



*Reich Star* was a game I stumbled upon back in the early 1990s while browsing the shelves of the Dragon's Nest in Charlotte. Not long after buying it, I learned that the creator lived in the area. I contacted him and we became long time friends. I have decided to not only resurrect some old material he wrote and ask me to post to my old web site (God rest its horrible soul) but also help me in my endeavors to convert the game setting to Savage Worlds.

Savage Reich Star is a project I am working on in hopes to publish. Will it Kickstart or something? Maybe. Right now, I want to write as much as I can to update the setting and convert it to Savage Worlds.

Please note the biggest differences between **Classic Reich Star (original version)** and **Savage Reich Star** is the year they take place. Classic takes place in 2134 where the Reich and the Nippon Empire have discovered FTL travel and are exploring and colonizing other worlds. Savage Reich Star takes place in 2065 before FTL flight is discovered and can take a completely different path than the Classic version. I know that in the original version, FTL was discovered in 2064 but I moved the date to 2065 because it's a nice *round-ish* number. It's definitely an alternate timeline from the original game.

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### ***Savage Reich Star Blurb***



*Imagine an Earth whose history was exactly the same as our own until World War II. Now search your deepest fears; allow yourself to drift forward into your worst nightmares. What would the world be like in 2065 if the Axis Powers had succeeded in its insane visions of global domination? This is the premise of SAVAGE REICH STAR, a Savage World conversion of the the premier science fiction role-playing game from Creative Encounters.*

*Erde (the German name for Earth) is a dark, dreary cesspool plagued by overpopulation, pollution, and other deep seated problems. There is tremendous tension between the two ruling super powers of the Reich and the Empire of Nippon. A festering cold war continues to bring Erde dangerously close to all out thermonuclear war. This tension has spread out to the man planets and moons of our solar system. By Treaty, everything is divided equally between the Empire and the Reich. Luna (the Moon) is a main port for the homeworld of humanity. Mars is a slowly being terraformed in an unprecedented joint effort between the two powers. Venus is colonized by floating cities. The Asteroids are colonized, exploited and stripped of all their resources. Humanity is now learning just how big space is and how small their system is. But the barriers of light speed have yet to be broken and both sides are striving to break that barrier.*

*Due to genetic manipulation, eugenics programs and forced repopulation policies, humanity has changed. For most, nationality and ethnicity is a thing of the past. You are either Uber (Greater) or Minder (Lesser) in the Reich. Their are similar divisions in the Empire. The only approved cultures in the world of that of the Reich and the Empire, all others are outlawed. Despite all their efforts however, things are not as peaceful and orderly as the powers would like the average citizen to believe. Signs of unrest from humans are increasing and gaining momentum. Bombs explode in Reich governmental offices and*



*military installations, and political assassinations are the order of the day. Propaganda says these terrorists are naturally supported by the the other side. The government is of course never wrong, and all of those misguided citizens who disagree tend to go missing. The resistance is rising once again.*

*The government is not your only problems. Mercenaries and pirates pray on the spacelanes, greedy mega-corporations battle for rare resources, and organized crime (most notably the Japanese Yakuza) continuously pit all sides against each other to gain a profit. As a player, you are a member of the Tower. You decided you no long could turn away like so many do. You could no longer just take care of yourself and allow the injustices to continue. You chose to stand up and fight to restore the freedom that your ancestors once had.*

*But remember to be cautious. The Gestapo is watching.*

## **Savage Reich Star News**

### **[Fallen Angels 3: World of the Angel \(MACE West 2020\)](#)**

By Ron McClung on March 4, 2020

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## **Campaigns**

None to Display

## **One Shots**

- [Fallen Angels 3: World of the Angel \(MACE West 2020\)](#)
- [Fallen Angels 2: Fortress of the Angel \(MACE West 2020\)](#)
- [Fallen Angels 2: Fortress of the Angel \(MACE 2019\)](#)
- [Fallen Angels 1: Child of the Angel \(MACE 2019\)](#)



- [Fallen Angels 1: Child of the Angel \(ConCarolinas 2019\)](#)
- [Legacy of the Führer 3: The Lost Submarine \(MACE 2018\)](#)
- [Legacy of the Führer 3: The Lost Submarine \(MACE West 2018\)](#)
- [Legacy of the Führer 3: The Lost Submarine \(Playtest\)](#)
- [Legacy of the Führer 2: Ice Station Schatzgräber \(MACE 2017\)](#)
- [Legacy of the Führer 2: Ice Station Schatzgräber \(Playtest\)](#)
- [Legacy of the Führer 2: Ice Station Schatzgräber \(MACE West 2017\)](#)
- [Legacy of the Führer 1: Secrets of the Moon \(MACE 2016\)](#)
- [Legacy of the Führer 1: Secrets of the Moon \(Playtest\)](#)

## Savage Source Material

- [Alien Species: Vokkix](#)
- [Big Bad: Temporal Elemental](#)
- [Campaign Notes: Project die Glocke](#)
- [Characters: Mu-Alpha Ceti-Epsilon, a Cell of Tower](#)
- [Dämmerung - Edge of Twilight](#)
- [die Glocke Files #1 - 1937 UFO Crash](#)
- [die Glocke Files #2 - Hitler's Inner Circle](#)
- [Faction: Psi-Kader, the Reich's Psychic Squad](#)
- [Faction: The Abwehr](#)
- [Faction: The Discarded](#)
- [Faction: Untergräuel](#)
- [Factions: Clans of Croatoan Island/Null Space](#)
- [Factions: Secret Societies](#)
- [Location: G- Zones \(G-Zonen\)](#)
- [Location: Ice Station Schatzgräber](#)
- [Organization: Division 8](#)
- [Savage Reich Star: New trilogy in the works - Fallen Angels](#)
- [Savage Reich Star: The New Mutually Assured Destruction](#)
- [Source: Megacorporations of 2065](#)
- [Source: National Treasures of the Reich](#)
- [Source: The Reich Government \(2065\)](#)
- [Terrain: Ice Station Schatzgräber Launch Bay](#)
- [Terrain: Croatoan Island Craft](#)
- [Terrain: Ruined New York City Craft](#)
- [The Tower - Resistance is not futile](#)

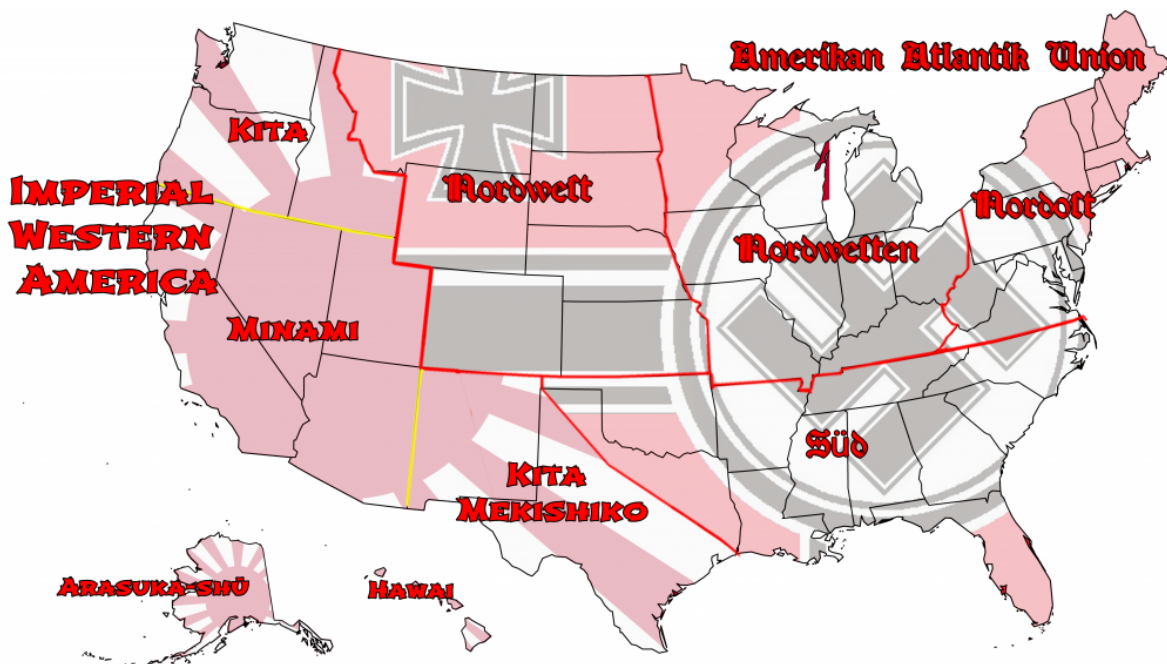


## Original Source Material

- [Adventure: A Few Good Men](#)
- [Adventure: Atlanta Project](#)
- [Adventure: Hijacking](#)
- [Adventure: Rage and the One-Device](#)
- [Adventure: Scales Unbalanced](#)
- [Adventure: The TIMR is ticking down, Part I](#)
- [Adventure: Vault](#)
- [Alien Species: The Ekresk](#)
- [Savage Reich Star: Hello from the Other Side](#)
- [Secret Society: Libra](#)

## Classic Version Source Material

- [Adventure Ideas from Ken](#)
- [Adventure: The Spear of Destiny](#)
- [Alfonse Borodino, Agent of LIBRA](#)
- [Reich Star Fiction: The Shadow of Horbiger](#)
- [Reich Star: Megacorporations](#)
- [Reich Star: National Socialist German Workers' Party \(NSDAP\) in 2134](#)
- [Reich Star: Organizations & Secret Societies in 2134](#)
- [Reich Star: Resistance Groups in 2134](#)
- [Reich Star: The SS in 2134](#)



## Savage Reich Star

- [Savage Reich Star 00.0: Timeline](#)
- [Savage Reich Star 01.0: Initial Inspiration Notes](#)
- [Savage Reich Star 02.0: Keeping the setting fresh](#)
- [Savage Reich Star 03.0: Technology](#)
- [Savage Reich Star 04.0: Population](#)
- [Savage Reich Star 05.0: Hard Sci-fi vs. Space Opera](#)
- [Savage Reich Star 06.0: Psychic Abilities](#)
- [Savage Reich Star 06.1: Psychic Abilities \(SWADE\)](#)
- [Savage Reich Star 07.0: Skills, Edges & Hindrances](#)
- [Savage Reich Star 07.1: Skills, Edges & Hindrances \(SWADE\)](#)
- [Savage Reich Star 08.0: Characters](#)
- [Savage Reich Star 08.1: Characters \(SWADE\)](#)
- [Savage Reich Star 08.1: Nationality](#)
- [Savage Reich Star 08.2: Tiervolk or Moreaus](#)
- [Savage Reich Star 08.3: Public Occupation](#)
- [Savage Reich Star 09.0: Forced Relocation and loss of National Identity](#)
- [Savage Reich Star 10.0: Setting Rules](#)
- [Savage Reich Star 10.1: Suspicion \(SWADE\)](#)
- [Savage Reich Star 11.0: Social Notes on The Reich](#)



- [Savage Reich Star 12.0: Resistance Groups](#)
- [Savage Reich Star 13.0: Megopolises or Metoplexes](#)
- [Savage Reich Star 14.0: The former USA](#)
- [Savage Reich Star 15.0: Space Travel Times](#)
- [Savage Reich Star 16.0: Major Space Stations & Colonies](#)

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