

BLACK BOX RECOVERY

RP-02

MISSION TYPE Recovery / Investigation	PLAYERS 3-10	DURATION 45-75 min	LANGUAGE English
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This version contains every secret, event and ending. Do not hand it to players.

BRIEFING

Nine days ago the freighter "Ashen Meridian" disappeared on a scheduled run. Captain Aldo Dorne and four crew members are listed as missing. The insurer Corvane Assurance has narrowed down the wreck site and is paying your crew to recover the data recorder.

The job: find the wreck, recover the recorder, deliver it undamaged to agent Ilse Harrow. According to the contract, what is on the recorder is none of your business.

JOB OVER COMMS

CORVANE / HARROW at the start

Harrow here. Sending you the search area. The recorder sends a weak locator ping as long as its reserve lasts. Bring it back sealed. No copies, no reading it out.

ROLES

Commander Leads the crew, deals with Harrow and strangers.	1	Pilots Fly search patterns and hold position at the wreck.	1-3
Scanner Looks for debris and the locator ping, reports contacts.	1-2	Recovery team Enters the wreck, finds and retrieves the recorder.	1-3
Security Covers the ship and the recovery team.	0-2	Analyst Examines evidence and data fragments and sums up what happened.	1
Extra: Agent Ilse Harrow The insurer's representative. Polite, precise, impatient. GM ONLY Corvane wants the recordings to disappear: the company insured Ashen Meridian despite known defects and fears a scandal. Harrow is supposed to destroy the recorder.	GM	Extra: Kessler Salvage A rival salvage crew that happens to be working the same area. GM ONLY Not there by chance: Kessler was paid by Ashen Meridian's competitor. The sabotage on the freighter is his doing.	GM

OBJECTIVES

- ☐ Search the area and find Ashen Meridian.
- ☐ Locate the data recorder inside the wreck and recover it.
- ☐ Bring the recorder to Harrow undamaged.
- ☐ **OPTIONAL** Find out what happened to the crew.
- ☐ **OPTIONAL** Work out the cause of the loss from the evidence at the wreck.
- ☐ **OPTIONAL** Secure the cargo manifest.

FLOW

- 1 Search** Fly search patterns, report debris, narrow down the locator ping.
- 2 Wreck Approach**, secure the site, choose an entry point.

FLOW (continued)

- 3 **Recovery** Find and remove the recorder, secure evidence.
- 4 **Analysis** What do wreck, manifest and recorder tell you? The crew discusses its conclusions.
- 5 **Handover** Meet Harrow at the agreed place.

STAGING IT IN GAME

- **IN GAME** The wreck is a place the game master picks in advance – an existing wreck in the game or a helper's parked ship.
- **IN GAME** The recorder is a prop: the game master decides which portable item stands in for it, or it is only narrated.
- **IN GAME** The game master posts the data fragments in chat or reads them out.

WHAT THE CREW KNOWS (PLAYER INTEL)

- ◆ Ashen Meridian was a mid-sized freighter, age unknown, insured with Corvane.
- ◆ Last radio contact: routine report, all normal.
- ◆ The recorder's locator ping will only last a little longer.
- ◆ According to the contract the recorder goes to Corvane sealed.

WHAT IS REALLY GOING ON

GM ONLY

Ashen Meridian was sabotaged. Kessler Salvage tampered with a drive component on behalf of a competitor. Captain Dorne survived the crash landing and set out on foot with two crew members. Two others cannot be found.

Corvane knew about defects on the ship and insured it anyway. Harrow is meant to destroy the recorder so that never comes out. Kessler wants it for the same reason. The crew is caught between two parties who both have something to hide.

Pick a variant before the start: A) as described. B) Simple: a genuine accident, Harrow is honest, Kessler just a competitor. C) Dorne is alive and faked the crash to vanish with the cargo.

WHAT THE WRECK REVEALS

GM ONLY

- ◆ A drive component has been cut cleanly – not a fracture, a cut.
- ◆ The escape pod is still there, but a hatch is open. Tracks lead away.
- ◆ The cargo manifest lists 12 containers. Only 8 are aboard.
- ◆ A tool bearing the Kessler Salvage logo lies in the engine room.

DATA FRAGMENTS FROM THE RECORDER

GM ONLY

FRAGMENT A first read-out

T-00:14:22 – DRIVE: temperature warning level 2. Engineer: "That part is new, this can't be right."

FRAGMENT B with repairs or patience

T-00:03:10 – DORNE: "Someone was aboard while we were docked. I reported it to Corvane. They said it was covered."

FRAGMENT C only if the crew is thorough

T+00:21:47 – DORNE: "We are heading north to the old station. Whoever finds this: don't trust Corvane."

PREPARED RADIO SCRIPTS

GM ONLY

KESSLER SALVAGE event E1

We have been working here since yesterday. That wreck is ours. Turn around and there will be no trouble.

HARROW event E3

Small change of plan: destroy the recorder on site and bring me what is left. Your pay doubles.

HARROW if the crew asks why

The contents are confidential. That is all I am allowed to say.

DORNE variant C, event E5

You have the recorder? Then you know what happened. We should talk before you hand it to Corvane.

OPTIONAL EVENTS

GM ONLY

E1 Rivals at the wreck

Trigger: During the approach

Kessler Salvage is already there and wants the crew gone. Negotiate, share or push through.

E2 Failing reserve

Trigger: During the search

The locator ping is fading. The scanner has 10 minutes to pin it down, otherwise only a visual search is left.

E3 New terms

Trigger: After the recovery

Harrow wants the recorder destroyed on site. Now the crew gets suspicious – or rich.

E4 Unstable structure

Trigger: In the wreck's corridors

A corridor is blocked. The recovery team has to find another way, the game master describes it.

E5 The captain

Trigger: Variant C, after fragment C

Dorne calls in. He wants the recorder and offers a share of the missing cargo.

SUCCESS AND FAILURE

GM ONLY

- ◆ **Success:** Recorder recovered and the crew made a deliberate choice about what happens to it.
- ◆ **Partial success:** Recorder damaged or only the fragments secured.
- ◆ **Failure:** Kessler or someone else gets the recorder, or the crew loses it in the wreck.

POSSIBLE ENDINGS

GM ONLY

A Contract fulfilled

When: crew delivers to Harrow without asking questions

The money arrives. The truth disappears. The crew has gained a client – and no friends.

B The truth comes out

When: crew keeps a copy and makes it public

Corvane refuses to pay and becomes an enemy. The families of the crew learn what happened.

POSSIBLE ENDINGS (continued)

GM ONLY

C Deal with Kessler

When: crew sells the recorder to Kessler

Quick money, but Kessler now knows the crew knows.

D On the trail

When: crew follows fragment C

The search for the survivors becomes a mission of its own. A good lead-in to RP-01 or RP-03.

AFTER ACTION REPORT

OUTCOME objectives met?

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.