

## **One game system – every genre – countless worlds – endless adventure**

**By Kevin Siembieda**

Gen Con was a blast. As you know, we were working like demons all the way up to the day before we left for Gen Con. So maybe it was exhaustion, adrenaline or years of experience – or perhaps all of the above – but Gen Con seemed to go very smoothly and with an omnipresent air of positivity and energy that I don't remember in past years. It just felt good. Every day. We met with old friends and long-time fans, made new acquaintances and friends, signed a zillion books, and chatted with fans from Brazil, France, England and around the world. The majority of this Update will reference Gen Con even when it comes to game product and new releases.

### **A funny thing happened on the way to Gen Con**

We stopped at a McDonald's to grab some lunch. We sat by the windows talking and watching people as they came and went. A particular group of guys stepped out of a car and I said to Wayne and Chuck, "Those guys look like gamers. I wonder if they're heading to Gen Con?"

A few minutes later, a tall gentleman from that group, wearing a *Fallout T-shirt*, walked over to our table to ask if we were going to Gen Con. I was wearing my

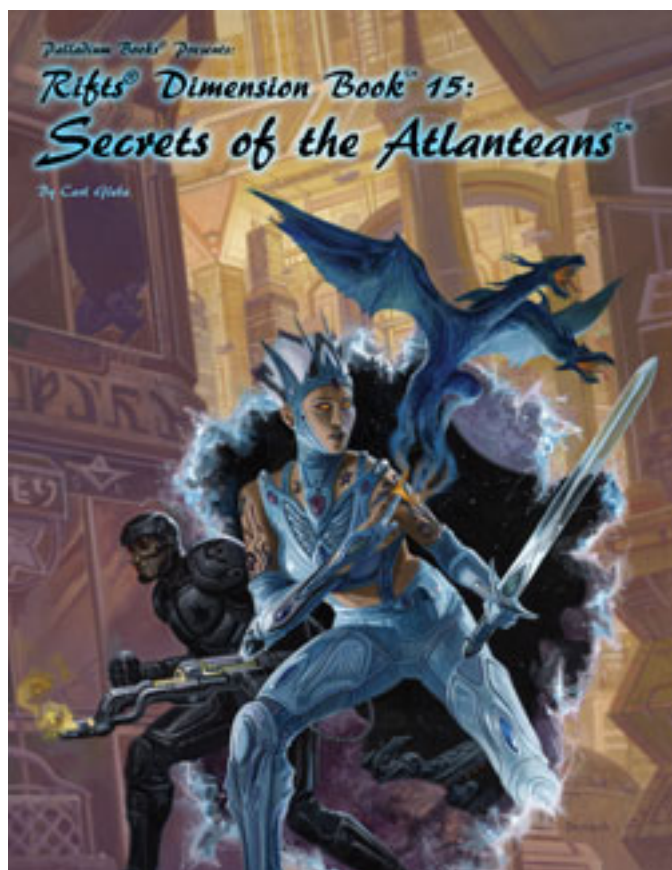
*Rifts® Promise of Power T-shirt*

with the big, red and white Rifts® logo, so I imagine it caught his eye. I know Chuck was also wearing a Palladium T-shirt (

*Rifts® Cyber-Knight Game Master*

). We said yes, and we all enjoyed a good laugh about it. The man, whose name was Tim, asked me if we worked for Palladium Books. We laughed and said, "yes." Tim then asked if we were booth help or actually worked at the company. I smiled and said, "I am Palladium Books." "You mean like ...?" "Yep, I'm Kevin Siembieda, the owner and main game designer," and introduced Chuck and Wayne. Tim was surprised. We shook hands and laughed some more. We wished him a safe trip and fun time at Gen Con, and invited him to stop by the Palladium Books booth.

I'm happy to say, Tim did drop by the booth, bought a few books, and had us sign them. It was a very pleasant and fun way to start our trip, and seemed to set the tone for the entire weekend.



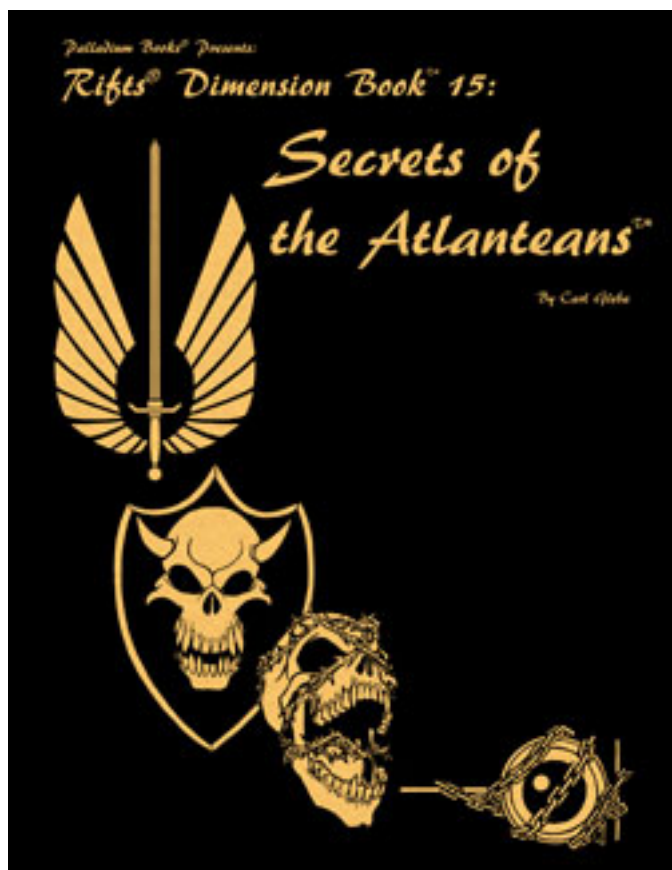
**UPDATE: Rifts® Secrets of the Atlanteans™ – Sold out at Gen Con**

[Rifts® Secrets of the Atlanteans](#)™ was the hot item for Palladium at Gen Con. We brought around 120 copies and they SOLD OUT by Saturday afternoon. Everyone wanted this hotly anticipated book and we could not keep it on the shelf. Some people even bought two copies. On Sunday, with 20 minutes left before Gen Con closed, we found one copy that had fallen and slid under the table. I put it out on the shelf and it sold in under three minutes! Crazy.

It was awesome to see so much excitement about this title. Then again, I am not surprised. As I have said, **Rifts® Secrets of the Atlanteans**™ is one of those truly epic sourcebooks with ideas on every page and packed with all kinds of useful and fun information about True Atlanteans, Tattoo Magic, Stone Pyramids, Crystal Magic, Shadow Magic, Atlantean clans, the Sunaj, new Atlantean O.C.C.s, old O.C.C.s revisited, the Shadow Dimension and its monstrous inhabitants, and more. And there are many secrets revealed. Please take a look at the [free preview on DriveThruRPG.com](#) for more details and a few choice glimpses of what you can expect.

**Please Note:** Based on furious Gen Con sales and our own online sales, I suspect **Rifts® Atlanteans** may blow out of game stores just as fast. If you cannot find the book in the stores because they keep selling out, please remember it is available directly from Palladium Books. 224 pages, \$24.95 retail.

Oh, and if you don't already own them, we highly recommend you pick up **Rifts® World Book One: Atlantis**, **World Book 21: Splynn Dimensional Market**<sup>™</sup>, and **Rifts® Dimension Book 7: Megaverse® Builder** (also written by Carl Gleba). All are fun and useful companions to **Rifts® Secrets of the Atlanteans**<sup>™</sup>.



**UPDATE: Rifts® Secrets of the Atlanteans™ “Gold Edition” Limited Hardcover – Ships August 31 and may sell out fast**

I suspect the signed and numbered, limited [Gold Edition Rifts® Secrets of the Atlanteans™ hardcoverM](#) may sell out in a few months. It is limited to only 300 signed and numbered copies, and sold on a first come, first served basis. Remember, Palladium’s Gold Editions have a history of increasing in value as time goes by, and with Christmas coming, I think this Gold Edition may be a hot commodity in the months ahead. If you are planning on getting one, I’d suggest getting it sooner rather than later. Only available from Palladium Books.

**Important Note:** Those of you who have already placed *pre-orders* have been charged and your number already assigned to you, so do

NOT reorder. Multiple orders WILL result in you getting billed for and shipped multiple copies – NO REFUND. If you are worried about your pre-order, please call the Palladium office to inquire. Do not place a new order unless you want more than one copy.

We anticipate **Rifts® Secrets of the Atlanteans™ “Gold Edition” hardcover** will ship around August 31 or the beginning of September. It takes longer to have a hardcover made.



## **UPDATE: Nightbane® Dark Designs™ sourcebook – Ships August 31**

Try as we might, we could not get [Nightbane® Dark Designs™](#) done in time to have copies of the book available at *Gen Con*

, but it did get finished and sent to the printer before we left. In fact, I approved the cover via digital images sent to my smartphone as we were driving down to Indiana! They looked great and were approved. We expect to receive the printed book by the end of next week, around August 31st, but we're still waiting for confirmation from the printer. I will see if Wayne can get a FREE Sneak Preview for it posted to DriveThru this weekend. See the full description of **Dark Designs™** elsewhere in this Update.

**Gamers at Gen Con could not wait for this book.** The four photocopies we brought (signed by the author, Mark Oberle and Palladium staff, plus a nice color print of the book, suitable for framing), blew off the shelf in the first couple hours of Gen Con Thursday morning. Likewise, the dozen copies of

**Dark Designs**

™

**Raw Preview Edition**

(still available in Palladium's online store) also sold out by Friday morning. Most people asked to have them autographed

by the author and the available Palladium crew. We also sold several dozen prints of the dynamic Dark Designs cover by Charles Walton and Eduardo Dominguez Sr.

**FYI: For those of you who might want the collectible **Dark Designs™ Raw Preview Edition****

(limited to only 150 copies printed), we have around 20 copies left and it is interesting to compare the original manuscript with the finished book and see what was changed or added.

**Rifts® Tumblers – Sold Out at Gen Con – Only a few of the other logo tumblers remain in stock**

**Rifts® was hot at Gen Con. The dozen Rifts® vacuum tumblers**

we took to Gen Con sold out, but the following are available in Palladium's online store while supplies last. They hold 30 ounces, have sealable lids, do not sweat, and look great. \$29.99 each.

- [4 Dead Reign®](#) (a surprise addition)
- [3 Heroes Unlimited™](#)
- [4 Palladium Fantasy®](#)
- [5 Splicers®](#)

## Other titles that sold out at Gen Con

We also sold out of the **Dead Reign® Hell Followed sourcebook**, **Rifts® Northern Gun Two**, **Rifts® Lemuria**, **Triax 2**, **Rifts® New West**, **Vampire Kingdoms**, and **Rifts® Black Market**.

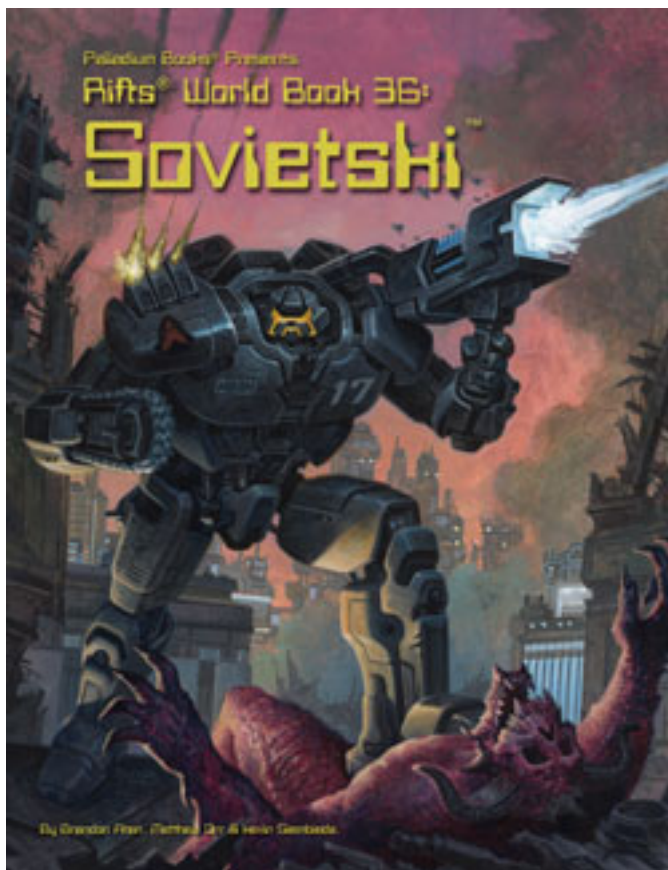
We sold a lot of **Robotech®** and **RRT products**, and almost sold out (as in came home with just one or two copies) of **Robotech® Expeditionary Force Marines**, **Rifts® Northern Gun One**, **Rifts® Spirit West**, **Rifts® Canada**, **Coalition War Campaign**, **Rifts® Merc Ops**, **The Rifter® #71-72**, and a number of other titles. I was very happy to see



people discovering the

## **Robotech®: The Masters Saga Sourcebook**

and its wealth of new information, stats, power armor, Battloids, and weapons for the Army of the Southern Cross. A huge portion of which have never been published before this book. We sold a ton of this book, and we brought plenty.



## UPDATE: Rifts® Sovietski™

We had a lot of people at Gen Con ask if [Rifts® Sovietski](#)

™ would be a fall release, and the answer is yes.

Cover art by

*John Zeleznik*

. I need to assign out the remaining interior artwork.

Written by

*Brandon Aten and Matthew Orr*

. A new

**Rifts® World Book**

and a great companion to

**Triax & the NGR, Triax 2, Mindwerks™**

and the two

**Rifts® Russia World Books**

, but suitable for other uses and adventures.

## UPDATE: Robotech® RPG Tactics™

[Robotech® RPG Tactics](#)™ was getting some love at Gen Con with two tournament games

run by *Dan Rains*  
(and with prizes and award certificates), a few  
large scale games run by  
*Thomas Roache*  
and  
*Peter Pidrak*,  
as well as demos at the Palladium booth all  
weekend.

Wayne and I met with reps from five different manufacturers while at Gen Con and had good conversations with all of them. I also spoke with a few retailers and fans, all of whom offered some excellent suggestions and ideas for the future of RRT. We heard a lot of positive feedback and words of support for RRT. People are, of course, anxious for RRT Wave Two and more of everything RRT, as are we.

Robotech® books and many RRT products were on sale with the Gen Con Coupon Book, and we sold a lot of the core box and Robotech® RPG books.

**UPDATE: 2018 Palladium Open House – April 19-22, 2018**  
**– Game at the Palladium Books warehouse with the people who create the games you enjoy**

We will have the full POH description up by this weekend, but tickets are available now! Here are a few details and highlights:

- **[VIP Thursday](#) – April 19, 2018 (special):**  
3:00 PM doors open and you get first crack at limited editions, original art, new products, specialty items, and meet Palladium staff and creators – 6:00 PM dinner – 7:00 PM Opening

Ceremonies – 8:00 PM the evening's games begin. Cost of VIP night is \$95 (dinner included). Limited to about 100-120 people.

**Note:**

VIP Thursday always sells out fast, so we offer around 60% of the tickets now, and the remainder at the end of January, 2018.

**Cost:**

\$95 (Thursday only).

- [Weekend Pass](#) : \$55 (Friday, Saturday & Sunday)
- [Friday](#) (only): \$30
- [Saturday](#) (only): \$30
- [Sunday](#) (only): \$12

**Highlights:**

- Come play at the very site where the

magic happens.

- Three days of gaming (4 for those attending VIP night), plus panel talks and more.
- Many run by the writers and artists who create them!
- Saturday Auction (original art, out of print items and oddities).
- Largest gathering of Palladium creators anywhere! Artists, writers, Defilers and more.
- Held at the Palladium warehouse and office where your favorite games are made. Westland, Michigan.
- Typically 20+ Palladium creators will be present to chat and sign books.
- Get original artwork, character sketches, books and more.

**Two Hotels:** 1. *Red Roof Inn, \$49.95 plus tax per night.*

It is only 3 miles away (near where the old hotel was). Make sure you tell them you want the Palladium Books Open House Block and request two beds if that's what you need. Located in Livonia.

2. *Hampton Inns and Suites, \$119.00 per night plus tax for double Queen beds – or – \$129 per night for one King-size bed and a pull out sofa* (you should probably confirm that). Only 2 miles away. **MAKE SURE** you ask for the Palladium Books special rates and request two beds if that's what you need. Both hotels have a limited number of rooms with two twin beds. Located in Canton.

Hotels and Palladium warehouse are 15-20 minutes from *Detroit Metropolitan Airport* in Romulus, Michigan, near I-275.

**Complete POH details** will be posted in the Palladium online store no later than Saturday.

**2018 Palladium Open House (POH) was well received at Gen Con.** We printed up a basic flyer and tried to tell as many people as we could about the Palladium Open House. Many were very excited to learn about the Open House and said they would attend. Yes, most people do not know about the POH, which is why we need **you** to help spread the word! We met fans from Las Vegas, Georgia, Illinois/Chicago area, Indiana, Ohio and even Colorado and California who had NEVER heard of it, but all swore they were



coming to the 2018 POH now that they know about it. Heck, I ran into Eduardo from Brazil (he's been to several POH) and he said he was coming to the one in 2018. Very exciting.

## **The Palladium Fantasy RPG® Bundle of Holding – another success**

I want to thank everyone who participated in the Palladium Fantasy RPG® and Rifts® Bundles of Holding. I hope you enjoy the books and the two worlds they represent. More PDFs are available on DriveThruRPG.

### **CONVENTION EVENTS**

**Gateway: Strategicon 2017 –  
September 1-4, 2017 – Hilton Los  
Angeles Airport**

<http://www.strategicon.net/index.php>

**1. Rifts®/Savage Rifts® - New Strawn: Kansas Shuffle** is the name of the game event. Prepare yourself for a rail-gun shredding, mega-powered, magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. All pre-generated characters, so no player made characters. This is listed as a role play tournament. Meaning at the end of the game everyone will vote on who did the best in character role-play (not roll-play) for the session. Run by Megaversal Ambassador and Game Master  
*Cameron Cleveland*

.

**Number of Players:** Up to 8 players.

**Player Level:** Beginner. Tabletop RPG Med Tourney.

**Date & Time:** Friday, September 1, 2017 at 8:00 PM.

**Duration:** 4 hours.

**For More Information:** <https://convention-rifts-rpg.obsidianportal.com/>

**2. Rifts®/Savage Rifts® - Mexican Cargo Run: To Steal a Battleship: Part Two** is the name of the game event. Fantasy, Sci-Fi, Post Apocalypse. Pre-approved player made characters are welcome. The adventure involves a cargo convoy on a run to Mexico. The player characters will be split into two teams for a *strike mission* and a *convoy mission*

. Two G.M.s will be running this event.

**Note:**

Music and sound board provided to create a gaming sound track! This is a role play tournament. Players will vote the best role-play (not roll-play). Run by Megaversal Ambassador and Game Master Cameron Cleveland with a second G.M.

**Number of Players:** Up to 16.

**Player Level:** Beginner. Tabletop RPG Med Tourney.

**Date & Time:** Saturday, September 2, 2017 at 2:00 PM.

**Duration:** 8 hours.

**For More Information:** <https://convention-rifts-rpg.obsidianportal.com/>

**3. Rifts®/Savage Rifts® - Mexican Cargo Run: To Steal a Battleship: Part Two is**

the name of the game event. This game is the same as above, repeated on another day. Riotous adventure with the party split into two teams for a

*strike mission*

and a

*convoy mission*

. Two G.M.s will be running this event.

**Note:**

Music and sound board provided to create a gaming sound track! Run by Megaversal Ambassador and Game Master Cameron Cleveland with a second G.M.

**Number of Players:** Up to 16.

**Player Level:** Beginner. Tabletop RPG Med Tourney.

**Date & Time:** Sunday, September 3, 2017 at 2:00 PM.

**Duration:** 8 hours.

**For More Information:** <https://convention-rifts-rpg.obsidianportal.com/>

**New on**

**DriveThruRPG.com –**

***Nightbane***

®

***Dark Designs***

™

***FREE Sneak Preview***

**as well as**

***Rifts***

®

***Secrets of the Atlanteans***

™

***Sneak Preview***

**, plus 50+ Rifts**

®

**titles, 1980s Robotech**

®

**, and much more**

Wayne should have the **FREE Nightbane® Dark Designs™ Sneak Preview** posted by Friday evening (if not sooner).

Also take a look at the

**Rifts® Secrets of the Atlanteans™ Sneak Preview**

and all the other previews and free and low cost items we make available. Enjoy.

**Rifts Dimension Book 1: Wormwood**

™ is now available as a PDF. This book is dark, gritty, scary and a blast to play. It is based on the ideas and artistry of comic book greats, Timothy Truman and Flint Henry.

**Ninjas & Superspies™ RPG**

and the

## **Mystic China™ sourcebook**

for it are also available now. And do not miss the FREE

## **Rifts® Secrets of the Atlanteans™**

## **Sneak Preview**

. Check 'em out and place your order.

Robotech sourcebook PDFs include: **Th**  
**e original Robotech® RPG**

(1986),

## **RDF Manual**

™ (1987),

## **Zentraedi Sourcebook**

™ (1987),

## **Southern Cross**

™ (1987),

## **Robotech® Invid Invasion**



™ (1988),

**Robotech® ATP**

(1988),

**Robotech® Ghost Ship**

™ (1988),

**Lancer's Rockers**

™ (1989),

**Return of the Masters**

™ (1989),

**Robotech® Zentraedi Breakout**

™ (1994),

**Robotech® New World Order**

™ (1995),

and

**Robotech® Strike Force**

™ (1995)

, all available now.

Over 200 Palladium titles are currently available. Such titles as [\*\*Rifts® Tales of the Chi-Town ‘Burbs\*\*](#)

(short stories by 13 writers),

[\*\*Rifts® Game Master Guide\*\*](#)

,

[\*\*Rifts® Book of Magic\*\*](#)

,

[\*\*Rifts® Adventure Guide\*\*](#)

,

[\*\*Rifts® Shemarrian Nation\*\*](#)

TM,  
,

[\*\*Rifts® Bionics Sourcebook\*\*](#)

,

[\*\*Rifts® Coalition Navy\*\*](#)

TM,  
,

[\*\*Rifts® Black Market\*\*](#)

(one of my faves),

[\*\*Rifts® Mercenary Adventures\*\*](#)

TM,  
,

[Rifts® Mercenaries](#)

,

[MercTown](#)

TM,  
,

[Merc Ops](#)

TM, The Rifter® #1-72

, the

[FREE Hell Followed™ Preview](#)

, and so much more, are all available now in PDF. You can also get ALL Robotech® RPG Tactics™ game cards, Robotech® and Rifts® Paper Miniatures along with

[Rifts® Lemuria](#)

,

[Rifts® Triax Two](#)

, Rifts® World Books 1-30 and many other

Rifts®, Heroes Unlimited™, Palladium Fantasy®, Nightbane® and other game line titles. New Robotech® RPG Tactics™ material will be made available in the weeks ahead. All of it adds to the growing list of

Rifts®, Robotech® and other Palladium RPG game titles available as PDF books, cards and support. A new title should be added every week or two, so keep watching for them.

PDF titles include the [Rifts® Game Master Guide](#), [Rif](#)  
[ts® Book of Magic](#)

,  
[Rifts® Adventure Guide](#)

,  
[Rifts® Sourcebook One Revised](#)

,  
[Rifts® Sourcebook Two: The  
Mechanoids](#)

®,  
[Rifts® Sourcebook Three: Mindwerks](#)

TM,  
[Rifts® Sourcebook Four: Coalition Navy](#)

TM,  
[Rifts® Bionics Sourcebook](#)

,  
[Rifts® Shemarrian Nation](#)

,  
[Rifts® Ultimate Edition](#)

,  
[Rifts® Lemuria](#)

,

[Rifts® Triax 2](#)

,

[Rifts® Mercenaries](#)

,

[MercTown](#)

™ and

[Merc Ops](#)

™,

[Rifts® Black Market](#)

,

[Rifts® World Book 30: D-Bees of North America](#)

™,

[Rifts® World Book 29: Madhaven](#)

™,

[Rifts® World Book 28: Arzno](#)

™,

[Rifts® World Book 27:](#)

[Adventures  
in Dinosaur Swamp](#)

,  
[Rifts® World Book 26: Dinosaur Swamp](#)

,  
[World Book 25: Rifts® China Two](#)

, and

[World Book 24: Rifts® China One](#)

, among many, many others. There are  
also

previews

of

[Rifts® CS Heroes of Humanity](#)

TM,  
,

[The Rifter® #73](#)

, Northern Gun 1 & 2, Lemuria, Rifts®  
Vampire Kingdoms, Bizantium

and many other Palladium titles. Check  
back every week to see which new PDFs

of  
Rifts® World Books  
and other titles have been added!

In addition to the titles listed above, The  
Minion War  
™ series of books, the  
Rifts® Coalition Wars®/Tolkeen series  
,  
Chaos Earth® Resurrection  
, all of the  
Dead Reign  
® (Zombie Apocalypse) titles,  
Splicers® RPG  
and most issues of  
The Rifter®  
are available NOW! So are first edition



rules of the  
Heroes Unlimited™ RPG  
and sourcebooks,  
Palladium Fantasy RPG®  
and sourcebooks,  
The Mechanoids®  
, and much more, available on  
[DriveThruRPG.com](http://DriveThruRPG.com)

.

## **Available right now:**

- [Rifts® Ultimate Edition](#), [Rifts®  
Game Master Guide](#)

,

[Rifts® Book of Magic](#)

,

[Rifts® Adventure Guide](#)

,

[Rifts® Shemarrian Nation Sourcebook](#)

,

[Rifts® Bionics Sourcebook](#)

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[Rifts® Sourcebook Four: Coalition Navy](#)

TM

,

[Rifts® Sourcebook 3: Mindwerks](#)

TM

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[Rifts® Sourcebook Two: The  
Mechanoids](#)

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[Rifts® Sourcebook One Revised](#)

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[Rifts® Mercenaries](#)

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[MercTown](#)

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[Merc Ops](#)

TM and

## [Mercenary Adventures](#)

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## [Rifts® Black Market](#)

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## [Rifts® Lemuria](#)

,

## [Rifts® Triax 2](#)

,

## [Rifts® World Book 30: D-Bees of North America](#)

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## [Rifts® World Book 29: Madhaven](#)

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## [Rifts® World Book 28: Arzno](#)

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## [Rifts® World Book 27:](#)

## [Adventures](#)

## [in Dinosaur Swamp](#)

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[Rifts® World Book 26: Dinosaur Swamp](#)

,

[Rifts® World Book 25: China Two](#)

,

[Rifts® World Book 24: China One](#)

,

[Rifts® World Book 23: Xiticix Invasion](#)

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[Rifts® World Book 22: Free Quebec](#)

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[Rifts® World Book 21: Splynn  
Dimensional Market](#)

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[Rifts® World Book 20: Canada](#)

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[Rifts® World Book 19: Australia](#)

,

[Rifts® World Book 18: Mystic Russia](#)

,

[Rifts® World Book 17: Warlords of Russia](#)

,  
[Rifts® World Book 16: Federation of Magic](#)

,  
[Rifts® World Book 15: Spirit West](#)

,  
[Rifts® World Book 14: New West](#)

TM

,  
[Rifts® World Book 13: Lone Star](#)

TM

,  
[Rifts® World Book 12: Psyscape](#)

TM

,  
[Rifts® World Book 11: Coalition War Campaign](#)

TM

,  
[Rifts® World Book 10: Juicer Uprising](#)

™, and

[Rifts® World Book 9: South America 2](#)

along with

World Books #1-8

and various other

Rifts

® titles.

- [Rifts® Chaos Earth® RPG](#), [Chaos Earth®: Rise of Magic](#)

™,

[Chaos Earth® Resurrection](#)

™ and

[Creatures of Chaos](#)

™ are all available now.

- Two free Chaos Earth®  
Resurrection previews  
and many other previews.

- Rifts® Coalition Wars®: Siege on Tolkeen series – all six titles.
- Rifts® The Minion War™ series – six current books – consisting of [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®.

- 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.

- The Rifter® issues #1-72.  
- Classic Robotech® RPG titles,  
including the [original Robotech®  
RPG](#), [RDF Manual](#),  
[Zentraedi Sourcebook](#)

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[Southern Cross](#)

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[Ghost Ship](#)

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[Robotech® ATP](#)

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[Invid Invasion](#)

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[Return of the Masters](#)

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[Lancer's Rockers](#)

,

[Zentraedi Breakout](#)

, and

[Strike Force](#)

.

- FREE Robotech® RPG Tactics™  
paper game pieces, force organization

tables, stat cards, rules and special items – with more 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.

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

- 160+ Palladium titles, plus G.M. kits, and more.

- [Rifts® Paper Miniatures: Men at](#)

Arms – \$2.99

- Rifts® Paper Miniatures: Coalition

Dead Boys – \$2.99

- Rifts® Paper Miniatures:

Adventurers – \$2.99

- Rifts® Paper Miniatures:

Practitioners of Magic (new) –  
\$2.99

- Rifts® Paper Miniatures: Extras  
(new) – \$2.99

- And more to come in the weeks ahead.

**Palladium Collectibles, art, toys**

## **and more in Kevin's Online Toy & Collectibles eBay Store**

Alex and I continue to add a lot of vintage Star Wars toys and a growing number of all kinds of collectibles – and we'll be adding more Palladium Books original art and items to the store, so keep an eye out for them.

This includes one-of-a-kind original artwork, prints, 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. 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.

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

**To  
our Fans and Friends from around  
the world who made Gen Con  
special ...**

Thank you. It was great meeting newcomers like Tim, Bill, Sam and many, many others. Seems like we met a lot of fans for the first time. A few of you even said the main reason you came was to meet me and other Palladium creators. Nice. I hope we did not disappoint.

Of course, it is always a delight seeing old friends and long time fans who we see at most every Gen Con. We enjoyed chatting with all of you and were happy to sign a zillion books.

I was blown away to see James Wallis all the way from England. James contributed to several books in the 1990s, most notably,

Mutants in Orbit

and

Mutants in Avalon

. I have not seen James in 12 or 15 years, so there were plenty of hugs and laughter. It was also a nice surprise to see

Sean Patrick Fannon

, the chief architect behind Savage Rifts®. We chatted, but I was too busy to hang with him. Among our many friends that we saw were such notable characters as



Larry Elmore, Mike Stackpole, David Kenzer, Jason Masherah, Robert Dubois, James Brown, Diane and Connor, Dennis Hughes, Bryan Layton, Eduardo from Brazil, Dirk Vandereyken, “Jake” Jakubowski and his lovely wife, Peter Pidrak, Matt Lemke, Jodi Black, and many others.

Of course, it is always wonderful to hang all weekend and wind down in the evenings with the Palladium crew of helpers and freelancers, including Wayne, Chuck, Brandon and Sarah Aten (and 6 week old Emma), Mark Oberle, Madman Mike Leonard, NMI, Thomas Roache, Glen Evans, Mike Silva,

and a new member of the team,  
Dan Rains  
, who ran the RRT tournaments, demos,  
and helped in other ways. Special thanks  
to  
Jesse  
for helping setting up the booth,  
Kyle  
who was a big help setting up and  
tearing down, and to the many hard  
working, unsung heroes behind Gen  
Con. This Gen Con felt extra-special for  
some reason. Thank you, one and all.

Sadly, I never found the time to explore  
the Gen Con Art Show, always a  
high-point for me, and inevitably there

are many other old pals there. I didn't get a chance to hang with Shane Hensley of Pinnacle, either. Gen Con is just so huge and busy these days. I always try to be available for the fans who have come from far and near.

– Kevin Siembieda, Publisher, Writer and Game Designer



## **New! Nightbane® Dark Designs**

**TM**

**– Ships August 31**

Nightbane® Dark Designs™ is a guide to creating the Nightbane and a sourcebook for players

and

Game Masters

alike. It presents all sorts of new Nightbane creation tables, new Morphus tables, new Talents, and new information. Info and powers that enable players to make memorable Nightbane characters and G.M.s to take their games up a notch.

- 18 new and comprehensive Morphus Tables.

- 60 new Common Talents.

- 38 new Elite Talents.

- Transformation Transition

## Table.

- Talent creation and conversion rules.

- Ancient Nightbane R.C.C. fully statted out and creation tables.

- Insight to the Becoming.

- Answers to some common questions & more.

- Appendix of 23 Morphus Tables gathered from the Nightbane® RPG and Sourcebooks.

- Appendix of 53 Talents gathered from the Nightbane® RPG and Sourcebooks.

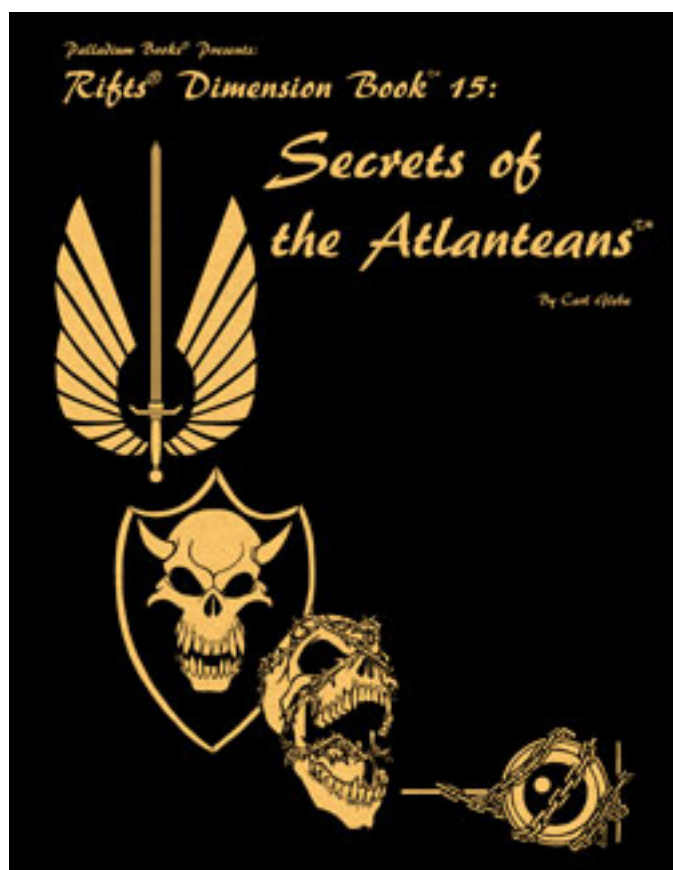
- Written by Mark Oberle. Cover

by Charles Walton II and Eduardo Dominguez.

- \$20.95 – 160 pages – [Cat.](#)

[No. 736](#)

– Ships August 31. At the printer.



# **NEW! Secrets of the Atlanteans™ “Gold” Edition Hardcover – August**

The source material in Rifts® Secrets of the Atlanteans™ is so awesome and the



Atlanteans and Sunaj are so iconic, Palladium is making a limited edition, signed and numbered collector's hardcover. Contains the same source material as the softcover edition. Signed by the Palladium staff.

- Black faux leather hardcover with metallic gold imprint.
- Signed by the Palladium staff.

- Numbered 1-300 and sold on a first come, first served basis. The number you receive is based on the order in which orders are received.

- Pre-orders for the Gold Edition **MUST** be placed separately, not with other books. Your credit card will be charged when you place the order, including shipping, but this item will not ship until sometime in August. (It takes longer to get a hardcover printed and bound than the

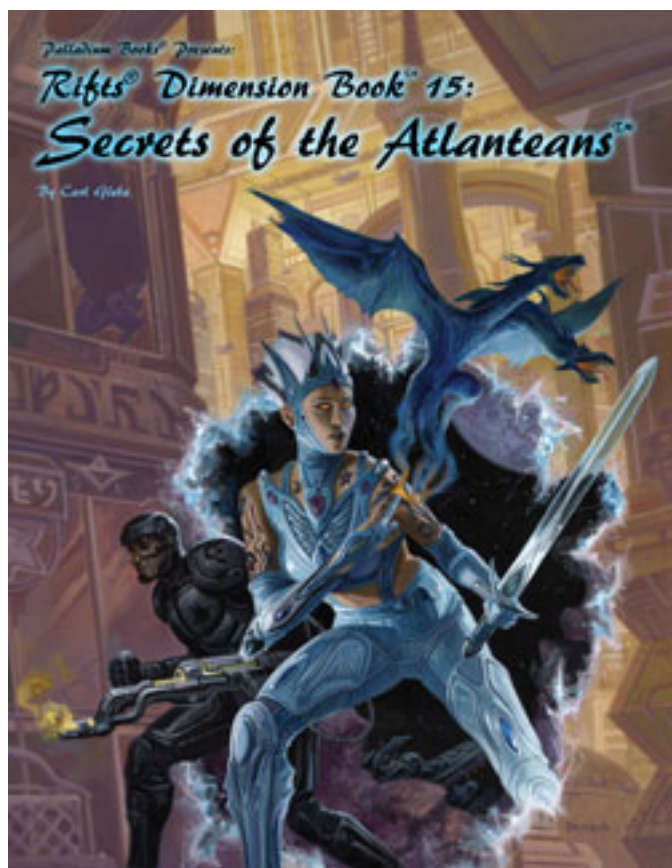
softcover.)

- All the same great material that is in the softcover. 60+ new Magic Tattoos. 60+ Shadow Magic spells. 30+ new Crystal Magic spells and the Crystal Mage O.C.C., the Stone Master, revisited, Sunaj Shadow Mage and Shadow Assassin O.C.C.s, and more.

- \$50.00 retail – 224 pages  
– written by Carl Gleba –

[Cat. No. 890HC](#)

– August 31, 2017 release.



# **Rifts® Dimension Book 15: Secrets of the Atlanteans™ - Available now!**

True Atlanteans are among the most mysterious and storied heroes across the Megaverse®. Forced to flee Earth more than 15,000 ago when Atlantis was lost, they have traveled the cosmos in

search of new wonders and knowledge, and to wage war against supernatural evil. Masters of dimensional travel and the fabled Tattoo Magic, True Atlanteans have become renowned as vampire slayers and heroic Champions of Light. But there is also a festering darkness from within the Atlantean clans. A darkness that could destroy them all.

Learn about Atlantean civilization, the many clans, where they are found across the Megaverse, why they hide, and why they hate the undead so much. Also discover the power of Shadow Magic, the treachery of the Sunaj Illuminati, and much more.

- 60+ Magic Tattoos.
- 60+ Shadow Magic spells.
- 50+ Crystal Magic spells and the Crystal Mage O.C.C.
- Stone Pyramids described and mapped.
- Stone Master and Undead Slayer, revisited.



- Sunaj Shadow Mage and Shadow Assassin O.C.C.s.

- The dark history, shame, and secrets of True Atlanteans.

- Learn more about the famous Atlantean Tattooed Warriors, Undead Slayers, Stone Masters and other Atlantean heroes.

- Tremble at the terrible secrets of the Aerihman and

their plans for inter-dimensional domination.

- Dark secrets of the sinister Sunaj secret society.

- Who are the Sunaj and why do they hunt True Atlanteans?

- Valuable source material and adventure ideas galore.

- \$24.95 retail – 224

pages – [Cat. No. 890](#) –  
written by Carl Gleba. Now  
shipping!

**NEW! Rifts® Living**  
**Nowhere**  
**– A Rifts**  
**®**

TM

# Sourcebook set in the Pecos Empire

This title presents three interrelated towns off the beaten path in the Pecos Empire. Each with its own unique character and problems. All fun locations to visit and find adventure and trouble.

Something dark and deadly is brewing in the middle of Nowhere, where experimental Techno-Wizard devices and weapons offer prosperity, but could be the doom of everyone living there. Big ideas. Building upon material that appeared in The Rifter®, expanded.

- Three towns described.
- New Techno-Wizard weapons and devices.
- Experimental Techno-Wizard items that call upon entropy and death.
- Dark magic, madness and deadly

secrets spawn dangerous adventures.

- Many adventure ideas, Non-Player Characters, and fun.

- Written by Brett Caron. Additional text and ideas Kevin Siembieda.

- 96 pages – \$16.95  
retail – [Cat. No. 895.](#)

In final production.





# New! The Rifter® #78

Another issue of source material for four or

more Palladium game settings, most of which can be adapted to any game world. This issue has a nice hunk of material about the supernatural, such as the Modern Necromancer by Greg Diaczyk, a Beyond the

Supernatural™  
monster by Kevin  
Siembieda,  
City of Khemennu: Part  
Two (Palladium  
Fantasy)  
which is a city of gods  
and churches by Ian  
Herbert, plus G.M.  
advice and the  
Splicers® Legion

# Aftermath

. Shaping up to be another great issue. Final articles to be selected. Artwork is being assigned.

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 usually 2-3 other

Palladium game lines.

The focus of this issue

is

Rifts

®,

Splicers

® and RPG advice.  
Don't forget, unofficial material can be easily adapted for use in ANY Palladium game setting.

Rifter® #78 Highlights:



- A Tomes  
Grotesque™ Monster  
for Beyond the  
Supernatural™,  
“official” source material  
– by Kevin Siembieda.

- Palladium Fantasy  
RPG® – Part Two of a  
city adventure setting

and source material by Ian Herbert.

- Splicers® – The Aftermath of I am Legion, by Charles Walton II, Chris Kluge and Lance Colley – “official” source material. Ideas and source material on where to go from here,

possible adventure  
hooks and more.

- G.M. advice by  
Julius Rosenstein.

- Other – source  
material for other RPG  
settings.

- News, coming  
attractions, product

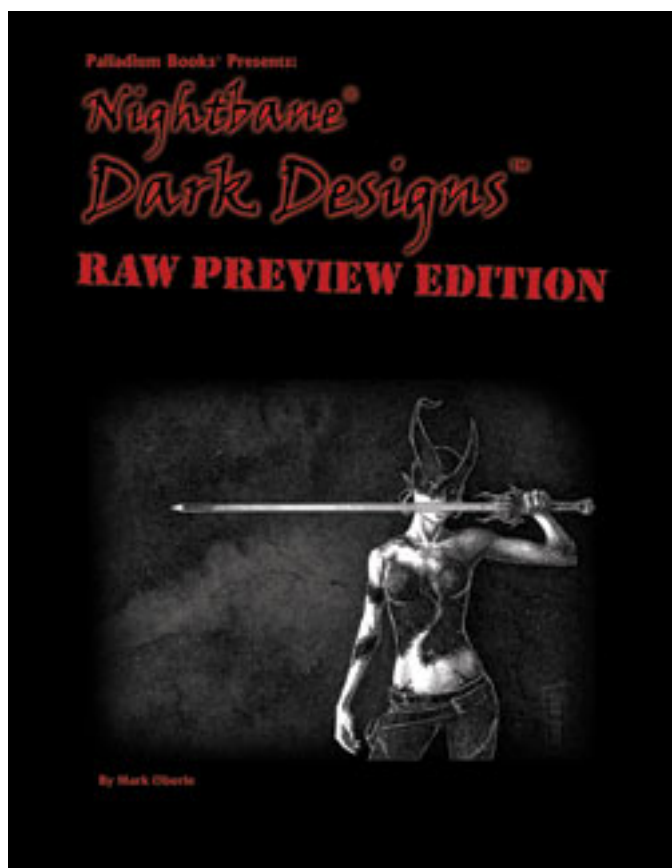
descriptions and more.

- 96 pages – \$13.95

retail – Cat. No.

178 . In

production.



# NEW! Nightbane



**Dark Designs  
sourcebook – Raw  
Preview Limited  
Edition – Only 150  
copies available**

**Back from the printer.  
Available now.**

The Raw Preview  
Edition of Nightbane®  
Dark Designs™  
is an advance copy of  
the  
unedited,  
unillustrated, final  
working manuscript

for this exciting new sourcebook. A rare look at the raw manuscript before publication. Limited to a total of 150 copies, sold on a first come, first served basis.



Nightbane® Dark  
Designs™ is a guide  
to creating the  
Nightbane®, and a  
sourcebook for  
players  
and  
Game Masters

alike. It presents all sorts of new Nightbane creation tables, new Morphus tables, new Talents, and new information. Info and powers that enable players to make memorable Nightbane characters

and for G.M.s to take their games up a notch.

- Limited collector's edition – only 150 total copies made!

- Sold on a first

come, first served  
basis, while supplies  
last.

- A rare glimpse at  
the virgin manuscript  
and a work in  
progress.

- 18 New and  
comprehensive  
Morphus Tables.

- 60 New Talents.
- 40 New Elite Talents.
- Transformation Transition Table.
- Talent creation and conversion steps.

- The Ancient Nightbane R.C.C. fully statted out.
- Insight to the Becoming.
- Answers to some common questions and more.
- Written by Mark

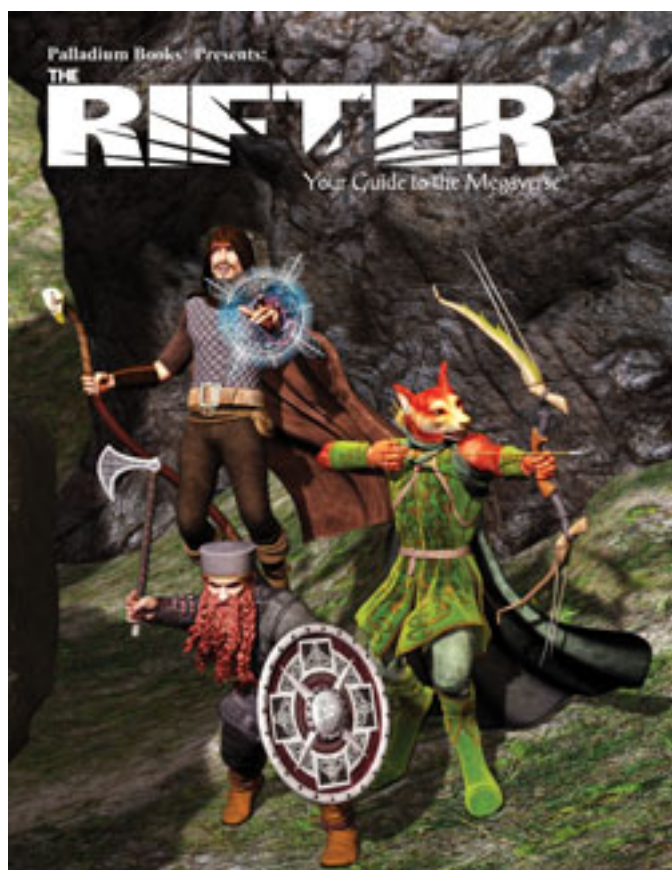
Oberle.

- \$20.00 – 96

page Raw Edition –

[Cat. No. 736-RAW](#)

– Available now,  
while supplies last!



# The Rifter® #77 –



# available now

Adventure,  
madness, strange  
creatures and  
strange lands fill this  
issue of The Rifter®  
. This issue is a

playground for  
heroes and a  
source of  
adventure, but  
beware the danger  
that lurks in the  
shadows.

Every issue of The Rifter® is an idea factory for players and Game Masters to generate new ideas and find new avenues of adventure. A

doorway to new  
possibilities and  
numerous  
Palladium  
role-playing worlds.  
And the source  
material can be  
easily adapted for  
use in ANY

Palladium game  
setting.

**Rifter® #77**

**Highlights:**

- Rifts® – City of  
Nowhere – an  
adventure setting –

by Brett Caron.  
Capitalism, magic  
and dark secrets  
build an enchanted  
city with a dark  
underbelly that may  
not hold.

- Heroes

Unlimited™ “official”  
source material – by  
Kevin Siembieda.  
The mad genius of  
Doctor Feral breeds  
new mutant  
menaces, heroes  
and adventure. Four  
new super abilities.

- Palladium  
Fantasy RPG® –  
the city of  
Khemennu  
adventure setting by  
Ian Herbert. A  
holy city dedicated  
the Church of Light



and Dark, and  
resting place of the  
legendary Sun Disc.  
A place of intrigue,  
magic and  
adventure.

- Splicers® – I  
am Legion, Part Six

– by Charles Walton  
II, Chris Kluge and  
Lance Colley –  
“official” source  
material. This  
is it! The final battle  
against Legion! The  
Legion personality  
and her Black

Shroud armor  
statted and  
described. Secrets  
and dangers  
revealed about the  
Factory Walker and  
more. Even in  
victory, the world  
may never be the

same.

- News, coming attractions, product descriptions and more.

- Cover by Michael Leonard.  
Art by Walton,

Rodriguez, and  
others.

- 96 pages –  
\$13.95 retail –

[Cat. No. 177](#)

. Available NOW.

Note: [The Rifter®](#)  
[#76](#) and [#75](#)  
are also available  
and packed with  
official source  
material for Rifts®  
and other game  
settings.

**NEW! Garden of  
the Gods <sup>TM</sup> – A  
Palladium  
Fantasy RPG  
®**

# Sourcebook

This has been a secret project of Kevin Siembieda's that he has been plotting and writing in what little spare



time he has. The Garden of the Gods is said to be a holy place watched over and even frequented by the avatars of the gods.

According to

legend, the god  
may visit heroes  
and followers in  
dreams or in  
person by an  
avatar of the god,  
to be given  
guidance,  
inspiration, heroic

quests, and gifts of knowledge and magic. More details about this title will follow.

- The Garden of the Gods

described in detail.

- Godly insight and visitations.

- Gifts of magic and knowledge.

- Sanctuary

and more.

- The Black Pit, a place of evil and dark secrets. Is it a counterbalance to the good of the Garden, or a trick of the Old Ones?

- Written by  
Kevin Siembieda.

- Final page  
count and price yet  
to be determined,  
but probably 96  
pages – \$16.95  
retail – [Cat.](#)

**No. 475**

**. Fall release.**



**NEW! Rifts®**

**CS**

**Arsenal**

**TM**



**– A Rifts**

**®**

**Secrets of the  
Coalition States**

**TM**

**Sourcebook**

This title is hotly  
anticipated and  
ties directly into R  
ifts® Heroes of  
Humanity  
and  
Rifts® WB 35:  
Megaverse® in

# Flames

. All of which are  
setting up  
something big.

# Rifts® Heroes of

Humanity™ CS

Arsenal

provides an array

of new Coalition

hardware:

weapons, armor,

additional

SAMAS, other

power armor,  
robots, combat  
vehicles, gear  
and info.

- New CS  
weapons and

gear.

- New CS  
SAMAS and  
power armor.

- New CS  
robots and  
combat vehicles.

- More secrets  
and information  
about the  
Coalition States.

- Wild  
adventure

opportunities, fun  
and more.

- Part of the M  
inion War™  
“Crossover”  
series

▪



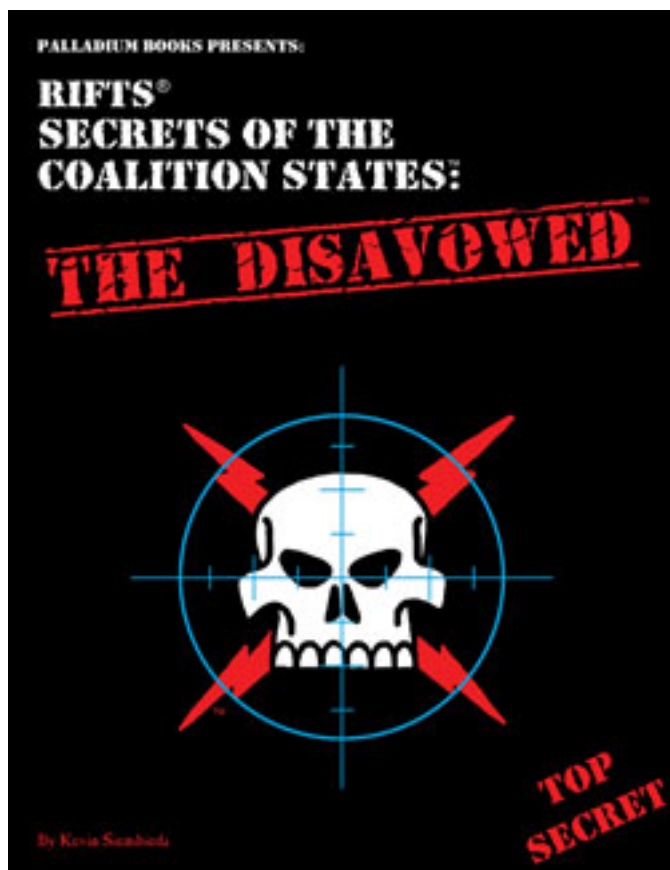
- Written by  
Kevin Siembieda,  
Clements, Gleba  
and others.

- 96 pages –  
\$16.95 retail –

[Cat. No. 893](#)

. Fall release.

# Hot!



# Rifts® The Disavowed – A Secrets of the Coalition

# States

TM

# Sourcebook

“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  
w 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

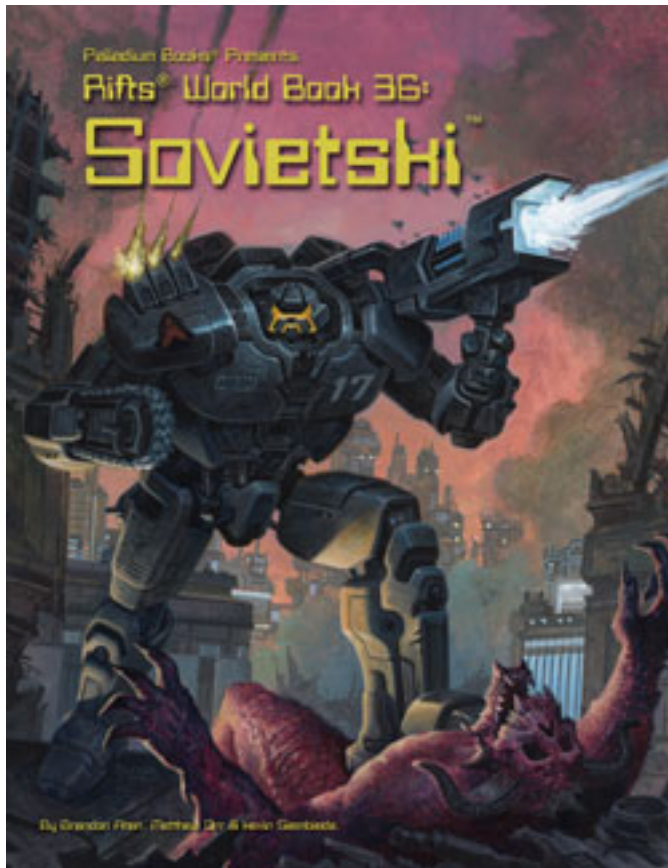
# Kevin Siembieda and Matthew Clements.

- 96 pages –  
\$16.95 retail –

Cat. No. 892

. Fall.





# New! Rifts®

# Sovietski

## TM



The Rifts®  
Sovietski™  
World Book  
presents  
background  
information on  
the fledgling

Sovietski  
nation, notable  
cities and  
people, politics,  
and its growing  
army, plus  
Deadzones,

Spetsnaz  
Special Forces,  
new bionics,  
Russian  
D-Bees, and  
more.

- New  
Cyborgs and  
other O.C.C.s.

- The  
Sovietski nation

and its army.

- Weapons,  
new bionics,  
combat  
vehicles, and  
gear.

- Bunker  
Creation tables  
and Deadzone  
tables.

- Russian  
D-Bees,  
adventure

ideas and  
more.

- By  
Brandon Aten  
and Matthew  
Orr.

- \$24.95 –

192 pages –  
Cat. No. 891  
– Fall 2017.



# **New! In the Face of Death ™**

**– A Dead  
Reign**

**®**

# **Sourcebook**

This  
sourcebook is  
all about inner  
city survival.  
Survivor

colonies  
finding ways to  
live and  
prosper in the  
big city.  
Conventional  
wisdom says

that living in  
the big  
population  
centers is  
impossible.  
These  
survivors

prove  
otherwise.

- Inner city  
survival. Old  
and new

O.C.C.s.

- Skyscrap

er

communities

and life on the

rooftops.

- Cults –

the new power  
in the city.

- Gangs,  
street runners,  
the new  
underground,

and more.

- Take your  
zombie  
campaign to  
new heights!



- Cover by  
E.M. Gist.

Interior art by  
Nick  
Bradshaw.

- Written by

Kevin  
Siembieda.  
Adaptable to  
other  
Palladium  
settings.  
- Size and

price not yet  
determined,  
probably 96  
pages –  
\$16.95  
(tentative) –  
Cat. No. 237.

# Fall.



# Robotech®

# RPG Tactics

TM

Robotech® is  
getting hotter

and hotter.

It is the

Number One

Anime on

Crackle

, the

Robotech®  
movie  
from  
Sony Pictures  
sounds like it  
is going to be



become a  
reality, more  
Robotech  
® licensed  
products are  
appearing,

and Palladium  
is gearing up  
toward the  
release of  
Robotech®  
RPG

Tactics™  
Wave Two  
and more  
Robotech®  
products. Ah,  
but the core

game and  
expansion  
packs to get  
you started  
are available  
right now.

**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



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in stand-alone  
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games, or use  
the dynamic  
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to enhance  
your  
Robotech®  
RPG  
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collect your  
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mecha from  
an expanding  
range of  
top-notch

game pieces.  
Get yours  
now.

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h® RPG

Tactics™

Core Box Set

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game pieces

– 53 game  
cards, 24  
custom battle  
dice, decal  
sheets, rule  
book and

more –  
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Available  
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**55403 –  
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now.**

**Robotech®**  
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**Convention**  
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**available to  
anyone**

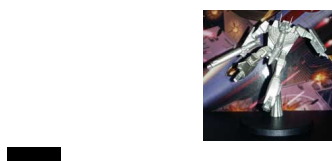
**These  
dynamic**

pieces are  
available as  
a regular  
item in the  
Palladium  
store. They

are powerful  
fun and only  
have 4-6  
parts, so they  
are easy to  
put together.

They look  
awesome on  
your shelf or  
in your game.  
Get yours  
while

# supplies last.



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SAMAS,  
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d Galaxy,  
Three  
Galaxies,  
Vampire



Kingdoms,  
and other  
published  
book titles,  
names,  
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trademarks  
of Palladium  
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the sole  
purpose of  
advertising,  
promotion  
and sales  
solicitation.