Warriors of Currahee

These strange men are a sub-class of Fighting-Men. These warriors originated from an alternate realm where mankind wages war on a global scale with terrible machines of war.

Falling from the sky during a dark night of terrible lightning, they entered the Blessed Realms of Normandie in ones and twos.

Each Warrior of Currahee begins the game with a specific set of equipment that he has managed to bring with him from his realm. Some of this equipment is determined by random dice roll as the fates were fickle during their air drop of June 5th 1944.

Each warrior begins with the basic kit of: Battle dress uniform (boots, socks, trousers, under-shirt, shirt), web belt, canteen, first aid kit (1 use to restore 1d6 damage), Helmet w/ liner, gloves, canvas backpack, rain poncho w/quilted liner, and 20' nylon rope.

Next each warrior rolls 3d6 on each of the tables below to determine his personal weapon carried, and one personal token from his world.

3d6 Roll	PERSONAL WEAPON TABLE		
3	Brass Knuckle Trench Knife		
4 - 5	Brass Knuckle Trench Knife, 1 Hand Grenade		
6 - 8	Pistol w/ 21 rounds ammo, Combat Knife, 1 Hand Grenade		
9 - 12	M1 Carbine w/ 175 rounds ammo, 1 Combat Knife, 1 Hand Grenade		
13 - 15	M1 Carbine w/ 175 rounds ammo, Brass Knuckle Trench Knife, 2 Hand Grenades		
16 - 17	Thompson .45 cal SMG w/ 300 rounds ammo, Brass Knuckle Trench Knife, 2 Hand Grenades		
18	Browning .30 cal LMG w/ 300 rounds belt ammo, .45 cal Pistol w/ 21 rounds ammo, 2 Hand Grenades		



3d6 Roll	PERSONAL ITEM		
3	Chocolate bar		
4 - 5	Life Magazine (Jan 1942)		
6 - 8	Pack of Lucky Strikes and a box of 20 matches		
9 - 12	Journal w/ 2 pencils		
13 - 15	Compass & Whistle		
16 - 17	17 Compass & Box of 20 Matches		
18	18 Compass & Map of Normandy 1944		

WARRIOR OF CURRAHEE ADVANCEMENT TABLE

Level	Title	XP	HD (d6)
1	Private	-	2
2	Corporal	2,000	3
3	Sergeant	4,000	4
4	Platoon Sergeant	8,000	5
5	Sergeant Major	16,000	6
6	2 nd Lieutenant	32,000	7
7	1 st Lieutenant	64,000	8+1
8	Captain	120,000	9+2
9	Major	240,000	10+1
10	Colonel	500,000	10+3

This class uses the Modern Firearms rules from my blog: http://swordplusone.com/modern_firearms.pdf

Brass Knuckle Trench Knife

