

Marine Gunner

Trained in the use of the DloN militaries 'Big Guns', the Gunner is a marine who is issued and utilizes heavier man-portable weapon systems for support, suppression, and aggression within the [Nepleslian Space Marine Corps](#), making each Gunner have the skill and ability to supplement the firepower of entire teams of marines through their weapon and actions alone. A single veteran Gunner is capable of holding an entire flank all on their own without the use of powered armor.

Each gunner is trained in the subtle art of 'Shock And Awe' warfare making each marine gunner a portable powerhouse of devastating automatic or high-powered weapons fire from a variety of platforms. In a battle between riflemen, the Gunner is the one who continues firing and keep the enemies heads down while his comrades reload or are the first salvo in an ambush or assault or are the soldier with the heaviest weapon keeping the pressure of high-value targets such as vehicles or power armor.

Equipment

Marine Gunners are trained marines are trained in the basic use and maintenance of their weapons. As such they are trained in the use of the following equipment and may choose one infantry weapon to replace the [M3 assault rifle](#) in their loadout¹⁾:

- [M115 SPAID](#)
- [Partizan Modular Particle Emitter \(PMOPE\)](#) squad automatic weapon variant.
- [Nepleslian M150 Jackhammer Hmg](#) Man-portable heavy machinegun



Skills

Final and foremost the NSMC marine is trained in a variety of skills dependant on the individual marine and their prior training and experiences but the following are a staple to their profession:

==== Communication ====

Marines are familiar with basic operation and procedures of radio and communications equipment and can both make and receive transmissions other DIO N military personnel through headsets, ship communications systems, ground vehicles, power armor, and shuttles both in combat and out of combat with the proper discipline and procedures necessary to make their transmission and intentions known by the receiver. Marines are fluent in Trade. They are able to speak and write both correctly and efficiently to a degree and can write reports, fill forms, issue orders under fire, etc. If a marine is illiterate or incapable of doing such he/she/they are entitled to a personal AI assistant such as a [[technology:nepleslia:savtech_jane|]] or similar market option companion who can do so for them digitally or tutor them in such. The marine is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

==== Combat ====

Marines are trained to stay fit, to shoot weapons, and to be able to at a moments notice commit extreme and even lethal physical violence without a moment hesitation. To achieve this, marines are trained to devoting at least an hour daily to physical fitness and mental combat training such as drilling or combat exercise

Marines are trained to fire accurately, and in the same direction as other marines. Marines are training in all available weapons platforms large and small in the operation, maintenance, repair, and function of all DIO N issued weapons in an out of their profession from the smallest handgun to the largest of powered armor based weaponry. Last but most important of all marines are taught the basics of hand to hand combat in the form of self-defense training and each can memorize from muscle and memory alike the information pertained on the [[faction:nepleslia:premier_pyros_pro-tips_to_plucky_pugilism_and_proper_punching|]].

All marines are also trained in the use of the basic trio of Nepleslian power armor, the [[faction:nepleslia:equipment:hostile|Hostile]], [[faction:nepleslia:equipment:aggressor|Aggressor]], and [[faction:nepleslia:equipment:m10_raider_light_armor|]]. With ID-SOL and half SOL being given additional training in the [[wip:faction:nepleslia:equipment:cyclops|]]. Any other available Nepleslian powered armors are trained situationally or on request from the [[faction:nepleslia:equipment:void_tactical_armor|]] to the [[faction:nepleslia:equipment:slayer|]] or the ELEMENT series of powered armor.

==== Strategy ====

The basic understanding of following orders, marines learn about combat

tactics and the differences between power armor and light infantry operations. They are also taught about combined arms operations, utilizing [[faction:nepleslia:military:nepleslian_star_navy|Navy]] and Marine airborne assets to support their own operations. They also learn how to plan and execute various non-standard operations such as commando raids, reconnaissance, urban, jungle, desert & arctic warfare as well as starship boarding operations.

In basic training a Marine is taught how to wear [[faction:nepleslia:uniforms:ye_30_standard_marine_uniform|their uniform]], How to sleep in and maintain a hammock bed, to not speak unless spoken to when dealing with a superior officer such as saluting and not saluting in combat conditions, and to follow orders without hesitation or speaking back.

==== Survival ====

Nepleslian Marines are trained not only to be able to survive in hostile conditions but to thrive if given the opportunity. Marines are trained to live off the land without resupply through training spent teaching them the skills to recognize edible plants and animals throughout the kikyo sector, to catch and prepare said animals, and how to navigate without electronics or a map. Marines are also taught how to make a fire without any of the usual means as well as to survive in cold weather without a fire.

Before each mission marines are given a pamphlet or dossier on the conditions on their operation zone or those of not only their planet they are on by of those within the system from the local flora and fauna, to easily memorable star charts for navigation or ease of access information such as local friendly DIO elements, communications channels, or established but otherwise abandoned locations and landmarks.

====Specialty: Marine Gunner ====

Marine gunners are trained in the use and maintenance of heavier automatic and suppression platforms. Each Gunner is capable of creating and holding a base of fire, supporting the assault of their fellow Marines, identifying and leading targets from long distances with concentrated bursts and how to effectively combat powered armor and light vehicle platforms with their weapons.

OOC Notes

[Charmaylarg](#) created this article on 2020/05/02 10:14.

☐ This article is a work-in-progress. Is it not currently approved.

1)

will add more when we get more

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Last update: **2023/12/21 05:26**

