



Story : the party is higher to attack the techno bandits slave HQ to free the captives.
Gm can scale it to the party.

warring : if the alarm is sounded in the first room all other bandits get surprise rounds in their rooms.
also the number of bandits in each room increases by 3 all armed with pistols

Room Key

1. **Main hall.** The Main hall to the Techno bandits HQ. The base over all is run down and in shambles.
Enemies: 5 techno bandits just sitting around a table playing cards their weapons are to their side. If players do not kill the bandits with in 5 rounds the alarm is sounded and 5 more guards come.

2. **Side Room** 2 and 3 are the same. Each contains 5 bandits there are armed with pistols and or melee weapons. This is also there bed areas. hammocks and beds a bond.

4. **Mesh hall** rooms 4 and 5 are the Mesh hall. They have long tables and a lot of chairs. their will be about 2-4 bandits in each room.

6. **Metal Shop** The Metal shop is where the bandits make all there armor.

Enemy : 2 -3 bandits they have welding goggles on -4 to sight.
their will be some armor laying around. if the players take the armor it gives +4 to dodge.

7. **Ammo shop.** The Ammo Shop is where the bandits make ammo. There is a surpluses of ammo stored here ripe for the taking.

no enemies in the room. but the door to the room is made in to heavy gauge metal and is locked . players have to pick the lock to open it.

8. **Boss Room.** The room is guarded by a heavy Metal door in the hallway players can force open the door but it will alert the enemy. give them a surprise round. However if the players go through rooms 6 or 7 they can sneak up on the enemy boss

The head bandit. has 4 other bandits with him and a attack dog. the health of the bandit leader is 200 hp.