

By Kevin Siembieda

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

Palladium Open House is coming up fast. Only 5 weeks away. More importantly, the deadline to get the special hotel room rate is TODAY, March 15, so please reserve your hotel room(s) now if you have not done so already.

Robotech® has continued to take up much of our attention as we continue to process the many **Robotech® RPG Tactics Reward Exchanges**. As previously reported, Palladium is unable to produce the **Robotech® RPG Tactics Wave Two rewards** and simply does not have the financial resources to offer cash refunds for remaining **Robotech® RPG Tactics (RRT)** Wave 2 pledges, but we are offering a refund in-kind by exchanging Wave One rewards for remaining Wave Two pledges.

If you are a backer and want to participate in the Rewards Exchange, please get back to us at your earliest convenience, before **March 20, 2018**. March 20 is the deadline to get us your Reward Exchange information, but we will be shipping through the end of March. More details about the Robotech situation and the exchange program can be found

[here](#)

and

[here](#)

The response to the Wave One Reward Exchange Program has been strong and while most items are available in good quantities, they are only available while supplies last, on a first come, first served basis.

Liquidating Robotech® RPG titles and RRT products

Because Palladium's Robotech® license has expired, we have only a small window of time to liquidate remaining stock of [Robotech® RPG books](#) and [Robotech® RPG Tactics™ \(RRT\)](#) products that may remain after the Reward Exchange with our Kickstarter backers.

We feel comfortable enough with our supplies to put most of the Robotech® RPG books up for sale now, as well as reduce the price of the **Robotech® RPG Tactics™ main box game to \$80**, but it will be available for less next week. We anticipate the main box game and most RRT products will be offered at a steep discount by the end of next week once we are confident we can satisfy the many requests coming in for the Kickstarter Reward Exchange Program. HOWEVER, you will have a very short window of time to acquire them at the reduced prices. Everything must go by March 31, 2018.

Please note: All Robotech® items are available only while supplies last. If there is a Robotech® item you really want, you may not want to wait for a sale to acquire it. The following items are already sold out:

- **UEDF Token Pack** – sold out.
- **Max Sterling’s Valkyrie Convention Exclusive miniature** – sold out
- **Robotech® Genesis Pits Sourcebook (Cat. No. 555)** – sold out

Robotech® RPG Books Super-Sale – most items 50% off

- [**Robotech®: The Shadow Chronicles® RPG Hardcover “Gold” Collectors Edition**](#) – **\$40.00** (normal price \$70.00; signed and numbered limited edition; 500 copies printed) – 43% discount; fewer than 30 copies available.

- [**Robotech®: The Shadow Chronicles® RPG Hardcover**](#) – **\$15.48** (normal price \$30.95 retail) – 50% discount – Cat. No. 550HC.

- [Robotech®: The Macross® Saga Sourcebook](#) – **\$8.48** – Cat. No. 551.

- [Robotech®: The Masters Saga Sourcebook](#) – **\$8.38** (normal price \$20.95 retail) – 60% discount – Cat. No. 552.

- [Robotech®: Expeditionary Force Marines Sourcebook](#) – **\$10.48** (normal price \$20.95 retail) – 50% discount – Cat. No. 553 – fewer than 200.

- [Robotech®: New Generation Sourcebook](#) – **\$13.56** (normal price \$16.95 retail) – 20% discount – only about 50 copies available; get them before they are gone – Cat. No. 554.

- **Robotech®: The Genesis Pits Sourcebook** – SOLD OUT – Sorry.
- [Robotech® RPG Tactics](#)™ (core rules, 35 miniatures – main box game – assembly required) – **\$80.00** (normal price \$99.95 –
Note:
This price will go down further next week) – Cat. No. 55100.

Original Robotech® RPG & Sourcebooks PDFs – on sale now – available only until March 31 – DriveThruRPG.com

PDF books of the original **Robotech® Role-Playing Game** and

SOU

ncebooks

from the 1980s and 1990s are already on sale on

DriveThruRPG.com

– till March 31, 2018. After that, they will no longer be available.

Likewise, we believe Palladium Books will be required to remove even the FREE

[**Robotech® RPG Tactics**](#)

™ material from DriveThruRPG as we will no longer hold the license. Please get all the items you desire for your personal library before March 31, 2018.

After March 31, 2018

ALL Robotech® and RRT material must be taken down from DriveThru.

In other news ...



UPDATE! World Book 36: Rifts® Sovietski™ – available now

Folks are loving [Rifts® Sovietski™](#) and we can hardly wait to get other books into your hands.

Take a look at the [FREE Rifts® Sovietski™ Sneak Preview PDF](#) available on DriveThruRPG. Check it out so you can see for yourself the wealth of source material and new ideas, new cyborgs, O.C.C.s, M.O.S. skill packages, combat

vehicles and much more. The complete description for **Rifts® Sovietski**

™ can be found later in this Update and in the Palladium store. Shipping now.

BACK in Stock: Rifts® Dimension Book One: Wormwood – Available now

The bizarre and epic world of horror, heroes and mystery – [Wormwood](#). This will be one of the most exotic and dangerous worlds your characters may ever encounter. Wormwood is a mysterious living planet of unknown origin and purpose. It is presumed to be some sort of colony world and supports human life, but under the strangest conditions. It might be an idyllic environment if not for the corrupting “infections” that are the Unholy and his minions – demonic and monstrous creatures who battle for domination of the planet and its inhabitants. Created by comic book legends *Timothy Truman* and *Flint Henry*

. Back in print after a long hiatus. See the full

description elsewhere in this update or [in the online store](#)

.

BACK in Stock: Weapons and Assassins – Available now

The weapons and secrets of real world, ancient assassins. Includes guilds and societies of assassins like the Order of the Assassins, Ninja and Thugs of India, as well as details about their weapons, tools, poisons, clothing, armor, methods and more. A fan favorite written by Erick Wujcik. Back in print after a long hiatus. See the full description elsewhere in this Update or [in the online store](#)

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UPDATE: Rifts® Bestiary™: North America, Vol. One and Two

When not helping with RRT matters, artist Charles Walton II has continued to work on

creature concepts and art, and I am working on the editing and rewrites. **The Rifts® Bestiary™**
[Volume One](#) and [Volume Two](#)

gather and format the existing beasts from the current World Books and Sourcebooks, PLUS a good number of fun new creatures and monsters to spice up your games.

The Rifter® #80

The latest issue of **The Rifter®** will include some official

Rifts® Sovietski™

source material, including 101 adventure ideas, along with a host of other exciting material.

UPDATE: Dead Reign®: In the Face of Death TM

Ideas keep coming for [this sourcebook](#) about survival and life in the big city during the Zombie Apocalypse.

UPDATE: Palladium Fantasy RPG[®], Rifts[®] Disavowed[™] and Other Titles

Just because a specific title is not mentioned does not mean it is delayed or not coming out, it simply means there is nothing to report other than “working on it.” We are working on a number of projects.

UPDATE: 5 weeks until the *Palladium Open House* **– April 20-22, 2018**

We have 90+ gaming events for the [Palladium Open House](#)

. Many run by the very people who create them. I know I'll be running 6-8 plus panel talks and hanging out, Julius Rosenstein is running 7, Carl Gleba 5, James Brown 5-7, Brandon Aten, Glen Evans, Taylor White, and the list goes on. We have 90 games for the weekend and will probably be adding another dozen or so. By the way that includes RRT games and if there are enough participants, a

Friday or Saturday Robotech Tournament by Peter Pidrak.

If you are attending and would like to run game events please let us know in the next week or two, though pick-up games are okay too.

I'm still surprised by how many Palladium fans do not know about this event. Met a couple just yesterday who didn't know and who said they would be coming down. So please spread the word and join us for a long

weekend of fun and games with the very people who create them. Always a blast.

- **Come play at the very site where the magic happens.**
- **Three days of gaming (4 for those attending VIP night), plus panel talks, live auction and more.**
- **Many games 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.

- **30-40 Palladium creators will be present to chat and sign books.**

- **Get original artwork, character sketches, books and more.**

- **March 15, 2018 – Hotel reservation deadline!**

Our thanks to the many Game Masters who have contacted us about running games. Please keep the offers and game descriptions coming. The rest of you, please join us for an epic, fun weekend that will create memories you'll cherish for years to come. We welcome you like family because that's how we think of you.

POH Hotel Reservations – Deadline – March 15, 2018

The hotel reservation deadline is **March 15**, to get the Palladium Books special rate! Both hotels are 3 miles or less

from the Palladium warehouse, less than 10 minutes away. Please reserve your rooms **NOW** to get the best rate. You have been given fair warning.

Note:

Only the

Red Roof Inn

will allow you to arrive a day or two early or leave a day or two later at the **SAME** discounted rate.

Hampton Inn & Suites – (upscale)

MUST reserve by
March 15
to get Group Rate.

1950 N. Haggerty Road
Canton, MI 48187
Phone: 734-844-1111

- **\$119.00 per night for two
queen beds at *the Hampton
Inn and Suites***
(that's two queen-sized beds).

- **\$129 per night for one “King
Suite” at *the Hampton Inn and***

Suites . One king bed and a pull out sofa, but PLEASE confirm that with the hotel.

Group Rate: Must ask for the “*POH Group Rate*” at the time of booking to ensure the correct lower rate will be quoted and billed to you.

Note: Free hot breakfast offered daily, free high-speed and wireless Internet access, and earn both HHonors

points & airline miles.

POH Dates: April 20-22, 2018, plus
April 19 is VIP Night.

Red Roof Inn – (economy lodgings)
MUST reserve by **Marc**
h 15
to get Group Rate.

39700 Ann Arbor Rd
Plymouth, MI 48170
Phone: 734-459-3300

- **\$49.95 per night (plus tax) at *Red Roof Inn***
for two full beds or one king bed.
No frills hotel accommodations, great price.

Group Rate: Must ask for the “*Palladium Books Group Rate*”

at the time of booking to ensure the correct lower rate will be quoted and billed to you.

Extend your stay at the same discount rate before or after the POH. Make sure the hotel knows if you are coming in early or staying longer and want the “Palladium Books Group Rate” for your entire stay.

Only Red Roof Inn has this generous offer.

Open House Dates: April 20-22, 2018, plus April 19 is VIP Night (and we know a few of you are coming in a day early to help with

set-up and some staying till Monday to help with the clean-up and to hang out a little longer that morning).

Airport Note: The hotels and Palladium's warehouse are 15-20 minutes from *Detroit Metropolitan Airport (DTW)* in Romulus, Michigan, near I-275. Detroit Metro is the airport you want to use.

Fan fun, Contests and Prizes from Questwise – The Road to Palladium Books Open House YouTube series

This is a fun ongoing video series by [Questwise](#)

. YouTube Podcaster Jodi will be coming to the Palladium Open House, and as a run up to it, he is doing a series of videos looking at various Palladium Books related topics that also offers clues and a contest that results in a prize for the winner. You can check it out here:

<https://youtu.be/BQITnSggwhQ>

REMINDER: Palladium Books on HippoTV on Twitch.tv

The good folks at HippoTV (<https://www.twitch.tv/HippoTV/>

) host a wide variety of games most days of the week. For fans of

Palladium Books® they feature a **Heroes Unlimited**

™ game every other Saturday, and every other Thursday features an

After the Bomb

® space game. The gamers playing these games come from all over the world, are very enthusiastic, and represent a wide variety of experience with Palladium's games.

NEW on
DriveThruRPG.com – *R*
obotech

®

RPG and Sourcebook SALE
and
FREE Rifts

®

Sovietski Sneak Preview

After March 31, 2018, all Palladium

Robotech

® material will be removed from DriveThru, so please get them while you can. This includes PDF books of the original

Robotech® Role-Playing Game and sourcebooks

from the 1980s and 1990s on sale throughout March, 2018. After that, they will be no longer be available. Likewise, we believe Palladium Books will be required to remove even the FREE

Robotech® RPG Tactics

TM material from DriveThruRPG as we will no longer hold the license. Please get all the items you desire for your personal library before March 31, 2018.

Recently made available: [Nightbane® RPG](#)

, the core rules for this modern horror setting with elements of the monstrous, demonic and tormented superheroes (the Nightbane).

[Nightbane® Between the Shadows™ Sourcebook](#)

, the Dreamstream™, the Astral Plane, the sinister Spook Squad, world info, and more.

[High Seas, 2nd Edition](#)

, 13 O.C.C.s, 20+ character sheets, 30 ships, 12 ports, cities and towns, the Island of the Cyclops, Floenry Islands, ship combat rules, and adventures.

Old Ones, 2nd Edition

, 50 different cities, towns and forts (all mapped!), Illusionist and Monk O.C.C.s, 7 adventures (and ideas for many more), plus the Old Ones!

Hell Followed

™ for

Dead Reign

® featuring masked lunatics, 11 new zombies, 7 apocalyptic character classes, stats for 23 disasters, and more.

The Rifter® #75

including a Rifts® Primer, how to create adventures, Splicers® Legion adventure Part 4, a Rifts® town in Canada, a Rifts® Savage

Worlds preview, and more.

[The Rifter® #74](#)

, with the Rifts® town of Moorcroft, Rifts® town of Karimyo, the Ancient Master, Splicers® Legion Part 3, and more.

[The Rifter® #73](#)

, with the Nexus Born, Splicers®: I am Legion part 2, and more.

[The Rifter® #71 & 72](#)

(Double Issue)

where the Splicers® Legion adventure begins.

[Dragons & Gods](#)

™, 40 deities, 20 Demon Lords, 14 dragons, Elementals, priests, Rune Weapons and more; for Palladium

Fantasy RPG® but suitable for Rifts® and most settings.

**[The Palladium Fantasy RPG®,
2nd Edition](#)**

, a complete role-playing game with 27 character classes, 15 player races, and much more.

**[The Compendium of Weapons,
Armour and Castles](#)**

, 700 weapons, 40 types of body armor, 40 castles with floor plans, 224 pages.

**Rifts® Adventure Sourcebooks:
[Chi-Town 'Burbs](#)**

and

**[Firetown & the Tolkeen
Crisis](#)**

(both with info about the ‘Burb of Firetown and Chi-Town ‘Burbs),

The Black Vault

™, a treasure trove of magic and Coalition secrets, and

The Vanguard

™, the secret organization of exiled mages who support the Coalition.

Rifts® Conversion Book 3: Dark Conversions

™, 120+ monsters, demons, undead, and supernatural menaces, plus Elementals, the Shifter and Witch revisited, adventure ideas and more;

Rifts® Conversion Book 2: Pantheons of the Megaverse

® presents 150+ deities, demigods and god-pretenders, plus many adventure ideas;

Rifts® Conversion Book One, Revised

, 100+ monsters, 40 races, and more;

Rifts® Path of the Storm

™, a proposed screenplay;

Dimension Book™ 14:

Thundercloud Galaxy

™ with 17 alien races, monsters, minions, the Dominators, space colony creation rules, monster creation rules, 101 adventure ideas and more;

Dimension Book™ 13: Fleets of

the Three Galaxies

™, the name says it all;

Dimension Book™ 8: Naruni™

Wave 2

is a treasure trove of high-tech weapons, force fields, and more.

Heroes Unlimited™ RPG, 2nd Edition

enables you to create any type of hero and super being;

Powers Unlimited® One

,

Powers Unlimited® Two

, and

Powers Unlimited® Three

, offering more than 250 super abilities and 11 new power

categories between the three;

Mutant Underground

™ mutant animals and more;

Aliens Unlimited™ Galaxy Guide

™ has super abilities for outer space, 20 aliens and new worlds;

Gramercy Island

™, a prison for super beings, 98 statted out prisoners, and 101 adventure ideas;

Century Station

™ contains 51 villains, 40 NPC heroes, and 101 adventure ideas;

Villains Unlimited

™ presents 80+ fully fleshed out and statted super-villains;

Heroes Unlimited™ G.M.'s Guide

has 10 full adventures, G.M. advice, rampage rules, and much more.

They join other recent releases of the ever popular [Wormwood](#)TM, [Phase World](#)

®,

[Phase World](#)® [Sourcebook](#)

,

[Skraypers](#)

TM,

[Anvil Galaxy](#)

TM,

[Three Galaxies](#)

TM,

Megaverse® Builder

TM, and

Naruni™ Wave 2

, as well as

Ninjas & Superspies

TM,

Mystic China

TM,

Monsters and Animals

and more. These are just some of the many Rifts® and Palladium titles now available on

DriveThruRPG.com

as PDFs, plus many FREE previews of key book titles. We are trying to make 1-2 new PDF titles

available every week.

- More than 50 Rifts® titles are currently available, including the

[Rifts® Ultimate Edition](#)

,

[Rifts® RPG](#)

(1990),

[Rifts® Game Master Guide](#)

,

[Rifts® Book of Magic](#)

,

[Rifts® Adventure Guide](#)

,

[Rifts® Atlantis](#)

,

Splynn Dimensional Market

(more about Atlantis),

D-Bees of North America

TM,

Lemuria

, the original

Vampire Kingdoms

and

Vampire Kingdoms New Revised Edition

,

Rifts® World Book 28: Arzno

TM (more vampires, TW items and mercs),

Rifts® World Book 26: Dinosaur Swamp

TM,

Rifts® World Book 27:

Adventures

in Dinosaur Swamp

TM,
,

Rifts® Canada

,

Rifts® World Book 22: Free

Quebec

,

Rifts® World Book 23: Xiticix

Invasion

TM,
,

Rifts® Australia

TM,
,

Triax & The NGR

TM,
,

Rifts® New West

TM,
,

Spirit West

,

Lone Star

TM,
,

Rifts® Psyscape

TM,
,

Federation of Magic

TM,
,

Coalition War Campaign

TM,
,

Rifts® Juicer Uprising

TM,
,

Rifts® South America 1

and

South America 2

,

Rifts® China 1

and

China 2

, the original

Rifts® Sourcebook One

and

Sourcebook One Revised

,

Rifts® Mechanoids

®,

Mindwerks

,

Coalition Navy

,

Shemarrian Nation

TM,

Rifts® Bionics Sourcebook

,

Rifts® Black Market

(one of my faves),

Madhaven

TM

,

Rifts® Mercenary Adventures

TM

,

Rifts® Mercenaries

,

MercTown

TM

,

Merc Ops

TM

,

Rifts® Tales of the Chi-Town

‘Burbs

(short stories by 13 writers), the rest of

Rifts® World Books 1-32, Rifts® Sourcebooks, Rifts® Coalition Wars®/Tolkeen series

, the

Minion War

TM series, and dozens of other famous titles. Check back every week to see which new PDFs of

Rifts

® and other titles have been added!

- **Rifts® Chaos Earth® RPG** and sourcebook series (all). Live through the Great Cataclysm and the Coming of the Rifts.

[Rifts® Chaos Earth® RPG](#)

,

Creatures of Chaos

TM,

Rise of Magic

TM, and

Chaos Earth® Resurrection

TM are all available.

- Classic Robotech® PDFs include:

The original

Robotech® RPG

(1986),

RDF Manual

TM (1987),

Zentraedi Sourcebook

TM (1987),

Robotech® Ghost Ship

TM (1988),

Southern Cross

™ (1987),

Invid Invasion

™ (1988),

Robotech® ATP

(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. Plus

all

Robotech® RPG Tactics™ game cards

and

Paper Miniatures

.

- **FREE 12 highly-detailed, comprehensive *Robotech® RPG Tactics***

™ assembly instructions for all the Wave One mecha and FREE *Robotech® RPG Tactics™* color guides are available now.

- **FREE *Robotech® RPG***

***Tactics*™** paper game pieces, stat cards, rules and special items.

- FREE Sneak Previews for [**Nightbane® Dark Designs**](#)

™,

[**Rifts® Secrets of the Atlanteans**](#)

™,

[**Rifts® CS Heroes of Humanity**](#)

, and many other previews as well as free and low cost items that we make available. 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.

- **The Rifter® #1-75.** Each issue is a wealth of source material and ideas for several game lines, but most material can be easily adapted to ANY Palladium game world. Each issue a gem.

- **Splicers® RPG** is like Iron Man meets Game of Thrones with elements of Terminator – except this army of Iron Men are clad in *living body armor* and wield living, organic weapons

and devices. Created in 2004 by writer and game designer Carmen Bellaire,

Splicers

® was nominated for an

Inquest Gamer Magazine Fan Awards Game of the Year

, and has since developed a rabid fan base. Science fiction and horror where humans are forced to use genetically engineered, living weapons and organic war machines to battle an insane Artificial Intelligence and her robot legions. Unlike anything you have ever played before!

- **Palladium Fantasy RPG®**

first edition rule book and sourcebooks. 2nd edition sourcebooks to come. Not your father's fantasy RPG, this is a unique world of magic, monsters and heroes. Many nonhuman player characters and 50,000 years of history.

- **Heroes Unlimited™ RPG** first edition rule book and sourcebooks.

- **Heroes Unlimited™ RPG**

Second Edition rule book and sourcebooks. Create any type of superhuman you can desire and

bring comic book adventures to life.

- **Dead Reign® (Zombie Apocalypse) and sourcebooks**

. The dead have risen. It is the battle for survival in the zombie apocalypse, but this setting is much more than your typical zombie game. Play ordinary people or special characters better equipped to survive and hunt zombies. Many unusual types of zombies.

- **Beyond the Supernatural™ RPG** . Supernatural horror in the modern world. Play ordinary people, psychics or paranormal

investigators.

- **After the Bomb® RPG and sourcebooks** . Planet of the Apes meets the X-Men! Animal creations, powers and more. Create any type of intelligent mutant animal you can imagine as friend or foe.

- **Ninjas & Superspies™ RPG and the Mystic China™ sourcebook** . James Bond meets Enter the Dragon. 41 types of martial arts, ninjas, and super-spies with gadgets, gizmos and advanced weapons.

- **The Mechanoid Invasion® Trilogy RPG** is a long time, cult favorite with a fatalistic world-view of humans vs aliens with superior technology.

- **The Palladium Weapon Series** of real world weapons, armor and castles throughout history. Designed for use with ANY game system.

- **200+ Palladium titles in all, plus G.M. kits, paper miniatures and more.**

- **Heroes Unlimited™ Paper Miniatures – Two sets are now available!**

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

- **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,
Artwork, Books, Toys and
More in Kevin's Online Toy &
Collectibles eBay Store**

Sale on all Star Wars toys, as Alex
and I continue to add *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-a>

[rtandcollectibles](#)

Closing Thoughts

We are stretched thin at the moment as we deal with the **Robotech®**

Rewards Exchange Program. But plenty of other things are going on as well. In addition to the Robotech® Rewards Exchange and Robotech® Sale,

[**Rifts® Dimension Book One:**](#)

[**Wormwood**](#)

is back in print and so is fan fave

[**Weapons and Assassins**](#)

by Erick Wujcik. These are demanding times for us but we're working to keep everything moving forward. Our warmest regard and heartfelt thank you to our many supporters. We love and appreciate you. Game on.

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



Back in Stock: Rifts® Dimension Book TM One: Wormwood

TM

Wormwood is a mysterious living planet of unknown origin and purpose. It is presumed to be some sort of colony world and supports human life, but under the strangest conditions. It might be an idyllic environment if not for the corrupting “infections” that are the Unholy and his minions – demonic and monstrous creatures who battle for

domination of the planet and its inhabitants. So it is that humans and monsters, the good and the wicked are at constant war with one another. Epic adventure, horror and the supernatural. There is nothing quite like Wormwood in the Megaverse®.

- The Good and the human are represented by the Cathedral. Its Champions of Light include warrior

**priests, monks,
Wormspeakers (seers),
Symbiotic Warriors, Knights
of the Temple, Holy Terrors
and the most powerful and
heroic of them all, the
legendary Apok.**

**- The Wicked and the
demonic are represented by
the Unholy, Dark Priests and
the demonic Dark Minions.**

**- Home of Crawling
Towers, Holy Terrors,
Wormspeakers, Apoks the**

Avengers, and hordes of demonic monsters.

- **37 unique Wormwood spells.**
- **50 symbiotic organisms; worms, claws, crawlers, stars and more.**
- **Magical Blood Stones and crystals.**
- **16 Dark Minions, including Entrancers, Skelter Bats and Worm Zombies.**
- **8 Player O.C.C.s, 20 monsters, a world of**

adventure unlike any other.

**- 20 page comic strip by
Timothy Truman and Flint
Henry.**

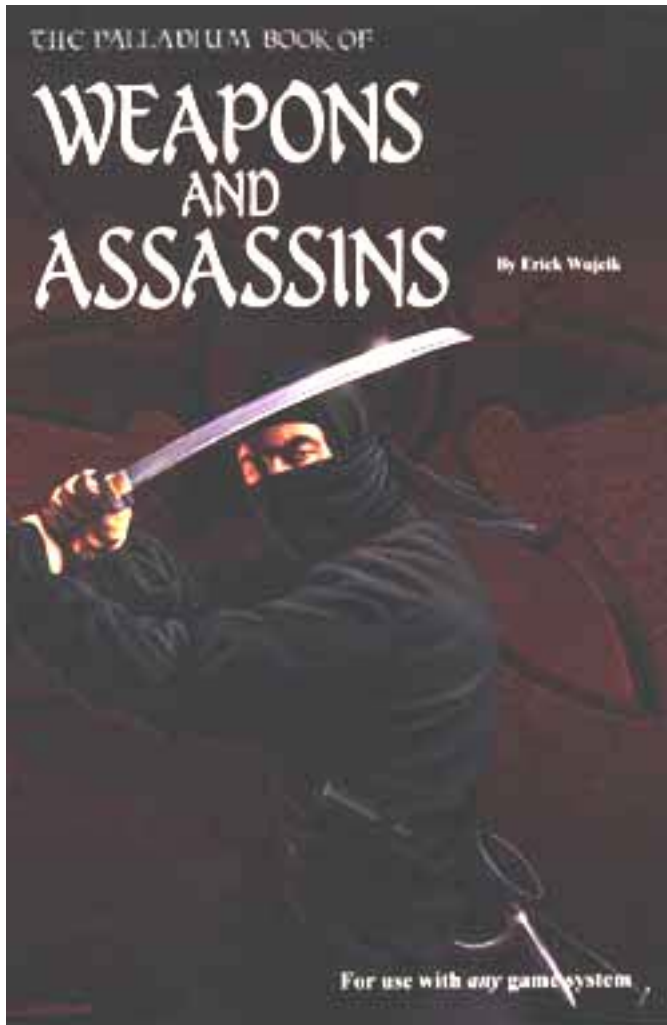
**- Created by comic book
legends *Timothy Truman*
and
*Flint Henry***

▪

**- Written by Kevin
Siembieda.**

**- 160 pages – \$17.99 – [Cat](#)
[. No. 809](#)**

. Available now.



Back in Stock: Weapons and Assassins TM

The weapons and secrets of
real world, ancient

assassins. Includes guilds and societies of assassins like the Order of the Assassins, Ninja and Thugs of India, as well as details about their weapons, tools, poisons, clothing, armor, methods and more. A fan favorite written by Erick Wujcik. Back in stock.

- **The Order of the**

Assassins.

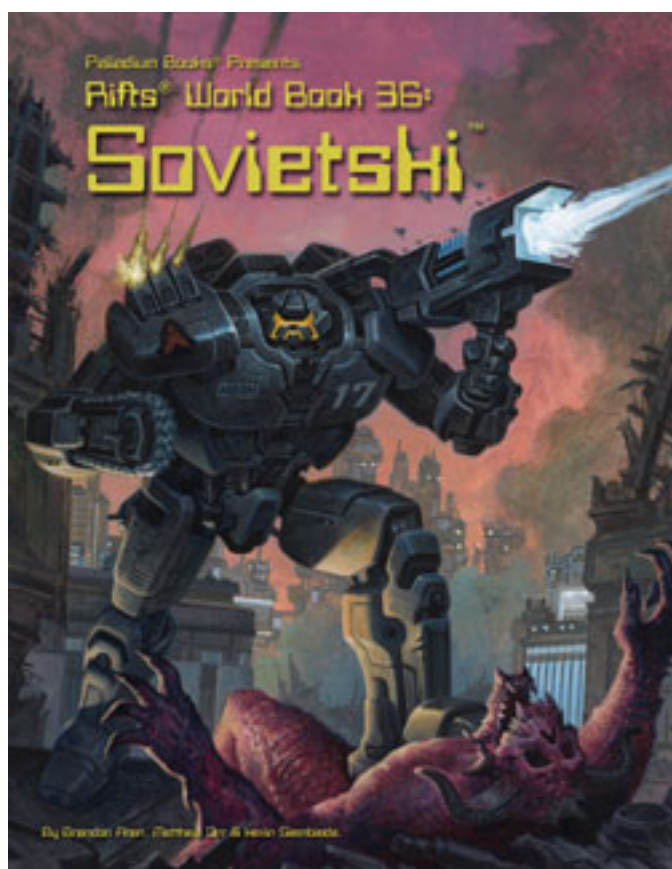
- **Thugs, the Assassins of India.**

- **The Ninja and their weapons, equipment and methods.**

- **Written by Erick Wujcik.**

- **48 pages – \$9.99 – [Ca](#)
[t. No. 403](#)**

. Available now.



New! World Book 36: Rifts ® Sovietski™ – Now Shipping!

Now shipping! And jam-packed with a wide array of source material. New cyborgs, new O.C.C.s, new skills, new D-Bees, new cyborgs and bionics, new weapons,

new vehicles,
underground bunker
tables, tons of adventure
ideas and a whole lot of
fun.

The Sovietski faces
danger from the high-tech
but savage and ruthless
Warlords of Russia, the

expanding Brodkil
invasion sponsored by *Mi
ndwerks and the Angel of
Death*

, Werewolves in the north,
Gargoyles spilling in from
the west, and the coming
of the Minion War.

Rifts® Sovietski™ is a

treasure trove of new ideas for cyborgs, player characters, D-Bees, and the fledgling, Sovietski nation. This book brings the Russian landscape to life and ready for adventure. See how the Sovietski came into being and where it is going, learn about its soldiers, army, people and their

dreams, beliefs, and politics, plus Dead Zones, Spetsnaz Intelligence force, new cyborgs, bionics, and more. When combined with the **Rifts® Mindwerks™ Sourcebook, Warlords of Russia™**, **Mystic Russia™** and the

Triax™

books, you have a setting as large as North America.

- **9 Sovietski O.C.C.s.**

- **40+ M.O.S. Skill**

Packages and 4 unique D-Bees.

- **11 unique new**

Cyborgs, plus new bionics and body armor.

- **Light, Heavy and Superheavy Machines (cyborgs), revisited.**

- **Cyborg animals for scouting and combat – new concept.**

- **Sovietski war machine – 18 new**

vehicles, tanks, aircraft, and more.

- 16 unique weapons plus grenades, tank shells and special ammunition.

- Spetsnaz Sovietski Special Forces – the new KGB.

- Bunker creation tables and Dead Zone tables.

- **Soldier**

Motivation/Origins, new skills and other tables.

- **Russian D-Bees**

like Wolverine People and the elemental Yaganar.

- **Overview of the**

Sovietski, notable cities and places of interest.

- **Notable groups, enclaves, people, many adventure ideas and more.**
 - **Written by Brandon Aten, Matthew Orr and Kevin Siembieda.**
 - **224 pages – \$26.95 retail – [Cat. No. 891](#)**
- . Available now!**

Rifts® Titles to expand your Rifts

®

Sovietski

TM

gaming experience:

Here are some other Rifts® titles you may find useful when running a campaign in Eastern Europe.

- **Rifts® Warlords of Russia** TM —

Overview of Russia, the Warlords and their legions of cyborg

warriors, the Sovietski,
20 O.C.C.s, 20 cyborgs,
Russian weapons,
vehicles, and more. 224
pages.

- **Rifts® Mystic**

Russia TM – 18

Archaic Russian
Demons, 10 monsters,
Night Witch, Hidden
Witch, Mystic Kuznya,
Fire Sorcerer, 9 Gypsy

O.C.C.s, Russian magic,
6 vehicles, and more.
176 pages.

- **Rifts®**

Sourcebook 3:

Mindwerks **TM** —

The techno-horrors of
the Angels of Death and
Vengeance, 27
monsters and D-Bees of
Eastern Europe,

Mindwerks™ weapons, robots, MOM Implants, Brodkil, Gene-Splicers, the Kingdom of Tarnow, the Black Forest, maps and more. 112 pages.

- **Rifts® Triax**

& NGR™ —

The New German Republic vs the Gargoyle Empire, 16

O.C.C.s, 20 vehicles, 15 robots, 9 cyborgs, plus power armor, body armor, weapons, overview of Europe, maps and more. 224 pages.

- **Rifts® Triax™ 2** -

More about the NGR, the Gargoyle and Brodkiil Empires, and the rest of

the NGR war machine:
Triax robots, power
armor, vehicles, aircraft,
and weapons galore.
192 pages.

- **Rifts® Bionics**

Sourcebook TM – A

compendium of bionics
and cybernetics, and
info about partial
cyborgs,

Cyber-Humanoids,
combat cyborgs, the
Black Market and more.
160+ cybernetic systems
and 120+ bionic items –
weapons, sensors,
optics, implants, plus 6
City Rat O.C.C.s,
Cyber-Snatcher,
Cyber-Doc,
Techno-Wizard Bionics,
repair rules, and more.

- **Rifts® Game**

Master Guide **TM** —

If you are looking for more weapons and gear, this sourcebook contains every Rifts® robot, power armor, vehicle, weapon, experience table, map, and more that appeared in World Books 1-23 and

Sourcebooks 1-4, plus
O.C.C. and R.C.C.
index, rules
clarifications, and more.
352 pages.

- **Rifts® Book of**
Magic™ – 900+
magic spells, plus
Techno-Wizard devices,
Magic Tattoos, Nazca
Lines, Whale Songs,

Herbs, Symbiotes,
Bio-Wizard Weapons,
Rune Weapons, magic
items and more! 352
pages.

- **Rifts® Adventure**
Guide™ – 150+
adventure ideas,
Random Rifts, making
towns, cities, merc
companies, and
traveling shows, gaming

tips and much more. 192
pages.

New! Rifts® Bestiary

TM

**: North America, Vol.
One**

A series of books that collects all the notable monsters, dinosaurs and creepy crawlers and creatures of Rifts® North America (US, Canada and Mexico) into two juicy volumes with a

number of new creatures. Each volume includes maps and new creatures, large and small, to help or plague player characters. Between them, these two volumes compile all the beasts of *Rifts North America*

(unintelligent monsters, predators, notable animals and intelligent beings that are monstrous or animal-like in appearance or behavior) from all current World Books and Sourcebooks. In addition, Kevin

Siembieda, Chuck
Walton and Greg
Diaczyk are adding
some new monsters to
make life in the
wilderness interesting.
Presented in
alphabetical order,
with maps showing
their range and
location, in two big

books.

Winter releases, both volumes are being worked on simultaneously, right now, so that Volume Two will quickly follow Volume One within 4-6

weeks. Other volumes, like a Bestiary of Spirits and the Supernatural, are likely to follow.

Future volumes will include spirits, ghosts and entities, another

on dragons, other volumes on creatures in other parts of Rifts Earth, and so on.

- Monsters and animals of Rifts North America organized in two big, easy to use

sourcebooks.

**Predators, exotic
riding animals,
beasts of burden,
alien horrors, giant
insects and more.**

**- Some new
creatures, but most
are existing
creatures.**

- **Updated information where applicable.**
- **Updated and uniform stat blocks.**
- **A map for every creature showing where it is found.**
- **Fully illustrated.**

- **Art by Chuck
Walton, Siembieda
and many others.**

- **192-224 pages –
\$26.99 retail – C
at. No. 896**

. In production.

New! Rifts®
Bestiary
TM
: North America,
Vol. Two

More monsters and exotic animals of Rifts® North America as part of an ongoing series of **Rifts® Bestiary sourcebooks**. The first two **Rifts® Bestiaries** are being created

simultaneously.
Between them, these two volumes compile all the beasts of *Rifts North America* (unintelligent monsters, predators, notable animals and intelligent beings that are monstrous or

animal-like in appearance or behavior) from all current World Books and Sourcebooks, plus some new monsters by Siembieda and Walton. Presented in alphabetical order,

with maps showing their range and location, in two big books.

- Monsters and animals of Rifts North America organized in two

**big, easy to use
sourcebooks.**

**Predators, exotic
riding animals,
beasts of burden,
alien horrors, giant
insects and more.**

**- Some new
creatures, but most**

**are existing
creatures.**

**- Updated
information where
applicable.**

**- Updated and
uniform stat
blocks.**

**- A map for
every creature**

**showing where it is
found.**

**- Fully
illustrated.**

**- Art by Chuck
Walton, Siembieda
and many others.**

**- 192-224 pages
– \$26.99 retail –**

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New! The Rifter

®

#79 – Available

now

The Rifter® #79 is all about pushing the envelope, trying new things and alternative methods, rules and approaches to create epic adventure!

Role-playing
games are all about
expressions of
your
imagination. Of
making ideas,
characters and
stories come to life.
RPGs are flexible.

Malleable. Alive
and changing.
There is no one
way to look at
things because
there are infinite
possibilities. This
issue of
The Rifter®

explores some of
those new
possibilities.

Rifter® #79

Highlights:

- **Gaming
Through History –**

any game setting.
Do not sell history short. There are epic events, battles and mysteries throughout history that would make amazing RPG campaigns. Create

adventures that
are, in effect, parts
of our unknown
history.

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shows you how
with a wonderful

set of guidelines,
rules and ideas for
using characters
from just about any
modern RPG to
create settings and
adventures from
Earth's past.
Suitable for use

with any Palladium
RPG.

**- Rifts® – The
Kingdom of New
Oslo™ by David
Collins.**

Explore the
European

Northlands and
face the would-be
god of Hell Hounds
and Fenry. A
monster that calls
itself Fenrik. Oslo
overview, notable
people and places,
vehicles, gear, and

adventure ideas.

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Stage Magician,
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exciting look at a
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to run a
campaign, by
Julius
Rosenstein.**

Game Master tips,
suggestions and
alternative rules.

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story about
redemption and
Justice, by Mark
Oberle.**

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

**- 96 pages –
\$13.95 retail –**

Cat. No. 179

. Available now.

UPDATE: Rifts®

Living Nowhere

TM

– A Rifts

®

Sourcebook set
in the Pecos
Empire

This title has been rescheduled due to rewrites and is probably a spring release. It presents four 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.

- **Four towns
described.**

- **New**

**Techno-Wizard
weapons and
devices.**

**- Experimenta
l 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 by**

Kevin

Siembieda.

**- 96 pages –
\$17.99 retail –**

Cat. No. 895

. In production.



COMING! In the Face of Death TM – A Dead Reign

®

Sourcebook

This sourcebook
is all about
inner-city
survival. Survivor

colonies finding
a way 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.**

**- Skyscraper
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, but
probably \$17.99
– 96 pages –
Cat. No. 237
. In production.**

UP

DATE:
Convention
Calendar
Palladium
Open House –
April 19-22,
2018 –
Westland,

Michigan

30-40 Palladium
creators under
one roof, running
gaming events,
panel talks and

fun. See full
description
elsewhere in the
Update or in the
[online store](#)
[description](#)

▪

Anime North – May 25-27, 2018 – Toronto, Canada

**Charles Walton,
Greg Diaczyk,**

Apollo Okamura,
and I (Kevin
Siembieda) will
be present at the
Palladium Books
booth to chat
and sign books.
And maybe a

few other
Palladium writers
and artists.

**2018 Gen
Con – August
2-5, 2018 –
Indianapolis,**

Indiana

As noted earlier,
we need Game
Masters to
submit their
Palladium

Gaming Event
descriptions over
the next few
weeks. As with
years past,
please
coordinate with
NMI and the **Me**

**gaversal
Ambassadors
to be part of the
Palladium Books
gaming block at
Gen Con and to
get listed in the
onsite Gen Con**

Program Book
(very important).
Thank you.

The usual
Palladium crew

will be present at
the Palladium
booth to chat
and sign books.

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Splicers®
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World®️,
Nightbane®️,
Megaverse®️,
The

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