Med/Sci 1

Short description:
Scenario designed for Game Master and 2-4 Players.

Raw mapchunks view:

4x3

3x2

3x2

4x3

8x2

Med
Special
5x7

3x2

3x2

4x3

8x2

8x2

3x3

3x2

3x2

4x3

3x3

8x2

3x2

3x2

8x2

3x2

3x2

Med
Special
3x4

4x2

3x2

3x2

Med
Special
5x7

8x2

3x2

3x2

3x2

3x3

3x2

4x2

4x2

4x2

3x3

4x2

4x2

4x3

3x2

L 3x3

8x2

4x2

3x2

4x3

Med
Special
5x7

3x2

4x3

3x3

Med
Special
3x4

Double door   **L** Ladder

Single door   **Broken widow**

Triple Connector

Double connector

Single connector

■ 9	■ 9	**L** 1	■ 2	■ 3	■ 14	■ 1

3x2 :15	4x2 :5	3x3 :3	4x3 :5	8x2 :5	Med Special 3x4 :1	Med Special 5x7 :1

Stationary devices and tasks view:

Legend:

R	Replicator
B	Bio Quantum Reconstrution
P	Power Station
O	OS Upgrade unit
C	Chemical Storage
M	Medical Unit
S	Security Station

R 2   B 1   P 2   O 2   C 3   M 3   S 2   ▢ 7
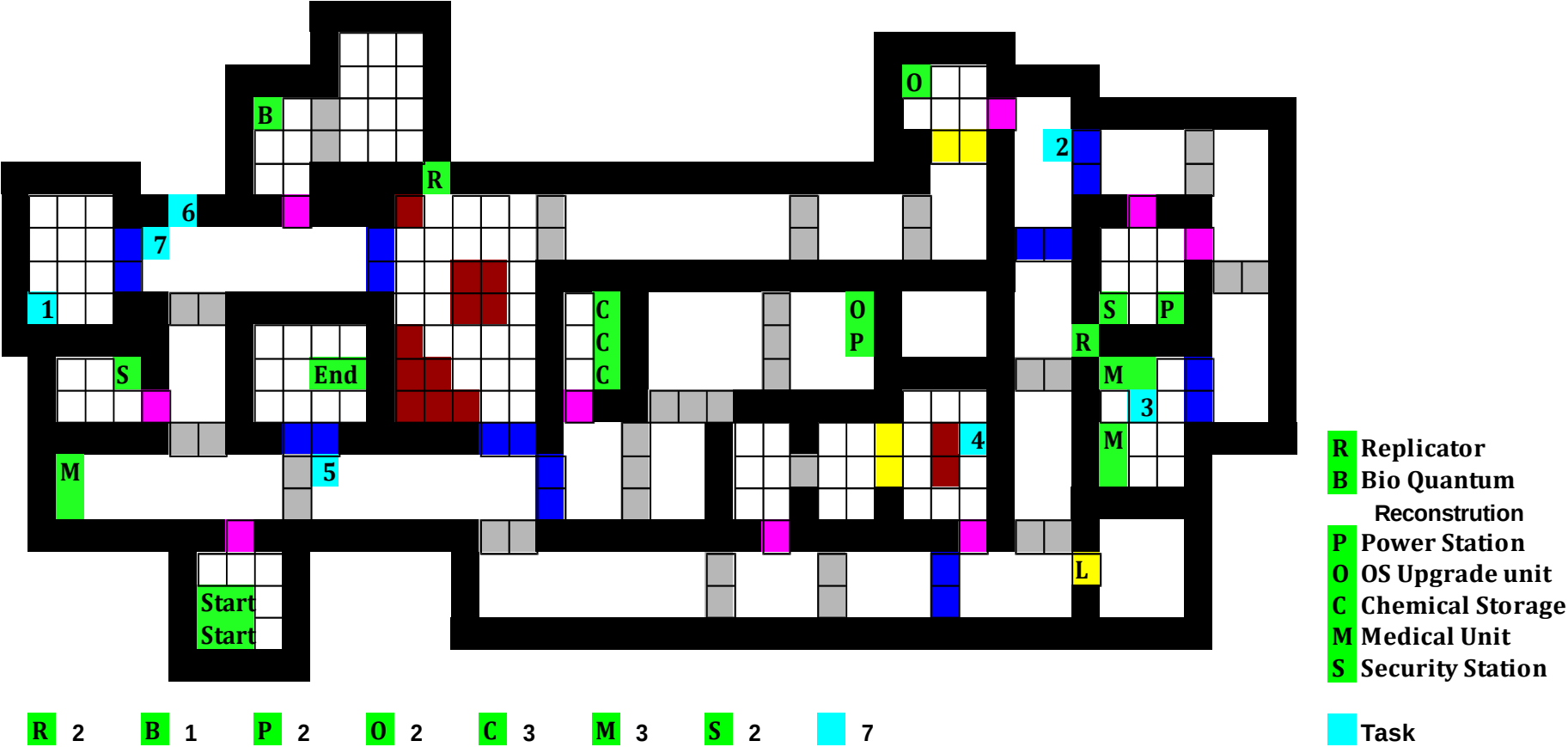
Task

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:

Legend:
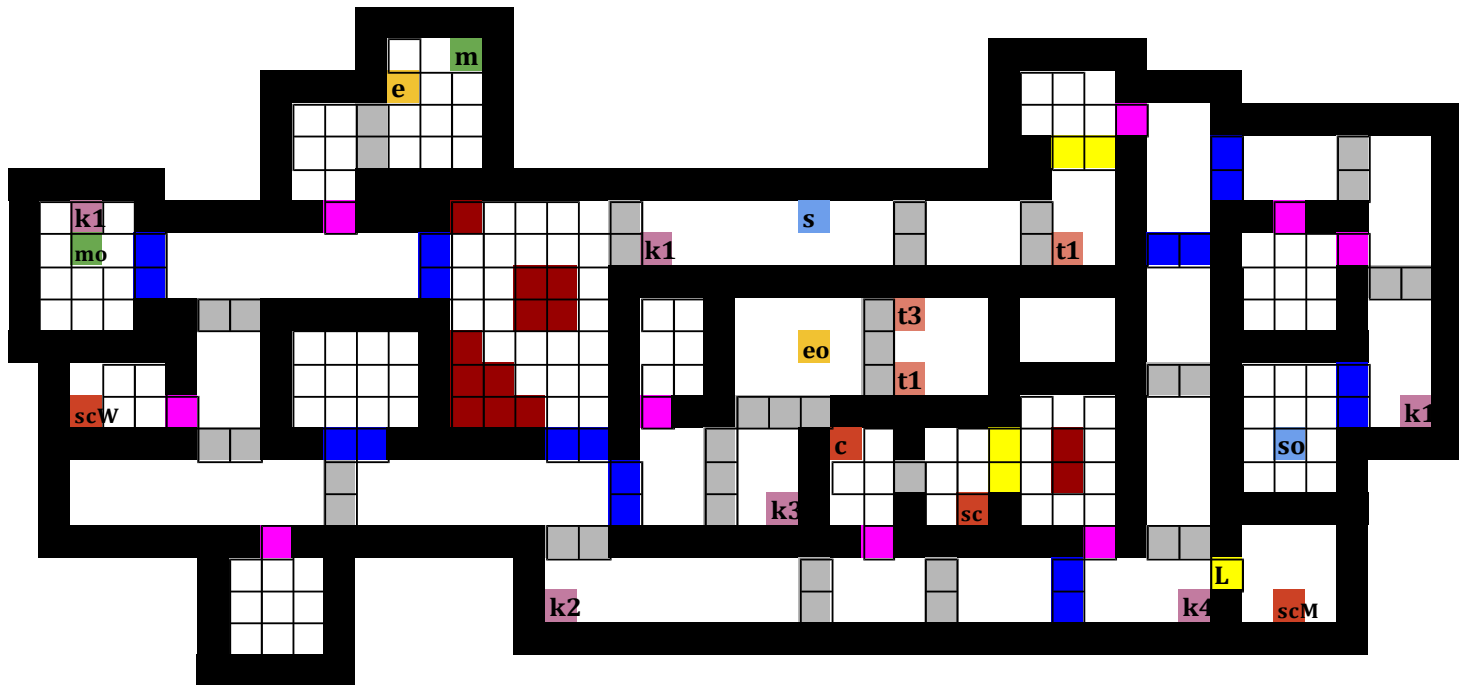
k	Security camera
t	Security turret
asc	Advanced Secure container
sc	Secure container
c	Container
acM	Advanced Secure Medical container
scM	Secure Medical container
cM	Medical container
acW	Advanced Secure Millitary container
scW	Secure Millitary container
cW	Millitary container
	Millitary container
mo	Millitary officer
m	Millitary
eo	Engineer officer
e	Engineer
so	Science officer
s	Scientist

Difficulty:	k	t
Easy	3	2
Normal	4	2
Hard	5	3
Impossible	6	3

asc   sc 1   c 1   acM   sc 1   cM   acW   sc 1   cW

mo 1   m 1   eo 1   e 1   so 1   s 1

t3   <-- It means: „t" for turret and „3" for hard difficulty level. „k" for cameras.

1 – Easy,
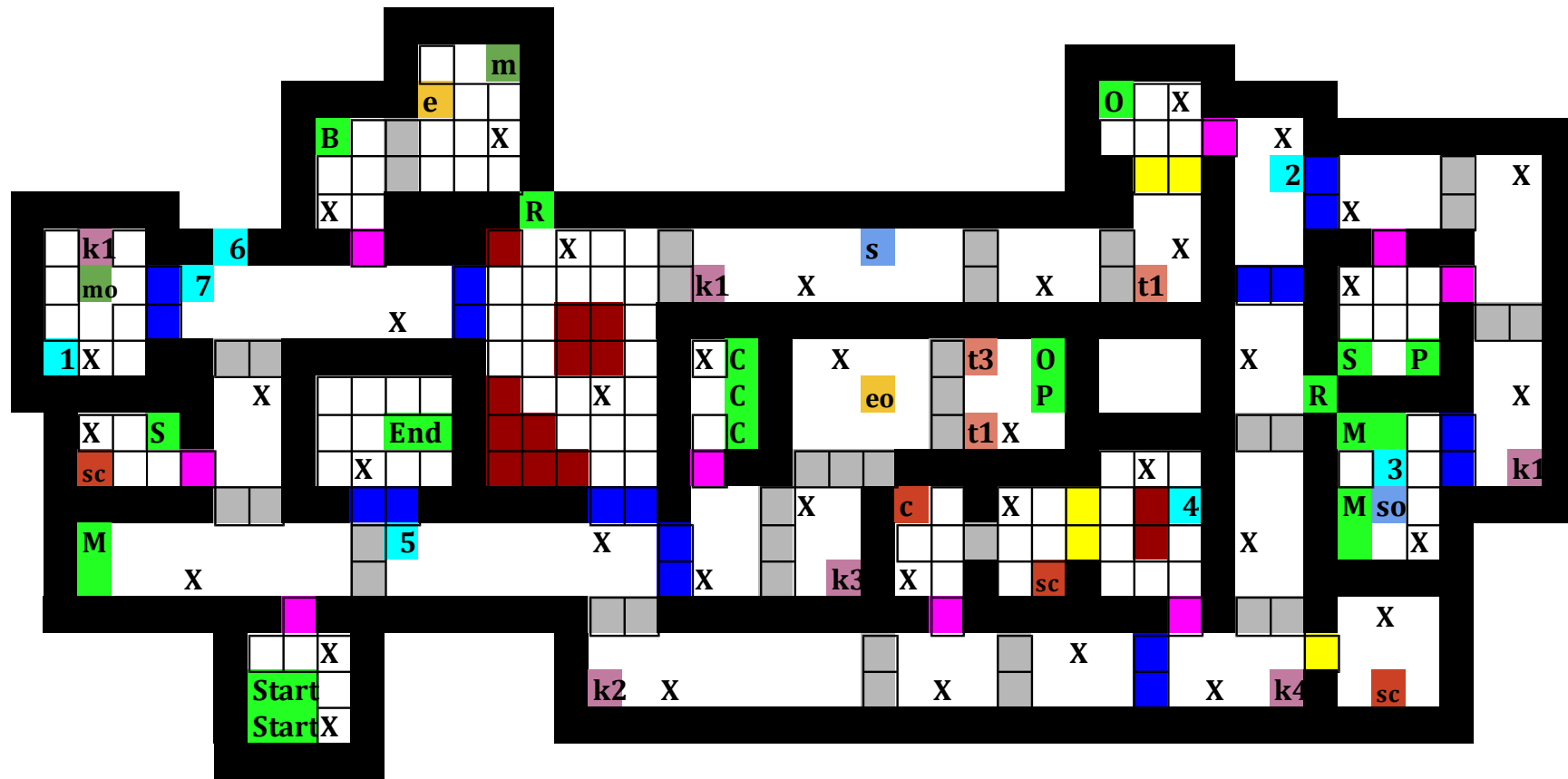2 – Normal
3 – Hard
4 – Impossible

Random loot objects view:
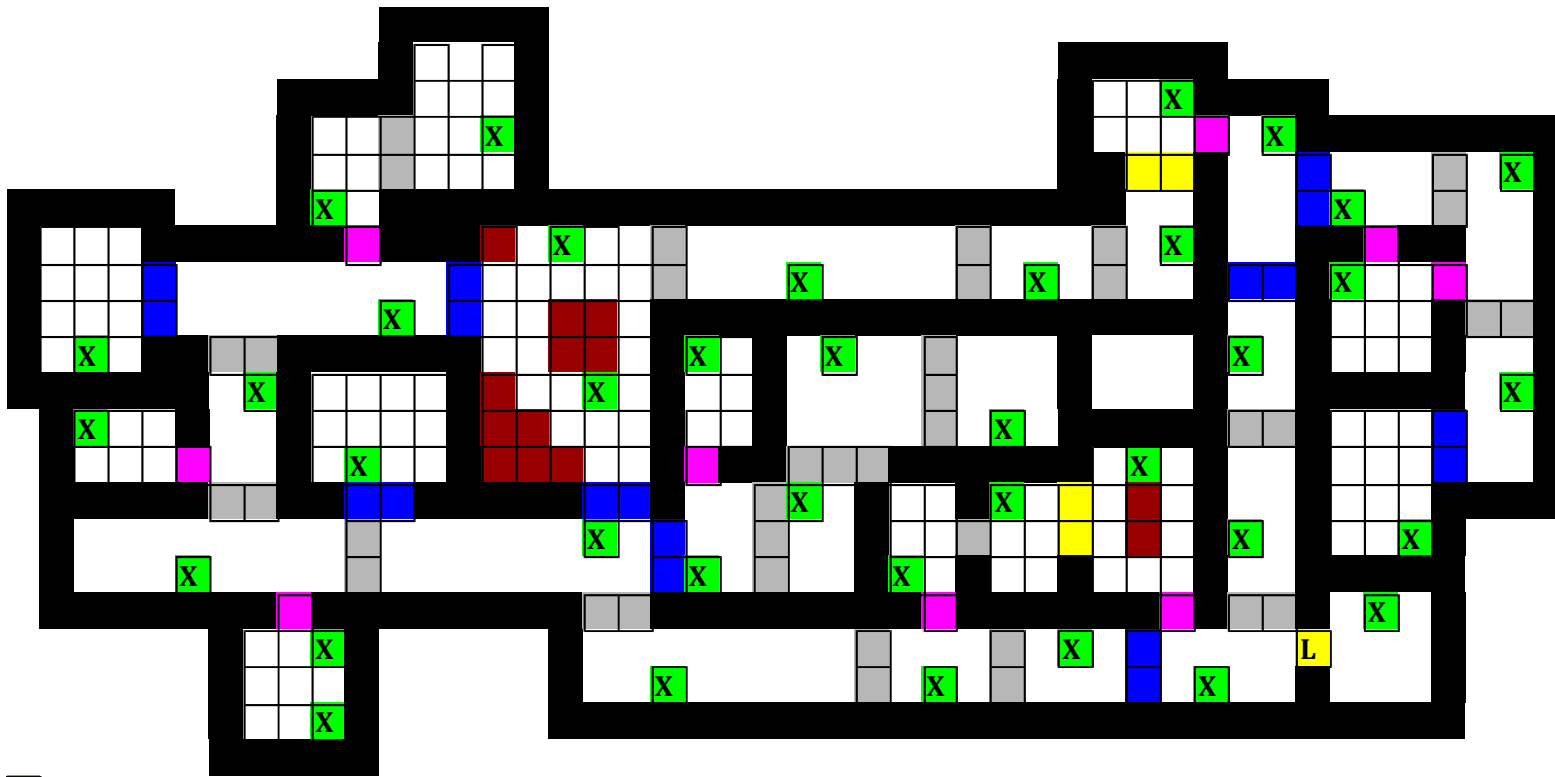
X 38

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		2	2	2		1	2	2		1	2	2		34	4
Normal	2	3	2	3	2	3		1	2	2		1	2	2		1	2	2		30	8
Hard	2	3	2	3	2	3		2	2	1		1	1	1		1	1	1		26	12
Impossible	1	3	1	3	1	3		2	1	1		1	1	1		1	1	1		22	16

X Place for random loot object

View of everything at onec:

R Replicator	**Task**	**asc** Advanced Secure container
B Bio Quantum Reconstrution		**sc** Secure container
	k Security camera	**c** Container
P Power Station	**t** Security turret	**acM** Advanced Secure Medical container
O OS Upgrade unit		**scM** Secure Medical container
C Chemical Storage	**X** Place for random serchable object	**cM** Medical container
M Medical Unit		**acW** Advanced Secure Millitary container
S Security Station		**scW** Secure Millitary container
		cW Millitary container

mo Millitary officer	
m Millitary	
eo Engineer officer	
e Engineer	
so Science officer	
s Scientist	

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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