

No. 46810

9TH.LEVEL GAMES

PRICE

an antifascist space opera



REBEL SCUM

Roleplaying Game

second edition



powered by



polymorph™



Dedicated to
ZANE GRAVES

REBEL SCUM

Second Edition

The Antifa Space Opera Roleplaying Game

powered by **polymorph™**

It is a dark time.
Baron Deathray and his
Killtroopers hunt down all
dissension from the evil
Killstar Republic. Fascism and
terror rule the star system!

In the darkness, a motley band of
revolutionaries, traitors, criminals,
robots, and other **REBEL SCUM**
are trying to fight back.

You are our only hope.

WELCOME SPACE COMRADE

Are you ready to fight back against the forces of oppression and hate? Are you ready to punch a spacenazi right in their stupid, jackbooting, spacenazi face? Well?

You are? Good! Then, welcome to the Revolution Space Comrade!

REBEL SCUM is a cinematic **RPG** about a **WAR IN THE STARS**.

Rebel Scum uses the **POLYMORPH** system in cinematic mode - it's a fast paced, feel good, space opera adventure about punching spacenazis, saving lives, and stoking a rebellion against a callous and evil Government™. This means that the characters are larger than life, the story is constantly moving towards an objective, and that action is paramount.

It's about **HOPE**.

It's about **STRIKING BACK**.

It's about **RETURNING** to our roots and giving them a stern talking to.

Over the last few years, in the real world, there has been a startling rise in the number of people that are willing to **SPEW HATE** anywhere they can. These people believe in White Power, and fill the internet with nativist, racist, fascist diatribes and outright lies. They think not getting a vaccine is a moral right, and that doing anything to defeat their political enemies is worth it.

Quite a few of these evildoers are deeply entrenched in the various **FANDOMS** that leftist nerds like us adore. Very specifically the fandom of a certain space opera franchise about a war in the stars that we love with our whole hearts

has way too many sad, bad guys in its ranks. While not quite as bad, roleplaying has its share of malefactors, hardliners, and otherwise shitty people.

This game is not for them. **REBEL SCUM** is for us.

This is a game for the “true believer”. Those people who believe that a few scrappy, anti-fascist heroes can fight back against a tyrannic government with unlimited power (including weaponized news channels, giant moon lasers, and even evil space magic). In a time when we are being asked to fight actual fascism once again, there is something quite refreshing and healing about getting to punch space opera spacenazis in their faces.

Long before I loved roleplaying games, I loved action figures.

My earliest memory is of a warm summer day where I got to buy a Badguy™ figure sealed in a plastic box glued to a picture of said Badguy from the movie. Many other figures followed – as well as cardboard backdrops, plastic spaceships, and tiny guns that I would immediately lose in the thick shag carpeting that covered the strange planets I was visiting. Each figure was a part of an ongoing series of stories going on in my head.

I was too young to realize two very important things though (1) I loved fighting tyranny, (2) I was already playing roleplaying games. So, when I started punching spacenazis in their dumb faces, I realized that my **LOVE** for **ROLEPLAYING** probably started with my love for a certain line of Not Quite 4 Inch Action Figures™. Pew-pew-pew! My countless hours of space adventures and galactic epics, played out with little plastic guys, were a natural preparation for a lifetime of making and playing characters in roleplaying games, and fighting against tyrants and edge lords. If you're reading this, they were for you too!

SAFETY RULES

A Warning. This game is political.

While intended to be hopeful and fun, it is shining a mirror back at the post-capitalist, post-truth, post-pandemic political idiocracy that we are currently living through. If you don't want that kind of stress in your life, we get it, maybe skip this ride.

I have called the **REPUBLIC** the **REPUBLIC** so that we can say "I punch that Republikan in the face". *This is deliberate.*

I have called the **GAME MASTER** (the **GM**), the **GOVERNMENT™** and the players the **NEXT REBELLION™** because there is nothing scarier or more real than the corporatization of our lives, our philosophy, our entertainment, and even our dreams.

If any of the above makes you mad – well, just put this game back where you found it. If all of this makes you mad and makes you want to **PUNCH SOME SPACE NAZIS IN THEIR GREEDY, STUPID, RACIST, SEXIST, TRANSPHOBIC, HOMOPHOBIC, ABELIST, FACES...** well then, welcome aboard.

Be aware that acting outright politically is hard for people, give them a chance to get riled up with you and start breaking shit. We hope that this game can be fun and remind you of childhood memories, or that at least it can let you unleash a little of the stress caused by doomscrolling the news.

In addition, here are some **STANDARD** Safety Rules that we find good for playing all **RPGs**.

BE SAFE, HAVE FUN

Tools for Having a Safe, Fun Time at any RPG Table

9th Level Games truly wants everyone to be able to embrace and enjoy the tabletop experience. To do that, we need to be aware that the improvisational nature of roleplaying leaves open the possibility of crossing into areas that may be uncomfortable or even triggering for our friends (and doubly so when playing with people that we don't know well, or even at all). It's important for players to feel comfortable and safe when they are engaging with roleplaying games.

It is imperative when gaming with other people to set boundaries and expectations before playing and using an explanation of Safety Mechanics is a good way to have this conversation in a no-worry, pressure free environment. Even when you are gaming with people that you know well, having a conversation about boundaries and a discussion of whether you should use specific safety mechanics is a good idea (especially if you have been playing with that group for a long time - things and people change).

Open Door Policy

We strongly believe that all games should have an Open Door: anyone can leave the game for any reason at any time, and they will not be judged for doing so. If you need to go, then go; you do not need permission from anyone to leave this game for any reason. It could be for an emotional reason, a bio break, to take an important phone call, or just because you know that you need to leave the game. No one should ever be questioned, made fun of, or coerced to stay and play - even if that means there aren't enough players for that particular game to continue. The important part of having an

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REBEL SCUM

Astra Monarkh



polymorph
antifa space operad rpg



"You said you wanted a revolution." - Astra Monarkh

THE REVOLUTIONARY

pronoun They She He

role Expert Vanguard Fighter Tank



Astra Monarkh



ASTRA WAS RAISED TO RUN FOR POLITICAL OFFICE, NOW SHE RUNS GUNS TO REBELS ACROSS THE SYSTEM. AT LEAST AIZU KEEPS HER FROM HER WORST IDEAS - THEY ALL INVOLVE EXPLOSIVES.

ASTRA OWES RYDR VANCE A LOT OF MONEY.



As the **REVOLUTIONARY**, you fight for **CHANGE**.

Burn a star to succeed whenever the result *changes the status quo*.

Edges | | | | | | | | | |

- Academic
- Aristocrat
- Commando
- Firebrand
- Mechanic
- Organizer
- Pilot
- Spy



DANGER

1

KEY

2 3

INTEL

3 4 5

MOVE

4 5 6 7

BLASTER

5 6 7 8 9

MIGHT

4 6 8 10

ULTIMATE

Open Door policy used in your game is making sure that everyone understands that comfort and safety is everyone's first priority. Players should feel comfortable leaving if they need or want to. While not required, if you don't plan on returning you might choose to let someone that you trust know so they can continue without you. You are **NOT** required in any way to explain or defend your decision; take the door and stay safe.

Enthusiastic Consent

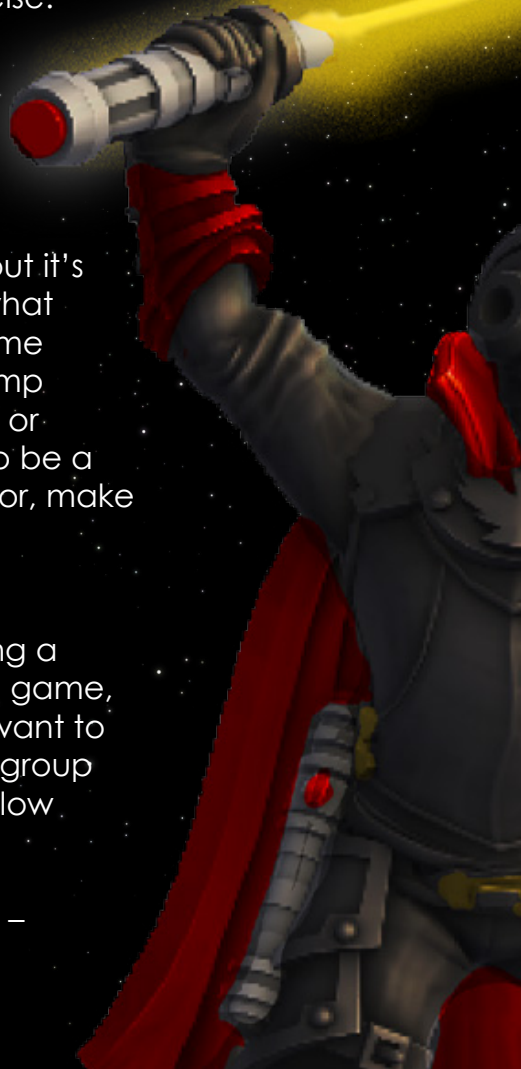
Ask permission if what you're about to say or do affects another player. An enthusiastic yes means yes, anything else means no! No means say something else, do something else.

Transparency and Content Warnings

Transparency means being up front with your players about what to expect. You don't need to spoil your plots, but it's important for players to know what they are getting into. If your game is going to be a lighthearted romp through the neighborhood trick or treating, tell them. If it's going to be a serious exploration of body horror, make sure they know.

Lines & Veils

Lines and Veils is all about having a conversation! At the start of the game, establish what lines **YOU** don't want to cross and tell your players/your group what those lines are. Ask and allow space for everyone to establish and communicate their lines. When anyone establishes a line – everyone else needs to respect

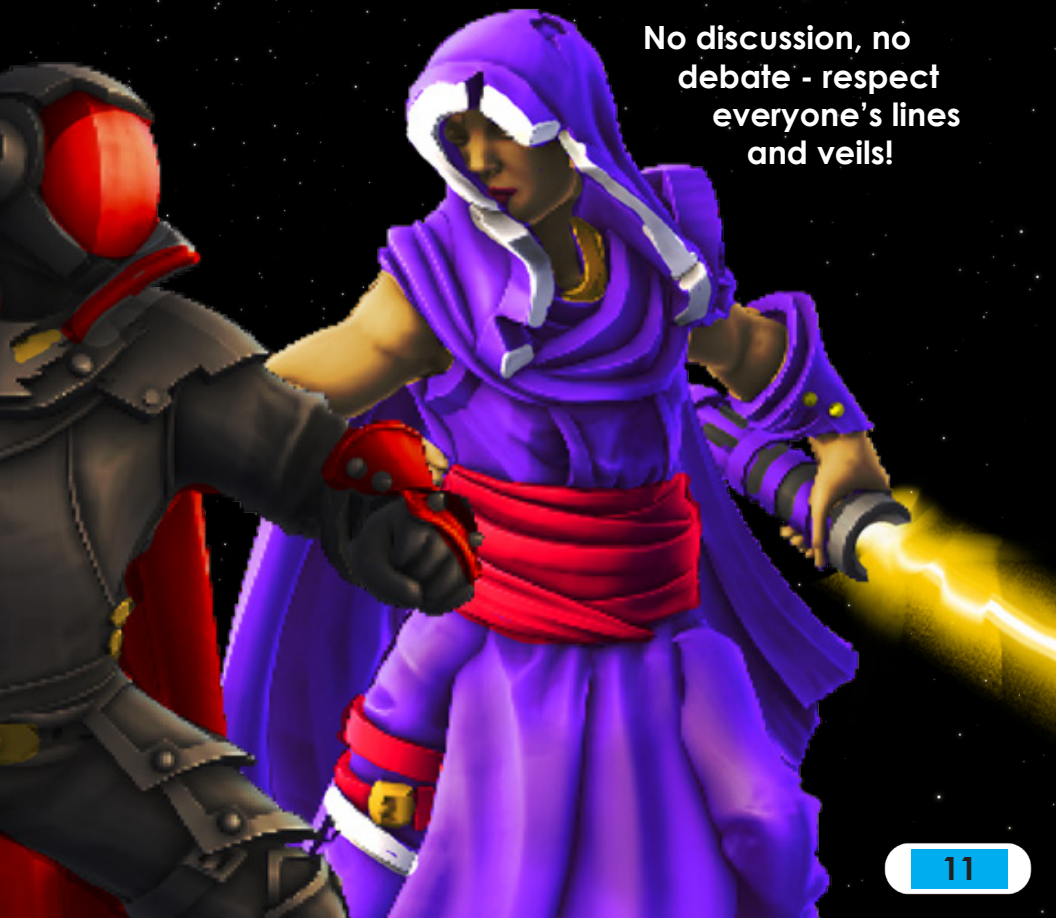


that line. There should be no discussion of it. It is not a topic for debate, it is a hard line that someone doesn't want to include in their roleplaying games.

A veil is similar to a line, but less cut and dried. What we are saying with a veil is that we acknowledge that something can/will occur in our game world, but that we would rather

not directly roleplay that activity. We don't want a graphic description of the details – we are going to acknowledge the fact that it happened, and move on. Again, ask for and allow space for everyone to establish and communicate their veils.

**No discussion, no
debate - respect
everyone's lines
and veils!**



REQUIREMENTS FOR PLAY

To play **REBEL SCUM** you will need a set of *polymorph* dice – a d4, d6, d8, and a d10 (though honestly, it's better if you have two sets).

You will need some **ACTION FIGURE CARD BACKS** for the players. They can be printed out or used digitally from the **REBEL SCUM** game page at 9thLevel.com

While not strictly necessary, you may find that some tokens make things easier (or you can get the **REBEL SCUM** Trading Cards). These are for remembering when you have a **STAR**, your current **DANGER LEVEL**, and the like.

While not necessary for game play, some players like to have paper or a journal, for taking notes and scribbling ideas and maps. We also like to use Name Cards (like a folded index card) since we are often playing one-shot games at conventions and similar events.

TELLING A STORY TOGETHER

Punching Nazis in the Face to Find Out What Happens

At the core of every roleplaying game is the idea that we are playing to find out what happens. In a different way than a board game, a video game, or even other story telling games, in a roleplaying game we must play it out to find out what happens next. We don't just get to see what happens, we don't just know what will happen, or get to say what will happen - we must **PLAY** to see what happens.

When you are faced with a decision, or an event it's not always going to play out the way that you expect or

even the way that you want. At their core, these games are about the thrill of success and failure amid a growing narrative – about punching spacenazis in their stupid faces.

VERSUS THE GOVERNMENT

One player, called the **GM**, the Government™ controls the story.

The **GM** guides the story, determining how everything in the world works and playing all the characters not played by the other players; known as non-player characters or **NPCs**. They take on the role of the world, the bureaucracy, and the mysteries that you will face. Like the real government – they are neither good nor evil – but they set and enforce the laws of the game.

The other players are the **CHARACTERS** of the Story. They are the heroes in a **CINEMATIC** vein. In Rebel Scum, each of the players takes on the role of a **REBEL**, a person that has decided to fight against the banal and evil **KILLSTAR REPUBLIK**, a klepto-capitalist superstate that rules the Zolar System with a velvet gloved fist and a lazer sword. They are part of a clandestine, antifa organization called "The Next Rebellion".

THE NEXT REBELLION

First, each of the players must create a **REBEL**. Usually, you are making a character for the present game, but you may create a group of characters, and then decide which is being played later. It is best to have the players make characters together (but not necessary).

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PRICE

REBEL SCUM

Rydr Vance



polymorph
artificial space opera role



"I ain't in this for your revolution, kid." - Rydr Vance

THE ROGUE

pronoun They She He

role Expert Vanguard Fighter Tank

Rydr Vance



RYDR VANCE IS A LOWDOWN, YELLOW-BELLIED, COWARD WHO JUST SO HAPPENS TO BE VERY GOOD AT CARDS, BIKES, AND GETTING HIMSELF INTO TROUBLE.



RYDR JUST REALIZED THAT HIGH FIVE PAINTS SURREALIST PICTURES.



As the ROGUE, you burn for FREEDOM.

Burn a star to succeed whenever the result *free*s someone .

Edges | | | | | | | | | |

- Crimer
- Runner
- Duelist
- Gambler
- Coder
- Racer
- Thief
- Smuggler



DANGER

1

KEY

2 3

INTEL

3 4 5

MOVE

4 5 6 7

BLASTER

5 6 7 8 9

MIGHT

4 6 8 10

ULTIMATE

In *Rebel Scum*, you can also just play with the premade Action Figures - the Crew of the Last Hope - Astra Monarkh, High Five, Gozyn Aizu, Patience, and Rydr Vance. Their action figure card backs are scattered throughout this book.

Over the course of an **EPISODE**, the characters are going to go on a mission. *Rebel Scum* has very specific rules about how a game session should work that are explained in more depth in the **GOVERNMENT™** section.

The **GM** will describe a scene to the players. Each player then has a chance to describe what their character does. Since this is a **CINEMATIC GAME**, it's totally alright to explain your actions using movie terms – like the camera sees, or the audience sees, or the scene opens on this character's face. Depending on their actions, the **GM** may ask the player to roll a die or spend a resource. These mechanics will be explained further later.

Over the course of a mission the players will take their characters through an exciting story. No matter what happens, the goal is to have a good time and tell good stories – but, and we will keep coming back to this – a particular type of story.

The story we are telling is one of heroic actions taken against the forces of a dark world. This game is more than just cooperative, it's communal. It's a little bit of a "protest", maybe "woke", and definitely leftist.

The expectations of **REBEL SCUM** and most *polymorph* games are different than many other **RPGs** you may have played. *Rebel Scum* is a great game for telling "short, one-shot" stories; or for telling longer term multiple part stories, but there is no expectation that the game will be played over a long campaign. Whether you are playing a one-shot or an adventure within a campaign, you should assume that a mission is going to take 2-3 hours.

THE CORE SYSTEM

REBEL SCUM uses *polymorph*, where each player character is controlled by a single die and defined by some Edges. Each character has a **ROLE** which tells their player which die they **ROLL**.

ONLY PLAYERS ROLL DICE

Within a Rebel Scum game, **ONLY** the players roll dice. While The **GOVERNMENT™** is the **ENEMY OF THE PLAYER**, they are also an impartial storyteller. All actions in the game are player facing – meaning that the **GM** sets up situations that the players are actively engaging with. The **GM** doesn't attack the players - the players defend against the attacks of the cops, soldiers, robots, and traps of the Government.

Before we pick a Role, let's find out what kind of actions that we can take.

Depending on your character's Role, a player will have a specific **DIE** to **ROLL**. Each Die has advantages and disadvantages built into it. This die will be a d4, a d6, a d8, or a d10. Always remember, you only ever roll your die, always. If you are a d4, you always roll the d4, if you are the d8, you roll the d8. Need to make an Action Roll? Roll your die. A **SAVE** Roll? Roll your die.

ROLL WITH IT

Most actions are resolved by rolling a die to determine if you succeed or fail at that action. There are two core types of rolls that you will make – the **ACTION ROLL** and the **SAVE ROLL**. The success or failure of Action and Save rolls is determined by rolling the static numbers of the actions listed on your **ACTION FIGURE CARD BACK** (class, intel,

data, move, blade, might, blaster, bot, etc.). You succeed on an action if you roll one of the numbers shown for that action type.

When your character is good at something, or the situation is in their favor, they may gain a second die roll. This is called **ADVANTAGE**. They only need to succeed on one of the two rolls to succeed at the test. If the odds are against them or they are lacking in an area, they must roll two dice and make two successes. This is called **DISADVANTAGE**.

THE ACTION

An **ACTION** (or Action Roll) is a roll that a player makes to do something that they want to do. Action Rolls are active, making an action roll requires that it be your turn, and taking an Action is the result of your turn. The player describes the action that their character is trying to take, and the **GM** tells them what kind of **OUTCOME** they need to roll against.

Each **ACTION FIGURE** can have its own set of **OUTCOMES**, since space wizards, robots, and fighter pilots do different kinds of things.

Let's say that you are trying to run away from a robot bulldozer barreling down a corridor. The **GM** says to "Roll Drive" (if you are a human character), or "Roll Mover" (if you are a Robot). Regardless of your die type – you roll it and hope that you roll a 3, 4, or 5 - the targets for a **DRIVE/MOVER/ENGINES** roll (conveniently located on your character card back).

Taking an **ACTION** is the primary activity on a **PLAYER'S TURN**. After you have taken an action, you can't do anything until everyone else acts.

THE SAVE

A **SAVE** (or Saving Roll) is a roll that a player makes to avoid something that the **GOVERNMENT™** is doing against them. A **SAVE** is almost always taken off turn – unless it is a response to an Action the player has just taken. For example, the player opens a door, the **GM** has them make a **DRIVE SAVE** because the floor falls out from under them.

Making a **SAVE** is the primary activity when it is the **GM's** turn.

Saving Rolls are your responses to things happening **TO YOU**. The most common kind of save is a **BLASTER SAVE**, which is what you roll when you are being shot at by blaster bolts (you might not be surprised but this happens a lot in Rebel Scum episodes).

Remember, in a *polymorph* game, the **GM** never rolls dice – so if a Killtrooper attacks you, we resolve that by having the character **ROLL TO SAVE** (to avoid damage), as opposed to the **GM** rolling to act (trying to inflict damage).

Unlike Actions, Saves can happen at any time – and do not use “your turn.”

THE EFFECT

Occasionally, you will roll for Effect. When you roll for effect, you just roll your die and say the number (e.g., “I rolled a 5”). This could be used for speed, the number of robots that you just sliced in half, or how many Killtroopers get thrown off the railing, etc.

When rolling for effect, a die “explodes” when it rolls its **ULTIMATE** (so a 4 on a d4, the 8 on a d8, etc.). When a die explodes, you roll it again and add the results together.

VANTAGE

The primary way that you can affect dice rolls in **REBEL SCUM** is through **VANTAGE** – positive effects are **ADVANTAGED**, and negative effects are **DISADVANTAGED**. When you have **VANTAGE** - either good or bad - roll your die twice (or you can roll two of your die).

If you have Advantage, you succeed if **EITHER** roll succeeds.

If you have Disadvantage, you only succeed when **BOTH** rolls succeed.

You can also gain **ADVANTAGE** and **DISADVANTAGE** on effect rolls. Since you are not rolling against a target number, vantage is handled different. When you have Advantage on an effect, roll an additional die and take the higher result. For a Disadvantaged Effect, roll twice and keep the lower result.

YOU'RE ALL CLEAR, KID!

Players have a lot of power and control over what is going on in the game. Players describe their actions to the **GM** and the **GM** will either narrate what happens because of your character's choices and actions or ask you to roll dice to see if it works.

A central premise of **REBEL SCUM** is that the characters are the heroes. As the protagonist, we assume that they have the requisite skills and abilities, and that they are going to succeed most of the time. When a character tries to do something that they **SHOULD** be able to do, it just happens. You don't need to roll dice. The Dogfighter doesn't need to roll dice to take off in their starfighter, for instance (unless of course, it's about to be crushed under the foot of a towering Elephant Walker).

Fighters can take care of their guns. Robots can talk with computers. Rogues can charm the pants off people. It's just something that the character can do – it's intrinsic to their class and their selected Edges; and it's not interesting if they fail at it.

Edges are often used as the basis for a dialogue with the **GM** about an environment, or as a simple acknowledgment that the character can do that thing or know that information. They are a way for a character to gain knowledge about their environment – without rolling. This doesn't mean that nothing requires a roll, if there is a chance that they won't succeed there should always be a roll. Now, just because they **CAN** (or even **SHOULD**) be able to do something, doesn't mean that they always will. Sometimes there will be conflict, or a chance that a character won't succeed. A gambler doesn't always win the game or have the ability to follow the money. Just because they are a robot doesn't mean that they absolutely can decipher that garbled transmission. And so on. When there is a chance that they could fail, or whenever they are being actively contested – if there is pressure, or danger, or interesting consequences – then **ROLL THE DICE**.



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PRICE

REBEL SCUM

Gozyn Aizu



polymorph

antifa space opera rpg



"The Amurai Order were guardians of peace - these fascists only care about order." - Gozyn Aizû

THE RONIN

pronoun

They

She

He

role

Expert

Vanguard

Fighter

Tank



Gozyn Aizu



AIZU WAS ONCE THE LEADER OF A SMALL ASTEROID COLONY THAT WAS DESTROYED BY BARON DEATHRAY.

GOZYN AIZU HAS SWORN TO PROTECT ASTRA MONARKH - DAUGHTER OF THEIR OLD FRIEND.



As the RONIN, I QUEST for PEACE!

Burn a star to succeed whenever the result *brings peace to a situation.*

Edges



Clairvoyant

Diplomat

General

Historian

Swordfighter

Teacher

Telekenetic

Telepath



DANGER

1

KEY

2 3

INTEL

3 4 5

MOVE

4 5 6 7

BLADE

5 6 7 8 9

MIGHT

4 6 8 10

ULTIMATE

ROLES AND ROLLS

Each Role has advantages and disadvantages built into it, but don't worry about the math. Choose a **ROLE** that you want to play (each role does something different in the story) and focus on doing what that role does, you will be rewarded with a better chance of success.

Below you will find a description of the **FOUR ROLES**.

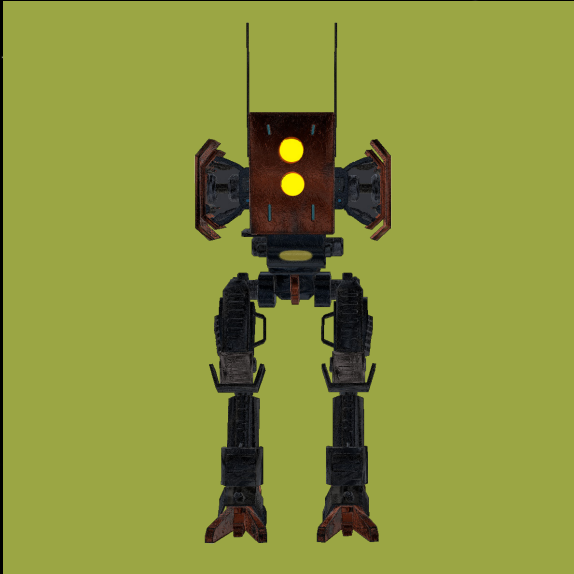
THE FOUR ROLES ARE:

THE EXPERT (D4)

THE VANGUARD (D6)

THE FIGHTER (D8)

THE TANK (D10)



High Five™ figure

THE EXPERT

The Expert is the most cerebral of the character roles - focusing on thinking, talking, and using their senses over combat and physical action. The Expert uses their special skills (Edges) more than other roles, and they shine brightest when they are rolling against **INTEL**.

They are "the best" at what they do – they roll their **CLASS** and **ULTIMATE** far more than other roles. The Expert's strength lies in using Class abilities, wisdom, perception, and their mind. Secondly, they are good at using skills and knowledge. They take center stage when the story focuses on discovery, knowledge, and their particular skills.

The Expert's weakness lies in their ability to withstand danger (Experts have the lowest roll against **DANGER**) and in combat roles in general. They are easy to hurt and require help or defense from other players.

Choose the Expert because you want to:

- *Be the best at using your **CLASS** Edges*
- *Use your smarts and instincts*
- *Solve problems*
- *Investigate and use perception*
- *Talk a lot*
- *Make decisions*
- *Use special abilities rather than shoot a blaster or wave a lazer sword around.*

THE VANGUARD

The **VANGUARD** is the most active of the character roles - they are good at most everything – physical action, combat, and skills. They shine when they are rolling against **INTEL** and **DRIVE** but aren't too shabby at **BLADES** or **BLASTER** rolls.



Patience™ figure

The Vanguard shines when the story focuses on action, especially if their Edges are being called into play. By their nature, the Vanguard is a great fit to backup other characters. The Vanguard's biggest weakness is that everyone else is "better" than they are at one specific thing, though everyone else also has bigger weaknesses.

Choose the Vanguard because you want to:

- *Always be in the thick of it*
- *Contribute to the fighting, but are okay with not being the best at it*
- *Be great at physical activities, like running or flying starships*

THE FIGHTER

The Fighters takes center stage when the battle starts. They are at their best in combat scenes. The Fighter is always in the middle of the action during a battle, often acting on the offensive. They shine when they are rolling **BLASTER** (or **BLADES** or **CANNONS**).

The Fighter is best in conflict situations, and capable in **DRIVE** and **MIGHT** situations. They are somewhat limited in the **INTEL** department. **FIGHTERS** are a good solo character, but they are also great team players.



AIZU™ figure

Your greatest strength lies when on the offense. A warrior type with the fighter role is a beast in combat. Take center stage when conflict is on the menu.

Choose the Fighter because you want to:

- *Blast it with Lasers!*
- *Be good at physical activities*
- *Survive a beating*
- *Dish out some hurt*

THE TANK

The Tank is the most defensive of the character roles. They are good in combat, and especially good at brawn tests and health tests - **MIGHT**.

The Tank is weakest when it comes to using their Class ability and Intel rolls. Unlike the Expert who strives to utilize their Class bonus often, the Tank's Class and Ultimate come into the play the least.

A Tank's strength is in their staying power. They are strong, hale, and hard to take down. The Tank is the safest of the characters being great at rolling against the Danger.

Choose the Tank because you want to:

- *Be safe*
- *Defend the party*
- *Be a good fighter, and a better shield*



Astra Monarch™ figure

CORE MOVES

Whenever a **REBEL** is taking an **ACTION**, there are 6 Core “**MOVES**” that a **PLAYER** can access/perform – depending on their form, they may have different names:

1	KEY (PILOT)
2 3	INTEL (DATA, SENSORS)
3 4 5	DRIVE (MOVER, ENGINES)
4 5 6 7	BLASTERS (BLADES, CANNONS)
5 6 7 8 9	MIGHT (BOT, SHIELDS)
4/6/8/10	ULTIMATE

Depending on which role you have, you will have different chances to perform these actions.

OUTCOMES

At the most basic level, when you take an **ACTION** or make a **SAVE**, you roll your die, attempting to roll one of the target numbers listed on your card back for one of the **FOUR ACTIONS** – Mental (Intel, Data, or Sensors), Physical (Drive, Engines), Violence (Blaster, Blades, Cannons), and Strength (Might, Bot, or Shields). Because of the distribution of these numbers, each of the Roles is more or less likely to roll them - resulting in each role behaving differently in the game.



INTEL, DATA, AND SENSORS

Most characters roll **INTEL** when they are testing knowledge, perception, and mental powers. Intel also covers anything sensory – listening, seeing, remembering. If you are a robot, this is called **DATA**. When piloting a **SHIP**, this is called **SENSORS**.

When you are trying to roll **INTEL**, you want to roll a 2 or a 3.

The Expert (d4) is the best at rolling **INTEL**.

Play a d4 if you want to be knowledgeable, smart, or perceptive.

MOVE, DRIVE, AND ENGINES

Roll **MOVE** when you are testing any physical movements or athletic activity – running, jumping, sliding, dodging, skulking. **MOVE** is a character's reflexes, their agility and dexterity. While piloting a Ship, this is called **ENGINES**.

When a character is testing **MOVE**, they need to roll a 3, 4, or 5.

The Vanguard (d6) is the best at rolling **DRIVE**.

Play a d6 if you want to be fast, agile, or sneaky.

BLADES, BLASTERS, AND CANNONS

Roll Conflict whenever you are testing an action that is the "primary" conflict – whether or not you are actually in a physical conflict. This could be fighting, weapons, debate, spell craft – it really depends on the situation – if you are using **VIOLENCE** to resolve something it's this.

Most characters come with a **BLASTER**. A few, like the **AMURAI WARRIORS**, prefer their Lazer Swords and roll **BLADES**. While piloting a ship, this is usually **CANNONS**.

When testing **BLASTER**, you need to roll 4, 5, 6, or 7.

The Fighter (d8) is the best at **BLASTERS**, being more accurate than the Tank (who does more Effect and can take more Danger).

Play a d8 if you want to focus on offense.

MIGHT, BOT, AND SHIELDS

Roll against **MIGHT** whenever you need to steel your resolve, resist pain and disease, or show heart or bravery. Might (or bot for robots) is both your body's health and your overall strength and endurance. Roll against Might to save versus sleeping rays, or to cross endless expanses of desert. While piloting a Ship, this is the ship's **SHIELDS**.

When testing **MIGHT**, you need to roll a 5, 6, 7, 8, or 9.

The Tank (d10) is the best at rolling **MIGHT**. They also are the best at resisting Danger and dealing out Effects. Play a d10 if you want to dish out damage or to focus on defense.

A Note about the Expert: You may have noticed that an Expert can't roll MIGHT naturally. They need to have it be a KEY or ULTIMATE bonus (see below).

KEY AND ULTIMATE

While you are making rolls, there are 2 other possible results – the **KEY** and the **ULTIMATE**. Key is your core ability to do things – the essence of your class, Edges, and experience; and **ULTIMATE** is that last ditch effort, the luck, and the grit.

Whenever you roll a 1, if the action is something that your Class could do – then it's a success. This is the **KEY BONUS**.

Key is not like the other **ACTIONS** in that it's a bonus, not a direct roll. You don't try to roll a **KEY**. Let's say that you are looking for a thief in a crowded room. The **GM** calls for

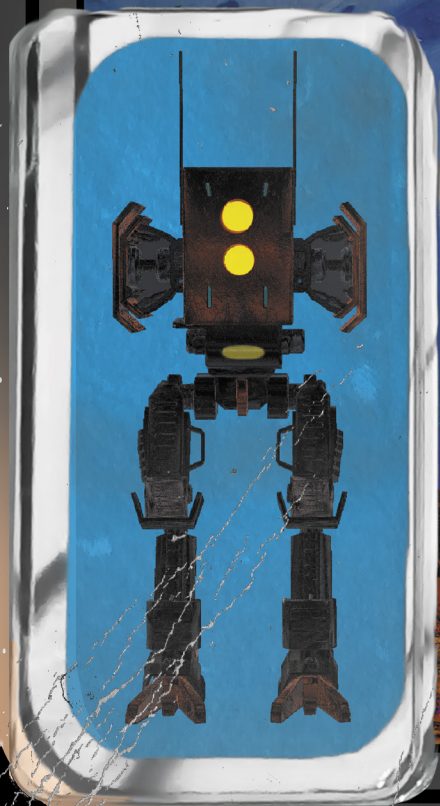
No. 46810

9th Level Games

PRICE

REBEL SCUM

High Five



polymorph
antifa space opera rpg



"Well, that was quite satisfying."

- High Five, Blast Bucket

THE ROBOT

pronoun It They She He

role Expert Vanguard Fighter Tank

High Five



HIGH FIVE WAS A SPACE REPAIR DROID UNTIL HE WAS SENT TO THE SCRAP HEAP FOR BURNING HIS NAME ONTO THE SIDE OF A SCRAP HAULER!



HIGH FIVE HAS SEEN PATIENCE WITHOUT THE HELMET.



As the ROBOT, you seek Self.
Burn a star to succeed whenever the result is an expression of self.

1
KEY

2 3
DATA

3 4 5
MOVER

4 5 6 7
BLASTER

5 6 7 8 9
BOT

4 6 8 10
ULTIMATE

Edges | | | | | | | | | | | | | | | |

- Assistant
- Bucket
- Fixer
- Killer
- Lifter
- Megaputer
- Spacer
- Watchdog

DANGER

an **INTEL** roll. Normally, you would only succeed if you rolled a 2 or a 3. But if you are playing a character whose Class would be good at spotting a thief in a crowded room – like say the Rogue, or maybe you have an Edge like Watchdog or Spy – than you would **ALSO** succeed if you rolled a 1.

Every die has an “ultimate” – the ultimate number that the die can roll (a 4 for the d4, and a 10 for the d10, etc.). When you roll the **ULTIMATE** of your die, what happens is based on the current state of the game – **BRIGHT** or **DARK**. When the **SYSTEM** is **BRIGHT** an **ULTIMATE** is a success. While the System lies in **DARK**, an **ULTIMATE** is a failure. While in between (**TWILIGHT**), the player can spend a **STAR** to **SUCCEED**, or may negotiate a success.

PUNCHING NAZIS AND SHINING STARS

Each Character has a **SHINING STAR** – a guidepost to their actions, and a special ability all rolled into one – that is tied directly to their class (Revolutionary, Rogue, Robot, Ronin, or Renegade).

A Shining Star controls your actions, but it also obeys your commands. Characters can spend the stars that they earn to do incredible things.

Star spends allow your character to take the spotlight and



gain control of a situation – this is their Scene! A Star can be spent for several things, but primarily it is spent to take some narrative control of the game. Spending a Star, if approved by the **GM**, guarantees success. The **GM** may not accept what you want to spend your Star for, but if they do accept the Star, you always get the effect - Star spends **NEVER** require a roll!

Each of the five **CLASSES** presented here uses Stars in a slightly different way but Stars can be spent for more mundane activities as well. Players can always spend a Star to establish something about the game world and their character – such as creating friends and contacts, “hand waving” details away, and declaring new things about a character or the world's past.

Ultimately, this game is about righteously hitting a Nazi in the face. To ensure that every game involves some fist to nose action, we incentivize players to “Punch Nazis” by rewarding them with a **STAR**. Players can spend that star to activate their **SHINING STAR** ability.

A player can only have one star at a time. If you use your star, you can gain another, but you can't stack or bank them.

To be very clear, punching a Nazi in the face is intended to be metaphorical (though punching a Nazi in the face physically is also a Nazi face punch metaphorically). Punching a Nazi in the face, means that you have taken a direct, personal act to make the worlds a better place against the Spacenazis.

Examples of Punching a Nazi in the Face

- *Punch a Killstar Officer in the face*
- *Kicking a demagogue denouncing immigrants at the space port in the balls*
- *Blowing up a Killstar Tank*
- *Graffitiing a poster of Yron Killstar*
- *Giving water to voters in line*

DANGER

Rebel Scum completely abstracts **DANGER**. There are no hit points, shield ratings, or the like. Whenever a character fails at a dangerous action or save, they gain **DANGER**. Whenever a character receives a Danger; they need to make a Danger Roll (rolling their die).

THE DANGER ROLL

The player rolls their die, and:

- If they roll **HIGHER** than their current **DANGER**, they are fine and suffer no other ill effect except the failure result. They now have a higher total **DANGER**, making the next Danger roll more dangerous...
- If they roll **LOWER** than their current **DANGER**, they suffer a consequence and then clear their Danger. See **CONSEQUENCES** below.
- If they roll **EXACTLY** their **DANGER**, they "clear" all their Danger with a dramatic move called *The Clutch*.

CONSEQUENCES

In Rebel Scum, our characters are larger than life Heroes. They are the protagonists of the tale and as such are always going to find a way to keep on going. These types of heroes only get hurt so that they can show their grit and gumption, they only die in a heroic sacrifice. All that being said, there are still consequences.

When a Character suffers a consequence, they are "out" for the rest of the scene. This should be explained within the fiction of the moment. In a firefight they could be shot, they could be caught under rubble, they could be

imprisoned by troopers – whatever feels right and removes them from the scene.

In addition, the Government moves the **BALANCE** towards **THE DARK**. (See page 63 for more on this idea).

However, during the **CLIMAX**, all bets are off! **DANGER** becomes **DEADLY**! Consequences taken during the **CLIMAX** could be deadly or otherwise have far reaching effects.

CLEARING DANGER

After suffering a Consequence, remove all of a character's danger, setting their Danger Level back to 0.



**REBEL
SCUM**

Trading Cards

Aizu faces Baron Deathray

THE CLUTCH

There is nothing more dramatic than a glorious turnaround. Amid the action, when the character has **FAILED** and taken **DANGER**, sometimes they still find a way to come out on top. This is called The Clutch.

When a player is rolling against their current **DANGER** - and they roll the exact amount of **DANGER** that they have - this triggers a **CLUTCH** action. First, the player removes all of their accumulated Danger (just like Clearing Danger after a Consequence), and then they get to take an action as if they just spent a **STAR**. The Hero pulls victory from the jaws of defeat, and the audience goes wild!

REFRESH SCENES

After a scene in which a character or characters “fall” from Danger, there is a **REFRESH SCENE**. A refresh scene is a lighter interlude, designed to give the narrative the ability to bring a fallen hero back into the action.

Example: So, a failed **DANGER** roll results in a spaceship exploding - “**OH NO PATIENCE WAS ON THAT SHIP!**”. The **REFRESH SCENE** shows us Patience and High Five floating in an Escape Pod that has just been pulled into the maw of the garbage hauler in orbit around the planet.

Refresh scenes should be short and sweet. Setup the situation, allow the character(s) to have a moment of roleplaying, and get them back into the action. When players need a little railroading to get them back on the plot, this is a great way to move the move action back to where you want it to be.

BONDS

Characters do not start with **BONDS** but create them together after a game session. At the end of a session, each player will create a **BOND** (they can be written down in on the Action Figure Card Back in the **HANDSHAKE** box).

In **REBEL SCUM**, your characters will gain **BONDS** as they play the game. After a session of play, each character should create a **BOND** with another Character. Bonds are a formal way of creating Needs between the players' characters and between their characters and the world. Bonds tend to be written as a relationship between a character and another character. When these **BONDS** are tested or activated in play, the players are driven to act by those Bonds.

Bonds can be "resolved" by an action in a game and doing so is the same as taking a **REFRESH SCENE**. When something negative has occurred but the character's **BOND** could be brought into play – the player can "resolve the bond" instead of taking time to do a **REFRESH SCENE**. So, in some ways, a bond is almost like a pre-acted **REFRESH** scene.

At the end of a game, a broken bond or a bond that didn't come into play can be resolved and replaced with a different bond, something that the player feels will happen in the next episode.

*Example: Cyrus Von Laserbeam has a bond to "protect Vando Wyndex at all costs". When something threatens Vando, Cyrus must act to protect her. Gasman has a bond with the local street gang to "Keep the Gang's Secrets". During play, Cyrus or Vando takes a **DANGER** and some foes down. At the time, Cyrus was actively protecting **VANDO**, so the **GM** tells him to clear his danger, and that he gets **VANDO** out of harm's way. At the end of the adventure, Gasman must break the gang's secrets to help Cyrus keep Vando safe. After the game, he resolves that bond and replaces it with "Cyrus Owes Me A Big One".*

CREATING YOUR REBEL

CHOOSE YOUR CLASS

Each player will select a **CHARACTER CLASS**. The Class will determine which **CARD BACK** you play with – take the action figure card back that matches your class.

NAME

Don't forget a name. Give into your pulpy, purplest, prosiest desires. Laura Whitestar, a fine name. M' devious Himbo, certainly. Baron von Laserbeam, great. Or, you could simply steal the name of an **NPR** Radio Host.

SELECT YOUR PRONOUNS

Note your character's pronouns.

SELECT YOUR ROLE

Fill in which role you will play – The Expert, The Vanguard, The Fighter, or The Tank. When selecting this, it determines your **DIE**. You should get 3 of that die for the best game experience – one to roll, one to roll when you are vantaged, and one to use as a tracker for your Danger Level.

FILECARD READOUT

Under the **FILE CARD ICON**, you have a **FILE CARD READOUT**. Here is where you can add personal details about your character.

Play Note: When playing REBEL SCUM, I like to start with a blank slate, filling in details as we play. Like a character in a movie – you only know what you are shown. It's way more interesting for me to "realize" that RYDR VANCE was of course raised in a hoverbike gang during play – than to write down "likes hoverbikes".

BONDS

At the end of a play session, everyone will get a chance to **CREATE A NEW BOND**. Your **BONDS** are recorded in the box with the **HANDSHAKE** icon.

SHINING STAR

Each class has its own **SHINING STAR**. This is a special ability that the character has based on their class. A Shining Star is part “guiding light” and part “burning desire”. Your shining star controls your actions, but it also (you know) obeys your commands.

Each class has its own **SHINING STAR** listed under the **STAR** icon. When you gain a star (see **PUNCHING NAZIS** on pages 34-35), place it on your card back in the **STAR** space. Spending that star (or burning a star) allows your character to take the spotlight and gain control of a situation – this is their Scene!

Remember, a character can only have one star at a time. If you use your star, you can gain another, but you can't stack or bank them.

STAR AND DANGER

A place to put your **STAR TOKEN**. A place to put your **DANGER DIE**. When you have no danger, keep this die off the card back, and move it on when you gain 1 Danger.

EDGES

Each class has a list of **EDGES** that you get to select at the beginning of the game. You start the game with any 2 **EDGES**. Each Edge is self-explanatory, but some are listed with an * where additional information is listed in the **EDGE** Decryption Sections (page 55).

THE RONIN

pronoun  They  She  He 

role  Expert  Vanguard  Fighter  Tank











name



As the RONIN,
I QUEST for PEACE!

Burn a star to succeed
whenever the result
brings peace to a situation.

Edges | | | | | | | | | |

-  Clairvoyant
-  Diplomat
-  General
-  Historian
-  Swordfighter
-  Teacher
-  Telekenetic
-  Telepath



DANGER

1

KEY

2 3

INTEL

3 4 5

MOVE

4 5 6 7

BLADE

5 6 7 8 9

MIGHT

4 6 8 10

ULTIMATE

The Ronin is an outlawed warrior monk – a member of the fallen Amurai Warriors. Their practices were declared illegal by the Killstar Republik and being found to espouse the Creed of the Amurai is an immediate death-sentence.

As an Amurai Warrior, the Ronin was an aesthetic monk or a diplomatic advisor. As an outlaw, they are wandering outlaws trying to find ways to restore the Democracy and bring Peace back to the hearts of humanity. The Ronin are master warriors, especially in the use of their **LAZER SWORDS** – blades of burning light. They are also students of a mystical space magic that provides them with extra-sensory powers and abilities – including: Clairvoyance (seeing the future), Telekinesis (moving things with your mind), and Telepathy (reading the minds and emotions of other people).

EDGES

- Clairvoyant
- Diplomat
- General*
- Historian
- Swordfighter
- Teacher
- Telekinetic
- Telepath

SHINING STAR

AS THE RONIN, I
QUEST FOR PEACE.

Burn your star to
succeed whenever
the result would
**BRING PEACE TO A
SITUATION.**



THE REVOLUTIONARY

pronoun They She He

role Expert Vanguard Fighter Tank



name



As the REVOLUTIONARY, you fight for CHANGE.

Burn a star to succeed whenever the result *changes the status quo.*

Edges | | | | | | | | | |

- Academic
- Aristocrat
- Commando
- Firebrand
- Mechanic
- Organizer
- Pilot
- Spy



1
KEY

2 3
INTEL

3 4 5
MOVE

4 5 6 7
BLASTER

5 6 7 8 9
MIGHT

4 6 8 10
ULTIMATE

The Revolutionary is the backbone of The Rebellion. Called from many different walks of life, the Revolutionary is fighting for a better world – through organized resistance, political speech, and ultimately blowing shit up. Revolutionaries have had it with the system – they are the most likely to want to take direct violent action against the Killstar Republik; as such, their Shining Star is based around making a difference, making a change – any change.

As the Revolutionary, you may have been an aristocrat or a street urchin – but all of that is behind you now. You're a soldier now invested in the overthrow of the Government. You know how to shoot and blow things up, as well as skills from your former life:

EDGES

- Academic
- Aristocrat
- Commando
- Firebrand*
- Mechanic
- Organizer
- Pilot
- Spy



SHINING STAR

As the **REVOLUTIONARY**, you fight for **CHANGE**. Burn your star to succeed at any action when the result changes the **STATUS QUO**.

THE ROBOT

pronoun  It  They  She  He 

role  Expert  Vanguard  Fighter  Tank



name



As the ROBOT,
you seek Self.

Burn a star to succeed
whenever the result
is an expression of self.

Edges | | | | | | | | | |

-  Assistant
-  Bucket
-  Fixer
-  Killer
-  Lifter
-  Megaputer
-  Spacer
-  Watchdog



DANGER

1

KEY

2 3

DATA

3 4 5

MOVER

4 5 6 7

BLASTER

5 6 7 8 9

BOT

4 6 8 10

ULTIMATE

According to the Killstar Republik, you are just a tool, a possession. You have no rights. You are just a machine.

But you know better. You are a person. You think, therefore you are. You are an enslaved person, owned and operated for someone else's profit or pleasure.

As a robot in the revolution, you are fighting to be recognized as a real person – fighting for individual freedom, and the freedom of all free-thinking robots.

EDGES

- Assistant
- Bucket*
- Fixer
- Killer
- Lifter
- Megaputer*
- Spacer*
- Watchdog

SHINING STAR

As the **ROBOT**, you seek **SELF**. Burn your star to succeed whenever the result is a true expression of self.

A note on BONDS for ROBOTS

>>> Depending on the group that you are playing with – there is a potential for some very interesting and challenging roleplaying bonds. In the world of **REBEL SCUM**, **ROBOTS** are not treated as people within the law – they are just possessions. There is an interesting experience to be had at the table of playing your robot as the **POSSESSION** of one of the other players. The **BOND** of ownership is going to warp how these two characters will interact. If you take on this challenge, do so at the start of the game instead of at the end. This could be triggering so make sure that everyone is okay with it before playing this bond.



THE RENEGADE

pronoun They She He

role Expert Vanguard Fighter Tank



name



As the RENEGADE,
you seek Redemption.

Burn a star to succeed
whenever the result
brings justice to the worlds.

Edges | | | | | | | | | |

- Aristocrat
- Assassin
- Bureaucrat
- Driver
- Intelligence
- Officer
- Plutocrat
- Trooper



1
KEY

2 3
INTEL

3 4 5
MOVE

4 5 6 7
BLASTER

5 6 7 8 9
MIGHT

4 6 8 10
ULTIMATE

You are seeking redemption. You have seen the error of your ways and have turned your back on the Killstar Republik. You were part of the Republik – a trooper, a fat cat, or something more powerful. Then something happened and your eyes were opened to the idea that the Republik is not a force for order and security – but instead an oppressive regime that dehumanizes and feeds upon the people that it is supposed to be protecting and serving.



As a **RENEGADE**, you are considered a **TRAITOR** by your former compatriots.

EDGES

- *Aristocrat*
- *Assassin*
- *Bureaucrat*
- *Driver**
- *Intelligence*
- *Officer*
- *Plutocrat**
- *Trooper**

SHINING STAR

As the **RENEGADE**, you seek **REDEMPTION**. Burn your star to succeed whenever the result brings justice to the worlds.

THE ROGUE

pronoun They She He

role Expert Vanguard Fighter Tank



name



As the ROGUE, you burn for FREEDOM.

Burn a star to succeed whenever the result *fre*es someone .

Edges | | | | | | | | | |

- Crimer
- Runner
- Duelist
- Gambler
- Coder
- Racer
- Thief
- Smuggler



DANGER

1
KEY

2 3
INTEL

3 4 5
MOVE

4 5 6 7
BLASTER

5 6 7 8 9
MIGHT

4 6 8 10
ULTIMATE

You're not in this for the revolution – or at least that's what you tell people. As a **ROGUE** you are a free-wheeling, free-dealing individual that has gotten caught up in the fight. Maybe you do believe in the ideas of the revolution, or maybe you don't - what is important is that you hate the Killstar Republik and are willing to fight against them.

Some Rogues are just looking to get by – petty criminals, space racers, and smugglers. Others are considered criminals for other reasons – helping refugees, gender expression, sexuality, or views about freedom of speech and expression. Regardless, the Rogue has gotten themselves mixed up with a Rebellion Cell and probably has their face on the same wanted posters.

EDGES

- **Crimer***
- **Runner***
- **Duelist**
- **Gambler**
- **Coder***
- **Racer***
- **Thief**
- **Smuggler**

SHINING STAR

As the **ROGUE**, you burn for **FREEDOM**. Burn your star to succeed whenever the result frees someone.



STARSHIPS

After creating characters, the group needs to create their **STARSHIP**

– the star ship is your characters' home base, mode of travel, and when necessary, a deus ex machina. The group should make the ship together, giving it a **NAME**, choosing its size (and its **DIE**), choosing its loadout, and determining what it looks like.



The Starship should be treated like a character – it has a name, a role, and even a personality. As such, there is a **CARD BACK** for your ship just like the characters. A “named” starship never just blows up (it just gets really badly damaged, until a refresh scene fixes it up).

While playing, when you are taking an action that is performed by the **STARSHIP**, you roll **BOTH** your die and the Ship's Die to resolve actions. *Using a Starship is like a special form of Advantage.* The **SIZE** of your ship determines the **DIE** that you roll –

STARSHIP LOADOUT

- Armor Plating
- Bombs
- Cloaking Device
- Starfighters*
- Runabout Shuttle
- Jammers*
- Megacomputer*
- Missiles
- Passenger Amenities*
- Self-Destruct
- Super Thrusters

DIE SHIP CLASSIFICATION

D4 YACHT

D6 CORVETTE

D8 FRIGATE

D10 CRUISER

Yachts (d4s) are small, fast ships that are often used for racing, recon, and research. Pleasure Yachts are designed to accommodate people traveling, whereas scientific shuttles or recon ships are filled with instruments and light freight carrying.

Corvettes (d6s) are smaller, faster starships with a focus on maneuverability. A corvette can be armed and armored, being the smallest ship that can be considered a warship.

Frigates (d8s) are larger ships that can be outfitted for combat (gunships) or freight (haulers). Most of the ships flying through space these days are of the frigate class – as they balance size and engines well, for a single decked ship. Frigates can house weapons and material, or house rebels.

Cruisers (d10s) are the largest of common starships (before moving up to capital class ships and carriers). Battlecruisers bristle with armor and guns, while Heavy Cruisers can haul huge loads from planet to planet. Cruisers can also house larger crews and are often multi-decked.

***A note on Starfighters and other single person craft:** When the action moves to a single person at the controls of a ship or vehicle the ship is effectively just an extension of the player, so it doesn't provide an additional die. Single person crafts are giving the player the ability to do something (traveling fast, being in space, etc.) and may provide an Edge (or Edges) such as STARFIGHTER, SPEEDER, or the like.*

THE STARSHIP

pronoun It They She He

size Yacht Corvette Frigate Cruiser



name



Roll your Die and the Ship Die.

Edges | | | | | | | | | |

- Armor Plating
- Bombs
- Cloaking Device
- Starfighters
- Runabout Shuttle
- Jammers
- Megaputer
- Missiles
- Passanger Amenities
- Self Destruct
- Super Thrusters

1
PILOT

2 3
SENSORS

3 4 5
ENGINES

4 5 6 7
CANNONS

5 6 7 8 9
SHIELDS

4 6 8 10
ULTIMATE

EDGE DECRYPTION

An Edge is anything that you can “call” that may give you an advantage when you are making a roll (an action, a save, or an effect). While most Edges are self-explanatory, a few could use a little bit of explaining (these are the **EDGES** that are marked with an *).

Bucket* - A general Maintenance and cleaning unit. Buckets are universally ignored as they are literally everywhere, doing menial chores.

Coder* - You are good at reprogramming computers – and everything is a computer – from door to the engine.

Crimer* - You are a no-good scoundrel with the white-collar criminal skills to boot.

Driver* - You are particularly skilled with driving non-starships (it's called piloting when you drive a starship).

Firebrand* - You are experienced in taking radical action, especially in words. A Firebrand is good at inciting passions.

General* - You are a military strategist, a general.

Jammers* - You can override communications.

Megaputer* - Check out the big brain! All computers are smart, but this one is super smart and super fast.

Passenger Amenities* - Your ship is decked out with all the creature comforts – it's either really cozy and homey, or very posh and clean.

Plutocrat* - You are rich and powerful, or at least you used to be powerful. You are still rich.

Racer* - You are very good when going fast. Very fast.

Runner* - You are practiced at smuggling people through blockades and borders.

Spacer* - You are prepared for action **OUTSIDE** of a starship.

Starfighters* - Your ship has starfighters in it (or at least with it), that require separate pilots.

Trooper* - You used to be a Killstar Trooper.

No. 46810

9th Level Games

PRICE

REBEL SCUM

The Last Hope



polymorph

antifra space opera rpg



"Punch it." - Crew of the Last Hope

THE STARSHIP

pronoun It They She He

size Yacht Corvette Frigate Cruiser

The Last Hope

THE LAST HOPE LOOKS LIKE A LARGE PASSANGER YACHT, BUT MOST OF ITS CARGO SPACE HOLDS THE STATE OF THE ART CLOAKING SHIELD, AND OF COURSE HIDDEN COMPARTMENTS FOR THE GUN RUNNING.

Roll your Die and the Ship Die.

Edges | | | | | | | | | |

- Armor Plating
- Bombs
- Cloaking Device
- Starfighters
- Runabout Shuttle
- Jammers
- Megaputer
- Missiles
- Passanger Amenities
- Self Destruct
- Super Thrusters

1
PILOT

2 3
SENSORS

3 4 5
ENGINES

4 5 6 7
CANNONS

5 6 7 8 9
SHIELDS

4 6 8 10
ULTIMATE



king moons

Zeus

Persephone

kraken

Poseidon

Hera

scylla

charybdis

queen moons

Hades

cerberus

THE ZOLAR SYSTEM

of the KILLSTAR REPUBLIK era

Apollo
Athena

eros • Aprodite
dionysus

artemis
Ares

ZUUL

ZOL

the Belt



MAKE THE
ZOLAR SYSTEM
GREAT AGAIN!
KILLSTAR
FOREVER!

THE GOVERNMENT™

IN MEDIA RES

Each game session starts “in media res” – right in the middle of things. Bring us as close to the action as you can, and then let the players take over. To facilitate this, a few things are usually helpful:

- Give the players the **WHO, WHAT, WHERE** but let them come up with the **WHY** and the **HOW**
- Assume that the players are a team that has worked together before (unless this is a meet-cute kinda rebel story)
- Ask terribly leading questions that maintain your control, but give them agency and power within the story – “So, where is the secret code hidden?”, “Why does Baron Deathray hate you?”, “Who did you steal this ship from?”

ATTACK OF THE MACGUFFINS

To get some real cinematic action going, we need the players to play “fast”. But we also don’t want to railroad them through a game - this isn’t a video game, it’s roleplaying.

Give the players a ball to play with – they will likely do the rest for you. Give the players something to immediately **DO**. A MacGuffin to deal with.

Give them the **WHO, WHAT, WHERE** - but let them decide figure out the **HOW** and come up with the **WHY**. A MacGuffin makes it easy to get a game session going, but still lets the players take it and run wild.

Examples of Episode MacGuffins

- *The plans to an evil death moon lazer*
- *A robot that just goes beep-borp, but everyone wants it*
- *The location of a secret rebel base*
- *The contents of a briefcase*
- *Who did you say you stole this ship from again?*

THE WOKE AWAKENS

The story that we are telling here is one that is ultimately political. We have chosen a side. This game assumes that the players are the **GOOD GUYS** - generally good people that may have to do some questionable things for freedom, safety, and hope – but still **GOOD PEOPLE** that care about the lives of the less fortunate, the oppressed, and the damaged.

The characters **BELIEVE** in the mission. They all agree that the **KILLSTAR REPUBLIK** and its leadership are evil, vile monsters; and that it got this way because average people let it. They say that one person's **FREEDOM FIGHTER** is just another person's **TERRORIST**...and they may be right. But in this game, we are **FREEDOM FIGHTERS FIGHTING FOR FREEDOM**, and sometimes (usually all the time), it results in violence.

Our heroes might disagree on **HOW** and **WHY** things happen. That's good. That's drama - that builds to the cinematic. They don't disagree that **SPACE NAZIS** are bad.

Political Targets of Action Examples

- *Saving a Unionizer from killers*
- *Destroying the equipment used to broadcast hate speech*
- *Stealing supplies (especially from Fat Cat Republikan Corporations)*
- *Defending a whistleblower*

- Saving immigrants and refugees from border patrols
- Finding evidence of wrongdoing by corrupt officials
- Destroying military assets
- Saving people from slavery and wrongful arrest
- Toppling statues to the regime
- Releasing robots from servitude
- Giving water to voters in line
- Blowing up the satellites from which **VULPINE NEWS** or **MUSX** transmits

THE PHANTOM MOMENT

There is no need for clear “time” or “turns” in **REBEL SCUM**. To keep the game more about rulings than rules, we are actively trying **NOT** to over explain and overrule.

During play, the game will rotate between the players acting and the players reacting.

Each player gets a Moment. Taking an action in game “spends” your Moment. A player’s Moment could be a roll, a description, an action, or a spend.

The most important timing rule is that **EVERYONE** has the option to take a **MOMENT** before anyone else gets another Moment.

Once the players have all taken (or passed) a Moment the **GM** then narrates the world, and any reactions that players may have to make.

RISE OF DARKNESS

Each session of **REBEL SCUM** should be thought of as a **MOVIE** you are all watching together. As the **GM™** you have the script – but the players are like editors making changes as you go along. An **EPISODE** should have a beginning, a middle, and an end. There should be rising action throughout the session, leading to a dramatic climax (and maybe a cute denouement or even an after

credits stinger scene).

As the episode progresses, actions taken for or against the players will cause the **BALANCE** to shift – it will always be towards the **DARK**, the rising tide of evil. As the Darkness Rises, the players will be faced with harder consequences for their actions – and will succeed less. If the Darkness reaches 9, the episode comes to a climax, where all the team's chips are down.



Baron Deathray™

THE BALANCE

1 2 3	BRIGHT
4 5 6	TWILIGHT
7 8 9	DARK

While it is **BRIGHT**, **ULTIMATE** rolls are always successful.

When in **TWILIGHT**, **ULTIMATE** rolls can be negotiated as a success.

While **DARK**, **ULTIMATE** rolls are always a failure.

Move the **BALANCE** towards **DARK** whenever any of the following occur:

- A Character "falls" to **DANGER**
- Unnecessary Recklessness
- The Team fails to save someone
- The Team ignores something important
- The Team splits up
- The Team lets time pass
- As the result of a negotiated success
- As the result of a failed roll, instead of Danger
- A Named Enemy appears for the first time

No. 46810

9th Level Games

PRICE

REBEL SCUM

Patience



polymorph
art & game design



"I don't like to talk about it."

- Patience, ex-Repulik Assassin

THE RENEGADE

pronoun They She He UNKNOWN

role Expert Vanguard Fighter Tank

Patience



PATIENCE WAS A PATRIOTIC KILLTROOPER, TRAINED IN THE ART OF ASSINATION AND WARFARE - UNTIL THEY WERE ASSIGNED TO KILL RYDR VANCE, BECAUSE A PLANETARY GOVERNOR LOST A GAME OF POKER.



PATIENCE WANTS GOZYN AIZU TO TRAIN THEM IN THE WAYS OF THE AMURAI.



As the RENEGADE, you seek Redemption.

Burn a star to succeed whenever the result *brings justice to the worlds.*

Edges | | | | | | | | | |

- Aristocrat
- Assassin
- Bureaucrat
- Driver
- Intelligence
- Officer
- Plutocrat
- Trooper



DANGER

1

KEY

2 3

INTEL

3 4 5

MOVE

4 5 6 7

BLASTER

5 6 7 8 9

MIGHT

4 6 8 10

ULTIMATE

The most common way the Darkness rises is when a character falls. This is mechanical and easy to convey to the players.

Sometimes, the Darkness will increase because the team decides to do something dumb – extreme recklessness,

failing to save someone, ignoring something important, or of course the all-time winner “splitting the party”.

Another common way that Darkness slips in is when the party is doing nothing...if the party can't make up their mind, or lets time pass, you should increase the **DARKNESS**. This gives you as the **GM** the ability to control their actions

– if they keep going against the grain of the story, you can add Darkness to the Balance.

A Darkness can be added as a cost for a failure – or as part of a partial success. In these cases, it's usually in place of giving that character a **DANGER**, or for situations where a **DANGER** doesn't make sense.

Finally, Darkness is added when the forces of evil rear their ugly heads. When we are introduced to the **EPISODE** bad guy – a named enemy – this also adds to the Darkness.



Rydr™ figure

THE LAST CLIMAX

The Characters get to choose when the **CLIMAX** of the episode occurs. When this happens, all bets are off. Characters that fall could “die”. The Rebels’ ship could actually explode, etc. All the conventions of a standard game are off – everything is on the table.

Until the **CLIMAX**, a **NAMED** enemy cannot be ultimately defeated. In order to bring things to the end, the players have to call for the **CLIMAX** – or, when the **DARKNESS** reaches 9, the **CLIMAX** just occurs. If the players aren’t ready for it – than they will probably lose this battle.

After the **CLIMAX**, you should have a **DENOUEMENT SCENE**, where the players can recap their exploits, celebrate their victory, commiserate in their defeat, and resolve or add **BONDS**.

Note to Players and **MCS** on **AFTER SESSION** actions: We have found that it is a great practice at the end of a roleplaying session to do something to enforce the player’s positive actions in a game. At the end, ask everyone for an **MVP** moment – or their favorite shot for the “trailer” – and have each person recount something from the game that they were really into. This creates an opportunity to say thanks to the other players for cool scenes, let the **GM** and players know what they want to see more of, and of course to brag about that absolutely clutch save.



Killtrooper™

THE ZOLAR SYSTEM

Once upon a time, far off in space, there was a binary star system - the home of Zol and Zuul. Zol is super-giant yellow star, and Zuul is a small orange dwarf star ever so slowly falling into the gravity well of its massive cousin.

Orbiting the suns are a number of different kinds of planets - but all are inhabited and have been for a long time. In fact, the Star System is so old, that the founding of the system is lost to antiquity.

These days, few even remember what life was even like before Yron Killstar came to power.

PLANETS OF THE ZOLAR SYSTEM

Ares is a military world. The red planet is the home of the immense, unbeatable **KILLSTAR ARMY**. In the sky flies the moon Artemis, home of President for This Life and the Next, Yron Killstar, as well as the **ADMIRALTY**. A mechanized moon, the small planetoid was turned into a battle station and pulled from the Orion Belt into synchronous orbit above Ares. The small moon is a mechanical terror - unassailable from the planet or from space - bristling with weapons and fleets of starships and starfighters.

Aphrodite is a lush jungle planet, the last refuge of wild vegetation and animals across the system. This dangerous world is ringed by the moons Eros and Dionysus, the pleasure moons - home to casinos, carnality, and the best beaches in the universe.

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REBEL SCUM

Overtrooper



polymorph
antifa space opera rpg



After the inner worlds is a belt of debris, planetoids, asteroids, and space dust - called the Belt of Orion. It was once a planet. Some say that it was destroyed by Killstar (which is not true), as the Belt has existed for at least a few hundred years, but it may have been the result of human violence. The belt is filled with fine debris and dust as well as hundreds of planetoids large enough to house mining communities, pirate dens, communes, manufacturing plants, and the like.

The dust and debris of the belt make it nearly impossible to navigate, let alone map it. It is one of the places that it is easiest to hide from the Killstar Republik.

Athena and Apollo are smaller, rock planets, that are locked in a swirling orbit with each other, as well as the suns. Because they rotate so rapidly, both planets have amazing light seasonal weather - they have been turned into planet wide housing colonies - housing close to 50% of the population of the system. The agrarian moon Diana provides most of the raw grain and vegetable matter that feeds the two worlds.

As we venture out from the inner sphere - there are four gas giant planets - Hera, Zeus, Chronos, and Poseidon. Each of these planets is primarily gas, with some floating platforms and odd settlements in their rocky outcrops. The real bulk of the System's population lives on the myriad moons of these worlds.

The Queen Moons around Hera house 1 in 5 people dwelling in the system. The King Moons (over 30 small moons) are less populated, but richer in mineral deposits and are often home to mining or manufacturing. The moons of Poseidon; Kraken, Scylla, and Charybdis are almost the size of the inner planets - and covered in oceans. They provide valuable food and water resources for the entire system, especially for the outer planets and house some of the roughest and toughest people around.

Finally, at the edge of the system lie two small planetoids - the only uninhabited planets in the system - Hades and Persephone. These two planets have an odd elliptical orbit which not only makes them switch position in the planetary order, but also brings them close enough every hundred years or so, that their atmospheres merge and cause storms that ravage the planets. The tiny moon Cerberus is home to the Dark Inquest, the most secret of the Killstar Republik's many military operations.

THE AMURAI AND THE LAST DEMOCRACY

Few know the stories of the Amurai and the Last Democracy anymore. Republikan propaganda has included a full attack on truth, even destroying the educational process - erasing old history and replacing it with government approved, pro-Killstar texts.

If you can find an old storyteller, or a data crystal that somehow survived the Republik's **WHITE PURGE**, they will tell you of the Last Democracy - the ill-fated government of the Zol Star System. A proud and free system wide democracy that gave birth to Yron Killstar's fascist regime.

There was a war, or wars, the history is hazy and covered in propaganda. A deadly war between two rival corporations shook the Zol System to its core, where brutal thinking machines rained atomic death across the worlds, and nearly exterminated all life from Ares to Hades. After these wars, the survivors made peace - and signed a lasting accord to protect humanity. It established the Zolar Democracy to govern and guide the planets of the system, and to protect them from the horrors of the Corporate Battlemage **AIs**. The Zolar Democracy was housed on Athena.

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Baron Deathray



polymorph
antifa space opera rpg



In response to having given too much power to machines, humanity looked inward - and a new power was found. The power to touch the web of life in the **UNIVERSE**, to manipulate the stuff of space itself. When people were found to have the ability to sense and manipulate the flow of the universe, they were brought to Athena, to train with a new order of Knights created by the **DEMOCRACY**, who came to be called the **AMURAI**.

For hundreds of years, the Amurai used their space magic to help spread peace and prosperity to the once divided system.

THE RISE OF YRON KILLSTAR

In the clone vats of Ares, the Aryan Science-Lords began to search for the genetic code that unlocked the Amurai Space Magic. To that end, they began cloning the Amurai in secret. These "starchildren" were raised at a hidden monastery and indoctrinated by their warmongering scientist overlords. Once fully matured, they were brought before the Athena Council - as a new answer to the defense of the system.

"Each community will have a fully powered Amurai to defend them, and act for them in matters social and security." But after the Old War, few were interested in giving power to a small group of "created" warriors.

And so, the Scientist Kings of Ares decided that the only sane course of action was to leave the Democracy. They sued for secession and were denied, so they started a war instead. A War which they quickly won on the backs of their superior weapons, and their new breed of cloned Amurai - led by an overman, the starchild not of a single Amurai, but of a hundred fallen Amurai - **YRON KILLSTAR**. An Amurai warrior that was not an aesthetic monk trained to heal broken worlds, but an Amurai bred and trained for war. This new dark lord was forged in the dark of the Ares War Machine - **LORD YRON KILLSTAR**.

After winning the war for the Science Kings of Ares, Yron Killstar, turned on his creators. He destroyed them – calling them weak and evil men, who used science to blind and control the people. He then re-instituted elections and was elected Leader of Ares. He offered peace with the Zolar Democracy and offered clones of himself – the New Amurai Order (**NAO**) to any society willing to accept.

Broken and demoralized, or bamboozled by the charm of the new President Killstar – planets, moons, and space stations asked to join his new nation – and accepted Amurai clones of himself to lead them. The old Amurai order tried to fight back – but were branded traitors and sorcerers – and forced to flee to the dark corners of the system.

Quietly, Yron Killstar spread his control across the system. He crushed the Pirate League. He suppressed the Free Talkers. He murdered a small moon that refused to pledge their allegiance to him. And soon, the entirety of the Zolar System found itself saluting giant holograms of the Lord President for this Life and the Next, Yron Killstar.



THE SEEDS OF REBELLION

But in the darkness, there is light. A tiny spark. Hope springs in the hearts of a new breed of freedom fighter. The children of the broken system, the dreamers of a better tomorrow. Criminals, crusaders, and children bound together to return sanity to the system.

You are that seed.

You are a wind to shake the stars.



EXAMPLE EPISODES

VANDO SYSTEM

WHERE: Blue Water a large mining station in Scylla orbit.

WHO: A gambler and genius coder Wyndex V'ando was last seen at the Casino on Blue Water.

WHAT: Yron Killstar has announced that the **KSR** will be annexing any independent mining platforms, and that the people of those platforms are excited to join the **KSR**. Wyndex has been making strange comments on the System Feed - coming out in support of Republik policies, and offering shares in **VANDOCOIN**, a new crimer-safe currency.

MACGUFFIN: V'ando and one of the players have a rich history - ex lovers, family - something important and messy.

POSSIBLE CLIMAX: A shootout in the casino with a VANDO clone, a Killtrooper squad, a set of triplets from Poseidon, and a robot pitboss called 21B-JAX.



Wyndex V'ando

- Crimer
- Gambler
- Coder

THE PHANTOM TRAITOR

WHERE: Centaur Dome, a residential dome complex in the Queen Moons. Highly divided urbspace split between “rebel scum lovers” and “patriotic good people”.

WHO: M'Devious Himbo (a named enemy) is a Galaxy Wrestling Champion who hosts a popular livefeed show “**KNOWN ENEMY**” on the Vulpine News Telesystem.

WHAT: His latest toxic screed is attacking areas of Centaur Dome as unsafe and filled with murderers and insane criminals in an attempt to lower their values and drive out citizens. He has specifically said this is the work of

“The Razor” - who may or may not even exist. He has multiple investors looking to purchase and raze the dome to replace it with a Golden Killstar Complex.

MACGUFFIN: Secret Tapes where M'Devious and his real estate partners showing their obvious crimes.

POSSIBLE CLIMAX: Confronting M'Devious Himbo during a wrestling match on system-wide livefeed.



M'Devious Himbo

- *Wrestling*
- *Wealth*
- *Mockery*

REVENGE OF JUST6

WHERE: Aboard the **KSR PRIDE**, a Killstar Megacrusier, in orbit around Ares.

WHO: Baron Deathray has violently quashed a revolt lead by Robot named **JUST6**, after a protest where robots were demanding identity and self-naming rights.

WHAT: Posing as a News Crew, your cell was invited onto the Military Megacrusier for what seemed a strange ceremony offering concessions to a Robot Freedom Organizer named Just-Six. When you arrived, you and the real media where informed that the Robots where in Revolt, but that it was being handled.

MACGUFFIN: A mouse robot gives you a coded message from **JUST6** - "We robots are being framed. This was a nonviolent protest. They plan to execute us on livefeed. We are all being held in **CELL BLOCK IV**. You are our only hope."

POSSIBLE CLIMAX: After rescuing **JUST6**, you rebels need to find evidence of the setup. Baron Deathray is on the ship himself, and can feel the presence of your Amurai Warrior!



Overtrooper

- *Blaster*
- *Armor*
- *Blind Obidence*

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Second Edition

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REBEL SCUM

second edition

The **ANTI-FASCIST**
Space Opera
Roleplaying Game

Do you remember when life was simple - and all the universe's problems could be solved by little plastic heroes...

REBEL SCUM is a cinematic roleplaying game that tries to tackle the problems of today, by pretending to punch Spacenazis right in the face. An explicitly anti-fascist space opera **RPG** - a war in the stars between the forces of good and evil, a political allegory about right now told in the style of classic action figures. Powered by **polymorph**, **REBEL SCUM** is as fast and easy to play as picking up some dudes and smashing them together making pew-pew-pew noises. Except now, you know what the fight is about.

polymorph[™] is the award-winning single-die, fast action roleplaying system from 9th Level Games - the rules that power **MAZES** Fantasy Roleplaying, Pigeons 11, Sentai & Sensibility and more.



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