YOU'VE GOT A SHIP. *You've got a crew. Now you need the credits to keep 'em flying. Salvage, smuggle, shoot, or speed your way to your next payday. Come on—let's go space truckin'.*

▶ **Roll d6 to try to find a job. Spend ₡1 to re-roll.**

1–2 *Nothing. Roll on "Ship problems."*
3–4 *Found a job, but roll on "Ship problems."*
5–6 *Choose between 2 jobs.*

2400 COSMIC HIGHWAY

LO-FI SCI-FI RPG • JASON TOCCI

▶ **Ship problems (₡1 each to get fixed)**

1 Airlock must be cycled a few times to open
2 Artificial gravity gives out from time to time
3 Comms are always staticky, garbled
4 Console powers up after banging bulkhead
5 Coolant leak leaving puddles all over
6 Environmental controls stuck on freezing
7 Escape pod giving an error message
8 Fuel cells leaking from who knows where
9 Hold doors won't open more than halfway
10 Inertial dampeners sometimes glitch
11 Jump drive misses coordinates by a *lot*
12 Persistent fungal growth on hull
13 Power cables chewed by space pests
14 Proximity alarms loudly, erroneously go off
15 Screen flickers while plotting jumps
16 Sensor array has a big blind spot
17 Thruster outage complicates maneuvering
18 Unidentifiable banging noise in walls
19 Waste disposal not cycling properly
20 Weapon targeting off by several degrees

▶ **Jobs**

1 Claim bounty on an accused terrorist
2 Evacuate a colony before meteorite strike
3 Ferry client (a retired pirate) to a wedding
4 Gather data from inside strange nebula
5 Intercept a shipment (meds for the needy)
6 Investigate inexplicably abandoned station
7 Make delivery to hidden asteroid belt base
8 Mine a certain asteroid for mysterious ore
9 Mine inhospitable world for valuable ore
10 Salvage (seemingly) alien vessel or artifact
11 Salvage ship (military, client fails to note)
12 Salvage ship with (weird, unlikely) survivor
13 Salvage wreck (with a strange pathogen)
14 Ship "superpigs" (that seem to watch you)
15 Smuggle a (seemingly) benign crop
16 Smuggle (illegal *and* stolen) tech
17 Smuggle weapons to "freedom fighters"
18 Tow a derelict with (fugitive) survivors
19 Transport humanitarian aid to a war zone
20 Transport vials (fragile, with hallucinogens)

▶ **Locations**

1 Brahe's moon, bad atmosphere, good soil
2 Branislava's Arms Emporium
3 Chill-E ice hauling facility in planetary rings
4 Colony, settled by Church of the Hive Mind
5 Control Tower AA-83 ("hey hey, leave it be")
6 Darcy's Hope, struggling colony world
7 Derelict battlecruiser with all escape pods
8 Draugr, low-G pulsar planet, odd structures
9 Emerald, a gated community/office park
10 The *Gremlin,* making fence service runs
11 Hyperborea, "paradise" with no-fly warning
12 Judd's Fuel Stop in the Oort cloud
13 K&M mining facility in an asteroid belt
14 Military academy on a high-G world
15 Moon laboratory, hidden on dark side
16 Ra, city inside a hollow, spinning asteroid
17 Slinger's, a posh orbital casino
18 Space elevator docking station
19 The *Victory,* a drifting flea market
20 Yoshida's, a blessed dive of scum & villainy

▶ **Twists**

1 Bonus if you get it done quietly
2 Bounty hunters after you (erroneously?)
3 Deal's off if you incite any violence
4 Distress signal, not quite on the way
5 Extremely tight deadline
6 Got some kind of infection on last job
7 Infamous politician gets in touch directly
8 Insurance adjuster demands passage
9 Local sun scrambles ship systems
10 Location gradually makes you sick
11 Location makes you black out sometimes
12 Military checkpoints and blockade
13 Old ally in a tough spot asks for a favor
14 Organized crime syndicate demands tribute
15 Pirates!
16 Rival crew trying to steal the job
17 Route dangerously close to black hole
18 Shakedown by authorities
19 Stowaway (annoying, possibly lovable)
20 Your ship reported stolen for some reason

RULES

PLAY: Players describe what their characters do. The GM advises when their action is impossible, requires extra steps, demands a cost, or presents a risk. Players only roll to avoid risks.

ROLLING: Roll a d6 *skill die* – higher with a relevant skill, or d4 if *hindered* by injury or circumstances. If *helped* by circumstances, roll an extra d6; if helped by an ally, they roll their skill die and share the risk. Take the highest die.

1–2 Disaster. Suffer the full risk. GM decides if you succeed at all. If risking death, you die.

3–4 Setback. A lesser consequence or partial success. If risking death, you're maimed.

5+ Success. The higher the roll, the better.

If success can't get you what you want *(you make the shot, but it's bulletproof!)*, you'll at least get useful info or set up an advantage.

LOAD: Carry as much as makes sense, but more than one *bulky* item may *hinder* you at times.

ADVANCEMENT: After a job, increase a skill *(none ➡ d8 ➡ d10 ➡ d12)*, gain d6 *credits* (₡).

DEFENSE: Say how one of your items *breaks* to turn a hit into a brief *hindrance*. *Broken* gear is useless until repaired.

HARM: If killed, make a new character to be introduced ASAP. Favor inclusion over realism.

SHIP: During an emergency, choose a duty to act or *help* with (e.g., command, piloting, sensors, weapons, engineering, boarding, etc.).

RUNNING THE GAME: Lead the group in setting lines not to cross in play. Fast-forward, pause, or rewind/redo scenes for pacing and safety, and invite players to do likewise. Present dilemmas and problems you don't know how to solve. Move the spotlight to give everyone time to shine. Test periodically for bad luck (e.g., run out of ammo, or into guards) – roll d6 to check for (1–2) trouble now or (3–4) signs of trouble.

CHARACTERS

▶ **Choose your character's specialty.**

CAPTAIN: Skilled in *Persuasion* (d8), *Intimidation* (d8). Take 1 ship upgrade of your choice.

DOCTOR: Skilled in *Medicine* (d8), *Reading People* (d8). Take a *medical bay* for the ship.

DRIFTER: Stowaway, passenger, or itinerant worker. Apply 3 skill increases as you like.

ENGINEER: Skilled in *Electronics* (d8), *Engines* (d8). Take a *sensors* or *drive* upgrade.

GUNNER: Skilled in *Shooting* (d8), *Explosives* (d8). Take a *weapons* upgrade or an *armory*.

PILOT: Skilled in *Piloting* (d8), *Navigation* (d8). Take a *drive* upgrade or a *shuttle*.

▶ **Choose your character's origin.**

DOWNSIDER: Apply 3 skill increases as you like (three d8 skills, one d12 skill, or a d8 and d10).

SPACER: Skilled in *Spacewalking* (d8) plus 3 skill increases. May be *hindered* in high gravity.

▶ **Choose skills (as prompted), or make some up.**

Climbing, Connections, Deception, Hacking, Electronics, Engines, Explosives, Forgery, Hand-to-hand, Intimidation, Labor, Persuasion, Piloting, Reading People, Running, Shooting, Sleight of Hand, Spacewalking, Stealth, Tracking

▶ **Take a *commlink* (smartphone) and 2. Most individual items cost ₡1 each. Ignore microcredit transactions (e.g., crowbar, knife, meal).**

ARMOR: *Vest* (break once for *defense*), *battle armor* (₡2, *bulky*, break up to 3×), *hardsuit* (₡3, *bulky*, break up to 3×, vacuum-rated, mag boots).

WEAPONS: *Grenades* (4, any of *fragmentation, flashbang, smoke, EMP*), *pistol, rifle* (*bulky*), *shotgun* (*bulky*), *stun baton, tranq gun*.

TOOLS: *Flame thrower* (*bulky*), *low-G jetpack, med scanner, repair tools, survey pack* (climbing gear, flare gun, mapper, tent; *bulky*), *welding gun*.

SHIP

▶ **Your ship comes with the basic version of each of the following. Upgrades each cost ₡10.**

COMMS: Hail nearby ships and relay communications with away teams. Upgrade with *eavesdropper, jammer, tachyon burst* (eliminates in-system lag, but when used in the same room, signal plays a split-second before you speak).

CRAFTS: Escape pod fits 4, emits tachyon distress beacon. Upgrade with *additional escape pod, fighter* (fits 2, armed, sub-light only), *shuttle* (fits 8, sub-light only, reentry-rated hull).

EQUIPMENT: Includes *vac suits* for entire crew. Upgrade with *armory* (*bulky* rifles, stun batons), *heavy loader* (robotic exo-frame), *monitoring gear* (body cams, homing beacons), *mining gear* (drills, explosives), *tow cable*.

HULL ARMOR: Break harmlessly for *defense*. Upgrade with *heavy armor* (break 3 times), *reentry-rated* (land on planets with atmosphere), *sun shielding* (for Mercury-range exposure).

JUMP DRIVE: Required for interstellar travel. Upgrade with *supercooled* (faster/longer range).

SENSORS: Discern between large objects in nearby space. Upgrade with *deep-space sensors* (100× reach), *life-sign scan* (rough count on nearby vessel or colony), *planetary survey* (topographic/atmospheric scan), *probes, tactical scan* (details nearby ship's active systems).

SPACES: Includes bridge, cargo hold, barracks, galley, life support. Upgrade with *brig, gym, lounge, living quarters, medical bay, secret compartments, science lab*.

SUB-LIGHT DRIVE: Suitable for slow burn in space. Upgrade with *maneuvering thrusters* (*help* evasion), *racing engine* (*help* speed).

WEAPONS: Standard defense turrets are only useful for deflecting asteroids and torpedoes. Upgrade with *laser cutter, military-grade turret, torpedo* (1 EMP or warhead), *torpedo tube*.

DETAILS

▶ **Invent or roll for personal & team details.**

NAME

1	Acker	6	Fox	11	Kask	16	Qadir
2	Black	7	Gee	12	Lee	17	Singh
3	Cruz	8	Haak	13	Moss	18	Tran
4	Dallas	9	Iyer	14	Nash	19	Ueda
5	Engel	10	Joshi	15	Park	20	Zheng

SHIP NAME

1	*Arion*	11	*Morgenstern*
2	*Blackjack*	12	*Phoenix*
3	*Caleuche*	13	*Peregrine*
4	*Canary*	14	*Restless*
5	*Caprice*	15	*Silver Blaze*
6	*Chance*	16	*Stardust*
7	*Darter*	17	*Sunchaser*
8	*Falkor*	18	*Swift*
9	*Highway Star*	19	*Thunder Road*
10	*Moonshot*	20	*Wayfarer*

CREW ATTIRE

1	Baggy astronaut	11	Rocketeer jacket
2	Bomber jacket	12	Ship logo t-shirt
3	Cabled sweater	13	Space activity suit
4	Dress uniform	14	Space pirate chic
5	Grimy coverall	15	Street clothes
6	Merc fatigues	16	Stylish mismatch
7	Navy peacoat	17	Silver flight suit
8	Neat jumpsuit	18	Trucker hat
9	Pulpy spacesuit	19	Two-tone bodysuit
10	Racing firesuit	20	Vests & dusters

PATCH

1		11	Low-battery icon
2	*53% H$_2$O*	12	NASA logo
3	*BAMF*	13	NY Mets logo
4	*BUY TERRAN*	14	Peace sign
5	Caduceus	15	*Robot rights NOW*
6	Ghostbusters logo	16	Skull & cross-rifle
7	Ford logo	17	*Spacer Local 5990*
8	*GEEK*	18	↑ *THIS END UP* ↑
9	*GMO free*	19	U. of Titan logo
10	*Hard Rock Cafe, Io*	20	Winged skull