

print on both sides

flipped on short edge

CRUSH the
REBELLION



CRUSH the
REBELLION



CRUSH the
REBELLION



CRUSH the
REBELLION



CRUSH the
REBELLION



CRUSH the
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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

CRUSH the
REBELLION



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CRUSH the
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REBELLION



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



CRUSH the
REBELLION



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REBELLION



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

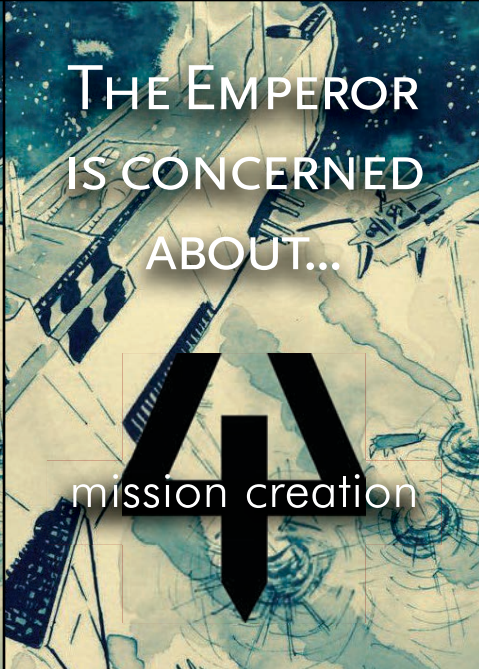
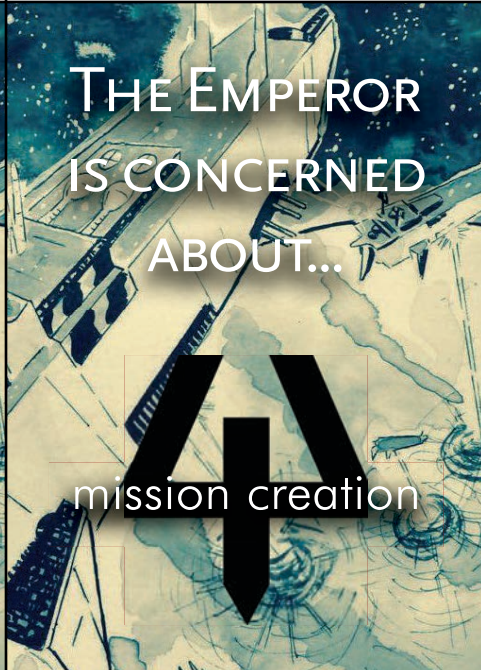
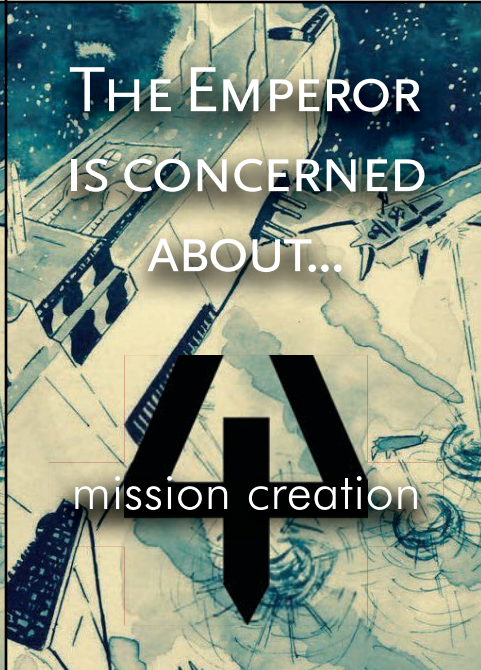
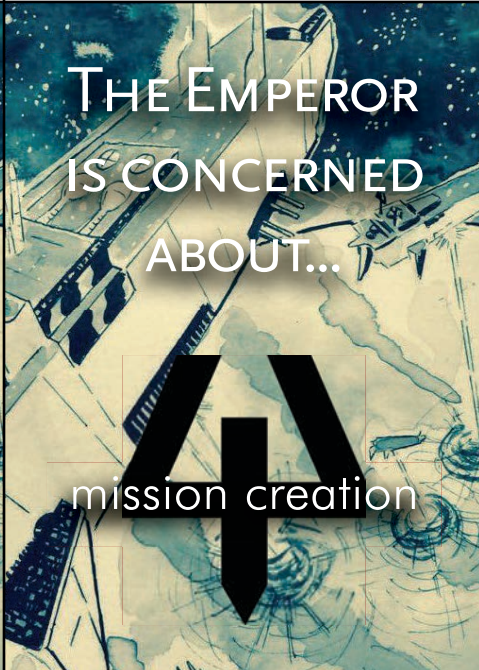
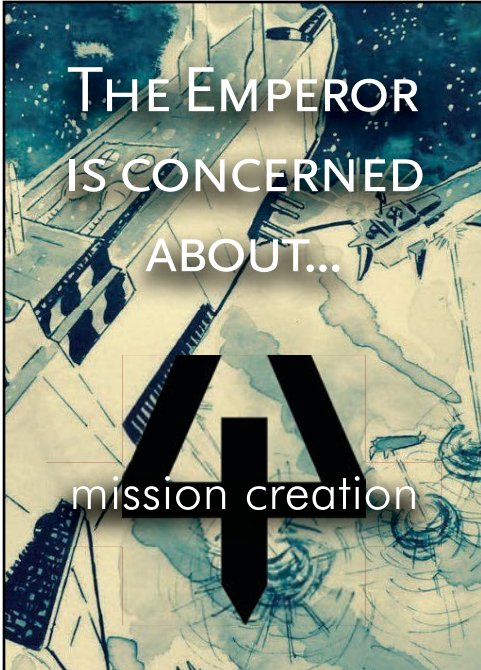


THE EMPEROR IS CONCERNED ABOUT...

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

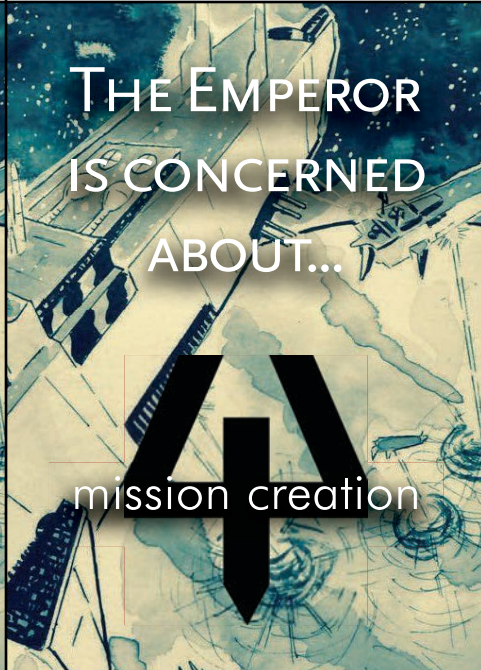
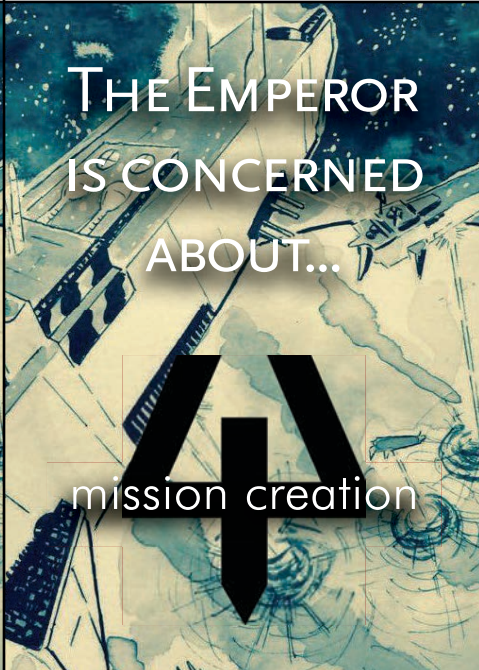
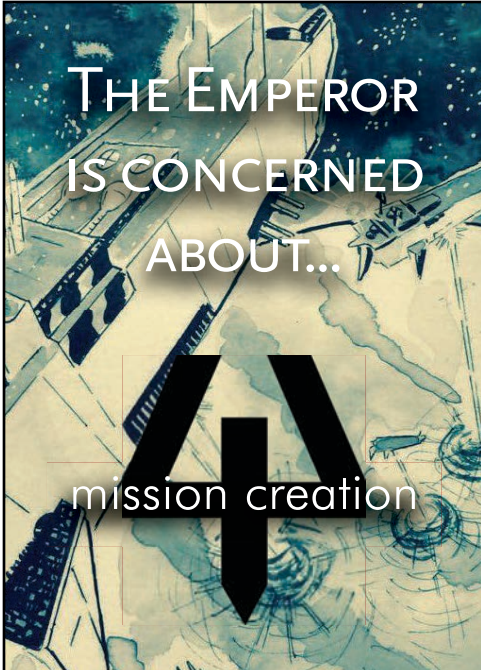
CRUSH THE REBELLION



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

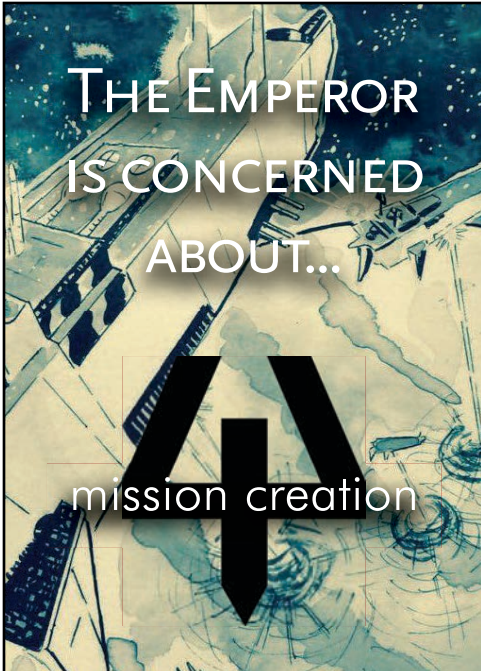
CRUSH THE REBELLION



THE EMPEROR IS
CONCERNED ABOUT...
MISSION CREATION

crafty, cunning
space pirates

CRUSH THE REBELLION



THE EMPEROR
IS CONCERNED
ABOUT...

mission creation



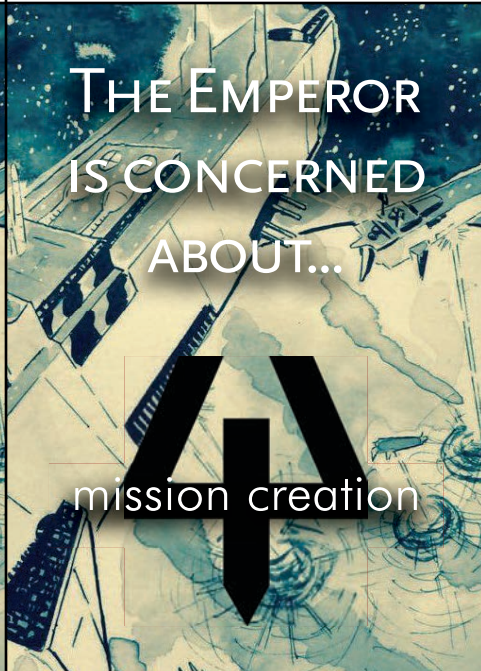
THE EMPEROR
IS CONCERNED
ABOUT...

mission creation



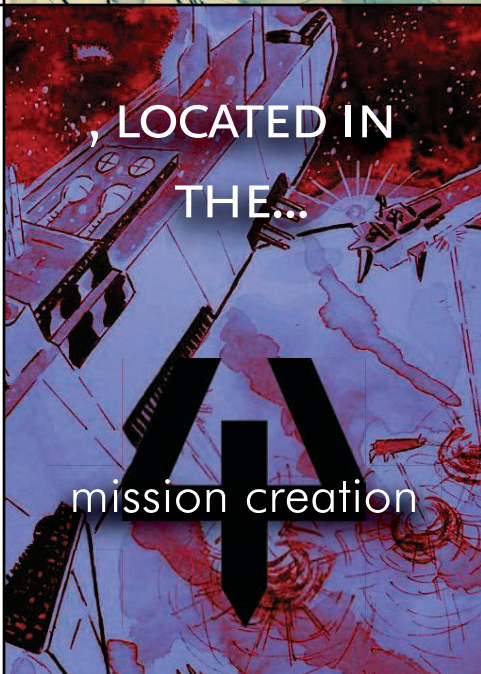
THE EMPEROR
IS CONCERNED
ABOUT...

mission creation



THE EMPEROR
IS CONCERNED
ABOUT...

mission creation



, LOCATED IN
THE...

mission creation



, LOCATED IN
THE...

mission creation



, LOCATED IN
THE...

mission creation



, LOCATED IN
THE...

mission creation



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.

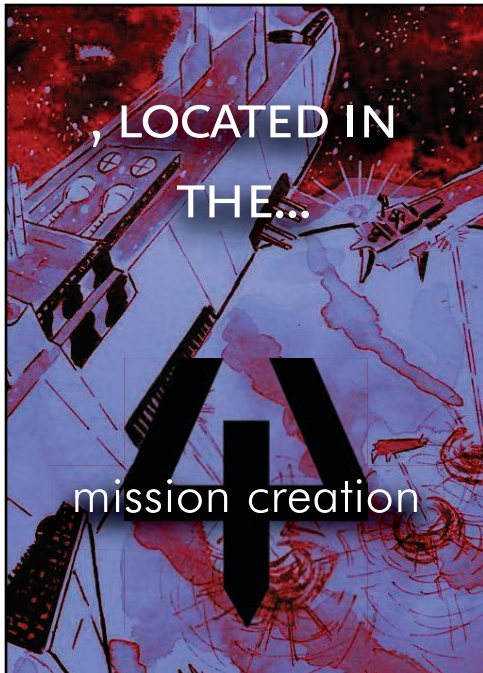
CRUSH THE REBELLION



, LOCATED IN THE...
MISSION CREATION

commerce-rich
Core Worlds.

CRUSH THE REBELLION



, LOCATED IN
THE...



, LOCATED IN
THE...



, LOCATED IN
THE...



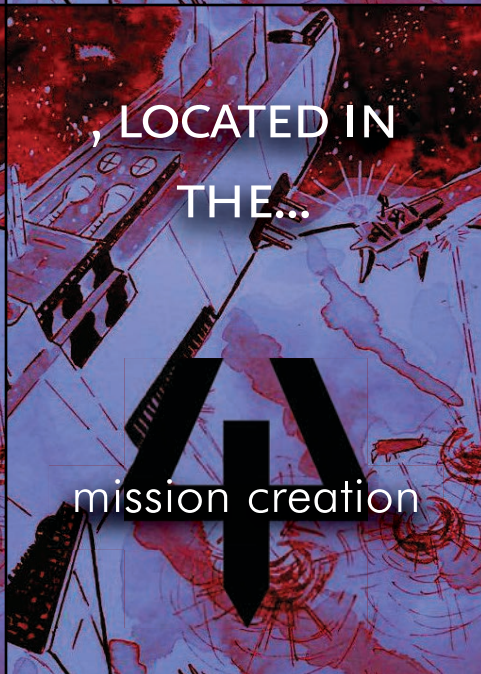
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THE...



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THE...



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THE...



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THE...



, 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 IN THIS MATTER,
DUE TO...

mission creation



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

mission creation



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mission creation



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DUE TO...

mission creation



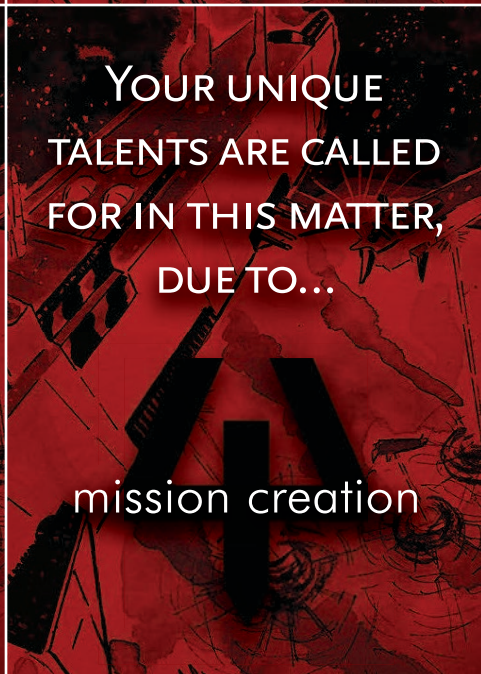
YOUR UNIQUE
TALENTS ARE CALLED
FOR IN THIS MATTER,
DUE TO...

mission creation



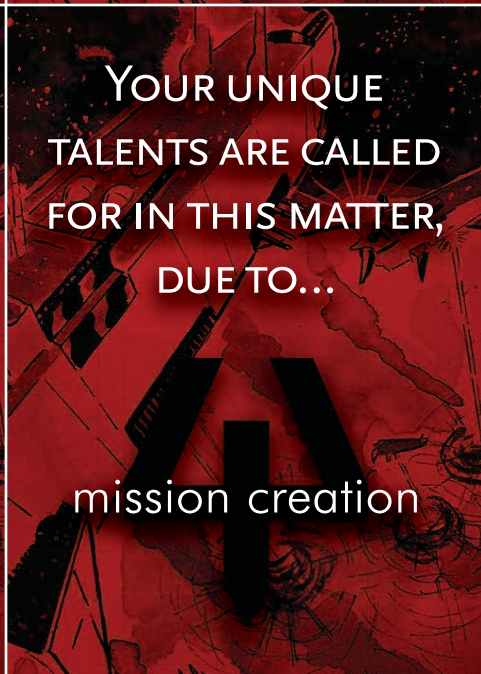
YOUR UNIQUE
TALENTS ARE CALLED
FOR IN THIS MATTER,
DUE TO...

mission creation



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

mission creation



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

mission creation



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 IN THIS MATTER,
DUE TO...

mission creation



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

mission creation



YOUR UNIQUE
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DUE TO...

mission creation



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mission creation



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mission creation



YOUR UNIQUE
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mission creation



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

mission creation



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

mission creation



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



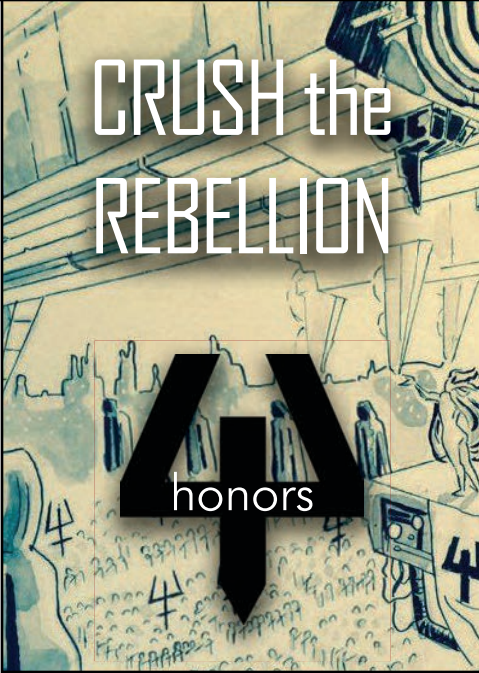
CRUSH the
REBELLION

imperial edict



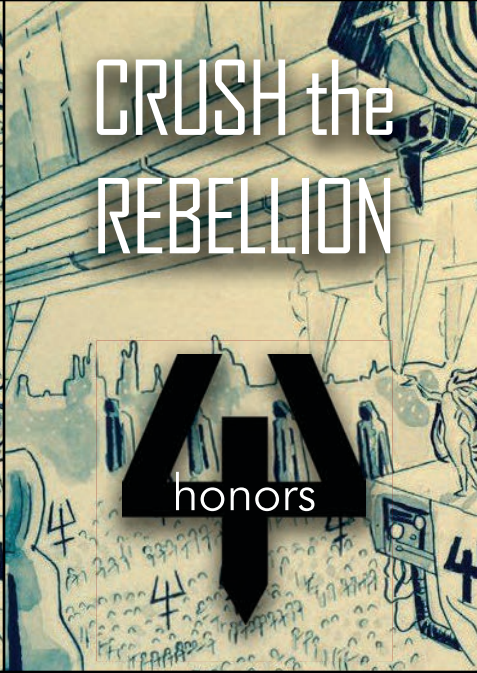
CRUSH the
REBELLION

imperial edict



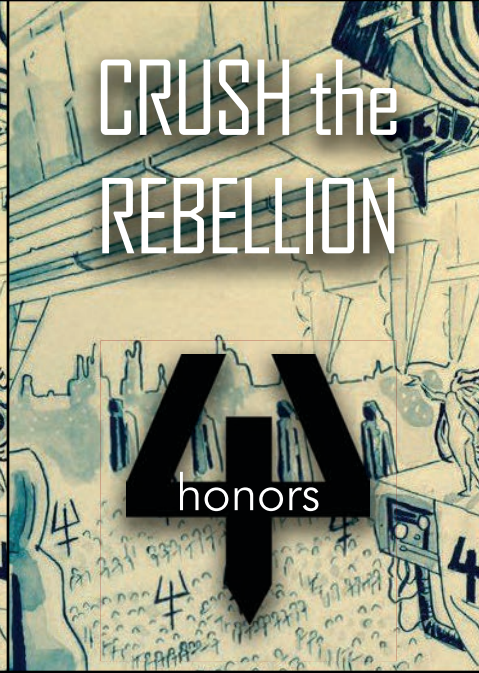
CRUSH the
REBELLION

honors



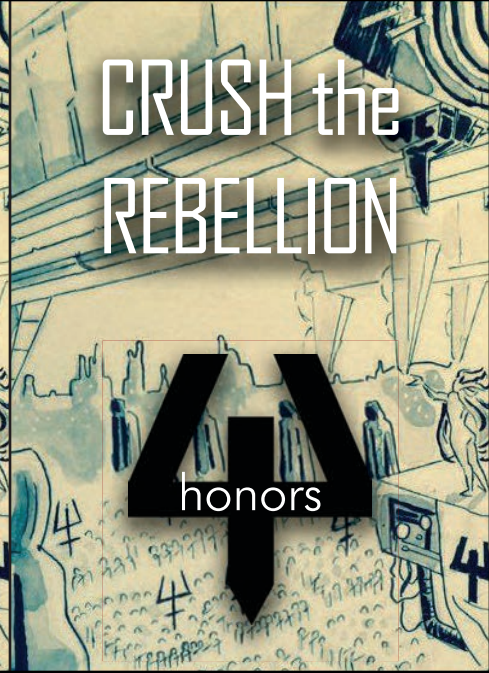
CRUSH the
REBELLION

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

CRUSH the
REBELLION

honors

CRUSH the
REBELLION

honors

CRUSH the
REBELLION

honors

CRUSH the
REBELLION

honors

CRUSH the
REBELLION

honors

CRUSH the
REBELLION

honors

CRUSH the
REBELLION

honors

CRUSH the
REBELLION

honors



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

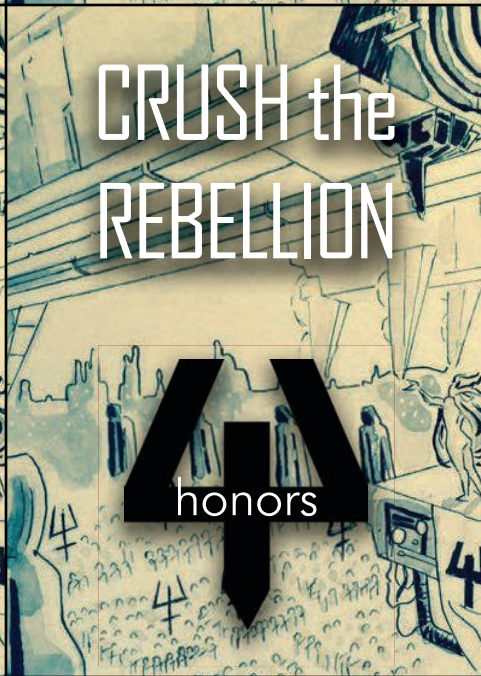
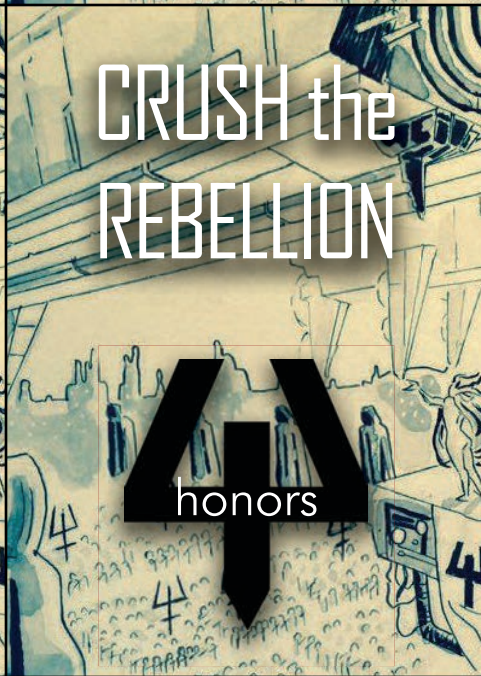
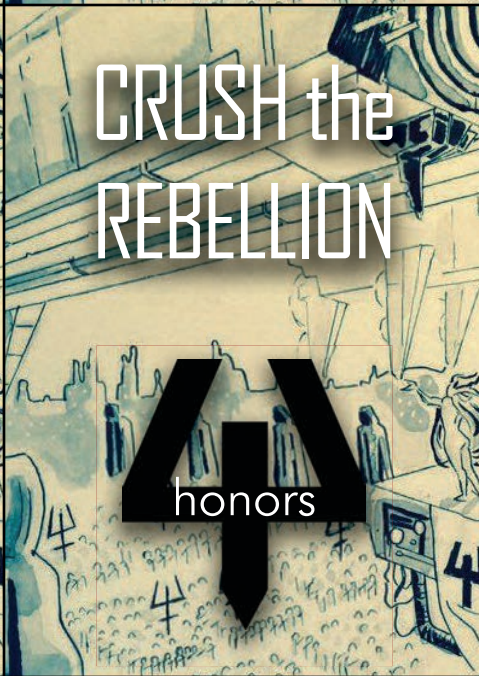
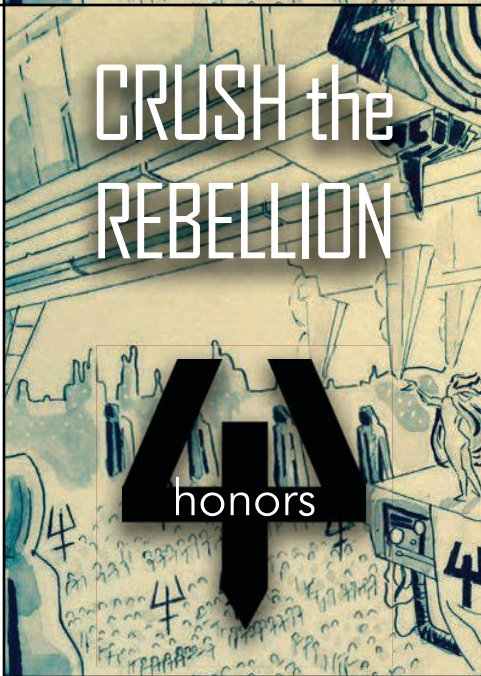
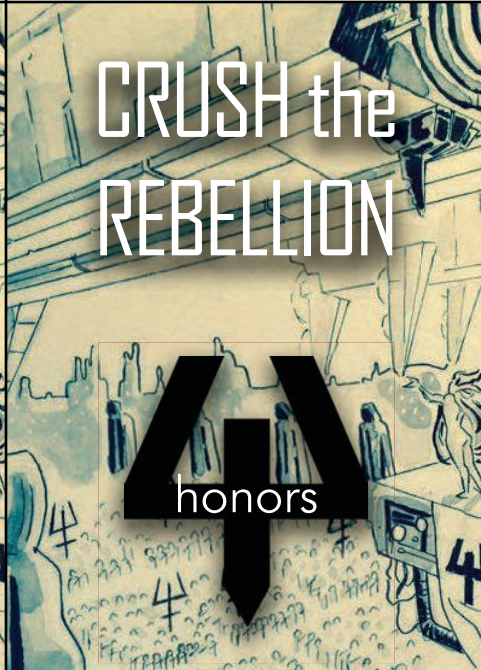
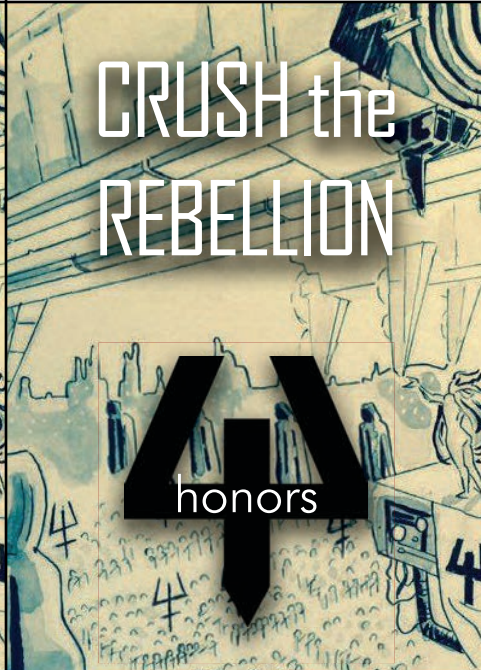
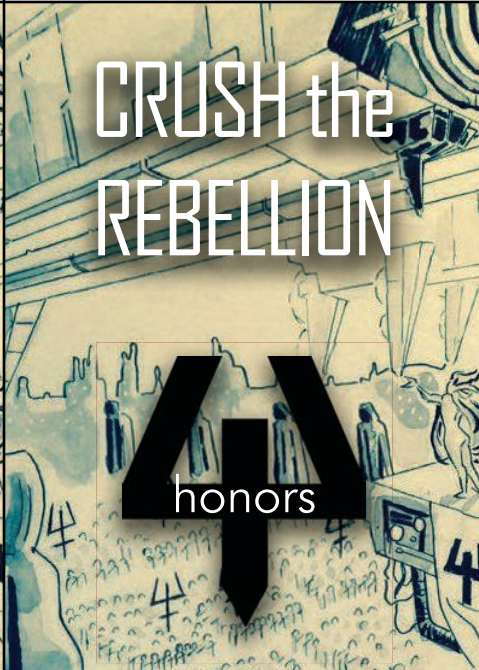
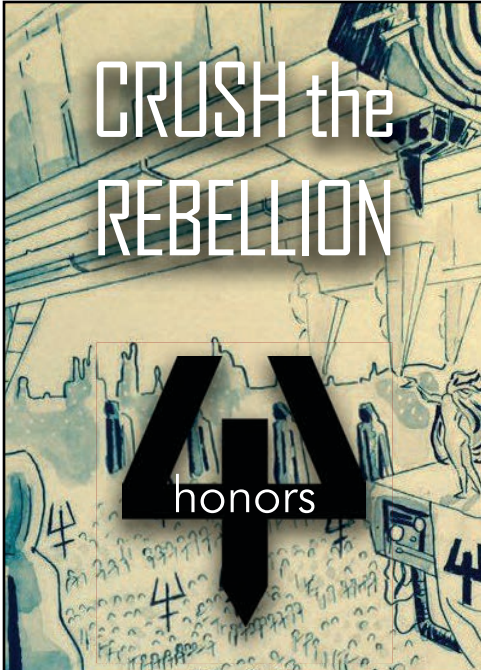


HONORS

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 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

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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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