Fantasy Grounds - Meanders Map Pack: Area 51 (Map Pack) Keygen For Windows 10

Download ->->->-> http://bit.ly/2SLc3m0

About This Content

Meanders Map Pack: Area 51

This 24 Terrain Map Packs features a mix of maps that allows you to launch (or stop) a full-scale alien invasion with a selection of maps for the Aliens and the Allied Forces that stop them. Begin your adventure by slowly over-running a Colony from a quiet abandoned base into a full blown xeno nightmare, gain the attention of Area 51 with all of the Black Ops styled maps such as Containment, Quarantine, Specimen Analysis, Embassy Offices, Armory and Craft Observation rooms to make preparations for an assault - then enter the Quantum Teleporter and take the battle for supremacy to the Alien Mothership with its own sophisticated technology and defenses. Will you head for the Command Centre or the Reactor Core? Will you make it through the Acidic Hives, learn precious intel from the Archives, accidentally launch a full-scale counter-attack either by air or by ground via the Aliens own Transportals - or will you be caught and interrogated in the Aliens Prison? Alternately - start from the Mothership and work backward to infiltrate or invade an unsuspecting colony and its overlords.

- 1 x Quantum Teleporter

- 1 x Alien Transportal

- 2 x Armories

- 1 x Prison & Interrogation Room

- 1 x Alien Archives

- 1 x Alien Launch Bay

- 2 x Alien Command Centres

- 1 x Queen Hive Biomass

- 2 x Acidic Egg Biomass Sectors

- 2 x Abandoned Colony Base

- 2 x Overrun Colony Base

- 1 x Reactor Core

- 2 x Specimen Dissection

- 1 x Observation and Cold Storage

- 1 x Customs and Detention

- 1 x UFO Containment

- 1 x Briefing Rooms

- 1 x Species Containment

Maps are sized specially for FG at 1350x900 and under 500 kb each to help prevent slow-down during play. DM Convenience is the focus with carefully labelled maps and several ways to access, use and choose the maps in this module. Use the VISUAL MAP SELECTION PANEL and pick your map from the thumbnails and yellow label by clicking on the pin. Or use the RANDOM ROLL TABLE - a d100 table to pick your destination at random.

Converted by: **Kris Mc Dermott**

Released on December 31, 2018. Designed for Fantasy Grounds version 3.3.6 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and any ruleset.

Title: Fantasy Grounds - Meanders Map Pack: Area 51 (Map Pack)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 12 Feb, 2019

 a09c17d780

Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

GM:
[TABLE] Area 51
Random Map Table =

[MAP] Mothership 04 - Reactor
Core

Chat

GM

Area 51 Random Map Table

Roll Custom Output   Chat

1d100   Area 51

1 - 3	[MAP] Mothership 04 - Reactor Core
4 - 7	[MAP] Colony 11 - Quantum Teleporter
8 - 11	[MAP] Mothership 10 - Alien Armory
12 - 15	[MAP] Mothership 05 - Biomass Eggsacs
16 - 19	[MAP] Scifi 18 - Observation and Cold Storage
20 - 23	[MAP] Cruiser 05 - Weapons Storage
24 - 27	[MAP] Scifi 23 - Briefing Rooms
28 - 31	[MAP] Mothership 11 - Command Centre
32 - 35	[MAP] Mothership 06 - Launch Bays
36 - 39	[MAP] Scifi 33 - Colony Base A
40 - 43	[MAP] Mothership 01 - Prison and Interrogation
44 - 47	[MAP] Mothership 07 - Alien Transportals
48 - 51	[MAP] Mothership 11b - Command Centre
52 - 55	[MAP] Mothership 02 - Alien Archives
56 - 59	[MAP] Scifi 34 - Colony Base B
60 - 63	[MAP] Mothership 08 - Queen Hive Biomass
64 - 67	[MAP] Scifi 36 - Colony Base Overrun D
68 - 71	[MAP] Mothership 03 - Specimen Dissection
72 - 75	[MAP] Scifi 41 - UFO Containment

[MAP] Mothership 04 - Reactor Core   Unidentified Map / Image

MAP SELECTION P

Area 51 Random Map Table

Roll | Custom | Output
[icons] [O] [Chat]

1d100	Area 51
1 - 3	[MAP] Mothership 04 - Reactor Core
4 - 7	[MAP] Colony 11 - Quantum Teleporter
8 - 11	[MAP] Mothership 10 - Alien Armory
12 - 15	[MAP] Mothership 05 - Biomass Eggsacs
16 - 19	[MAP] Scifi 18 - Observation and Cold Storage
20 - 23	[MAP] Cruiser 05 - Weapons Storage
24 - 27	[MAP] Scifi 23 - Briefing Rooms
28 - 31	[MAP] Mothership 11 - Command Centre
32 - 35	[MAP] Mothership 06 - Launch Bays
36 - 39	[MAP] Scifi 33 - Colony Base A
40 - 43	[MAP] Mothership 01 - Prison and Interrogation
44 - 47	[MAP] Mothership 07 - Alien Transportals
48 - 51	[MAP] Mothership 11b - Command Centre
52 - 55	[MAP] Mothership 02 - Alien Archives
56 - 59	[MAP] Scifi 34 - Colony Base B
60 - 63	[MAP] Mothership 08 - Queen Hive Biomass
64 - 67	[MAP] Colony Base Overrun D
68 - 71	[MAP] Mothership 03 - Specimen Dissection
72 - 75	[MAP] Scifi 41

IMAGES & MAPS

Folder | Store

Group | (All)

- [MAP SELECTION PANEL] Area 51
- [IMAGE] FG Area 51 Module Thumbnail
- [IMAGE] FG Area 51 Promo banner
- [IMAGE] Meanders In Use
- [IMAGE] Meanders Map Synch Sample
- [IMAGE] Thumbnail 60x60px
- [LOGO] GTW Banner
- [LOGO] GTW Logo
- [MAP] Colony 11 - Quantum Teleporter
- [MAP] Cruiser 05 - Weapons Storage
- [MAP] Mothership 01 - Prison and Interro
- [MAP] Mothership 02 - Alien Archives
- [MAP] Mothership 03 - Specimen Dissecti
- [MAP] Mothership 04 - Reactor Core
- [MAP] Mothership 05 - Biomass Eggsacs
- [MAP] Mothership 06 - Launch Bays
- [MAP] Mothership 07 - Alien Transportal
- [MAP] Mothership 08 - Queen Hive Bioma
- [MAP] Mothership 09 - Acid Pit Eggsacs
- [MAP] Mothership 10 - Alien Armory
- [MAP] Mothership 11 - Command Centre
- [MAP] Mothership 11b - Command Centr
- [MAP] Scifi 35 - Colony Base Overrun C
- [MAP] Scifi 14 - Species Containment
- [MAP] Scifi 18 - Observation and Cold Sto
- [MAP] Scifi 23 - Briefing Rooms
- [MAP] Scifi 33 - Colony Base A
- [MAP] Scifi 34 - Colony Base B
- [MAP] Scifi 36 - Colony Base Overrun D
- [MAP] Scifi 41 - UFO Containment
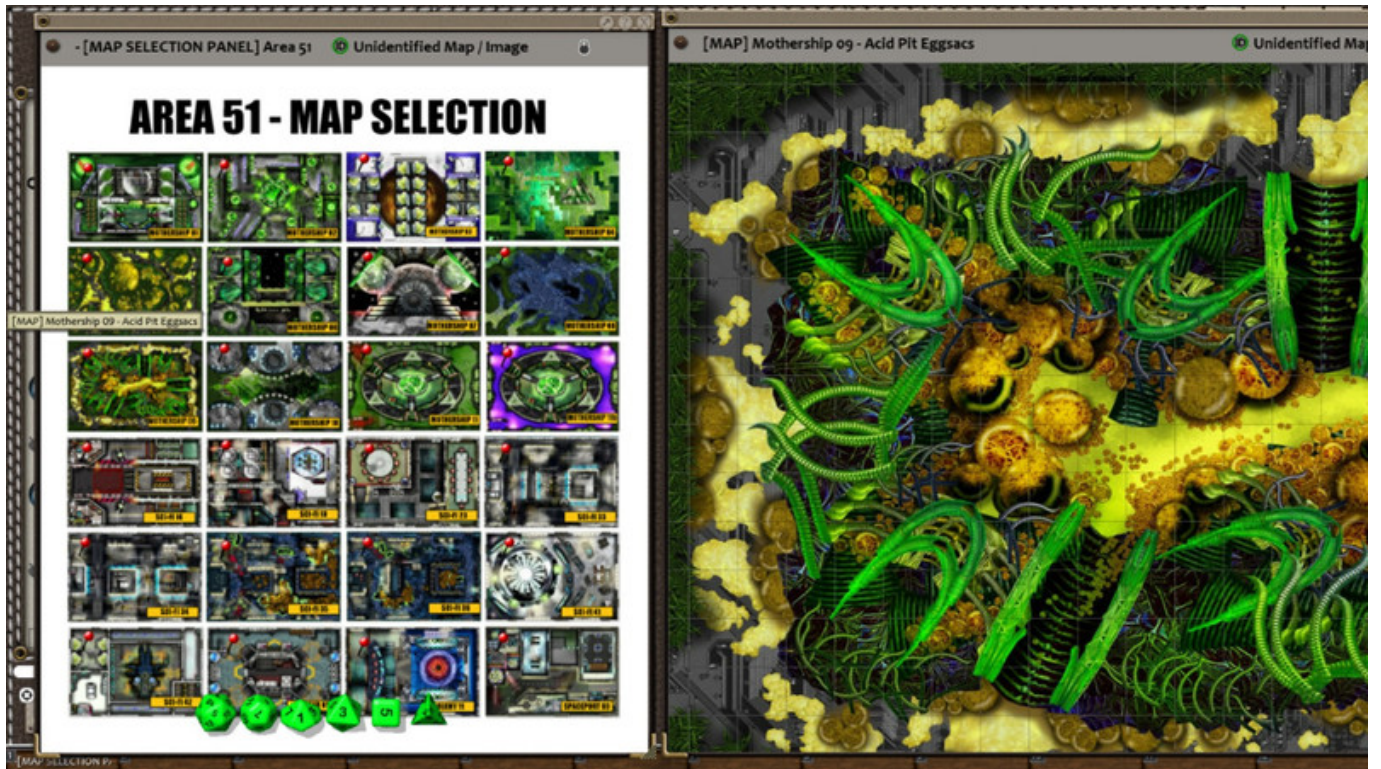- [MAP] Scifi 42 - Dissection and Containme

Area 51 - Product Information

Overview:

- [IMAGE] FG Area 51 Module Thumbnail
- [IMAGE] FG Area 51 Promo banner

Thank you for purchasing the Fantasy Grounds Meanders Map Pack: *Area 51*. This 24 Terrain Map Packs features a mix of maps that allows you to launch (or stop) a full-scale alien invasion with a selection of maps for the Aliens and the Allied Forces that stop them. Begin your adventure by slowly over-running a Colony from a quiet abandoned base into a full blown xeno nightmare, gain the attention of Area 51 with all of the Black Ops styled maps such as Containment, Quarantine, Specimen Analysis, Embassy Offices, Armory and Craft Observation rooms to make preparations for an assault - then enter the Quantum Teleporter and take the battle for supremacy to the Alien Mothership with its own sophisticated technology and defenses. Will you head for the Command Centre or the Reactor Core? Will you make it through the Acidic Hives, learn precious intel from the Archives, accidentally launch a full-scale counter-attack either by air or by ground via the Aliens own Transportals - or will you be caught and interrogated in the Aliens Prison? Alternately - start from the Mothership and work backward to infiltrate or invade an unsuspecting colony and its overlords.

Maps are sized specially for FG at 1350x900 and under 500 kb each to help prevent slow-down during play. [Fantasy Grounds runs best on maps

AREA 51 - MAP SELECTION