

By Kevin Siembieda

Boy are we having a productive week. I'm on fire writing and editing and the guys are working hard on all fronts.

UPDATE: Resolving website crashing issues

Palladium and its host continue to investigate and make changes that should resolve our recent spate of crashing forums and message boards. At one point we feared the site was under attack, but there is no clear evidence of this. We have taken a number of actions that should resolve possible and potential problems. Time will tell. Please have patience. We'll be making additional changes in the months to come.

UPDATE: Rifts® Northern Gun™ One

I have had a very productive week of writing and editing on [Rifts® Northern Gun™ One](#) and loving every minute of it.

Chuck Walton

is bringing by a few additional pieces of art this afternoon and Alex and Wayne have editing on their desks. I think you'll be very pleased with the final product. And we have a surprise for our Megaverse Insider crowdfunding supporters who have been so patient and understanding. Can hardly wait till this book is at the printer.

UPDATE: Northern Gun™ Two

Chuck Walton and other artists have dived back into this dynamic book with more information on the power armor and gear of Northern Gun. If I can swing it, I want [Rifts® Northern Gun™ Two](#) at the printer before we leave for Gen Con. August release. We are putting 90% of our energy into getting the new titles you have been waiting for into your

hands.

UPDATE: Rifts® Megaverse® in Flames™

This is another book I can hardly wait to drop into your laps. I have sent out more text to be illustrated and will be working on it immediately after NG-2 is at the printer.

UPDATE: The Rifter® #63 – Ships July 25, 2013

I have already approved the printer proof and [The Rifter® #63](#)

is scheduled to ship July 25. I absolutely love this issue.

All the material is fun and compelling and I especially enjoyed the Fantasy and BTS material. This issue contains monsters, mayhem and secrets for

Palladium Fantasy RPG®

, adventure generation tables for

Beyond the Supernatural™

that are wonderful, helpful and easy to use, and secret information about the

Coalition's Psi-Battalion

for

Rifts®.

And

Robotech

® fans will go crazy over the massive photo spread of the 90+ sculpts for

Robotech® RPG Tactics™

. Everyone who has seen this spread had gone wild over it. Plus news and coming attractions. A very fun issue.

***The Rifter® #63 Sneak Preview* – available now on DriveThruRPG.com**

The FREE Sneak Preview of [The Rifter® #63](#) – including the spread revealing more than

90 images

of sculpts for

Robotech® RPG Tactics™

– is up and available for your enjoyment.

WARNING: Reading this sneak preview is likely to get your heart pounding and imagination whirling.

There are Sneak Previews available for a growing number of popular Palladium titles including

[Rifts® Northern Gun One](#)

,

Rifts® Vampires Sourcebook

,
Rifts® Vampire Kingdoms
(Revised Edition),
Rifts® Black Market

,
Rifts® Lemuria

,
Thundercloud Galaxy

TM,
Dead Reign™ RPG

,
Endless Dead™ sourcebook

and others.

A NEW sneak preview

of

Rifts® Northern Gun™ One

should also be available in a few weeks.

DriveThruRPG.com is your place to get PDFs of older Palladium Books product, special G.M. Kits and sneak previews of past and upcoming book titles. Many back issues of The Rifter® are available

on DriveThruRPG.com (issues #1-52), as are more than 90 out of print titles such as Rifts®, Beyond the Supernatural™, Heroes Unlimited™, Palladium Fantasy® first edition rule books and sourcebooks, including the original Rifts® RPG, Rifts® Vampires Kingdoms, The Mechanoid Invasion® Trilogy, and lots of other good things. ALL available as PDF downloads at reasonable prices. And there is MORE to come. (We have not forgotten about the PDF only editions of The Rifter® #0.1 and The Rifter® #0.2 – our hands have been full and both are big, juicy digital editions of new, fan created material for the Palladium Megaverse® of games.)

DriveThruRPG.com also offers the [Rifts](#)® and [Pall](#)

adium Fantasy

® Game Master Kits

(\$5 each; both written by

Carl Gleba

and complete with maps, combat matrix, character sheets, spell list, and 20 pre-rolled characters created by

Julius Rosenstein

).

UPDATE: Robotech® The Macross® Saga Sourcebook – 8½ x 11 size

The typesetting is done and Wayne Smith is probably laying the book out even as you read this. In fact, it should be sent to the printer by Friday or Monday. Robotech® The Macross® Saga Sourcebook is being re-released as an 8½ x 11 sourcebook. 128 pages – \$16.95 retail –

[Cat. No. 551](#)

. Available in August.

UPDATE: Rifts® Ultimate Edition – back in print – Available now

As reported last week, Rifts® remains Palladium's most popular game line ever, so we wanted to make sure the Rifts® Ultimate Edition hardcover didn't run out. Same core material. Same price. Same quality. 376 pages – \$39.95 retail – [Cat. No. 800HC](#) – Available now.

UPDATE: Robotech® UEEF Marines™ Sourcebook One

Coming this Fall. More about it in future Updates. Like I said last week, I don't

want you to think it was forgotten. And there's more to come.

UPDATE: Robotech® RPG Tactics

TM

– Kickstarter Survey has been sent

The Kickstarter Surveys were sent out last week. We need this simple data returned to Palladium to move to the next stage – giving backers access to the Pledge Manager. If you are a Kickstarter Backer and have not received your email Survey, contact Palladium Books immediately at kickstarter@palladiumbooks.com or call

Jeff at 734-721-2903

. If your kickstarter pledge didn't go through for some reason, please also contact us to rectify this situation.

UPDATE: Robotech® RPG
Tactics TM —
Pledge Manager – Today!

We have gotten most of the Survey responses back, so Palladium will be sending out invitations to the Robotech® RPG TacticsTM Pledge Manager later TODAY. It is in this step that backers are able to select all the

Add-Ons they wanted as well as purchase additional Add-Ons! That's right, you can purchase as many additional Add-Ons as your heart desires, in any quantity. Watch for your invite!

For your information:

□ When we ship to our Kickstarter supporters – ALL Kickstarter items and Add-Ons will be shipped at the same time, but depending on how much you ordered, they may come in more than one box.

□ Kickstarter Backers will get these items as soon as they hit the Palladium warehouse this Fall. They will be shipped BEFORE they are shipped to distributors and retailers.

□ Only the Box Game and initial wave of retail releases (see the full description elsewhere) will arrive in the actual retail packaging. MANY of the items made available to Kickstarter Backers – like the

Monster, Ghost and others – will not be made available on the retail market until a few months down the road. Expansion Packs will be released in waves over time. Our Kickstarter supporters, however, get them right away! That means many of these “advance” Kickstarter items will not come in the retail packaging, but simple bags.

UPDATE: Palladium's Marketing Continues

Our marketing push for ALL

Palladium game lines is gearing up, especially as we strive to release several new titles and books back in print over the next few months. Conventions and advertising are a big part of that push, but so is word of mouth. Spread the word about the books that come out that you love.

UPDATE: Keeping Communication Going

As promised, I have been posting more [Murmurs from the Megaverse](#)® as well as

[on Facebook](#)

and answering my private messages and emails. I want you in the loop. This effort was hampered by our server and website problems, but I'll be back posting away.

Gen Con® Indy – Palladium
Booth #1025 – August 14-18,
2013

[Gen Con](#) is coming up fast and we are pumped. If you are attending, make sure you swing

by Booth #1025 to get the latest releases and books you've missed, purchase original art and art prints, experience Robotech® RPG Tactics™ demonstrations, chat and get autographs. Oh, and you'll be able to see many of the final sculpts for Robotech® RPG Tactics™ on display for the first time anywhere.

[Gen Con](#) will be a star-studded

event for Palladium fans with the following Palladium creators present at Booth #1025:

- Kevin Siembieda – Publisher, writer and lead game designer at Palladium Books.
- Carmen Bellaire – Writer (*Splicers®*, *Powers Unlimited™* series, etc.) and co-game designer of *Robotech® RPG Tactics™* to run demos, talk about the game and sign autographs.

- David Freeman – Lead game designer of *Robotech® RPG Tactics*™ to run demos, talk about the game and sign autographs.
- Various other Ninja Division personalities and creators.
- Wayne Smith – Palladium editor and Editor-in-Chief of *The Rifter*®.
- Matthew Clements – Writer (

Rifts® Black Market, Northern Gun 1 & 2, The Rifter®, etc.).

- Charles Walton – Artist (*Rifts® Lemuria, NG 1 & 2*, and many others).

- Brandon Aten – Writer (*Rifts® Triax 2, Madhaven, Sovietski*, and *The Rifter®*).

- Mark Oberle – Writer (*Nightbane® Survival Guide, The Rifter*

®), etc.).

- Mike Leonard – Writer and artist.

- Jeff Burke – Robotech® consultant, artist and writer.

- Thomas Roache – Play-tester, Robotech demonstrator and writer.

Palladium is about to explode back on the scene with game products that will thrill and beguile your imaginations. [Join the fun](#) and game on.

UPDATE: Palladium Open House in 2015

We still have to look into hotels and other details, but we are 98% certain we will host a 2015 POH

– end of April or early May 2015.
I think it is safe for you to start saving up and making tentative plans.

**UPDATE: Detroit Fanfare –
October 26 & 27, 2013**

Palladium will be running a slew of gaming events, have a table and bring a bunch of Palladium creators. Other highlights include:

- Harmony Gold's Robotech®

tour . Meet *Steve Yun*, enjoy Robotech® panels, and get autographs. I'll probably even participate in a few.

- Palladium Books will be there with many of our artists and writers. Meet the following Palladium creators:

- Me, Kevin Siembieda (publisher, writer and game designer)

- Wayne Smith (editor and Rifter®)

- Julius Rosenstein (contributing writer, proofreader)

and Game Master)

- Alex Marciniszyn (editor)
- Carmen Bellaire (writer and game designer)

- Matthew Clements (writer)

- Mark Dudley (artist)

- Chuck Walton (artist)

- Ben Rodriguez (artist)

- Jeff Burke (artist and

Robotech consultant)

- And more to be added . . .

- Games run by Palladium creators, including Kevin Siembieda (me), Julius Rosenstein, Carmen Bellaire, Chuck Walton and others. I'll try

to get Mark Dudley to run, too. Plus there will be many other Palladium gaming events, demos, and more.

- Palladium Booth in the dealers' hall plus some surprises if we can swing it.

- If timing works out, Robotec h® RPG Tactics™ may debut there.

- Many comic book guests.
- Dealers' room.
- Artists' alley and more!
- [Detroit Fanfare](#) is estimating 8,000-9,000 people in attendance

this October! And growing. It's
held at the A
doba Hotel
(formerly the
Hyatt Regency
and only 20 minutes from the
Palladium offices), in
Dearborn, Michigan, October 25,
26 & 27, 2013.
Join the fun.

[Click here](#) for more information about Detroit Fanfare.

A mini-Palladium Open House. We have a BIG gaming and marketing opportunity with [Detroit Fanfare](#) (in Dearborn, Michigan, October 26-27, 2013). It looks like we can get enough volunteer Game Masters (thanks G.M.s – and more are welcome to join the

fun), so now we just need gamers to attend. If we make a good showing running games and bringing in more gamers, we might be able to make Detroit Fanfare an annual mini-Palladium Open House

. And why not? The convention site is only 20 minutes from the Palladium office.

Game Masters, if YOU are interested in running

Palladium gaming events

at

Detroit Fanfare (October 25-27, 2013),

PLEASE contact the Megaversal Ambassadors

(ambassadors@palladiumbooks.com) or contact Palladium Books directly via telephone

(734-721-2903), Private

Message, email, etc., but please *contact us*

. This could be the start of something big and fun for us all.

The rest of you,

spread the word and start making

plans to attend! Help us make this happen.

It's all about books now . . .

That's all we're working on and thinking about. Rifts® Northern Gun™ One , Rifts® Northern Gun™ Two , Rifts® Megaverse® in Flames, and Robotech® UEEF Marines should all come out in rapid succession. And we have several

other sourcebooks for
Rifts® Chaos Earth™
and
Splicers

® waiting in the wings.

Meanwhile, I expect to get the
finished

Rifts® Sovietski World Book
at Gen Con, a manuscript for a
new
Rifts

® sourcebook arrived in the mail
last weekend, and a couple
books for

Heroes Unlimited™, Beyond the
Supernatural™, Palladium

Fantasy®,
and others! Just the other day I
was telling Julius and Wayne
about an idea for a new
Dead Reign™
sourcebook. As you can see, our
imaginations are working
overtime. How about yours?
Game on.

*– Kevin Siembieda, Publisher,
Writer and Game Designer*



The Rifter® #63 – Ships July 25

I thought it was just me, but Julius and Alex agree, this issue feels especially fun and exciting. It is filled with all kinds of useful background and source material for Beyond the Supernatural™

, Palladium Fantasy® and Rifts®. Nice artwork, too.

Each and every issue of The Rifter® is an *idea factory* that helps players and Game Masters to generate new ideas and keep their games fresh. It provides useful, ready to go, source material gamers can just drop into their ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds.

The Rifter® Number 63
includes:

- Palladium Fantasy
RPG® – OFFICIAL source
material for the *Timiro*
Kingdom
by Glen Evans.

An in-depth history of the
kingdom with adventure ideas
scattered throughout, plus
character stats and a Rune
Sword.

- Palladium Fantasy
RPG® source material –
Mythic Beasts by Timothy
Dorman. Nine monsters
of legend and the
warrior-mage who draws
upon their powers.

- Beyond the
Supernatural™ – Random
Adventure Generator by Chai
Gallahun. A welcomed
addition for any Game Master
running a BTS campaign for

whipping up off the cuff adventures or as the groundwork for creating your own, elaborate adventures.

- Rifts® – Psi-Battalion source material – Secrets and insight behind the Coalition Army’s Psi-Battalion. Part One of Three by Matt Olfson.

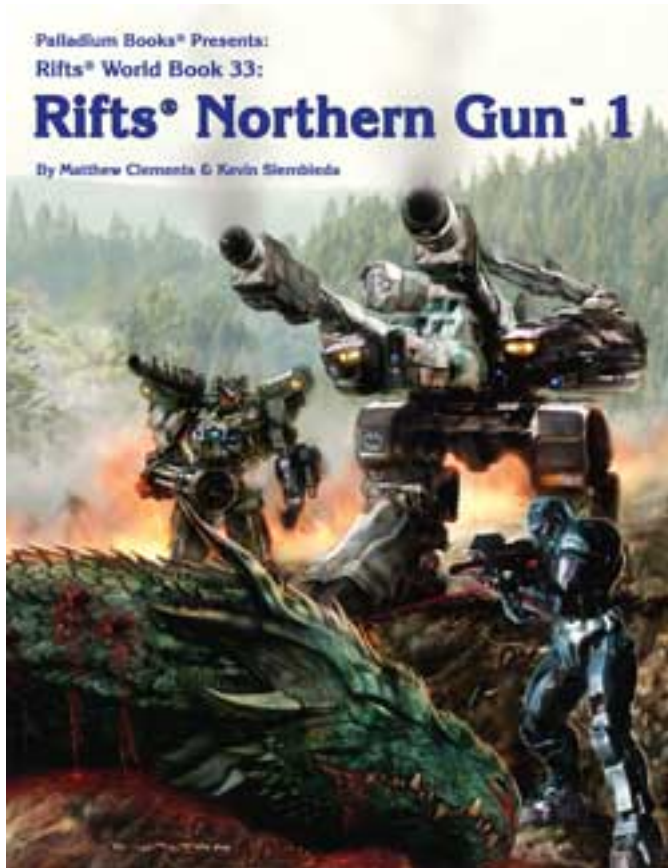
- Robotech® RPG Tactics™ – a Visual Guide of

the sculptures with 90+ images.

- News, coming attractions, product descriptions and more.

- 96 pages – \$11.95 retail – [Cat. No. 163](#) – Ships July 25.

- Check out the [free Sneak Preview](#) on DriveThruRPG.com!



Rifts® World Book 33: Northern Gun™ One – in final production

Northern Gun[™] is the largest independent manufacturer of high-tech weapons, robots and vehicles in North America. Outside of the Coalition States, one could argue, no other kingdom is as powerful or influential, at least when it comes to technology and weapons.

The manufacture and sale of Northern Gun weapons and vehicles has given virtually every kingdom, town, colony of settlers and adventurer group a chance to survive and prosper. Located in Michigan's Upper Peninsula, NG has been the premier outfitter of mercenaries, adventurers and upstart kingdoms for generations.

Now, for the first time ever, learn Northern Gun's history, goals and plans for the future. Of course, that means new weapons, robots, power armor, vehicles and gear.

- In-depth look at Northern Gun and its business operations.
- Ishpeming, the face

and people of Northern Gun.

- Northern Gun weapons and combat gear; new and old.

- Northern Gun robot drones; new and old.

- Northern Gun giant combat robots; new and old.

- Northern Gun freighters and hover trains.

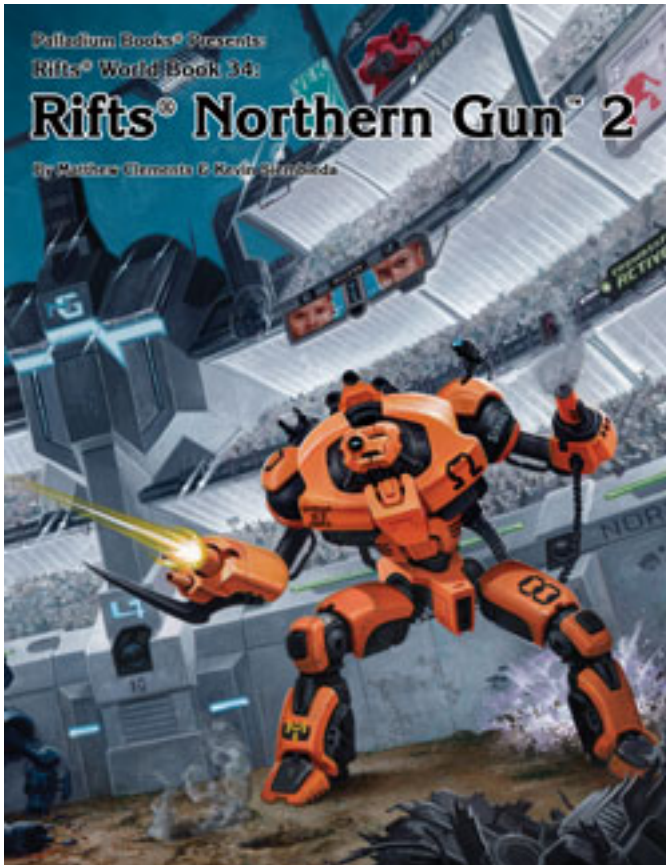
- Northern Gun O.C.C.s and enforcers.
- The NG Mercenary army and police.
- The NG Bounty Board, the largest collection of bounties and mercenary contracts anywhere on Rifts® Earth.
- Key locations, people and sales outlets in and around Northern Gun.

- Northern Gun's relationship with the Coalition States, Triax Industries, the Black Market and others.

- Written by Matthew Clements and Kevin Siembieda.

- Interior Artwork by Chuck Walton, Nick Bradshaw, and others.

- Wraparound cover by Chuck Walton.
- 160 pages – \$20.95 retail – [Cat. No. 887](#) – Early August release.
- Check out the [free Advance Preview](#) on DriveThruRPG.com!



Rifts® World Book 34: Northern Gun TM

Two

More information about the weapons, vehicles and practices of Northern Gun, including the new rage of robot gladiatorial combat.

- Northern Gun body

armor; new and old.

- Bionic and cybernetic services.

- Northern Gun power armors; new and old.

- Northern Gun hovercycles & land vehicles; new and old.

- Northern Gun
aircraft; new and old.

- Northern Gun
boats, ships and
submarines; new and
old.

- Northern Gun
Robot Gladiatorial
Arena; new!

- Robot Gladiator
O.C.C. and robot

gladiators.

- Pirates and more.

- Written by Matthew

Clements and Kevin

Siembieda.

- Interior Artwork by

Chuck Walton, Nick

Bradshaw, and others.

- Wraparound cover

by John Zeleznik.

- 160 pages – \$20.95

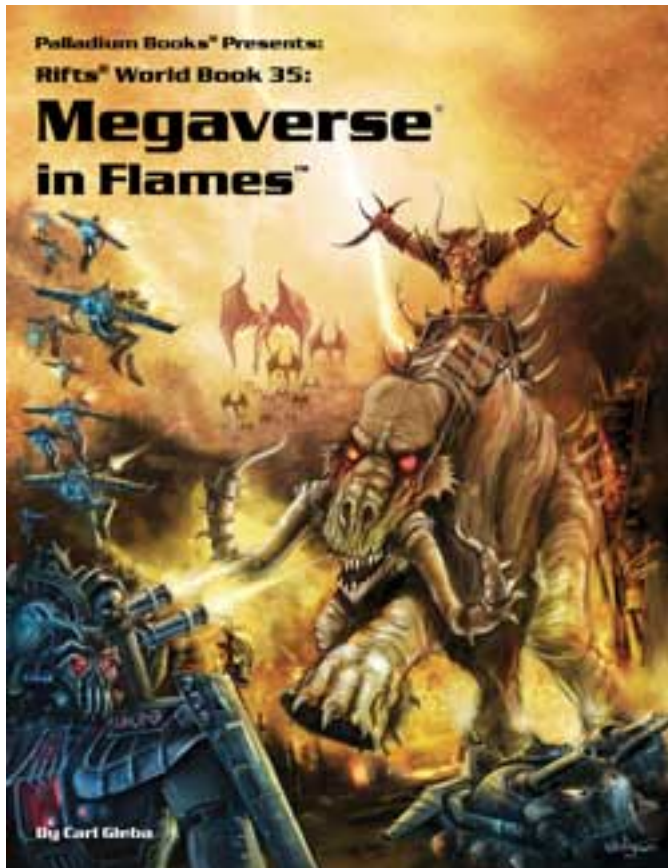
retail –

Cat. No.

888

–

August release.



Rifts® World Book 35: Megaverse® in Flames

TM

The Minion War spills across Rifts Earth, where demons and infernals hope to recruit allies and use the Rifts as gateways of destruction. Their influence shakes things up across the planet, especially at locations where

demons and Deevils already have a strong presence. Demons, Deevils and supernatural beings run rampant and wreak havoc across the world.

- Demon plagues

and mystic blights.

- Soulmancy and Blood Magic revealed.

- Magical and demonic weapons and war machines.

- Demonic armies, strongholds and places of evil.

- Hell Pits and Rune Forges.
- Many Demon Lords, their minions and plans.
- Calgary, the Kingdom of Monsters; in detail.
- Ciudad de Diablo, Harpies' Island and other notable Hell

holes on Earth.

- Lord Doom, Pain and other demonic leaders.

- Horune treachery, Dimension Stormers and other villains.

- Notable demonic generals, mercenaries, people and places.

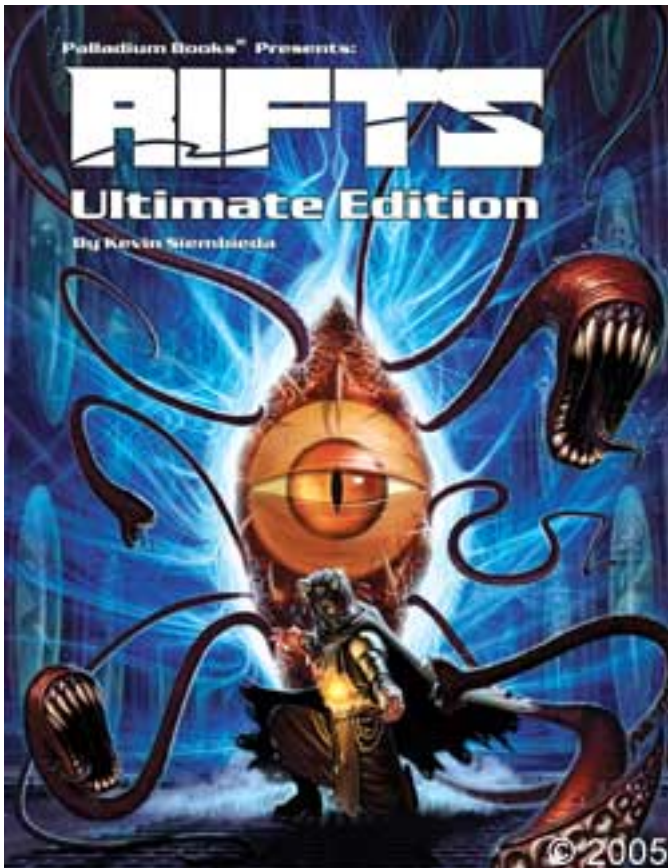
- Battleground:
Earth – as demons
and infernals amass
their legions.
- Global chaos and
the places most
dramatically affected
by the Demon
Plagues.
- Epic battles and

adventure ideas
galore.

- Written by Carl
Gleba. Part of the
Minion War
“Crossover” series.

- 192 pages –
\$24.95 retail – [Ca](#)
[t. No. 876](#)
. September 2013

release.



BACK IN PRINT: Rifts[®] Ultimate Edition

Imagine a world setting that is Earth 300 years after an apocalypse that results in the return of magic. Now imagine a world where magic and super-science collide. Where

cyborgs and men
clad in power armor
and giant robots
clash with demons,
dragons and
sorcerers.

Now imagine lines of

blue, magic energy rippling across the land. Where two or more of those lines cross, there is a tear in the fabric of space and time. *A Rift* to infinite worlds and realities that have unleashed an

endless cavalcade of aliens, mutants and monsters into our world. Some are adventurers like you, other are invaders, some are slaves or prisoners, and still others are demonic nightmares and gods

from ancient myths.
All now make Earth
their home or
hunting ground.
Welcome to
Rifts
®.

Rifts® combines the genres of science fiction, fantasy, horror and post-apocalypse (among others) in a plausible setting where adventure is limited only by your imagination and the

possibilities are truly infinite.

- 33 O.C.C.s –
Bursters, Crazies,
Cyber-Knights, Dog
Boys, Glitter Boys,
Juicers, Ley Line
Walkers, Mind

Melters,
Psi-Stalkers,
dragons, mutants &
more.

- The Coalition
States – heroes or
villains?

- Coalition
O.C.C.s, gear and
States described.

- Psionic powers
and characters.

- Magic spells
and
Techno-Wizardry.

- Techno-Wizard
device construction

rules.

- World information and background to set the stage for adventure.

- All the info you need to play is contained in this core rule book.

- Color end sheets painted by John Zeleznik. Cover by Scott Johnson.

- 24 pages of color, 75+ color images; great art throughout.

- Created and

written by Kevin
Siembieda.

- 90+

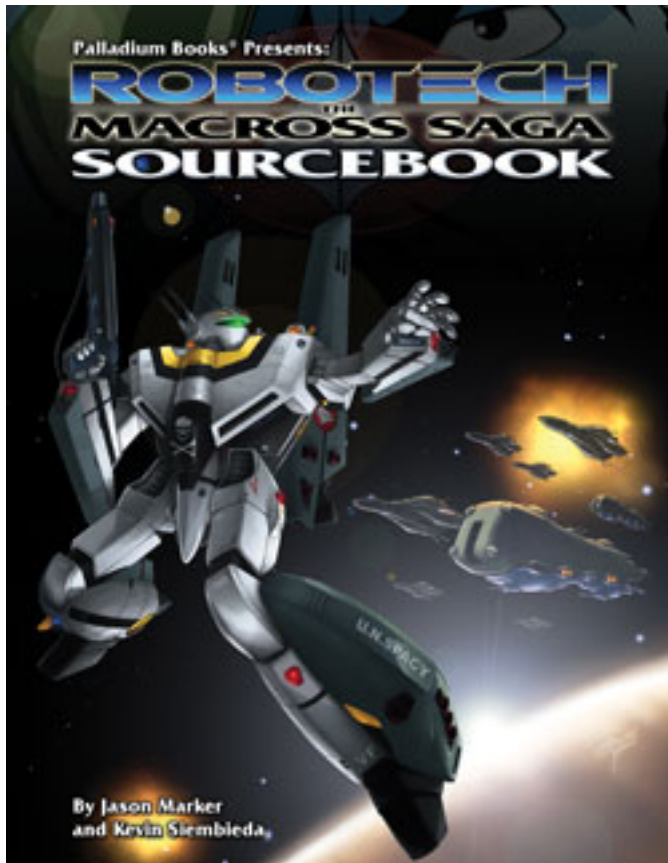
sourcebooks to
expand your Rifts®
adventures.

- 376 pages – [Ca](#)

[t. No. 800HC](#)

– \$39.95 –

Hardcover.



BACK IN PRINT:
Robotech ®
Macross
®
Saga Sourcebook –

New size – 8½ x 11
– same great book
– Ships August

All the famous
mecha and action
of Robotech®
starts here with the

Macross Saga
when an alien
armada enters
Earth orbit. They
have come to
reclaim a lost
spacecraft that
crash-landed on
Earth 10 years

earlier. A space fortress that Earth's protectors have rebuilt into their own flagship against alien invasion. The resulting conflict gives birth to

heroes and
becomes the stuff
of legend, but the
Earth will never be
the same.

Robotech® The
Macross® Saga
Sourcebook
will soon be

available as an 8½
x 11 inch
sourcebook.

Note: This is the
setting for Ro
botech® RPG

Tactics

™, so if you're looking for more information about the mecha, Earth's defenders, the Zentraedi invaders, and the Macross Saga setting, this is

the book for you.
Epic adventure
awaits.

A Robotech®
Role-Playing Game
Sourcebook:

- Transformable

Veritech

Fighters

known as Valkyries
take to the sky to
defend the Earth.

- *Destroids*,
giant walking tanks,
are among Earth's

front-line
defenders.

- The SDF-1
and Earth air,
ground and space
combat vehicles.

- Zentraedi

mecha, powered armor suits, and select spacecraft.

- The Zentraedi warriors, their war machines and culture.

- Notable

characters from the TV series started out.

- Quick Character Creation Tables enable you to make Macross characters in 15 minutes or less.

- New skills and M.O.S. skill bundles.

- The *Robotech® The Shadow Chronicles® RPG* “rule book” is needed to play

(Cat. No. 550 or
550HC).

- 128 pages –
\$16.95 – Cat.

No. 551

– standard 8½ x 11
size



Robotech® The Shadow Chronicles

®

Role-Playing Game

All the data and
details you need
to role-play Robot
Tech ®

are found in the
Robotech® The
Shadow
Chronicles® RPG
– core rule book.
Available in two
affordable
formats, an 8½ x

11 inch hardcover
edition (\$30.95)
and a
pocket-sized
“manga” edition
(16.95).

- Play Veritech
Pilots & Cyclone
Riders.

- Play Battloid
Aces and other
heroes.

- Battle the
Haydonites &

Invid.

- Play your favorite mecha.

- Fast playing & quick combat.

- Quick Roll

creation lets you
create characters
in under 15
minutes.

- A complete
role-playing
game.

- \$16.95 retail

– 336 page

Manga Edition –

[Cat. No. 550](#)

– Manga size, fits
in a pocket.

- Robotech®

The Shadow

Chronicles® RPG “Deluxe” Hardcover – space combat rules & select spacecraft, a few additional weapons, vehicles

& artwork –
\$30.95 retail – 8½
x 11 Hardcover –
224 pages –
Cat. No. 550HC

▪

- A signed and

numbered, **G**
old Collector's
limited edition
with a signed
tip-in color print
(nine autographs)
is also available
for \$70.00 retail –

8½ x 11 – 224

pages –

Cat. No. 5500HC

▪



Robotech®

RPG Tactics

TM

– Coming Fall
2013

Robotech® fans,
this is the game

you've wanted
for decades, with
beautifully
sculpted, in
scale, game
pieces and the
fast action of Ro
botech

®.

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.

Mecha vs
Mecha. Take
command of the
fighting forces of
the *United Earth
Defense
Force (UEDF)*
valiantly

defending Earth
from alien
annihilation. Or
lead the massive
clone armies of
the

Zentraedi
Armada

to recover an
alien artifact of
immense power
and enslave
humankind.



Robotech® RPG Tactics

TM

Box Set

- Brought to
you by Pall
adium Books®

, created with
Ninja Division
(the creative
minds behind
Soda Pop
Miniatures
and
Cipher Studios

).

- Rules by *Al
essio Cavatore,
David Freeman
and
Carmen Bellaire*

▪

- Full color,
128 page,
softcover rule
book;
wraparound
cover and lots of
new, color

artwork.

- 24 Battle
Dice, 12 UEDF
and 12

Zentraedi.

- 40 color
game cards (unit
cards, etc.).

- 4x VF-1A

Valkyries (in
Fighter,
Guardian, and
Battloid modes).

- 1x VF-1J

"Officer" in all
three modes.

- 4x

Destroids: 2
Tomahawks and
2 Defenders.

- 12x Regult
Zentraedi
Battlepods.

- 1x Glaug
Officer's
Battlepod.

- 1x

Quel-Regult

Recon

Battlepod.

- 1x

Quel-Gulnau

Recovery Pod.

- 1/285th

scale, high
quality,
multi-pose
plastic game
pieces (40mm to
70mm tall).
World-class
sculpts from

sculptors around
the world.

- Game rules
use D6.

- Turn-based
system of play.

- Scalable

from small
squad
skirmishes to
mass battles.
Can
accommodate
two to several
players.

- Combat is fast and designed to emulate the anime action.

- Measuring tape required to

determine
targets and
distance.

- Small parts
and some
assembly
required. Game
pieces come

unpainted.

- Release

Date:

Barring any
unexpected

delays, the

Robotech® RPG

Tactics

TM box game
and initial
expansion sets
ship Autumn
2013
(November?).

- \$90 retail

price (tentative)
. The price of
the final box set
is not yet
determined, but
we want to hold
it around \$90.

- Cat. No.
55100 (Main
Boxed Game).

The First Six Robotech® Expansion Packs

The initial

expansion
packs will also
ship in the Fall.
All prices listed
are likely, but
still tentative.
We want most

packs to fall in
the \$25-\$35
price range.

- UEDF

Valkyrie Wing

(2x each,
Fighter,
Guardian,
Battloid) – Cat.
No. 55201 –
\$30.00 retail
(tentative).

- UEDF
Destroid Pack
(2x
Tomahawks, 2x
Defenders) –
Cat. No. 55202

– \$30.00
(tentative).

- UEDF
Spartan Pack
(2x Spartans, 2x
Phalanxes),

Cat. No. 55203
– \$30.00
(tentative).

- Zentraedi
Regult
Battlepod

Squadron
(6x Regults) –
Cat. No. 55401
– \$30.00
(tentative).

- Zentraedi

Support
Battlepods
(4x Artillery
Battlepods) –
Cat. No. 55402
– \$30.00
(tentative).

- Zentraedi
Command Pack
(1x Glaug, 1x
Quel-Regult, 1x
Quel-Gulnau) –
Cat. No. 55403

– \$35.00
(tentative).

- Additional
expansion
packs
at intervals

throughout
2014. More will
follow. Exactly
how many, and
how fast, will
depend on
manufacturing

considerations,
sales and
customer
demand.

- Palladium
plans to release

the mecha and
settings for
*ALL eras of
Robotech*

®. Many other
details are still
in development.

- Tournament
t play support is
planned. Ni
nja Division
will help
Palladium to

develop and
launch the
program
sometime in
2014.



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This is a great
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books. We've

made 90 titles
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[Drive](#)
[eThruRPG.com](#)
. 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®
#49-52 recently
added –
available now.

- Splicers®

RPG

- Beyond the

Supernatural™

RPG

, First

Edition Rules.

- Boxed
Nightmares™
for BTS, First
Edition Rules.

- Nightbane

® Book Four:

Shadows of

Light™ .

- The

Mechanoids®

RPG and T

he Mechanoid

Invasion® RPG

Trilogy

▪

- Palladium

Fantasy RPG®

, First Edition

Rules and
select 1st
Edition
sourcebooks.

- After the
Bomb® RPG

and sourcebooks

▪

- The
Rifter®
issues 1-52.

- The Best of
The Rifter®

-

- Deluxe
Revised

RECON® RPG

and

Advanced

RECON®

Sourcebook

■

- And more –
go to [Drive
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out.

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