

CRUSH THE REBELLION

Core Rulebook

created by C. Steven Ross

art by Brandon Reinert



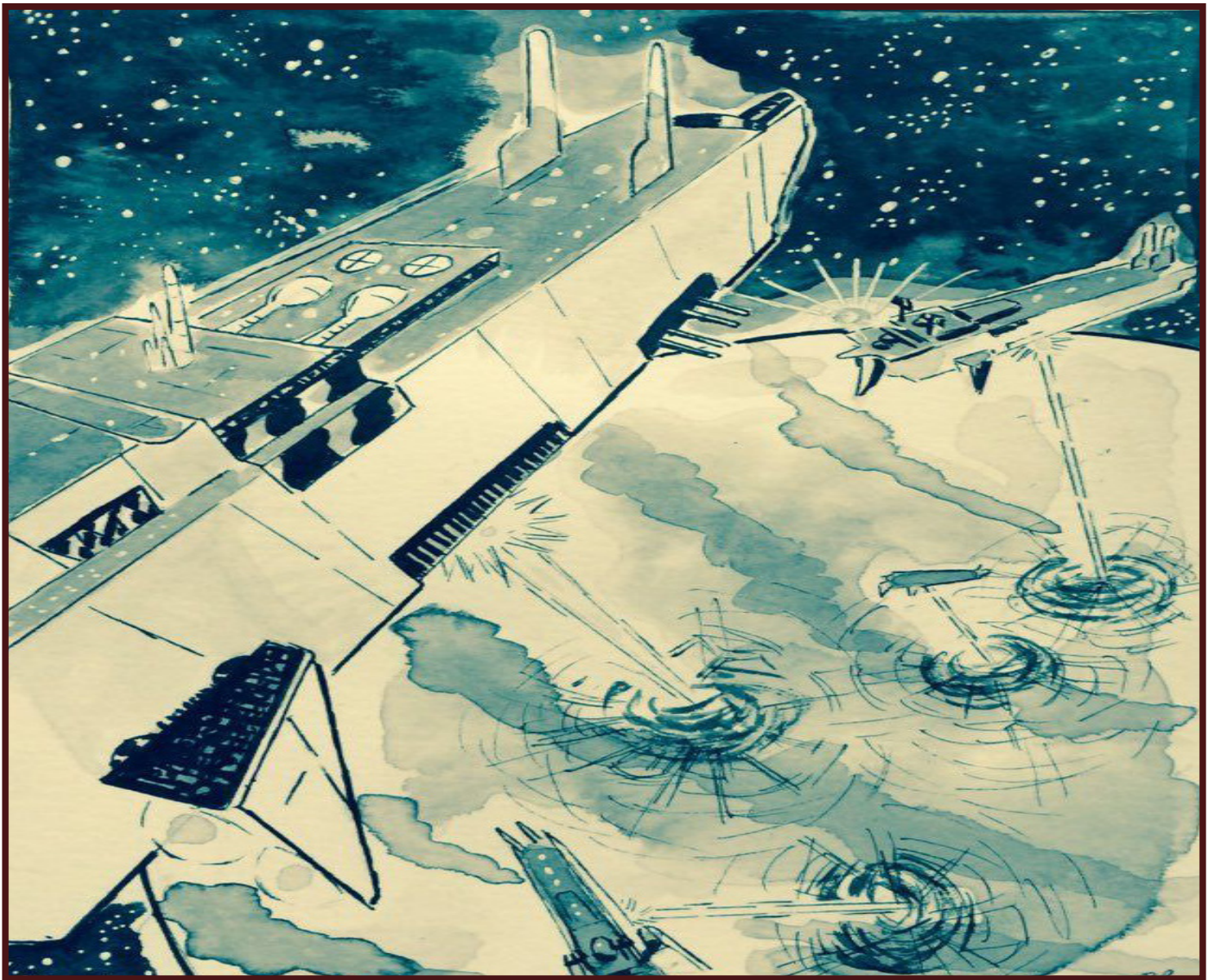
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<http://apocalypse-world.com/>
<http://www.bulypulpitgames.com/games/night-witches/>

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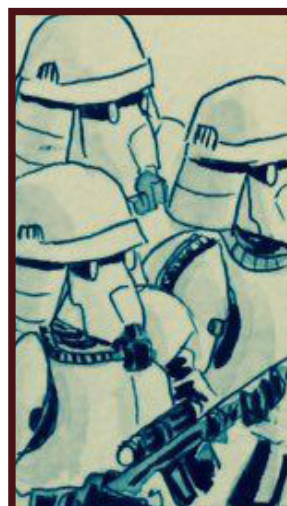
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OVERVIEW

STYLE

CRUSH THE REBELLION is a structured storytelling game with an emphasis on competitive world-building.

The actions of the players all contribute towards a shared History together, set in the fictional game universe. However, **CRUSH THE REBELLION** is also a strategic, competitive game between the players. There are winners and losers to this game. Unlike many traditional roleplaying games, **CRUSH THE REBELLION** does not have any designated “referee” type role. Instead, the players will cycle through this type of position many times in a given session, sharing the responsibility.

The game can be played out over the course of a single, one-shot session; and can also be played as a long campaign with continuity between sessions. In either case, the goal of **CRUSH THE REBELLION** is to be able to tell its tale in a succinct manner with a satisfying conclusion, with players forever remembering the exciting moments of both triumph and despair.

CRUSH THE REBELLION has its creative focus on the players’ descriptions of the shared universe. The gameplay structure itself is very controlled and methodical. It’s meant to be snappy and quick. Less attention is paid to unimportant non-player characters to allow the players and their machinations to be the star of the show.

SETTING

The universe of **CRUSH THE REBELLION** is grim, dark, and hateful. It is a futuristic fantasy setting, full of both awe-inspiring technological prowess and ancient mysticism.

A central dogmatic figure known only as **THE EMPEROR** rules over the whole of Humanity, called The Human Empire. “**HE**” has never been seen publicly and is shrouded in great mystery, known only to His Inner Circle. Alien beings exist in the universe of **CRUSH THE REBELLION**, but are commonly relegated to the living in the fringes of society as the poorest castes. **THE EMPEROR** often uses the xenophobia surrounding these species to further His own nefarious goals.

The Human Empire spans across an untold number of galaxies. The true size of The Human Empire is difficult to even comprehend, supported by the most byzantine, Kafkaesque bureaucracy of all existence. It rules through fear and intimidation, using unlimited resources to oppress the unruly masses of civilization who dare challenge **THE EMPEROR'S** infinite wisdom.

THE EMPEROR uses an elite cadre of specialized agents to lead missions against His enemies, crushing any rebellion. Unfortunately for **THE EMPEROR**, these agents are highly ambitious and treacherous, subverting and abusing their **EMPEROR**-given powers to further their secret objectives.

HOW THE GAME IS PLAYED

Three to seven players take the role of elite Imperial agents, hand-selected servants of **THE EMPEROR** chosen to extend His will throughout the universe by fulfilling randomized missions. They will each create a unique agent, choosing details such as their agent's appearance, career, and abilities; and of course, their secret agenda. Play proceeds as a series of missions

composed of four main procedural tasks; **PROPHECY**, **PREPARE**, **TRAVEL**, and **OPERATION**. During these tasks, other complications will arise as the result of random dice and player strategy, resulting in dangers to the agents, opportunities for personal growth, and the ability to **ADVANCE** an agent's secret agenda. Once an agent advances their secret agenda five times, that player wins the game.

To play this game, you will need a few friends (3-7 players total), as well as pencils, some dice, and the cards and agenda sheets provided with this document printed and cut out where necessary (also available for purchase separately). Playing with 5 players is the real sweet spot, where the game really shines. Less than that is possible, down to 3 players, but the game starts to get a little repetitive as players keep betraying the same agents. Playing with more than 5 players, up to 7, is also alright, but starts to run the risk of players not having enough "spotlight time" during missions.

Play length in **CRUSH THE REBELLION** can be varied by the number of players involved and by how many steps on their secret agendas need to be completed to win the game. In a typical 5-person

game, each step needed on the agents' secret agendas takes up about an hour. So, if you want to have a brief session (for example, at a convention) with 5 players, you might want to pare back the number of secret agendas steps to 2 or 3. If, on the other hand, you want to live and explore more in the universe you have created, go with the default of 5 agenda steps, or even add in some extra ones of your own design.

It is useful, but not necessary, to have some coins or poker chips or some other easy means to serve as reminders for values that change a lot in the game. For the **MOVES**, each player will need a pair of standard six-sided dice. For **MISSION CREATION**, print and cut out the cards provided with this product. For **VOTE**; either print and cut out the **VOTE** cards provided with this product, or use a convenient token such as colored poker chips.

When printing out the cards provided with **CRUSH THE REBELLION**, print out double-sided, flipped on the short side.

MOVES

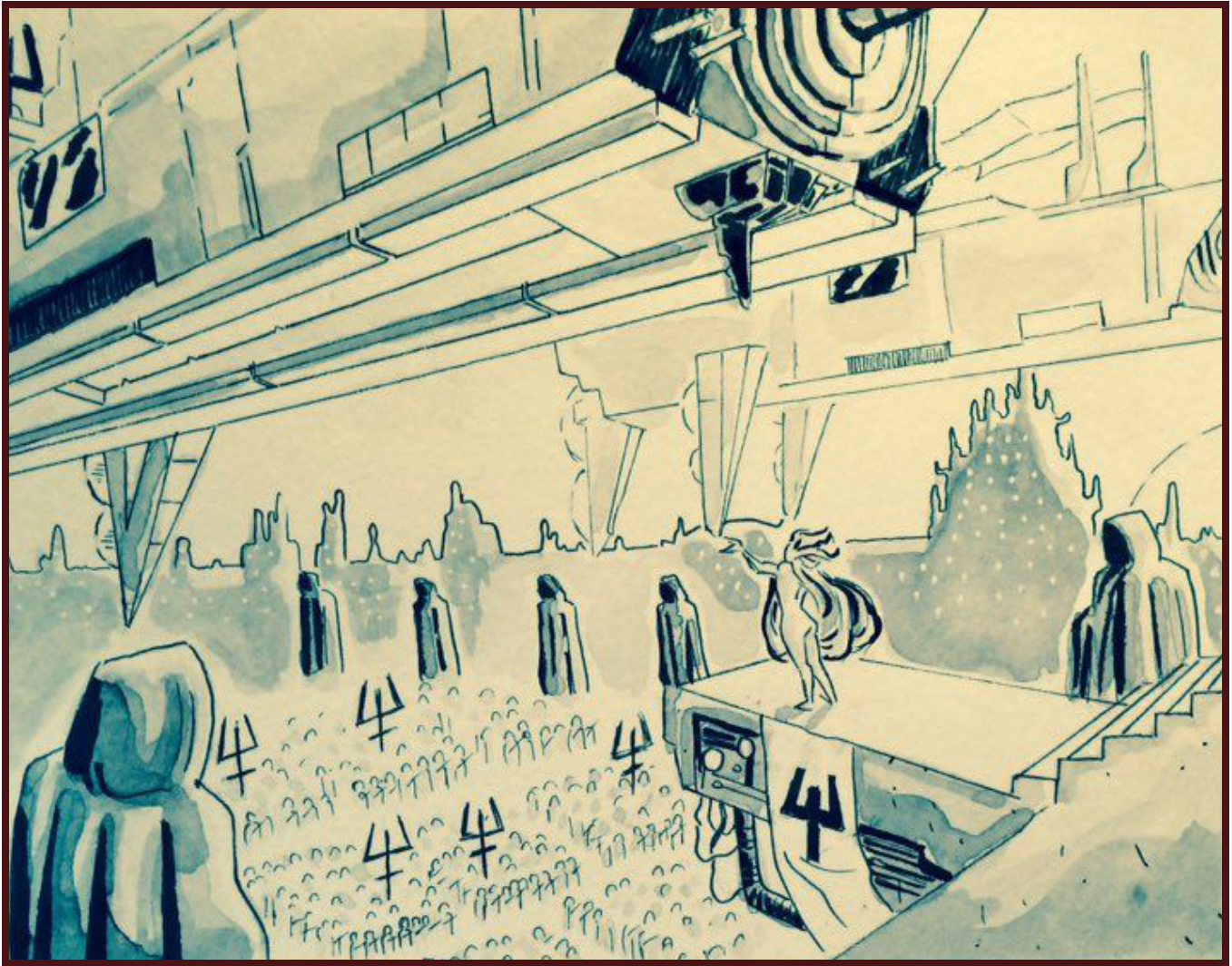
During a mission, players follow a prescribed flow of events, called **MOVES**. **MOVES** in **CRUSH THE REBELLION** typically have a player roll dice, make some hard choices, and then describe something. When a description is called for, the player is tasked with adding to the shared story of the in-game universe.

Most **MOVES** will come up as they are called on during the creation and events of a mission. As play progresses, however, agents will gain power and take on their own specialized set of **SPECIAL ABILITIES** that they can use to modify these **MOVES**.

When a player describes something in the fictional world as the result of a **MOVE** or other activity, that description holds true and cannot be invalidated.

ROLLING DICE

Often, a **MOVE** will have the player roll one of their skills (**COMBAT**, **CUNNING**, **LOYALTY**, and **REPUTATION**) or to just "roll the dice". When this happens, the player rolls two six-sided dice, adds their value with the value of the stat

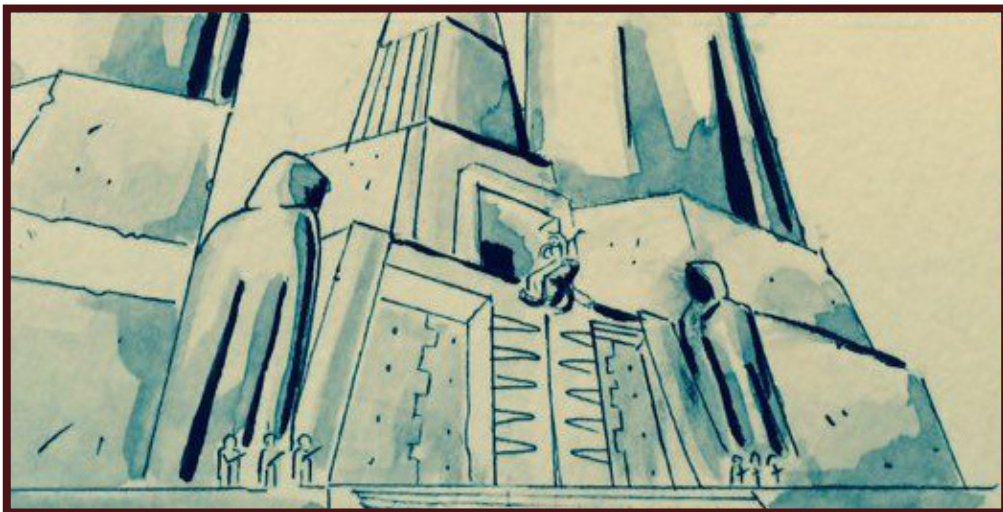


(nothing in the case of “roll the dice”), and then compares the total result to the consequences listed in the move. Moves always follow the pattern that a result of 10 or greater is perfectly good, a result of 6 or lower is entirely bad, and a result of 7-9 is a mixed result full of pyrrhic victories and hard choices.

PRINCIPLES

When telling stories within the universe of **CRUSH THE REBELLION**, keep the following themes in mind to keep a consistent framework for all of the players. These principles are the guiding actions that all players should look to when they narrate their agents' actions in the shared universe.

- ⚡ Serve **THE EMPEROR** above all others.
- ⚡ Betray your friends whenever it suits your unstoppable ambition.
- ⚡ Abide by the fiction. The fiction is sacrosanct.
- ⚡ Show the despair and hopelessness brought on by an unending fascist Regime.
- ⚡ Oppress the masses.
- ⚡ Steal from the poor and give to the rich.
- ⚡ Debate the virtues of mysticism vs. technology.
- ⚡ Abuse your power.
- ⚡ Show us whom you hate with sexism, racism, xenophobia, and religious persecution.
- ⚡ Whip your loyal servants into zealous fervor.
- ⚡ Brutally punish incompetence.
- ⚡ Rape the environment to fuel your megalomaniacal fantasies.
- ⚡ Crush rebellions.





AGENT CREATION

Each player takes on the role of an elite Imperial agent working for **THE EMPEROR** and trying to claw their way up the ranks of His Inner Circle. This game pits you against your fellow players, publicly vying for the favor of **THE EMPEROR** as you covertly work on your master plan—a **SECRET AGENDA** guaranteed to benefit you greatly that goes directly against **THE EMPEROR'S** will. An agent must constantly be vigilant for opportunities to advance their **SECRET AGENDA** and earn **THE EMPEROR'S** favor, lest their rivals swoop in to take all the glory for themselves.

The public face of each operation, assigned by **THE EMPEROR**, will be to restore peace and order throughout the galaxies of the universe, ushering in a golden age of prosperity. Rival military forces, local politicians, space pirates, and feuding planetary warlords will be the easy tasks, as their intentions are known. Traitors, saboteurs, rival Inner Circle agents, and the scattered remnants of the lost Sorcerer-Lords are a far more dangerous threat that will make the agents take heed around every corner.

SECRET AGENDA

At the start of a game of **CRUSH THE REBELLION**, shuffle and hand out a **SECRET AGENDA** card to each agent. The player then takes an agent sheet, located at the end of this document, corresponding to the **SECRET AGENDA** indicated on the card. Each agent sheet has a different agenda as well as a slightly different set of **SPECIAL ABILITIES**.

No two agents may have the same **SECRET AGENDA**. These agendas are secret only to **THE EMPEROR**—all other agents know exactly what you are up to, but are mostly powerless to stop you.

Your **SECRET AGENDA** persists across characters. When your current agent dies, an ally, friend, fellow officer, or descendant picks up where that agent left off. Create a new agent with the same **SECRET AGENDA** and **ADVANCE** that agenda the same number of times.

Listed below is a brief description of each **SECRET AGENDA** and how the actions described displease **THE EMPEROR**. Additional details are found on each agenda sheet at the end of this book (also in a separate download).

EMPEROR'S EYES: Unearth a powerful, lost, mystic artifact and keep it for yourself.

EMPEROR'S HAND: For the good of all, assassinate **THE EMPEROR**.

EMPEROR'S REACH: Embezzle funds from ten quadrillion intergalactic bank accounts and retire to a life of luxury.

EMPEROR'S VOICE: Win the safety and freedom of your oppressed homeworld by destroying its local rivals through abuse of Imperial power.

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

HERESIARCH: 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.

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

PLANETARY GOVERNOR: Construct a devastating technological superweapon without **THE EMPEROR'S** approval.

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

SORCERER-LORD: Train a mystic apprentice, violating a sacred Imperial Edict.

STORM GENERAL: Oversee the illegal genocide of an entire sentient species.

CAREER

Shuffle and distribute a **CAREER** Card to each agent. These agents gain those **CAREERS** and their benefits. Typically, a **CAREER** provides a bonus to dice rolls made when the player describes their agent's actions in a certain way within the established fiction of the game.

Example: Agent Csilla, a **GRAND ADMIRAL** covertly seeking to defect to one of the Human Empire's rivals, is a renowned Tactician. His Mission Leader places him in charge of **TRAVEL** arrangements to the lawless Outer Rim. Never one to shy away from the limelight, the player describes how Agent Csilla leverages his position to appropriate a massive naval armada, effectively invading the star system and

waging a campaign of conquest in the process. The Mission Leader rules that this is clearly flaunting a vulgar display of power, and thus allows the roll to be made with **REPUTATION**. In addition, Csilla's **CAREER** of Tactician allows a +1 bonus to the roll.

No two agents may have the same **CAREER**.

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

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

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

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

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

PILOT: Gain +1 to Moves when operating a starship.

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

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

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

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

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

SCOUT: Gain +1 to Moves when travelling through untamed wilderness.

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

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

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

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

DESCRIPTION

Pick a name, species, and homeworld. Use these details during your portrayal of the game world and your agent's action within it.

Your agent starts without any **SPECIAL ABILITIES** or advances to their **SECRET AGENDA**. These are all gained during play.

SKILLS

The abilities of each agent are primarily represented by a set of four different skills: **COMBAT**, **CUNNING**, **LOYALTY**, and **REPUTATION**. Each of these skills represent a mix of physical ability, intelligence, prior experiences, and access to advanced equipment.

COMBAT represents an agent's prowess in one-on-one battles. It covers his or her skill in all types of weaponry, from hand-to-hand melee weapons through and including flying small starfighters.

CUNNING is an embodiment of an agent's elusiveness, quick-thinking, and ability to enact subterfuge. A cunning agent is stealthy, sneaky, and smart.

An agent's **LOYALTY** is a measure of how much trust and power the agent's subordinates place in the agent. An agent leverages this skill to wage war on a massive scale, lead troops into battle, and endear themselves to the rank and file soldiers of The Human Empire.

REPUTATION shows how feared and respected the agent is in the universe. An agent with a high reputation uses terror and the threat of implied dreadful consequences to keep both allies and enemies in line.

When you create a new agent, assign one of the following sets of values to **CUNNING**, **COMBAT**, **LOYALTY**, and **REPUTATION**, in any order that you wish.

+0, +0, +0, +1

-1, +0, +1, +1

-1, +0, +0, +2

-2, +0, +1, +2

SPECIES

While most high-ranking agents within the Human Empire are Human, a select few individuals from alien species are able to rise through the

ranks utilizing their natural, exotic talents.

Human agents are born with resources, societal advantages, and entitlements that their non-Human brethren simply cannot match. If you have a Human agent, gain +1 to a skill of your choice. No skill can ever be raised above +3.

Otherwise, your agent is an alien. Aliens who manage to make their way through all adversity and rise to the top of the Imperial hierarchy are truly special individuals with a few tricks up their sleeve. Non-Human agents start the game with a **SPECIAL ABILITY** of your choice. Describe what your unique alien species looks and acts like, and how you cut through bureaucracy and xenophobia to rise to such an exalted position as agent to **THE EMPEROR**.

DESTINY starts at 0 for all agents.

DESTINY

DESTINY represents a wide variety of factors that can influence the course of fate. It is the power of mystic spells, advanced training, superior reconnaissance, and personal power.

DESTINY is a fluid resource pool, coming and going throughout the course of the game. The player should keep track of their agent's current **DESTINY** pool on their agent sheet, or by using a simple token such as coins, poker chips, or glass beads. Many moves direct agents to add to **DESTINY**.

An agent can spend **DESTINY** on a 1-for-1 basis immediately after rolling on a Move to increase the results rolled.

Example: Agent Jade has a pool of 3 **DESTINY**. After some troubles during a mission, Jade is sent to Face **THE EMPEROR**. She tries to defy **THE EMPEROR**, rolling two dice (2+3) plus her **COMBAT** value (+1) for a total of 6. A failure here is not good! She wisely decides to spend one of her **DESTINY** pool to change that die result to a 7—a much better alternative to public execution! She continues now with only 2 **DESTINY** remaining.



HOMEWORLD

Name your homeworld and select what type of galactic region your agent grew up or trained in:

- ✦ forbidden Deep Core
- ✦ industrialized Core Worlds
- ✦ commerce-rich Core Worlds
- ✦ pollutant-choked Core Worlds
- ✦ Mid Rim borderlands
- ✦ untouched Outer Rim
- ✦ lawless Outer Rim
- ✦ savage Outer Rim
- ✦ desolate Outer Rim
- ✦ mysterious Unknown Regions
- ✦ the Great Void.

While in the region of your homeworld, your agent gains +1 on all Moves. No agent may have the Imperial Homeworld as their own homeworld, and thus may never gain this benefit when they **FACE THE EMPEROR**.

RAIMENT

An agent's appearance is vital to their role in enforcers of law, order, and **THE EMPEROR**'s will. How does your agent dress themselves for that role? Describe their signature style, manner of dress, or accessory that their subordinates instantly associate with the agent.

FEATURES

Describe the distinguishing features of your agent that make them a memorable character. Do they have any scars, unique mannerisms, or physical traits? Describe at least one feature at character creation, and at least one every time your agent gains a new **MOVE**.



HONORS

When agents perform heroically in the line of duty, they are awarded glorious medals in an elaborate ceremony attended by **THE EMPEROR** Himself. The **HONORS** cards are an extremely powerful tool that players use to establish and manipulate the fiction. When an agent is directed to draw an **HONORS** card, he or she draws the card and keeps its benefit hidden. At any point during play, the player may reveal the card to gain its in-game benefit, but must also describe a piece of the fiction of the shared universe, as directed by the card. All things in that description come true and cannot be refuted. The **HONORS** card used is then placed into a discard pile.

When an agent would draw an **HONORS** card, but none are left to draw, the discard pile is shuffled to form a new deck. The rising list of medals and other decorations of the triggering agent has garnered suspicion. He or she must immediately **FACE THE EMPEROR**.

At the start of the game, each agent draws one **HONORS** card. New agents created after a public execution do not draw a starting **HONORS** card.

MISSION BRIEFING

At the start of a new mission, dead agents are replaced by fresh recruits, and then all agents **VOTE** on the Mission Leader. A player may not control the Mission Leader on two consecutive missions.

Then, the Mission Leader creates the story of the mission by using the charts below and filling in any gaps in the fiction as he or she sees fit during **MISSION CREATION**.

MISSION LEADER

The Mission Leader describes the fictional world that the agents interact with. The Mission Leader also assigns tasks (**PREPARE**, **TRAVEL**, **OPERATION**, **AMBUSH**) to other agents, but may never assign a task to themselves. The agents must complete **PREPARE**, **TRAVEL**, and one or more **OPERATION** as implied by the **MISSION CREATION**. When all **OPERATIONS** are complete, the agents return to the Imperial homeworld victorious and start a new Mission.

If the Mission Leader is incapacitated, such as by suffering 3 Wounds or by being publicly executed, the remaining

agents must immediately **VOTE** on a new Mission Leader.

Once **MISSION CREATION** is complete, all agents relay a **PROPHECY**, as told to them by **THE EMPEROR**, about another agent.

VOTE

When you are called to **VOTE**, each agent puts a single token or scrap of paper in their hand to represent one of the possible candidates. They each extend a closed fist into the center of the table. One player must then speak the words “Serve **THE EMPEROR** above all others” and reveal their decisions together. The agent with the most number of votes is elected to be the Mission Leader and must then declare an **EDICT**.

Agents may never vote for themselves and may never vote for the previous Mission Leader. On a result of a tie, determine randomly.

EDICT

When the other agents **VOTE** for your agent to be Mission Leader, choose one of the following stats: **COMBAT**, **CUNNING**, **LOYALTY**, or **REPUTATION**. Describe what is happening in the universe to force **THE EMPEROR** to have to restrict such actions.

For the remainder of this mission, agents using that skill for **MOVES** must roll three dice, using the lowest two and discarding the highest single die value. **MOVES** that say to “roll the dice” and do not have an associated skill (ie. **BETRAY AN AGENT**) are not affected by this.

Then, proceed to **MISSION CREATION**.

MISSION CREATION

Each mission presents a basic problem that draws the ire of **THE EMPEROR**. These are all dubious criminal or heretical elements which threaten the harmony of the universe and of civilized society.

Shuffle the **MISSION CREATION** cards provided with this game and draw randomly from the three categories to create a new mission. Place and keep the

cards in front of the Mission Leader. Then, take a moment to interpret the results and describe a cohesive story to tell the agents under your command. If you get a creative idea that fits the theme of **CRUSH THE REBELLION** and sounds cooler than what you rolled, use that instead.

When describing your mission, remember to add in the details. Give names and motives to the important people and groups involved. Describe the interesting new locales and harsh environments the agents will face. Make the agents work with your story to leverage their **CAREER** benefits.

As an agent hearing your mission description, ask questions back to the mission leader. What makes this mission special? Why is this location important? Who are the major political players involved? What do the aliens look like? Once **MISSION CREATION** is complete, all agents relay a **PROPHECY**, as told to them by **THE EMPEROR**, about an adjacent agent.

Example: Agent Daala has been chosen by her peers to be their Mission Leader. She draws the cards; violent proletariat unrest that has devolved into anarchy, pollutant-choked Core Worlds, and the scheming of traitors within. She then



describes a compelling scene where **THE EMPEROR**'s thoughts are telepathically projected to each agent's mind.

THE EMPEROR worries about traitors in the Farlax Sector who have instigated riots among the industrial worker populace. The planetary governors of this region have either fled or been violently killed. Manufacturing production has come to a complete standstill, which **THE EMPEROR** finds absolutely intolerable. The agents must now find a way to quell this insurrection and resume production.

THE EMPEROR IS CONCERNED ABOUT...

1. an elusive domestic terrorist plot
2. a time-sensitive domestic terrorist plot
3. organized crime and rampant smuggling of illegal substances
4. organized crime and rampant smuggling of illegal weaponry
5. a covert enemy military strike
6. an overwhelming enemy military strike
7. a military defection led by power-hungry officers
8. a military defection led by undisciplined soldiers
9. a political coup d'état by members of the Imperial Court
10. a political coup d'état by outside politicians
11. a sovereign, rival galactic power that was once a vassal state to the Human Empire
12. a sovereign, rival galactic power from a previously unknown alien race
13. simmering proletariat unrest and discontent, waiting to explode
14. violent proletariat unrest that has devolved into anarchy
15. sinister local government corruption
16. wasteful local government incompetence
17. a doomsday cult of mystic heretics
18. a well-armed cult of mystic heretics
19. a lost item or person of extreme historic military value
20. a lost item or person of extreme personal value
21. a rogue imperial agent who is all too familiar
22. a legendary rogue imperial agent
23. ruthless, brutal space pirates
24. crafty, cunning space pirates



Where this treason is happening is almost as important as what is happening; the various parts of the galaxy imposing a shadow of emotion and theme upon the entire mission. When you first develop the location, name it.

, LOCATED IN THE...

1. clandestine Imperial Homeworld.
2. forbidden Deep Core.
3. industrialized Core Worlds.
4. commerce-rich Core Worlds.
5. pollutant-choked Core Worlds.
6. Mid Rim borderlands.
7. untouched Outer Rim.
8. lawless Outer Rim.
9. savage Outer Rim.
10. desolate Outer Rim.
11. mysterious Unknown Regions.
12. horrific Great Void.

Any of these threats alone would warrant Imperial intervention, but certainly not the attention of such elite officers as your agents. It takes some sort of deadly twist or unexpected complication to warrant the use of **THE EMPEROR'S** most skilled and talented servants.

YOUR UNIQUE TALENTS ARE CALLED FOR IN THIS MATTER, DUE TO...

1. the presence of a Sorcerer-Lord come back from the 3,114th Intergalactic Crusade.
2. secret aid from a local terrorist cell using unethical methods.
3. a hateful populace who have become unsympathetic to **THE EMPEROR'S** will.
4. the important hostages who have sentimental value to **THE EMPEROR**.
5. the Imperial secrets which must be protected.
6. the experimental, new technology wielded by your enemies.
7. the presence of doppelganger assassins.
8. the scheming of traitors from within the ranks of your subordinates.
9. a dangerous environmental hazard on a planetary scale.
10. a dangerous environmental hazard on a galactic scale.
11. this mission is a test of your abilities, designed by **THE EMPEROR HIMSELF**.
12. a hired assassin or bounty hunter of legendary skill.
13. secret aid from a local terrorist cell using untraceable methods.



14. the important hostages who are connected to the Mission Leader.
15. secret aid from a mystic, heretical terrorist cell.
16. A terrifying xenomorphic predator of Humanity.

PROPHECY

THE EMPEROR is a known time-prophet, a mystical being capable of seeing the cycle of creation in both the past and in the future.

At this stage in **MISSION CREATION**, each player proclaims a **PROPHECY** about the agent to their left. Skip the Mission Leader, he or she already has plenty to do. During the next mission, switch it back and proclaim prophecy about the agent to your right.

When you make a **PROPHECY**, briefly describe a vision involving another agent.

The vision can show an event that is very unlikely to happen, but must in some way be possible. If that event comes to pass during this Mission, the agent involved immediately gains +1 **DESTINY**. If you believe that your agent has satisfied these conditions, proclaim that “the prophecy has been fulfilled.” If there is doubt from other players, the Mission Leader has the final say.

A Prophecy should be appropriate to the mission as described thus far, and must be something that can reasonably be accomplished in the mission. Prophecies are not long-term dreams—those are your secret agendas. Don’t create a prophecy that is too simple, easy, or boring. While each prophecy must be able to be accomplished in the mission, the other players are your rivals and you don’t want to make things easy on them.

Examples:

- ✦ The agent must place themselves in a life-threatening situation.
- ✦ The agent must make an impossible choice between two terrible options.
- ✦ The agent is badly hurt or maimed.
- ✦ The agent is doing something unbelievably cool.
- ✦ The agent embodies one of the Principles of **CRUSH THE REBELLION**.

MOVES

Moves represent all of the possible actions players can, or must, take during play in **CRUSH THE REBELLION**. Moves are common to all agents and are often triggered as a result of a Move. During a Mission, the Mission Leader chooses agents, other than themselves, to complete the minimum three tasks required: **PREPARE**, **TRAVEL**, and **OPERATION**.

Additional tasks, such as **AMBUSH**, **DEVELOP A COMPLICATION**, or **SHARED FATE**, may be triggered as a result of other Moves. The Mission Leader assigns these tasks to agents other than themselves as well.

Some personal Moves, like **ADVANCE**, **BETRAY AN AGENT**, **FACE THE EMPEROR**, or **SUFFER A WOUND**, simply happen as a result of dice rolls and choices and their effects are recorded.

ADVANCE

When your dark deeds bear fruit, your secret agenda progresses towards its conclusion. Describe for your fellow agents what steps your agent has just taken to bring forth this massive change to the galaxy.

When you **ADVANCE** your secret agenda five times, you win the game. You must advance the steps of your agent in the order in which they are printed. Answer any questions posed by advancing this step.

AMBUSH

When you are called on to lead a firefight, roll +**COMBAT**.

On a 10+, you break through with minimal casualties. Gain +1 **DESTINY**.

On a 7-9, you win the battle, but you and an agent of your choice each **SUFFER 1 WOUND**.

On a miss, you go out in a blaze of glory. **SUFFER 10 WOUNDS** and then each other agent, including the Mission Leader, must **SUFFER 1 WOUND**.

BETRAY AN AGENT

When you betray another agent, describe how you threaten or ignore the goals of **THE EMPEROR** in order to further your own selfish needs, choose another agent to betray, and roll the dice.

On a 10+, it is a shocking betrayal. You **ADVANCE** your secret agenda and cause the other agent to **SUFFER 2 WOUNDS**.

On a 7-9, your treachery was successful, but predictable. You **ADVANCE** your secret agenda and cause both yourself and the other agent to **SUFFER 1 WOUND**.

On a miss, you must immediately **FACE THE EMPEROR**.

FACE THE EMPEROR

When you are brought before your disappointed master, you await judgment. Describe how you go about avoiding a painful death. This **MOVE** takes place in the Imperial Homeworld location.

If you play the sycophant and loyal servant; ask "What is thy bidding, my master?" and roll +**LOYALTY**.

🔥 What additional, distasteful service do you provide **THE EMPEROR**?

If you show defiance and are willing to prove **THE EMPEROR** wrong, tell Him that "You've failed, your highness." And roll +**COMBAT**.

🔥 What flaw do you point out to **THE EMPEROR**?

On a 10+, **THE EMPEROR** is pleased. Gain a new **HONORS** card and return to your duties.

On a 7-9, you endure a grueling, painful interrogation and **SUFFER 3 WOUNDS**.

On a miss, you are dragged out of the Imperial Palace and publicly executed. Describe it, not only in terms of the brutal

physical display, but also the emotional toll it takes on your loved ones. Create a new agent to pick up the pieces and take up your secret agenda. Lose all **HONOR** cards, **WOUNDS**, **DESTINY**, and **SPECIAL ABILITIES**. Choose a new set of starting stats for your skills. Keep the **ADVANCES** to your secret agenda.

OPERATION

When you are selected to complete a mission objective, describe what powers, equipment, and resources you bring to bear against the problem.

If you operate through strength of arms, roll +**COMBAT**.

If you operate through clever strategies, roll +**CUNNING**.

If you operate through leveraging Imperial military might, roll +**LOYALTY**.

If you operate through fear and intimidation, roll +**REPUTATION**.

On a 10+, the task is completed flawlessly and you gain +1 **DESTINY**.

On a 7-9, the operation is complete, but something went terribly wrong. You must **SUFFER 1 WOUND** and the Mission Leader may **ADVANCE** his or her secret agenda.

If the **OPERATION** is complete (7+), the mission is a success. Each agent that has not been knocked out of the mission, including the Mission Leader, draws an **HONORS** card. Then, start a new Mission.

On a miss, abort the mission. The mission is a failure and you are blamed for it. Return to the Imperial Homeworld to **FACE THE EMPEROR**. Describe the mitigating circumstances for your failure to the deaf ears of **THE EMPEROR**. Then, start a new Mission.

PREPARE

When you prepare for an upcoming mission, describe what means and methods you use to gain an unfair advantage against the enemies of **THE EMPEROR**. Do you gain valuable intelligence, illegal equipment, a notorious non-player ally, or something else entirely?

Any agent may use this item to gain +1 to any number of rolls, but must describe in the shared fiction how this item benefits the specific situation.

If you prepare by using your wits and knowledge, roll +**CUNNING**.

If you prepare by using your imposing presence and illicit personal connections, roll +**REPUTATION**.

On a 10+, you get the advantage you wanted and gain +1 **DESTINY**.

On a 7-9, you gain the advantage, but must choose to either:

- ✦ Your strike team continues late and under duress. Declare an additional **EDICT**.
- ✦ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

On a miss, you must do both and don't get the advantage.

Afterwards, the agents proceed to **TRAVEL**.

SUFFER A WOUND

Each time you are directed to suffer a wound, record how many cumulative wounds you have taken.

When you suffer a total of 3 wounds, you are knocked out.

- ✦ You cannot participate in the current mission in any way.
- ✦ You are treated by Imperial Medical Services, your flesh saved but irrevocably changed. Your body may be horribly scarred, fitted with a cybernetic prosthetic, or manipulated on a cellular level by **THE EMPEROR'S** trusted Bio-Viziers. Describe what happens.
- ✦ Remove all wounds at the start of a new Mission.

If all agents on a mission, besides the current Mission Leader, have been knocked out by either suffering too many wounds or being publicly executed, the mission is a failure or the Mission Leader must immediately **FACE THE EMPEROR**. Afterward, begin a new mission.

TRAVEL

When you travel from one location to another, describe how you use your unique wealth, abilities, and personal connections to get you there.

If you travel by flaunting a vulgar display of power, roll +**REPUTATION**.

If you travel by stealth or subterfuge, roll +**CUNNING**.

If you travel by diplomatic means, roll +**LOYALTY**.

On a 10+, you get there without a hitch. Gain +1 **DESTINY**.

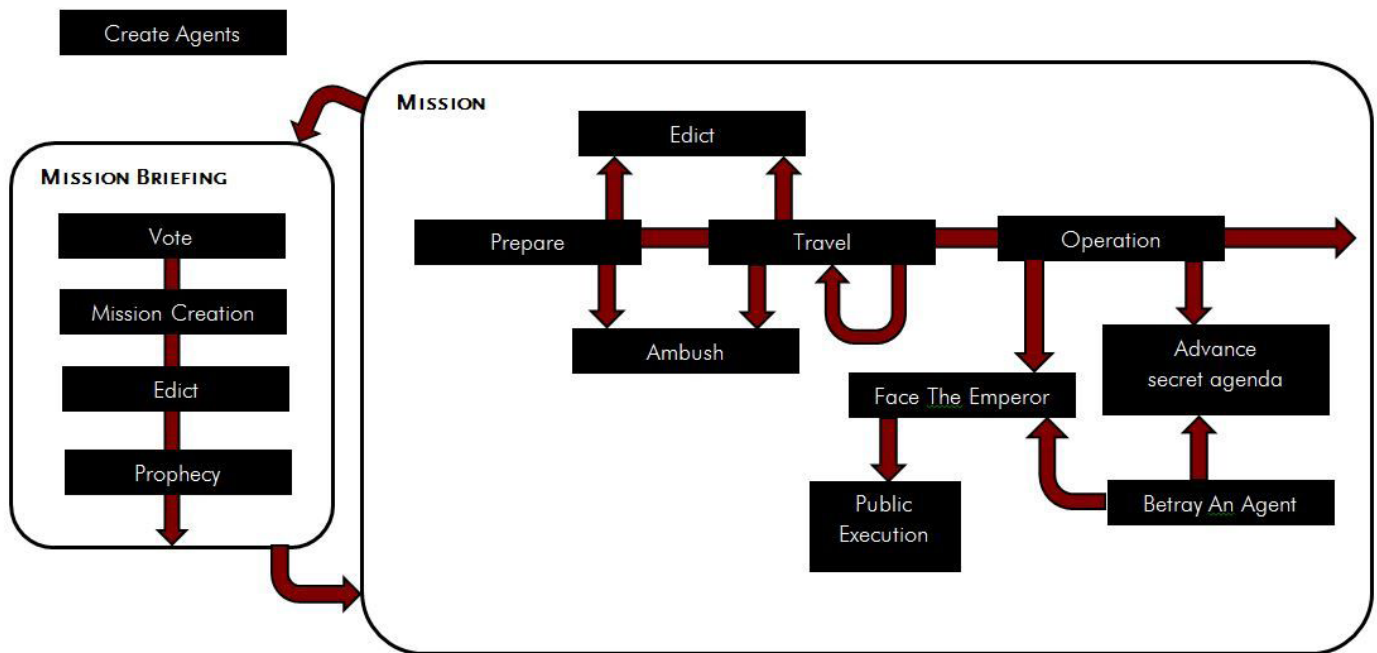
On a 7-9, your intelligences sources were faulty, the enemy is on the move and has already relocated, or you have become hopelessly lost. You must **SUFFER 1 WOUND** and then choose a consequence:

- ☛ You must **TRAVEL** again.
- ☛ Your enemies strike in your moment of weakness. The Mission Leader chooses an agent to lead the way out of an **AMBUSH**.

On a miss, the team gets to their location, but walks right into a trap. Declare an **EDICT** for all skills.

Afterwards, the agents may attempt to complete the **OPERATION**.

GAME PROCEDURE FLOWCHART



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The following media have been an inspiration to the creation of **CRUSH THE REBELLION** and are recommended reading, viewing, and playing for anyone wishing to capture the true feel of this game.

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