

By Kevin Siembieda

We are hitting on all cylinders and flying high, so I'm going to jump right into things.

**UPDATE: Rifts® Northern Gun™ One – Ships October 24 or SOONER**

[Rifts® Northern Gun™ One](#) is at the printer and ships next week. Though scheduled to arrive at the Palladium warehouse on Thursday, October 24, after speaking to our printer, it sounds like we may get the book a few days early.

**IMPORTANT NOTICE:** If you have already pre-ordered **Rifts® Northern Gun™ One**, at any time, we HAVE YOUR ORDER ON FILE. Please do NOT reorder for fear we don't have it or it is too old. *Kathy*

*Simmons*

has ALL orders in a file (she's incredibly organized and efficient). If your credit card info has changed or the card has expired,

*Kathy*

or

*Alex*

will contact you by email or telephone. We have your back! Palladium Books cannot be held responsible if you have placed two or more duplicate orders. Don't do that. ;)

**Pre-orders will be shipped the day Rifts® Northern Gun™ One arrives at the Palladium warehouse.**

And the

**NG-1 softcover edition**

will definitely be available at

[Detroit Fanfare](#)

in Dearborn, Michigan, October 25-27. Creators

*Matthew Clements, Chuck Walton, Wayne Smith, Alex Marciniszyn, Julius Rosenstein, Mark Dudley, Carmen Bellaire*

(Saturday only),

*Ben Rodriguez*

and I will all be available to sign the book. (Plus we'll also have the

**Max**

and

**Miriya**

convention special game pieces for

**Robotech® RPG Tactics™**

available for sale, and

*Julius, me*

and others will be running gaming events at Detroit Fanfare over the weekend. I also have a panel talk.)

**The NG-1 Hardcover editions** (one with a color cover and one with a foil cover) should be done and ready to ship 2-4 weeks later, so early to mid-November.

That's when all the

*Megaverse Insider* packages

will ship.

## **UPDATE: The Rifter® #64 – October Release**

[The Rifter® #64](#) is in full-swing production. Articles have been selected, artwork assigned and editing underway. It has material for **Rifts®**, **Dead Reign™**, **Nightbane®**, **Palladium Fantasy®** and other good stuff. See the expanded description elsewhere in this Update. Should go into final typesetting and layout any day.

**UPDATE: Dead Reign™ Sourcebook 4: Fear the Reaper™**  
**– Oct./Nov. Release**

[Fear the Reaper](#)™ is in full-swing production, simultaneous with The Rifter® #64. Artwork is finished and looks fantastic, and the book is undergoing final editing and tweaking. Author *Matthew Clements* has outdone himself, creating a heroic new sourcebook for the **Dead Reign™ Series**.

So have the artists:

*Amy Ashbaugh, Nick Bradshaw, Jeff Burke, Brian and Allen Manning*

and

*Mike Mumah*

. See the complete description for it elsewhere in this Update. Should go into final typesetting and layout any day.

## **UPDATE: Rifts® Northern Gun™ Two – Nov./Dec. Release**

Artists and I are plugging away on [Rifts® Northern Gun™ Two](#) in between everything else.

### **NG-2**

is even more of a toy chest than NG-1. See the full description for it later in this Update.

## **UPDATE: Rifts® Megaverse® in Flames™**

All of us can hardly wait for you to see *Carl Gleba's* [\*\*Rifts® Megaverse® in Flames\*\*](#)<sup>™</sup>. Rifts Earth will never be the same. Still shooting for a 2013 release, though it may slip into 2014.

## **UPDATE: Robotech® UEEF Marines<sup>™</sup> Sourcebook**

The color sketch for the cover was approved earlier this week and is looking fabulous. We should get the finished art in a couple of weeks. Shooting for a December 2013 release, though it seems likely to slip into early 2014.

## **UPDATE: Robotech® RPG Tactics<sup>™</sup>**

The rule book is laid out and has gone through final proofreading and we're waiting to get the final, corrected version from Ninja Division so we can get Harmony Gold's

approval. Likewise, the 130+ data cards are going through final editing and proofreading by Jeff Burke. Final packaging should be done soon and also sent to Harmony Gold for final approval. Everything is looking fantastic. Once everything is finalized, we send it in to Harmony Gold for their stamp of approval (and any changes). After Harmony Gold signs off, we send it all in to manufacturing! Can hardly wait.

Ship date remains undetermined pending the final manufacturing schedule. Though we'd love to see a December 2013, release, it is looking more and more like **Robotech® RPG Tactics™** will not arrive at the Palladium warehouse until sometime in January, 2014.

**Reminder:** Palladium Books will be demonstrating the **Robotech® RPG Tactics™** game all weekend at the **Detroit Fanfare Convention in Dearborn, Michigan, October 25-27**.

**Convention Exclusive figures of Max and Miriya's mecha** (both in metal) will be available for sale at **Detroit**

**Fanfare**

– we have 100 of each. Sold on a first come, first served basis, while supplies last. These are the same Convention Exclusives sold at

**Gen Con**

only Miriya's mecha is in white metal, not resin.

## **The Harmony Gold Robotech® Tour**

is also taking place at this gaming and comic book convention, with special guest speakers and giveaways. Please, come on over to join the fun, chat with Palladium creators, meet one of the

## **Robotech® RPG Tactics™**

main game designers, Carmen Bellaire, and play in his demos (Saturday only), meet the Robotech® Tour special guest speaker as well as Palladium creators, ask questions, see the game rules and pick-up Palladium products.

**Detroit Fanfare – Dearborn,  
Michigan – October 25-27, 2013**

**ALL GAMERS and ROBOTECH® FANS in**

**and around Michigan**, you are invited to join Palladium Books, Harmony Gold, and the convention organizers for a weekend of gaming, demos, good conversation, comic books and meeting all sorts of gaming, comic book and Robotech® creators at [\*\*Detroit Fanfare\*\*](#)

**– NEXT WEEKEND!**

Please spread the word and join the fun. Detroit Fanfare is a combination gaming, comic books, and media convention that draws more than 8,000 people every year.

This year the convention has invited Palladium Books to host a variety of games. There will be 20 specific **Palladium role-playing game events** plus **Robotech® RPG Tactics™ demos**



ALL weekend long. Saturday from 9-4:30 those demos will be run by one of the main game designers, Carmen Bellaire. See the schedule below.

**Palladium Books®** will also have a nice-sized booth in the dealers' area where we'll be selling **Robotec** **h® RPG books**, the **Max and Miriya convention special mecha pieces**, **Rifts® Northern Gun One** (hot off the presses), and we will be bringing nearly a dozen Palladium creators (see the list below).

## **Palladium Convention Highlights:**

- **Rifts® Northern Gun™ One (softcover edition)** WILL be available, hot off the presses (it should arrive at the Palladium warehouse the day before).

- **20 Palladium *role-playing game events!*** Plus open gaming is available 24 hours a day. Local G.M.s, join the fun.

- **14 Robotech® RPG Tactics™ demos on SATURDAY, 10:00 AM to 5:00 PM,** in the gaming room by co-creator of the game rules, *Carmen Bellaire*. More game room demos on Sunday.

- **Robotech® RPG Tactics™ demos at the Palladium booth** by *Jeff Burke* EVERY DAY.

- **Convention EXCLUSIVE Robotech®**

## **RPG Tactics™ Max and Miriya game pieces!**

These are the same figures that had 300+ people lining up at our booth every morning at Gen Con. Here's your chance to get the exclusive

**Ma**

**x**

and

**Miriya**

convention specials. Both cast in metal. Limited to 100 of each and available on a first come, first served basis.

### **- Meet Many of the Creators Behind Palladium Books.**

- Me, Kevin Siembieda (publisher, writer and game designer)
- Wayne Smith (editor and Editor-in-Chief of The Rifter®)
- Julius Rosenstein (contributing writer, proofreader and Game Master)
- Alex Marciniszyn (editor)

- Carmen Bellaire (writer and game designer; tentative)
- Matthew Clements (writer)
- Mark Dudley (artist)
- Chuck Walton (artist)
- Ben Rodriguez (artist)
- Jeff Burke (artist and Robotech consultant)
- **Get books signed.** Meet and chat with the Palladium crew, buy original art, new books, and get autographs. We are happy to sign your books, so bring them on over.
- **Games run by Palladium creators,** including Kevin Siembieda (me), Julius Rosenstein, Carmen Bellaire, and others. Plus gaming demos.
- **Palladium Booth in the dealers' hall.**

**Detroit Fanfare also offers the following:**

- **Harmony Gold's Robotech® Tour.**

Meet

*Steve Yun*

, enjoy Robotech® panels, and get autographs. I'll probably even participate in a few.

- Many comic book guests – writers and artists.

- Dealers' room.

- Artists' alley and more!

- Detroit Fanfare is estimating 9,000-11,000 people to attend this October! And growing. It's held at the **Adoba**

## **Hotel**

(formerly the  
*Hyatt Regency*

and only 20 minutes from the Palladium  
offices), in

**Dearborn, Michigan, October 25, 26 & 27,  
2013.**

Join the fun.

[Click here](#) for more information about **Detro  
it Fanfare**

.

## **Palladium Gaming Schedule at Detroit Fanfare**

Friday 6 PM – Robotech® RPG

Friday 7 PM – Dead Reign RPG

**Note: Robotech® RPG Tactics™ demos** take place at the Palladium booth in the dealers' hall all weekend.

Saturday: **Robotech® RPG Tactics™ “full scale” demos** every half hour

from 10:00 AM till 4:30 PM with game

designer

*Carmen*

*Bellaire*

who co-authored the rules.

**Note:**

Demos also take place at the Palladium booth all weekend.

Saturday 10:00 AM – Palladium Fantasy  
RPG

Saturday 11:00 AM – Dead Reign RPG

Saturday Noon – Panel talk with Kevin  
Siembieda

Saturday 1:00 PM – Palladium Fantasy  
RPG

Saturday 2:00 PM – Palladium Fantasy  
RPG: Lord DeSilca – G.M. Kevin Siembieda

Saturday 3:00 PM – Dead Reign RPG

Saturday 3:00 PM – Robotech® RPG

Saturday 4:00 PM – Beyond the  
Supernatural RPG

Saturday 7:00 PM – Dead Reign RPG

**Note:** Palladium founder and Lead Game  
Designer, Kevin Siembieda, may add  
another *Palladium Fantasy RPG: Lord  
DeSilca game*, if there is  
enough demand.



Sunday: 11:00 AM – Robotech® RPG

Sunday: 11:00 AM – Dead Reign RPG

Sunday: 11:00 AM – Beyond the  
Supernatural RPG

Sunday: Noon – Heroes Unlimited RPG

Sunday: 2:00 PM – Palladium Fantasy RPG

Sunday: 3 PM – Palladium Fantasy RPG

**Note:** Palladium founder and Lead Game Designer, Kevin Siembieda, may add a Palladium Fantasy RPG: Lord DeSilca game, if there is enough demand.

**Robotech® RPG Tactics™ demos** take place at the Palladium booth in the dealers' room all weekend.

**Other exciting stuff**

All kinds of things are going on behind the scenes. Jeff and I are working with the four main MAs (Victor, Gary, Nate and NMI) on making the Megaversal Ambassador volunteer gaming program stronger, bigger and better. We had an excellent meeting and Skype conference call last Saturday. *Bill Korsak*

and the MAs are working to make

## **Gen Con Indy 2014**

filled with dozens of “official” Palladium gaming events. If you are planning to attend

## **Gen Con 2014**

and want to run a game, CONTACT Palladium or the Megaversal Ambassadors (at 734-271-2900 or via the Megaversal Ambassadors at [ambassadors@palladiumbooks.com](mailto:ambassadors@palladiumbooks.com)) to coordinate. If we get enough G.M.s, Palladium can get its own gaming

area/room at

## **Gen Con**

. We'll also be looking for G.M.s to run

### **Robotech® RPG Tactics™ demos**

, and we may need some helping hands at the Palladium booth.

### **Deadline: first week of January, 2014!**

We NEED to have all of your game info and firm commitments to run games by the first week of January, 2014 to have a bank of “official” scheduled Palladium gaming events and get a Palladium room. Btw, that room would be available for around the clock gaming! Let's make this a reality and wow gamers at

## **Gen Con Indy**

with more than

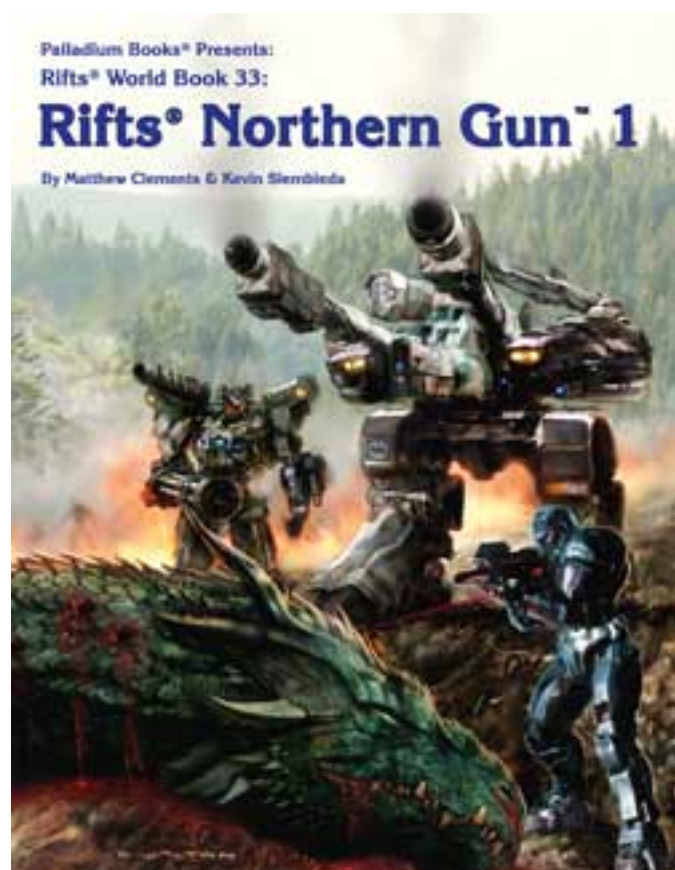
### **Robotech® RPG Tactics™**

. Let's show them what role-playing is all about.

We are meeting with NMI on Saturday to discuss upcoming changes and improvements to the Palladium website and forums, as well as exploring all kinds of new possibilities for it and the company.

Other things are boiling too, like work on all kinds of new RPG titles, advertising and discussions about new types of products. I think the next several months are going to be a wild, fun ride for Palladium's gaming community. Oh yeah, and lots of game products. Keep those imaginations burning bright.

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



# **Rifts® World Book 33: Northern Gun™ One – ships October 24 or SOONER!**

**Rifts® Northern Gun™ One** is the most tech-filled World Book Palladium has ever produced. In addition to world information, background and O.C.C.s for the Northern Gun corporation and Ishpeming, there are 27 robots, 70+ weapons and all kinds of dynamic information and gaming resources. Courtesy of the largest arms dealer and independent manufacturer on the continent:  
*Northern Gun*  
TM .

*Northern Gun*<sup>™</sup> is the most famous arms manufacture 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 robots, stores, politics and operations.**
- **70+ NG weapons; old and new.**
- **27 NG giant combat and exploration robots. Described in detail.**
- **Many new robot weapon systems and features, including alternative power supplies, anti-monster gear and experimental**



**weapons.**

- **Northern Gun freighter ships and hovertrains. Random Cargo tables too.**

- **Notable cities and people of the Ishpeming Republic/Northern Gun.**

- **NG O.C.C.s, police, specialists and NG Mercenary army.**

- **The NG Mercenary army and police.**

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

- **Key locations, people and dangers around Northern Gun.**

- **NG mercenary defenders, groups and pirates.**
- **Northern Gun's relationship with the CS and other nations.**
  
- **Interior Artwork by Chuck Walton, Mark Dudley, Amy Ashbaugh, and others.**
- **Wraparound cover by Chuck Walton.**
- **Written by Matthew Clements, Kevin Siembieda and others.**
- **224 pages – \$24.95 retail – [Cat](#)**
- **[. No. 887](#)**
- **Softcover Edition.**
  
- **Softcover edition ships October 24 – OR SOONER!**

- **Deluxe Hardcover and Collectors' Hardcover Editions ship in November to crowdfunders** .

Only a few dozen will be made available to the open market at steep prices and in the *Palladium Christmas Surprise Package* offer.

- Check out the [\*\*FREE Advance Preview\*\*](#) on **DriveThruRPG.com!** A new sneak preview will be coming in a couple weeks.

# **The Rifter® #64 – Ships October/November, 2013**

**The Rifter® #64** presents optional source material for **Rifts®**, **Dead Reign™** (zombies)

,  
**Nightbane®**, **Palladium Fantasy RPG**

® and more. Each and every issue of

**The Rifter®**

is an

*idea factory*

that provides useful, ready to

use, source material gamers can just drop into their ongoing games.

## **The Rifter® Number 64 includes:**

**- Rifts® – The Black-Malice Legacy, Part II – by Matt Olfson and Will Hunter.** Source material about the Coalition States' psionic operatives and technology, including squad formation and new psychic martial art classes for special operatives in CS Psi-Battlion.

- **Rifts® Short Story – A Cold Night, Dead Past by Brett Caron.**

- **Dead Reign™ source material by Jeff Duncan.**

New Survivor Occupations and related skills set in the Zombie Apocalypse.

- **Nightbane® source material by Bryant Telfer.**

A new class of mystical wanderer and Nightbane.

- **Palladium Fantasy®**

## **Adventure by Michael**

**Osborne.**

Play giant characters or pint-sized humans who invade the lairs of Trolls and evil beings in control of dark magic.

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

- **In final production.**

- **96 pages – \$11.95 retail –**

**[Cat. No. 164](#)**

**. Ships October/November, 2013.**

- **Reminder, [The Rifter® #63](#)**

included a  
**Robotech® RPG Tactics™**  
eight page photo spread showing  
dozens and dozens of the mecha  
figures coming in that series.





# **NEW! Dead Reign™ Sourcebook 4: Fear the Reaper**

TM

**– October/November  
Release**

Join the legendary Road Reapers as the struggle for survival pits bikers against zombies out on the highways and streets of a world stalked by the walking dead. Like knights mounted on motorcycles, they travel the wasteland that Earth has become, searching for survivors, fighting zombies and waging war against the Death Cults that threaten all mankind.

- **Comprehensive background on the Road Reapers.**
- **The Road Reaper Way of Life: Living and fighting on the road.**
- **Road Reaper missions, strategy and tactics.**
- **Structure and organization of Road Reaper units.**
- **Different types of Road Reapers like Off-Roaders**

**and Former Highway Patrol.**

- **The Road Reapers' war against Death Cults and Raiders.**

- **Random Road Reaper Creation Tables.**

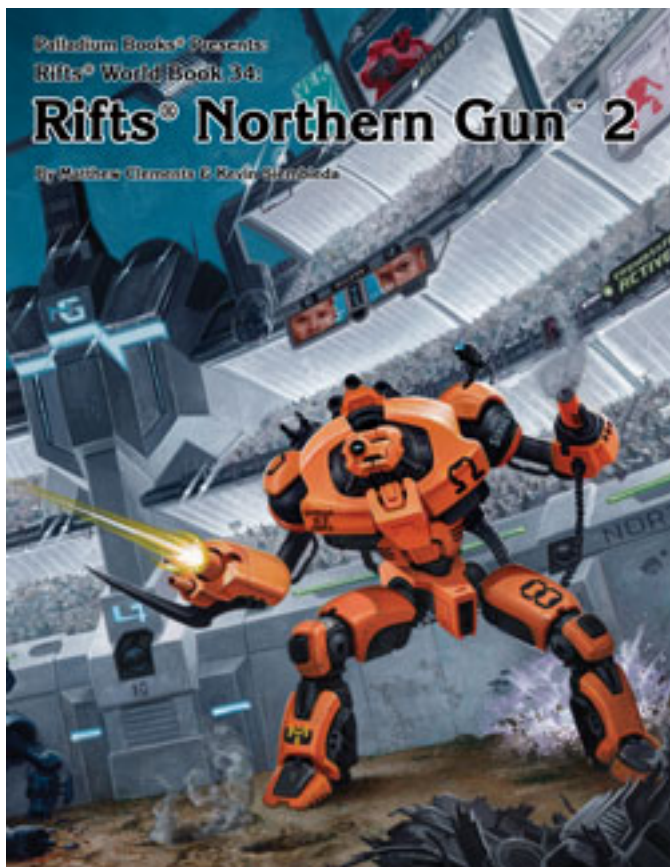
- **Road Reaper Specializations like the Ex-Con, Road Captain and Fix-It Man.**

- **Notable Road Reaper leaders and captains.**

- **More background**

**information and  
zombie-killing advice from  
Brad Ashley, the notorious  
leader of the Road Reapers  
and author of the Road  
Reapers' Survival Guide.**

- Written by Matthew  
Clements.**
- 48 pages – \$12.95 retail  
– [Cat. No. 234](#). October  
or November release.**



# **Rifts® World Book 34: Northern Gun <sup>TM</sup> Two**

In production! Expanded to 192-224 pages and filled with all kinds of adventuring gear: New environmental body armor, power armor, hovercycles, robot drones, robot haulers, combat vehicles,

other vehicles, robot gladiators and much more. More information about the weapons, vehicles and practices of Northern Gun, including the new rage of robot gladiatorial combat. Expanded page count. Epic adventure.

**- NG robot haulers and drones.**



- **NG power armor suits; an expansive range.**
- **NG M.D.C. body armor, and combat gear.**
  
- **NG bionics, cybernetic services and other equipment.**
- **NG hovercycles, land vehicles and combat vehicles.**
- **NG jet packs and**

**aircraft.**

- **NG boats, ships and submarines.**

- **NG Robot**

**Gladiatorial Arena.**

- **Robot Gladiator**

**O.C.C. and robot gladiators.**

- **Pirates and more.**

- **Written by Matthew**

**Clements and Kevin**

**Siembieda.**

- **Interior artwork by**

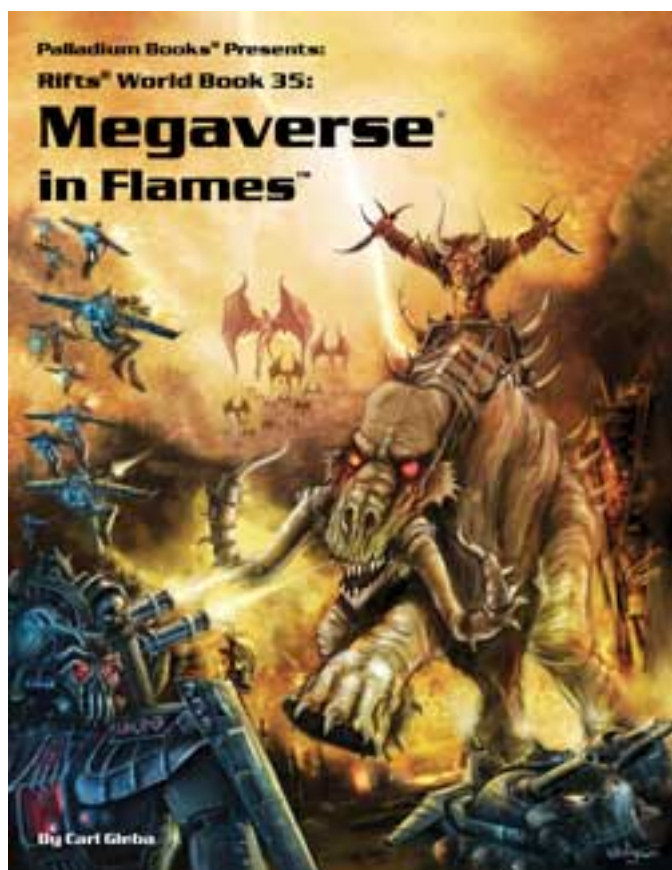
# **Chuck Walton, Nick Bradshaw, and others.**

**- Wraparound cover  
by John Zeleznik.**

**- 192-224 pages –  
\$24.95 retail – [Cat.](#)**

**[No. 888](#)**

**– November or December  
release.**



# Rifts® World Book 35: Megaverse® in

# Flames

TM

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](#)

. December, 2013  
release (tentative).

# **Robotech® UEEF Marines Sourcebook One**

**This is another book  
that is guaranteed to  
wow and please  
Robotech® fans.**

- **New mecha and weapons.**

- **Aliens and space adventure.**

- **Written by Irvin Jackson.**

- **160 pages – Cat.  
No. 553**

- **\$20.95 – December, 2013 release**

**(tentative).**



**UPDATE: *Robotec***  
***h*** **® *RPG***  
***Tactics***  
**TM**

The only product  
people are more  
excited about than  
the two **Rifts®**  
**Northern Gun**  
releases is  
**Robotech® RPG**  
**Tactics™**  
. Momentum is  
building to a fever



pitch. Fans will not be disappointed.

Demos at the *Alliance Trade Show*

got nothing but big, toothy smiles and positive reviews.

(You can demo it yourself at

**Detroit Fanfare,**

# October 25-27

, in Dearborn,  
Michigan). Here are  
some of the latest  
developments . . .

□ **Flexible Date of  
Release:** We are

still hopeful for  
December, but its  
release may slip into  
January, 2014. Ninja  
Division's original  
projections had  
product delivery at  
October or  
November. I fear we  
were all a bit too

optimistic. In order to make this game line everything it can be, there have been delays. As a result, the game has yet to begin manufacturing. That said, 98% of the work is completed, the game

pieces look  
incredible, and Ninja  
Division is wrapping  
up on final  
packaging, layout  
and tweaks. We  
expect to get final  
approval from  
licensor Harmony  
Gold in two or three

weeks. At which  
point, **Ro**  
**botech® RPG**  
**Tactics™**  
goes into  
manufacturing.  
Factoring in  
manufacturing time,  
shipping from China  
and other factors, it

is looking more and  
like a

*January 2014*  
*release*

. We'll see.

**Note:**

As stated in the past,  
we will ship product  
to the Kickstarter  
supporters before we

ship to distributors.

□ **Plastic game pieces.** All of the 1/285th scale game pieces in the box set and expansion packs are plastic. (Special



editions and limited releases for conventions and the Kickstarter may be in resin and/or metal.)

**□ Expansions released in waves.**

Palladium plans to  
release

**Robotech® RPG**

**Tactics™**

products in waves.

The core box game

and first six

expansion packs will

be the initial release.

4-6 additional

expansion packs of  
mecha game pieces  
will ship  
approximately every  
three months  
thereafter.

□ **Robotech® RPG**

**products –  
available now.**

Don't forget that  
Robotech® RPG  
products are  
*available now*

. They include the  
**Robotech®  
Shadow  
Chronicles®**

core rule book  
available as a  
\$30.95 hardcover  
(Cat. No. 550HC)  
and as a \$16.95  
manga-sized RPG  
paperback (Cat. No.  
550), and the  
**Macross® Saga  
Sourcebook**

(Cat. No. 551) which is the same setting as the **Robotech® RPG Tactics™** game. Each book is a wealth of background information about Robotech® and fun

to read and play.

With excitement

growing for

**Robotech® RPG**

**Tactics™**

, there is renewed

interest in the

**Robotech®**

role-playing game

line.

**□ New Robotech®  
RPG products  
coming in 2014.**

Palladium has three  
new Robotech®  
sourcebooks in  
development.

**UEEF Marines**



**Sourcebook One,  
UEEF Marines  
Sourcebook Two  
and  
The Zentraedi  
Protectorate  
Sourcebook**  
are all slated for  
release before  
Summer 2014.

Additional  
Robotech®  
sourcebooks are on  
the drawing board.

□ Palladium is  
working with  
Harmony Gold to *ex*

*pand*

the scope of its  
license to provide  
you with an even  
greater range of  
**Robotech**  
® products.

**Robotech® RPG**  
**Tactics**

**TM**

# **– Game Description**

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

**Robotech® RPG  
Tactics™** is a  
fast-paced, tabletop  
combat game that  
captures the action  
and adventure of  
the **Robote**

**ch** **®**  
anime. Two or more  
players can engage  
in small squad  
skirmishes or scale  
up to massive  
battles. Relive the  
clashes of the First  
Robotech War,

engage in stand-alone tactical games, or use the dynamic game pieces to enhance your Robotech® RPG experience. Or simply collect your favorite mecha from

an expanding range  
of top-notch game  
pieces.

**Mecha vs Mecha.**  
Take command of  
the fighting forces of



the

*United Earth*

*Defense Force*

*(UEDF)*

valiantly defending

Earth from alien

annihilation. Or lead

the massive clone

armies of the

*Zentraedi Armada*  
to recover an alien  
artifact of immense  
power and enslave  
humankind.



# Robotech® RPG

# Tactics

TM

# Box Set

- Brought to you  
by **Palladium  
Books®** ,

created with  
**Ninja Division**

(the creative minds  
behind  
*Soda Pop*  
*Miniatures*  
and  
*Cipher Studios*  
).

- Rules by *Aless*

*io Cavatore, David*  
*Freeman*  
and  
*Carmen Bellaire*

▪

- Full color,  
softcover rule book;  
wraparound cover

and lots of new,  
color artwork.

- 24 Battle Dice,  
12 UEDF and 12  
Zentraedi.

- 40 color game  
cards (unit cards,  
etc.).

- 4x VF-1A

Valkyries (in Fighter, Guardian, and Battloid modes).

- 1x VF-1J

"Officer" in all three modes.

- 4x Destroids: 2 Tomahawks and 2



Defenders.

- 12x Regult

Zentraedi

Battlepods.

- 1x Glaug

Officer's Battlepod.

- 1x Quel-Regult

Recon Battlepod.

- 1x

Quel-Gulnau  
Recovery Pod.

- 1/285th scale,  
high quality,  
multi-pose plastic  
game pieces

(40mm to 70mm tall). World-class sculpts from sculptors around the world.

- Game rules use D6.

- Turn-based system of play.

- Scalable from small squad skirmishes to mass battles. Can accommodate two to several players.

- Combat is fast

and designed to emulate the anime action.

- Measuring tape required to determine targets and distance.

- Small parts and some

assembly required.  
Game pieces come  
unpainted.

- **Release Date:**

Barring any further  
delays, the

**Robotech® RPG**

**Tactics**

**™** box game and

initial expansion  
sets ship January  
2014.

- **\$90 retail  
price (tentative)**  
. The price of the  
final box set is not  
yet determined, but

we want to hold it  
around \$90.

- **Cat. No.**  
**55100 (Main**  
**Boxed Game).**



# **The First Six Robotech® Expansion Packs**

**The initial  
expansion packs  
will also ship in  
January. All prices**

listed are likely,  
but still tentative.

We want most  
packs to fall in the  
\$25-\$35 price  
range.

- **UEDF**

# **Valkyrie Wing**

(2x each, Fighter,  
Guardian, Battloid)

– Cat. No. 55201 –

\$30.00 retail

(tentative).

- **UEDF**

# **Destroid Pack**

(2x Tomahawks,  
2x Defenders) –  
Cat. No. 55202 –  
\$30.00 (tentative).

- **UEDF**

**Spartan Pack**

(2x Spartans, 2x  
Phalanxes) – Cat.

No. 55203 –  
\$30.00 (tentative).

- **Zentraedi**  
**Regult Battlepod**  
**Squadron** (6x  
Regults) – Cat.

No. 55401 –  
\$30.00 (tentative).

**- Zentraedi  
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Battlepods  
(4x Artillery  
Battlepods) – Cat.  
No. 55402 –  
\$30.00 (tentative).**

**- Zentraedi  
Command Pack**  
(1x Glaug, 1x  
Quel-Regult, 1x  
Quel-Gulnau) –  
Cat. No. 55403 –  
\$35.00 (tentative).

**- Additional ex**

**Expansion packs**  
to be released in  
waves every few  
months, 4-8 at a  
time, throughout  
2014. More will  
follow.

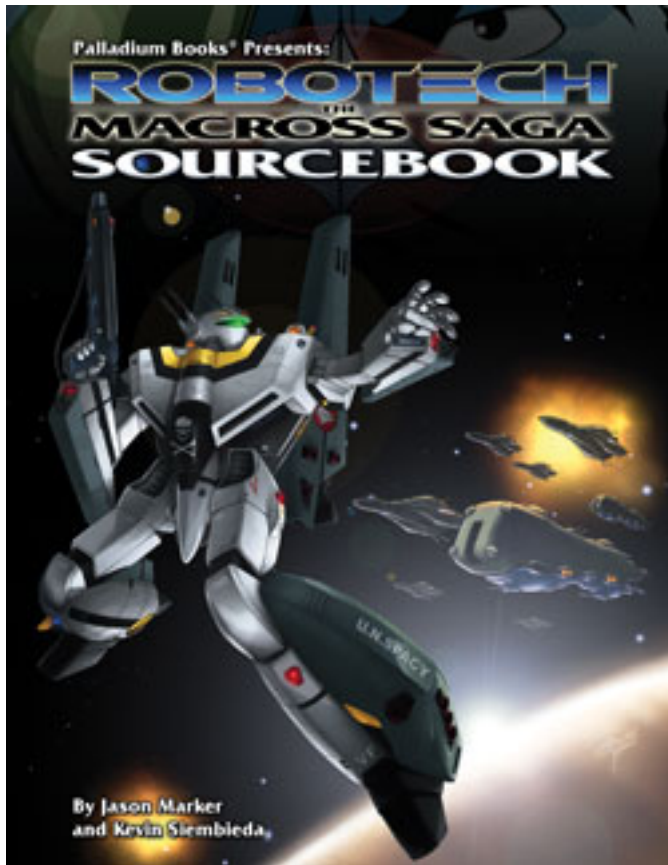
- Palladium



plans to release  
the mecha and  
settings for *A*  
*LL eras of*  
*Robotech*  
®. Many other  
details are still in  
development.

- Tournament  
play support is  
planned. **Ninj**  
**a Division**  
will help Palladium  
to develop and  
launch the  
program.





# Robotech®

# Macross

# ®

# Saga

# **Sourcebook – New Size**

**Available now  
– 8½ x 11 size**

**All the famous  
mecha and action**

of **Robotech®**  
starts here with  
the  
**Macross® Saga**  
when an alien  
armada enters  
Earth orbit. They  
have come to

reclaim a lost  
spacecraft that  
crash-landed on  
Earth 10 years  
earlier. A space  
fortress that  
Earth's protectors  
have rebuilt into

their own flagship  
against alien  
invasion. The  
resulting conflict  
gives birth to  
heroes and  
becomes the stuff  
of legend, but the



Earth will never  
be the same.

**Robotech® The  
Macross® Saga  
Sourcebook**

is now available  
as an 8½ x 11  
inch sourcebook.

**Note:** This is the  
setting for  
**Robotech® RPG  
Tactics**  
**™**, so if you're  
looking for more

information about  
the mecha,  
Earth's  
defenders, the  
Zentraedi  
invaders, and the  
Macross Saga  
setting, this is the

book for you.  
Epic adventure  
awaits.

**A Robotech®  
Role-Playing  
Game  
Sourcebook:**

- Transformable  
*Veritech*  
*Fighters*  
known as  
Valkyries take to  
the sky to  
defend the

# Earth.

- *Destroids*,  
giant walking  
tanks, are  
among Earth's  
front-line  
defenders.

- **The SDF-1  
and Earth air,  
ground and  
space combat  
vehicles.**
- **Zentraedi  
mecha, powered**

**armor suits, and  
select  
spacecraft.**

**- The  
Zentraedi  
warriors, their  
war machines  
and culture.**



**- Notable  
characters from  
the TV series  
statted out.**

**- Quick  
Character**

**Creation Tables enable you to make Macross characters in 15 minutes or less.**

**- New skills and M.O.S. skill**

**bundles.**

**- The *Robotech*  
*Chronicles*®  
*RPG***

**“rule book” is  
needed to play (**

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**or**

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**).**

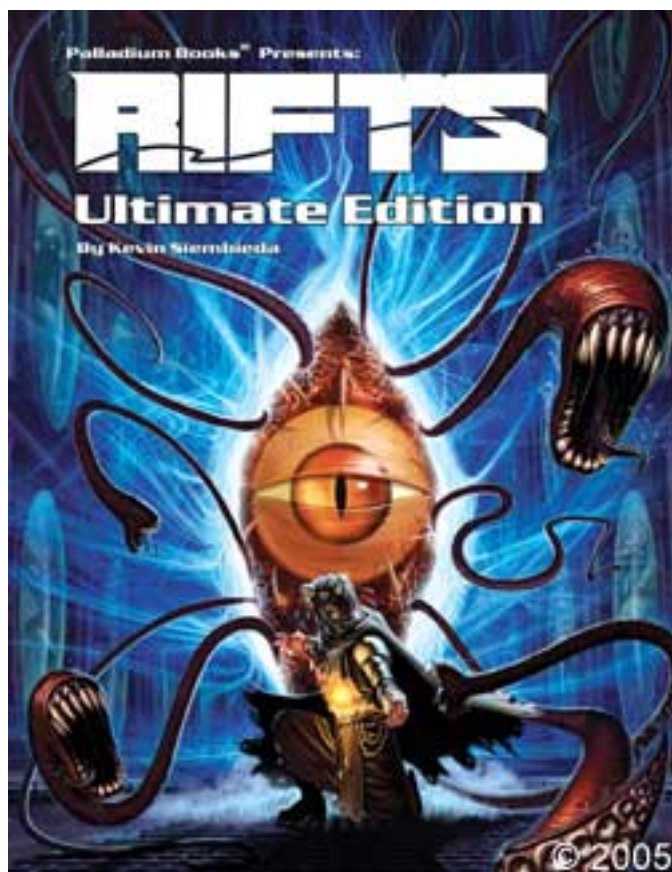
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collide. Where  
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power armor  
and giant robots  
clash with  
demons,

dragons and  
sorcerers.

Now imagine  
lines of blue,  
magic energy

rippling across  
the land. Where  
two or more of  
those lines  
cross, there is a  
tear in the fabric  
of space and  
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infinite worlds  
and realities that  
have unleashed  
an endless  
cavalcade of  
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and monsters  
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you, others are  
invaders, some  
are slaves or  
prisoners, and  
still others are  
demonic

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or hunting  
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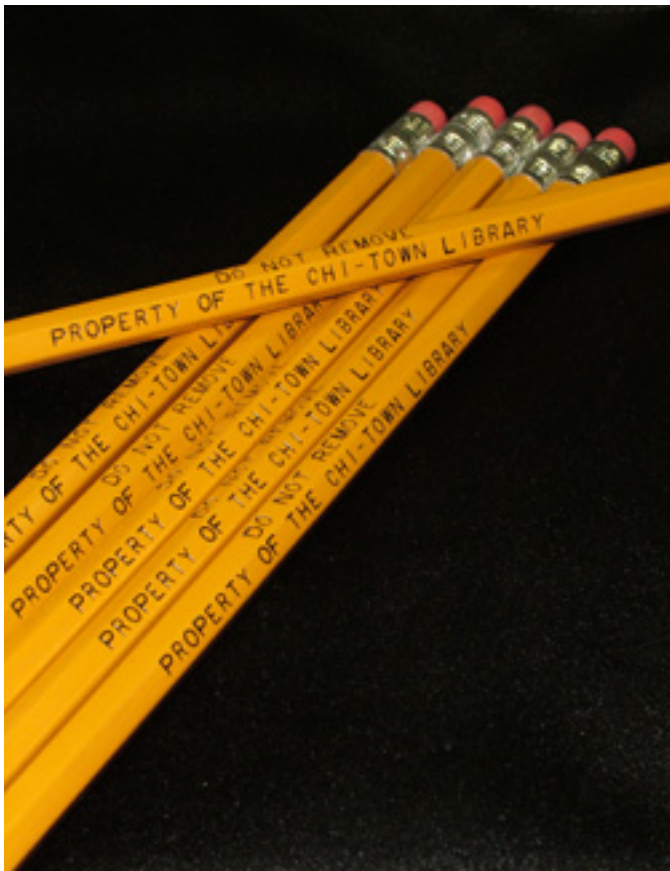
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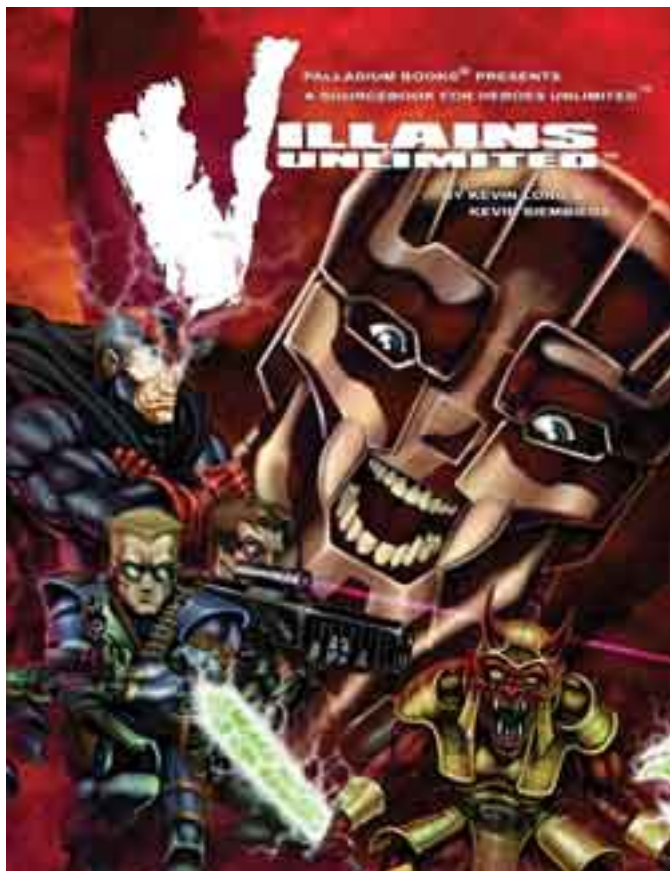
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