

By Kevin Siembieda

I hope you don't mind if I start this Weekly Update off with some exciting, personal news.

### **My daughter, *Monica*, gave birth to her first child this morning**

*Chloe*, a beautiful baby girl! *Chloe Sage Stanfield* arrived two weeks early at 2:02 A.M., July 5, 2012, at a weight of five pounds, 10 ounces. The proud father, *Steven*,

was gushing with delight when we spoke this morning. We are all very excited. Monica, Steven and Chloe live in Arizona, so I cannot just run over, but I am as happy as can be for them. This is the first baby born to either of my children.

There was some concern as the baby was breach and the umbilical cord was wrapped around the neck. But all went well and mother and child are doing great! Awesome.

### **And the good news keeps coming**

#### **UPDATE: Robotech®**

You haven't heard us talk about **Robotech®** much lately, because we have been secretly working on some big plans for that game line. As you know, I try to keep you informed about everything going on at Palladium Books®. However, sometimes we just can't reveal our plans or projects for strategic business reasons. For example, we didn't want a competitor trying to swoop in on

#### **Robotech**

® if we talked too much about our plans. Moreover, we get some fan complaints when we talk about an upcoming project and it gets delayed, or worse, it falls through. We didn't want that to happen with

#### **Robotech**

®, so we quietly stopped talking about the line but kept working on things behind the scenes. Well, I can finally give you an exciting update.

This week, Palladium Books signed a deal to expand its current **Robotech®** license with

**Harmony Gold USA, Inc.,**

including the right to produce and sell pewter game pieces of

*Robotech® mecha*

and

*spaceships*

. This has been one of the secret projects we've been working on for months. Our thanks to

*Tom Roache, Jon Paulson, Jeff Burke*

and

*Carmen Bellaire*

, along with many others, for their help with our investigation and research on the subject. How soon can you expect to see

*1/285 scale mecha*

available? Probably not until next year sometime. We'll keep you posted.

***Sculptors wanted.***

## **But that's not all**

**Robotech®: Genesis Pits Sourcebook** is slated for final production and will probably see release before **Rifts®**

**Megaverse® in Flames**

. This entire time,

*Irvin Jackson*

has been working on two more

**Robotech**

® sourcebooks, and another freelancer is fooling around with other ideas for Robotech® sourcebooks that we are not yet ready to announced. (We don't know if they are going to happen or not, yet.) I plan to give the

**Robotech® Role-Playing Game series**

a big push and a lot more love, attention and products over the next 18 months.

## **UPDATE: The Rifter® #59 – goes to the printer tomorrow**

*Wayne* is laying out **The Rifter® #59** even as you read this. It goes to

the printer tomorrow. It's another great issue, with material for **Splicers**

®,  
**Rifts® Xiticix**

,  
**Techno-Wizardry**

across the Megaverse®, the second half of the Kezel, a

**Palladium Fantasy®**

adventure and more. See the full description for this issue elsewhere in this Weekly Update. A July release! Goes to the printer Friday, July 6.

## **UPDATE: Rifts® Black Market**

I have been hot as Hades on the writing of **Rifts® Black Market™** and artists are working away to depict the material. The book is epic and I think the source material it contains is going to surprise and blow people away. I think gamers will love the way we're handling the Black Market O.C.C.s, and you'll go wild over the wealth of information, the five factions, the inner workings of the organization, the new weapons and other gear . . . this book has it all. AND best of all, a lot of it can be easily adapted to just about any world setting.

**Rifts® Black Market**

has unexpectedly become a team collaboration, with something like six different writers contributing to it in the best ways possible. I'm making sure it all fits together seamlessly and having a blast working with all these talented and imaginative guys: Matthew Clements, Taylor White, Carmen Bellaire, Julius Rosenstein and Alex Marciniszyn. And artwork coming in so far has been excellent. A July release!

## **UPDATE: Rifts® Vampires Sourcebook**

The writing on **Rifts® Vampires Sourcebook** is shaping up nicely, but a bit slower as I'm bent on finishing **Rifts® Black Market**

. I'm working on both titles simultaneously so they can be released a few weeks apart. The new art for this bad boy is looking sharp too. We've got one stunning book after another coming out. A July release!

## **UPDATE: Rifts® Northern Gun™ One**

**Rifts® Northern Gun™ One** and **Rifts® Northern Gun™ Two** are

both going to knock your socks off the way Rifts® Lemuria did. They are nothing short of epic. We are dying to see Chuck Walton's finished artwork for it.

Meanwhile, I have

*Carl Gleba*

and

*Carmen Bellaire*

writing additional weapons and equipment, and the book is going to be epic.

## **UPDATE: Northern Gun™ Two**

We should get John Zeleznik's finished cover in a week or two. Chuck is working on the art for this bad boy too. **Northern Gun™ Two** is shaping up to be as amazing as **Northern Gun™ One** is going to be. Whew, the Palladium creative forces are on fire!

**Rifts® Northern Gun™ TWO Megaverse®**

**Insider offer**

**– Advance notice – it starts next week, July 12, 2012**

Yeow, that's coming up fast. As I've said before, we had originally planned to do the both titles as "one" **Rifts® Northern Gun™ Megaverse® Insider offer**

. But a number of you contacted us and requested that we not do it as one offer, but two, a month apart. The reason was that many of you wanted to get both

**Northern Gun™ ONE**

and

**Northern Gun™ TWO**

**Megaverse®**

crowdfunding items, but could not afford to purchase both at the same time. What many of you had suggested was that we split the

**Northern Gun™**

crowdfunding into two offers a month apart so you could afford both. Always wanting to please our customers, that's what we have done. Having said we only intend to do 3-4 crowdfunding offers a year, and not wanting to do one during the Christmas season, we decided these two

**Northern Gun™**

crowdfunding offers would be the last for the year 2012. So the LAST crowdfunding offer of 2012 – the

**Rifts® Northern Gun™ TWO Megaverse®**

**Insider offer**

– starts

*next Thursday*

. We'll present all the details next week.

**Note:**

All limited edition prints and sneak peeks in EACH offer are unique and different from the previous ones.

## **New Books Coming Soon!**

The next seven books should come out in rapid succession.

- [\*\*The Rifter® #59\*\*](#)

- [Rifts® Black Market Sourcebook](#)
- [Rifts® Vampires Sourcebook](#)
- [Rifts® Northern Gun™ One](#)
- [Rifts® Northern Gun™ Two](#)
- [Robotech® Genesis Pits](#)

## [Sourcebook](#)

- [Rifts® Megaverse® in Flames](#)

**UPDATE: Available on  
DriveThruRPG.com**

As soon as we can do one, we'll be making a FREE Sneak Preview of **Rifts® Black Market** available. That might be as soon as the end of next week.



## **Many back issues of The Rifter®**

are available on

[DriveThruRPG.com](http://DriveThruRPG.com)

(issues #1-52), as are more than 90 out of print titles such as

**Rifts®**, **BTS**

™ and

**Palladium Fantasy**

® first edition rule books and sourcebooks.

*A sneak preview*

of

**Rifts® Vampires Sourcebook**

and should also be coming soon. We plan to add a few more items in the coming months that should please Palladium gamers. We are also planning to move forward with PDF only editions of

**The Rifter® #0.1**

and

**The Rifter® #0.2**

– both are big, juicy digital editions of new,

fan created material for the Palladium Megaverse® of games.

Don't forget, DriveThruRPG.com also offers the [Rifts®](#) and [Palladium Fantasy®](#)

## **Game Master Kits**

(both written by

*Carl Gleba*

and complete with maps, combat matrix, character sheets, spell list, and 20 pre-rolled characters created by

*Julius Rosenstein;*

\$5 each). Of course, there are FREE Sneak

Previews of

[Endless Dead](#)

™,

[Rifts® Lemuria](#)

,

[Rifts® Vampire Kingdoms](#)

™, and

## [Thundercloud Galaxy](#)

™, as well as 90+ out of print titles, including back issues of

### **The Rifter**

®, and first edition rule books for

### **Rifts®, Palladium Fantasy RPG®, Heroes Unlimited**

™,

### **The Mechanoid Invasion® Trilogy**

, and lots of other good things. ALL available as PDF downloads at reasonable prices. And there is MORE to come.

## **UPDATE: Kevin's Online Toy & Collectibles Store**

On top of everything else going on, Alex and I continue to add Palladium collectibles as well as a large number of collectible toys

and action figures to my online store. More will be added all weekend long as well as more new items every few days for the next several weeks. Right now they include proofreader copies of books, Palladium gold editions, some artwork, some art prints, and other good stuff. Most Palladium items are signed by me, Alex and other Palladium creators. We'll keep them coming if you keep buying them. <http://stores.ebay.com/kevinstoys-artandcollectibles>

## **UPDATE: Online Sales**

Sales remain solid. In fact, we've been seeing a much larger than usual number of "new customers" in just the last couple of weeks, suggesting the *Gen Con e-mail blast* has done its job. Nice. And don't overlook the

[Rifts® dice bag](#)

coming back into stock along with other good stuff like

[Rifts® baseball hats](#)

,

[bookmarks](#)

,

[Chi-Town Library pencils](#)

,

[T-shirts](#)

and

[mugs](#)

.

**Robotech®,**  
[\*\*Rifts® Lemuria\*\*](#)

and

[\*\*Endless Dead\*\*](#)

™, along with

**Rifts**

® titles,

**Heroes Unlimited**

™ and

## **Palladium Fantasy**

® in general, are seeing a lot of interest.

## **Calls to Ultimate Insiders & Benefactors**

With the holiday on the Fourth and our intense focus to get new books finished (I've been a man possessed) I have not made calls to the remaining Lemuria Insiders or the new Northern Gun™ One folks. Like I said last week, let me get a book or two to the printer first. Thanks. YOU are not forgotten. ;) Keep the faith and game on! I truly look forward to chatting with you.

**Gen Con® Indy – Palladium Book® – Booth #1125**

[Gen Con Indy](#) is next month already! Man, time is flying by. Palladium will be there with new and old releases, original artwork, prints and lots of books. Come on over to chat, buy stuff, and get books signed by *me, Wayne Smith, Chuck Walton, Matthew Clements, Brandon Aten, Mark Oberle* and maybe a few others. It will be grand fun.

## **There is so much more going on**

Things feel like they are popping faster than Fourth of July firecrackers at Palladium these past few months. And

for a change, it is all good news. I talk about a lot of what's going in **The**

**Rifter® #59**

and I'll share more in the next Weekly Update. For now, I need to get back to finishing some books. Game on!

*– Kevin Siembieda, Publisher, Writer  
and Grandpa*





## **NEW! The Rifter® #59 – Ships in July**

**The Rifter®** is an *idea factory* that helps players and Game Masters to generate new ideas and keep their games fresh. It provides useful, ready to go, source material

gamers can just drop into their ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds. It offers new monsters, villains, characters, O.C.C.s, powers, magic, weapons, adventure and ideas for your games. It presents new villains, monsters and dangers to battle, and new ideas to consider. Every issue has material for **Ri**  
**fts**

® and at least two or three other Palladium game lines.

**The Rifter® Number 59** examines the deadly, the weird and the magical. Much of the material is suitable for use in multiple settings or easy to adapt. Enjoy.

**The Rifter® #59 includes:**

- **Rifts® Xiticix Hivelands** –  
Josh Sinsapaugh takes a dangerous look at the Xiticix threat, expanding hivelands and new Xiticix menaces.

- **Palladium Fantasy®** –  
Olympic-style games, adventure and intrigue on the Island of Lopan,

by Paul Herbert.

- **Splicers® – The Pack Mentality** features the Packmaster and the genetically altered animals at his command. Written by Brandon Aten and Michael Orr.

- **All Settings: Rules for Explosives for any Palladium setting** – a very helpful article by Thomas Morrison.

- **Various Settings: Techno-Wizardry Across the Megaverse®** by Anthony Lovato.

- **Various Settings: The**

Kezel™ are weird, new  
superhumans for use in  
*Rifts® Chaos Earth™, Rifts*

®,

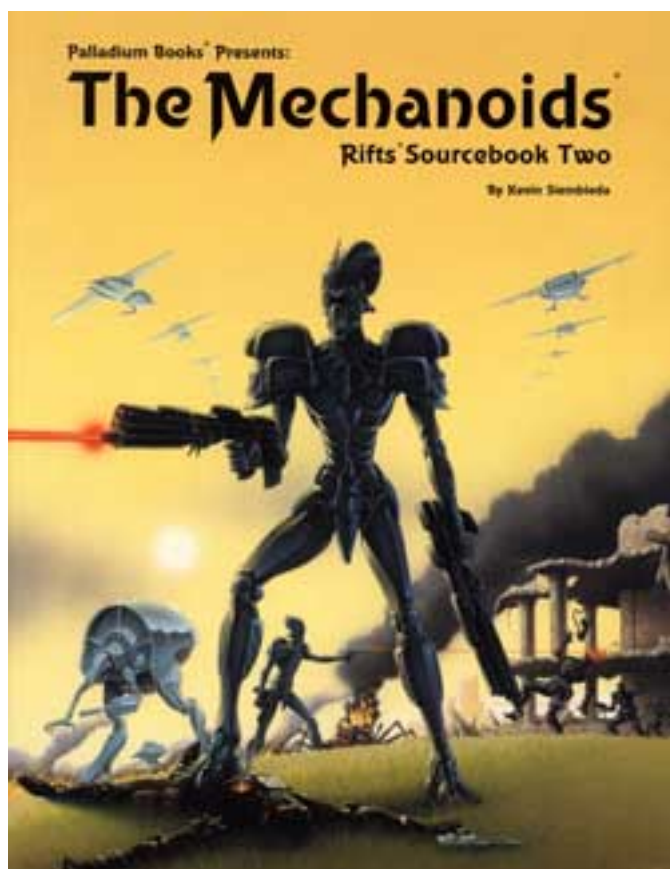
*Phase World®, Heroes Unlimited*  
™ and even

*Palladium Fantasy*

®. Part Two concludes the many  
super abilities. Written by Joseph  
Larsen.

- **News, coming attractions,  
and more. Xiticix cover.**

- **96 pages – still only \$11.95  
retail – [Cat. No. 159](#). July  
release.**



# Rifts® Sourcebook Two: The

# **Mechanoids®**

## **– Back in Print – Available now**

Archie 3 and Hagan Lonovich are two of the most beloved villains (anti-heroes?) in the Rifts Earth setting. This sourcebook highlights their strange relationship, plots and blunders. One of which is inadvertently unleashing The Mechanoids® into the world!

The Mechanoids have one driving goal: To destroy all humanoid life! This book has it all. Source material, the Mechanoids, new equipment, monsters, adventure and cryptic prophecies.

- **The prophecies of the Seven Dangers** .
- **20+ Mechanoids and their robot legion.**



- **Optional Mechanoids®  
Player Characters and  
character sheets.**
- **Archie Three and Hagan:  
Heroes or villains?**
- **The weapons and robot  
minions of Hagan Lonovich.**
- **New creations from  
Archie Three and Hagan, plus  
more history and insight  
about the unlikely duo.**
- **Five adventures, random  
encounter tables and  
adventure ideas.**

- **Cover and some interior art by Kevin Long.**
- **Written by Kevin Siembieda.**
- **112 pages – \$16.95 – [Cat](#)**
- **[No. 805](#)**
- **Available now.**



# **Cyber-Knights™: A Rifts® Coalition Wars ®**

**Sourcebook:  
– Back in Print –  
Available now**

The Coalition's siege on Tolkeen has had a devastating impact on people across North America. None have been more affected than the Cyber-Knights. This sourcebook reveals not only the history and secrets of the Cyber-Knights, but the schism the war has created among the fabled warriors.

- **Cyber-Knight O.C.C., secrets and powers revealed.**

- **In-depth examination of the Code of Chivalry.**

- **Cyber-Knight Factions and rules of combat.**

- **Crusaders, Fallen Knights, Robber Knights and Despoilers.**

- **Lord Coake statted out, along with stats for other Cyber-Knights.**
- **Notable weapons and armor of the Cyber-Knights.**
- **Story background, adventure outlines, ideas and more.**
- **Interior art by Freddie Williams II, Wayne Breaux Jr. and Mike Wilson.**
- **Cover by Dave**

**Dorman.**

- **Written by Kevin  
Siembieda.**

- **112 pages – \$16.95 –**

**Cat. No. 842**

**. Available now.**



# Rifts® Black Market™ –

## A Rifts

®

## Sourcebook



The Black Market is the most prevalent trader in weapons, magic items, drugs, and contraband outlawed by the Coalition. Explore the day to day business of the North American Black Market along with its smuggling routes, practices, policies and notable nefarious products and services.

Learn about the five major Black Market factions in North America and foreign groups like the Yakuza, Green Scarf Sect and the Underground Railroads of Atlantis and the Vampire Kingdoms.

- **Many Black Market**

**O.C.C.s.**

**- The Five Black Market factions that wield the greatest power in North America: Bandito Arms, The Chicago Network, The Immaterial Hand, El Oculata, and Le Marche Noir.**

**- Black Market internal operations and**

**security.**

- **Black Market services, products, practices and customers.**

- **More equipment from Bandito Arms and specialized smuggling gear.**

- **A wide range of Big Bore weapons and other merc weapons.**

- **Black Market criminal assignments, jobs and mercenary bounties.**

- **Major Black Market smuggling corridors and routes through Coalition territory.**

- **Smuggling methods, both magical and conventional.**

**- Traveling Shows:  
Freak Shows, Medicine  
Shows and Circuses.**

**- Traveling Shows as  
fronts for the Black  
Market.**

**- Traveling Black  
Market Merchants,  
Market Towns and  
Market Outlets.**

**- How the Coalition**

**States deals with organized crime, and information on the Coalition prison system and border security.**

**- Written by Matthew Clements, Taylor White, Kevin Siembieda, Julius Rosenstein, Alex Marciniszyn and Carmen Bellaire.**

- **Expanded page  
count – 192 pages –  
\$24.95 retail – Cat.  
No. 886  
. **July release.****





# Rifts® Vampires Sourcebook

TM

**In final production  
right now. Unknown to**

most humans, deep within Mexico the vampires have established entire kingdoms. There they live like tyrants and gods, dominating an underclass of cattle people used as slaves and food stock. Learn more about the

vampires, their rivals, allies and the humans who willingly serve their supernatural masters for a chance to join the undead. A must-have guide for those who wish to travel deeper into the Vampire Kingdoms or play as vampires and their

human minions.

- **More human kingdoms within Mexico like the Tampico Military Protectorate and Durango, the Silver City.**

- **Firefighting**

**robots, hover  
firetrucks and more  
anti-vampire gear.**

**- Magic based  
Vampire Hunters and  
human strongholds.**

**- Techno-Wizard  
anti-vampire weapons  
and magical devices.**

**- Profiles for Doc Reid and Reid's Rangers, the world's most famous Vampire Hunters.**

**- Fort Reid, an entire city devoted to hunting the undead.**

**- The Bloodwatch,**

**a secret vampire  
intelligence agency  
that tracks down and  
exterminates Vampire  
Hunters.**

**- The Yucatan  
Peninsula, a  
mysterious  
dimensional pocket  
overrun by strange  
demons known as**

# **Xibalbans.**

**- The return of the Mayan god Camazotz, Lord of Bats and Darkness.**

**- The werebeasts of Mexico and Central America; those who assist the vampires and those who fight against them.**



**- New O.C.C.s like the Bloodwatch Vampire Operative, Silver Swords Militia, Werejaguar Vampire Hunter and the Vampire 'Borg.**

**- Cover by Michael C. Hayes. Interior art by various artists.**

- **Written by Kevin Siembieda, Matthew Clements and Braden Campbell.**

- **128 pages –**

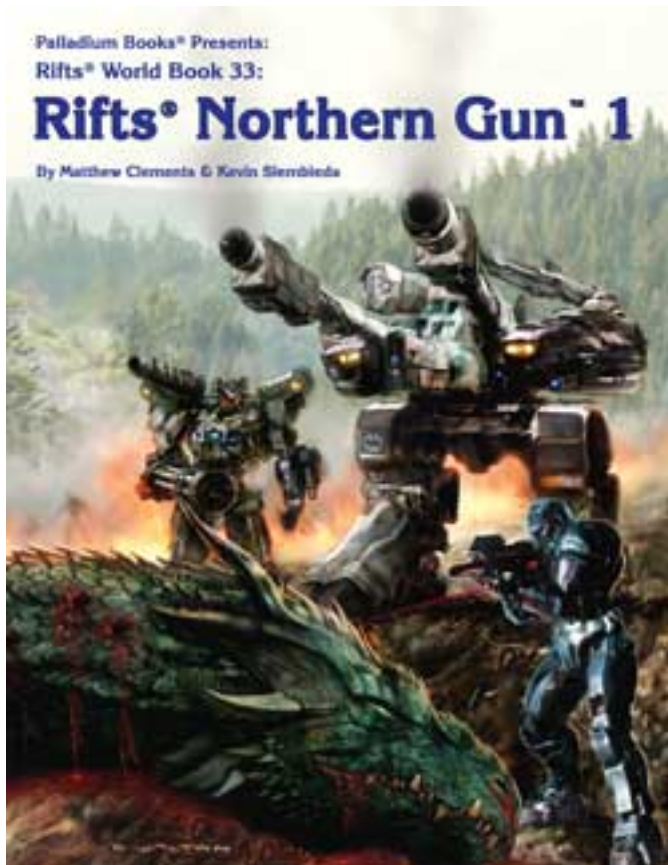
**\$16.95 –**

**Cat. No.**

**884**

▪

**July release.**



# Rifts® World Book 33: Northern Gun

TM

# One – New

*Northern Gun*<sup>TM</sup> is the largest independent manufacturer of high-tech weapons, robots and vehicles in North America.

Outside of the Coalition States, one could argue, no other kingdom is as powerful or influential, at least when it comes to technology and weapons. The manufacture and sale of Northern Gun

weapons and vehicles has given virtually every kingdom, town, colony of settlers and adventurer group a chance to survive and prosper. Located in Michigan's Upper Peninsula, NG has

been the premier outfitter of mercenaries, adventurers and upstart kingdoms for generations. Now, for the first time ever, learn Northern Gun's history, goals and plans for the future.

Of course, that means new weapons, robots, power armor, vehicles and gear.

**- In-depth look at Northern Gun: its business operations and its community.**



**- Bionic and cybernetic services.**

**- Weapons and combat gear; new and old.**

**- Northern Gun robot drones; new and old.**

**- Northern Gun  
giant combat  
robots; new and old.**

**- Northern Gun  
freighters and hover  
trains.**

**- Northern Gun  
character classes  
and more.**

**- 109 P.A. catalog  
of Northern Gun  
products!**

**- Key locations,  
people and sales  
outlets in and  
around Northern  
Gun.**

**- Northern Gun's  
relationship with the**

**Coalition States,  
Triax Industries, the  
Black Market and  
others.**

**- The Kingdom of  
Ishpeming, a  
puppet-state  
propped up by NG.**

**- The Ishpeming**

**military and more.**

**- Written by  
Matthew Clements  
and Kevin  
Siembieda.**

**- Interior Artwork  
by Chuck Walton,  
Nick Bradshaw, and  
others.**

**- Wraparound  
cover by Chuck  
Walton.**

**- 160 pages –  
\$20.95 retail – C**

**at. No. 887**

**– Summer release.**



# Rifts® World

# **Book 34: Northern Gun <sup>TM</sup> Two – New**

More information  
about the weapons,  
vehicles and  
practices of



Northern Gun,  
including the new  
rage of Robot  
Gladiatorial combat.

- **Northern Gun  
power armors;  
new and old.**

**- Northern Gun  
hovercycles &  
land vehicles; new  
and old.**

**- Northern Gun  
aircraft; new and  
old.**

**- Northern Gun  
boats, ships and**

**submarines; new  
and old.**

**- Northern Gun  
Robot Gladiatorial  
Arena; new!**

**- Robot  
Gladiator O.C.C.  
and robot  
gladiators.**

**- The NG  
Bounty Board, the  
largest collection  
of bounties and  
mercenary  
contracts  
anywhere on  
Rifts® Earth.**

**- Mercenaries,**

**pirates and more.**

**- Written by  
Matthew Clements  
and Kevin  
Siembieda.**

**- Interior  
Artwork by Chuck  
Walton, Nick**

**Bradshaw, and  
others.**

**- Wraparound  
cover by John  
Zeleznik.**

**- 160 pages –  
\$20.95 retail –**

**Cat. No. 888**

**– Summer release.**

# **Robotech®**

# **Genesis Pits**

**TM**

# Sourcebook

An in-depth look at the Invid Genesis Pits, their purpose, function and the creatures they create.



- **Secrets of the Invid.**
- **Different types of Genesis Pits.**
- **Written by Irvin Jackson.**
- Additional text by**

# **Kevin Siembieda.**

**- An 8½ x 11  
inch sourcebook  
(not manga size).**

**- 96 pages –  
\$16.95 retail –**

**Cat. No. 555**

**. Summer  
release.**

**- Available in  
the U.S. and  
Canada only.**

**Rifts® World**  
**Book 35:**  
**Megaverse**  
**®**  
**in Flames**  
**™**

The Minion War  
spills across Rifts  
Earth, where  
demons and  
infernals hope to  
recruit allies and  
use the Rifts as  
gateways of

destruction. Their  
influence shakes  
things up across  
the planet,  
especially at  
locations where  
demons and  
Deevils already

have a strong  
presence.

Demons, Deevils  
and supernatural  
beings run  
rampant and  
wreak havoc  
across the world.

**- Demon  
plagues and  
mystic blights.**

**- Soulmancy  
and Blood  
Magic revealed.**



**- Magical and  
demonic  
weapons and  
war machines.**

**- Demonic  
armies,**

**strongholds and  
places of evil.**

**- Hell Pits  
and Rune  
Forges.**

**- Many  
Demon Lords,**

**their minions  
and plans.**

**- Calgary, the  
Kingdom of  
Monsters; in  
detail.**

**- Ciudad de  
Diablo, Harpies'**

**Island and other  
notable Hell  
holes on Earth.**

**- Lord Doom,  
Pain and other  
demonic  
leaders.**

**- Horune  
treachery,  
Dimension  
Stormers and  
other villains.**

**- Notable  
demonic**

**generals,  
mercenaries,  
people and  
places.**

**- Battleground: Earth – as  
demons and  
infernals amass**

**their legions.**

**- Global  
chaos and the  
places most  
dramatically  
affected by the  
Demon Plagues.**

**- Epic battles  
and adventure  
ideas galore.**

**- Written by  
Carl Gleba. Part  
of the Minion**



**War**

**“Crossover”  
series.**

**- 192 pages –  
\$24.95 retail –**

**Cat. No. 876**

**. Summer  
release.**



**PDF  
downloads  
from  
DriveThruRPG.  
com**

**This is a great**

resource for  
getting *out of*  
*print*

Palladium titles  
and other select  
books. We've  
made 90 titles  
available as PDF

digital downloads  
from

**DriveThruRPG.c**  
**om**

▪

This is a great  
way to try  
Palladium

products and get access to out of print RPG source material. Some notable titles include.

- **The Rifter®**  
**#49 through #52**  
**just added –**  
**available now.**

- **Splicers®**  
**RPG** .

- **Beyond the**

**Supernatural™**

**RPG**, First

Edition Rules.

- **Boxed**

**Nightmares™**

for BTS, First

Edition Rules.



- **Nightbane®**

**Book Four:**

**Shadows of**

**Light™** .

- **The**

**Mechanoids®**

**RPG**

and **Th**

**e Mechanoid**  
**Invasion® RPG**  
**Trilogy**

■

- **Palladium**  
**Fantasy RPG®**  
**, First Edition**

Rules and select  
1st Edition  
sourcebooks.

- After the  
Bomb® RPG  
and sourcebooks

▪

- **The Rifter®**  
**issues 1-52.**

- **The Best of**  
**The Rifter®** ■

- **Deluxe**

**Revised**  
**RECON® RPG**  
and  
**Advanced**  
**RECON®**  
**Sourcebook**

■

- And more –  
go to [DriveT](http://DriveT.hruRPG.com)  
[hruRPG.com](http://hruRPG.com)  
and check ‘em  
out.

# What's next?

The following are  
in development:

- **Robotech®**

**sourcebooks**

**- Rifts®**

**Antarctica and**

**other**

**sourcebooks**

**- Splicers®**



# Sourcebooks

- Heroes

Unlimited™

Sourcebooks

- Chaos

Earth™

# Sourcebooks

- Palladium

**Fantasy®:**

**Mysteries of**

**Magic™ Two &**

**Three**

- Palladium

# **Fantasy®: Land of the Damned™ Three**

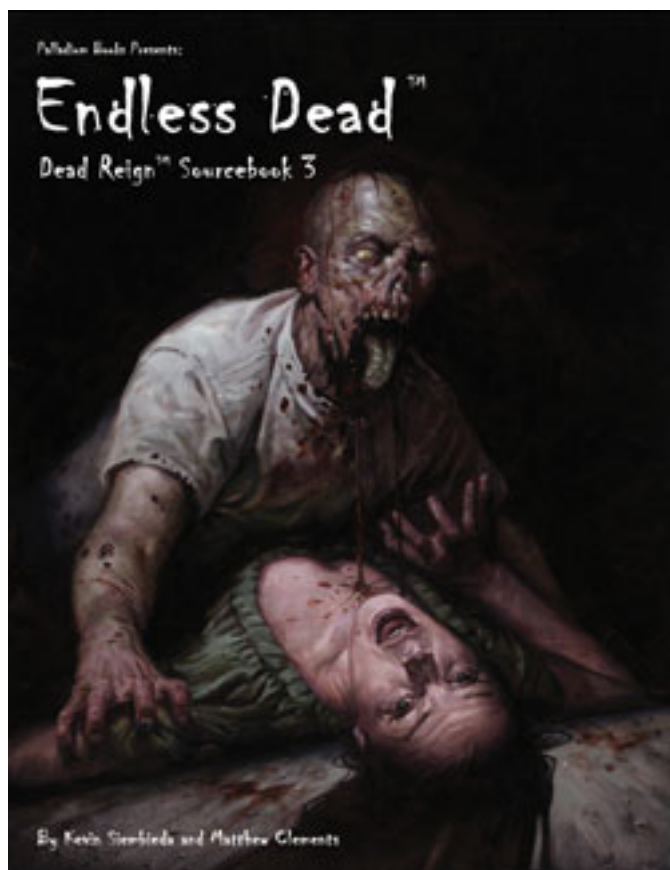
**- Nightbane®  
Sourcebooks**

**- Beyond the  
Supernatural™**

# Sourcebooks

- And other  
good stuff.

# **Recent Product Releases – available now**



# **Dead Reign™ Sourcebook 3: Endless Dead ™**

**– Available  
now**

**Endless  
Dead™** is a new  
96 page  
sourcebook that  
will send your  
**Dead Reign™**  
campaign in  
new directions



or add depth  
(and zombies).

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waiting for?

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today. And if you  
haven't taken a  
look at the

# Dead Reign™ RPG

yet, but love  
zombies, you  
need to give this  
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**- 7 new  
types of weird  
zombie  
amalgamations  
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Zombies,**

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- The  
Military. An  
expansive**

**section on the  
military and  
their response  
to the Zombie  
Apocalypse.  
Includes many  
random tables  
for the creation**

**of military  
units, military  
bases and  
encounters.**

**- Vehicles.  
Stats for  
specific types**



**of vehicles and  
rules and  
tables for  
adding  
customized  
armor,  
weapons and  
anti-zombie**

**defenses.**

**- Vehicle  
combat rules  
and**

**zombie-fighting  
in vehicles.**

**- Random**

**tables for  
military bases,  
police stations,  
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buildings,  
suburbs,  
business  
parks, small**

**towns,  
farmland,  
wilderness and  
encounters.**

**- Tables for  
creating  
survivor**

**caravans,  
hideouts,  
hermits, Safe  
Haven  
Communities  
and Death  
Cults.  
- Timetable**

**for setting  
campaigns  
during the  
Wave, the  
beginning of  
the Zombie  
Apocalypse or  
months into**

**the reign of the  
dead.**

**- Stats for  
some of North  
America's  
dangerous  
wildlife, a  
threat to**

**survivors and  
zombies alike.**

**- Written by  
Kevin  
Siembieda and  
Matthew  
Clements.**



**- Cover by  
E.M. Gist.  
Interior art by  
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