|  |  |  |  |
| --- | --- | --- | --- |
| **TASK** | **ATTEMPT** | **RE-DRAW** | **2ND RE-DRAW** |
| Medic | Y | Y | N |
| Engineering (mech) | Y | Y | N |
| Engineering (electric) | Y | Y | N |
| Engineering (combat) | Y | Y | N |
| Computer | Y | Y | N |
| Communications | Y | Y | N |
| Misc.  | Y | Y | N |

**GRUNTZ : Skills and special items**

**GRUNT**

**SUPPORT GUNNER**

|  |  |  |  |
| --- | --- | --- | --- |
| **TASK** | **ATTEMPT** | **RE-DRAW** | **2ND RE-DRAW** |
| Medic | Y | N | N |
| Engineering (mech) | Y | N | N |
| Engineering (electric) | Y | N | N |
| Engineering (combat) | Y | N | N |
| Computer | Y | N | N |
| Communications | Y | N | N |
| Misc. | Y | N | N |

**CORPSMAN**

|  |  |  |  |
| --- | --- | --- | --- |
| **TASK** | **ATTEMPT** | **RE-DRAW** | **2ND RE-DRAW** |
| Medic | Y | Y | Y |
| Engineering (mech) | Y | N | N |
| Engineering (electric) | Y | N | N |
| Engineering (combat) | Y | N | N |
| Computer | Y | N | N |
| Communications | Y | N | N |
| Misc. | Y | N | N |

**ELECTRICAL ENGINEER**

|  |  |  |  |
| --- | --- | --- | --- |
| **TASK** | **ATTEMPT** | **RE-DRAW** | **2ND RE-DRAW** |
| Medic | Y | N | N |
| Engineering (mech) | Y | N | N |
| Engineering (electric) | Y | Y | Y |
| Engineering (combat) | Y | N | N |
| Computer | Y | N | N |
| Communications | Y | N | N |
| Misc. | Y | N | N |

**MECHANICAL ENGINEER**

|  |  |  |  |
| --- | --- | --- | --- |
| **TASK** | **ATTEMPT** | **RE-DRAW** | **2ND RE-DRAW** |
| Medic | Y | N | N |
| Engineering (mech) | Y | Y | Y |
| Engineering (electric) | Y | N | N |
| Engineering (combat) | Y | N | N |
| Computer | Y | N | N |
| Communications | Y | N | N |
| Misc. | Y | N | N |

**COMBAT ENGINEER**

|  |  |  |  |
| --- | --- | --- | --- |
| **TASK** | **ATTEMPT** | **RE-DRAW** | **2ND RE-DRAW** |
| Medic | Y | N | N |
| Engineering (mech) | Y | N | N |
| Engineering (electric) | Y | N | N |
| Engineering (combat) | Y | Y | Y |
| Computer | Y | N | N |
| Communications | Y | N | N |
| Misc. | Y | N | N |

**COMMUNICATIONS SPECIALIST**

|  |  |  |  |
| --- | --- | --- | --- |
| **TASK** | **ATTEMPT** | **RE-DRAW** | **2ND RE-DRAW** |
| Medic | Y | N | N |
| Engineering (mech) | Y | N | N |
| Engineering (electric) | Y | N | N |
| Engineering (demo) | Y | N | N |
| Computer | Y | N | N |
| Communications | Y | Y | Y |
| Misc. | Y | N | N |

**Task Resolution**

Diamonds - Success

Hearts - Failure

Clubs - Failure

Spades - Failure

Re-draws may be taken every 30 seconds

Failed tasks may be re-attempted every 15 minutes

**Special Items**

***CDMC Trauma Kit -*** +1 re-draw on Medic tasks

***Cyberdyne Electronics Diagnostic Scanner*** - +1 re-draw on Engineer (Electric) tasks

***‘The Gunny’s Guide to Bombs and Bangs’ -*** +1 re-draw on Engineer (Combat) tasks

***OCP Official Tech Guide Vol. IX -*** +1 re-draw on Engineer (Mech) tasks

***Tyrell ‘Nimbus Ultra’ AI Interface -*** +1 re-draw on Computer tasks

***CDMC Multi-phasic De-coder -*** +1 re-draw on Communications tasks

***Captain Truman’s Bathroom Key -*** +1 re-draw on any task (once per game)\*

\*please return this item once it has been used

**Injury**

**BEFORE DRAWING A CARD THE PATIENT MUST BE BANDAGED AND STABILSED**

Hearts - Flesh Wound (No adverse effect)

Diamonds - Walking Wounded (Must limp/act stunned/deaf/blind/etc.)

Clubs - Trauma (unconscious – draw again after 1 min of treatment)

Spades - Out of Action (You will expire in 5 minutes without Life Support)