

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

(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

®,

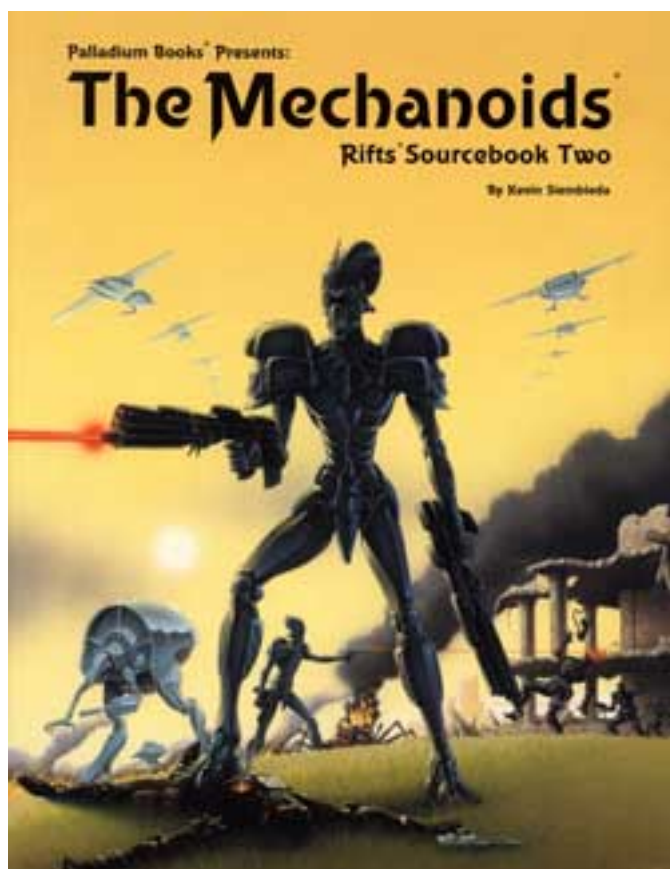
Phase World®, Heroes Unlimited
™ and even

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

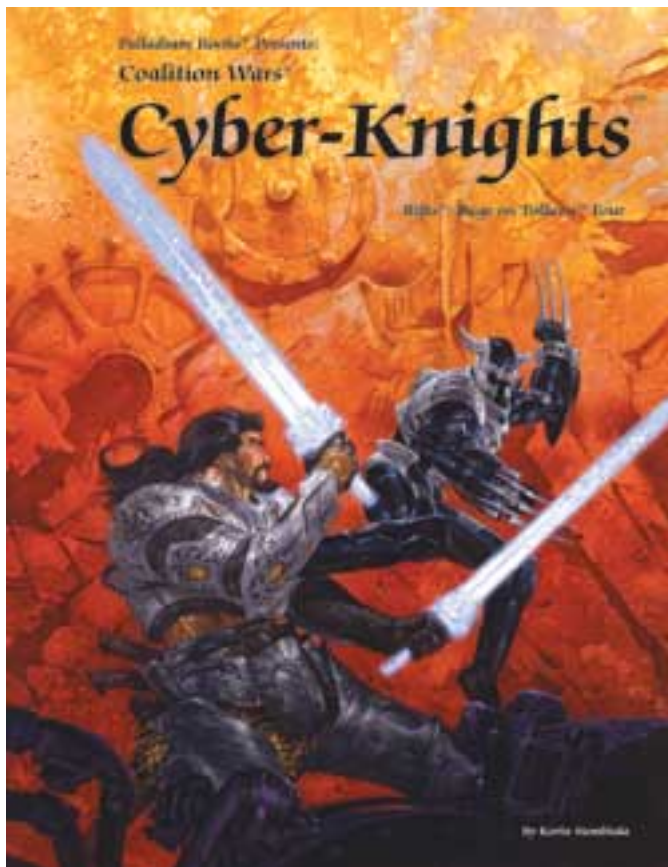
Archie 3 and Hagan Lonovich are two of the most beloved villains (anti-heroes?) in the Rifts Earth setting. This sourcebook highlights their strange relationship, plots and blunders. One of which is inadvertently unleashing The Mechanoids® into the world!

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.**

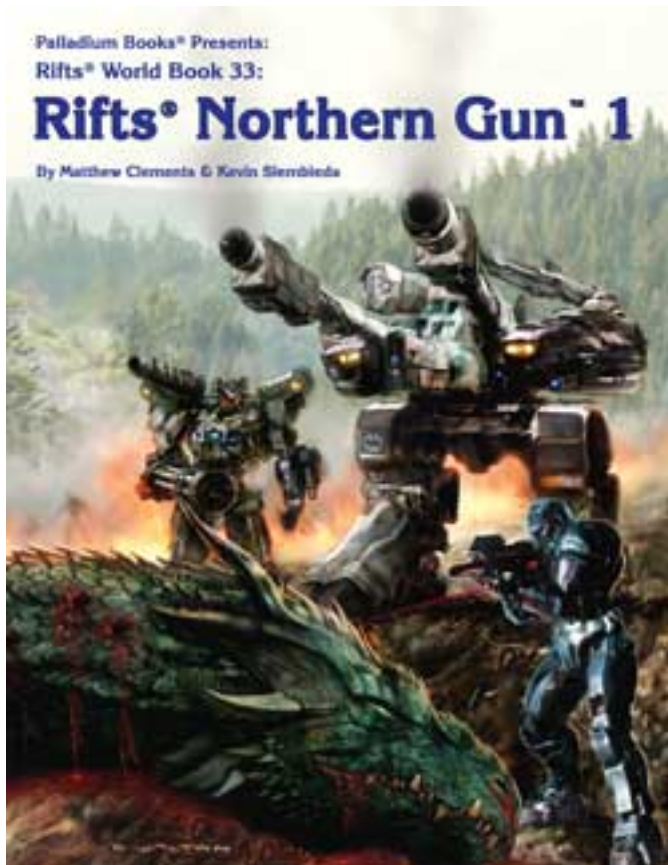
- New O.C.C.s like the Bloodwatch Vampire Operative, Silver Swords Militia, Werejaguar Vampire Hunter and the Vampire 'Borg.

- 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*TM 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 TM 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
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

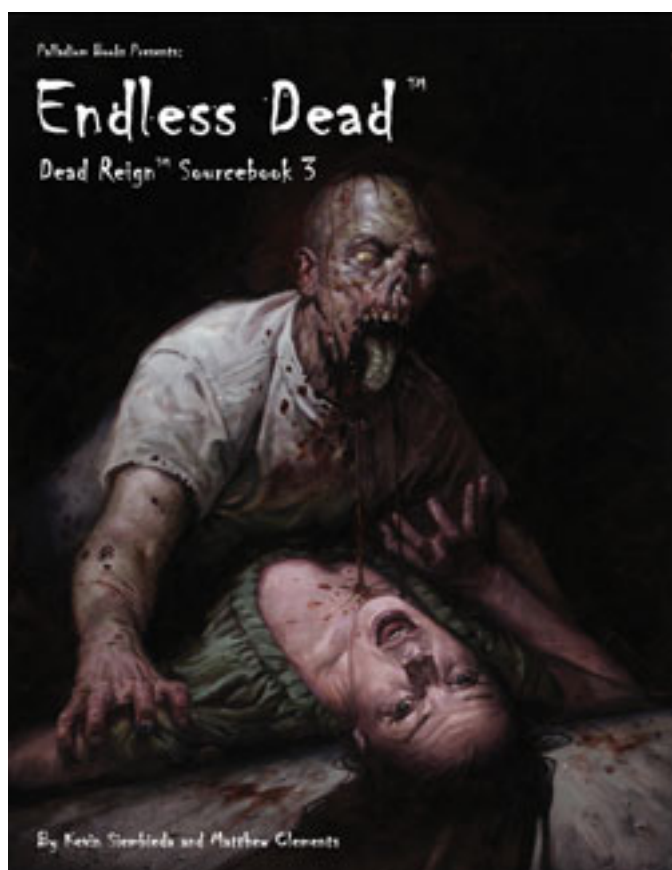
**- Nightbane®
Sourcebooks**

**- 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).

What are you
waiting for?

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

Dead Reign™ RPG

yet, but love
zombies, you
need to give this
dynamic game a
try.

**- 7 new
types of weird
zombie
amalgamations
including
Fused
Zombies,**

**Multi-Zombies,
Parasite
Juggernaut,
Silent
Sloucher,
Spare-Parts
Thinker, Twin
Speedster,**

Fast-Slow Zombie and Walking Grave, plus variations.

**- 5 new
O.C.C.s include
the Wheelman,**

**Zombie Hunter,
Zombie
Researcher,
Survivalist and
Sentinel.
- 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,
gun stores,
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
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plastic bases
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