

By Kevin Siembieda

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

Our days are filled with processing pallets of **Robotech® RPG Tactics Reward Exchanges**. We worked through the weekend and have brought in additional people to help expedite Rewards Exchange processing. We appreciate the many backers working with us on this matter, and if you have not yet heard from us, fear not, you are in the queue and you will. Our sincere thanks and appreciation to everyone for your understanding and cooperation.

The Palladium Open House is only 4 weeks away and we are pleased to see more people getting weekend and single day admissions. We look forward to seeing some of you in a few weeks. Sorry that we have not been able to focus more on providing you updates about the POH, its many cool events, or post the gaming schedule, but our hands are quite full at the moment.

Robotech® New Generation Sourcebook – SOLD OUT

Robotech® New Generation and Genesis Pits Sourcebooks, UEDF Token Pack and Max Sterling's Valkyrie Convention Exclusive are sold out. All [Robotech® RPG](#)

and

[Robotech® RPG Tactics](#)

™ products are available on a first come, first served basis, while supplies last.

Robotech® RPG Tactics™ Sale – 60% to 65% off – Spread the word

Most [Robotech® RPG Tactics™ products](#) are on sale at **60-65% off**. Only Convention Exclusives and a few select items are not on sale due to their limited availability.

Please note: All Robotech® products are available only while supplies last. This is a liquidation sale so some items will sell out. Everything

must be sold by March 31, 2018. Please spread the word about our **Robotech®** liquidation sales.

- [Robotech® RPG Tactics](#)™ (core rules, 35 miniatures – main box game – assembly required) – **\$34.98** (normal price \$99.95) – Cat. No. 55100.
- [UEDF Dice Pack](#) (6 dice) – **\$4.80** (normal price \$12.00) – Cat. No. 55101.
- [Zentraedi Dice Pack](#) (6 dice) – **\$4.80** (normal price: \$12.00) – Cat. No. 55102.
- [RRT Rule Book](#) – **\$6.00** (normal price \$20.00) – Cat. No. 55105.
- [Combined Token & Template Pack](#) – **\$6.00** (normal price \$15.00) – Cat. No. 55106.
- [UEDF Valkyrie Wing](#) – **\$14.78** (normal price \$36.95) – Cat. No. 55201.
- [UEDF Tomahawk/Defender Destroids](#) – **\$13.18** – (normal price \$32.95) – Cat. No. 55202.
- [UEDF Spartan/Phalanx Destroids](#) – **\$13.18** (normal price \$32.95) – Cat. No. 55203.
- [Zentraedi Regult Battlepods](#) – **\$14.78** (normal price \$36.95) – Cat. No. 55401.
- [Zentraedi Artillery Battlepods](#) – **\$14.78** – (normal price \$36.95) – Cat. No. 55402.
- [Zentraedi Glaug Command](#) – **\$14.78** (normal price \$36.95) – Cat. No. 55403.
- **Convention Exclusive: Miriya Super Valkyrie NOT on Sale** – sorry, limited supply (normal price \$22.00 each).

- **Convention Exclusive: Breetai NOT on Sale** – sorry, limited supply (normal price \$22.00 each).
- **Convention Exclusive: Grell NOT on Sale** – sorry, limited supply (normal price \$22.00 each).
- **UEDF Token Pack** – SOLD OUT – Sorry.
- **Max Sterling’s Valkyrie Convention Exclusive miniature** – SOLD OUT – Sorry.

Robotech® RPG Books 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 20 copies available – Cat. No. 5500HC.
- **[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** (normal price \$16.95 retail) – 50% discount – 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** – SOLD OUT – Sorry.
- **Robotech®: The Genesis Pits Sourcebook** – SOLD OUT – Sorry.

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 **sourcebooks** 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 ...

Temporarily out of Stock – Rifts® Ultimate Edition – ships April 12

The [Rifts® Ultimate Edition](#) is temporarily out of stock, but is at the printer and should be back in print in about 3 weeks – around April 12, 2018. I apologize for this temporary inconvenience.

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

[Wormwood](#) is a bizarre world of horror, heroes and mystery that lead to epic adventure. This is 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](#).

UPDATE! World Book 36: Rifts® Sovietski

™

– available now

If you have not gotten yourself a copy of [Rif
ts® Sovietski](#)

™, do yourself a favor and pick up this fun World Book. It is another excellent resource, like

Rifts® Secrets of the Atlanteans

™, full of new material and adventure ideas.

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. Available now.

**Related Titles for a Campaign in
Russia:**

- [**Rifts® Warlords of Russia**](#)™ —

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**](#)™ – 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**](#)™ – 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 Brodkil Empires, and the rest of the NGR war machine: Triax robots, power armor, vehicles, aircraft, and weapons galore. 192 pages.

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

I have been working on the editing and rewrites whenever I can squeeze it in. **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, plus maps and more.

The Rifter® #80

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

Rifts® Sovietski

TM 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: 4 weeks until the
Palladium Open House
– April 20-22, 2018**

We have 90+ gaming events. Many run by the very people who create them. I know I’ll be running 6-8 games plus panel talks and

hanging out with you, Julius Rosenstein is running 7 games, 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.**

- **[Join the fun.](#)**

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.

Palladium Open House – Hotel Information

The deadline to get rooms at the Palladium Books special group rate is over, but rates are still reasonable at both hotels.

Red Roof Inn – (economy lodgings)

39700 Ann Arbor Rd

Plymouth, MI 48170

Phone: 734-459-3300

- **\$69.95 per night standard rate (plus tax) at *Red Roof Inn* for two full beds or one king bed.**
No frills hotel accommodations, great price.

Group Rate: No longer available.

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

**Hampton Inn & Suites –
(upscale lodgings)**

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

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.

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 –**

Robotech

®

RPG and Sourcebook SALE

and

FREE Gifts

®

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

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

™, 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
d™, Phase
World

®,

Phase World® Sourcebook

,

Skraypers

™,

Anvil Galaxy

™,

Three Galaxies

™,

Megaverse® Builder

™, 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

TM (1987),

Invid Invasion

TM (1988),

Robotech® ATP

(1988),

Lancer's Rockers

TM (1989),

Return of the Masters

TM (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

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**

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/kevinstoy-artandcollectibles>

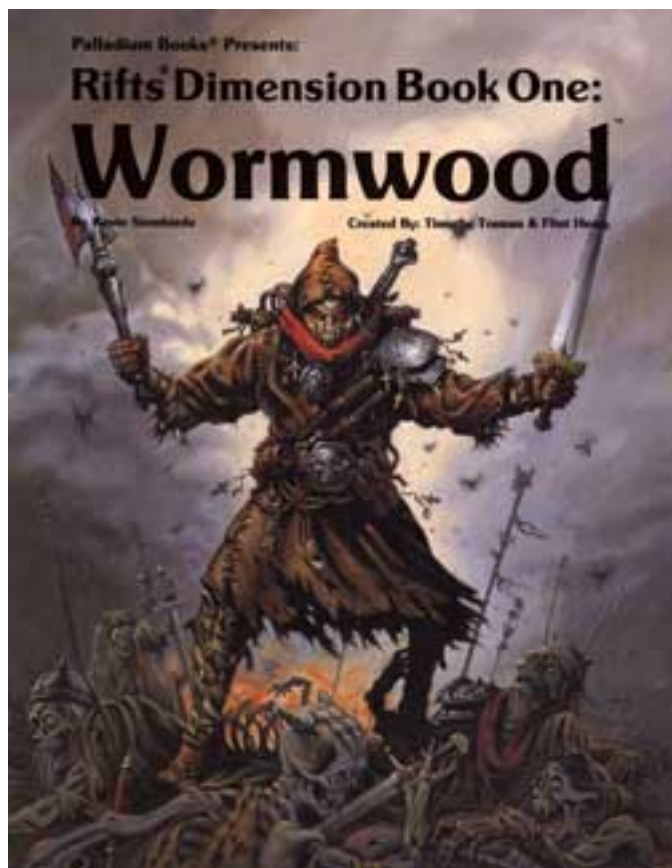
Closin

g Thoughts

Our hands are full processing the **Robotech® Rewards Exchange Program** and the **liq** **uidation sales** of all remaining **Robotech®** products. We are working long hours and through the weekends on these matters throughout the month of March. Regrettably, that means

everything else is on the back burner. But after the end of March we'll be diving into releasing products for our many other RPG game lines. Again, our warm regard and heartfelt thanks to our many supporters. 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.**

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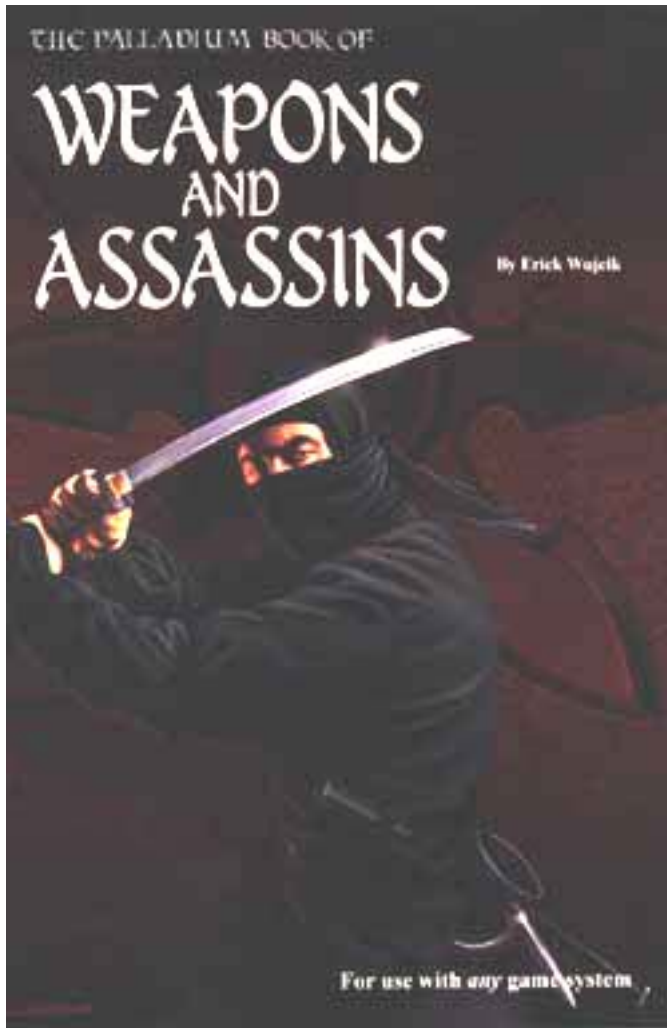
- Written by Kevin

Siembieda.

- 160 pages – \$17.99 –

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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.

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– Now Shipping!

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The Sovietski faces danger from the high-tech but savage and ruthless Warlords of Russia, the expanding Brodkil invasion sponsored by

*Mindwerks 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

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Sourcebook, Warlords of Russia

TM
,

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.**
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- **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 – Ca
t. 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
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& NGR **TM** —

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.

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- **Rifts® Bionics**

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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.

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

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TM

– 150+ adventure ideas, Random Rifts, making towns, cities, merc companies, and traveling shows, gaming tips and much more. 192 pages.

New! Rifts®

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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.

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- 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! 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.

Hendrik H

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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**

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Explore the

European

Northlands and

face the would-be

god of Hell

Hounds and

Ferry. A monster

that calls itself
Fenrik. Oslo
overview, notable
people and
places, vehicles,
gear, and
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The Stage
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crime-fighter.

**- Rifts® and
any game setting
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Rosenstein.
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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.**

UPDATE: Rifts

®

Living Nowhere

™

– 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.

- Experiment

al

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
r 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 – C

at. 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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Rifts®, The

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RECON®,
Splicers®,
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Role-Playing
Game® , Phase
World®,
Nightbane®,
Megaverse®,

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

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Superspies,
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