

Welcome	04
Playing safe	06
Setting up your game	10
Choosing your character	11
Getting things done	30
Mission structure	42
Running the game	44
The map	48
Sector 3	50
Sector 2	52
Sector 1	62
Evil calibration checklist	68

WORDS: GRANT HOWITT

ART AND GRAPHIC DESIGN: WILL KIRKBY

ADDITIONAL WORDS: JAMES MENDEZ HODES

EDITING AND PROOFREADING: MAZ HAMILTON

PRODUCTION: MAZ HAMILTON

Eat The Reich text and game mechanics are copyright © 2023 by Grant Howitt / Rowan, Rook and Decard Ltd.

Eat The Reich artwork is copyright © 2023 by Will Kirkby

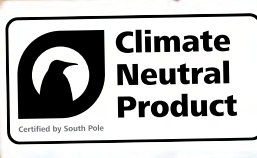
Published by Rowan, Rook and Decard Ltd.

First Edition (2023). Printed in Latvia by **Livonia Press** on Magno Satin 130g.

All rights reserved. No part of this publication may be reproduced, distributed, or transmitted in any form or by any means, including photocopying, recording, or other electronic or mechanical methods, without the prior written permission of the publisher, except in the case of brief quotations embodied in critical reviews and certain other noncommercial uses permitted by copyright law. For permission requests, write to the publisher at the address below.

Rowan, Rook and Decard
 6 Long Lane
 Stannington
 Sheffield
 S6 6EE
 United Kingdom

rowanrookanddecard.com



CONTENT WARNINGS:

This game includes: death, violence, grievous injury to player characters and non-player characters, blood, vampirism, mental domination, guns, animated corpses, werewolves, occult magic, fascism, nazis, and Adolf Hitler.

PDF REMEDIATION: DAI SHUGARS

E 2/39

EAT THE

RECIPE

EYES ONLY
TELEGRAM

No. 720
OFFICE STAMP
* 20
19 43

D 10.

Prefix. Time handed in. Office of Origin and Service Instructions. Words.

3 44 m
From line
16/02

To 2

THE YEAR IS 1943.

EUROPE IS IN FLAMES.

YOU ARE A UNIT OF CRACK VAMPIRE COMMANDOS
WITH A SINGLE OBJECTIVE:

DRINK ALL OF ADOLF HITLER'S BLOOD

AND FATALLY DESTABILISE THE NAZI WAR MACHINE.

Words:

Grant HOWITT

Art:

Will KIRKBY

For free repetition of
at office of delivery. O

words telephone "TELEGRAMS ENQUIRY" or call, with this form B or C
es should be accompanied by this form and, if possible, the envelope.



~~TOP SECRET~~

~~TOP SECRET~~



WELCOME

Welcome to **EAT THE REICH**. By using this book, you and your friends will be able to craft over-the-top stories of action, ultraviolence, carnage and supernatural chaos together.

WHAT THIS IS:

A tabletop roleplaying game built around a single scenario: the final vampire mission to retake occupied Paris at the close of the Second World War.

WHAT THIS ISN'T:

An open-ended campaign game where you can explore the intricacies of your bespoke character arc.

WHO THIS IS FOR:

Players and gamesmasters who want an all-action pulp adventure ready to go out of the box, and who aren't squeamish when it comes to descriptions of dead fascists.

WHAT IS A ROLEPLAYING GAME?

Every roleplaying game (or RPG) is different. For the most part, they're creative storytelling games that you play with a group of 3-6 people for several hours at a time. Over the course of several sessions of play you'll build a narrative by following the rules in the game book - rules that usually govern unexpected or challenging consequences of your actions.

RES-10639 JUN 19 1945

F.A.G. *Chris Place*

VIEW FROM THIS SIDE Made in Old Blighty



666

WHAT IS THIS ROLEPLAYING GAME?

Most of you will be playing vampires - these are the player characters. The player characters are the stars of the show and everything revolves around them. All the player characters in EAT THE REICH are pre-generated, which means that you don't have to make them yourselves - they're ready to go.

One of you won't be playing a vampire. You'll be the gamesmaster (or GM) instead. The gamesmaster is in charge of everything that isn't the player characters. That includes knowing the rules and describing the world. For most groups you'll also be deciding when and where to play, and ensuring that everyone has a good time. It's a role with a lot of responsibility attached to it, but it's a lot of fun once everything gets going.

If you're reading this book, odds are you'll be the gamesmaster. That's how these things usually shake out. Now all you have to do is convince some friends to come over and kill fascists for an evening.

When you're at the table, your players will be in control of their character's actions and their position in the story; your role is to set up the world, react to their decisions and facilitate use of the rules. (The rules for EAT THE REICH are dead simple. You can learn more about them on p30.)

WHAT IS THE HAVOC ENGINE?

The Havoc Engine is a simple, straightforward tabletop roleplaying system with a focus on action, procedural scenes, objective-based challenges and freeform player creativity. It's what EAT THE REICH is based on. You can learn more about it at rrdgames.com/havoc.

THE UNDERLYING ETHICAL STANCE OF THIS GAME

This game is not, in and of itself, an act of resistance; it is an act of creativity which reflects our frustration with the real world's ongoing nazi problem.

For some players, telling a story of fictional and over-the-top combat against some of history's worst people feels fun and cathartic. For others, reenacting a fight against literal, WW2 nazis feels depressing or distasteful, or pretending to be a monster feels raw and upsetting. EAT THE REICH isn't for everyone, and there's no shame in not wanting to take part.

That said, we think that in the real world, if someone indicates to you that they have chosen to become a nazi, you should consider violence against them - within, of course, your abilities, safety and convenience - before they choose violence against you or someone else vulnerable. We also consider anti-fascist violence meaningfully different from, say, violence against random orcs in a fantasy game. Nazis have indicated that they're evil, harmful, and oppressive to you by their choices, whereas killing an orc just because they were born an orc is definitely racist (and probably the sort of thing a nazi would do).



COPY No. 6 OF 6 213

Cpt. MAINWARING

(6-2)

DECLASSIFIED
DOD DIR. 5200.10, June 29, 1960

NE by WGL date 6-29-67

Auth.

EYES ONLY

COPY No. 44

466