



Space Trucker cover illustration and text © Ray Otus, 2018, 2025..

“Hey good buddies, this here’s Ace
Milligan, I’m overhauled and juiced. Got
a container of Christmas gifts with no
tags on ’em headed for the Big Banana.
Any eyes out there? C’mon.”
“Ace, you old fart. This is Papa Smurf.
The Bears act like someone stole their
porridge!”
“I read you 9x9 Papa Smurf. But I got a
live cat in this box and I’m about to put
the hammer down. Pass the signal to
anybody with ears on. We gonna blow
some fur off those Smokeys! Anybody
who wants in this congo line better
throw some pellets in the pile.”
“Yeeseeh-ah! This here’s Fuzz-E-T, comin’
at your 6. We got us a convoy!”

Starting

Everyone picks a character. Someone should play Ace. If no one plays Rigby, the Ref does — with an attitude!

1. Ace Milligan
Space Trucker, Gambler, Drinker
2. Venus Moonglider
Funk Master, Kung Fu, Wrench
3. Switch Witch
Deep Logic, Modular, Chrome Curves
4. Star Raven
Shadowbender, Sticky Fingers, Asshole
5. Thing
Savage, Healing Hands, Heavy Blaster
6. Rigby (sentient space truck)
Emergency Reserves, Ancient Mind, Big Rig friends

Describe your look. Remind another character about the time you ... (make up some history).

Playing

Describe what your character is doing. If the outcome is uncertain the Referee may ask for a roll.

- Start with 2d6.
- Add a die for a relevant trait.*
- Subtract a die if harmed.
- Roll. If your highest die is a 5 or better, you succeed.
- If you fail at something that could cause you harm, you take harm. At 5 harm, you are out of action until rested/healed.
- If you roll only/all aces, something really bad happens!

* You are free to interpret your traits however you like, but if the Ref thinks you are stretching one too much, they may ask you to define it some before further use.

Running

Play the world and everything in it. Call for a roll when a character tries something hard or risky. Don’t ask for a roll when a task is too easy or impossible. Success/failure is automatic.

Failures leave a character open to harm, capture, or worse. Enemies do stuff whenever characters fail.

Push extra hard on Aces! Cause collateral damage/destroy a resource, use a character’s trait against them, add ninjas to the scene.

You decide when the group reaches a Mile Marker (often after a big job). At each, players each create/add a trait to their character. If the trait doesn’t reflect something from their adventures, explain how they learn their new ability.

Missions

Roll and pick 1 or more complications.

1. On the Run
Bounty Hunters, In Debt, Hot Goods
2. Party Cruise
Rich Pricks, Hippies, Gross Aliens
3. Conscripted by Imperials
“Morale” Officer, Suicide Mission,

4. Mr. X
Weapons Dealer, Spies, Endless Cash

5. Louie “Tick-Tock” Galante
Godfather, Cops on Payroll, Boom!
6. Sister Sinistra
Zealot, Dominating Ways, “Divine”

5. Smuggle Something
Infested Hulk, Hidden Worth
6. Haulin’ Cargo
Hazardous, Overweight, Rush Job

Planet Names

Bolo, Disasteroids, Eerie, Fang IV, Galapagos, Leroy (sentient), Modron, Netchrome, Populon, Shags, Ramses V, Trandor, Ventos Prime, Zabezia

Maniacs

Traits are play notes for the Ref.

1. Z-Ro
Star Wizard, Egomania, Harsh Jams
2. Shaka Vudu
Undead, Jinx!, Tophat of Holding
3. Ultravioletbeard
Pirate, Force Hook, Cyber-parrot
4. Mr. X
Weapons Dealer, Spies, Endless Cash
5. Louie “Tick-Tock” Galante
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Minions & Monsters

Robot Assassins, Blobs, Grays, Spider Soldiers, Vampires, Cactus Goons, Space Kraken, Sparky Evil Gas, Cloud, Forgotten God, Cat Ninjas, Laser-Eyed Space Pterodactyls

Riffs

- Style is king, money talks, reckless words will get you shot
- Galactic Citizens’ Band (GCB) Radio slang is everywhere.
- Power drunk imperial cops love to harass, fine, detain, etc.
- Truck stops = info, fuel, jobs, R&R.
- Every planet has its thing.

Sessions

- Set the group’s Resources die to 1; they are hard up! Increase/decrease as appropriate. To buy anything significant they have to roll 1d6 ≤ Resources.
- Roll up a mission and a maniac who wants them to fail.
- At least once, start with a chase or fight, then flash back to a truck stop for the backstory.