

MISSION BUILDER RP-00

MISSION TYPE
Blank template

PLAYERS
1-50

DURATION
your choice

LANGUAGE
English

This version contains no secret information. The game master has a separate Game Master version.

HOW TO USE THIS TEMPLATE

- The game master fills in the whole GM version. The player version only contains the fields players are allowed to see – hand it out before the mission.
- Keep it short: bullet points are enough. One sentence per field beats a page nobody reads.
- Everything you enter is your own story. Decide how you stage each scene in the game before you start.

MISSION

MISSION Mission name

MISSION TYPE e.g. rescue, recovery, escort, recon

PLAYER COUNT min – max

DURATION planned play time

LOCATION system, place, rally point

SITUATION

BACKGROUND What happened before?

BRIEFING What the crew learns at the start

CREW AND EQUIPMENT

ROLES Who does what?

ROLE	PLAYER	TASK

SHIPS ship / vehicle, purpose, pilot

SHIP / VEHICLE	PURPOSE	PILOT

OBJECTIVES

OBJECTIVES What must be achieved?

OPTIONAL OBJECTIVES What earns a bonus or glory?

SUCCESS CONDITIONS When is the mission a success?

COMMS AND INTEL

COMMS channels, call signs, code words

PLAYER INTEL What the crew knows or can find out

AFTER ACTION REPORT

OUTCOME objectives met? what went wrong?

BEST MOMENT what will people remember?

NEXT TIME what do we change?

FOLLOW-UP loose ends for the next mission

GAME WORLD OR FICTION?

- Everything this template describes – names, named ships, companies, radio messages, events – is made up. This mission does not exist in the game.
- The template describes no game mechanic. The game master stages what happens in game with whatever Star Citizen currently offers: your own ships, meeting points, fellow players as extras.
- Lines marked IN GAME are suggestions for staging a scene in the game – not something the game does on its own.