

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 **Palladium 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 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**[™], 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**

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
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

UPDATE: Robotech® RPG

Tactics

™

**Tournament at AdeptiCon, March
19-22, 2015, Chicago –
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

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

**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*TM 30th Anniversary Gold and *Palladium Fantasy*[®] 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.

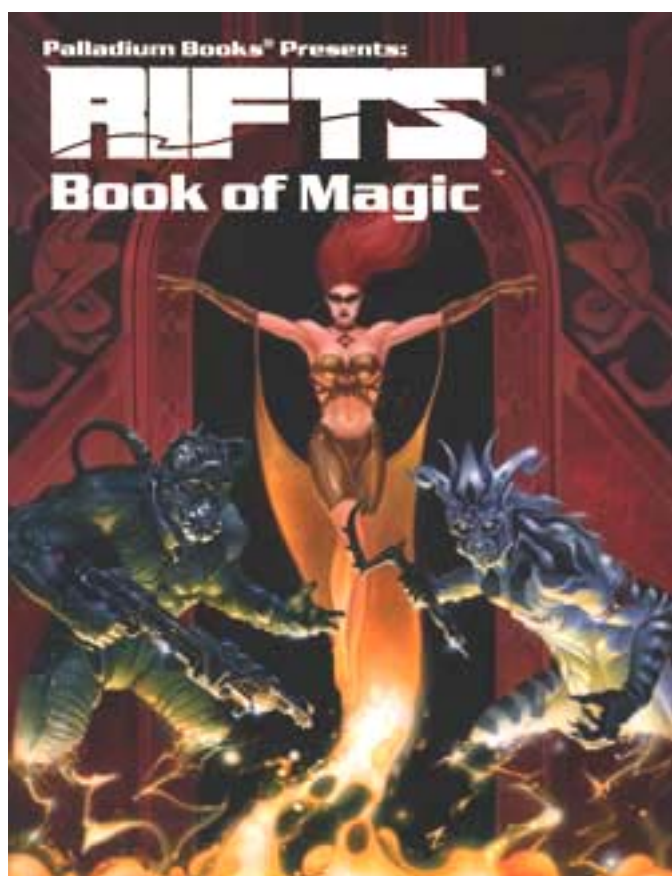
- A must-have book for players and Game

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.

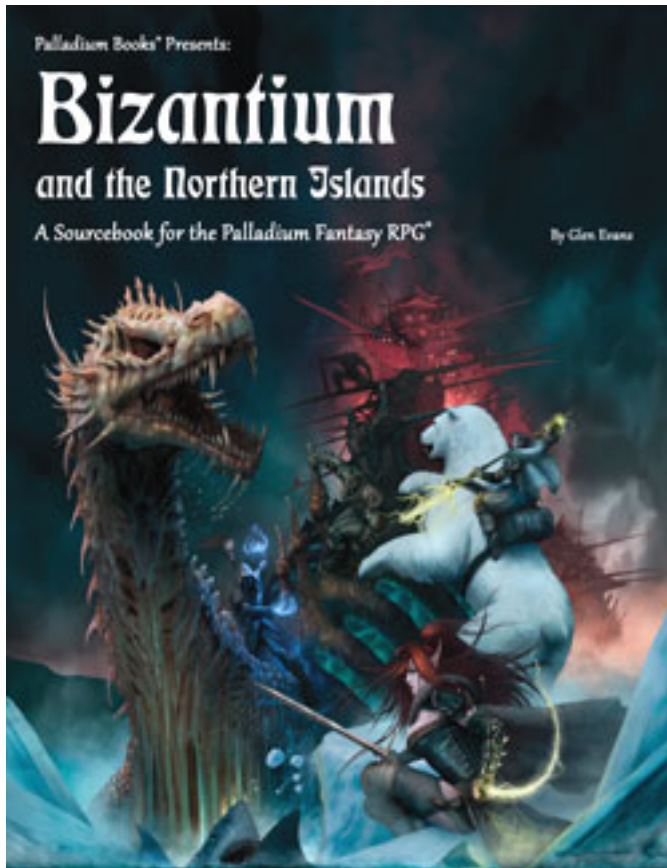
- Written by
Kevin Siembieda.

- 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
IslandsTM 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.

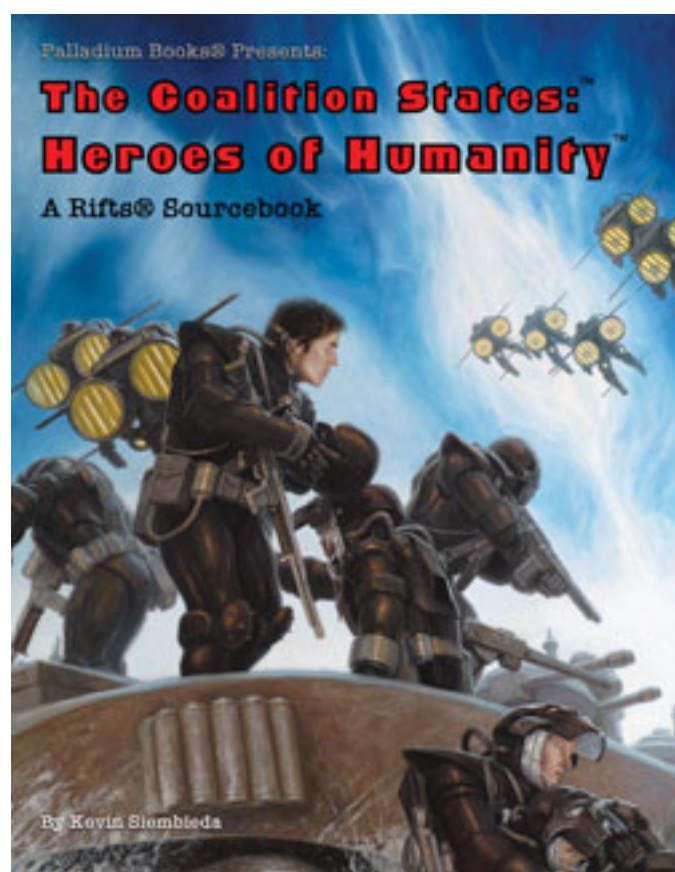
- 160 pages –

\$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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PG.com

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great
resource for
getting *out of*
print
Palladium
titles and

other select
books. We've
made 100
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available as
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downloads

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, as well as

Fantasy

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Miniatures,
Game Master
resources
and other
good things

with more to
come. This is
a great way
to try
Palladium
products and

get access to
out of print
RPG source
material.
Some
notable titles

include:

- The

Rifter®

#49-56

**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
RPG® ,
First Edition
Rules and

select 1st
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

■

- And

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‘em out.

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Rifter® ,
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Galaxies,
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Kingdoms,

and other
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