

DISTRESS CALL RP-01

MISSION TYPE Search & Rescue / RP	PLAYERS 2-8	DURATION 30-60 min	LANGUAGE English
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This version contains every secret, event and ending. Do not hand it to players.

BRIEFING

Your crew is on a routine flight when a faint distress call comes in on an open channel. The signal is full of static, keeps cutting out and repeats. The sender calls itself "Halcyon Drift", a small freighter owned by Brightwater Haulage.

Nobody else answers. You are the closest ship. Find the origin of the signal, work out what happened and bring the crew to safety.

RECEIVED DISTRESS CALL

OPEN CHANNEL at the start

Mayday, mayday ... this is Halcyon Drift ... drive is down ... three people aboard, one injured ... life support ... [static] ... anyone who hears this, please respond ... mayday.

ROLES

Commander Makes the calls, handles outside comms, assigns tasks.	1	Pilot Flies the approach and keeps the ship ready for a fast departure.	1-2
Scanner & Comms Tracks the signal, keeps contact with Halcyon Drift, reports unknown contacts.	1	Medic Treats the injured within the story. Pure fiction, no real-world medicine.	1
Security Secures the site, is first through the hatch.	1-2	Engineer Checks drive, life support and cargo hold of Halcyon Drift.	0-1
Extra: Captain Mara Venn Played by the game master or a helper. Calm, curt, mostly wants to save her ship. GM ONLY Hides what is in the hold: four crates of unregistered data cores she is smuggling for a client. Raiders shot her up because they want exactly that cargo.	GM	Extra: Engineer Tomas Reik The injured crewman. Can barely talk at first but becomes more alert during the mission. GM ONLY Wants out. Tells the crew the truth about the cargo as soon as Venn is out of earshot – if someone asks him.	GM

OBJECTIVES

- ☐ Answer the distress call and track the signal.
- ☐ Find Halcyon Drift and assess the situation on site.
- ☐ Treat the three crew members and bring them aboard.
- ☐ Bring everyone safely to a place the crew chooses.
- ☐ **[OPTIONAL]** Secure the logbook of Halcyon Drift.
- ☐ **[OPTIONAL]** Find out why the drive failed.

FLOW

- 1 Contact** The call comes in. The crew answers and gets a first, rough bearing.
- 2 Search** The bearing gets sharper in three steps. Contact drops out in between.

FLOW (continued)

- 3 On site Approach, assess, board the ship, treat the crew.
- 4 Decision What does the crew take along – and whom?
- 5 Return Departure and a safe landing. Then a short after action report.

STAGING IT IN GAME

- **IN GAME** Before the session the game master or a helper parks their own ship at a remote spot only the game master knows. That ship is Halcyon Drift.
- **IN GAME** The game master gives the bearing over comms: first the area, then the body, then the exact spot.
- **IN GAME** Injuries and damage are narrated. Whoever wants to do something announces it, the game master describes the result.

WHAT THE CREW KNOWS (PLAYER INTEL)

- ◆ Halcyon Drift is a small freighter with a crew of three.
- ◆ Brightwater Haulage is a small, unremarkable transport company.
- ◆ The distress call repeats automatically. Nobody knows how old it is.
- ◆ No other ship has answered so far.

WHAT IS REALLY GOING ON

GM ONLY

Captain Mara Venn is smuggling four crates of unregistered data cores. A raider crew led by a man called Krell ambushed her and shot out her drive. Venn got away and made an emergency landing. Krell is still looking for her.

Krell hears the distress call too. The longer the crew takes, the closer he gets. The emergency is real – but not as harmless as the call suggests.

Pick a variant before the start: A) as described. B) Harmless: a genuine accident, no cargo, no Krell – good for new players. C) Trap: Venn works for Krell and lures rescuers in (only for groups that enjoy that).

HIDDEN INTEL

GM ONLY

- ◆ The call has been looping for about 40 minutes. Anyone who checks the signal time notices.
- ◆ Weapon damage on the stern – the drive did not fail on its own.
- ◆ In the hold: four sealed crates with no cargo papers. Venn claims they are spare parts.
- ◆ Reik tells the truth if someone asks him alone.
- ◆ The logbook names the client only by a code: "OBSIDIAN". A hook for a follow-up mission.

PREPARED RADIO SCRIPTS

GM ONLY

HALCYON DRIFT once the crew replies

Thank god ... this is Venn, captain. We are stuck, drive is dead. Reik is hurt. Sending you whatever our nav can give – it is not much.

BEARING 1 after the reply

Signal comes roughly from [area]. Strength weak, fluctuating.

BEARING 2 after entering the area

Signal clearly from [body]. Strength rising.

PREPARED RADIO SCRIPTS (continued)

GM ONLY

BEARING 3 close by

Signal at [exact spot]. Visual contact possible.

HALCYON DRIFT contact lost

... power dropping ... shutting down everything but life support ... hurry ...

UNBEKANNT / KRELL event E4

Freighter Halcyon Drift, we are coming to help. Stay where you are.

KRELL if the crew replies

You are not the first ones here. That is our cargo. Take the people and fly. The crates stay.

REIK asked alone

Those are not spare parts. Data cores. She says nobody will ask. The people out there are asking.

OPTIONAL EVENTS

GM ONLY

E1 Radio silence

Trigger: After bearing 1

Halcyon Drift cuts power. No contact for a few minutes. The crew has to work with what it has.

E2 Clock is ticking

Trigger: If the crew dawdles

Venn reports that life support will last 15 more minutes. The game master sets a real timer.

E3 Competition

Trigger: During the approach

An unknown ship calls in and claims salvage rights. Negotiate, ignore or push them away?

E4 Krell

Trigger: On site, after about 10 minutes

Krell's ship shows up and demands the crates. A helper plays him, otherwise the game master narrates. Krell wants loot, not a fight – unless he is forced.

E5 Difficult evacuation

Trigger: During the transfer

Reik cannot walk. Two players have to carry him together – narrated, but it takes an announcement and time.

TWISTS

GM ONLY

- ◆ **The crates.** Venn asks the crew to take the crates and offers a share. Whoever agrees has Krell on their tail.
- ◆ **The trap (variant C).** The moment the crew lands, Krell calls in. Venn draws a weapon. Reik knew nothing and sides with the crew.
- ◆ **Empty ship.** The crew arrives too late: the crew is gone, only the logbook remains. It leads to RP-02 "Black Box Recovery".

SUCCESS AND FAILURE

GM ONLY

- ◆ **Success:** All three people are alive and safe aboard the crew's ship.
- ◆ **Partial success:** Not everyone was saved, or the crew lost a ship on the way.
- ◆ **Failure:** The crew gives up or its ship is disabled before anyone is rescued.

POSSIBLE ENDINGS

GM ONLY

A Clean rescue

When: crew saves everyone, leaves the crates

Krell takes the cargo and leaves. Venn is furious but alive. Brightwater Haulage sends a thank-you later – a short one.

B Rescue with loot

When: crew takes the crates

Krell gives chase. Whoever escapes has data cores and a new enemy. Hook for RP-03.

C Trap sprung

When: variant C, crew misses the warning signs

The crew has to fight its way out or negotiate. Reik leaves with them, Venn stays with Krell.

D Too late

When: crew takes too long

The ship is empty. The logbook remains – and an open question.

AFTER ACTION REPORT

RESCUED who, in what condition

DECISIONS what the crew decided

OPEN QUESTIONS 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.