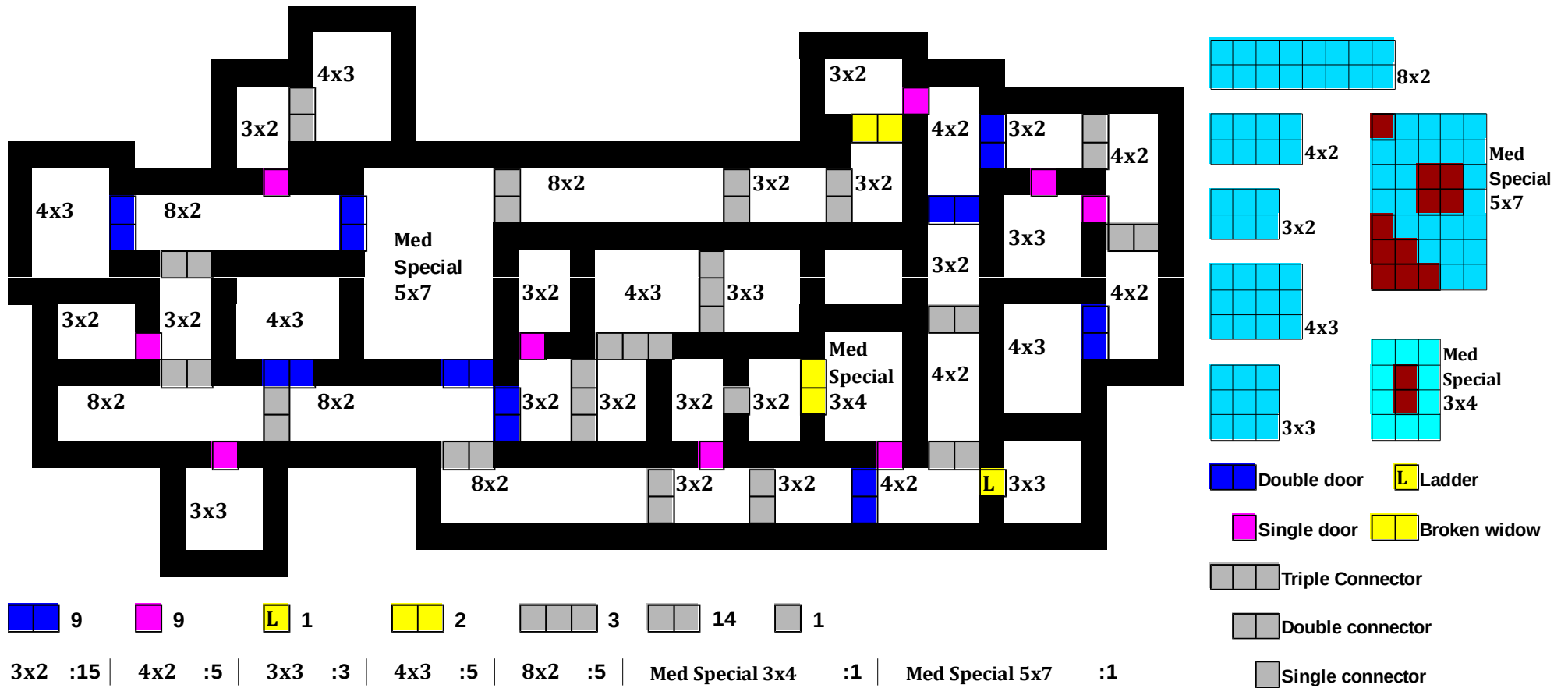


## Med/Sci 1

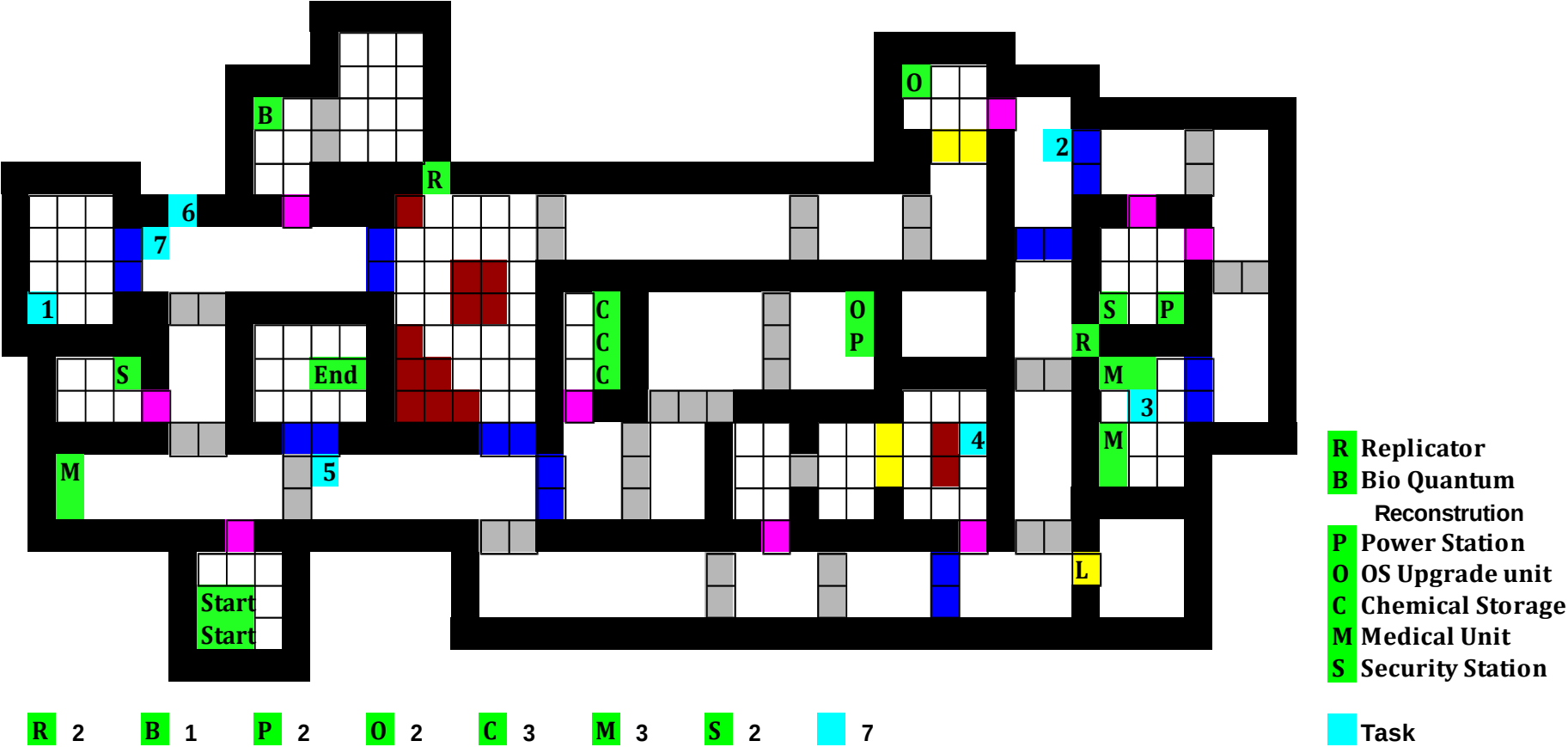
**Short description:**

Scenario designed for Game Master and 2-4 Players.

### Raw mapchunks view:

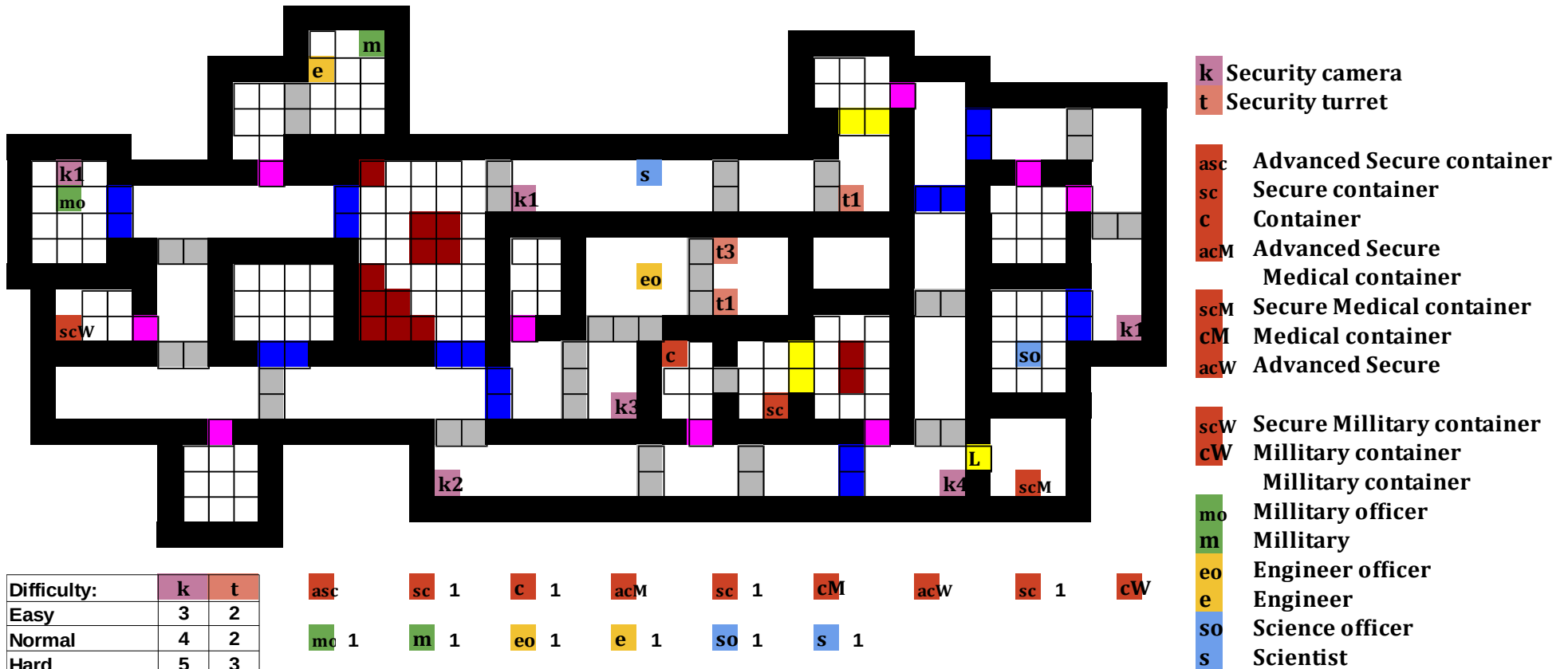


Stationary devices and tasks view:



TASK DESCRIPTION			
1	Door A Key Card.	5	Security door B.
2	Security door A.	6	Power Cell Slot for door C.
3	Door B Key Card.		
4	Dead Power Cell.	7	Door C without power.

## View of constant loot objects, security cameras and secutiyu turrests:



Numbers on Security cameras and turrets describes difficulty level:

1 – Easy,

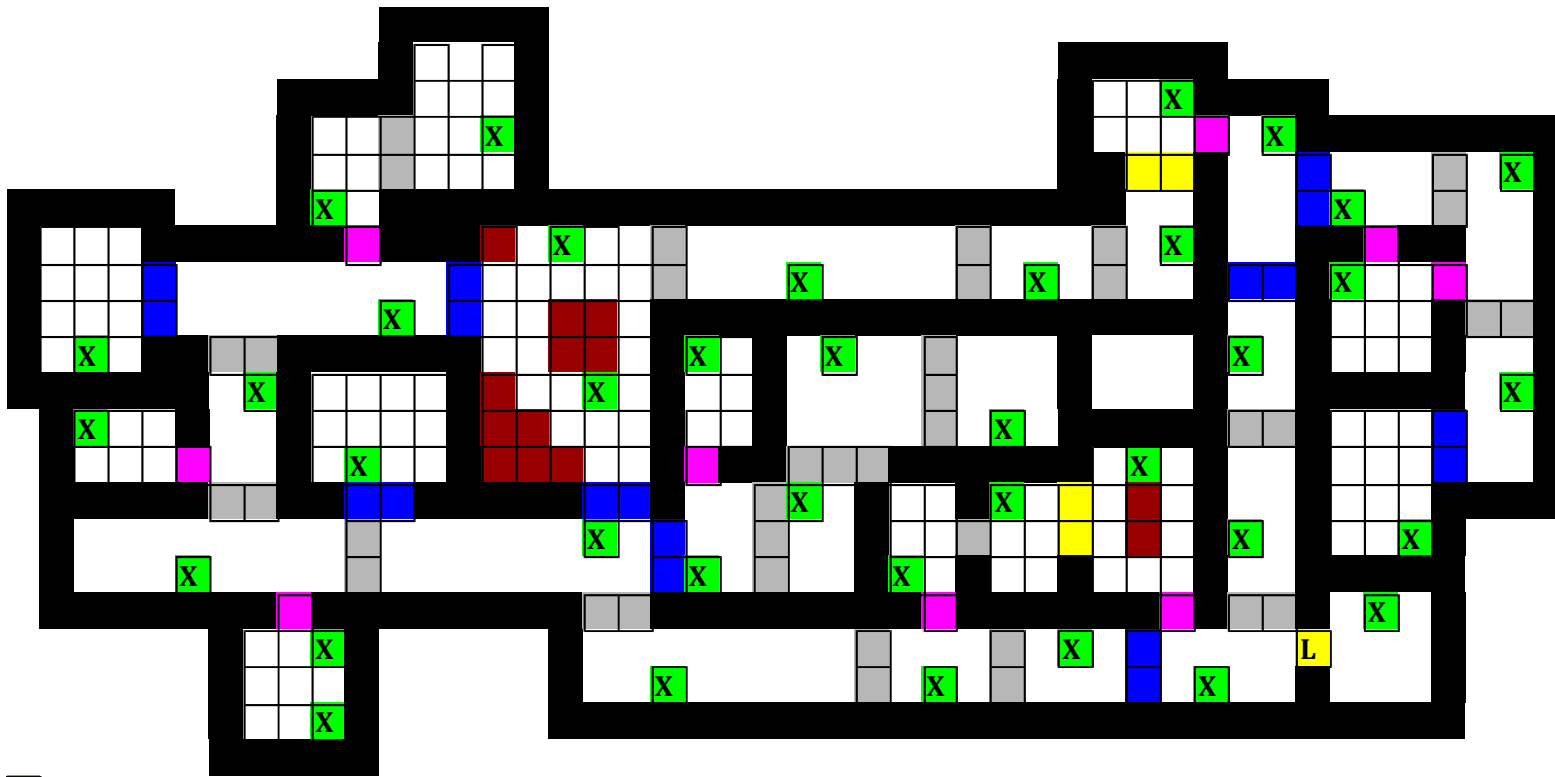
2 – Normal

3 – Hard

4 – Impossible

For example: If defficulty level is set to Normal you should place on map turrets and cameras with numbers 1 and 2, but not 3 or above.

# Random loot objects view:

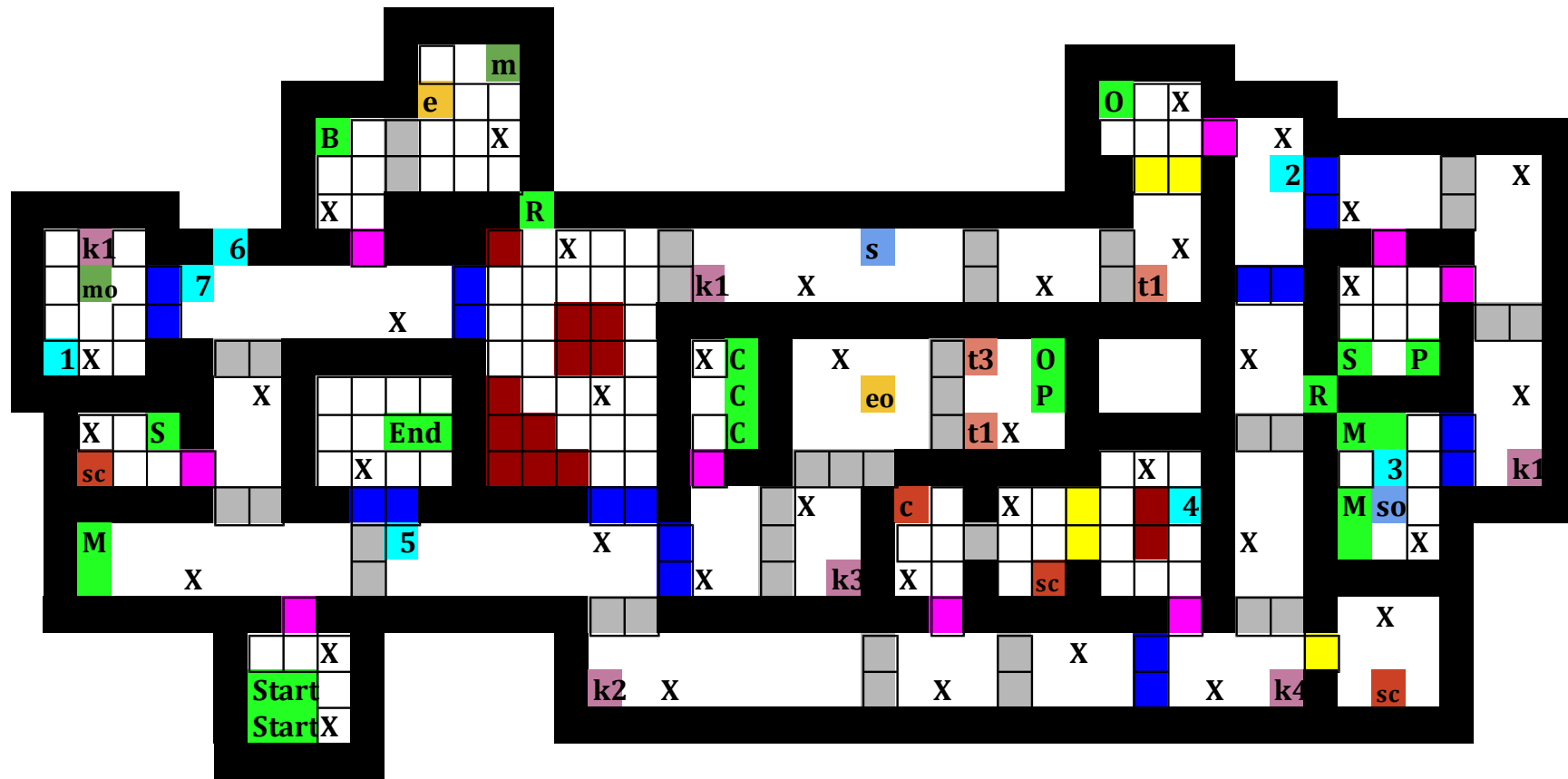


**X** 38

Difficulty:	mo	m	eo	e	so	s	c	sc	asc	cM	scM	acM	cW	scW	acW	Total:	Empty:
Easy	3	3	3	3	3	3	3	3	2	2	2	2	2	2	2	38	0
Normal	2	3	2	3	2	3	4	2	1	2	1	1	2	1	1	30	8
Hard	1	3	1	3	1	3	4	1	1	1	1	1	1	1	1	24	14
Impossible	1	2	1	2	1	2	3	1	1	1	0	1	1	0	1	18	20

**X** Place for random  
loot object

# View of everything at once:



<b>R</b> Replicator	<b>Task</b>	<b>asc</b> Advanced Secure container	<b>mo</b> Military officer
<b>B</b> Bio Quantum Reconstruction	<b>k</b> Security camera	<b>sc</b> Secure container	<b>m</b> Military
<b>P</b> Power Station	<b>t</b> Security turret	<b>c</b> Container	<b>eo</b> Engineer officer
<b>O</b> OS Upgrade unit	<b>X</b> Place for random serchable object	<b>acM</b> Advanced Secure Medical container	<b>e</b> Engineer
<b>C</b> Chemical Storage		<b>scM</b> Secure Medical container	<b>so</b> Science officer
<b>M</b> Medical Unit		<b>cM</b> Medical container	<b>s</b> Scientist
<b>S</b> Security Station		<b>acW</b> Advanced Secure Military container	
		<b>scW</b> Secure Military container	
		<b>cW</b> Military container	

### **Begining creature alocation:**

Before start Game Master should place: 2 Pipe Hybrids, 1 Protocol Droid , 1 Psi Monkey on the map. There must be at least 1 empty mapchunk between each one. Corridors behave as 1 mapchunk (more info about corridors in instruction: „Mapchunks”).

### **Additional modifiers:**

### **Detailed description:**

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