

UNKNOWN SIGNAL RP-03

MISSION TYPE

Exploration / Mystery

PLAYERS

4-16

DURATION

45-90 min

LANGUAGE

English

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

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.

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.