

By Kevin Siembieda

We have been working on numerous projects this week and getting a lot done. Never enough, but a lot. Wayne and I also worked through the weekend in an attempt to get projects fast tracked, and will be doing so again this weekend. Here's just some of the stuff going on this week.

### **UPDATE: The Rifter® Super-Subscription Drive**

Subscriptions and renewals have been pouring in at a steady pace all week. I'm glad I worked to make the FREE gifts something special and unique. People are liking the pair of new prints that are available with the Charles Walton II art book **Future Visions**,

as well as the early issues of The Rifter® and, well, everything. Awesome! There are such cool FREE items because I want to entice people into trying

**The Rifter®**

. I want them to realize the tremendous value of

**The Rifter®**

as a resource for new ideas, building adventures, and source material that is suitable for most Palladium RPG world settings.

[The Rifter® Super-Subscription Drive](#)

only happens once a year, and in addition to saving \$16.95 off the retail price, you can get some cool free gifts. What's not to like? Please

[keep the orders coming](#)

and enjoy.

### **UPDATE: Rifts® Book of Magic – Ships Next Week**

I spoke with the printer and [Rifts® Book of Magic](#) should arrive at the Palladium warehouse on Thursday or Friday, next week (January 29 or 30). As soon as the book is in our hands, we will ship it to those of you with pre-orders. And with

## **Chaos Earth® Rise of Magic**

coming back in print, and a pair of new sourcebooks to quickly follow, **Rifts® Book of Magic** is more useful than ever.

### **UPDATE: Chaos Earth® Rise of Magic – February release**

We hope to get this fan favorite finished and to the printer in a week or two for a February release.

### **UPDATE: Bizantium & the Northern Islands™ – Ships February, 2015**

Rewrites and editing on [Bizantium and the Northern Islands](#)™ have been going on over the weekend and the first half of this week. I'll be back at it this weekend. The writing was a little rougher than I had hoped, but M

*atthew Clements*

and I have made decent headway and are very happy with our changes and additions.

*Glen Evans*

, the primary author, did a good job on this manuscript and I think PFRPG fans will enjoy this book very much. Heck, parts of it may blow you away.

### **UPDATE: The Rifter® #69 – February release**

Wayne continues working on and making his final selections for [The Rifter® #69](#). Meanwhile, about half the book has undergone editing and prepping for typesetting. I hope to be assigning artwork over the weekend.

## **The Rifter® #69**

will include material for

## **After the Bomb**

®,

## **Rifts**

® and other settings. And don't forget that most material can be easily adapted from one setting to another.

## **UPDATE: The Rifter® #70 – Spring release**

I've already assigned the cover to *Chuck Walton* and even approved the cover concept sketch. See, we're trying to get a jump on things and have several projects being worked on at the same

time.

## **UPDATE: Chaos Earth® Resurrection – Spring release**

I did a thorough skim of the entire book and a bunch of spot editing and rewrites. I spoke with and met *Chuck Walton* over the weekend and he has committed to doing the cover and much of the interior artwork. This is another title that is going to surprise and blow away some people. I'm shooting for a March or April release.

## **UPDATE: Advertising and promoting**

We did five advertisements this week; three for a trade magazine, one for *Mark Dudley's*

Kickstarter-backed comic book, and the card advertisement that is going into the

## **AdeptiCon**

Swag Bag; plus work on, and planning for, several other promotions. We have also been working with Palladium's

*Megaversal Ambassadors*

to arrange demos and hosting gaming for

## **Robotech® RPG Tactics™**

and other Palladium games at stores and conventions, as well as sending out the promo items and prizes. On top of that,

*Jeff Burke*

and I have been planning events, displays and floor space layout for the

## **[Palladium Open House](#)**

**, May 14-17, 2015**

.

Speaking of which, **Game Masters**, please send Palladium and the Megaversal Ambassadors your plans for gaming events at the **P**

**alladium Open House,**

as well as any for

**AdeptiCon**

and

**Gen Con Indy.**

We are looking for G.M.s to run games and demos at all these important events.

Likewise, if you, our fans, have suggestions about places for Palladium to advertise and do promotion online and elsewhere, please tell us about them. Thanks. Always looking for new ideas.

**UPDATE: More good stuff to be added to DriveThruRPG.com**

We will be adding a bunch of new material to [DriveThruRPG.com](http://DriveThruRPG.com) over the next several weeks. DriveThruRPG already offers

**90+**

**Palladium Books titles available**

as PDFs on DriveThruRPG.com with more to be made available in the coming weeks.

They currently include the

**Coalition Wars®/Siege on Tolkien™**

series,

**Splicers® RPG, The Rifter® issues #1-56**

(with more being added soon), and first edition rules of the

**Rifts® RPG, Beyond the Supernatural™**

**RPG, Heroes Unlimited™ RPG, The**

**Palladium Fantasy RPG®,**

and

**related 1st edition sourcebooks**

for each. And more! Like what? Like

**Fantasy Paper Miniatures**

and

## **Game Master Kits**

for digital download. They are available only as PDF files and were designed special to help you run your games and build campaigns. There are also sneak previews of books and other good stuff. Check it out! And let other gamers know they are available too. We'll be making more available on DriveThru in the weeks and months to come. So take a look on a regular basis.

## **UPDATE: Robotech® RPG Tactics™**

The 10+ pallets of Kickstarter Backer rewards going to Australia were packed into a container yesterday afternoon and are on their way to the port for loading onto the ship. The rewards to the



European Union should get loaded on their ship this weekend. Still can't believe the shipment has been stuck in port for weeks now; so frustrating. With any luck, Kickstarter packages in both Australia and the EU will be in country and shipping by the end of February and hitting stores sometime in March.

As noted under **Advertising and promoting**, above, we are working on a number things to support and promote **Robotech® RPG Tactics**<sup>™</sup>, including an ongoing FAQ to be posted online, much more detailed and elaborate building instructions, other

useful information and tools, and a lot of good stuff.

**UPDATE: Palladium Books at  
AdeptiCon – March 19-22 –  
[www.adepticon.org](http://www.adepticon.org)**

Palladium will be contributing to the swag bags, contributing to the charity auction and offering a special booth coupon, as well as bringing **Robotech®**  
**RPG Tactics™**

products and a selection of

**Robotech®, Rifts**

® and other RPG books to sell.

*Wayne Smith, Jeff Burke,*

and

*myself*

will be present to chat, answer questions, and have fun. There will be at least one

## **Robotech® RPG Tactics™**

tournament (described below), and we continue to look for additional volunteers to run RRT demos or other tournaments. If that might be you, please contact us immediately at

**[ambassadors@palladiumbooks.com](mailto:ambassadors@palladiumbooks.com)**  
or by telephone (734-721-2903) and we will get your event added to the schedule. Thank you! We'll keep you posted if we add any special events or convention exclusives. We hope to see many of you there.

[www.adepticon.org](http://www.adepticon.org)

## **UPDATE: Robotech® RPG**

**Tactics**

™

**Tournament at AdeptiCon, March  
19-22, 2015, Chicago –  
[www.adepticon.org](http://www.adepticon.org)**

As announced last week, **AdeptiCon**  
will offer an official  
**Robotech® RPG Tactics™**  
**Tournament.**

It is

**Robotech® RPG Tactics™: Battle  
for Macross Island™.**

Here are the highlights:

- This tournament will be 300 points and have several games with

fantastic scenarios.

- Each table shall be a beautiful custom creation, for a unique gaming experience.

- Five different awards will ensure that no matter what aspect of the hobby you are most interested in there is an award that will be for you.

- This tourney is for all levels of players from first time tournament and convention attendants to the seasoned gamer.

- If you find yourself in the Chicagoland area, we would love for you to sign up, stop by and say hello and meet a group of people that have the same interests as you. Even if you

are unlikely to play, we would be happy to meet everyone. Come join the fun, fast-paced game of **Robotech® RPG Tactics™**. Slots are limited!

**Another Robotech® RPG Tactics™**  
**Event – Arcticon – Saturday, March 7 at Valparaiso University – Harre Union – Indiana –**  
**[www.arcticon.webs.com](http://www.arcticon.webs.com)**

There will be three, two hour **Robotech® RPG Tactics™** games, and an all day, 8 hour RRT space battle royale.

***The Massive Robotech® RPG Tactics™ Space Battle*** will last for 8 hours with new players joining the battle all day long. The action takes place on an 18x18 foot space map created by *Peter Pidrak*

.

**In one corner,**  
there will be a scale

*Zentraedi Scout ship*

that will be launching

Reconnaissance, Attack, and

Attrition Squadrons of Battlepods.

**In the other corner**

will be waves of UEDF Valkyries

flying in to stop the alien invaders.

This big RRT event will be running all day with new players joining throughout. Whenever a player shows interest in wanting to play, the organizers, Jake and Peter, will hand him a squad from the side that is currently losing, and a clear



plate for quick squad movement across the distance. In those cases, in lieu of the Command Point cost for extra movement, they will add the ability to move twice and not fire, at least until they get within range. When a player's unit is destroyed, the player can choose a new unit and keep fighting, or walk away and let someone new play. Sounds like a cool event to us. [www.arcticon.webs.com](http://www.arcticon.webs.com)

**UPDATE: Gen Con Indy –  
July 30 to August 2, 2015**

Palladium gaming events at Gen Con went over great last year. The most we had ever offered. We want to see even MORE Palladium gaming events being offered at the **2015 Gen Con Indy**

. To make that happen we **NEED** Game Masters to contact Palladium Books and/or Gen Con game coordinators Victor Peterson and NMI

**now!**

To get into the Gen Con Games Pre-Registration and the program books, Gen Con needs ALL game information by mid-February to make it into the first round of

events. So please start making your plans, writing your descriptions and sending them in to the Palladium Megaversal Ambassadors pronto at

**ambassadors@palladiumbooks.com;**

or contact us

**by telephone (734-721-2903)**

. We are also looking for volunteers familiar with RRT and wargames to run demos of

**Robotech® RPG Tactics™**

in the miniatures area of Gen Con.

**UPDATE: 2015 Palladium  
Open House (POH) – May**

**15-17, 2015, at the Palladium warehouse in Westland, Michigan.**

That's less than FOUR months away! Can you believe it? Have you [ordered your admission tickets](#) and "reserved" your hotel room? What are you waiting for? Nonstop Palladium gaming for three days (four for those coming to VIP Thursday). A lot of Palladium Creators have confirmed they are coming, see below. MORE updates and details to be posted in the next week or two.

**□ More VIP Thursday tickets go on sale February 1, 2015.** These are the last remaining tickets for this exclusive event. I believe there are around 40 slots left. Sold on a first come first served basis.

**□ Approximately 30 Palladium Creators have confirmed they will be at the Open House.**

**□ TIME SENSITIVE: Reserve your rooms soon for the 2015 Open House Hotel!** Your reserving your hotel room today helps Palladium in a number of ways and secures the limited space for all of you in attendance. Your credit card will NOT be charged until May, so there is no reason not to play it safe and reserve your room.

**Note:**

Hotels within a 20 mile area **WILL BE BOOKED** due to a sporting event the same weekend. You need to **RESERVE YOUR ROOM TODAY** or the next available hotel may be 20+ miles away. Seriously!

## Comfort Inn

40455 Ann Arbor Road  
Plymouth, MI 48170  
Phone: 734-455-8100

**Group Code: Palladium Books –**  
you **MUST** request the Group Code  
“Palladium Books”

*at the time of booking*

to ensure the correct rate will be  
quoted and billed to you.

**Dates of the 2015 Palladium  
Open House (POH):** May 15-17  
(May 14 is VIP Thursday), 2015.  
\$109.00 (plus tax) per night for  
*two queen beds*

or

*one king with a sofa that has a  
pull-out sleeper*

. ALL rooms have a  
*microwave & fridge*  
and FREE high-speed  
*wired/wireless Internet.*

The hotel also offers a  
*FREE hot breakfast from 6 A.M. to  
10 A.M.*

near the lobby,  
*heated indoor swimming pool*



, a  
*fitness center*  
(24 hours), and a  
*coin operated laundry*

. If you  
*know*

you are coming to the 2015  
Palladium Open House, we  
recommend you reserve your room  
today.

### **Important Note:**

You **MUST** give them the

**Group Code: Palladium Books**

to get this rate. Call 734-455-8100  
to make your reservation. The hotel  
does **NOT** charge your credit card  
until a few days before the event

and you can cancel up to May 10, 2015. So there is no reason to wait.

## □ **2015 POH Game Masters**

**needed.** Run 3+ games and get our new **G.M. T-shirt**

**FREE** (unveiled for the first time at the POH) and a

**30% discount**

on Palladium's RPG books, T-shirts and most other items (sorry,

*excludes*

original art, limited editions, art prints, auction items and

*Robotech® RPG Tactics*

). We will need plenty of games to satisfy 300 gamers. Your help is appreciated and welcomed.

**Contact us by telephone**

**(734-721-2903)**

or by email at

**palladium-gm@palladiumbooks.com.**

For more info and to purchase tickets to the Palladium Open House, [click here](#).

**REMINDER: Price Increase for the *Heroes Unlimited*<sup>TM</sup> 30th Anniversary Gold and *Palladium Fantasy*<sup>®</sup> 30th Anniversary Elemental Green Hardcover – increase to \$50.00 on February 1, 2015**

The low, low price of \$40.00 for the two 30th Anniversary editions was done as part of the *anniversary celebration* .

With the New Year and a new anniversary, we will increase the

price to \$50.00 price each on February 1, 2015. This puts the HU2 and Fantasy special hardcover editions in line with most of our other Gold Editions, past and present. Fair warning: you have just over one week to make purchases at the \$40 price.

## **Books slated for the next 5-6 months of 2015**

- [\*\*Rifts® Book of Magic\*\*](#) – Back in print end of January – at the printer.

- [\*\*The Rifter® #69\*\*](#) – Winter –

ships February – in production right now.

- [\*\*Rifts® Chaos Earth®: Rise of Magic™ Sourcebook\*\*](#) –  
Back in print, ships February.

- [\*\*Bizantium & the Northern Islands\*\*](#)™ – ships  
February – in final production right now.

- [\*\*Robotech® Expeditionary Force Marines™ Sourcebook\*\*](#)

- **Chaos Earth® Resurrection**  
(the dead rise, zombies attack)

- [\*\*Chaos Earth® First\*\*](#)

**Responders** (more than you may imagine)

- **Dead Reign® Sourcebook: Hell Followed**™ (a large, juicy sourcebook)
- **The Rifter® #70** – Spring

**Other titles for 2015 and Beyond**

- **Robotech® RPG Tactics**™
- Advanced Rule Book**
- **Splicers® Sourcebooks** – several
- **Beyond the Supernatural**™ –
- Tomes Grotesque**™ **Volume One**

- **Beyond the Supernatural™ – Beyond Arcanum™**
- **Palladium Fantasy® Land of the Damned 3: The Citadel**  
(probably 2016)
  
- **Palladium Fantasy® Land of the South Winds**
- **Heroes Unlimited™ sourcebooks**
- **Dead Reign® sourcebooks**
- **Rifts® Secrets of the Atlanteans™**
- **Rifts® Heroes of Humanity™**
  
- **Rifts® The Disavowed™**
- **Rifts® Antarctica**



- **Rifts® Sovietski**
- **Rifts® New Navy™**
- **Rifts® Delta Blues™**
- **Rifts® Dark Woods™**
- **Rifts® Voodoo**
- **Plus Robotech® RPG**

**Tactics™ Wave One** and **Wave Two**

releases worldwide. And there are still some secret projects and licenses yet to be revealed.

I thought I would put the list of what's coming over the 5-6 months and other titles we're working on over here for your reference.

Wayne, Alex and I will be working over the weekend in an effort to get books to the printer over the next week or two. We can hardly wait. Good stuff is coming your way. Keep those imaginations burning bright.

– *Kevin Siembieda, Game*

*Designer, Writer, Publisher*

**The Rifter®**  
**Super-Subscription Drive –**  
**Low Price – Free Gift**

It only happens once a year –  
for a limited time – [\*\*The Rifter®\*\*](#)  
[\*\*Super-Subscription Drive\*\*](#)  
. We want people to discover  
**The Rifter®**

as a valuable resource, so we are offering the biggest selection of FREE gifts ever as an enticement. Gamers already familiar with

**The Rifter®**

always jump at this offer. That's because, even when late,

**The Rifter**

® has been so consistently good, it is hard to say no to the

**Super-Subscription Drive**

.

**The free gift** is always a nice incentive, and this year the selection is truly unique and fun. I have dug through the Palladium archives to make a number of out of print titles and “special” items available. For us, gaming is all about friends and fun, so enjoy and have fun.

**Note:** The early issues of **Th**  
**e Rifter**

® are limited and available only while supplies last. Please keep the orders coming and enjoy.

**Here are four reasons (and 7 gift choices) why this is the perfect time to *try* The Rifter® or *r enew* your subscription:**

**1. Save *\$16 off retail* and each issue is delivered right to your door.**

**2. *FREE gift* worth \$17.90 to \$35.85 when you order now!  
7 gift choices.**

**3. Order during the Super-Subscription Drive to lock in your low, low subscription price for the next year.**

**4. The Rifter® has been outstanding and is the place to find regular source material for Beyond the Supernatural™**

**, Palladium Fantasy®, Splicers®**

**and Heroes Unlimited™ and other settings. And future issues will have more playing and G.M. tips.**



# **If you haven't taken a look at *The Rifter***

**® lately (if ever)**

, I suggest you try an issue.

**The Rifter®**

is an excellent source of ideas, characters, monsters, villains, powers, magic and adventures for your own game. Even articles designed for settings you don't play are likely to offer ideas and material you can easily modify and incorporate into your campaign. In fact, drawing on concepts from

outside the usual setting can spice up your game and keep players guessing.

## **The Rifter**

® is a great tool for that. That's the beauty of the Palladium *Megaversal Game System* ; you can often take characters, gear and ideas from one world setting and drop them into ANY of the other settings with no or little work. Other times, the amount of modification is minimal to make it work in a different setting. That means a

monster from

**Palladium Fantasy**

® can be easily used as a

monster, mutant or alien in

**Heroes Unlimited™, After the**

**Bomb®,**

**Robotech®, Rifts®,**

**Nightbane®,**

**The Mechanoids®, Chaos**

**Earth®**

or

**Splicers**

®, and

*vice versa*

. What needs to be adjusted?

Perhaps just changing Hit Points/S.D.C. and damage to Mega-Damage, or M.D.C. and M.D. to Hit Points/S.D.C., or some other minor tweak.

Characters from **Heroes Unlimited**

TM

and **After the Bomb**

® can be from the future, or the past (depending on the setting), or they can be mutants, or

aliens, or beings from another or parallel world. As I am so wont to say,

*you are limited only by your imagination*

. The same holds true for towns, cities and adventures – use that place and the adventure ideas tailored to a different setting. Sure you may have to swap out monsters and treasure, or adjust motives, but you might be surprised how easy, fun and different that adventure plays out in a

different world environment.

And

**The Rifter®**

is the ultimate source for alternative, new and different ideas, adventures, characters, and story ideas. All of which can be tweaked to fit most settings, as can optional rules.

**The Rifter**

® is a factory for alternative ideas.

**The Rifter®**  
**Super-Subscription Offer** is  
your chance to try  
**The Rifter®**  
at a discount price and get a  
**FREE** gift. Offer **ENDS**  
February 28, 2015.

[Click here](#) to **see the full**  
**description for your**  
**subscription options and**  
**choice of free gift**  
in the Palladium Online Store.



# Robotech® RPG Tactics

TM



**– Available now in the  
USA and Canada – coming  
to other parts of the world  
soon**

You need to check out this  
exciting new game.

Beautiful, detailed game  
pieces of your favorite  
Robotech® mecha, and fast  
playing rules that capture  
the Robotech® experience.

And this is just the beginning. We have so much more planned. Available in game stores across the USA and Canada.

□ **Robotech® RPG**  
**Tactics™ Boxed Set**  
**(Main Box Game) – Cat.**  
**No. 55100 – \$99.95 retail**  
**price.**

This is the game Robotech® fans have wanted for decades.

**Robotech® RPG Tactics**  
**™** is a fast-paced, tabletop combat game that captures the action and adventure of the

# Robotech

® anime. Two or more players can engage in small squad skirmishes or scale up to massive battles. Relive the clashes of the First Robotech War, engage in stand-alone tactical games, or use the dynamic game pieces to enhance your Robotech® RPG experience. Or simply collect your favorite mecha

from an expanding range of top-notch game pieces.

**The First Six Robotech®  
RPG Tactics**

**™ Expansion Packs**

are available to retail along

with the main box game.  
Here are the SKUs and  
retail prices.

- **UEDF Valkyrie Wing** –  
**Cat. No. 55201 – \$36.95**  
**retail.**

- **UEDF**  
**Tomahawk/Defender**  
**Destroids** – **Cat. No.**  
**55202 – \$32.95 retail.**

- **UEDF**

**Spartan/Phalanx**

**Destroids** – Cat. No.

**55203 – \$32.95 retail.**

- **Zentraedi Regult**

**Battlepods** – Cat. No.

**55401 – \$36.95 retail.**

- **Zentraedi Artillery**

**Battlepods** – Cat. No.

**55402 – \$36.95 retail.**

- Zentraedi Glaug  
Command – Cat. No.  
55403 – \$36.95 retail.

□ Battle Foam Robotech®



## **RPG Tactics™**

**bag/carrying case** – Cat.

**No. 55107 – \$120.00 retail**

**(limited supply). Note:**

We only have about 50

Robotech® RPG Tactics™

Battle Foam bags available.

Once they are sold out it will

be months before we

manufacture more, if ever.

□ **Robotech® RPG**  
**Tactics™ Rulebook** –  
**Cat. No. 55105 – \$20.00**

**retail. Note:**

This is the same rulebook that is included in the main game box, and is offered separately for those who want an extra copy, or want to check out the rules before buying the whole game.



# **Dead Reign® Sourcebook 5: Graveyard Earth**

TM

**– Available now**

**The Dead Reign® RPG series captures the Zombie Apocalypse in a fast-playing, action-packed RPG of**

survival and terror.

**The Graveyard Earth™** is the latest sourcebook (with more coming) and expands the Zombie Apocalypse around the world. It provides a wide range of settings and ideas for adventure.

Every continent is given an overview with key locations noted across the globe. This includes likely and rumored Safe Haven communities, military outposts and data about what happened during the *zombie outbreak* and what's going on NOW. Has any

government survived? Is  
anyplace safe?

**- The state of the  
world. Adventure ideas  
galore.**

**- Survival tips and  
many random  
generation tables for  
travel, survival, and  
Safe Havens around the**

**world.**

**- *The Zombie World Tour* presents how the Wave and the Zombie Apocalypse have played out across the globe. Every country in the world has been touched and changed by the rise of the dead.**

**- Many random**



**tables for Settings, Safe Havens and more.**

**- Random Survivor Leaders, Zombie Threat Level Table and more.**

**- Data and tables for aircraft landing conditions and travel by road and by sea.**

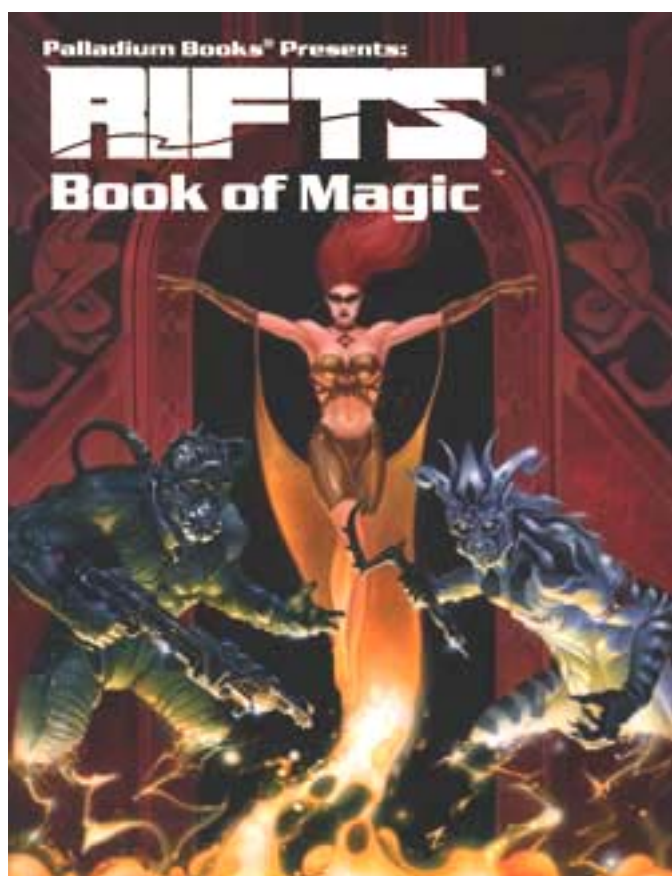
**- A must-have book for players and Game**

# **Masters alike.**

**- Adventure ideas for every corner of the world.**

**- Written by Matthew Clements. Additional text by Kevin Siembieda**

**- 64 pages – \$12.95  
retail – [Cat. No. 235](#)  
. Available now!**



# **Rifts® Book of Magic – Back in Print – Ships January 30**

I have spoken to the printer and they tell us Palladium will have **Rifts® Book of Magic** delivered in time to ship on January 30, 2015.

*Taking pre-orders now.*

**Rifts® Book of Magic**  
is 352 pages of nothing  
but spells (850 of  
them), magic and  
magic items, including

Rune Weapons,  
Techno-Wizard items,  
Bio-Wizard Splugorth  
creations, and Iron  
Juggernauts. That's  
cover to cover spells  
and magic items and a  
few related odds and  
ends like Atlantean  
Tattoos and the Nazca  
Lines. Everything

collected from the first  
23 World Books,  
Sourcebooks 1-4, and  
Siege on Tolkien 1-6  
into one giant reference  
of magical goodness.

- **More than 850  
magic spells!**
- **Elemental Magic,**

**Spoiling Magic,  
Conjuring & others.**

**- Magic Tattoos,  
Stone Magic,  
Temporal Magic and  
Living Fire Magic.**

**- Cloud Magic,  
Whale Songs, Ocean  
Magic and more.**



- **Biomancy,  
Bio-Wizardry,  
Necromancy and  
other dark forms of  
magic.**

- **Over 100  
different  
Techno-Wizard  
weapons.**

- **Techno-Wizard  
vehicles and TW**

**vehicle conversion  
tables.**

**- Techno-Wizard  
devices, Rune  
Weapons, amulets,  
fetishes, enchanted  
herbs, Millennium  
Tree gifts & other  
magic items.**

**- Optional rules &  
clarification on magic**

**and more. Note:** It is a vital reference for **Rifts® Chaos Earth®, Rifts® Federation of Magic,** the **Rifts® China** books and all **Rifts®** titles. Furthermore, spells and most magic

items are easy to adapt to world settings like Palladium Fantasy® and Heroes Unlimited™. Don't get caught without it.

- **\$26.95 – 352**

**pages – Cat. No.**

**848**

**–**

**ships January, 30.**





# **NEW! The Rifter® #69 – February**

## **Every issue of The**

# **Rifter® is an *idea factory***

for players and Game Masters to generate new ideas and find new avenues of adventure. It provides useful, ready to go source material you can just drop into

your ongoing games.  
A doorway to new  
possibilities and  
numerous Palladium  
role-playing worlds.  
And the many new  
characters, O.C.C.s,  
powers, magic,  
weapons, villains,  
monsters, adventures



and ideas for one  
setting can be easily  
adapted to

*any*

Palladium setting.

Every issue has  
material for

**Rifts**

® and at least 2-3

other Palladium game

lines. And don't forget, most of the material can be easily adapted for use in ANY Palladium game setting.

**With 2015 being the**

# **25th Anniversary of Rifts® , every issue of The Rifter®**

will feature a

**Rifts**

® inspired cover and  
contain at least one  
Rifts® article.

## **The Rifter® #69 –**

# **Winter, 2015:**

- **Rifts® source material.**

- **After the Bomb® source material.**

- **Optional source material for other settings yet to be**

**announced.**

**- News, coming attractions, product descriptions and more.**

**- Rifts® cover by “Madman” Mike Leonard.**

**- 96 pages – \$13.95 retail –**

**C**

**at. No. 169**

**. Winter issue.**



# Rise of Magic™ – Rifts

®

# Chaos Earth

®

# Sourcebook – February

The reason this book kept getting pushed back is that it is not a simple reprint. We had



many corrections to make and the entire book has to be re-typeset and laid out like a new book. Art had to be found and scanned. Well, we will have it to the printer soon and in

your hands by the  
end of January or  
early February.

The return of magic  
has empowered  
humans with

strange and  
wondrous powers  
unlike anything  
quite yet seen (and  
different from most  
conventional types  
of magic). This only  
complicates things  
for Earth's

defenders as the line of distinction between “good guys” and “bad guys” begins to blur.

**- Chaos Magic,  
new magic**

**specific to the  
Chaos Earth®  
setting.**

**- More than 100  
unique Chaos  
Magic spells.**

**- New magic  
O.C.C.s like the  
Blue Zone Wizard**

**and Chaos Wizard.**

**- New evil  
magic users like  
the Chaos Witch  
and Demon Caller.**

**- More on  
NEMA and the**

# Demon Plagues.

- Written by  
Kevin Siembieda.

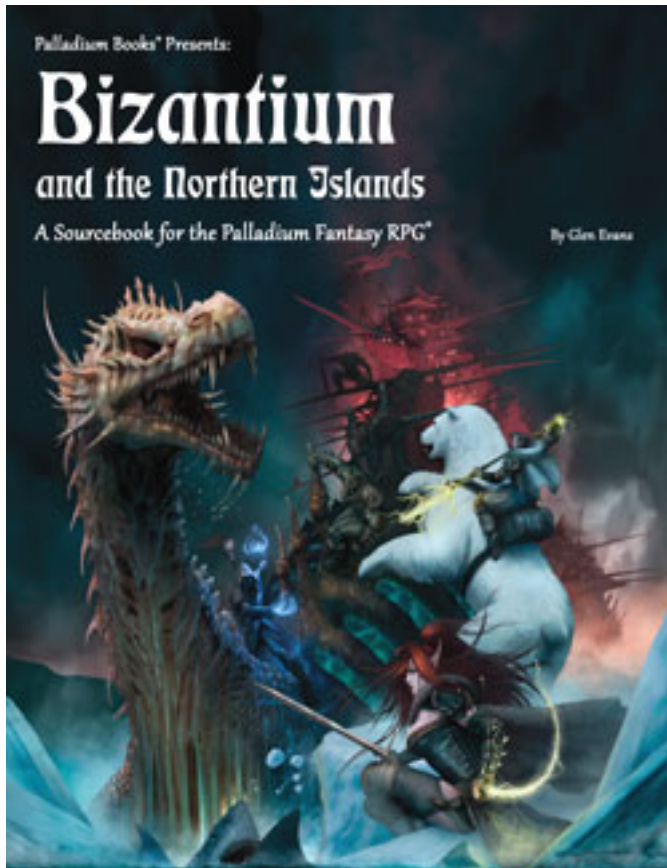
- 64 pages –  
\$12.95 – Cat.

No. 662

. Ships February,

# 2015.





# **NEW! Palladium Fantasy RPG ® Sourcebook: Bizantium and**

# **the Northern Islands**

**TM**

**– Ships February**

**Bizantium and  
the Northern  
Islands<sup>TM</sup> will not**

be ready to ship until February. The writing has been a little rougher than I expected, but really I have been pulled away to handle a great many other things.

I continue to clear my plate and expect to give it the majority of my attention over the next two weeks. All the artwork is in, and looks fantastic.

# Journey to the Island Kingdom of Bizantium

, situated at the far northern peak of the Palladium World. Its vast

fleets of merchant  
vessels and  
warships travel the  
high seas and  
bring untold wealth  
back to the  
kingdom, as well  
as exotic goods,  
people, customs,

weapons and  
foreign magic. As  
foreign powers  
exert their  
influence on the  
throne, treachery  
and potential  
power grabs lurk in  
the shadows.

**- New  
Waterchanter  
O.C.C. and 20+  
magic spells new  
to the Fantasy  
setting.**

**- New Sea  
Serpents and the**



**warrior sailors  
who hunt them.**

**- Sea Serpent  
generation table  
to create your  
own sea  
monsters.**

**- New animals**

**of the North Sea  
and Sea of  
Despair.**

**- Sea Serpent  
ships! Dead  
serpents turned  
into deadly,  
massive attack  
ships (as**

**depicted on the  
cover). And the  
forgotten race  
who creates  
these ships and  
threatens sailors  
in the Northern  
seas.**

**- New O.C.C.s**

**including the  
Serpent Chaser  
and Bizantium  
Marine.**

**- New  
weapons and  
equipment for  
sailors, mariners,  
soldiers and**

**adventurers at  
large.**

**- New**

**Bizantium ships  
including the  
Bireme, Ice  
Breaker and  
Battleship.**

**- Full time-line**

**of the history of  
Bizantium.**

**- Bizantian  
society, culture,  
religion and  
magic.**

**- The Eoten of  
the Northern  
Islands, their**

**mythology and  
influence.**

**- The Northern  
Islands described  
in full, cities and  
geography, as  
well as threats to  
sailors in the  
North Sea and**

# **Sea of Despair.**

- **Bizantium's many shipyards, possibly the kingdom's greatest asset.**

- **Key figures**



**of Bizantium and  
political intrigue.**

**- The Noble  
Houses,  
Warlocks and  
foreign powers  
all trying to  
capture the**

**throne of  
Bizantium for  
themselves!**

**- Written by  
Glen Evans.**

**Additional text by  
Matthew  
Clements and  
Kevin Siembieda.**

**- Cover by  
Chuck Walton  
and Eduardo  
Dominguez S.**

**- Interior art  
by Chuck Walton,  
Kevin Siembieda,**

**Tanya Ramsey,  
Jeff Burke and  
others.**

**- 160 pages –  
\$20.95 retail –**

**Cat. No. 474**

**– February  
release.**





# Robotech®: Expeditionary Force Marines Sourcebook

# One

**Robotech®:  
Expeditionary  
Force Marines  
sourcebook is set  
in space with the**

UEEF (United Earth Expeditionary Force) led by Admiral Rick Hunter. This valiant force of mecha-clad



heroes travel  
across the galaxy  
liberating planets  
from the bondage  
of the Invid  
Regent, the  
Robotech  
Masters and

other tyrants and  
monsters.

- **New mecha  
and weapons of  
the UEEF  
Marines.**

**- New UEEF  
Marine  
character  
classes and  
background.**

**- Alien  
species and**

**allies.**

**- Planet  
hopping,  
adventure and  
much more.**

**- Epic battles  
and adventure**

**ideas galore.**

**- Written by  
Irvin Jackson.**

**Additional text  
by Kevin**

**Siembieda.**

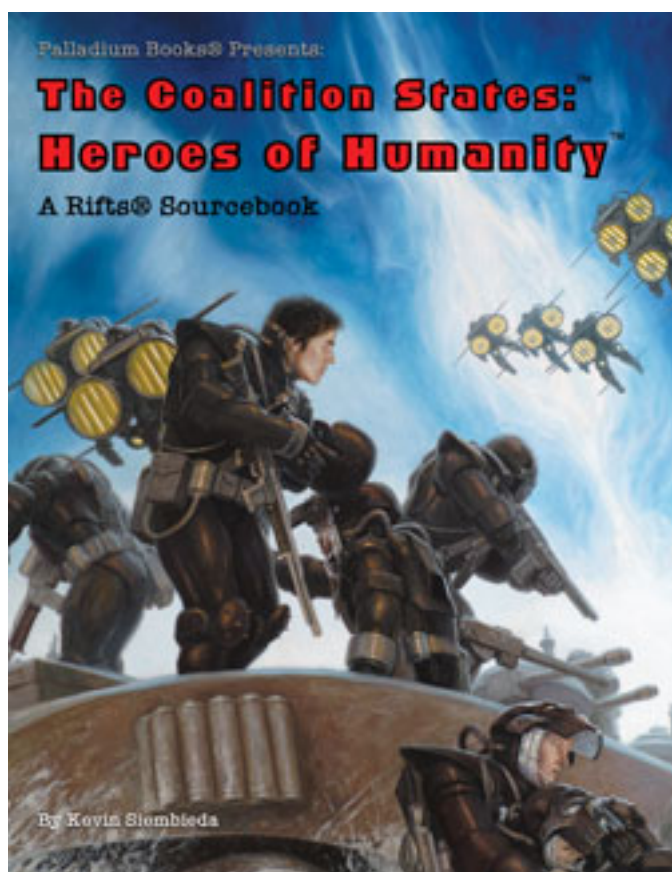
**- 160 pages –**

**\$20.95 retail –**

**Cat. No. 553**

**. March**

**(tentative).**



# **Rifts®**

# **Sourcebook –**

# **The Coalition**

# **States: Heroes**

# **of Humanity**

## **The events**



unfolding in **World Book 35:**  
**Megaverse® in**  
**Flames**  
threaten to  
change the  
entire landscape  
of **Rifts® Earth,**

as the demonic  
minions of  
Hades and  
Dyval seek to  
bring Hell on  
Earth and turn  
the planet into a  
dimensional

# gateway to Armageddon!

The Coalition  
States, along  
with Northern

Gun and Lazlo,  
take the lead in  
the defense of  
North America.  
Heroes of  
Humanity  
explores the  
good and bad in

the Coalition's  
efforts to save  
humanity and  
send this new  
threat back to  
the pits of Hell.

**- New  
Coalition  
weapons,  
armor and war  
machines.**

**- The  
Coalition**

**States: Are they heroes or villains? Or does it depend on whether you are human or not?**

**- Can the CS**

**fight alongside  
mages and  
D-Bees if it  
means saving  
the world?**

**- How is the  
CS dealing with**



# **the Minion War on Earth?**

**- One plan  
to battle the  
Xiticix and who  
really pays the  
price.**

**- Adventure**

**ideas and  
more.**

**- Written by  
Kevin  
Siembieda,  
Matthew  
Clements and  
other**

**contributors.**

**- Final page  
count and cost  
yet to be  
determined but  
probably 96  
pages – \$16.95**

**retail – Cat. No.  
889.**

**Rifts®**

# Secrets of the Coalition States: The Disavowed

“Desperate

times require  
desperate  
measures. War  
has nothing to  
do with morality  
or justice. It's  
all about

winning or  
dying. We  
cannot bind our  
hands with high  
ideals, even our  
own, or worry  
about the laws

of renegade  
nations or the  
rights of alien  
people. We  
must fight fire  
with fire. And  
you are the



match.” –  
*Colonel Lyboc  
addressing a  
Disavowed  
team*

The Disavowed  
are so Top  
Secret that their  
existence is  
known only to a  
handful of the  
Coalition

States' most  
elite, top  
echelon, with *J*  
*oseph Prosek II*  
the mastermind  
behind the  
Disavowed

operation, and  
Colonel Lyboc  
its shadowy  
face. Find out  
who these men  
and women  
are. How the

Disavowed get away with using magic, traveling to other parts of Rifts Earth and even to other dimensions in

pursuit of  
enemies and  
strategic  
information that  
cannot be had  
through  
conventional

means. Learn  
about the  
secret  
parameters in  
which these  
hard-boiled  
warriors,

secretly  
hand-picked by  
Joseph Prosek  
II, operate, why  
almost every  
mission is  
considered a



suicide mission,  
and why they  
must forever be  
the Disavowed.

- CS

**operatives so  
secret that  
even the top  
military and  
political  
leaders right  
up to Emperor**

**Prosek      *kn***  
***ow nothing***  
***about them***  
**. And if they**  
**did know,**  
**would they**  
**condone their**

**activity or  
condemn it?**

**- Are the  
Disavowed  
heroes or  
renegades?**

**Assassins or  
soldiers?**

**Madmen or  
super-patriots  
? Or a little of  
them all?**

**- Unsung**

**heroes who  
keep the CS  
safe, or thugs  
and pawns of  
a shadow  
agency within  
the Coalition**

**government?**

**- What role  
does the  
Vanguard play  
in this group?**

**- How do  
they reward  
their D-Bee  
“teammates”  
when the  
mission is  
over?**



**- What  
happens to  
the Disavowed  
when they  
have seen or  
learned too  
much?**

**Adventure  
ideas galore  
and so much  
more.**

**- Written by  
Kevin  
Siembieda and**

# **Matthew Clements.**

**- Final page  
count and  
cost yet to be  
determined,**

**but probably  
96 pages –  
\$16.95 retail –  
Cat. No. 892.**

**Rifts®**

**Secrets of the  
Atlanteans**

**True**

**Atlanteans are**

descendants  
from Earth's  
past. The  
survivors of  
the sinking of  
Atlantis (really  
a dimensional

mishap) and  
travelers of the  
Megaverse,  
wielders of  
Tattoo Magic  
and other lost  
mystic arts.

Most people regard them as heroes, but are they? The Sunaj Assassins are mythic villains



feared by all,  
yet they too  
are True  
Atlanteans  
who serve  
dark forces.

For the first  
time, much of  
the story  
behind True  
Atlanteans and

their secrets  
are revealed.

- True  
**Atlanteans**  
revisited.

# - Optional Atlantean character creation tables including

**clan heritage  
and other  
factors.**

**- Secrets  
of the stone  
pyramids,  
different**

**types/purposes and powers.**

**- Many new magic tattoos, magic spells,**

**weapons and  
armor.**

**- Atlantean  
hideouts and  
secret  
communities  
across the**

# **Megaverse.**

**- The  
Sunaj  
Assassins,  
their secrets,  
history and**



**plans for the  
future.**

**- Atlantean**

**Monster**

**Hunter**

**O.C.C.,**

**Atlantean**

**Defender  
O.C.C. and  
much more.  
And this is  
just the tip of  
what this  
book**

**contains.**

**- Written**

**by Carl**

**Gleba.**

**Additional**

**text and ideas**

**by Kevin  
Siembieda.**

**- Final  
page count  
and cost yet  
to be**

**determined,  
but probably  
160-192  
pages –  
\$20.95-24.95  
retail – Cat.  
No. 890.**

**Rifts®**

**Chaos Earth**

**®**

# Sourcebook: First Responders

## The Great

Cataclysm  
has  
devastated  
civilization,  
but humanity  
fights for



survival. The  
struggles of  
civilian law  
enforcement,  
fire and  
rescue, and

everyday men  
and women  
are some of  
the most epic  
tales to be  
told in a world

gone to hell.  
They fight  
monsters,  
aliens, the  
paranormal,  
the elements,

and each  
other, all with  
the hope of  
reclaiming  
their lives  
from the

# Chaos.

- **New**

**D-Bees and  
monsters**

**from the  
Rifts.**

**- First  
Responder  
O.C.C.s,  
skills and**

**special  
equipment.**

**- New  
“average  
citizen”**

# **Occupational Character Classes (O.C.C.s).**

**- New**



**equipment  
for NEMA  
“Roscoes”  
and other  
emergency  
personnel.**

**- Notable  
rescue  
vehicles,  
robot  
drones, and**

**technology.**

**- Source  
information  
and stats for  
common**

**Golden Age  
technology  
(weapons,  
vehicles,  
medical tech,  
etc.).**

**- Apocalyptic  
Plagues  
brought from  
other worlds  
to Chaos  
Earth.**

**- Adventu  
re ideas and  
more.**

**- Written  
by Jason  
Richards.**

**Additional  
text by  
Clements &  
Siembieda.  
  
- 96 pages**

– \$16.95

retail – C

at. No. 665

▪

Winter/Spring,  
2015.





**Rifts®**

**Chaos Earth**

**®**

**Sourcebook**

**:**

**Resurrectio**

**n**

**In the  
shattered  
depths of**

Wisconsin,  
survivors are  
besieged by  
the dead  
come back to  
life. Zombies.

But not just  
any type of  
zombie,  
zombies  
done  
Rifts-style.

And unless  
the source of  
the zombie  
plague can  
be found and  
neutralized

by NEMA  
defenders,  
North  
America may  
be overrun  
by the dead.

This was  
actually  
something  
Taylor White



and I have  
been kicking  
around for  
years, even  
before we  
released the

*Dead Reign®*

*RPG*

line. We think  
you'll love it.

**- Something  
has  
animated  
the dead in  
Wisconsin.  
It is up to**

**NEMA**  
**heroes to**  
**find the**  
**cause and**  
**stop it**  
**before it**

**spreads  
beyond  
control.**

**- Scrap  
Zombies of**

**all types.**

**- Snatche  
r Ghouls,  
Carriion  
Cleaners,**

**Screaming  
Puppet  
Ghosts,  
Sour  
Maggot  
Parasites,**

**and other  
monsters.**

**- The  
Zombie Pox  
and other**



**dangers.**

**- Setting  
background,  
adventure  
and**

# **adventure idea table.**

**- Written  
by Taylor  
White.**

**- 128**

**pages –**

**\$16.95 retail**

**– Cat. No.**

**666.**

**Winter/Sprin**

**g 2015  
(tentative).**



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**recently  
added –  
available  
now.**

**- Splicers**

**® RPG** ■

- Beyond  
the  
Supernatural  
ITM RPG  
, First Edition

# Rules.

- Boxed

Nightmares

TM

for

BTS, First



# Edition Rules.

- Nightbane® Book  
Four:

**Shadows of**

**Light™** ■

- **The**

**Mechanoids**

**® RPG**

and

The

Mechanoid

Invasion®

RPG Trilogy



- Palladium  
m Fantasy  
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First Edition  
Rules and

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Edition  
sourcebooks.

- After  
the Bomb®

RPG

an

d

sourcebooks

■

- The

**Rifter®**

**issues 1-56.**

**- The**

**Best of The**

**Rifter®** ■

- Deluxe

Revised

RECON®

RPG

and



# Advanced

# RECON®

# Sourcebook

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SAMAS,

Thundercloud  
Galaxy,  
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Galaxies,  
Vampire  
Kingdoms,

and other  
published  
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