

**SECRET  
HITLER**



**EXTRA  
LARGE**

# Secret Hitler XL

The main goal of this expansion for the social deduction game Secret Hitler is to allow up to 20 players to play the game while still providing a somewhat balanced experience. This expansion has not been play tested enough but provides ample customisation for adjust the game for every group and play style.

The expansion is broken in sections

## A NEW PARTY

- The Communists

## NEW ROLES TO EXTEND GAME LENGTH AND HELP BALANCE XL SIZED GAMES

- The Capitalist
- The Anarchist
- The Nationalist

**WAYS TO EXTEND GAME LENGTH AND  
BALANCE XL SIZED GAMES WITHOUT  
ADDING NEW ROLES.**

- Anti-Policies
- Giving The Liberals A Disadvantage
- Emergency Powers

Each one of these provides a new way of playing Secret Hitler. You can combine as many of them as you feel comfortable with.

## The Communists

The Communists are a whole new party you can include in your games of Secret Hitler. The Communists in this document are an adjusted version of the Socialists from the *Secret Hitler Socialist Expansion*. These Communists have been given their own artwork and have had their rules subtly changed but are essentially the same as the Socialists from the Socialist expansion.

## Party ratios

<b>Players</b>	6	7	8	9	10	11	12	13
<b>Liberal</b>	3	4	4	4	5	5	6	6
<b>Fascist</b>	1	1	2	2	2	3	3	3
				+Hitler				
<b>Communist</b>	1	1	1	2	2	2	2	3

<b>Players</b>	14	15	16
<b>Liberal</b>	7	7	7
<b>Fascist</b>	3	4	4
	+Hitler		
<b>Communist</b>	3	3	4

### Setup

If there are less than 11 players, the communists start the game not knowing who each other are just like the liberals. If there are 11 players or more the communists know who the other communists are at the start. The Policy deck should have 8 communist policies, 5 liberal policies and 10 fascist policies. If you are playing with 8 players instead construct a policy deck with 8 communist policies, 6 liberal policies and 9 fascist policies

## Communist Win Conditions

The communists have 2 potential win conditions.

1. The communists win if their policy tracker is full of communist policies.
2. The communists win if Hitler is assassinated. If the communists assassinate Hitler the liberals win alongside the communists and visa versa.



## Communist powers



### Confession

The sitting president must reveal their party membership card to the everyone.



### Bugging

The communists look at another player's party membership card. When this power is activated, give the following instructions:

- Everyone take out your Party membership card and place it face down in front of you.
- Everyone close your eyes.
- Communists open your eyes.
- You must look at one player's party membership card together.
- [Take a long pause]
- Communists close your eyes
- Everyone reach out and move your card around slightly.
- Everyone open your eyes.



### Five-year plan

Add two Communist policies and one Liberal policy to the draw deck. Then shuffle the draw deck



### Congress

The newly radicalised Communists Learn who the original Communists are. When this power is activated, give the following instructions:

- Everyone close your eyes.
- Communists open your eyes.
- Communists recognise each other.
- Communists close your eyes.
- Everyone open your eyes.



## Radicalisation

The communists turn another player into a communist by switching their party membership card with a communist one. When this power is activated, give the following instructions:

- Everyone take out your Party membership card and place it face down in front of you.
- Everyone close your eyes.
- Communists open your eyes.
- You must swop a player's party membership card with a communist one. Place their old party membership card in the centre of the table.
- [Take a long pause]
- Communists close your eyes
- Hitler open your eyes. Check to see if your party membership card has been swopped. If it has. Swop it back. You will never become Communist.
- Hitler close your eyes.
- Capitalist, open your eyes. Check to see if your party membership card has been swopped. If it has. Swop it back. You will never become Communist.
- Capitalist close your eyes.
- Everyone reach out and move your card around slightly.
- Everyone open your eyes.
- Everyone check to see if your Party membership card has been swopped. If it has you are now a Communist.

## Communist Tracker

For 6-8 players use the communist tracker that is five slots long with communist presidential power progressing in the following order. Bugging, Radicalisation, 5-year plan, Congress.

For 9-10 players use the communist tracker that is six slots long with communist presidential power progressing in the following order. Bugging, Radicalisation, 5-year plan, Congress, Confession.

For 11+ players use the communist tracker that is six slots long with communist presidential power progressing in the following order. blank, Radicalisation, 5-year plan, radicalisation, Confession.

Alternatively, if you want to include Communists without extending the game's length. You can instead include a communist tracker that is three slots long with the following communist presidential powers. Confession, radicalisation. If you include communists in this way however, you must include the liberal policy tracker that is only 3 slots long. And change the policy deck ratio to 10 fascist policies, 4 liberal policies, 6 communist policies.

## The Capitalist

If you are playing with a Communist party, you can choose to play with a Capitalist secret role. The Capitalist has one win condition.

- The Capitalist wins if the neither the Anarchist nor the Communists win.

If the Capitalist is assassinated shuffle an additional communist policy into the policy deck.

If you feel as though in your Group the Communists have the upper hand because communist policies are being enacted too quickly, you can try to add the Capitalist to the game. Because

the Capitalists wins if either the Liberals or the Fascists win, the inclusion of the capitalist can be detrimental to the Communists without giving an advantage to the other parties.

If you feel as though the Communist are having difficulty winning because they can't seem to assassinate Hitler, try including the Capitalist. That way the Communists have a secondary assassination target.

## The Anarchist

There are two ways of including Anarchists.

### Anarchist without Communists

The anarchist has one win condition.

- The Anarchist wins if an Anarchist policy is enacted as a result of the election tracker.

**Whenever an anarchist policy is enacted shuffle a new anarchist policy into the draw deck and move the election tracker to the end, and thus enact the policy at the top of the draw pile. Construct the policy deck with 3 anarchist policies.** The benefit of an anarchist policy is that instead of choosing a policy you don't like you leave it up to chance potentially getting the policy you want. Cunning Fascists who keep track of the number of policies in the draw deck may be able to direct suspicion away from them by enacting anarchist policies instead of fascist ones, leaving the result to chance... a chance that favours them. The downside to using anarchist policies is that the more you use the more are added to the policy deck. And the smaller the draw pile the more likely an anarchist policy will be enacted at random. Anarchist policies become exponentially more dangerous the more you use them especially in the late game.

## **Anarchist with Communists**

The anarchist wants to establish communism through a grass roots revolution and is distrustful of the big government Communists. **In this version of the anarchist, the anarchist is on the communist team. Replace 2 communist policies with 2 anarchist policies. When an anarchist policy is enacted, place it on the communist tracker but the communists do not get to use their communist power.** For example, if an anarchist policy is enacted on top of RADICALISATION, no new communist gets radicalised, but the communists are one policy closer to winning.

- The Anarchist wins if the Communists win and 2 of the policies on the communist tracker are anarchist policies.
- The anarchist wins if Hitler is assassinated.

If you feel as though in your games of Secret Hitler the Communists have an advantage, try swopping out a communist for an anarchist.

## **The Monarchist**

The Monarchist romanticises the strong undemocratic imperial past. They're apart of the Fascist Party but have their reservations about Hitler as the leader of the party. The Monarchist has the following win Condition.

- The Monarchist wins if the Fascists win and Hitler never becomes chancellor after 3 Fascist policies are enacted. The Monarchist loses if Hitler is assassinated

The Monarchist must both protect Hitler and make sure he never rises to power. If you feel as though the Fascist have an advantage in your group swop one of the Fascists secret roles out for a Monarchist secret role at the start of the game. The Point of the Monarchist is to fine tune the game so that it is balanced.

Every group plays differently so do what your group thinks would be the most fun. Include it or don't.

## **Anti-Policies**

The maximum number of players in a game of Secret Hitler is equal to the number of spaces on all policy trackers minus one, minus two if you're playing with communists. This is because if you include any more players than that you will be guaranteeing that the game doesn't last long enough for everyone to have an opportunity to become president or chancellor. If you are playing with Communist, you might want to swop out a Communists policy with an anti-fascist policy and a fascist policy with an anti-fascist policy to extend the game length.

**Anti-Communist Policy.** When this policy is enacted place it on the fascist policy tracker. The President uses their presidential power and then removes a communist policy from the communist policy tracker. The next time a communist policy is enacted the president/communists do not get to reuse the communist presidential power.

**Anti-Fascist Policy.** When this policy is enacted place it on the Communist policy tracker. The President/Communists use their Communist Presidential Power and then remove a Fascist policy from the Fascist policy tracker. The next time a Fascist policy is enacted, the president does not get to reuse the presidential power.

**Social Democratic policy:** When this policy is enacted place it on the Liberal policy tracker. The President removes either a fascist policy or a communist policy from either policy tracker. Neither the communists nor the fascists may reuse any presidential powers because of this policy. **DO NOT USE THIS POLICY UNLESS YOU FEEL AS THOUGH THE LIBERALS ARE AT A SIGNIFICANT DISADVANTAG.**

## Giving The Liberals A Disadvantage/advantage

If you feel as though in your games of Secret Hitler the Liberals have an advantage, simply include use a 6 slot long liberal policy tracker. This is another way of extending the game length if you need to accommodate an additional player.

## Emergency Powers

In order to Balance a game of Secret Hitler for more than 10 players you need to

- Increase the game's
- length so that everyone has an opportunity to become president and chancellor.
- B) Give the players more opportunities to investigate and assassinate each other so that the non-Fascist players can assassinate Hitler.

One solution for this you might want to include in your games of Secret Hitler is including Emergency Power policies. There are two types of Emergency powers.

- Article 48: The President gets to enact an emergency power.
- Enabling act: The Chancellor gets to enact an emergency power

Once the Emergency power is enacted remove the Emergency power card from the game. Include one Emergency power card for every player above 10. If you're including communists, include two Emergency power cards for every player above 13. The maximum number of Emergency powers you should include in any game should be six, three enabling acts, three article 48s.

## Credits

### XL Rules designers

- Bo-Jivan Parker (u/LordRoguy) Commissioned art for the Communists, Anarchist, monarchist and Capitalist. Designed the rules for everything in this document except the for the communists. Edited the Socialists from the *Secret Hitler Socialist expansion* into the Communists.
- u/mrkvicka & u/havosh Designed the *Secret Hitler Socialist Expansion* which the communists are almost identical.

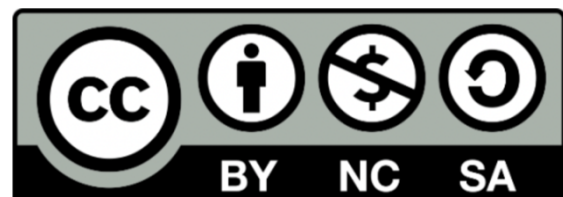
### XL Artists

- u/PenguinWithAFez Made the artwork or the communists and anarchist. u/muhaaman did the clothing for the communist grizzly bear.
- Leo Carlton (u/therazeblitz). Made the artwork for the monarchist and capitalist.

### Secret Hitler creators

- Secret Hitler was made by Mike Boxleiter, Tommy Maranges, Max Temkin and Max Schubert.

Secret Hitler is licensed under creative commons (CC BY-NC-SA 4.0). You are free to remix, adapt and build upon the base game. This expansion adds a new political party, the Communists. The Communists mechanically are based of the Secret Hitler Socialist expansion ([https://drive.google.com/drive/folders/1EGe7MNkdM1jU\\_KOObzXpUtRRQYBccDKV](https://drive.google.com/drive/folders/1EGe7MNkdM1jU_KOObzXpUtRRQYBccDKV)). You are free to use the artwork from Secret Hitler XL for your own Secret Hitler Expansions. This expansion also adds rules for balancing and extending the game's length to accommodate games of 10+ players. This expansion also includes the following secret roles, Capitalist, Anarchist and Nationalist.



<https://www.secrethitler.>

## Article 48 Emergency Powers



**Propaganda:** The President can secretly look at the top card of the Policy deck. The President can choose to discard the card or put it back on top of the draw pile.



**Policy Peek:** The president Secretly looks at the top three cards in the Policy deck and returns them to the top without changing the order.



**Impeachment:** The Chancellor must reveal their Party Membership card to a player of the President's Choice. The President cannot choose themselves.



**Marked For Execution:** The President chooses a player to be Marked For Execution. After 3 fascist policies are enacted that target player is executed.



**Execution:** The President Executes one player. If the executed player is not Hitler or the Capitalist, the table should not learn the secret role of the executed player. Executed players are removed from the game and may not speak, vote or run for office.



**Presidential Pardon:** A player of the President's choice that has been Marked For Execution that player is no longer targeted Marked For Execution.

## Enabling Act Emergency Powers



**Propaganda:** The Chancellor can secretly look at the top card of the Policy deck. The Chancellor can choose to discard the card or put it back on top of the draw pile.



**Policy Peek:** The Chancellor Secretly looks at the top three cards in the Policy deck and returns them to the top without changing the order.



**Impeachment:** The President must reveal their Party Membership card to a player of the Chancellor's Choice. The Chancellor cannot choose themselves.



**Marked For Execution:** The Chancellor chooses a player to be Marked For Execution. After 3 fascist policies are enacted that target player is executed.



**Execution:** The Chancellor Executes one player. If the executed player is not Hitler or the Capitalist, the table should not learn the secret role of the executed player. Executed players are removed from the game and may not speak, vote or run for office.



**Vote Of No Confidence:** The Chancellor does not trust the president's leadership. Whatever card the President discarded is enacted.

