

STAR CITIZEN · RP TEMPLATE

BLACK BOX RECOVERY RP-02

MISSION TYPE Recovery / Investigation	PLAYERS 3-10	DURATION 45-75 min	LANGUAGE English
--	-----------------	-----------------------	---------------------

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

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	Extra: Kessler Salvage A rival salvage crew that happens to be working the same area.	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.
- 3 Recovery Find and remove the recorder, secure evidence.

FLOW (continued)

- 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.

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.