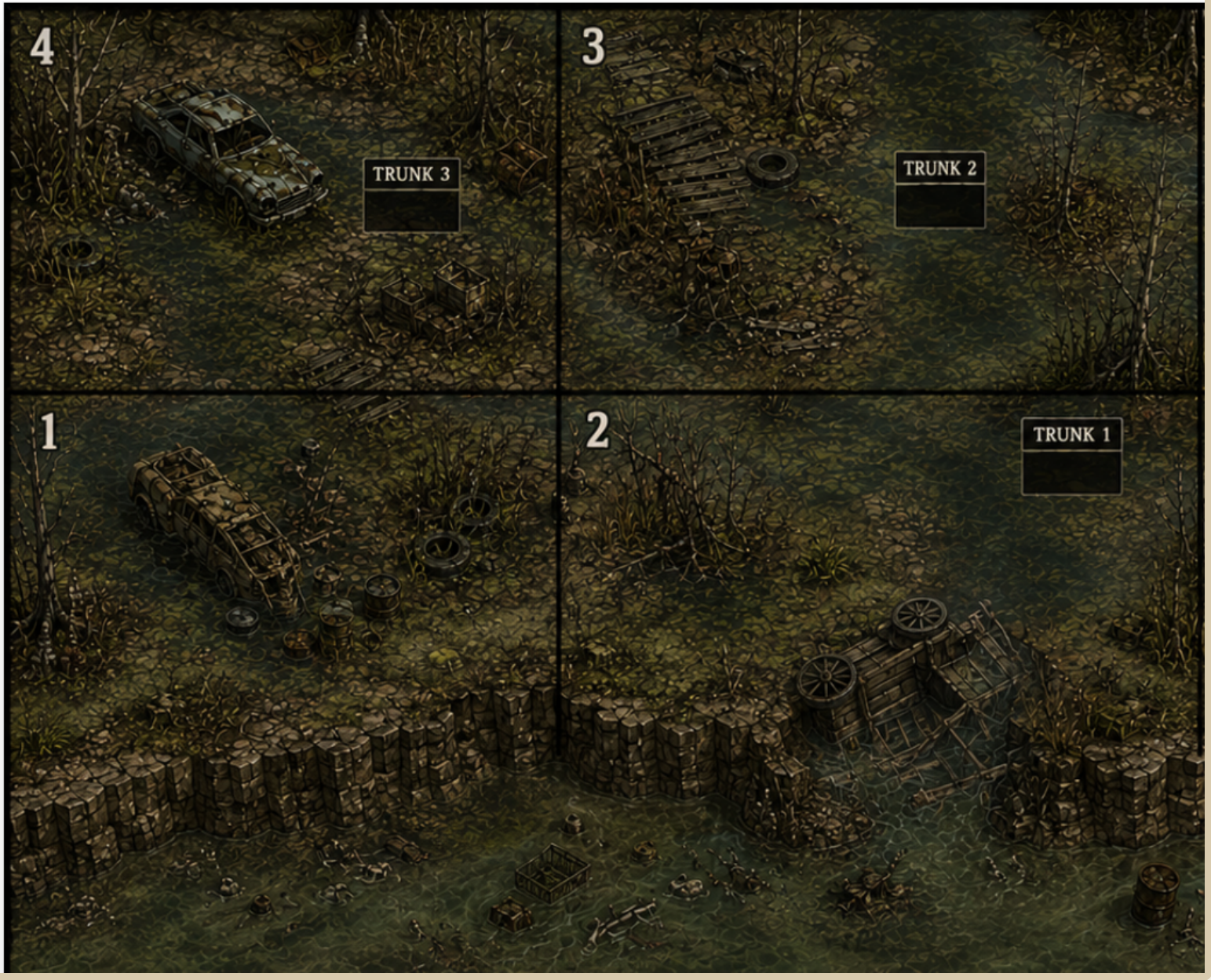
THE ARIZONA MARSH CRASH SITE

Start in Zone 1. The finished Trunk labels on the map are the authoritative locations.



LEGEND

1 **ZONE 1**
Start: broken wagon, dead Brahmin, chains and deep mud.

2 **ZONE 2**
Trunk 1. Lower right; a damaged frame gives cover.

3 **ZONE 3**
Trunk 2. Upper right; planks and reeds allow stealth.

4 **ZONE 4**
Trunk 3. Upper left; wrecked jeep and shallow water.

CAZADOR PRESSURE

After a trunk is opened or a loud action, a Cazador arrives next round. Maximum: 4 Cazadors.

SAFFORD

Town overview. Red markers are the investigation locations; H marks Dr. Heckelberg's house.



LOCATION LEGEND

1 **Water Treatment Plant**
First Project 33 laboratory annex.

2 **Arthur's Garage**
Heavy machinery and the route to the hills.

3 **Militia & NCR HQ**
Keegan, Brown and the quarantine pressure.

4 **Safford Radio**
Sunny Mayfield and the public broadcast route.

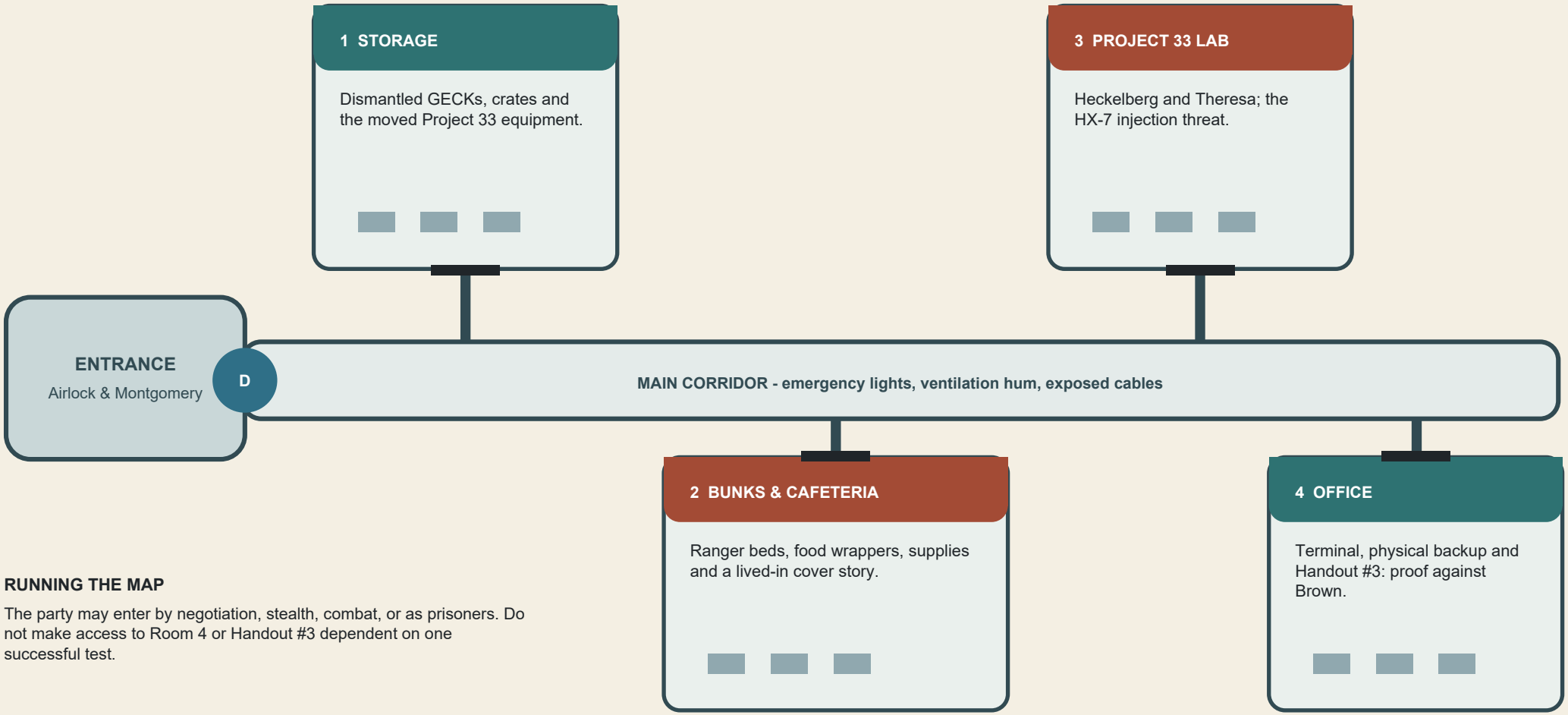
5 **Agetha's Bowl-O-Rama**
Agetha and Ray; Heckelberg's ordinary routine.

6 **Navajo Market**
Crimson Dog, Axman and supply-line rumours.

H **Heckelberg's House**
North of the market; Handout #2 is here.

VAULT 103

A compact scientific prototype: one main corridor connects four operational rooms.



RUNNING THE MAP

The party may enter by negotiation, stealth, combat, or as prisoners. Do not make access to Room 4 or Handout #3 dependent on one successful test.

GM LEGEND

1 Storage: evidence of the relocation. 2 Bunks: ongoing Ranger support. 3 Lab: Heckelberg and Theresa. 4 Office: Handout #3.

Vault 103 bears little resemblance to a city-sized Vault; it was built for a small scientific staff.