

UNKNOWN SIGNAL RP-03

MISSION TYPE

Exploration / Mystery

PLAYERS

4-16

DURATION

45-90 min

LANGUAGE

English

This version contains every secret, event and ending. Do not hand it to players.

BRIEFING

For a few hours several ships in your area have been picking up a signal nobody can identify. It arrives at fixed intervals, repeats a pattern and matches no known transmitter, no station and no distress call format.

Your org sends out a group. Find out where the signal comes from, what it means and who – or what – is sending it. Caution is explicitly encouraged.

THE SIGNAL

SIGNAL received

.. – ... – – – [pause] – repeat. In between, a short burst of static that sounds like a voice.

TEAMS AND ROLES

Command

1-2

Leads the group, keeps the teams together, decides on approach and withdrawal.

Signal team

1-3

Records the signal and decodes it layer by layer.

Ground team

1-4

Explores the origin on foot or by vehicle.

Recon

1-3

Flies ahead, takes bearings from several directions, reports anything unusual.

Escort

1-4

Protects the group and keeps unknown ships at a distance.

Support

0-2

Medical and supply, brings back the injured – narrated only.

OBJECTIVES

☐ Take bearings on the signal from at least two directions and narrow down its origin.

☐ Record the pattern and decode the first layer.

☐ Find the origin and secure it.

☐ Decide what happens to the origin and report back to the org.

☐ **OPTIONAL** Decode all three layers of the signal.

☐ **OPTIONAL** Return without losses.

FLOW

① **Assemble** Rally point, assign teams, set comms channels.

② **Triangulate** Recon fans out, the signal team records.

③ **Decode** Pattern, coordinates, message – each layer opens the next step.

④ **Origin** Approach under escort, the ground team explores.

⑤ **Decision** What does the group take, what does it leave, whom does it tell?

STAGING IT IN GAME

- **IN GAME** The origin is a place the game master picks in advance. Bearings are given over comms – every direction a team takes a bearing from yields a clue.
- **IN GAME** The signal layers are puzzles on paper or in chat. The signal itself does not exist in the game.
- **IN GAME** With many players: one comms channel per team and a team lead who reports to command.

WHAT THE CREW KNOWS (PLAYER INTEL)

- ◆ The pattern consists of four pulse groups and a pause.
- ◆ The closer you get, the stronger it is. It seems to come from one direction.
- ◆ Other ships have reported it, but none has gone to look.

WHAT IS BEHIND THE SIGNAL – PICK ONE

GM ONLY

A – The probe. An old research probe of the long-defunct Halden Institute has woken up after decades. It is transmitting its last data series – which shows something nobody published back then.

B – The decoy. A group calling itself "Night Watch" built the signal to draw in curious ships. At the origin there is an ambush – or an offer, depending on your group.

C – The Vesper. The signal is the automatic call of the research vessel "Vesper Line", lost 30 years ago. The crew is gone, but their last log entry is a message to their families.

D – Unresolved. The game master never resolves it. At the origin there is nothing but the signal, which falls silent as soon as the crew arrives. Good for a series of sessions.

GAME MASTER: LIMITS OF THE STORY

GM ONLY

- All variants are fictional and deliberately human. No part of this template makes claims about Star Citizen lore.
- If you add your own ideas, keep them recognisable as your own story.

THE THREE LAYERS

GM ONLY

LAYER 1 – PATTERN solvable right away

2 – 3 – 5 – 7 pulses: the first four prime numbers. Solution: the signal is artificial. Whoever spots this unlocks layer 2.

LAYER 2 – LOCATION needs two bearings

The static hides a sequence of numbers. The game master reveals it only after two teams have taken bearings from different directions. Solution: the origin.

LAYER 3 – MESSAGE only at the origin

The voice in the static becomes clear. Text depends on the variant, see below.

MESSAGE A variant A

Halden Institute, data series 44. Readings beyond all expectation. Requesting confirmation. Requesting confirmation.

MESSAGE B variant B

Welcome. You have come a long way. Power down your weapons and land. We talk.

MESSAGE C variant C

This is Vesper Line. If you hear this, we are no longer here. Tell our families that we tried.

MESSAGE D variant D

[Silence. Then, very briefly, the name of your crew's commander.]

OPTIONAL EVENTS

GM ONLY

E1 Conflicting bearings

Trigger: After the first bearing

Two teams report different directions. Both are right – the signal alternates between two transmitters.

E2 It answers

Trigger: If someone transmits at the signal

The pattern changes and echoes the sender's pulses. Eerie, but harmless.

E3 Another org

Trigger: At the origin

Another group is on the way too. Ally, negotiate or let them pass.

E4 Interference

Trigger: During the approach

One team loses comms with command for two minutes – narrated. It has to decide on its own.

E5 Silence

Trigger: If tension drops

The signal suddenly stops. After a minute it returns – stronger.

E6 The ambush

Trigger: Variant B only

Night Watch reveals itself. Helpers fly their ships. The escort has to prove its worth.

SUCCESS AND FAILURE

GM ONLY

◆ **Success:** Origin found, at least two layers solved, the whole group back home.

◆ **Partial success:** Origin found, but the mystery stays open or there were losses.

◆ **Failure:** The group turns back before it reaches the origin.

POSSIBLE ENDINGS

GM ONLY

A Recovered

When: variant A

The probe is recovered. Its data is a treasure – and someone will want it.

B Repelled

When: variant B

The group beats back Night Watch or negotiates a ceasefire. The transmitter is switched off.

C Delivered

When: variant C

The crew delivers the last message. A quiet ending that stays with people.

D Open

When: variant D

The signal is gone. Weeks later it reappears somewhere else.

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.