

By Kevin Siembieda

An exciting week. Read on.

Rifts® Sale – April 26 - May 2, 2016

The Rifts® Ultimate Edition and other core titles are [on sale through the weekend](#). Whether you are looking to fill in holes in your collection or thinking about trying **Rifts®**

, [this offering](#)

gives you the core books to dive right in. Many are titles you are likely to want for campaigns involving

Rifts® Heroes of Humanity™

and the Minion War™, like

Rifts® Megaverse® in Flames™, **The Vanguard™ sourcebook**, **Rifts® Book of Magic**, **Coalition War Campaign**

™,

Rifts® Sourcebook One,

and

Siege on Tolkeen™ 6: Final Siege

™, among others.

Rifts® Coalition States: Heroes of Humanity™

is going to change the way you look at

Rifts

® campaigns.

Discovering Rifts® for the first time? Any of these titles will help you get started fast. [Enjoy and game on !](#)

- [Rifts® Ultimate Edition](#) – **Hardcover Core Rule Book – \$29.96 sale price.** 376 pages – everything you need to know to start playing. 30+ character classes; play a dragon, Dog Boy, Cyber-Knight, Techno-Wizard, Mind Melter and more. 150+ magic spells, 80+ psychic powers, Rifts Earth background, the Coalition and much more. Limited only by your imagination. Cat. No. 800HC.
- [Rifts® Game Master Guide](#) – **softcover Core Rule Book – \$20.21 sale price.** 352 pages of game notes, information, power armor, vehicles, weapons, maps, lists, tables and indexes to assist Game Masters running **Rifts®.** Cat. No. 845.
- [Rifts® Book of Magic](#)™ – **softcover Core Rule Book – \$20.21 sale price.** 850+ spells, 370+ magic items, Magic Tattoos, Nature Magic, Whale Song magic, Biomancy, Techno-Wizard weapons and devices, Rune Weapons, magic herbs, magic symbiotes, talismans, fetishes and more. 352 pages, Cat. No. 848.
- [Rifts® Adventure Guide](#) – **softcover Core Rule Book – \$18.71 sale price.** 150+ adventure ideas, notes on campaign design and running games, and tables for creating cities, towns, mercenary companies, organizations, traveling shows, tables for different types of Rifts, and more. 192 pages, Cat. No. 849.
- [Rifts® World Book 35: Megaverse® in Flames](#)™ – **softcover – \$18.71 sale price.** 50+ Soulmancy spells, 40+ demonic weapons and war machines, 14 lords of Hell and their armies invading Rifts Earth in the Minion War. Can the Coalition and other heroes stop the demonic legions? 192 pages, Cat. No. 876.
- [Rifts® World Book 11: Coalition War Campaign](#)™ – **softcover – \$18.71 sale price.** The title says it all, an in-depth look at the Coalition army, combat character classes, 30+ war machines (power armor, robots, armored vehicles, aircraft), plus weapons, Skelebots, body armor, 9 military O.C.C.s, rank, history, background, the Coalition police, the ‘Burbs, and more. 192 pages, Cat. No. 821.
- [Rifts® World Book 10: Juicer Uprising](#)™ – **softcover – \$15.71 sale price.** 15 types of Juicers, their gear, deadly sports, Last Call, detoxing, background, history, adventure setting and ideas, betrayal and more. Epic. 160 pages, Cat. No. 820.
- [Siege on Tolkeen™ 6: Final Siege](#)™ – **\$18.71 sale price.** 40+ NPC

villains, more monsters and magic, Tolkeen's secret weapons, warlords, magic items, a city of dragons and the city of Tolkeen (mapped), and adventure ideas – ALL suitable in the aftermath of the Final Siege and in the Minion War! 224 pages, Cat. No. 844.

- [Rifts® Sourcebook One](#) – **softcover** – **\$15.71 sale price**. More on the Coalition States, robot creation rules, the introduction of *Archie Three* and *The Republicans* (NEMA troops from the past!), robots, monsters, adventures, adventure ideas, and more. Archie and The Republicans play a big role in **Rifts® Heroes of Humanity™** and **Rifts® Haunted Tech™**, coming soon. 160 pages, Cat. No. 801.

- [The Vanguard™ sourcebook](#) – **softcover** – **\$7.46 sale price**. The Coalition States has outlawed magic. Its practitioners of magic are hunted fugitives. Yet, long ago, the CS once had mages in its army. The ancestors of those wizards remain loyal to the Coalition and work as a secret organization to protect the nation from other mages. Eight Vanguard O.C.C.s., their history, and more. The Vanguard play a big role in **The Disavowed™**, coming soon. 48 pages, Cat. No. 856.

- [Rifts® Mercenary Adventures™ sourcebook](#) – **softcover** – **\$9.71 sale price**. 7 new Mercenary O.C.C.s, Combat Mage O.C.C. and combat magic, and Mercenary Boot Camp, training, bonuses, adventures and more. Just a fun book. 64 pages, Cat. No. 867.

- [The Rifter® #73](#) – **All OFFICIAL source material** – **softcover** – **\$10.46 sale price**. 96 pages of official source material for Rifts®, Palladium Fantasy®, Splicers® and other settings. It's a great issue. 96 pages, Cat. No. 173.



UPDATE: *Savage Worlds Rifts*® Kickstarter – a runaway hit

Pinnacle Entertainment Group's **Savage Rifts**® **Kickstarter** is already over 2000% funded and continuing to shatter expectations. It offers books in print and PDF, a Game Master screen, maps, dice, bennies, a messenger bag, and a T-shirt, among other items. Reward levels range from the \$15 Digital Player to the \$240 Everything GM.

Savage Worlds players can take advantage of the current **Rifts**® **Savage Sale** to learn more about

Rifts Earth

right now, and can also grab some

PDF Rifts® books

from

DriveThruRPG.com.

Blend Palladium's

Rifts® source material with Savage Worlds®

, and vice versa for Palladium's

Rifts

® gamers. You may want these full color, well written

Rifts® Savage Worlds

titles just to read and own, but there are plenty of cool ideas, random tables and adventures you can easily incorporate in your current

Rifts

® games.

Several stretch goals have already been unlocked, including adventures, pre-generated archetype characters, D-Bee races to play, and additional gear and weaponry.

<http://www.kickstarter.com/projects/545820095/rifts-for-savage-worlds>

A fun Rifts®/Savage Rifts® Podcast

Here is a link to a fun podcast interview with lead author *Sean Patrick Fannon*

about

Rifts®

and

Savage Worlds Rifts

® on

Nerds-International, The Wild Die.

<http://thewilddie.podbean.com/e/episode-55-savage-rifts-with-sean-patrick-fannon/>

UPDATE: Coalition States: Heroes of Humanity™ Sourcebook – May release

As I work on the **CS Heroes of Humanity™ Arsenal Sourcebook**, I keep thinking about how these new sourcebooks are going to shake up and elevate your **Rifts®** campaigns – in the most fun ways possible. They are going to generate so many new gaming opportunities, refresh existing characters, and provide ideas for epic adventures with the most unlikely combinations of player characters ever.

HoH

and the next few books are going to fuel your imaginations for

Rifts®

like nothing has in a long while. In fact, I have been

hesitant to show a preview because I want to surprise you with this book. It goes way beyond the stuff that appeared in the Open House Advance Preview edition. But so many people have been asking, we'll probably post a preview on DriveThru in the next week or two.

[Heroes of Humanity](#) is 160 pages of epic goodness, with ways to upgrade your existing Coalition and men-at-arms characters with Advanced Training, more on CS Juicers, Cyborgs, Psi-Battalion, plus some new ones like the CS Combat Courier and Death Knight Demon Hunter, CS strategies and tactics for fighting demons, Coalition secrets and more. This book changes the entire

Rifts®

landscape with ways for your adventurers, D-Bees and mages to fight alongside Coalition troops. Taking

[pre-orders](#)

right now. When we have an exact ship date, we'll let you know.

UPDATE: CS Heroes of Humanity™ Arsenal Sourcebook

Working away on it. [CS Heroes of Humanity™ Ar](#)

[senal](#)

is the companion to the

Heroes of Humanity™ Sourcebook

. It is jam-packed with new Coalition power armor, robots, combat vehicles, and related goodies. Time to pre-order! See the description elsewhere.

UPDATE: Rifts® The Disavowed™

[Rifts® The Disavowed](#)™ should quickly follow

CS Heroes of

Humanity™

Arsenal.

It expands the scope of adventures even further.

UPDATE: More Rifts® and stuff

[Rifts® Haunted Tech](#)™, [Secrets of the Atlanteans](#)™,

and

[Rifts® Sovietski](#)

™ are all in development, along with some **Palladium Fantasy®**, **Robotech®** and **Splicers®** products.

UPDATE: Robotech® RPG Tactics™

As we said in the last update, we are gearing up for more **Robotech® RPG Tactics™**, starting with material that will be made available on DriveThruRPG.com. Meanwhile, we are supporting all kinds of **Robotech® RPG Tactics™** events at StrategiCon. More on that in the next update.

Rifts® Ultimate Edition Rule

Book and many World
Book PDFs available on
DriveThruRPG.com

Rifts® Ultimate Edition should be
available sometime over the weekend
and joins more than 40 other

Rifts

® titles at

DriveThruRPG.com

! Also coming soon,

Rifts® G.M. Guide

and

Rifts® Book of Magic

and probably a sneak preview of

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

With more

Rifts

® and other Palladium game lines coming to PDF in the weeks and months ahead.

Recent PDF titles include [**Rifts®**](#)

[**World Book 27:
Adventures
in Dinosaur Swamp**](#)

TM,

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

,

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

,

World Book 24: Rifts® China One

,

Rifts® World Book 23: Xiticix Invasion

,

Rifts® World Book 22: Free Quebec

,

Rifts® World Book 21: Splynn Dimensional Market

,

Rifts® World Book 20: Canada

,

Rifts® World Book 19: Australia

,

Rifts® World Book 18: Mystic Russia

,

Rifts® World Book 17: Warlords of Russia

and

Rifts® World Book 16: Federation of Magic

from the last few weeks, and a slew of other titles that have gone up over the last couple of months. There are also **previews**

of

The Rifter® #73

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

and many other Palladium titles.

Things remain in place to see 2-3 new PDFs of

Rifts® World Books

and other titles added every week.

In addition to the titles listed above, **The Minion War**

TM 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

.

Available right now:

- **Rifts® World Books 1-27** and
various other

Rifts

® titles.

- **Rifts® Coalition Wars®: Siege**

on Tolkien series – all six titles
including the
Cyber-Knights™ Sourcebook

·

- **Rifts® The Minion War™**
series – six current books – CO
nsisting 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®.

- Rifts® Chaos Earth® RPG, Chaos Earth®: Rise of Magic

™, and

Chaos Earth® Resurrection

™ and

Creatures of Chaos

™ are all available now.

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

- **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 #1-66.**

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

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

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

- Much more to come in the weeks ahead.

Palladium Collectibles Available in Kevin's Online Toy & Collectibles Store

A wide range of art and collectibles have been selling over the last few weeks. Nice. I hope you enjoy your items, be they out of print books, signed titles, rare hardcovers, original artwork, toys or other goodies.

Original art are one-of-a-kind items, so when they are gone (like the TMNT sketches and Rifts® illustrations), they are gone. Many other offerings are signed, limited editions or are items that have been sold out for some time.

I'll continue to pull things out of my personal collection and Palladium archives. A bunch of toys have been added to [my online store](#) with more to come.

More collectibles, artwork and toys are added almost every week.

Palladium collectibles, hardcovers, out-of-print titles, original artwork, and toys and items from my personal collection are on my ebay store. We add items on a regular basis and offer sales, so check it out from time to time. 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 available with frequent new items

added. 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**), hundreds of toys and action figures, all from my personal archives and collection. Take a look every weekend or two for new items added.

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

Convention Dates of Note Anime North – Toronto, Canada – May 27-29, 2016

Please join Palladium Books in the gaming hall where we'll be selling **Rifts®**, **Robotech**

®,

Robotech® RPG Tactics™

and many other gaming products as well as displaying a wide range of artwork, running a few RRT demos

and maybe even a role-playing game or two.

Greg Diaczyk, Wayne Smith, Charles Walton II

and a few other Palladium creators will be present to chat, sign books and enjoy some fun and games in Toronto with you. Oh, and Chuck and I will also be part of several panel discussions. Check the online schedule. Looking forward to seeing many of you there!

<http://www.animenorth.com>

Gen Con Indy – Indianapolis,

Indiana – August 4-7, 2016

Gen Con is big, fun and awesome. If you are attending, please stop by the Palladium Books booth. We will be there with new and old RPG titles, **Robotech® RPG Tactics**[™], and original art and collectibles for sale. Palladium creators are happy to chat with fans, sign your books, and have a blast.

Palladium Creators at the 2016 Gen Con:

- Brandon Aten – writer
- Matthew Clements – writer

- Michael Leonard – artist and Game Master
- Mark Oberle – writer
- Kevin Siembieda – founder, writer, artist & game designer
- Wayne Smith – editor and Editor in Chief of The Rifter®
- Thomas Roache – Robotech® advisor and demo
- Jeff Ruiz (NMI) – Megaversal Ambassador
- Charles Walton II – artist, writer and Splicehead.

And maybe a couple others to be added.

<http://www.gencon.com>

GrandCon – Grand Rapids, Michigan – September 16, 17 & 18, 2016

Looking for a nice medium-sized convention of around 2,000 gamers? Then consider **GrandCon** in Grand Rapids, Michigan. It's only about 2 hours and 15 minutes from Westland, and even closer for folks living in Livonia, Plymouth, Novi, and cities farther west. Ideal for any Michiganders and gamers living in

Illinois, Indiana
and maybe even
Wisconsin
and
eastern Iowa
.

I (*Kevin Siembieda*) am a guest along
with *Sean Patrick*
Fannon,
co-author of
Savage Rifts
® for the
Savage Worlds game system
, and many other guests. Sean and I
will be doing panels about

Savage Rifts®

and role-playing game design, world building and running gaming events (I'll probably run

Lord DeSilca

), and Palladium Books will have a few tables in the dealers' room manned by

Wayne Smith

and

Charles Walton II

(with artwork for sale). All of us will be present to chat with gamers and sign books. I am thrilled to have a rapidly growing game convention like GrandCon in western Michigan, and they have even bigger plans for 2017. Michiganders, help support this

convention. We need and deserve a large gaming convention in our state.

<http://www.grand-con.com>

More Savage excitement

The excitement over [**Rifts® for Savage Worlds**](#)

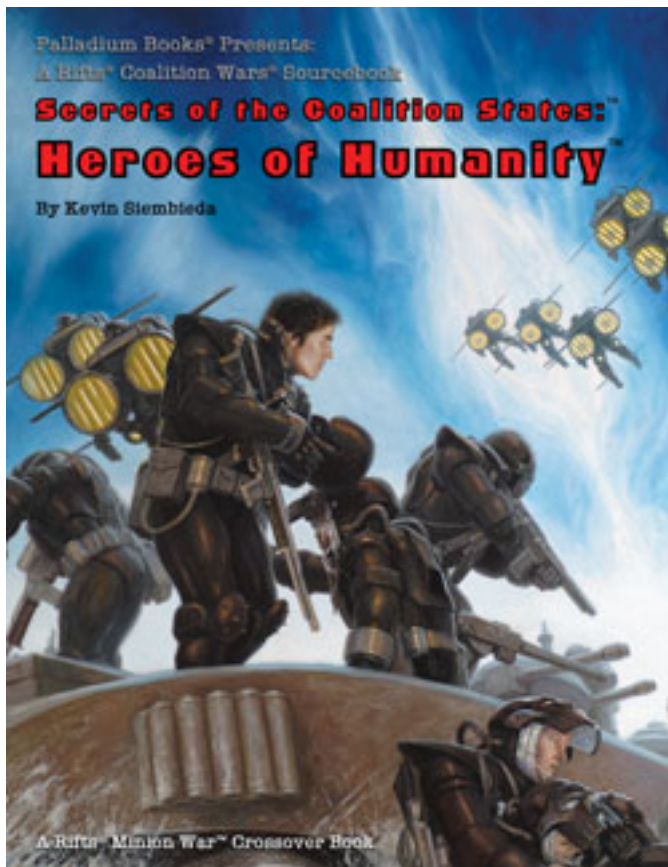
has been fun for us at Palladium Books and a thrill for the good folks at Pinnacle. At Palladium we continue to hammer away on

Rifts® Heroes of Humanity™ Arsenal™, The Disavowed,

Robotech®

, convention prep and more. 2016 is shaping up to be an exciting year. Keep those imaginations burning bright.

– Kevin Siembieda, Publisher, Writer, Game Designer



NEW! Rifts® Secrets of the Coalition States

– Heroes of Humanity

TM

TM

– May

In final production! Rifts®

Heroes of Humanity

™ is the next chapter in the epic war for the soul of humanity.

A call to arms! The Minion War has spilled onto Rifts Earth. At the epicenter of the invasion is *North America*

. If either of the two rival demonic forces succeeds in conquering the continent, the rest of the world shall follow and Earth will become an annex of Hell. The demon hordes believe no one

can stop them. The Coalition States has something to say about that.

For the first time in history, the Coalition States, Northern Gun, the Manistique Imperium, Lazlo, New Lazlo, Free Quebec, the Cyber-Knights, Lemurians, True Atlanteans, D-Bees, mages, mercs and many, many others stand together against a common enemy. Meanwhile, *the Splugorth of Atlantis, Archie Three, the*

Republicans

and

the Vanguard

engage in their own shadow war against the invading demon hordes, and each other.

- *Heroes of Humanity™* lets unprecedented types of characters gather in mixed groups that would otherwise be ideologically opposed. Together they fight side-by-side for the greater good.

- **Ways to upgrade your existing characters.**
- **Coalition Demon Hunter school and advanced training programs.**
- **The strategies and tactics of the Minions of Hell against humanity.**
- **The strategies and tactics of the Coalition States and its allies.**
- **Summary of Demon and Deevil vulnerabilities.**
- **How the Coalition is dealing with the Minion War.**

- **Coalition military O.C.C.s expanded: CS Juicer, CS Combat Cyborgs, power armor pilots, Fly Boys, Military Specialists and more.**

- **Coalition psychics and Psi-Battalion.**

- **New CS gear and soldiers like the Hellbuster and Demonknights.**

- **One Xiticix battle plan and who really pays the price.**

- **Background on the CS, world information and many adventure ideas.**

- **Plenty of guidelines,**

tables and rules to help you run it all.

- Part of the *Minion War™* “Crossover” series

▪

- Art by Charles “Chuck” Walton II, Amy L. Ashbaugh, Nick Bradshaw, Mark Dudley, Allen Manning, Brian Manning, Mike Mumah, Apollo Okamura, Tanya Ramsey, Benjamin Rodriguez, and Kevin Siembieda.

- Written by Kevin Siembieda, Carl Gleba,

Matthew Clements and others.

- 160 pages – \$20.95 retail –

[Cat. No. 889](#)

. May release.



**NEW! Secrets of the
Coalition States: Heroes of
Humanity TM Arsenal
Sourcebook – Spring**

The name, **CS Heroes of Humanity™** *Arse nal*

says it all. New Coalition armor, power armor, robots, combat vehicles, and related material.

- **New CS gear and weapons**
- **New CS SAMAS and power armor.**
- **New CS robots and**

combat vehicles.

- **More ways to upgrade and improve your characters.**

- **More secrets and information about the Coalition States.**

- **Wild adventure opportunities, fun and more.**

- **Part of the *Minion War™* “Crossover” series**

▪

- **Art by Charles “Chuck” Walton II, Amy L. Ashbaugh, Nick Bradshaw, Mark Dudley, Allen Manning, Brian Manning, Apollo Okamura, Benjamin Rodriguez, and others.**

- **Written by Kevin Siembieda, Carl Gleba, Matthew Clements and others.**

- **96 pages – \$16.95 retail**
– **[Cat. No. 893](#). May**

release (Tentative). In final production.

**NEW! Rifts® Haunted
Tech TM —
Summer**

The Republicans decide to make their move while Archie Three is waging his own shadow war against the demonic invaders. The result unleashes a menace Archie has kept contained and locked away for 300 years. And he is not happy about it.

- **Haunted**

Technology.

- **New weapons and gear.**
- **More secrets and information about the Republicans.**
- **More insane adventure opportunities, strangeness and fun.**
- **The new rules, powers and abilities for Haunted Tech will blow**

your mind.

- Haunted Tech gives new meaning to “ghost in the machine.” But are they a godsend or a Pandora’s Box of new dangers?

- The Republicans reveal themselves and take action! Yes, that means *Chaos Earth*® NEMA O.C.C.s, robots and technology in Rifts®

Earth.

- Archie Three takes action behind the scenes, in a big way.

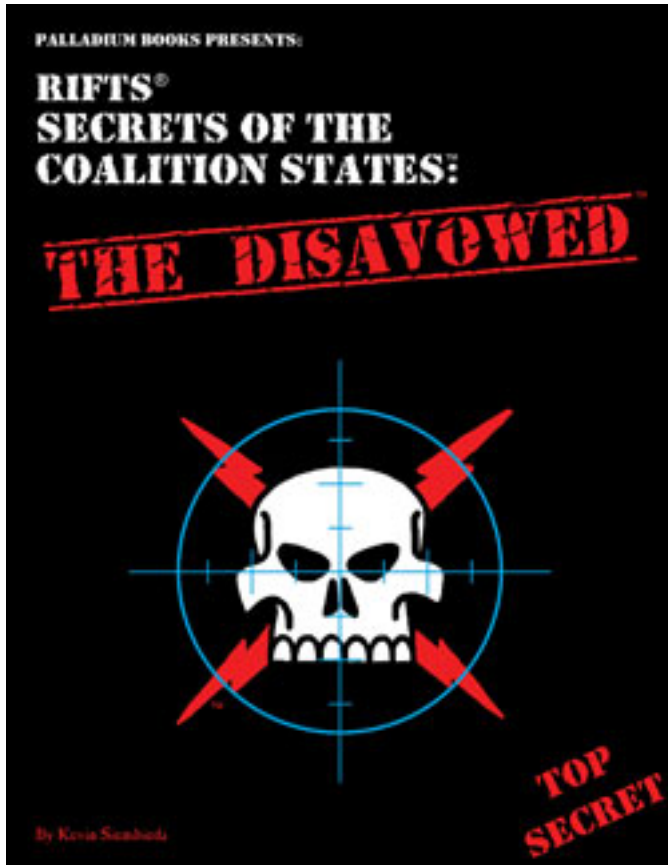
- Part of the *Minion War™ “Crossover” series* .

- Art by Charles “Chuck” Walton II, Mark Dudley, Allen Manning, Brian Manning, Benjamin

Rodriguez, and others.

- **Written by Kevin Siembieda with help from Charles Walton II.**

- **96 pages – \$16.95
retail – [Cat. No. 894.](#)
Summer release.**



Rifts® Secrets of the Coalition States: The

Disavowed™ – Summer

“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 price yet to be determined, but probably 96 pages – \$16.95 retail – Cat.
No. 892**

▪

NEW! The Rifter® #74 – Ships Spring

Half to two-thirds of **The Rifter® #74**
is

*“official” source
material
for
Rifts®, **Splicers®**
and more, plus news
and coming
attractions.*

Every issue of The

Rifter® is an *idea factory*

for players and Game Masters to generate new ideas and find new avenues of adventure. It provides useful, ready-to-go source material you can just drop into your ongoing games. A

doorway to new possibilities and numerous Palladium role-playing worlds. And the many new characters, O.C.C.s, powers, magic, weapons, villains, monsters, adventures and ideas for one setting can be easily

adapted to

any

Palladium setting.

Every issue has

material for

Rifts

® and at least 2-3

other Palladium game

lines. And don't forget,

most of the material

can be easily adapted

for use in ANY
Palladium game
setting.

**The Rifter® #74 –
Spring, 2016:**

**- Rifts®: The
Town of Moorcroft,
Wyoming – “official”
source material by**

Julius Rosenstein.

**- Splicers® –
“official” source
material – by Chris
Kluge and Charles
Walton II.**

**- Rifts® Short
Story by S.E.
Gibbons.**

- More gaming

advice.

- Optional source material for 2-4 other settings.

- News, coming attractions, product descriptions and more.

- 96 pages –

\$13.95 retail – C

at. No. 174

. Spring issue.



NEW! The Rifter®

#73 – Available

now!

For the first time
ever, the entire issue
of **The Rifter® #73**

is

*“official” source
material*

for

Rifts®, Palladium

Fantasy RPG®,

Splicers®

and

Dead Reign

®, plus news,

coming attractions

and more. It is a

great way to kickoff

Palladium's 35 Year

Anniversary

.

Every issue of The Rifter® is an *idea factory*

for players and Game Masters to generate new ideas and find new avenues of

adventure. It provides useful, ready-to-go source material you can just drop into your ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds.

And the many new
characters, O.C.C.s,
powers, magic,
weapons, villains,
monsters,
adventures and
ideas for one setting
can be easily
adapted to
any

Palladium setting.
Every issue has
material for
Rifts

® and at least 2-3
other Palladium
game lines. And
don't forget, most of
the material can be
easily adapted for

use in ANY
Palladium game
setting.

Rifter® #73

Highlights:

- Rifts® – Nexus

**Born, by Julius
Rosenstein –**

“official” source material. Why is it that some children born at a ley line nexus are gifted? Find out, and find out exactly what these gifts are and how they can impact player characters

and NPCs. New concepts, NPCs and adventure source material including Hidden Nexus Points. Additional text and ideas by Kevin Siembieda.

- **Palladium**

**Fantasy RPG® –
Children of the
Forest, by Kevin
Siembieda –
“official” source
material. More
insight about the
Wolfen and Faerie
Folk of the Great
Northern Wilderness,**

adventure setting,
the Risinor Dragon
Stallion war steed,
five new Rune
Weapons, a
madman, a new
villain, and
adventure ideas that
let you use all of this
data and new toys in

an adventure set in
the Palladium
Fantasy world.
Easily adaptable for
Rifts®, *Phase World*,
Heroes Unlimited
, etc.

- **Splicers® – I
am Legion, Part**

**Two, by Charles
Walton II, Chris
Kluge and Lance
Colley – adventure
plus “official”
source material.
The adventure
continues as your
heroes must deal
with the plight of**

contending with the
new Machine
personality known as

Legion

. In this adventure,
the player group is
given instructions
from the Warlord,
himself, to learn

more about this enemy, and if possible, use a special weapon to bring it down. But nothing ever works that easy. New War Mounts, O.C.C. upgrades, N.P.C.s, and more, including

the very first time a
Splicer Warlord
is ever statted out.

- **Dead Reign®** –
**Detroit by Thomas
Morrison** –
**“official” source
material** . The
title says it all. The

city of Detroit in the
Zombie Apocalypse.
An adventure
setting.

- **Palladium
Fantasy RPG® –
the Triumvirate
Dragon by Glen
Evans and Kevin**

**Siembieda –
“official” source
material. For
the first time, the
iconic, three-headed
dragon that
appeared on the
original cover of the
*Palladium Fantasy
RPG®***

is described and
statted out.

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

**- Rifts® cover
by Michael Wilson.**

**- 96 pages –
\$13.95 retail –
Cat. No. 173
. Winter issue.
Available now!**

NEW! Rifts®

Secrets of the

Atlanteans

TM

– Summer

**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 price
yet to be
determined, but**

probably 160-192

pages –

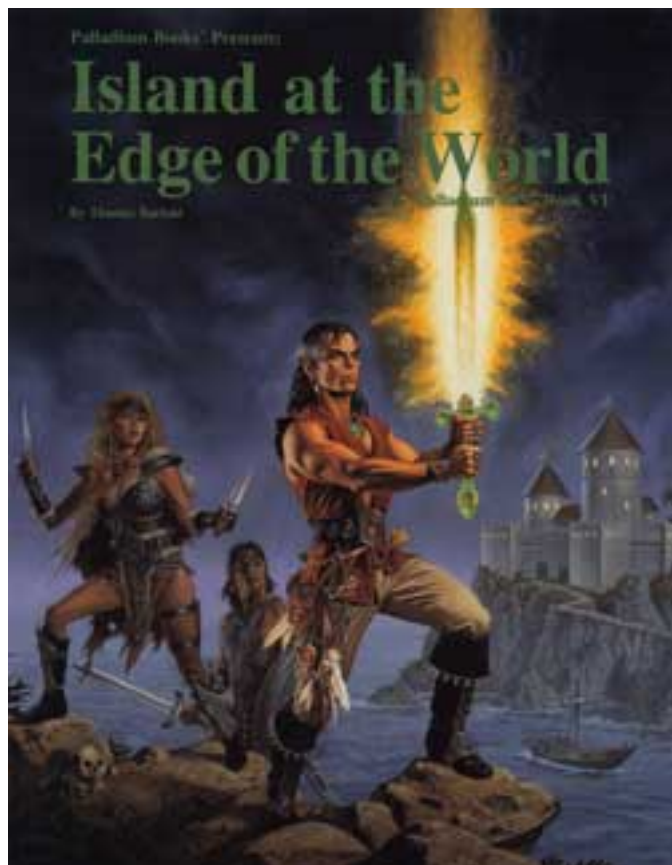
\$20.95-\$24.95

retail –

Cat.

No. 890

▪



BACK IN

**PRINT: Island at
the Edge of the
World TM
A Palladium
Fantasy RPG [®]
Sourcebook –
available now**

**Island at the
Edge of the
World™ is *back
in print***
as a short run,
special printing.
This is the
original Palladium

RPG®
sourcebook VI
that utilizes First
Edition rules.
That said, it is
very easy to
adapt for use with
Second Edition

rules.

**Island at the
Edge of the
World™ reveals
some of the little**

known history of
the Palladium
World, the Time
of a Thousand
Magicks, the
Changeling
Inquisition, and
dark secrets that

could threaten
the world. Learn
about forgotten
Crystal Magic (as
powerful as Rune
Weapons), the
Church of Scar,
the legendary

Circle of Absolute
Elemental Power
and frightening
prophecies about
the end of the
world.

**- The hidden
Crystal Forest
and Crystal
Palace.**

**- The Psychic
Science of
Magic and
Crystals.**

- New magic weapons and items.

- The Town of a Dozen Fracts, an adventure setting.

**- The Silent
Forest
adventure.**

**- Quest for
the Tombs
adventure.**

**- The Old
Kingdom**

Mountains and adventures.

- The Valley at the Top of the World, an adventure setting.

**- The Island
at the End of the
World, an
adventure
setting.**

**- Ancient
ruins and
additional**

**places, people
and secrets of
note.**

**- Written by
Thomas Bartold.
Additional text
by Kevin
Siembieda.**

**- First Edition
rules. Requires
some
modification to
use with
Palladium
Fantasy RPG®,
Second Edition.**

- 144 pages –
\$20.95 – Cat
. No. 458
. Available now.

**Garden of the
Gods TM – a
Palladium
Fantasy RPG
®
Sourcebook –
Summer**

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

**. A Summer
release.**

Hell Followed

TM

– A Dead

Reign

®

Zombie

Apocalypse

Sourcebook

At 160 pages,
Hell Followed
™ is the largest

**Dead Reign®
sourcebook
yet. Spring or
Summer
release. Can
you survive the
Zombie**

Apocalypse?
Find out by
playing
Dead Reign
®. The results
may surprise
you.

**- New
O.C.C.s and
skills.**

**- New
zombies and
other**

menaces.

**- More
world
information,
new dangers
and new**

adventurers.

**- Written by
Taylor White.**

**- 160 pages
– \$20.95 retail**

**– Cat. No. 236.
Summer
release.**

**Rifts® Chaos
Earth®
Sourcebook:
First
Responders –
Summer**

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.).
- Apocalyp**

**se Plagues
brought from
other worlds
to Chaos
Earth.**

**- Adventur
e ideas and**

more.

- Written

by Jason

Richards.

Additional

text by

Clements &

Siembieda.

- 96 pages

– \$16.95 retail

– Cat.

No. 665

. A Summer

release.



Robotech®

RPG Tactics

TM

**Wave Two is
coming ...
– but you
can get**

**started with
the *core*
box set
and
Wave One
*expansions***

right now

**If you love
Robotech®,
you 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 for
the years
ahead.

Robotech®

RPG

Tactics™

"Starter

Box' (Main
Box Game) –
Cat. No.
55100 –
\$99.95 retail
price.

This is the
game
Robotech®
fans have
wanted for
decades.

Robotech® RPG Tactics ™ is a fast-paced, tabletop combat game

that captures
the action and
adventure of
the
Robotech
® anime. Two

or more
players can
engage in
small squad
skirmishes or
scale up to

massive
battles. Relive
the clashes of
the First
Robotech
War, engage

in stand-alone
tactical
games, or use
the dynamic
game pieces
to enhance

your
Robotech®
RPG
experience.
Or simply
collect your

favorite
mecha from
an expanding
range of
top-notch
game pieces.

Get yours
now, so you
can build your
armies and
have them
ready when

**Wave Two is
released.**

The First Six

Robotech®
RPG Tactics
™ Expansion
Packs
are available
to retail along

with the main
box game.

Here are the
SKUs and
retail prices:

- UEDF

Valkyrie

Wing

—

Cat. No.

55201 —

\$36.95 retail.

- UEDF

Tomahawk/D

efender

Destroids

– Cat. No.

55202 –

\$32.95 retail.

- UEDF

Spartan/Phal

anx

Destroids

– Cat. No.

55203 –

\$32.95 retail.

- Zentraed

i Regult

Battlepods

– Cat. No.

55401 –

\$36.95 retail.

- Zentraed
i Artillery
Battlepods
– Cat. No.
55402 –

\$36.95 retail.

- **Zentraed**

i Glaug

Command

– Cat. No.

55403 –

\$36.95 retail.

– Robotec

h® 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.



Palladium PDF Books

**– download
from
DriveThruR
PG.com**

This is a great
resource for
getting *out of*
print

Palladium
titles and

other select
books. We've
made more
than 100 PDF
products
available for

digital

download

from

DriveThruRP

G.com

, as well as

Fantasy Paper Miniatures, Game Master resources and other good

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

get access to
out of print
RPG source
material.

Some notable
titles include:

- Splicers

® RPG

- Rifts®

Chaos

Earth®

Resurrection

, with all other
Chaos Earth®
titles to be
added in the
next week or

two.

- Rifts®

RPG, First

Edition

- Rifts®

**Coalition
Wars series,
the Siege on
Tolkeen (all).**

- Rifts®

**Minion War
Crossover
series (all to
date).**

- Rifts®

World Books

**1-27 with
all the rest
coming soon.**

- Rifts®

Vampires

Sourcebook and other Rifts® titles.

- Beyond
the

Supernatural

TM RPG

and

Boxed

Nightmares

TM

**, 1st Edition
rules.**

**- Dead
Reign® RPG
(all titles) –**

The Zombie Apocalypse.

- Nightbane
ne® Book
Four:

Shadows of

Light™

- The

Mechanoids

® RPG

and

The Mechanoid Invasion® RPG Trilogy



- Palladium
m Fantasy
RPG ®
First Edition
Rules and
select 1st

Edition sourcebooks

■

- After the

Bomb® RPG

and

sourcebooks

■

- The

Rifter ®

issues 1-66

**with more
coming.**

**- The Best
of The
Rifter®**

- Palladium m Weapon Book Series

- Deluxe
Revised

RECON®

RPG

and

Adv

anced

RECON®

Sourcebook



- **FREE**

**highly-detailed,
ed,**

comprehen

ve *Robot*
ech*® *RPG
Tactics
™ assembly
instructions
for all the

**Wave One
mecha –
available
now.**

- FREE *Ro*

botech®

RPG

Tactics™

color guides

are available

now.

**- FREE *Robotech®*
RPG
Tactics™
paper game**

**pieces, force
organization
tables, stat
cards, rules
and special
items –**

**coming
soon!**

**- Palladium
m Fantasy
RPG® Paper**

**Miniatures –
Volumes
#1-6 are
available
now.
More are**

coming.

- **Game
Master kits
and other
resources.**

- 120+
Palladium
titles and
more, with
many more

**books to
come.**

- Go to **DriveThruRPG.**
com

to see the full

selection. But
come back
every month
to see what
new books
have been

added. We
are planning
to do a lot.

Schedule of Upcoming Releases

- The

Rifter® #73

**– Winter
issue – Cat.
No. 173
– 96 pages,
filled with**

“official”
source
material by
Siembieda,
Rosenstein,
Walton, Kluge

and others.

Now shipping.

- Rifts®,

The

Coalition

States:
Heroes of
Humanity

TM

Sourcebook
by Kevin

Siembieda and Matthew Clements – May release.

- Rifts®,

The

Coalition

States:

Heroes of

Humanity™

Arsenal

Sourcebook

by Kevin

Siembieda

and Matthew

Clements

– in final
production
right now.

- The
Rifter® #74

– Spring issue
– 96 pages,
filled with
“official” and
optional
source

material.

Ships in May.

- Rifts®

The

Disavowed

TM

Sourcebook

by Kevin

Siembieda

and Matthew

Clements

– Summer,
2016.

- Rifts®

Secrets of

the

Atlanteans

TM

Sourcebook

by Carl

Gleba

– Summer,

2016.

- Rifts®

Haunted

Tech™

sourcebook

**by Kevin
Siembieda
– Summer.**

**- Garden
of the**

Gods™, a
Palladium
Fantasy
RPG®
Sourcebook
by Kevin

Siembieda
– Summer.

- Lopan™,
a Palladium
Fantasy

RPG®
Adventure
Sourcebook
by Glen
Evans,
additional

material by
Kevin
Siembieda.

- **Dead**

Reign®

**Sourcebook:
Hell
Followed™
by Taylor
White –
a large, juicy,**

160 page
sourcebook.

- Chaos

Earth® First

Responders

(more than
you may
imagine)

- The
Rifter® #75

– Summer issue.

**Also
coming:

- Splicers
®
Sourcebooks**

- **Heroes**
Unlimited™
Sourcebooks

- **Beyond**

the
Supernatural
TM
sourcebooks

- Robotec

h® RPG sourcebooks

- Robotec

h® RPG

Tactics

TM Wave 2 expansion packs

**- Robotec
h® RPG**

Tactics™

source

material and

events.

- Rifts®

World Books

and
Sourcebooks
, including
Rifts®
Sovietski
, Rifts®

**Antarctica,
Rifts® New
Navy, and
others.**

- And

**some
surprises ...**

Upcoming Palladium Books® Convention Events

Palladium
Books does
not have to be
an exhibitor at
a convention
or be counted

among the
guests to
support that
convention.
We are happy
to support

events
running
Palladium
games with
prizes for best
players, other

swag, and
donations to
charity
auctions. If
you are a
Game Master

running
Palladium
gaming
events, or a
convention
hosting them,

PLEASE
contact
Palladium
Books via the
Help Desk
or the

**Megaversal
Ambassadors
s
, or call the
Palladium
offices**

to get our
support. Just
give us plenty
of advance
notice so we
can confirm

the
conventions
and the
Palladium
gaming
events,

determine the
swag and
ship it out.
Plus we are
glad to
promote

conventions
and gaming
events right
here in the
Weekly
Updates.

Below are just
some of the
conventions
hosting
Palladium
game events

this year.

**- Internati
onal
Tabletop Day
Event
Hosted by**

**RAGECon –
April 30,
2016**

**Conventi
on Name:
RAGECon –**

International Tabletop Day.

Dates:

April 30,
2016, plus
in-store RPG

games within
the next few
months.

Location

: Reno,

Nevada.

Website:

<http://www.ravagecon.com/>

Supporting:

Role-playing games, including **Rifts** ® and **Ninjas &**

Superspies

games on

4/30/2016.

In-store

games hosted

by a

Palladium
Books
Megaversal
Ambassador.
Coming in the
next few

months, game
events for
**Dead
Reign®,
Heroes
Unlimited™,**

**Ninjas &
Superspies
™, Rifts
® and
Splicers
®.**

**Contact
for Details &
Registration:
Ask for Jeff at
event@ragec
on.com.**

**- Anime
North – May
26-29, 2016 –
Toronto,
Canada**

**Palladium
m Books® in
exhibitor
area
– Kevin
Siembieda**

and Chuck

Walton

Guests

Conventi

on Name:

Anime North.

Dates:
May 26-29,
2016
(Memorial
Day
Weekend).

Location
: **Toronto,**
Ontario,
Canada.

Website:

<http://www.animenorth.com/>

**Supporting:
Anime,
Cosplay,**

Role-Playing
Games and
Comic Books.
Palladium
Books® is in
attendance

with a booth
selling
Robotech®
RPG
Tactics™
main box

game, RRT
expansion
packs,
exclusive
figures, and
role-playing

game
products, as
well as
running
demos,
having display

pieces and
being
available to
chat.

Kevin
Siembieda
and
Charles

Walton II

are guests at

the

2016 Anime

North.

A few other

Canadian
Palladium
creators may
also be in
attendance at
the Palladium

booth in the
gaming hall.
Anime North
is one of the
largest and
longest

running anime
conventions
in North
America, with
26,000+ in
attendance in

2016. The
range of
special
guests, voice
talent and
cosplay is

amazing. If
you are
attending
Anime North,
please drop
by the booth

to say hello or
sit in on any
of Kevin's
panel talks
about game
design,

licensing and
Hollywood,
writing, world
building and
others. We
love this

event and
highly
recommend it.
Tickets sell
out fast, so
order yours

and book a
hotel room
immediately.

**- RAGECo
n – June
24-26, 2016
Conven
tion Name:**

RAGECon 2016.

Dates:

June 24-26,
2016.

Locatio

n:

Reno,

Nevada.

Websit

e : <http://>

www.ragecon

[.com/](#)

**Supporting:
Role-playing
games,
including**

Rifts

®,

Heroes

Unlimited™

,

Ninjas &

Superspies

TM

and

Splicers®

▪

Contact

**for Details &
Registration:
Ask for Jeff at
event@ragec
on.com.**

- 2016

**Gen Con
Indy –
August 4-7 –
Indianapolis,
Indiana
Gen**

Con is the
biggest
gaming
convention in
the country.
Palladium

Books will be
there as usual
with products
to sell and a
gaggle of
creators to

sign books
and chat. And
thanks to
volunteer
Game
Masters

working
through the
Palladium
Megaversal
Ambassador
program there

should be 40+
Palladium
gaming
events.

**Conven
tion Name:**

Gen Con
Indy.

Dates:

August 4-7,
2016.

Locatio

n:

**Indianapolis,
Indiana.**

Websit

e : <http://>

[www.genccon.](http://www.genccon)

[com/](#)

**Supporting:
ALL types of
gaming;
role-playing**

games, board
games,
miniature
games/warga
mes, card
games,

videogames
and more,
plus cosplay
and guests by
the dozens.
We love this

event and
highly
recommend it.
Tickets sell
out fast, so
order yours

and book a
hotel room
immediately.

Palladium
Books will be

in attendance
in the Exhibit
Hall, and
there are
dozens of
Palladium

gaming
events.

Guests at the
booth daily

include *K*

evin

Siembieda
(game
designer,
author,
founder),
Wayne Smith

(editor),
Charles

Walton II

(artist),

Brandon Aten

(author) and

others.

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reserved.

Rifts®[®], The

Rifter®,
RECON®,
Splicers®,
Powers
Unlimited®,
Palladium

Books®, The Palladium Fantasy Role-Playing Game®, Phase

World®,
Nightbane®,
Megaverse®,
The
Mechanoids®
, The

Mechanoid
Invasion®,
Coalition
Wars®,
Chaos
Earth®, Dead

Reign®, and
After the
Bomb® are
Registered
Trademarks
of Palladium

Books Inc.
RPG
Tactics™,
Beyond the
Supernatural,
Coalition

States,
Heroes
Unlimited,
Ninjas &
Superspies,
Minion War,

Mysteries of
Magic,
SAMAS,
Thundercloud
Galaxy, Three
Galaxies,

Vampire
Kingdoms,
and other
published
book titles,
names,

slogans and
likenesses
are
trademarks of
Palladium
Books Inc.,

and Kevin
Siembieda.

Robotech®

and
Robotech®
The Shadow
Chronicles®
are
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and sales
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