

By Kevin Siembieda

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

A lot of things are going on at the Palladium offices. The most fun is the [Palladium Open House](#) which is a mere two and a half months from now. Other things involve getting books finished and into your hands, Robotech®, and a number of business and convention matters. Crazy times. I'm going to jump right into it. Read on.

UPDATE: Palladium Open House

As we get closer and Game Masters are submitting events (please keep them coming), there has been discussion about the kinds of events, games and panel talks we should be hosting. Among them were a couple of things I wanted to mention to get your opinion on.

Kevin the player. One idea was a game where I, Kevin Siembieda, am just a player. I'm usually the Game Master because I love running games. But it was brought up to me that people might enjoy being able to say, hey, I was in a game with Kevin Siembieda. I'm hesitant, because a game is only 6-8 people and typically 4 hours long. That seems like a lot of hours to tie me up for. I could run two and a half Lord DeSilca games in that time. Or a game and a panel talk, so I'm thinking no. What do you think?

A live-streamed “all-stars” game. A role-playing game where I, and some Palladium staff and freelancers like Wayne Smith, Chuck Walton, Carl Gleba, Taylor White, etc. would be players in a game. This sounds more fun and unique to me. What do you think?

Kevin's games. I will run 2-3 Lord DeSilca games because they're fun and people love 'em. Not sure what my other 3-4 games will be. Maybe Dead Reign and Beyond the Supernatural. If BTS I could play test some ideas for the magic system. That might be cool. Any requests for me to consider?

Any POH panel requests? I know you come to game, but folks also enjoy panel discussions. Any topic requests?

The Rifter® 2018 Super-Subscription Offer starts Saturday evening

- **Free gift(s)**
- **\$17 savings off cover price**
- **Free shipping of each issue in the USA**
- **Each fun issue delivered to your doorstep**
- **Each issue a sourcebook for the Palladium Megaverse®**

The cover price of **The Rifter®** is going up a dollar to \$14.99 starting with issue #80 (this does not affect current subscribers). Still a great price for 96 pages of RPG source material and adventures. Ah, but the

[2](#)

[018 Super-Subscription Offer](#)

gets you

The Rifter®

delivered to

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for only

\$10.74

an issue. And select from 7 gift choices for a

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– available

only

during this special offer – for the cost of shipping and handling. All prices are in U.S. dollars.

Offer ends February 28, 2018.

- **\$42.96 – USA. That's only \$10.74 each, a savings of \$17.00, and Palladium pays the shipping!**

Plus you get to select a FREE Gift worth

\$24.95-\$46.80

(please include \$7.00 to cover shipping and handling). That's

\$49.96 total

including shipping and handling for the free gift.

Note:

This rate is
limited
to subscribers in the
USA only
. Sorry.

[Please click here](#) for *subscriptions outside the USA*, your 7 gift choices, and all the details. 2018 Super-Subscription Offer starts Saturday evening, February 3.

NEWS: Rifter® sale on DriveThruRPG

To go along with our Rifter® Super-Subscription Sale, we thought it would be nice to put **The Rifter® PDFs – issues #1-75** – on sale at a 20% discount on

DriveThruRPG.com

. The sale begins tomorrow morning, Saturday, February 3, and runs through the month of February.

Over the next several weeks, Wayne will be making the rest of the **Nightbane®**

and

Palladium Fantasy RPG®

titles available as PDFs on DriveThruRPG. Most

Rifts®, Heroes Unlimited, Dead Reign®, the 1980s and '90s Robotech® RPGs

and

sourcebooks

, and many other Palladium titles (200+) are available now.

A New Video Series from Questwise – The Road to Palladium Books Open House

Questwise will be coming to the Palladium Open House 2018. In the run-up to the Open House, Jodi is doing a series of videos looking at various Palladium Books related topics on his [YouTube channel](#).

He has shared some of his plans with us about this series, including a special prize he's going to offer for those who put together the clues he will be including at the end of each video.

The first video of the series was posted this past Monday and is titled Lore of the Megaverse®. You can check it out here: <https://youtu.be/BQITnSggwhQ>

We're excited to see what he discusses next, and to game with him at the upcoming Open House!



UPDATE: The Rifter® #79 – Available now

[The Rifter® #79](#) includes some new and alternative methods, rules and approaches to Game Mastering and making adventures, putting modern characters in different time periods throughout history, a closer look at the **Heroe**

s Unlimited™

Stage Magician

, and the

Kingdom of New Oslo

, a nice companion to the soon to be released

Rifts® Sovietski

, and more. Available now.

UPDATE: The Rifter® #80 – In development

Wayne is making his selections now. Mark Dudley is lined up to do some art.

NEWS: Small price increases are coming

The cost of paper and printing keeps going up, so Palladium will be making some small price increases, probably only \$1-\$2. We hope you understand. The price increases will start with new releases and backstock as they go into reprint.

NEWS: The Rifter® is going up

Starting with **The Rifter® #80**, the retail price of **The Rifter®**

will be increased from \$13.95 to
\$14.99

, but this will not affect those of you with a current subscription, you are locked in to the old rate. Better

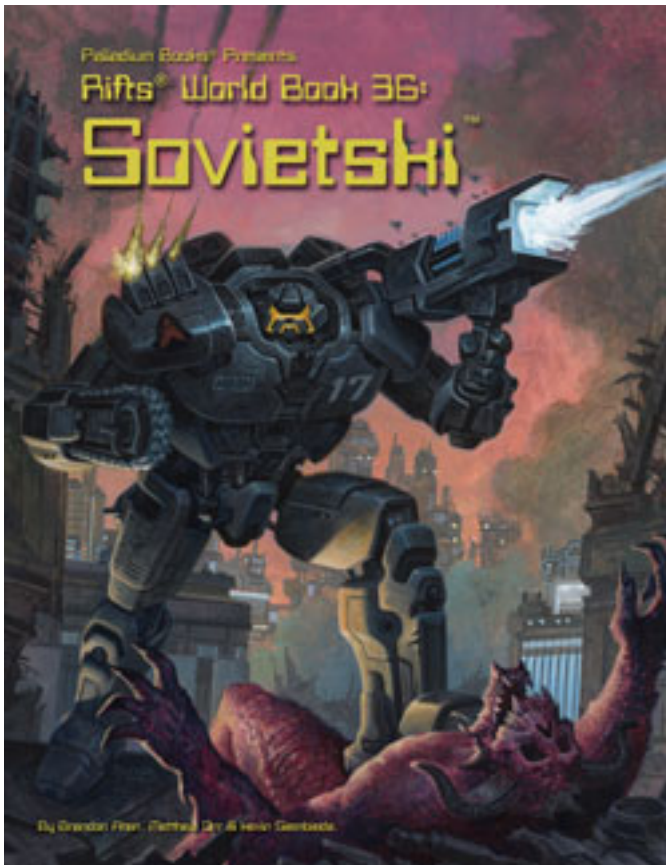
yet,

[The Rifter® Super-Subscription Offer](#)

is starting this weekend, so you will be able to get

The Rifter®

at a discount, and, if you want it, you can select a FREE gift (you just pay the shipping cost).



UPDATE! World Book 36: **Rifts® Sovietski**

™

– ships February

I am sorry to say we were not able to layout [Rifts® Sovietski](#)

™ last weekend after all. Somehow I had missed finishing a big section. I had started it, but put it aside to work on something else, and never came back to it. I know, what a dope. Thank goodness I caught my mistake before it went to print. I have been editing and writing the last of it like crazy. Meanwhile, Wayne has been focused on layout prep and editing the new material as I crank it out. The book will go to the printer next week. Still on track for an end of February release.

[Rifts® Sovietski](#)™ is freakin' awesome. So much cool stuff: The Cold Born psychic (think

Burster with ice and cold), the mysterious and powerful Yaganar, the yeti-like Wolverine People and other cool D-Bees, a bunch of very new and different cyborgs, a bunch of M.O.S. skill packages that make character creation fast and fun, tables for a character's background, unique characters, interesting places and back story that provides ideas for adventure and is a fun read. This World Book has it all. There is so much in this book that you are going to love. Everyone who has seen the finished sections of the Sovietski Soldier revisited, the Spetsnaz secret police/special forces, the D-Bees, the Religious Enclaves, and ... well, pretty much any of it, has gone wild over it. The first word out of their mouth being, "Wow." I think that's my favorite word for a critique of a book. Like [**Rifts® Secrets of the Atlanteans**](#)™ there is a lot of "Wow Factor" in **Rifts® Sovietski**™, as well as a lot of fun little touches that will make you smile and add spice to your character or your game.

Rifts® Sovietski™ is also the final puzzle piece that pulls together several other Rifts® titles to create a cohesive area of the world that offers new adventure opportunities. They

include [**Warlords of Russia**](#)

™,

[**Mystic Russia**](#)

™,

[**Mindwerks**](#)

™ (Poland and a slew of D-Bees, monsters and adventure hooks) and

[**Rifts® Triax & The NGR**](#)

™ and

[**Triax 2**](#)

™.

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

These books gather and format the existing beasts from the current World Books and Sourcebooks (and some new beasts to spice up your games) into two big reference books. As soon as *Rifts Sovietski* goes to the printer (next week?), I dive into the final edits for both volumes, finish work on the new creatures, and send them off to the printer.

These are just the first two of what we hope to be a series of sourcebooks that collect all the notable monsters, dinosaurs and creepy crawlers of *Rifts*® Earth. The focus of the ***Rifts*® *Bestiary*™: North America,**

[**Volume One**](#)

and

[**Volume Two**](#)

being creatures of North America (US,

Canada and Mexico). Presented in alphabetical order, with maps showing their range and location, in two big books. On track for winter releases.

UPDATE: Rifts® Disavowed™

Another cool book coming soon. I look forward to getting to the final writing for [Rifts® Disavowed](#)

.

UPDATE: Rifts® Living Nowhere™

The new draft manuscript for [Rifts® Living Nowhere](#) arrived last week, though I have not

had a chance to review it.

UPDATE: Dead Reign®: In the Face of Death

TM

The ideas for [this book](#) are screaming to be committed to paper. The cover and most of the interior art is done for it, and I usually write Dead Reign® books crazy fast, so I may slot this bad boy in sooner than later.

NEWS: Palladium Books on HippoTV on Twitch.tv

The awesome people 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.

Be sure to check out HippoTV either during a live broadcast or by watching one of the archived games. The next session for the **Heroes Unlimited**

TM game will be on Saturday, February 10th, starting at 6 p.m. Pacific Standard Time. The next session for the

After the Bomb®

game is February 15, starting at 10:30 p.m. Pacific Standard Time.

Reminder: Palladium Open House *VIP Night* *tickets* are limited

Remember, VIP Night tickets are limited in number. Sold on a first come first served basis, so keep those orders coming in. [VIP night at the Open House](#)

gets you an extra evening of gaming, first crack at special items, new releases, original art, early access to our many guests, and a delicious meal. This is always a fun, intimate night of gaming and

hanging with the Palladium crew.

[VIP Night](#) always sells out before the event (limited to 120 VIPs) so we encourage you to reserve your ticket as soon as possible. It is because VIP Night always sells out that we deliberately hold back 40 or so tickets till now, so everyone has a fair shot at being able to get them.

Reserve your hotel room for the POH before they are sold out

Rooms at the *Red Roof* are getting close to sold out!

Especially rooms with two full beds

(

\$49.95

plus tax per night). When they are gone, your choice is a room with just one king bed (

\$49.95

plus tax per night) – or – our other, more upscale hotel, the

Hampton Inn and Suites

at more than twice the price (

\$119

plus tax per night). Both are 3 miles

or less from the Palladium warehouse, less than 10 minutes away.

Note: The hotel reservation deadline is March 15, 2018, but the rooms are likely to *sell out BEFORE that deadline*, because we may have record attendance. Please reserve your rooms at one hotel or the other sooner rather than later. You have been given fair warning.

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 “*PO H 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 March 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.

Gen Con – Palladium Game Event Descriptions Needed by March 1, 2018

To have your event listed in the onsite, *Gen Con Program Book* (very important for full attendance), you need to send us your gaming events and descriptions NO later than

March 1, 2018

. This date gives us enough time to compile and send Gen Con

everything they need. The Early Event Submission Deadline already passed (February 1), so **PLEASE** get your Gen Con Palladium game events to us by March 1. Thanks!

Game Masters, as in years past, please coordinate with NMI and the **Megaversal Ambassadors** to be part of the Palladium Books gaming block at Gen Con.

**UPDATE: Come to the
Palladium Open House – April
20-22, 2018**

The [2018 Palladium Open House](#)

is only 2 ½ months away,

so if you know you are going to attend, please order your

[admission tickets](#)

as soon as possible and reserve your hotel room. Ordering your admissions ticket helps Palladium to make sure we have enough events running to keep everyone busy and having fun.

Game Masters planning on running

events at the POH, PLEASE get us your game descriptions as soon as possible, so we can post a schedule of events in advance. See details, below.

POH Highlights:

- **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.**

POH Game Masters, please submit your game events over the next few weeks

My thanks to the Game Masters who have reached out to us about running game events at the **2018 Palladium Open House (POH)**. Please keep 'em coming.

If you are a quality Game Master with experience, you are coming to the Palladium Open House, and would like to run *one or more gaming events* at the POH, please contact us as soon as possible. We want to post the Events Schedule by the end of February. That means we need commitments and the majority of game descriptions by February 14 (or sooner). We will continue to add events after that date, but would like to have the majority listed and posted by the end of February.

G.M. Rewards: Game Masters who run *3 or more events* get a **FREE special T-shirt** and a **30% discount** on most Palladium product, books, T-shirts and products, with some exclusions. (Sorry, the discount does not apply to limited editions, art prints, original art, auction items, concessions, convention exclusive products and items sold by our guests.)

Info we need from G.M.s:

- **RPG/World Setting** (Rifts®, Robotech®, HU2, Fantasy, Splicers®, BTS, Ninjas & Superspies, After the Bomb®, etc.)

- **A brief, but dynamic description of the game.**
- **Maximum Number of Players:** 6-10 is typical, but run what YOU feel comfortable with running.
- **Running Time:** 3-4 hours is typical, and best for these kinds of events, longer can be a problem.

- **What days you can run:** VIP Thursday, Friday, Saturday &

Sunday?

- **When:** Do you have a preferred time of day you want to run? If so, what is it? Specify preferences (10 AM, noon, 8:00 PM, what)? If we CANNOT give you the preferred time slot, are you willing to run at a different time, earlier or later?
- **Multiple games:** If you are running multiple times, is it the same game? If different games please provide all this information for EACH game you intend to run.
- **Please bring pre-rolled *playe***

r character

sheets:

G.M.s, please provide

pre-rolled characters

sheets/descriptions

for each player. Why waste time rolling up characters? Let's game!

- **Minimum age of the players:**

Especially if the game has mature content or extreme violence. Please indicate if it is not suitable for players under the age of 17.

- **YOUR T-shirt size:** You will want this shirt.

- **I.D. & Contact Info:**

Your real name

Street address

Telephone/Cell number (an alternative number optional)

Email address

NOTE: If you commit to running games at the POH, you must be serious and **MUST** be present to run your games. Do not disappoint gamers from around the globe by being unprepared or absent. You also have to purchase your own admission ticket. If you have

questions or would like to discuss any aspect, do not hesitate to call the Palladium office.

Send Game Event information via e-mail to
palladium-gm{at}palladiumbooks.com
– or call –
734-721-2903 and ask for Wayne, Julius or Alex.

Remember, Game Masters who run *three or more games* get a *F*

REE special T-shirt

unveiled for the first time at the
POH

and a 30% Game Master Supreme Discount

on Palladium's RPG books, T-shirts
and most other items. We need
plenty of games to satisfy 250-300
gamers, so your help is very
appreciated and welcomed.

We expect to have more than 100
gaming events and we need
experienced Game Masters to run
Palladium events for all of our

game lines – **Rifts®**, **Robotech®**,
Robotech® RPG Tactics™,
Palladium Fantasy®, **Heroes
Unlimited™**, **Ninjas &
Superspies™**, **Splicers®**,
Nightbane®, **Dead Reign®**,
Beyond the Supernatural™, **After
the Bomb®** , and all
the rest!

Can contact us by telephone
(734-721-2903) or by email at **palla
dium-gm{at}palladiumbooks.com**
as SOON as possible please.
Thank you.

POH Volunteers Needed

We will also need volunteers to help us set up, admissions (confirming I.D. and handing out badges), emptying trash cans, store/sales assistance/restocking shelves, gopher, general assistance, parking lot, etc. You'll get a volunteer's badge and select perks that may include a product discount percentage commensurate with the amount of work and hours put in. **NOTE:** If you volunteer, please show up. Volunteers have to purchase their own admission

ticket.

**NEW title on
DriveThruRPG.com –
Adventures on the High Seas
™**

**for the Palladium Fantasy RPG
®**

**, 2nd Edition game line – plus
SALE on all issues of The
Rifter
®**

#1-75

New this week: [High Seas, 2nd](#)

Edition , is one of our favorite sourcebooks with 13 O.C.C.s, 20+ character sheets, 30 ships, a dozen different ports, cities and towns, including the Island of the Cyclops and Floenry Islands, ship combat rules, and adventures. Coming in the weeks ahead, the **Nightbane® RPG** and sourcebooks. AND don't miss out on **The Rifter® Sale** starting tomorrow morning!

Recently made available: [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

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

The Vanguard

TM, 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

TM, a proposed screenplay;

Dimension BookTM 14:

Thundercloud Galaxy

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

Dimension BookTM 13: Fleets of the Three Galaxies

TM, the name says it all;

Dimension BookTM 8: NaruniTM 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

™,

Rise of Magic

™, and

Chaos Earth® Resurrection

™ are all available.

- Classic Robotech® PDFs include: [The original Robotech® RPG \(1986\), RDF Manual™ \(1987\), Zentraedi Sourcebook™ \(1987\), Robotech® Ghost Ship™ \(1988\), 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 – with more coming.

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

TM,

[Rifts® Secrets of the Atlanteans](#)

TM,

[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**

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-artandcollectibles>

UPDATE: Convention Calendar

**Adepticon – March 22-25,
2018**

We'll be present at the Palladium

Books booth to chat and sign books.

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 **Megaversal 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.

Closing Thoughts

That's enough for this week: Two sales, news, the Palladium Open House (I hope you are coming), and updates aplenty does it for this week. I need to finish up my work on Rifts® Sovietski so it can get to the darn printer. Have a safe, fun weekend and game on.

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



**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.

Hendrik H

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rterich

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.

- Heroes Unlimited™ – The Stage Magician, Revisited, by Matt Reed.

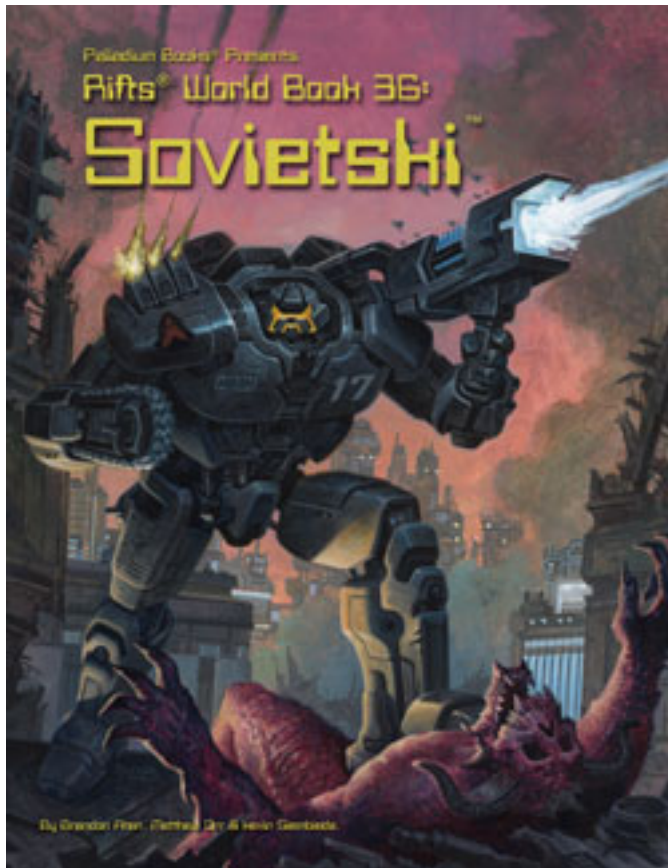
An exciting look at a unique crime-fighter.

- Rifts® and any game setting – Different ways to run a campaign, by Julius Rosenstein. Game Master tips, suggestions and alternative rules.

- Rifts® short 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.



New! World Book 36: Rifts® Sovietski™ – ships February

The Rifts® Sovietski™ World Book delves into

the new Soviet Nation, key places, people, O.C.C.s, combat vehicles, cyborgs and weapons, and has everything you'd expect from a book like this. There is a wealth of information that will set your imagination on fire, new characters, new D-Bees, new weapons, vehicles and adventure hooks. There is the looming threat

of General Goll's invasion of the Brodkil sent by Mindwerks' Angel of Death and Angel of Vengeance, treachery among the Warlords of Russia, and the coming of the Minion War. Learn about how the Sovietski came into being, its people's dreams, beliefs, politics, and its growing army, plus Deadzones, Spetsnaz

Special Forces, new
bionics, and more.

It all ties in nicely with the
Warlords of Russia™,
Mystic Russia™, **Rifts®**
Triax & the NGR, **Triax
Two**
, and the
Mindwerks™
sourcebooks

- - **New cyborgs and bionics.**
 - **Sovietski war machines – tanks, aircraft, subs and more.**
 - **Power armor, cyborgs, bionics, weapons, and gear.**
 - **Spetsnaz Sovietski**

Special Forces and other O.C.C.s.

- Invasion by the *Brod
kil Empire*
and the Angel of
Vengeance.

- Bunker creation
tables and Deadzone
tables.

- Russian D-Bees like
Wolverine People and
the elemental Yaga.

- **Notable cities and other places of interest.**
 - **Many adventure ideas and more.**
 - **Written by Brandon Aten, Matthew Orr and Kevin Siembieda.**
 - **192 pages – \$24.95 retail – [Cat. No. 891](#).**
- Ships February, 2018.**

New! Rifts® Bestiary™ : 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 –**
\$24.95 retail – **Cat.**
No. 896

. In production. We are working hard for an end of February release.

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**

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- Art by Chuck Walton, Siembieda and many others.

- 192-224 pages –
\$24.95 retail – C
at. No. 897
. In production.
Winter release.

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.

- 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 by Kevin
Siembieda.**

**- 96 pages –
\$16.95 retail –**

Cat. No. 895

. Spring, 2018.



**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 \$16.95 –
96 pages – C
at. No. 237
. Winter, 2018.**

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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®
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Magic, SAMAS,
Thundercloud
Galaxy, Three
Galaxies, Vampire
Kingdoms, and
other published

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