

By Kevin Siembieda

I hope everyone is getting acclimated to Autumn. Those of you with children must deal with the greatest amount of transition, with kids back in school, school sports and activities, and all the madness that goes along with the school year and getting children off to school in the morning. Those of you in college have similar transitions to make. For the rest of us, it's dealing with fewer hours of daylight, dropping temperatures and the approach of Winter. Ah, but the holidays are coming and Autumn and Winter are a great time to stay indoors and play games.

## Raise the Dead – Horror RPG Sale – October 8-15, 2015

To help you out on that front, Chuck Walton and Kathy Simmons have convinced me to offer a week or so sale on **Dead Reign**® titles and select other books of suspense, horror and monsters. We're *Walking Dead* fans, and with the spinoff having ended last weekend and the new season starting this Sunday, we thought it was a good time to offer up the dead for your gaming enjoyment. Hey, 'tis the

**Halloween season**

for monsters and spooky stuff, right? And I cannot stress how much fun it is to play

**Dead Reign**

®. It's one of my all-time favorite world settings along with

*Beyond the Supernatural*™, *Palladium Fantasy*

®, and

*Rifts*

®, among others.

- [Dead Reign® RPG](#) – Cat. No. 230 – \$11.48 (normally \$22.95 – half price). Everything you need to start playing. How can you not give this game a try?
- [Dead Reign® Sourcebook 1: Civilization Gone](#)™ – Cat. No. 231 – \$6.48 (normally \$12.95 – half price!).
- [Dead Reign® Sourcebook 2: Dark Places](#)™ – Cat. No. 232 – \$6.48 (normally \$12.95 – half price!).
- [Dead Reign® Sourcebook 3: Endless Dead](#)™ – Cat. No. 233 – \$8.48 (normally \$16.95 – half price!).
- [Dead Reign® Sourcebook 4: Fear the Reaper](#)™ (heroic) – Cat. No. 234 – \$6.48 (normally \$12.95 – half price!).
- [Dead Reign® Sourcebook 4: Graveyard Earth](#)™ – Cat. No. 235 – \$6.48 (normally \$12.95 – half price!). World overview and 100+ adventure ideas around the globe.
- [Beyond the Supernatural™ RPG](#) – Cat. No. 700 – \$12.48 (normally \$24.95 – half price!).

- [Rifts® Conversion Book 3: Dark Conversions](#) – Cat. No. 852 – \$12.48 (normally \$24.95 – half price!). Filled with weird and unique undead, vampires, werebeasts, and creatures of darkness!
- [Rifts® Conversion Book 2: Pantheons of the Megaverse®](#) – Cat. No. 811 – \$12.48 (normally \$24.95 – half price!). 150+ deities, demi-gods and god-pretenders. All can spell trouble, and many are beings of darkness and chaos; adventure ideas galore.
- [Rifts® Conversion Book One](#) – Cat. No. 803 – \$12.48 (normally \$24.95 – half price!). 100+ monsters, 40+ player races, and so much more.
- [Rifts® World Book 4: Rifts Africa™](#) – Cat. No. 808 – \$10.48 (normally \$10.95 – half price!). Save the world from *The Four Horsemen of the Apocalypse*, Necromancy and more!
- [Splicers® RPG](#) – Cat. No. 200 – \$11.98 (normally \$23.95 – half price!). A dire setting where humanity is unleashing bio-technological horrors to battle the Machine and her legion of *Necrobots* and other mechanical nightmares. 224 pages. A game unlike anything on the market. 4-6 sourcebooks coming over the next 12 months.
- [Nightbane® RPG](#) – Cat. No. 730 – \$12.48 (normally \$24.95 – half price!). They ain't dead, but there are plenty of monsters and horror. 240 page core rule book.
- [Nightbane®: Through the Glass Darkly](#) – Cat. No. 733 – \$10.48 (normally \$20.95 – half price!). You want horror? This book has it in spades with the terrifying Fleshsculptor O.C.C., Cybermage, Mirrormage and Nemesis R.C.C., magic items, spells, Living Pathways and other source material to make you cringe. 152 pages.
- [Nightbane® Survival Guide](#) – Cat. No. 735 – \$10.48 (normally \$20.95 – half price!). Everything you should know about the Nightbane.
- [Palladium Fantasy RPG® Book 13: Northern Hinterlands](#) – Cat. No. 467 – \$12.48 (normally \$24.95 – half price!). The Hinterlands are the doorstep to the monster-filled Land of the Damned. 14 new monsters, cold weather rules and more.
- [Rifts® Ultimate Edition RPG](#) – Cat. No. 800HC – \$29.96 (normally \$39.95 retail). Offered here because it is monstrous fun.



**UPDATE: Chaos Earth® Resurrection™ – October release**

[Chaos Earth® Resurrection](#)™ is near completion and is epic, scary, dramatic and fun. I should be pounding away on it the rest of the week and part of the weekend. Paste-up next week. Will get you a bigger sneak preview of

**Chaos Earth® Resurrection™**

than the teaser we're dropping into DriveThruRPG.com. Good stuff coming.

**UPDATE: Robotech® RPG Tactics™**

**Blast Rules.** We spent a lot of time on **Robotech® RPG Tactics™** this week. Wayne made and posted the final write-up for the new RRT Blast rules (addressing damage, scatter, shooting the ground and other things). That included reviewing much appreciated text, input and

suggestions from

*Mike Arnold and his crew,*

talks with

*Carmen Bellaire*

, and much discussion and play-tests among ourselves. The end result is the effort of many people culminated over the last few months.

<http://palladium-megaverse.com/forums/viewtopic.php?f=97&t=149485>

**The Robotech® RPG Tactics™ paper game pieces for Macross**

should be going online tomorrow, for free, on

[DriveThruRPG.com](http://DriveThruRPG.com)

**RRT Gaming events.** One of the unexpected opportunities this week is being able to showcases and demo **Robotech®**

**RPG Tactics™**

at a wargaming/tabletop event at the

**Flat Land Games Store**

in Wixom, Michigan, this Saturday.

**Flat Land Games Event – Saturday, October 10, 2015**

**Location:**

Flat Land Games Store

28990 S. Wixom Rd.

Wixom, MI 48393

**Time:** 9:00AM - 11:00PM EST (*Robotech® RPG Tactics™* demos run

from noon till 8:00 PM; RRT product and select books are available for sale onsite.)

**Website:** <http://flatlandgamestore.com/>

**Phone Number:** 248-773-7854

The Flat Land Game Day is a wargaming event that is carried over from the canceled *Protocon* where avid gamers can enjoy awesome tabletop wargaming of all kinds (Warhammer 40,000, Magic the Gathering, etc.), **Robotech® RPG Tactics™** demos, and product sales and prizes. Come and join the fun. Special thanks to

*Lee Shirk*

of Flat Land Games and

*Lee Gattis*

of Gattis Gaming!

We also put together the product support we are sending to **Extra-Life Game Day**,

a 24 hour Game-A-Thon at

**Dragon's Lair Comics and Fantasy**

, in Austin, Texas, November 7. That events sounds quite spectacular and we are happy to be part of it.

**"Extra-Life" Game Day – 24 hour Game-A-Thon –  
November 7 – Austin, Texas**

Dragon's Lair Comics and Fantasy

2438 West Anderson Lane

Austin, TX 78757

**Date:** November 7, 2015

**Time:** 8:00AM CST - 8:00AM CST (24-hour event)

**Website:**

<http://dlair.net/austin/>

<http://www.extra-life.org/>

**Store Phone number:** 512-454-2399

**The story behind Extra-Life (a charity event):**

<http://www.extra-life.org/index.cfm?fuseaction=cms.page&id=1197>

**The Extra-Life Game-A-Thon** is a *24-hour livestream/broadcasted gaming marathon event* designed for raising funds for charity, having gaming fun and doing it all for a great cause: the *Children's Miracle Network Hospital* of your choice; supporting *kids* and *their families*. All moneys raised for *Extra Life 2015* go directly to the charity.

The event offers all sorts of gaming, video games, CCGs, pen and paper RPGs, board games and tabletop wargames, including Palladium's very own **Robotech® RPG Tactics™** being featured by

FanboyTV. To attend this gaming marathon charity event, all you have to do is:

1. Register and create your personal fundraising page.
2. Try to get four friends or family members to sponsor you at \$1 per hour (\$24 each) – it's a 24 hour Gaming Marathon, after all.
3. Sit on your rear-end and play all types of games for 24 hours.

**More Palladium gaming support.** We also spent time providing support to a few other **Robotech®** **RPG Tactics™** events and retail stores. That's something we've always done, but we'll be doing a lot more of it in the weeks and months ahead. The staff and I will be coordinating with the **Megaversal Ambassadors** (our growing force of volunteer Game Masters and demo teams) as we gear up for our **2016 Robotech® RPG Tactics™** **organized play**, as well as running games and events for all of Palladium's RPGs at

conventions and store events. That will include putting together an RRT demo kit, scenarios and other materials. This is of considerable importance as we want to strongly support the

### **Robotech® RPG Tactics™**

game line with the release of Wave Two and moving on into other eras of Robotech®.

**As for Wave Two**, we continue to explore our options with regard to manufacturing and reduced piece count. We thought we had something that would work, but some concerns have been raised and we are looking into it more as well as into other options.

## **Licensing**

Palladium is looking for licensing opportunities (and partners) for our many I.P.s. We would especially love to see licenses for **Rifts®**, **Splicers®**, **Nightbane®**, **Heroes Unlimited**, **BTS**, and . . . well, all our I.P.s as board games, miniature games, card games, videogames, etc. In the meanwhile, we're excited about the upcoming adaptation of the

### **Rifts® RPG**

to the

**Savage Worlds® game system**

**UPDATE! The Rifter® #71 & 72 Double Issue – 224 pages – Fall 2015**

We are working away on [The Rifter® #71 & 72 Double](#)



[Issue](#) . The combined, 224 page book includes player and G.M. tips, along with source material for **Splicers®**, **Palladium Fantasy®**, **Dead Reign**

®, a

**Rifts**

® short story as a sort of prelude to the new

**Rifts**

® sourcebooks coming, and more. Probably an end of October or beginning of November release, filled with fun.

**UPDATE: Rifts® Coalition States: Heroes of Humanity**™

[It's next](#) .

**UPDATE: Rifts®: The Disavowed**

[It follows](#) after **Coalition States: Heroes of Humanity**™ .

**And in the pipeline**

Books for Rifts®, Chaos Earth®, Splicers®, Palladium Fantasy®, Heroes Unlimited, Beyond the

Supernatural and more.

## **Rifts® Japan – available now as a PDF**

PDFs of dozens of **Rifts®** titles, the **Minion War** TM

series, all of the

**Dead Reign**

® (Zombie Apocalypse) books, plus

**Heroes Unlimited™**, **The Rifter**

® and more are available on

[DriveThruRPG.com](http://DriveThruRPG.com)

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- **NEW!** [World Book 8: Rifts® Japan](#) is now available, along with many other Rifts® titles. Along with more than 100 PDF titles available on DriveThruRPG.com.

- **NEW! Rifts® crossover series: The Minion War (six books in all)6 Rifts® titles –**

**Dimension Book 10: Hades**

,  
**Dimension Book 11: Dyval**

,  
**Dimension Book 12: Dimensional Outbreak**

, **HU2 adventure sourcebook:**  
**Armageddon Unlimited**

TM

,  
**Heroes of the Megaverse**

®

, and

**Rifts® Megaverse® in Flames**

available now! Suitable for ALL settings,  
including

**Rifts**

®,

**Heroes Unlimited™**

and

**The Palladium Fantasy RPG®.**

- **NEW! 6 Dead Reign® RPG titles** . The  
**Zombie Apocalypse is yours to role-play**

with the  
***Dead Reign® RPG.***

The core rule book and all sourcebooks are available now.

- **[World Book 6: Rifts® South America](#)**  
and  
**[World Book 7: Underseas](#)**  
are now available, with many more Rifts® titles coming. Along with more than 100 PDF titles available on DriveThru. Spread the word.

- **Recent! World Books 4 and 5: [Rifts® Africa](#)**  
and  
**[Rifts® Triax & the NGR](#)**  
were recently made available.

- **Recent! World Books 2 and 3: [Rifts® Atlantis](#)**  
and  
**[Rifts® England](#)**  
were also made available.

- [\*\*World Book One: Vampire Kingdoms™, Revised\*\*](#) (as well as the original 1991 edition) and [\*\*Rifts® Vampires Sourcebook\*\*](#) are available with more **Rifts**® books to follow.

- Palladium plans to make more books available as PDFs every week or so. We'll be starting with *Rifts® World Books* and *Chaos Earth®* titles, with lots more to follow.

- **FREE *Robotech® RPG Tactics™* Force Organization Charts, stat cards, rules and special items – coming soon!**

- **FREE 12 highly-detailed, comprehensive *Robotech® RPG Tactics™* assembly instructions for all the Wave One mecha –**

**available now.**

**- FREE *Robotech® RPG Tactics™* color guides are available now.**

**- FREE Bizantium Sneak Preview – available now.**

**- Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now. More are coming in the weeks ahead.**

**- The Rifter® issues #1-62 – available now – more coming.**

**- 100+ Palladium titles available now as PDF downloads with more coming.**

**- Game Master Kits, maps and more – Available now.**

**- Much more to come in the months ahead.**

[DriveThruRPG.com](http://DriveThruRPG.com) already offers **100+** **Palladium Books products available** as PDFs with more coming soon. Plus FREE support for **Robotech® RPG Tactics™** and other Palladium game lines with supplemental material, FREE previews, Game Master packages, paper miniatures and book titles like the **Coalition Wars®/Siege on Tolkeen™** series, **Splicers® RPG, The Rifter® issues #1-62** (with more to come), 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

[DriveThruRPG](#)

in the weeks and months to come, so take a look on a regular basis.

## **Palladium Collectibles available in Kevin's Online Toy & Collectibles Store**

A bunch of new items will be added to my [Ebay Store](#)

over the next week, with more to come. This includes one-of-a-kind, original

## **Rifts**



® and

**Robotech**

® artwork by

*Kevin Long, me*

and

*others*

. There is also a range of limited editions, rare book titles and limited edition hardcovers, toys and more that are all being added to my online store over the next several weeks, so keep an eye out. Alex and I will keep adding items as our busy schedules allow, but we have a lot of fun collectibles available now and coming soon. Items include original art, out of print titles, redlined proofreader photocopies signed by me and the staff, signed manuscripts with editors' corrections, some original art, hardcover books (including

**Rifts® Lemuria, Northern Gun™ One,**

**Northern Gun™ Two, Megaverse® in**

**Flames™, Beyond the Supernatural™ Gold,**

**Rifts® Machinations of Doom™ Gold**

and

## **Rifts® Ultimate Gold**

) and other items available just in time for the approaching holidays. There are also hundreds of toys and action figures, all from my personal archives and collection. Take a look every weekend for new items added. Many make perfect gifts for the upcoming holidays, birthdays and anniversaries.

<http://stores.ebay.com/kevinstoys-artandcollectibles>

**Brandon Aten's Kickstarter is going strong – Wild Skies RPG: Europa Tempest raising funds on Kickstarter now!**

Fan fave Palladium author Brandon Aten and Matthew Orr are launching their own line of

role-playing games and sourcebooks. You have enjoyed Brandon's work for Palladium (Madhaven, Triax Two, the Sovietski, The Rifter®, etc.), so you might want to support this effort. It sounds pretty cool. **FYI:** You can continue to expect Brandon and Matthew to write books for Palladium as well. In fact, there are three in the pipeline right now!

**Wild Skies RPG: Europa Tempest:** An alternate Earth where mutant animals dominate the planet, and war and years of anarchy have produced a glut of soldiers of fortune who have become a force to be reckoned with in their own right. As the new nations begin to clash at the edges of their empires, waiting in the wings for the ideal moment to strike are privateers, mercenaries and air pirates.

Enter this world of adventure as a member of one of the national air navies or one of the numerous mercenary companies operating over the skies of Europe. Use your grit and moxie, your brains and your brawn, even your teeth and claws to make your way in the Wild Skies!

- A completely new role-playing system which puts character development and storytelling front and center.
- 30 anthropomorphic animal types, each with a unique natural ability including the Wolf's howl, the Lizard's camouflage skin, the Songbird's mimicry and the Sheep's woolly coat (really!).
  - Optional rules for playing as a human.
  - Percentile-based skill system, with varying degrees of success.
  - Adjust your initial roll with up to five D6 Skill Dice to hit exactly the mark you want.
- Customizable Moral Compass which

determines both character motivations and experience level.

- Complete air combat rules to run dogfights, torpedo runs and airship confrontations. And more.

- Cover art by Charles Walton, painted by Eduardo Dominguez.

- Written by Brandon K. Aten and Matthew Orr.

**Check out the project on Kickstarter now!**

<https://www.kickstarter.com/projects/2103068465/wild-skies-europa-tempest>

**That's all folks . . . we've got books to finish**

As for our small staff, every week is a juggling act. While I had expected to spend the entire week finishing **Chaos Earth® Resurrection™** (which *is* closer to completion), most of my time went to dealing with business matters, **Robotech® RPG Tactics™** and a number of opportunities. All I can say is, time just flies around here. Cannot believe it is Thursday already, let alone October. That said, we are excited about upcoming releases and plans for the future.

We hope you have a fun, game filled weekend with the people who matter most in your lives. We'll be gaming a bit, selling and writing away. Game on.

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

## **Zombie Time!**

Think you can survive the Zombie Apocalypse? Do you have a desire to kick some zombie butt? Then you want the **Dead Reign® RPG** – available from Palladium Books® or as PDFs from DriveThruRPG.com. There are currently six titles that are as much fun to read as they are to play. And more are coming.

## **Dead Reign® RPG – Core Rules – everything you need to know to play**

Experience the nightmare of being stalked by the living dead. Who can you trust? Where can you go to be safe? How do you fight the dead? Find out in [\*\*Dead Reign\*\*](#)

® – a complete role-playing game that captures the horror, suspense and trauma of the post-apocalyptic world dominated by zombie hordes. And the zombies? More than what you may expect. All of them deadly.

- **Rules are easy to learn.**
- **Combat is fast, fun and intuitive.**



- **The setting, brutal and unrelenting.**
- **Characters represent the last of humanity.**
- **Play ordinary people who must find a way to survive against impossible odds;** 40 different occupations and notable skills for each.
- **Or play one of the more extraordinary survivors** who battle zombies and try to rescue the living. They don't mean to be heroes, they just are.
- **They say there is no surviving a zombie bite.** *The Half-Living* say otherwise. They are victims of a zombie

attack, but instead of dying and turning, they come out of their coma more (or some would say, less) than human. The question is, might they turn at any time?

- **Slouchers** are the slow moving zombies. They gather in large herds and kill all they encounter.

- **Flesh-Eating Zombies** are fast and predatory. They hunt in packs, and stalk humans day and night.

- **Mock Zombies** are twisted abominations: The dead who retain a large portion of their mind and identity, but cannot accept what they have become. Most are quite insane and insist they are not monsters. They claim to be alive, and only want to help their “fellow

man.” That last part might even be true, until the irresistible need to kill the living takes over.

- **Pattern Zombies** are the dead that only kill when they come face to face with the living or are attacked first. Unlike the Slouchers and other zombies, they don't seek out human prey. Rather, they are locked in some pattern from their past life, endlessly reenacting their job at the factory, or a typical day at home mowing the lawn or watching the game on a TV that no longer receives broadcasts.

- **Thinkers** are among the most dangerous: zombies that retain a level of cognitive thought and awareness. They can open a door or unlatch a gate, use a weapon such as a knife or axe, figure

out ways to get inside strongholds and go around traps. Worst of all, other zombies follow them, and Thinkers often lead mobs of lesser zombies against the living.

- **More than 30 pages describing zombies,** with all the hows and whys of their behavior and their need to kill the living. Seven different types of zombies (more appear in the *Dark Places* and *Endless Dead* sourcebooks).

- **Page after page of Zombie Apocalypse survival tips.**

- **Six Apocalyptic Character Classes,** with any number of

Ordinary People as survivors fighting to keep humanity alive.

- **Death Cults and their leaders.** Not all humans are allies.

- **Retro-Savages**, survivors who blame the apocalypse on technology, and feed people who still use guns, cars and tech, to the dead.

- **Weapons, survival tips and how to fight the dead!**

- **Vehicles, equipment and notable resources.**

- **101 Random Scenarios/Encounters/Settings, adventure ideas and more.**

- The complete core rule book. And learn the rules of this RPG and you can

play any Palladium RPG. You see, Palladium's games all use the same basic rules. Learn one, and you can play them all. More than that, you can bring your characters, weapons, powers and magic from one game setting to the next, creating a truly infinite Megaverse® of worlds and adventure.

- **Cover by E.M. Gist.**

- **Art by Amy Ashbaugh, Nick Bradshaw, Mark Dudley and Mike Mumah.**

- **Written by Kevin Siembieda, Josh Hilden and Joshua Sanford.**

- **\$22.95 – 224 page core rule book – [Cat. No. 230](#). Available now from Palladium Books® and in game shops everywhere. Also available in**

**PDF format**

**from DriveThruRPG.com.**

**Dead Reign® Sourcebooks**  
**– Expand the world, many**  
**more settings, adventure**  
**ideas, new zombies and**  
**danger**

**- Dead Reign® Sourcebook 1:**  
**Civilization Gone™ – \$12.95**

**– 64 pages – Cat. No. 231.**

**How do you survive when**

civilization no longer exists? No government. No police or soldiers. You're on your own. Survival tips, many random encounter tables, survivor camps, madmen and psychopaths, including the Zombie Master, Ghost Walker, Messianic Leader, Zombie Lover, Deathbringer and others. Available now in

[PDF format from DriveThru](#)

or as

[a printed book from Palladium](#)

.

- [\*\*Dead Reign® Sourcebook 2:  
Dark Places\*\*](#) <sup>TM</sup> – \$12.95 – 64



## **pages – Cat. No. 232.**

Sometimes it's the dark places that offer refuge. Traveling the rails and underground tunnel systems, the pitfalls of the urban underground, disease, more random encounter tables, scavenger tables, more survival tips, and new zombies like Worm Meat, Bug Boy, and the Impersonator Zombie. Available now in

[PDF format from DriveThru](#)

or as

[a printed book from Palladium](#)

.

- [\*\*Dead Reign® Sourcebook 3:\*\*](#)

**Endless Dead** <sup>TM</sup> – \$16.95 –  
**96 pages – Cat. No. 233.**

The fate of the US military, military bases, random encounters and scavenger tables, tables for random military bases and survivor caravans, vehicle combat rules, anti-zombie defenses, new O.C.C.s like the Wheelman and Zombie Researcher, new zombies like Fused Zombies and the Walking Graveyard, Death Cults, survival tips, and more. Available now in [PDF format from DriveThru](#)

or as

[a printed book from Palladium](#)

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- **Dead Reign® Sourcebook 4: Fear the Reaper** <sup>TM</sup> (heroic) – \$12.95 – 48 pages – Cat. No. 234.

Join the Road Reapers who ride the streets on motorcycles like knights-errant, saving lives and slaughtering zombies. More stats on vehicles, boats and gear, more about zombies and survival.

Available now in

**[PDF format from DriveThru](#)**

or as

**[a printed book from Palladium](#)**

.

- **Dead Reign® Sourcebook 5:**

**Graveyard Earth** <sup>TM</sup> – \$12.95

– 64 pages – Cat. No. 235.

The Zombie World Tour: the state of the post-apocalyptic world.

Random safe havens by geographic region, notable survivors and danger zones, Zombie Threat Level tables, creating random Survivor Leaders, getting home from other countries, aircraft and landing fields, and 100+ adventure ideas set around the world! Available now in

[PDF format from DriveThru](#)

or as

[a printed book from Palladium](#)

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- For a different kind of horror game, see [Beyond the Supernatural™ RPG](#)

– Core Rules – \$24.95 – 256 pages – Cat. No. 700.

Modern horror like you have never played before. Plausible setting, monsters and concepts that makes sense and will have you wondering if this stuff could be for real. 14

Psychic character classes, 42 occupations for “ordinary” people, more than 100 psychic abilities, creatures of darkness and more.

Three new sourcebooks planned for 2016. A game for the thinking

gamer.

- **And for something completely different – [Nightbane® RPG](#)**

**– Core Rules – \$24.95 – 240 pages – Cat. No. 730.**

Nothing has been the same since Dark Day. Earth has been secretly invaded by demons from a hell that is eternal night. Doppelgangers replace many of the people you know and now run the world governments. The

*Nightbane*

are human beings (or are they?) linked to something ancient and

supernatural, and who conceal a monster within themselves.

Inhuman alter-egos that wield supernatural powers and magic abilities. And some say, powers that can fight the monsters from the Nightlands. You, in fact, could be one of them and not even know it – yet.

**The Rifter® #71 & 72 *Double Issue*** —

**224 pages – Fall 2015**

Missing your issue of **The Rifter® #71?**

Well, it's coming along with **The Rifter® #72**

as a special,

**Double Issue – 224 pages**

. Probably an end of October or beginning of November release.



**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.

**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® #71-72 Double Issue** will present a nice variety of new source material for **Rifts**

® and other Palladium RPG settings. Celebrating the **Rifts® 25th Anniversary**

, there will be an emphasis on Rifts® material.

- **Rifts® source material.**
- **Rifts® short story.**

- **Gaming Tips by Kevin Siembieda (and Erick Wujcik).**
- **Palladium Fantasy RPG® source material.**
- **Splicers® source material.**
- **Dead Reign® source material.**
- **Additional source material to be announced.**
  
- **News, coming attractions and much more.**

- **Cover (Rifts®) by Amy L. Ashbaugh.**

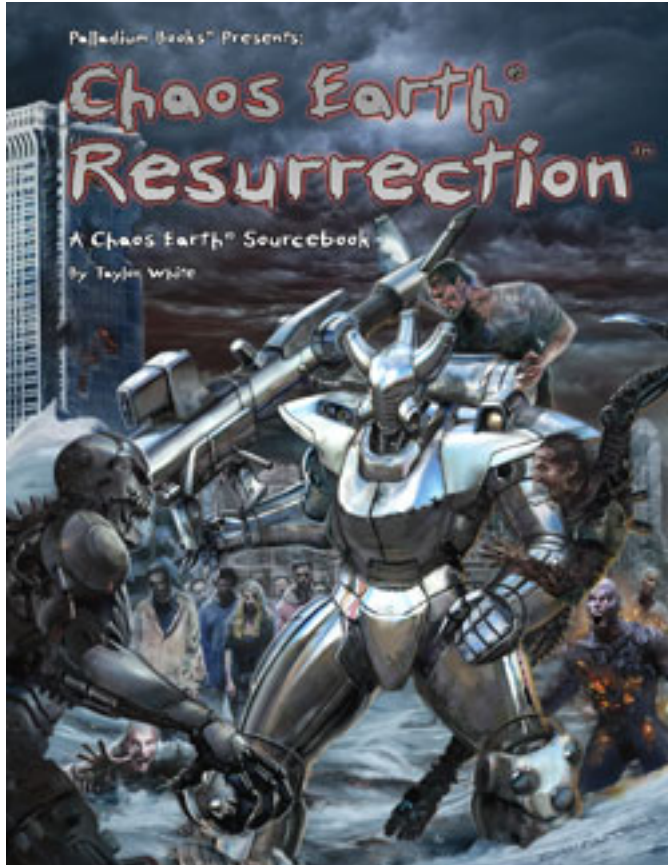
- **Interior art by Walton, Ramsey, Rodriguez and Mumah.**

- **224 page DOUBLE ISSUE – \$24.95 retail –**

**[at. No. 171-172](#)**

**C**

**. Ships end of October or early November.**



# COMING – Rifts® Chaos Earth® Resurrection

TM

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.**

**- Snatcher Ghouls,  
Carrion Cleaners,  
Screaming Puppet  
Ghosts, Sour Maggot**

# **Parasites, and other monsters.**

- **The Zombie Pox and other dangers.**

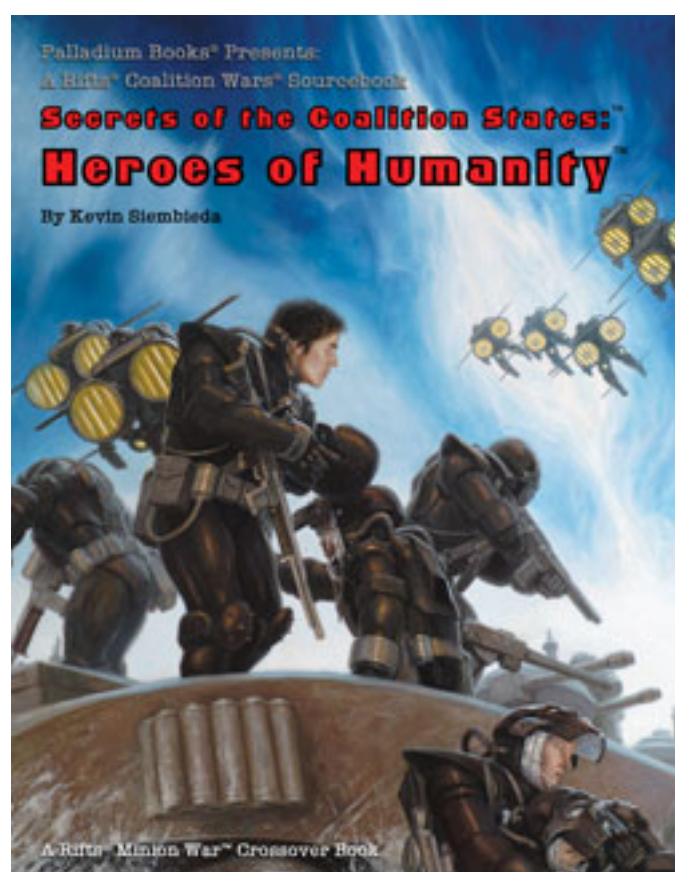
- **Setting background, adventure and adventure idea table.**

- **Written by Taylor White.**

- **128 pages – \$16.95**

**retail – [Cat. No. 666.](#)**

**Fall release.**



# **COMING – Rifts® Sourcebook – The Coalition States: Heroes of Humanity**

TM

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**

▪

# **COMING – Rifts®**

## **Secrets of the Coalition States: The Disavowed**

**TM**

**“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

*Joseph 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  
*know 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 –**      **Ca**  
**t. No. 892**

▪

**COMING – Rifts®**

# Secrets of the Atlanteans

TM

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**

■

**COMING – 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.).**

**- Apocalypse  
Plagues brought**

**from other worlds  
to Chaos Earth.**

**- Adventure  
ideas and more.**

**- Written by  
Jason Richards.  
Additional text by**

# **Clements & Siembieda.**

**- 96 pages –  
\$16.95 retail –**

**Cat. No. 665**

**. Fall, 2015.**



# NEW! Robotech

®

# : Expeditionary Force Marines

™

## Sourcebook – Available Now

# Expeditionary



# **Force Marines™**

is ready to ship  
right now! It is a  
riveting

## **Robotech**

® sourcebook that  
carries you to alien  
worlds. Your  
characters can

pilot the early  
Cyclones and next  
generation of  
Destroids, liberate  
alien worlds and  
engage the  
merciless Invid  
Regent, his  
Inorganic shock

troopers and Invid swarms. Epic, planet-hopping adventure awaits.

# **The Robotech®: Expeditionary**

**Force Marines  
Sourcebook is set  
in space with the  
UEEF (United  
Earth  
Expeditionary  
Force) led by  
Admiral Rick  
Hunter, Lisa**

Hayes, Breetai  
and Exedore. 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 alien people  
are introduced and  
become part of the  
Expeditionary  
Force Marines. In

between their  
ongoing war with  
the Regent and his  
Invid and  
Inorganics, they  
explore planets,  
battle space  
pirates and face  
treachery on many

fronts.

**- 5 new Marine  
O.C.C.s, 22  
M.O.S. skill  
packages, and  
some new skills.**



**- 8 new  
Destroids, two of  
them Zentraedi,  
plus a Battloid or  
two.**

**- 6 new  
Cyclones,  
including Space  
Cyclones, the**

**Spider Hover  
Cyclone, the  
Walker and more.**

**- CVR-1 and  
CVR-2 body  
armor and  
notable  
Expeditionary**

**Force (and alien)  
weapons, gear  
and vehicles.**

**- The Regent's  
war machine:  
Invid Scientist  
R.C.C., Invid  
Assault Trooper**

**(new), Invid Fury  
(new), Invid Ogre  
(new), Invid  
Ranger (new),  
Garn Inorganic  
(new), the Regent  
statted out, and  
more.**

**- 6 alien races**

**and brief  
overviews of  
their planets.**

**- 34**

**Perytonian  
Energy Wizard  
magic spells.**

**- Quick Roll  
Creation Tables  
for UEEF Marines  
as player  
characters.**

**- Time-line for  
the Expeditionary  
Force and related  
events on Earth.**

- ***The Robotec  
h® The Shadow  
Chronicles® RPG***  
“rule book” is  
needed to play  
(Cat. No. 550 or  
550HC).

**- Art by  
Charles Walton,  
Mike Wilson,  
Apollo  
Okaumura, Allen  
& Brian Manning,  
Ben Rodriguez  
and Dan  
Dussault.**



**- Written by  
Irvin Jackson and  
Kevin Siembieda.**

**- 160 pages –  
\$20.95 retail –**

**Cat. No. 553**

**. Available now!**



# **Robotech® RPG Tactics TM**

**– Available  
now in the USA,  
Canada,  
European  
Union, Australia**

# and New Zealand

If you love  
Robotech®, you'll  
want to take a  
look at this game.

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

Robotech®  
experience in a  
new, exciting  
way. And this is  
just the  
beginning. We  
have so much  
more planned.

Available NOW –  
in game stores  
across the USA,  
Canada, UK,  
European Union,  
Australia and  
New Zealand.

- **Robotech®**  
**RPG Tactics™**  
**"Starter Box"**  
– **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 Ro  
botech® 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.**

- **UEDF Dice**

**Pack** – **Cat.**

**No. 55101 –**

**\$12.00 retail.**

12 white,  
six-sided dice  
with red printing  
and the UEDF  
logo in place of  
the six.

- **Zentraedi**

# **Dice Pack** –

**Cat. No. 55102 –**

**\$12.00 retail.**

**12 purple,**

**six-sided dice**

**with yellow**

**printing and the**

**Zentraedi logo in**

place of the six.

- **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.

- **Robotech**  
**RPG Tactics**  
**Template &**

# Token Pack

– Cat. No. 55106

– \$15.00 retail.

10 UEDF

Command Point  
tokens, 10

Zentraedi

Command Point

tokens, and one  
blast template.

- **Battle Foam**  
**Robotech® RPG**  
**Tactics™**  
**bag/carrying**  
**case** – **Cat.**

**No. 55107 –  
\$120.00 retail  
(limited supply).**

**Note:**

**We only have a  
few Robotech®  
RPG Tactics™  
Battle Foam bags**

available. Once they are sold out it will be months before we manufacture more, if ever.





**NEW!**

**Palladium**

**Fantasy RPG®**

**Sourcebook:**

# **Bizantium and the Northern Islands**

**TM**

**– Available  
now**



To the civilized world, Bizantium and the waters and lands around it are frightening. A realm of sea serpents,

monsters, and  
barbarians. To  
the heroes and  
people who live  
there, it is a  
realm of  
adventure,  
beauty and

opportunity. One might consider Bizantium as the center of adventure and mystery in the North.

North of  
Bizantium are  
the Icy Ocean  
and Great Ice  
Shelf, places  
where only a

handful of the  
bravest  
Bizantian sailors  
have ever set  
sail, and the rest  
of the world *kno*  
*ws nothing*  
about. For

kingdoms in the  
south, only a  
few scholars  
have ever heard  
of the Great Ice  
Shelf or the  
cannibalistic  
Necromancers

known as the  
Iceborn who  
make the frozen  
wasteland their  
home. Those  
who have heard  
tales of the land  
of ice and death

are convinced  
they are nothing  
but the stuff of  
myth. Very  
soon, they will  
find out  
otherwise. And  
these are but a



few of the  
revelations  
presented in  
**Bizantium and  
the Northern  
Islands™.**

Discover for  
yourself the

wonders and  
horrors that  
await.

- **Waterchan  
ter O.C.C. and  
20+ magic**

**spells new to  
the Fantasy  
setting.**

**- Necroman  
cy revisited.**

**Many spells  
new to the  
Fantasy**

**setting.**

**- 90+ spells  
in all, including  
Ocean Magic  
for the  
Waterchanter,  
Necromancy  
and more.**

**- Serpent  
Chaser,  
Bizantium  
Marine and  
other new  
character  
classes.  
- The**

**Iceborn, their  
man-eating  
Raiders,  
Skinbinders  
and Sea  
Witches. A  
forgotten race  
of monsters**

**who worship  
death, wield  
death magic,  
hunt  
humanoids, eat  
their flesh, and  
wear their skin.  
A villain you**

**will love to  
hate.**

**- The  
Iceborn's  
Necroilus –  
massive  
vessels made  
from the**



**remains of  
dead sea  
serpents and  
animated by  
Necromancy to  
prowl the seas.**

**- Vengeful**

**gods,  
monsters, sea  
serpents and  
sea monster  
creation tables.**

**- The Seven  
Treasures**

**touched by the  
Northern Gods,  
lost for  
centuries,  
waiting to be  
found.**

**- New and  
old Bizantium**

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

**- Bizantium  
as never before  
seen.**

**- The  
Northern  
Islands  
described in  
new detail.**

**- The Great  
Ice Shelf – a**

**new continent  
to explore.**

**- Bizantium'  
s origin,  
history, and  
mysteries  
revealed.**

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

**- People and  
places of note.**

**Adventure  
hooks galore,  
and more.**

**- Written by  
Glen Evans,  
Matthew  
Clements and  
Kevin**



# Siembieda.

- 192 pages  
– \$24.95 retail –

Cat. No.

474

–

Available now.

**NEW! Rifts®  
Special Order  
Products –**

# **PRINT on Demand**

**The following  
items are  
something new,**

proposed by  
and created by  
Tags, a fan of  
**Rifts**  
® and  
**Palladium**  
**Books**

. He did the design work and had the sample products that are shown here created by

*Victor Narvaez*

at

**NY**

**Embroidery**

. We liked what  
these two gents  
created, so we

are making  
them available  
to you as  
Special Orders.

Here's how **Rifts® Special Order Products** will work. In most cases, we have to order a



limited quantity  
to make  
manufacturing  
and shipping  
cost effective  
(we can't make  
just one at a

time, but can  
make a dozen  
at a time). That  
means when  
we have a  
sufficient  
number of

“Special  
Orders” we can  
have them  
made in a week  
and shipped in  
another week  
or two. And

with Autumn  
and Winter and  
the holidays  
coming up fast,  
this might be a  
good time to  
order things like

Reporter Bags,  
Embroidered  
Hoodies, caps  
and  
Three-Season  
Jackets. Enjoy  
and think

Christmas gifts.

**Please Note:**

Your credit card  
will not be  
charged until  
the Special

Order is in  
actual  
manufacturing.







# Rifts®

# Glitter Boy in Flames

# Jacket

A 3-Season

Jacket –

Winter, Fall

and Spring –

any Rifts® fan  
would be  
proud to wear.

- Warm and  
comfy for Fall

and Winter  
wearing.  
Personally, I  
think this  
jacket is too  
warm for  
Spring wear.

The fleece  
lining is NOT  
removable.

- On the  
front of  
this stylish

jacket (I own  
one, myself) is  
the *f*  
*ull Rifts® Logo*  
in a gold color  
over the left  
breast.

- On the  
back is a  
massive and  
detailed,  
11x15 inch  
embroidered

image of the  
fan favorite  
depiction of  
*a Glitter Boy*  
*standing brave*  
and bold  
amongst



flames and  
destruction  
bearing the  
American  
Flag. We are  
told that this  
embroidery

image has  
400,000  
stitches and  
takes 9 hours  
to embroider,  
and it is  
detailed and

beautiful.

- Art by  
Scott Johnson.

- Water  
resistant.

- Two  
zipper  
pockets.

- EZEM  
System and  
easy care.

- We've  
been told we  
are crazy to  
sell this jacket  
for anything  
less than  
\$450, but . . .

well, we are  
crazy, so you  
can order your  
embroidered  
Rifts® Jacket  
for only \$275  
plus shipping.

- Cat. No.

SPO-15801

– \$275 retail

for sizes

Small to 2XL

– \$300 retail

**for 3XL to  
5XL sizes.**

**Please make  
sure you  
indicate the  
jacket's size.**









# Rifts®

# Glitter Boy in Flames

# “Zipper Hoodie”

A Gildan or  
Fruit of the

Loom hoodie  
(depending  
on availability)  
suitable for  
Fall and  
Spring wear

(or if you are  
Kathy  
Simmons,  
Winter too).  
This is the  
same design

as the **Rifts®**  
**jacket**  
with the  
**Rifts®** logo on  
the front and  
the big, **Glitter**

Boy in Flames  
image on the  
back for  
almost half  
the price as  
the jacket.



Both Chuck  
Walton and  
Kathy  
Simmons  
have their  
Rifts® hoodie

for the Fall.  
Shouldn't  
you?

- **Black**

**zipper  
hoodie –  
Gildan or Fruit  
of the Loom  
depending on  
availability.**

- On the  
front of  
this hoodie is  
the  
*Rifts® Logo*

in a gold color  
over the left  
breast.

- On the  
back is a

massive and  
detailed,  
11x15 inch  
embroidered  
image of the  
fan favorite

depiction of  
*a Glitter Boy*  
*standing*  
*brave*  
and bold  
amongst

flames and  
destruction  
bearing the  
American  
Flag. We are  
told that this



embroidery  
image has  
400,000  
stitches and  
takes 9 hours  
to embroider,

and it is  
detailed and  
beautiful.

- Art by  
Scott

Johnson.

- Two

pockets and a  
hood.

- **Cat. No.**

**SPO-15802**

**– \$160 retail**

**for sizes**

**Small to 2XL**

**– \$180 retail**

**for 3XL to**

**5XL sizes.**

**Please make  
sure you  
indicate the  
hoodie's size.**





**Rifts®**

**Baseball**

**Cap – Black**

# Cap, “Gold” Rifts ® Logo

I (Kevin



Siembieda)  
am not a  
baseball cap  
guy, but I  
love this cap  
and have

been wearing  
mine on my  
morning  
walks. I like  
the  
comfortable

fit and I do  
not seem to  
sweat as  
much  
wearing this  
cap

compared to  
others I have  
tried. (The  
trail I take  
has me  
walking into

the morning  
sun, so I  
need a cap.)  
I prefer the  
gold logo, but  
red was the

hot seller at  
Gen Con.

- The  
Rifts® Logo

embroidered  
in *gold*.  
- 100%  
cotton. One  
size fits all.  
North End

brand.

- Logo  
design by  
Kevin Long.

- **Cat. No.**



**SPO-15803**

**– \$19.95**

**retail.**



**Rifts®**

**Baseball**

**Cap – Black**

**Cap, “Red”**

**Rifts**

**®**

# Logo

The same  
style of cap  
with the

words Rifts®  
with the  
swish  
through it.  
The  
embroidered

“red”  
baseball cap  
was the  
favorite  
among  
consumers

at Gen Con.

- The

Rifts® Logo

embroidered

in *red.*

- 100%

cotton. One

size fits all.

North End

brand.



- Logo  
design by  
Kevin Long.

- Cat.

No.

**SPO-15804**

**– \$19.95**

**retail.**



**Rifts®**

**Logo**

**Reporter's**

**Bag (Clean**

**Look)**

This useful  
carrying bag  
has three  
large  
pockets for  
books being

taken to  
your Rifts®  
gaming  
session,  
plus two  
smaller

pouches for  
pens or dice  
sealed via  
hook and  
loop  
fasteners.

The front  
flap is a  
dynamic,  
full Rifts®  
logo on a  
field of



crackling  
blue energy  
from a ley  
line. Also  
suitable as  
a

school/college book bag.

- The full

Rifts® Logo  
on a field of  
crackling  
blue energy.

- Colorful

and  
dynamic  
sublimation  
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