

STAR CITIZEN · RP TEMPLATE

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

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	Extra: Engineer Tomas Reik The injured crewman. Can barely talk at first but becomes more alert during the mission.	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.
- 3 On site** Approach, assess, board the ship, treat the crew.

FLOW (continued)

- 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.

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.