

print on both sides

flipped on short edge

CRUSH the  
REBELLION



CRUSH the  
REBELLION



CRUSH the  
REBELLION



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REBELLION



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CRUSH the  
REBELLION





### AMBASSADOR

CAREER

Gain +1 to Moves when interacting with an unknown alien species.

CRUSH THE REBELLION



### ASSASSIN

CAREER

Gain +1 to Moves when you seek to kill someone with your own hand.

CRUSH THE REBELLION



### INFILTRATOR

CAREER

Gain +1 to Moves when breaking into a location you are not wanted.

CRUSH THE REBELLION



### PILOT

CAREER

Gain +1 to Moves when personally operating a starship.

CRUSH THE REBELLION



### POLITICO

CAREER

Gain +1 to Moves when your actions will cause you to rise in galactic political power.

CRUSH THE REBELLION



### PROPAGANDIST

CAREER

Gain +1 to Moves when espousing the virtues of The Empire to a doubtful audience.

CRUSH THE REBELLION



### SABOTEUR

CAREER

Gain +1 to Moves when destroying facilities, installations, and massive starships.

CRUSH THE REBELLION



### SCHOLAR

CAREER

Gain +1 to Moves when uncovering ancient, forbidden lore.

CRUSH THE REBELLION

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CRUSH the  
REBELLION





**SCIENTIST**  
CAREER

Gain +1 to Moves  
when working  
with exotic, new  
technologies.

CRUSH THE REBELLION



**SCOUT**  
CAREER

Gain +1 to Moves  
when travelling  
through untamed  
wilderness.

CRUSH THE REBELLION



**SOLDIER**  
CAREER

Gain +1 to Moves  
when fighting  
shoulder-to-  
shoulder with rank  
and file troops.

CRUSH THE REBELLION



**SPY**  
CAREER

Gain +1 to Moves  
when stealing secrets  
from the enemy.

CRUSH THE REBELLION



**TACTICIAN**  
CAREER

Gain +1 to Moves  
when leading  
an unstoppable  
military force.

CRUSH THE REBELLION



**CONQUEROR**  
CAREER

Gain +1 to Moves  
when you exploit an  
alien world and leave  
its native populace  
devastated.

CRUSH THE REBELLION



**ZEALOT**  
CAREER

Gain +1 to Moves  
when thwarting  
heretics and other  
supernatural powers.

CRUSH THE REBELLION



**DISCIPLE**  
CAREER

Gain +1 to Moves  
when following **THE**  
**EMPEROR'S** will by  
fulfilling Prophecy.

CRUSH THE REBELLION

CRUSH the  
REBELLION



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CRUSH the  
REBELLION





### EMPEROR'S VOICE

SECRET AGENDA

Win the safety and freedom of your oppressed homeworld by destroying its local rivals through abuse of Imperial power.

CRUSH THE REBELLION



### GRAND ADMIRAL

SECRET AGENDA

Execute a mass military defection to the enemies of The Human Empire.

CRUSH THE REBELLION



### HIGH INQUISITOR

SECRET AGENDA

Track down and kill an escaped, hidden Sorcerer-Lord before **THE EMPEROR** takes them on as a new apprentice.

CRUSH THE REBELLION



### PLANETARY GOVERNOR

SECRET AGENDA

Construct a devastating technological super-weapon without **THE EMPEROR'S** approval.

CRUSH THE REBELLION



### SHADOW COMMANDER

SECRET AGENDA

Someone has deeply wronged you in your past history. Now is the time for them to be judged for their crimes.

CRUSH THE REBELLION



### SORCERER-LORD

SECRET AGENDA

Train a mystic apprentice, violating a sacred Imperial edict.

CRUSH THE REBELLION



### STORM GENERAL

SECRET AGENDA

Oversee the illegal genocide of an entire sentient species.

CRUSH THE REBELLION



### EMPEROR'S EYES

SECRET AGENDA

Unearth a powerful, lost, mystic artifact and keep it for yourself.

CRUSH THE REBELLION

CRUSH the  
REBELLION



secret agenda

CRUSH the  
REBELLION



secret agenda

CRUSH the  
REBELLION



secret agenda

CRUSH the  
REBELLION



secret agenda

THE EMPEROR  
IS CONCERNED  
ABOUT...



mission creation

THE EMPEROR  
IS CONCERNED  
ABOUT...



mission creation

THE EMPEROR  
IS CONCERNED  
ABOUT...



mission creation

THE EMPEROR  
IS CONCERNED  
ABOUT...



mission creation



### EMPEROR'S HAND

SECRET AGENDA

For the good of  
all, assassinate  
**THE EMPEROR.**

CRUSH THE REBELLION



### EMPEROR'S REACH

SECRET AGENDA

Embezzle funds  
from ten quadrillion  
intergalactic bank  
accounts and retire  
to a life of luxury.

CRUSH THE REBELLION



### HERESIARCH

SECRET AGENDA

You are an arch-  
heretic and supreme  
traitor, hiding right  
under **THE EMPEROR'S**  
nose. Spread the  
corruption of your  
heresy to the corners  
of the universe.

CRUSH THE REBELLION



CRUSH THE REBELLION



### THE EMPEROR IS CONCERNED ABOUT...

MISSION CREATION

an elusive domestic  
terrorist plot

CRUSH THE REBELLION



### THE EMPEROR IS CONCERNED ABOUT...

MISSION CREATION

a time-sensitive  
domestic terrorist  
plot

CRUSH THE REBELLION



### THE EMPEROR IS CONCERNED ABOUT...

MISSION CREATION

organized crime  
and rampant  
smuggling of illegal  
substances

CRUSH THE REBELLION

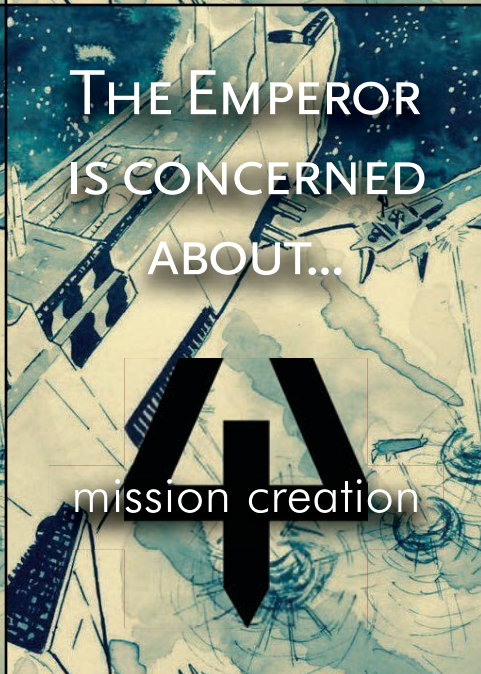
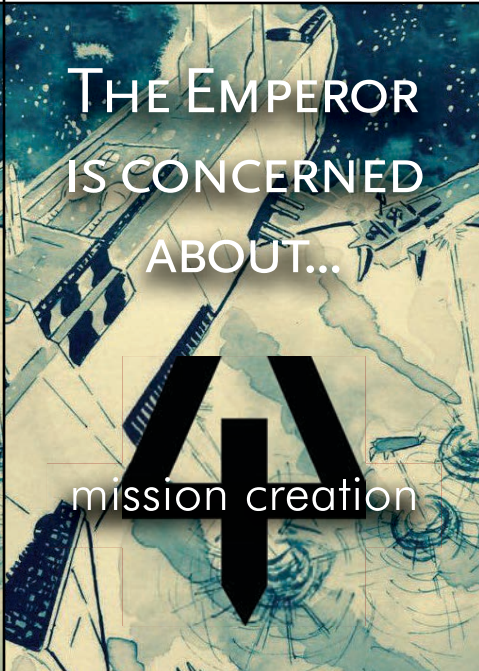
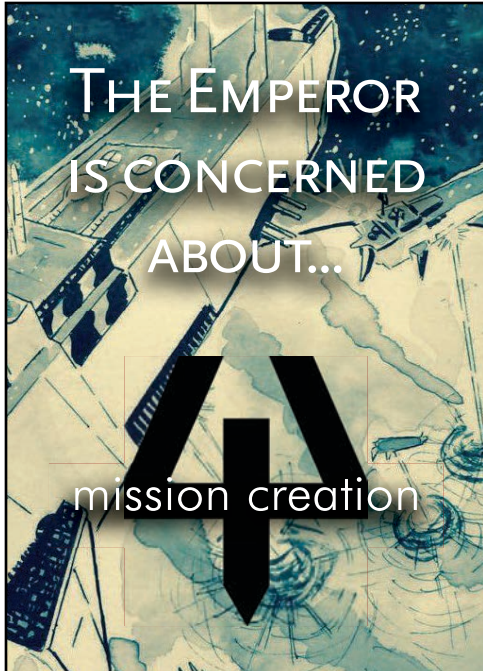


### THE EMPEROR IS CONCERNED ABOUT...

MISSION CREATION

organized crime  
and rampant  
smuggling of illegal  
weaponry

CRUSH THE REBELLION





THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a covert enemy  
military strike

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

an overwhelming  
enemy military strike

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a military defection  
led by power-hungry  
officers

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a military defection  
led by undisciplined  
soldiers

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a political coup  
d'état by members  
of the Imperial Court

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a political coup  
d'état by outside  
politicos

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a sovereign, rival  
galactic power that  
was once a vassal  
state to the Human  
Empire

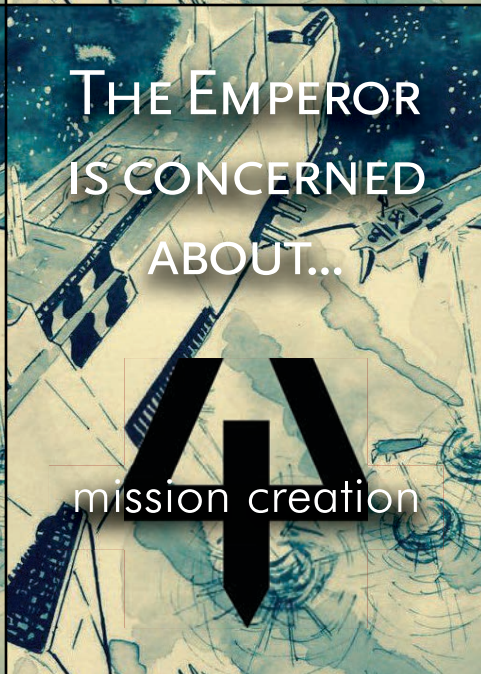
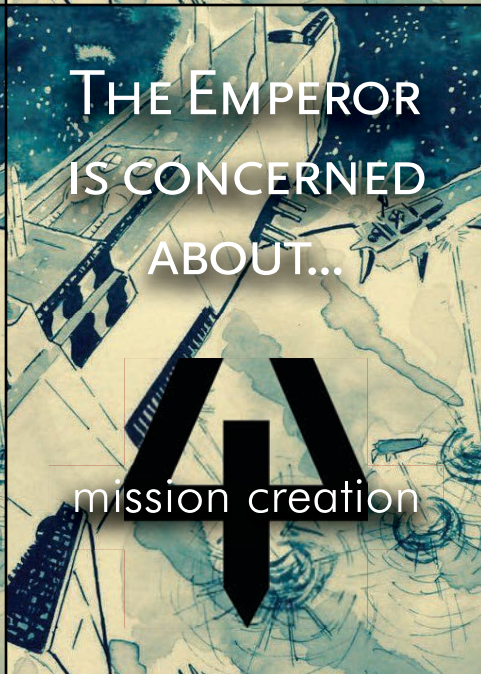
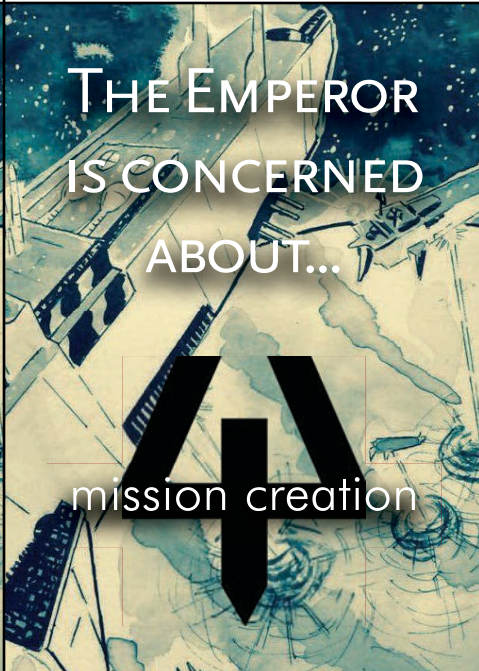
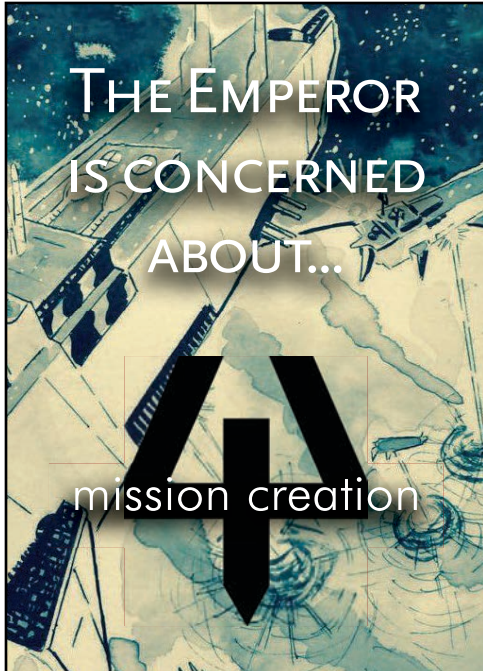
CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a sovereign, rival  
galactic power  
from a previously  
unknown alien race

CRUSH THE REBELLION





THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a doomsday cult of  
mystic heretics

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a well-armed cult of  
mystic heretics

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a lost item or person  
of extreme historic  
military value

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a lost item or  
person of extreme  
personal value

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a rogue imperial  
agent who is all too  
familiar

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

a legendary rogue  
imperial agent

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

ruthless, brutal  
space pirates

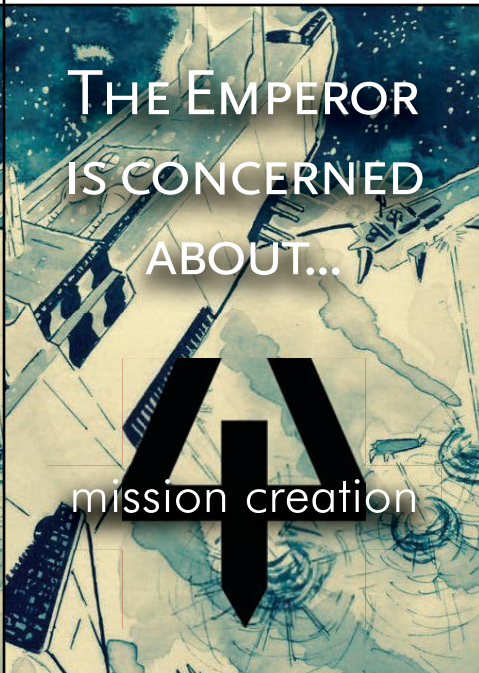
CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

crafty, cunning  
space pirates

CRUSH THE REBELLION





THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

simmering  
proletariat unrest  
and discontent,  
waiting to explode

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

violent proletariat  
unrest that has  
devolved into  
anarchy

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

sinister local  
government  
corruption

CRUSH THE REBELLION



THE EMPEROR IS  
CONCERNED ABOUT...  
MISSION CREATION

wasteful local  
government  
incompetence

CRUSH THE REBELLION



, LOCATED IN THE...  
MISSION CREATION

clandestine Imperial  
Homeworld.

CRUSH THE REBELLION



, LOCATED IN THE...  
MISSION CREATION

forbidden  
Deep Core.

CRUSH THE REBELLION



, LOCATED IN THE...  
MISSION CREATION

industrialized  
Core Worlds.

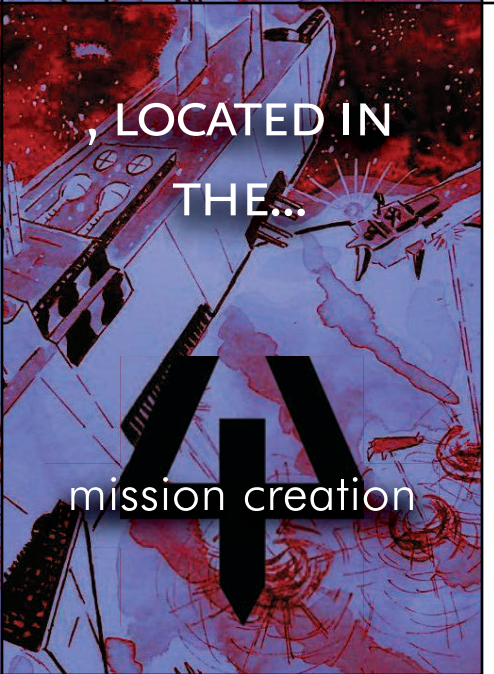
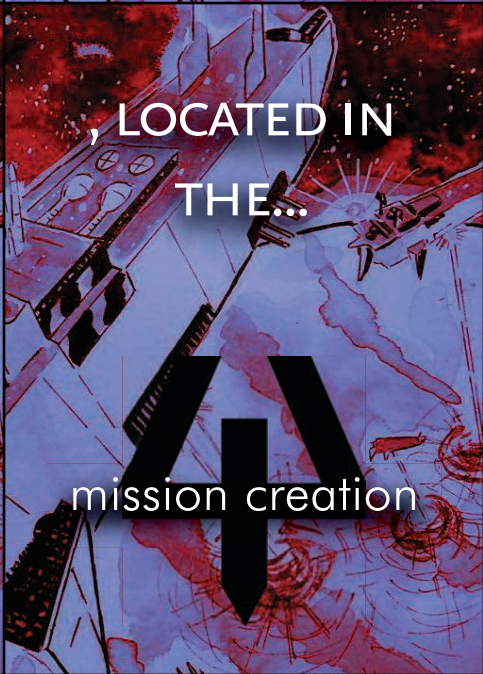
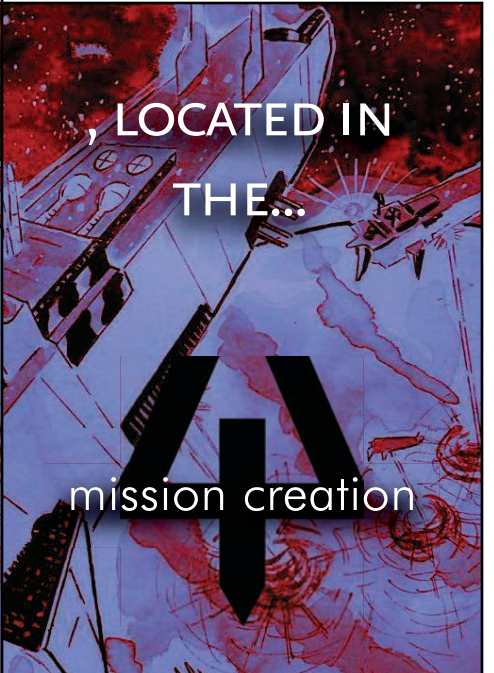
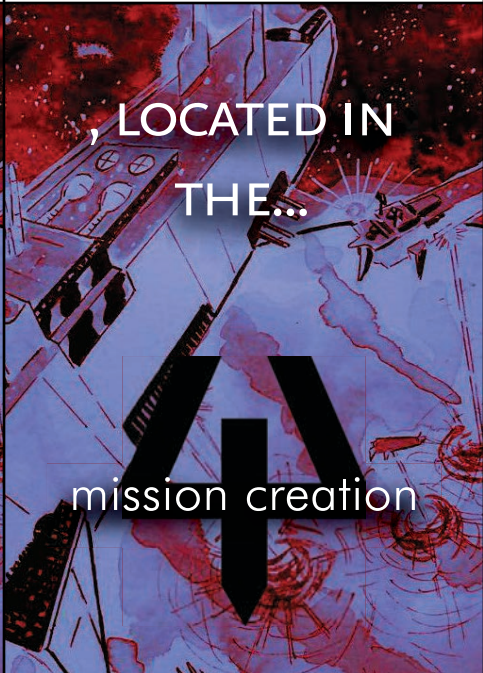
CRUSH THE REBELLION



, LOCATED IN THE...  
MISSION CREATION

commerce-rich  
Core Worlds.

CRUSH THE REBELLION





, LOCATED IN THE...

MISSION CREATION

pollutant-choked  
Core Worlds.

CRUSH THE REBELLION



, LOCATED IN THE...

MISSION CREATION

Mid Rim  
borderlands.

CRUSH THE REBELLION



, LOCATED IN THE...

MISSION CREATION

untouched  
Outer Rim.

CRUSH THE REBELLION



, LOCATED IN THE...

MISSION CREATION

lawless  
Outer Rim.

CRUSH THE REBELLION



, LOCATED IN THE...

MISSION CREATION

savage  
Outer Rim.

CRUSH THE REBELLION



, LOCATED IN THE...

MISSION CREATION

desolate  
Outer Rim.

CRUSH THE REBELLION



, LOCATED IN THE...

MISSION CREATION

mysterious  
Unknown Regions.

CRUSH THE REBELLION



, LOCATED IN THE...

MISSION CREATION

the horrific  
Great Void.

CRUSH THE REBELLION





YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

the presence of  
a Sorcerer-Lord  
come back from the  
3,114th Intergalactic  
Crusade.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

secret aid from a  
local terrorist cell  
using unethical  
methods.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

a hateful populace  
who have become  
unsympathetic to  
THE EMPEROR'S will.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

the important  
hostages who have  
sentimental value to  
THE EMPEROR.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

the Imperial secrets  
which must be  
protected.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

the experimental,  
new technology  
wielded by your  
enemies.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

the presence of  
doppelganger  
assassins.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

the scheming of  
traitors from within  
the ranks of your  
subordinates.

CRUSH THE REBELLION





YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

a dangerous  
environmental  
hazard on a  
planetary scale.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

a dangerous  
environmental  
hazard on a  
galactic scale.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

this mission is a test  
of your abilities,  
designed by THE  
EMPEROR Himself.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

a hired assassin or  
bounty hunter of  
legendary skill.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

secret aid from a  
local terrorist cell  
using untraceable  
methods.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

the important  
hostages who are  
connected to the  
Mission Leader.

CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

secret aid from a  
mystic, heretical  
terrorist cell.

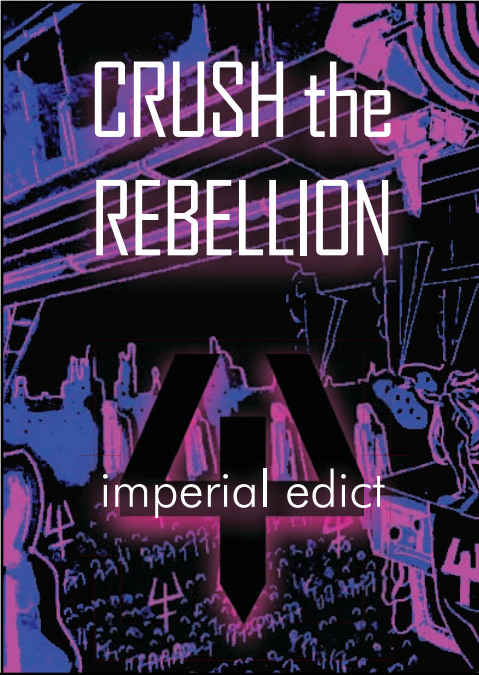
CRUSH THE REBELLION



YOUR UNIQUE TALENTS ARE  
CALLED FOR, DUE TO...  
MISSION CREATION

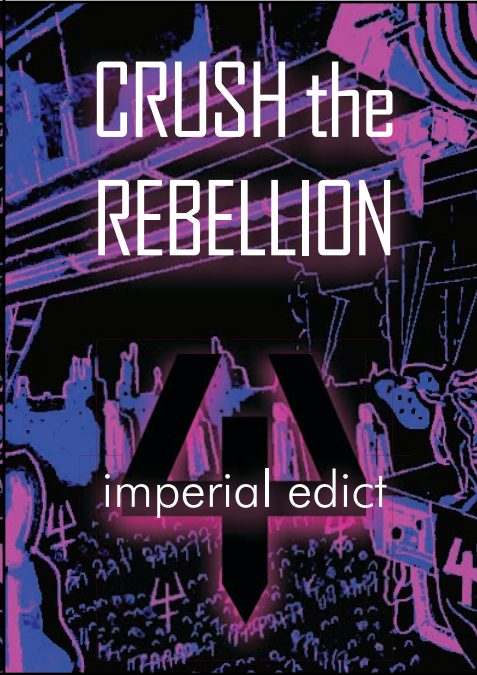
a terrifying  
xenomorphic  
predator of  
Humanity.

CRUSH THE REBELLION



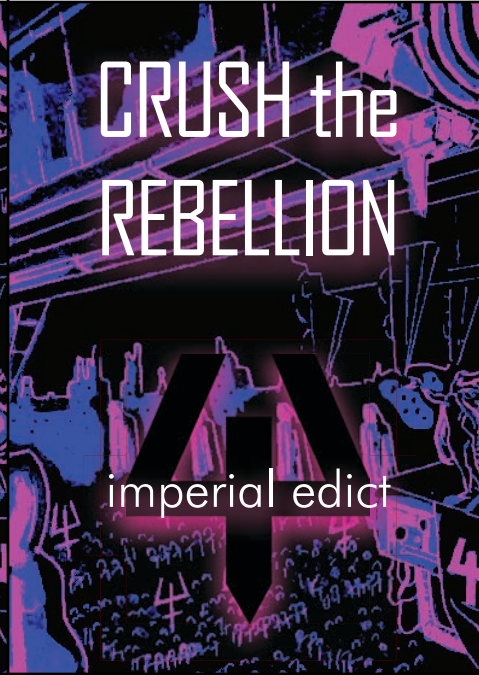
CRUSH the  
REBELLION

imperial edict



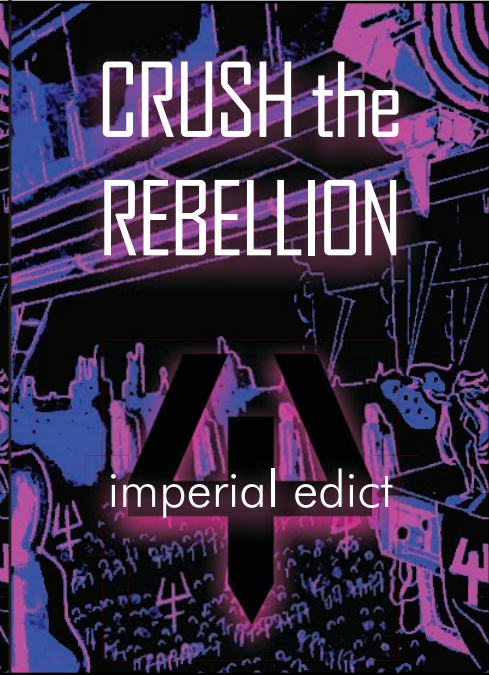
CRUSH the  
REBELLION

imperial edict



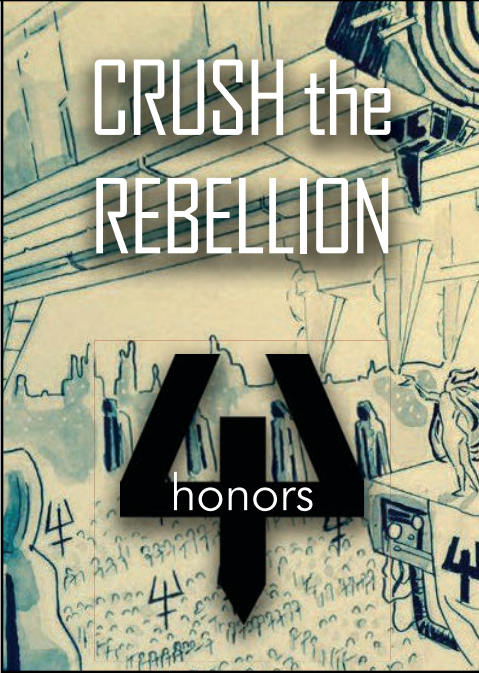
CRUSH the  
REBELLION

imperial edict



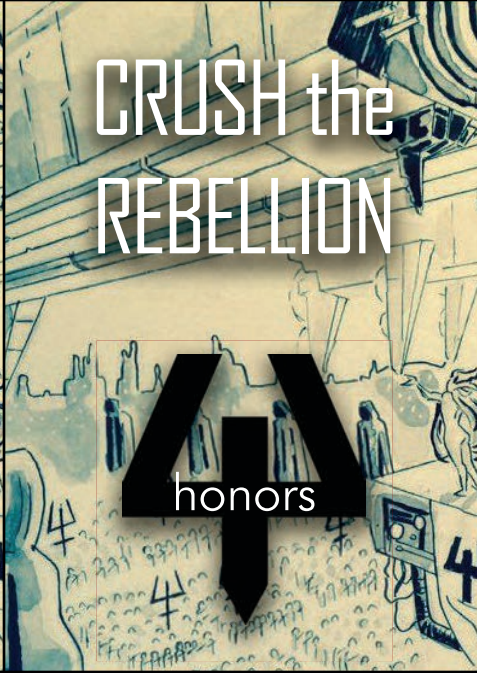
CRUSH the  
REBELLION

imperial edict



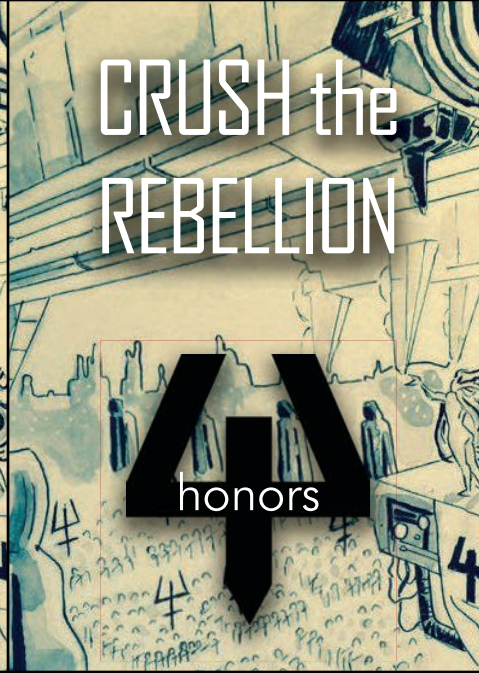
CRUSH the  
REBELLION

honors



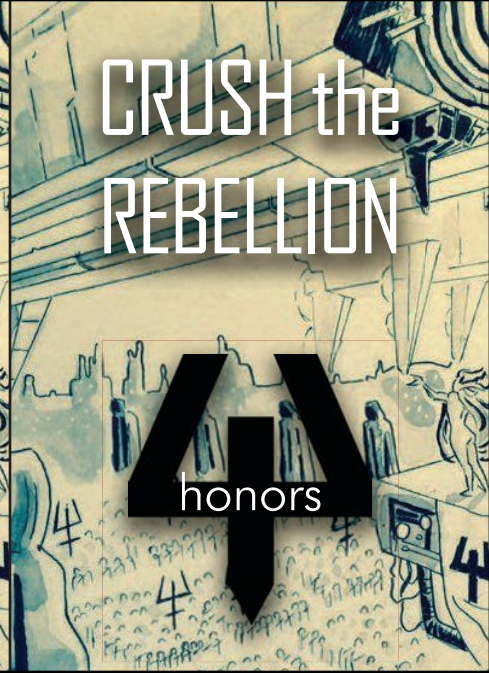
CRUSH the  
REBELLION

honors



CRUSH the  
REBELLION

honors



CRUSH the  
REBELLION

honors



### IMPERIAL EDICT

MISSION CREATION

Roll three dice and take the lowest two when using **COMBAT**.

CRUSH THE REBELLION



### IMPERIAL EDICT

MISSION CREATION

Roll three dice and take the lowest two when using **CUNNING**.

CRUSH THE REBELLION



### IMPERIAL EDICT

MISSION CREATION

Roll three dice and take the lowest two when using **LOYALTY**.

CRUSH THE REBELLION



### IMPERIAL EDICT

MISSION CREATION

Roll three dice and take the lowest two when using **REPUTATION**.

CRUSH THE REBELLION



### HONORS

You may discard this card to **BETRAY AN AGENT** when that agent makes a Move and does not mention their raiment or fetures. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then tell when you placed your faith in the supernatural.

CRUSH THE REBELLION



### HONORS

You may discard this card to **BETRAY AN AGENT** when that agent makes a Move and fulfills their **PROPHECY**. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then put duty before love.

CRUSH THE REBELLION



### HONORS

You may discard this card to **BETRAY AN AGENT** when that agent makes a Move and does not incorporate any of their **CAREERS**. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then reveal a dark secret about yourself.

CRUSH THE REBELLION

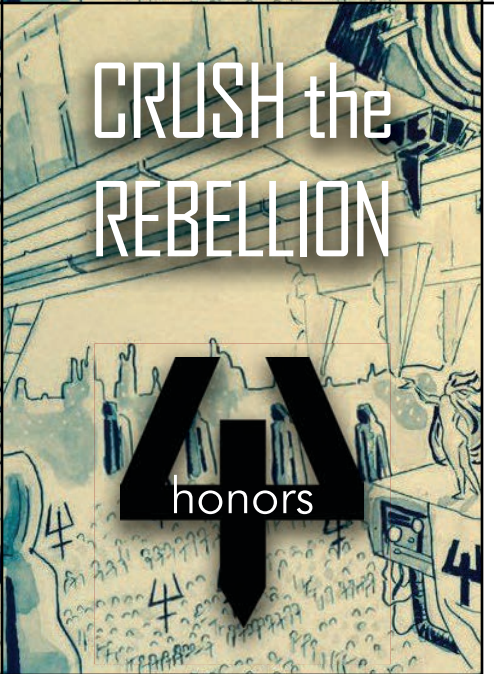
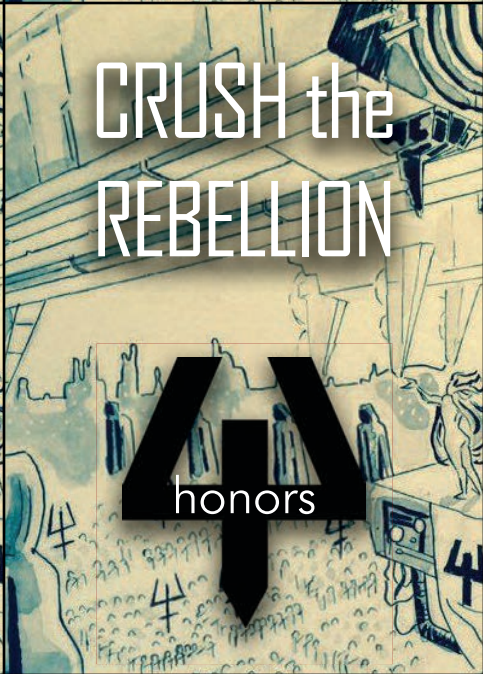
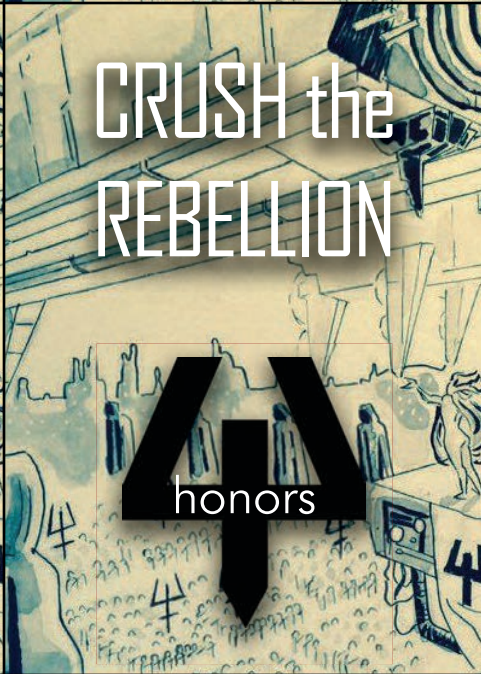
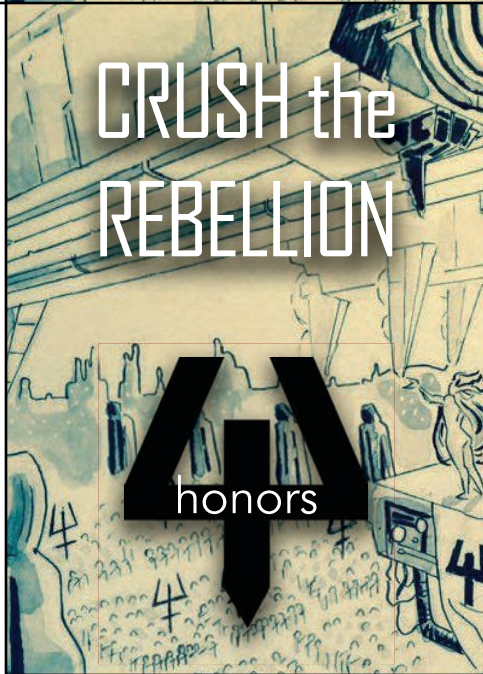
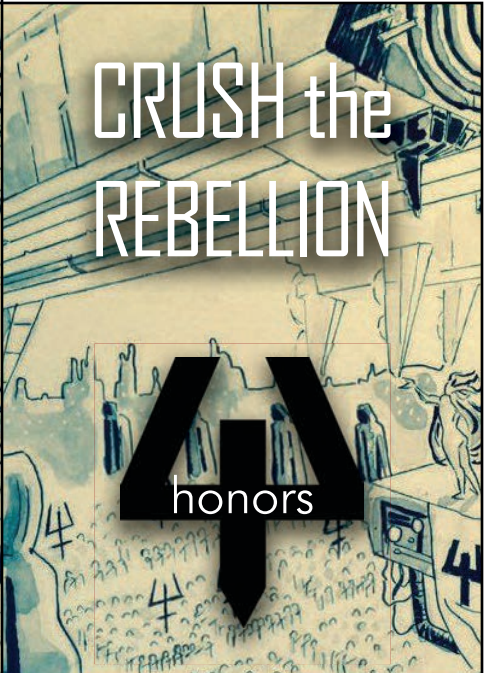
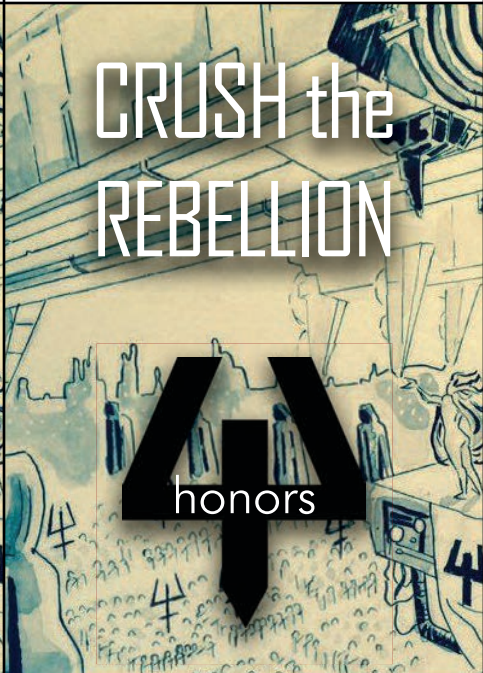
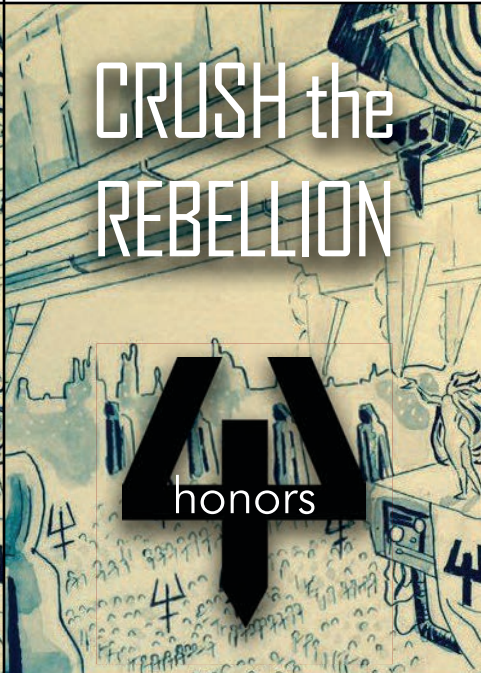
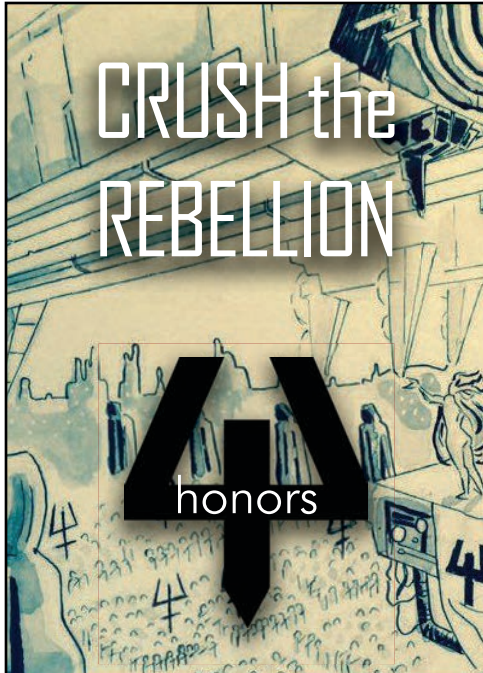


### HONORS

You may discard this card to **BETRAY AN AGENT** when that agent rolls a 7-9 on with **COMBAT**. If you do so, gain a new **SPECIAL ABILITY**.

You must then tell the painful truth to your loved ones.

CRUSH THE REBELLION





## HONORS

You may discard this card to **BETRAY AN AGENT** when another agent rolls a 7-9 with **CUNNING**. If you do so, gain a new **SPECIAL ABILITY**.

You must then stand up to your superiors.

**CRUSH THE REBELLION**



## HONORS

You may discard this card to **BETRAY AN AGENT** when another agent rolls a 7-9 with **LOYALTY**. If you do so, gain a new **SPECIAL ABILITY**.

You must then incriminate an innocent party.

**CRUSH THE REBELLION**



## HONORS

You may discard this card to **BETRAY AN AGENT** when another agent rolls a 7-9 with **REPUTATION**. If you do so, gain a new **SPECIAL ABILITY**.

You must then make an ally with someone whom you know you shouldn't.

**CRUSH THE REBELLION**



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent **VOTES** for you. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then uphold the law, going against what you know to be morally right.

**CRUSH THE REBELLION**



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent suffers a wound, but is not knocked out. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then tell disgrace yourself, your family, or your uniform.

**CRUSH THE REBELLION**



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent confronts one of their fears. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then acquire a dread or superstition.

**CRUSH THE REBELLION**



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent is disappointed by a subordinate. If you do so, gain a new **SPECIAL ABILITY**.

You must then publicly shame another agent.

**CRUSH THE REBELLION**

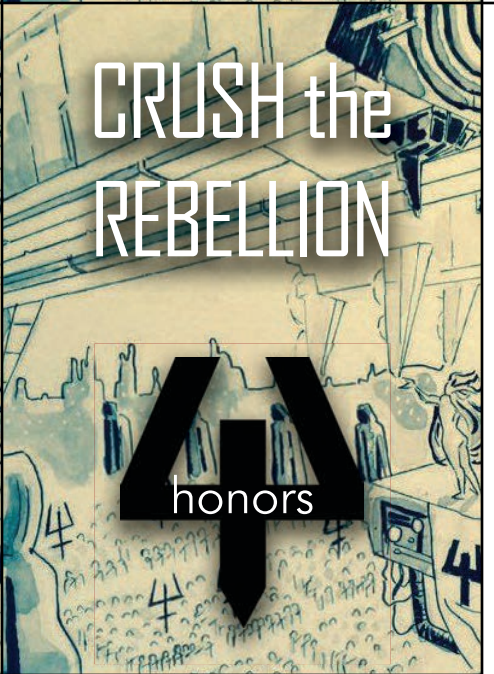
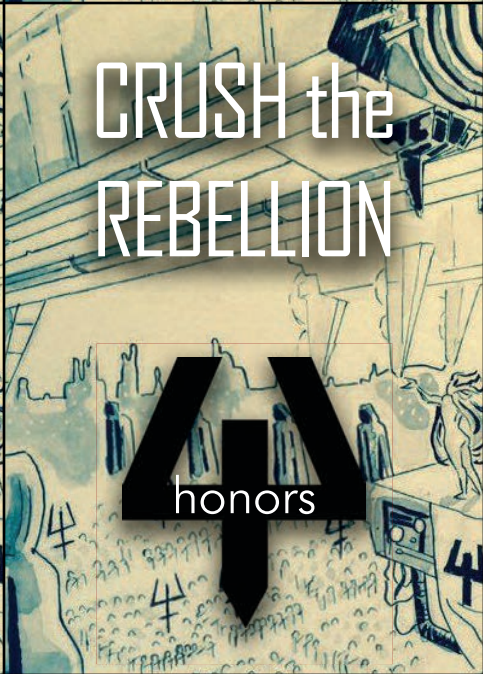
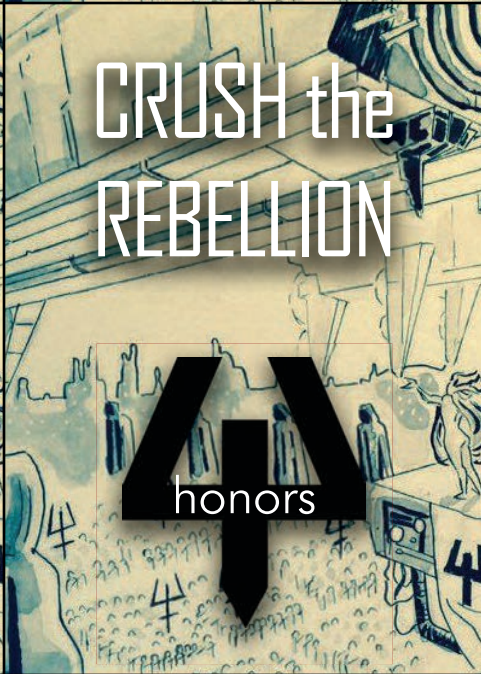
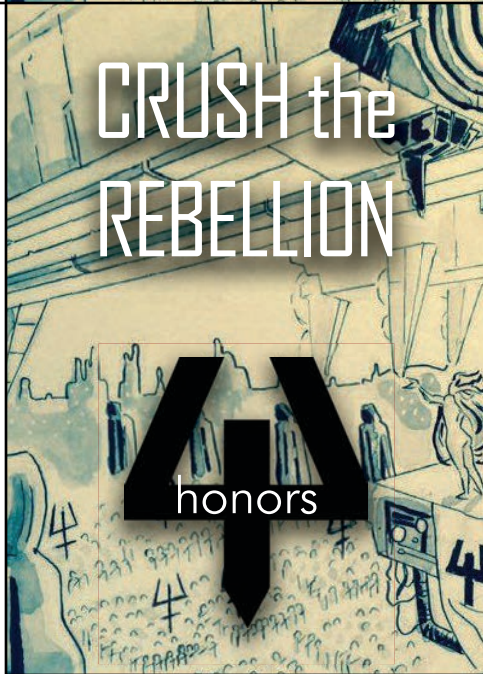
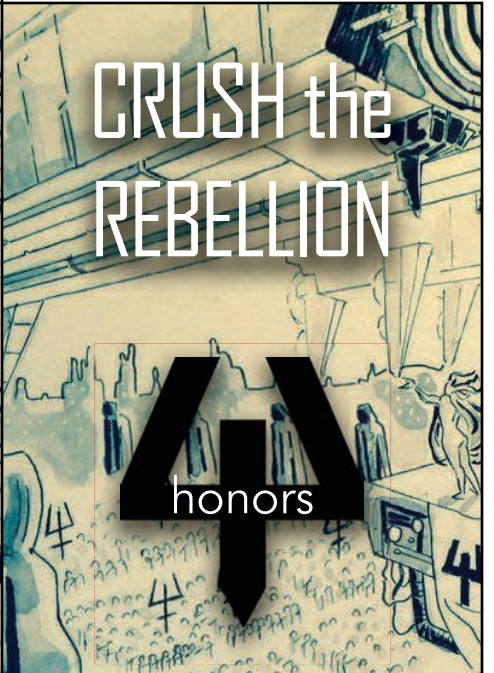
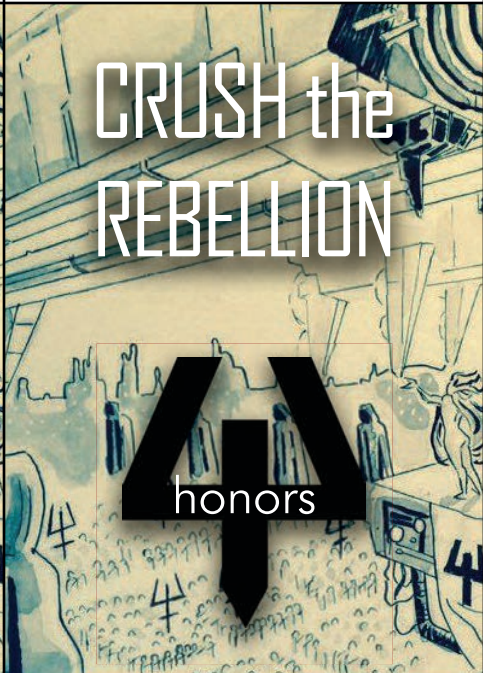
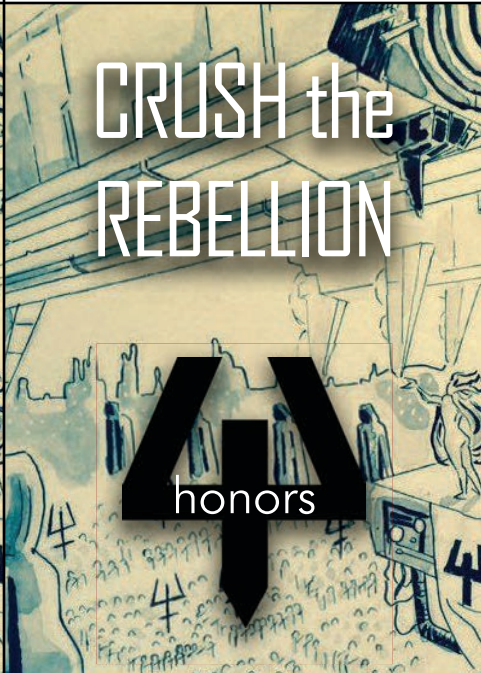
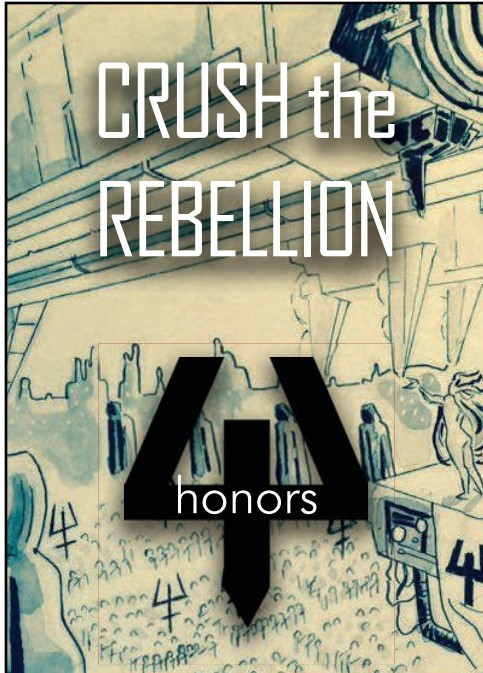


## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent expresses their elitism and sense of superiority. If you do so, gain a new **SPECIAL ABILITY**.

You must then inform the authorities on those struggling to survive.

**CRUSH THE REBELLION**





## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent tells what you know to be a lie. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then ignore a problem until it overwhelms.

CRUSH THE REBELLION



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent oppresses those too weak to defend themselves. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then spread a vicious rumor.

CRUSH THE REBELLION



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent incriminates the innocent. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then tell a self-aggrandizing lie.

CRUSH THE REBELLION



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent places their faith in the supernatural. If you do so, gain a new **SPECIAL ABILITY**.

You must then witness the death of a loyal servant.

CRUSH THE REBELLION



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent destroys something beautiful. If you do so, gain a new **SPECIAL ABILITY**.

You must then tell how The Human Empire secretly disgusts you.

CRUSH THE REBELLION



## HONORS

You may discard this card to use **BETRAY AN AGENT** when that agent spends **DESTINY** on a Move. If you do so, gain a new **SPECIAL ABILITY**.

You must then perform a hideous act and get away with it.

CRUSH THE REBELLION



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent saves someone's life. If you do so, gain a new **SPECIAL ABILITY**.

You must then tell a story of Imperial incompetence.

CRUSH THE REBELLION

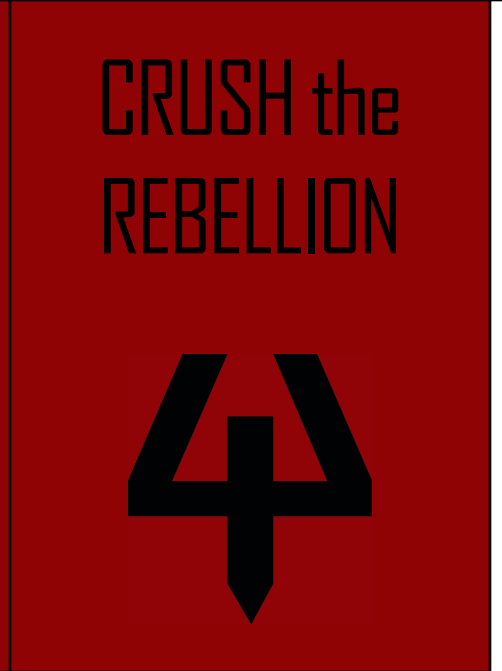
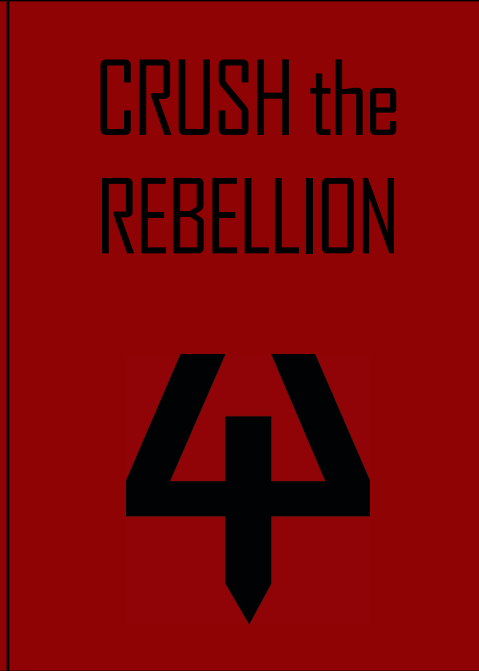
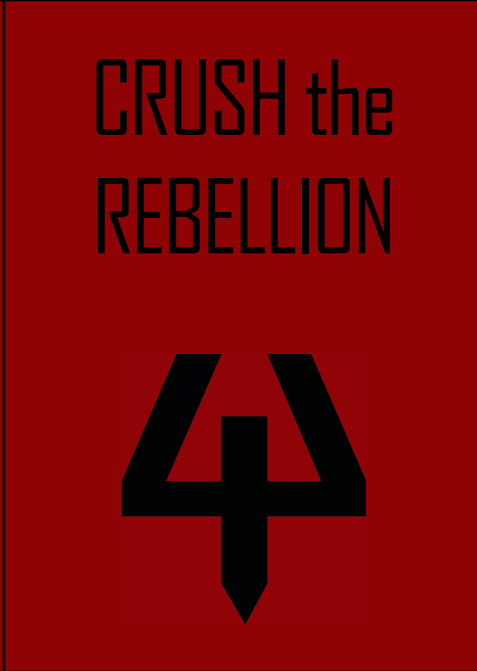
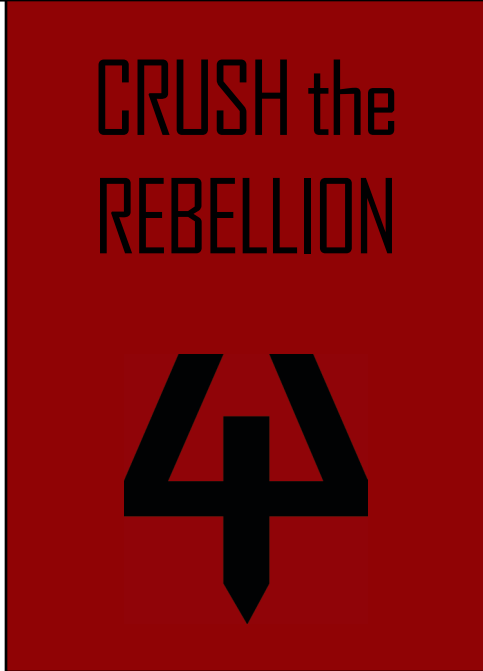
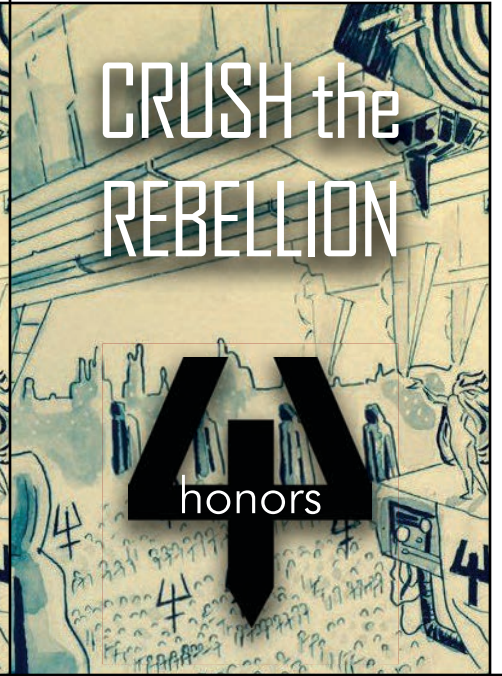
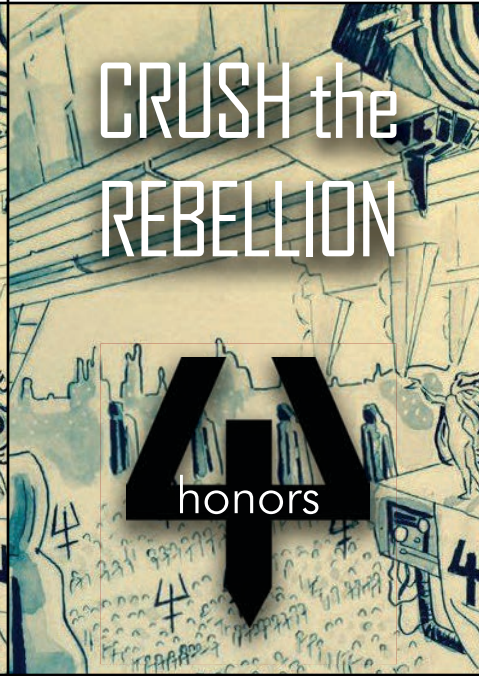
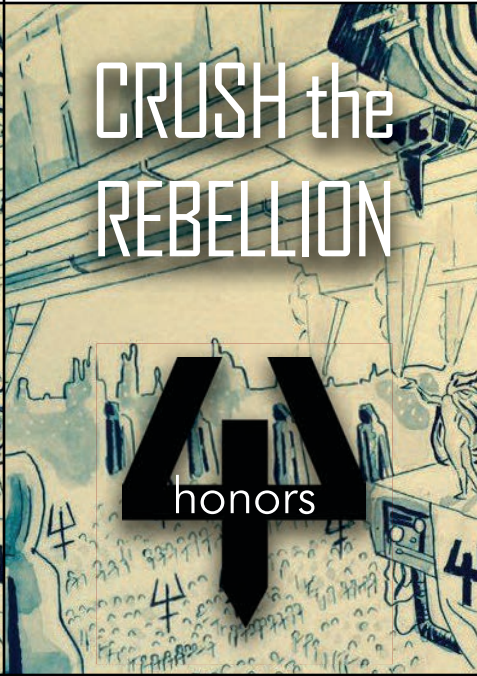
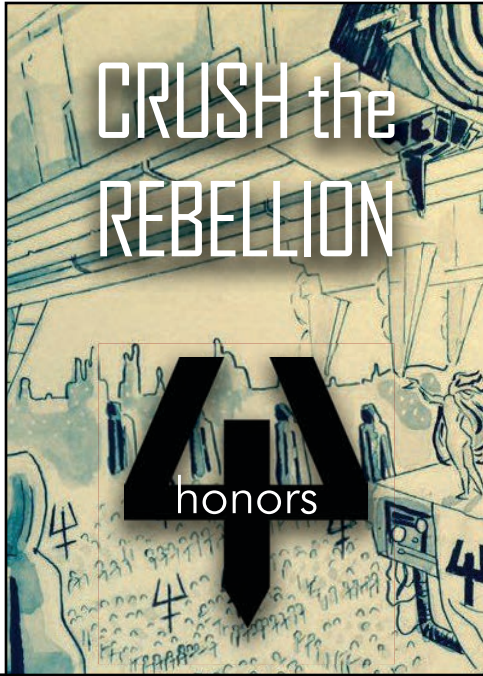


## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent is elected to be Mission Leader. If you do so, gain a new **SPECIAL ABILITY**.

You must then tell a story of why you just gave up.

CRUSH THE REBELLION





## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent fails a Move using **COMBAT**. If you do so, gain a new **SPECIAL ABILITY**.

You must then abuse your power.

CRUSH THE REBELLION



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent fails a Move using **CUNNING**. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then tell us why you are better than “them”.

CRUSH THE REBELLION



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent fails a Move using **LOYALTY**. If you do so, gain a new **SPECIAL ABILITY**.

You must then describe what natural wonder was destroyed by your pursuits.

CRUSH THE REBELLION



## HONORS

You may discard this card to **BETRAY AN AGENT** when that agent fails a Move using **REPUTATION**. If you do so, gain a +1 bonus to a skill of your choice (Max +3.)

You must then tell us how you rose to power.

CRUSH THE REBELLION



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