

By Kevin Siembieda

We are all back at the office and working hard on a wide variety of projects.

UPDATE: Kevin Siembieda on the mend

I am amazed by the human body as I seem to be healing up lickety split. Every day it seems like I can raise my arm a little higher, a little farther. The pain a little less intense. It is truly amazing to me. I'm still stiff and tight and need physical therapy, but my doctor was very pleased with the mobility I'm already exhibiting. And all my doctors are happy with the healing of my incision as I have heard, "Oh, that's healing up beautifully," on several occasions now.

For those of you who have not heard, I was a pedestrian on the sidewalk, when I got hit by a Jeep/SUV style vehicle. The driver was distracted by his children in the back seat and didn't see me when he backed out of his driveway. Struck me in my left hip and knocked me on my right shoulder, and SNAP, KAPOW, I'm broken. I knew immediately that my right arm was broken clear through, because my arm would not respond, and when I looked down it was waving in the wind like a puppet's arm on a string. Gross. Frightening. And it hurt like a son of a ... well you get the picture.

I strongly considered having Wayne post the before and after X-rays of my broken humerus bone (the upper arm between the elbow and shoulder), but that one inch space between the broken pieces of my bone and the angle the two pieces are pointing is very disturbing to some people. The same is true of the metal plate and screws. I sure don't want to gross anyone out. Kathy Simmons, my girlfriend, felt nauseous when she saw it the first time up on the screen at the hospital. It looks like something you would see in a cartoon. I have had fun showing the before and after X-rays around to friends. Even took 'em to Anime North. Hey, trying to laugh and make the best of a bad situation that could have been much, much worse. Happy to be alive, not crippled and only suffering from a broken bone. Thank you, Guardian Angel. (Btw, it is one metal plate and eight screws. I think I had said two plates and 16 screws in a prior Update. I must have been more out of it than I thought when the doctor first spoke to me about it after surgery.)

The week has been a busy one. Still running back and forth to doctors for follow up visits, more tests, and soon, physical therapy. I cannot drive a car for another couple of weeks or work more than 8 hours a day – Doctor's orders! And I cannot pick up or push anything weighing more than five pounds (2.25 kg); it was two pounds (0.9 kg) prior to that. That's a lot trickier than it sounds. A gallon of milk weighs 8.6 pounds. Heck, **Rifts® Ultimate Edition** weighs almost *three*

pounds!

And

what's the weight/psi to push open a car door? Still hurting and my body is ready to go home after 8 hours of work, but I'm feeling better every day.

My thanks to those of you continuing to send get-well cards and kind words. They are very welcomed and often make me laugh. I'm itching to dive back into writing the next several books, and intend to do just that starting Monday! Spent much of this week trying to get caught up with mail, emails, bills and correspondences. Between being literally knocked off my feet and then going to Anime North over the Memorial Day Weekend, I was quite behind. Getting pretty caught up, at least with the most important matters.

UPDATE: Coalition States: Heroes of Humanity™ Sourcebook – Ships June 15

The printer has confirmed that [Rifts® CS Heroes of Humanity™](#) will ship on June 15, 2016. In the meanwhile, take a look at the rather sizeable preview available for FREE at DriveThruRPG.com.

Everyone who saw the photocopy of **Rifts® CS Heroes of Humanity™** at Anime North went wild over it. I'm tempted to say they particularly loved the way to upgrade existing characters with Advanced Training, except I think most people loved pretty much everything in the book: the Combat Courier, CS Death Knight, Skelebot Specialist, Operation Hellbender and the Coalition's unprecedented use of Juicers and Combat Cyborgs, the data about the CS, the information on CS strategies and tactics against the Minions of Hell and vice versa, the involvement of Archie, the Vanguard, the Minions of Splugorth, Lemurians and ... well, pretty much everything.

Heroes of Humanity™

really does change the landscape.

[CS Heroes of Humanity™](#) refreshes the Rifts Earth setting and provokes ideas

for epic adventure the likes of which you probably have never played. When was the last time Coalition forces worked with D-Bees and mages? Probably never.

And certainly not on the scale found in

Heroes of Humanity™

Here is a situation where Coalition soldiers (new and old O.C.C.s) can join forces with D-Bees, mages, mercs, Ley Line Walkers, Lazlo mages, Federation mages and Automatons, the Vanguard, Free Quebec Glitter Boys, Cyber-Knights, Juicers, psychics, True Atlanteans, and even the Minions of Splugorth, Lemurians, and Archie Three robots! Talk about epic. But don't get too cozy with the CS, there is still plenty of tension, hard feelings and hostility between the Coalition and their non-Coalition brothers in arms. And more trouble is brewing.

HoH ships June 15, 2016.

Have you ordered your copy?

UPDATE: The Rifter® #74

Wayne is making his final selections for **The Rifter® #74** and already looking toward material for

The Rifter® #75

as well.

UPDATE: CS Heroes of Humanity™ Arsenal Sourcebook

I spent most of this week catching up on business matters and clearing my plate to work on **CS Heroes of Humanity™ Arsenal** on

Monday. This sourcebook presents new Coalition weapons, power armor, robots, combat vehicles, upgrades and other goodies. Time to pre-order! See the description elsewhere.

UPDATE: Rifts® The Disavowed™

Joseph Prosek II is the supreme puppet master working from the shadows. The ambitious heir to throne of the Coalition States has created a web of secrets and agents across the globe (and beyond!) that nobody knows about. Not even the Emperor. *The Disavowed* are just one tool in his growing network of espionage and power. I'll be making notes for

The Disavowed

as I work on

CS Heroes of Humanity™ Arsenal,

as the ideas come. These books are stand-alone products related by theme, time-line and interlocking events to

Heroes of Humanity™,

but present their own avenues of adventure. Epic fun is coming this Spring and Summer.

UPDATE: Rifts® Secrets of the Atlanteans™

In final development. John Zeleznik is working on the cover. Assigning interior art in the weeks ahead.

UPDATE: Rifts® Sovietski™

In final development. The cover has been assigned to John Zeleznik. Interior artwork to be assigned.

UPDATE: *Savage Rifts*® for Savage Worlds®

We continue to approve finished art and designs. All good looking stuff. The **Savage Rifts® RPG** line is promising to look fabulous.

UPDATE: Robotech® RPG Tactics™

We are building up for much, much more for **Robotech® RPG Tactics™**. Starting with materials to be made available on DriveThruRPG.

**Rifts® CS Heroes of
Humanity™ *FREE*
Preview on
DriveThruRPG.com**

**The Rifts® CS Heroes of
Humanity™ *FREE Preview*** is
available now, and so are
Rifts® Ultimate Edition
and more than 40

Rifts

® titles! Many other titles are available
right now at

DriveThruRPG.com

, with more

Rifts

® and other Palladium game titles

coming to PDF in the weeks and months ahead. Watch for them.

Recent PDF titles include [Rifts® Ultimate Edition](#)

,
[Rifts® World Book 27: Adventures in Dinosaur Swamp](#)

TM,
[Rifts® World Book 26: Dinosaur Swamp](#)

,
[World Book 25: Rifts® China Two](#)

,
[World Book 24: Rifts® China One](#)

,

**Rifts® World Book 23: Xiticix
Invasion**

,

**Rifts® World Book 22: Free
Quebec**

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**Rifts® World Book 21: Splynn
Dimensional Market**

,

Rifts® World Book 20: Canada

,

Rifts® World Book 19: Australia

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**Rifts® World Book 18: Mystic
Russia**

,

Rifts® World Book 17: Warlords of

[Russia](#)

and

[Rifts® World Book 16: Federation of Magic](#)

from the last few weeks, and a slew of other titles that have gone up over the last couple of months. There are also **previews**

of

[The Rifter® #73](#)

, Northern Gun 1 & 2, Lemuria, Rifts® Vampire Kingdoms, Bizantium

and many other Palladium titles.

Things remain in place to see 2-3 new PDFs of

Rifts® World Books

and other titles added every week.

In addition to the titles listed above, **The Minion War**

TM series of books, the

Rifts® Coalition Wars®/Tolkeen series

,

Chaos Earth® Resurrection

, all of the

Dead Reign

® (Zombie Apocalypse) titles,

Splicers® RPG

and most issues of

The Rifter®

are available NOW! So are first edition rules of the

Heroes UnlimitedTM RPG

and sourcebooks,

Palladium Fantasy RPG®

and sourcebooks,

The Mechanoids®

, and much more, available on

DriveThruRPG.com

.

Available right now:

- **[Rifts® Ultimate Edition](#)**, **[Rifts®](#)**

[World Book 27:](#)

[Adventures](#)

[in Dinosaur Swamp](#)

TM,

[Rifts® World Book 26: Dinosaur](#)

[Swamp](#)

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[Rifts® World Book 25: China Two](#)

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[Rifts® World Book 24: China One](#)

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**[Rifts® World Book 23: Xiticix
Invasion](#)**

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**[Rifts® World Book 22: Free
Quebec](#)**

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**[Rifts® World Book 21: Splynn
Dimensional Market](#)**

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[Rifts® World Book 20: Canada](#)

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[Rifts® World Book 19: Australia](#)

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[Rifts® World Book 18: Mystic](#)

Russia

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Rifts® World Book 17: Warlords of Russia

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Rifts® World Book 16: Federation of Magic

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Rifts® World Book 15: Spirit West

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Rifts® World Book 14: New West

TM,
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Rifts® World Book 13: Lone Star

TM,
,

Rifts® World Book 12: Pyscape

TM
,

,

Rifts® World Book 11: Coalition

War Campaign

TM,

Rifts® World Book 10: Juicer Uprising

TM, and

Rifts® World Book 9: South America 2

along with

World Books #1-8

and various other

Rifts

® titles.

- Rifts® Chaos Earth® RPG, Chaos Earth®: Rise of Magic

TM,

Chaos Earth® Resurrection

TM and

Creatures of Chaos

™ are all available now.

- Two free **Chaos Earth®**

Resurrection previews
and many other previews.

- **Rifts® Coalition Wars®: Siege on Tolkeen series** – all six titles.

- **Rifts® The Minion War™ series – six current books –** CO
nsisting of

Dimension Book 10: Hades

,

Dimension Book 11: Dyval

,

Dimension Book 12: Dimensional

Outbreak

,

HU2 adventure sourcebook:
Armageddon Unlimited

TM,

Heroes of the Megaverse

®, and

Rifts® Megaverse® in Flames

available now! Suitable for ALL
settings, including

Rifts

®,

Heroes Unlimited™

and

The Palladium Fantasy RPG®.

- **Dead Reign® RPG titles. The
Zombie Apocalypse is yours to**

role-play with the *Dead Reign®* RPG. The

core rule book and all sourcebooks are available now.

- **The Rifter® issues #1-66.**

- **FREE *Robotech®* RPG**

***Tactics™* paper game pieces, force organization tables, stat cards, rules and special items – coming soon!**

- **FREE 12 highly-detailed, comprehensive *Robotech®* RPG *Tactics™***

assembly instructions for all the Wave One mecha – available now.

- FREE *Robotech® RPG Tactics™* color guides are available now.

- Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now. More are coming in the weeks ahead.

- 120+ Palladium titles, plus G.M. kits, and more.

- Much more to come in the weeks ahead.

Palladium Collectibles Available in Kevin's Online Toy & Collectibles Store

A wide range of art and collectibles have been selling over the last few weeks. Nice. I hope you enjoy your items, be they out of print books, signed titles, rare hardcovers, original artwork, toys or other goodies.

Original art are one-of-a-kind items, so when they are gone (like the TMNT sketches and Rifts® illustrations), they are gone. Many other offerings are signed, limited editions or are items that have been sold out for some time.

I'll continue to pull things out of my personal collection and Palladium archives. A bunch of toys have been added to [my online store](#) with more to come.

More collectibles, artwork and toys are added almost every week. Palladium collectibles, hardcovers, out-of-print titles, original artwork, and toys and items from my personal collection are on my ebay store. We add items on a regular basis and offer sales, so check it out from time to

time. 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 available with frequent new items added. 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

), hundreds of toys and action figures,
all from my personal archives and
collection. Take a look every weekend
or two for new items added.

[http://stores.ebay.com/kevinstoys-art
andcollectibles](http://stores.ebay.com/kevinstoys-artandcollectibles)

Anime North Report

As always, Anime North was a blast. Even in blistering heat with temps in the high 80s and low 90s. Sales were so-so (they're always weak for us at anime conventions), but it was great to see old friends like *Todd Spencley*, *Rob Siemens* and *Kent Burles*, and hang with Palladium creators like *Apollo Okamura*, *Braden Campbell*, *Brett Caron*, *Greg Diaczyk* and his family (Hi, Caleb, Joshua, and Noah!), among others. Special thanks to Brett who ran **Rifts**® games and helped us tear down the booth and pack up the van. With me

able to only lift 2-5 pounds, we were a man short. Also a big thank you to *Robert Shewring* for running **Robotech® RPG Tactics** demos.

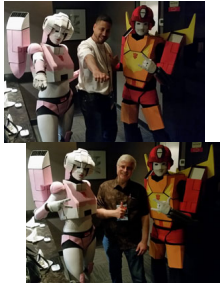


My **Lord DeSilca** game went great on Friday. So did all three panel talks over the weekend. In fact, the Saturday Creating Mecha and

Monsters panel was filled well beyond capacity. It was a small room with 50 people crammed into it, and 40 other people had to be turned away. This was Chuck Walton's baby. I contributed to the talk but Chuck ran wild with it, including doing sketch examples. Nice. Great crowd. Sorry that so many people had to be turned away.

By Saturday afternoon, I realized I had pushed myself too hard and I had to cancel my other two games and retire to the hotel around 4:00 PM. I hope I didn't disappoint anyone, but I

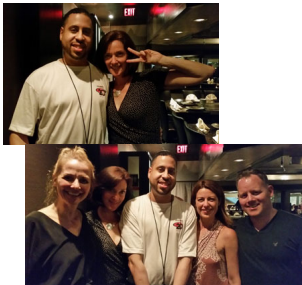
needed to rest.



I did make it to the Saturday Night Guest Dinner which was yummy and fun, even if Chuck Walton and I were somehow forgotten and left behind with our convention liaison for TWO hours! Chuck had a conversation with a pair of Transformers (really) and

gushed as he got photos and autographs from four of the key voice actors behind **Sailor Moon**, including *Linda Ballantyne*

– Sailor Moon herself! I enjoyed seeing Charles turn all fan-boy. It was great fun seeing that side to Chuck.



We managed to sneak in seeing **Capt**

ain America: Civil War

, in 3D, before the convention opened on Friday and loved it. This is truly a super-fun movie. Do yourself a favor and go see it. Wow. Black Panther, Spider-Man, Ant-Man ... all of it was great. I want to see it again.

The worst part of the whole trip was Customs coming and going. Canadian Customs tagged us for inspection going into Canada, and US Customs tagged us coming back. The latter sucked, because we hit the border just before 11:00 PM and did not get released until three hours later – 2:00

AM. And they did NOT open a single box. I think they may have inspected my suitcase, but that was about it. What a painful waste of time. Wayne dropped me off at home at 2:30 AM, but he and Chuck still had another half an hour to get home. Sorry guys. Thank goodness we all had Memorial Day to sleep in and partially recover. We were all still dragging on Tuesday.

Strategicon: GAMEX

From all reports, Strategicon, in L.A., was a fun weekend. We hope Palladium fans enjoyed the number of **Robotech®** events that took place.

Upcoming Conventions

Gen Con Indy – Indianapolis, Indiana – August 4-7, 2016 – Palladium Books® – Booth 823

Gen Con is coming up fast and we hope Palladium Books will be a big part of your plans there. There are dozens of scheduled Palladium gaming events including **Rifts®** and

Robotech® RPG Tactics

TM, a special convention discount coupon you will NOT want to miss in the

Gen Con Coupon Book

(especially fans of
Rifts

®) and

Robotech

®), and a bunch of Palladium
madmen will be on hand to chat
and sign books.

Highlights Include:

- **Meet and chat with
Palladium creators, chat and get
books signed.**
- **Enjoy scheduled Palladium
gaming events.**
- **Participate in Robotech®
RPG Tactics™ demos.**

- **Get new game releases (and old).**
- **Rifts®**, **Robotech®**, **Dead Reign®**, **Heroes Unlimited™**, **Palladium Fantasy®**, **Splicers®**, **BTS™**, and many other titles. A large selection of RPG products.
- **Original art for sale. Meet artist Charles Walton II.**
- **See special convention offer in the *Gen Con Coupon Book!***
- **Learn more about Savage Rifts® and other games. Have a blast.**

Palladium Creators at the 2016 Gen Con:

- Brandon Aten – writer (Rifts® Madhaven, Triax 2, Sovietski)
- Carmen Bellaire – writer and game designer
- Michael Leonard – artist and game master
- Mark Oberle – writer (Nightbane® Survival Guide, Rifter®)
- Kevin Siembieda – Palladium

founder, writer, artist, game
designer

- Wayne Smith – editor and
Editor in Chief of The Rifter®
- Thomas Roache – Robotech®
advisor and demo
- Jeff Ruiz (NMI) – Megaversal
Ambassador
- Charles Walton II – artist,
writer and Splicehead.

And maybe a couple others to be
added.

<http://www.gencon.com>

GrandCon – Grand Rapids, Michigan – September 16, 17 & 18, 2016

Looking for a nice medium-sized convention of around 2,000 gamers? Then consider **GrandCon** in Grand Rapids, Michigan. It's only about 2 hours and 15 minutes from Westland, and even closer for folks

living in Livonia, Plymouth, Novi,
and cities farther west. Ideal for any
Michiganders and gamers living in
Illinois, Indiana
and maybe even
Wisconsin
and
eastern Iowa

I (*Kevin Siembieda*) am a guest
along with *Sean*
Patrick Fannon,
co-author of
Savage Rifts

® for the
Savage Worlds game system
, and many other guests. Sean and
I will be doing panels about
Savage Rifts®
and role-playing game design,
world building and running gaming
events (I'll probably run
Lord DeSilca/Fantasy
and/or
Beyond the Supernatural
) , and Palladium Books will have a
few tables in the dealers' room
manned by
Wayne Smith
and
Charles Walton II

(with artwork for sale). All of us will be present to chat with gamers and sign books. I am thrilled to have a rapidly growing game convention like GrandCon in western Michigan, and they have even bigger plans for 2017. Michiganders, help support this convention. We need and deserve a large gaming convention in our state.

<http://www.grand-con.com>

**Randi Cartier, your
departure was too soon and**

unexpected, you will be missed

As I mentioned in my the May 25th Weekly Update, my dear friend, *Randi Cartier*

, passed away last week. The news was a shock to everyone, especially to her loving husband, *Roger*

. I was so stunned and grief stricken the day we got the news, I could not find the words to talk about Randi. But she deserves to be spoken of.

Randi was a character, as are most gamers. She tended to be a power gamer. Her characters always looking for the big payoff, magic weapon (or armor, or device, etc.), and that big moment of heroics. She was fun and funny. Kind and loveable.

Randi and Roger played in my regular Saturday night fantasy games for more than a decade, and only stopped because I became too busy to run a weekly game. Randi and Roger play-tested the original

Robotech® RPG

and

Beyond the Supernatural

TM back in the mid-1980s,

play-tested

Rifts

® in the 1990s and contributed maps, text and ideas to the

Palladium Fantasy RPG®.

Fantasy was always her favorite to play; mine too. Randi and Roger helped me through my divorce and helped me make improvements to the house. Randi would laugh and condemn my made up “legends of Canada” and hated the “Beaver Stomp” I incorporated into my

Robotech

® campaign in the 1980s. (Don't ask what that involved, but Kevin Long and I thought it was hilarious. Randi protested to the contrary.) She was very creative, full of ideas and talented. She had a knack for arts and crafts, cooking, and was a truly skilled, semi-professional miniature painter. I would look forward to Christmas which often included a new painted dragon or other figure as a gift from her.

Randi is also the person who

prodded fellow Canadian *Carmen Bellaire* to submit some of his writing and ideas to Palladium Books. Carmen and I became fast friends and he has been a major contributor to Palladium Books. Carmen has grown into a freakin' awesome game designer and one hell of a writer, but none of that might have happened if not for Randi. Amazing how our lives touch so many others.

Randi was fun and a good gamer

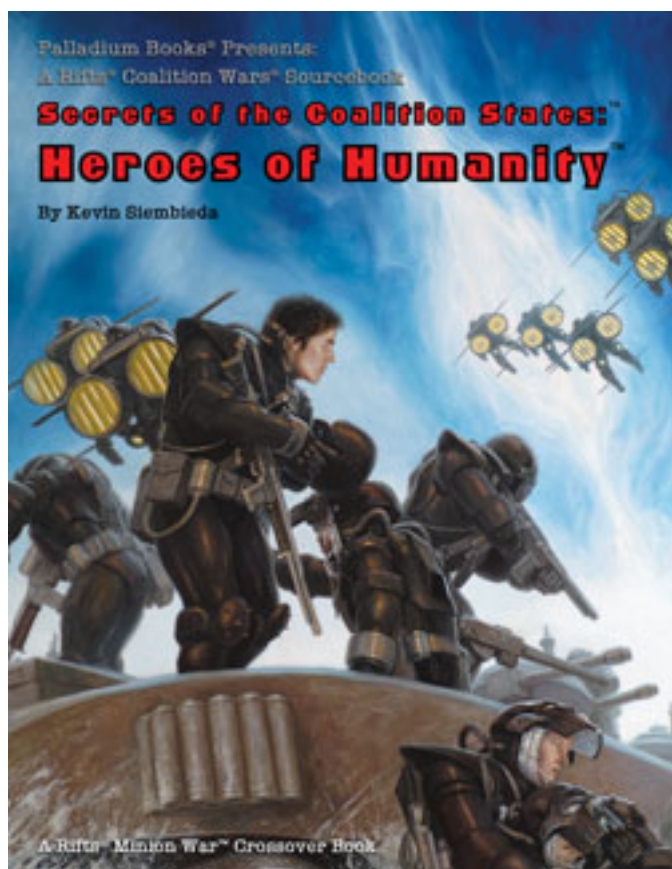
who I enjoyed very much in my games, even at her most outrageous. But more than that, Randi was an awesome human being. Kind and caring, easy to talk to, considerate and someone I could confide in. I think everyone who knew Randi, loved her. I was actually planning a big Christmas surprise for Randi later this year and had intended to visit them at their home in Canada in a few weeks, as I had something I wanted to give her, and we had not seen each other in a while.

I will deeply miss Randi's exuberance and big, sweet, friendly and generous personality. I am glad she was part of my life and my gaming experience. My heartfelt condolences to Roger, her family and friends. I will miss you, Randi, but I will never forget you.

My apologies if this Update ended on a bit of a somber note, but *Randi Cartier* deserves to be recognized for the wonderful person she was. Her sudden passing and my being hit

by a car (and could have been crippled or killed) are two painful reminders that any of us can go at any moment. Cherish the people and games that you love while you have them in your lives. Enjoy them to the fullest. Please tell the people you love how much they matter, and enjoy their laughter, friendship and camaraderie while you can. My friends, have a vibrant and wonderful weekend. Game on!

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



NEW! Rifts® Secrets of the

Coalition States

TM

– **Heroes of Humanity**

TM

– **Ships June 15**

Rifts® Heroes of Humanity™

is the next chapter in the epic war for the soul of humanity.

A call to arms! The Minion War has spilled onto Rifts Earth. At

the epicenter of the invasion is
North America

. If either of the two rival demonic forces succeeds in conquering the continent, the rest of the world shall follow and Earth will become an annex of Hell. The demon hordes believe no one can stop them. The Coalition States has something to say about that.

For the first time in history, the

Coalition States, Northern Gun, the Manistique Imperium, Lazlo, New Lazlo, Free Quebec, the Cyber-Knights, Lemurians, True Atlanteans, D-Bees, mages, mercs and many, many others stand together against a common enemy. Meanwhile, *the Splugorth of Atlantis, Archie Three, the Republicans* and *the Vanguard* engage in their own shadow war against the invading demon

hordes, and each other.

- ***Heroes of Humanity™***

lets unprecedented types of characters gather in mixed groups that would otherwise be ideologically opposed. Together they fight side-by-side for the greater good.

- **Ways to upgrade your existing characters.**

- **Coalition Demon Hunter**

school and advanced training programs.

- **The strategies and tactics of the Minions of Hell against humanity.**

- **The strategies and tactics of the Coalition States and its allies.**

- **Summary of Demon and Deevil vulnerabilities.**

- **How the Coalition is dealing with the Minion War.**

- **Coalition military O.C.C.s expanded: CS Juicer,**

CS Combat Cyborgs, power armor pilots, Fly Boys, Military Specialists and more.

- **Coalition psychics and Psi-Battalion.**

- **New CS gear and soldiers like the Hellbuster and Demonknights.**

- **One Xiticix battle plan and who really pays the price.**

- **Background on the CS, world information and many adventure ideas.**

- **Plenty of guidelines, tables and rules to help you run it all.**

- **Part of the *Minion War™* “Crossover” series**

- **Art by Charles “Chuck” Walton II, Amy L. Ashbaugh, Nick Bradshaw, Mark Dudley, Allen Manning, Brian Manning, Mike Mumah, Apollo Okamura, Tanya Ramsey, Benjamin Rodriguez, and Kevin**

Siembieda.

**- Written by Kevin
Siembieda, Carl Gleba,
Matthew Clements and
others.**

**- 160 pages – \$20.95 retail
– [Cat. No. 889](#). Ships
June 15.**



NEW! Secrets of the Coalition States: Heroes of Humanity TM Arsenal Sourcebook – Summer

The name, **CS Heroes of Humanity™** *Ars enal*

says it all. New Coalition armor, power armor, robots, combat vehicles, and related material.

- **New CS gear and weapons**
- **New CS SAMAS and power armor.**

- **New CS robots and combat vehicles.**
- **More ways to upgrade and improve your characters.**
- **More secrets and information about the Coalition States.**
- **Wild adventure opportunities, fun and more.**
- **Part of the *Minion War™* “Crossover” series**

▪

- **Art by Charles
“Chuck” Walton II, Amy L.
Ashbaugh, Nick
Bradshaw, Mark Dudley,
Allen Manning, Brian
Manning, Apollo Okamura,
Benjamin Rodriguez, and
others.**

- **Written by Kevin
Siembieda, Carl Gleba,
Matthew Clements and**

others.

- 96 pages – \$16.95

retail – [Cat. No. 893.](#)

June release (Tentative).

In final production.

**NEW! Rifts® Haunted
Tech TM —**

Summer

The Republicans decide to make their move while Archie Three is waging his own shadow war against the demonic invaders. The result unleashes a menace Archie has kept contained and locked away for 300

years. And he is not happy about it.

- **Haunted Technology.**
- **New weapons and gear.**
- **More secrets and information about the Republicans.**
- **More insane**

**adventure
opportunities,
strangeness and fun.**

- The new rules,
powers and abilities for
Haunted Tech will blow
your mind.**
- Haunted Tech gives
new meaning to “ghost
in the machine.” But are
they a godsend or a**

Pandora's Box of new dangers?

- The Republicans reveal themselves and take action! Yes, that means *Chaos Earth*® NEMA O.C.C.s, robots and technology in *Rifts*® Earth.

- Archie Three takes action behind the

scenes, in a big way.

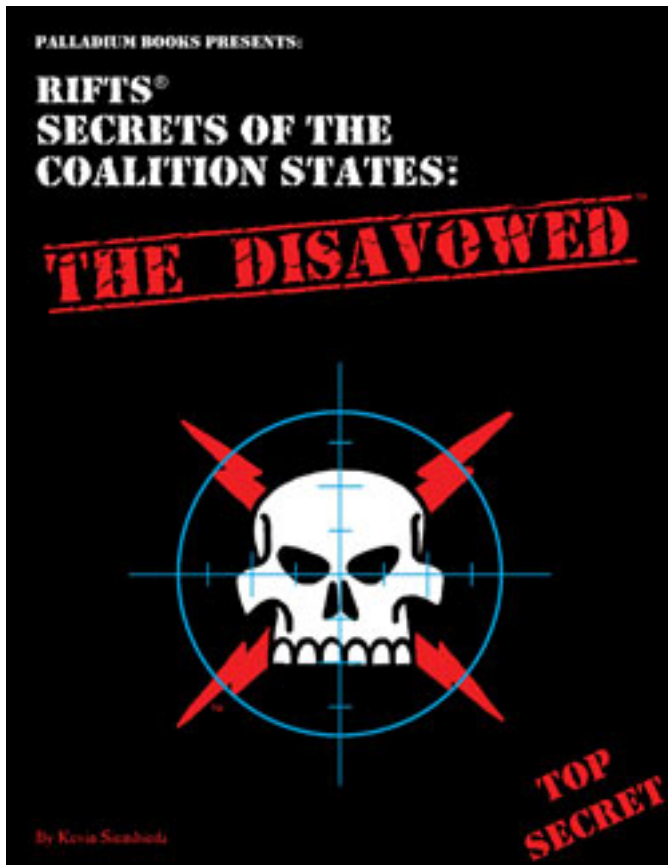
- Part of the *Minion War™ “Crossover” series* .

- Art by Charles “Chuck” Walton II, Mark Dudley, Allen Manning, Brian Manning, Benjamin Rodriguez, and others.

- Written by Kevin

Siembieda with help from Charles Walton II.

- 96 pages – \$16.95
retail – [Cat. No. 894](#)
. Summer release.



Rifts® Secrets of the Coalition States: The

Disavowed™ – Summer

“Desperate times require desperate measures. War has nothing to do with morality or justice. It’s all about winning or dying. We cannot bind

our hands with high ideals, even our own, or worry about the laws of renegade nations or the rights of alien people. We must fight fire with fire. And you are the match.” – *Colonel Lyboc addressing a Disavowed team*

The Disavowed are so
Top Secret that their
existence is known only
to a handful of the
Coalition States' most
elite, top echelon, with
Joseph Prosek II
the mastermind behind
the Disavowed

operation, and Colonel Lyboc its shadowy face. Find out who these men and women are. How the Disavowed get away with using magic, traveling to other parts of Rifts Earth and even to other dimensions in pursuit of enemies and strategic information

that cannot be had through conventional means. Learn about the secret parameters in which these hard-boiled warriors, secretly hand-picked by Joseph Prosek II, operate, why almost every mission is considered a suicide mission, and why they

must forever be the
Disavowed.

**- CS operatives so
secret that even the
top military and
political leaders right
up to Emperor Prosek
*know nothing
about them* . And**

**if they did know,
would they condone
their activity or
condemn it?**

**- Are the
Disavowed heroes or
renegades?
Assassins or
soldiers? Madmen or
super-patriots? Or a**

little of them all?

- Unsung heroes who keep the CS safe, or thugs and pawns of a shadow agency within the Coalition government?

- What role does the Vanguard play in this group?

- How do they reward their D-Bee “teammates” when the mission is over?

- What happens to the Disavowed when they have seen or learned too much?

Adventure ideas galore and so much

more.

- Written by Kevin Siembieda and Matthew Clements.

- Final page count and price yet to be determined, but probably 96 pages – \$16.95 retail – Ca

t. No. 892



NEW! The Rifter®

#74 – Ships Spring

Half to two-thirds of **T** **he Rifter® #74**

is

*“official” source
material*

for

Rifts®, **Splicers®**

and more, plus news
and coming
attractions.

Every issue of The Rifter® is an *idea factory*

for players and Game Masters to generate new ideas and find new avenues of adventure. It provides

useful, ready-to-go source material you can just drop into your ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds. And the many new characters, O.C.C.s,

powers, magic,
weapons, villains,
monsters, adventures
and ideas for one
setting can be easily
adapted to
any

Palladium setting.
Every issue has
material for

Rifts

® and at least 2-3 other Palladium game lines. And don't forget, most of the material can be easily adapted for use in ANY Palladium game setting.

The Rifter® #74 – Spring, 2016:

**- Rifts®: The
Town of Moorcroft,
Wyoming –
“official” source
material by Julius
Rosenstein.**

- Splicers® –

**“official” source
material – by Chris
Kluge and Charles
Walton II.**

**- Rifts® Short
Story by S.E.
Gibbons.**

**- More gaming
advice.**

- Optional source

**material for 2-4
other settings.**

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

**- 96 pages –
\$13.95 retail – C
at. No. 174**

. Spring issue.



NEW! The Rifter®

#73 – Available

now!

For the first time
ever, the entire
issue of **The
Rifter® #73**

is

*“official” source
material*

for

Rifts®, Palladium

**Fantasy RPG®,
Splicers®
and
Dead Reign
®, plus news,
coming attractions
and more. It is a
great way to kickoff
*Palladium's 35 Year***

Anniversary

▪

**Every issue of The
Rifter® is an *idea
factory*
for players and**

Game Masters to generate new ideas and find new avenues of adventure. It provides useful, ready-to-go source material you can just drop into your

ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds. And the many new characters, O.C.C.s, powers, magic,

weapons, villains,
monsters,
adventures and
ideas for one setting
can be easily
adapted to
any

Palladium setting.
Every issue has

material for
Rifts

® and at least 2-3
other Palladium
game lines. And
don't forget, most of
the material can be
easily adapted for
use in ANY

Palladium game
setting.

Rifter® #73

Highlights:

- Rifts® –

**Nexus Born, by
Julius Rosenstein**

– “official” source material. Why is it that some children born at a ley line nexus are gifted? Find out, and find out exactly what these gifts are and how they can

impact player
characters and
NPCs. New
concepts, NPCs
and adventure
source material
including Hidden
Nexus Points.
Additional text and

ideas by Kevin
Siembieda.

- **Palladium
Fantasy RPG® –
Children of the
Forest, by Kevin
Siembieda –
“official” source**

material. More
insight about the
Wolfen and Faerie
Folk of the Great
Northern
Wilderness,
adventure setting,
the Risinor Dragon
Stallion war steed,

five new Rune
Weapons, a
madman, a new
villain, and
adventure ideas that
let you use all of this
data and new toys
in an adventure set
in the Palladium

Fantasy world.
Easily adaptable for
Rifts®, *Phase*
World, *Heroes*
Unlimited
, etc.

- **Splicers® – I**
am Legion, Part

**Two, by Charles
Walton II, Chris
Kluge and Lance
Colley – adventure
plus “official”
source material.
The adventure
continues as your
heroes must deal**

with the plight of
contending with the
new Machine
personality known
as

Legion

. In this adventure,
the player group is
given instructions

from the Warlord, himself, to learn more about this enemy, and if possible, use a special weapon to bring it down. But nothing ever works that easy. New War

Mounts, O.C.C.
upgrades, N.P.C.s,
and more, including
the very first time a
Splicer Warlord
is ever statted out.

- **Dead Reign®**
– **Detroit by**

**Thomas Morrison
– “official” source
material . The
title says it all. The
city of Detroit in the
Zombie Apocalypse.
An adventure
setting.**

**- Palladium
Fantasy RPG® –
the Triumvirate
Dragon by Glen
Evans and Kevin
Siembieda –
“official” source
material. For
the first time, the**

iconic, three-headed
dragon that
appeared on the
original cover of the
*Palladium Fantasy
RPG®*
is described and
statted out.

- News, coming attractions, product descriptions and more.

- Rifts® cover by Michael Wilson.

- 96 pages –

\$13.95 retail –

Cat. No. 173

. Winter issue.

Available now!

NEW! Rifts®

Secrets of the

Atlanteans

TM

– Summer

True Atlanteans

are descendants

from Earth's past.
The survivors of
the sinking of
Atlantis (really a
dimensional
mishap) and
travelers of the
Megaverse,
wielders of Tattoo

Magic and other
lost mystic arts.
Most people
regard them as
heroes, but are
they? The Sunaj
Assassins are
mythic villains
feared by all, yet

they too are True
Atlanteans who
serve dark forces.

For the first time,
much of the story
behind True

Atlanteans and
their secrets are
revealed.

- True
Atlanteans
revisited.

- **Optional**

**Atlantean
character
creation tables
including clan
heritage and
other factors.**

**- Secrets of
the stone**

**pyramids,
different
types/purposes
and powers.**

**- Many new
magic tattoos,
magic spells,
weapons and**

armor.

**- Atlantean
hideouts and
secret
communities
across the
Megaverse.**

**- The Sunaj
Assassins, their**

**secrets, history
and plans for the
future.**

**- Atlantean
Monster Hunter
O.C.C., Atlantean
Defender O.C.C.
and much more.
And this is just**

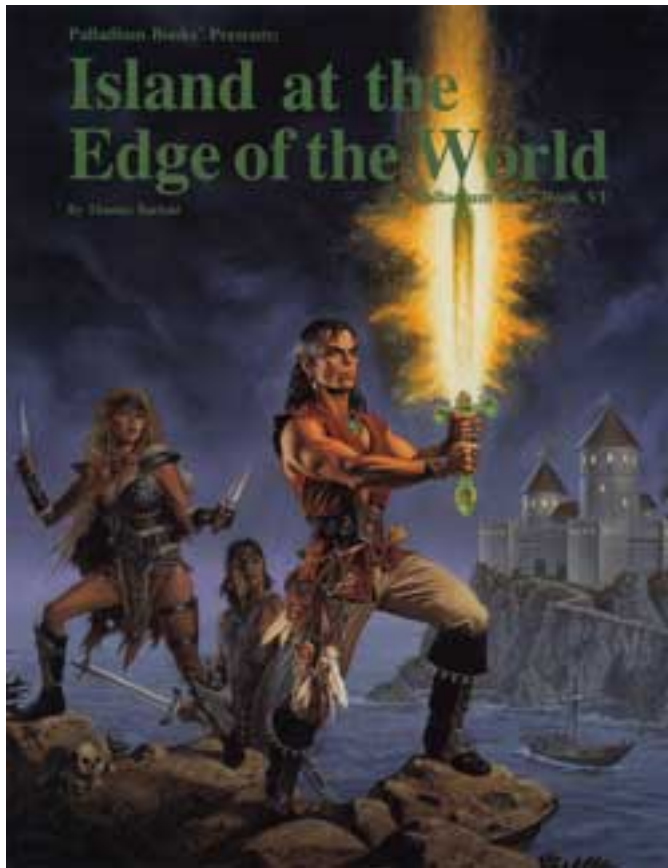
**the tip of what
this book
contains.**

**- Written by
Carl Gleba.**

**Additional text
and ideas by
Kevin Siembieda.**

**- Final page
count and price
yet to be
determined, but
probably 160-192
pages –
\$20.95-\$24.95
retail – Cat.
No. 890**





BACK IN PRINT: Island at the Edge of the World™

A Palladium Fantasy RPG ® Sourcebook – available now

Island at the Edge of the

World™ is *back*
in print

as a short run,
special printing.

This is the
original

Palladium RPG®
sourcebook VI

that utilizes First Edition rules.

That said, it is very easy to adapt for use with Second Edition rules.

**Island at the
Edge of the
World™ reveals
some of the little
known history of
the Palladium**

World, the Time
of a Thousand
Magicks, the
Changeling
Inquisition, and
dark secrets that
could threaten
the world. Learn

about forgotten
Crystal Magic
(as powerful as
Rune Weapons),
the Church of
Scar, the
legendary Circle
of Absolute

Elemental Power
and frightening
prophecies about
the end of the
world.

- **The hidden**

Crystal Forest and Crystal Palace.

**- The
Psychic
Science of
Magic and
Crystals.**

- New magic weapons and items.

- The Town of a Dozen Fracts, an adventure setting.

**- The Silent
Forest
adventure.**

**- Quest for
the Tombs
adventure.**

**- The Old
Kingdom**

Mountains and adventures.

- The Valley at the Top of the World, an adventure setting.

**- The Island
at the End of
the World, an
adventure
setting.**

**- Ancient
ruins and
additional**

**places, people
and secrets of
note.**

**- Written by
Thomas
Bartold.**

**Additional text
by Kevin**

Siembieda.

- First

Edition rules.

**Requires some
modification to
use with
Palladium**

Fantasy RPG®, Second Edition.

- 144 pages

– \$20.95 –

Cat. No. 458

. Available now.

**Garden of the
Gods TM – a
Palladium
Fantasy RPG**

®

Sourcebook – Summer

This has been a
secret project of

Kevin
Siembieda's
that he has
been plotting
and writing in
what little spare
time he has.

The Garden of the Gods is said to be a holy place watched over and even frequented by the avatars of

the gods.

According to legend, the god may visit heroes and followers in dreams or in person by an

avatar of the
god, to be given
guidance,
inspiration,
heroic quests,
and gifts of
knowledge and

magic. More
details about
this title will
follow.

- **The**

**Garden of the
Gods
described in
detail.**

**- Godly
insight and
visitations.**

**- Gifts of
magic and
knowledge.**

**- Sanctuary
and more.**

- The Black Pit, a place of evil and dark secrets. Is it a counterbalance to the good

**of the Garden
or a trick of the
Old Ones?**

**- Written by
Kevin
Siembieda.**

**- Final page
count and
price yet to be
determined,
but probably
96 pages –**

\$16.95 retail.

Cat. No. 475

**. A Summer
release.**

**Hell
Followed TM —
A Dead Reign
®
Zombie
Apocalypse
Sourcebook**

At 160 pages,
Hell Followed
™ is the
largest
Dead Reign®

**sourcebook
yet. Spring or
Summer
release. Can
you survive the
Zombie
Apocalypse?**

Find out by
playing
Dead Reign
®. The results
may surprise
you.

- **New
O.C.C.s and
skills.**

- **New
zombies and
other**

menaces.

- More

world

information,

new dangers

and new

adventurers.

- Written

by Taylor

White.

- 160

pages –

**\$20.95 retail –
Cat. No. 236.
Summer
release.**

Rifts®

Chaos Earth

®

Sourcebook:

First

Responders

– Summer

The Great
Cataclysm
has
devastated
civilization, but

humanity
fights for
survival. The
struggles of
civilian law
enforcement,
fire and

rescue, and
everyday men
and women
are some of
the most epic
tales to be told
in a world

gone to hell.
They fight
monsters,
aliens, the
paranormal,
the elements,
and each

other, all with
the hope of
reclaiming
their lives from
the Chaos.

**- New
D-Bees and
monsters
from the
Rifts.**

**- First
Responder**

**O.C.C.s,
skills and
special
equipment.**

**- New
“average**

citizen” Occupational Character Classes (O.C.C.s).

- **New**

**equipment
for NEMA
“Roscoes”
and other
emergency
personnel.**

**- Notable
rescue
vehicles,
robot drones,
and
technology.**

- Source information and stats for common Golden Age technology (weapons,

**vehicles,
medical tech,
etc.).**

**- Apocaly
pse Plagues
brought from
other worlds**

**to Chaos
Earth.**

**- Adventur
e ideas and
more.**

**- Written
by Jason**

**Richards.
Additional
text by
Clements &
Siembieda.

- 96 pages**

– \$16.95

retail – C

at. No. 665

. A Summer
release.



Robotech®

RPG Tactics

TM

Wave Two is

coming ...
– but you
can get
started with
the *core*
box set

and
Wave One
expansions
right now

If you love
Robotech®,
you want to
take a look at
this game.
Beautifully

detailed
game pieces
of your
favorite
Robotech®
mecha, and

fast playing
rules that
capture the
Robotech®
experience in
a new,

exciting way.

And this is

just the

beginning.

We have so

much more

planned for
the years
ahead.

Robotech®

RPG

Tactics™

"Starter

Box" (Main

Box Game) –

Cat. No.

55100 –

\$99.95 retail

price.

This is the

game

Robotech®
fans have
wanted for
decades.

**Robotech®
RPG Tactics**

TM is a
fast-paced,
tabletop
combat game
that captures
the action

and
adventure of
the
Robotech
® 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.
Get yours
now, so you
can build
your armies

and have
them ready
when Wave
Two is
released.

The First Six

Robotech®

RPG Tactics

TM

Expansion Packs

are available
to retail along
with the main
box game.

Here are the
SKUs and
retail prices:

- UEDF

Valkyrie

Wing

–

Cat. No.

55201 –

\$36.95 retail.

- UEDF

Tomahawk/

Defender

Destroids

- Cat. No.

55202 -

\$32.95 retail.

- UEDF

Spartan/Phal

anx

Destroids

– **Cat. No.**

55203 –

\$32.95 retail.

- **Zentrae**

di Regult

Battlepods

– Cat. No.

55401 –

\$36.95 retail.

- Zentrae

di Artillery Battlepods

– Cat. No.

55402 –

\$36.95 retail.

- Zentrae
di Glaug
Command
– Cat. No.
55403 –
\$36.95 retail.

- Robotec

h® RPG

Tactics™

Rulebook

- **Cat. No.**

55105 –

\$20.00 retail.

Note:

This is the

same

rulebook that

is included in
the main
game box,
and is offered
separately for
those who

want an extra
copy, or want
to check out
the rules
before buying
the whole

game.



Palladium PDF Books

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This is a
great
resource for
getting *out of*
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Palladium

titles and
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, as well as
Fantasy
Paper
Miniatures,
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and other
good things
with more to
come. This is
a great way
to try

Palladium
products and
get access to
out of print
RPG source
material.

Some notable
titles include:

- Splicers

® RPG

- Rifts®

Chaos

Earth®

Resurrectio

n, with

all other

Chaos
Earth® titles
to be added
in the next
week or two.

- Rifts®

RPG, First

Edition

- Rifts®

Coalition

Wars series,

**the Siege on
Tolkeen (all).**

- Rifts®

Minion War

Crossover

series (all to date).

- Rifts®

World Books

1-27 with

all the rest

coming soon.

- Rifts®

Vampires

Sourcebook

and other

Rifts® titles.

- Beyond

the

Supernatura

1™ RPG

and
Boxed
Nightmares
TM
, 1st Edition
rules.

**- Dead
Reign® RPG
(all titles) –
The Zombie
Apocalypse.**

- Nightbane® Book
Four:
Shadows of
Light™

- The
Mechanoids
® RPG
and
The
Mechanoid

Invasion®

RPG Trilogy

■

- **Palladiu**

m Fantasy

RPG ®
First Edition
Rules and
select 1st
Edition
sourcebook

S.

- After

the Bomb®

RPG

an

d

sourcebook

S **■**
- The
Rifter **®**
issues 1-66
with more
coming.

- The
Best of The
Rifter®
- Palladium
m Weapon

Book Series

- Deluxe

Revised

RECON®

RPG

and

Advanced

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comprehensive
ive *Rob*
otech*® *RPG

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now.**

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are available
now.

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organization

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cards, rules
and special
items –
coming
soon!**

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**#1-6 are
available
now.
More are
coming.**

**- Game
Master kits
and other
resources.**

- 120+

**Palladium
titles and
more, with
many more
books to
come.**

- Go to [Dr
iveThruRPG.
com](http://DriveThruRPG.com)

to see the full
selection. But
come back

every month
to see what
new books
have been
added. We
are planning

to do a lot.

Schedule of Upcoming Releases

- The

Rifter® #73

**– Winter
issue – Cat.
No. 173
– 96 pages,
filled with**

“official”
source
material by
Siembieda,
Rosenstein,
Walton,

Kluge
and others.
Now
shipping.

- **Rifts®**,

The
Coalition
States:
Heroes of
Humanity
TM

Sourcebook
by Kevin
Siembieda
and Matthew
Clements
– May

release.

- Rifts®,

The

Coalition

States:

Heroes of
Humanity™
Arsenal
Sourcebook
by Kevin
Siembieda

**and Matthew
Clements
– in final
production
right now.**

- The
Rifter® #74
– Spring
issue – 96
pages, filled
with “official”

and optional
source
material.

Ships in May.

- **Rifts®**

The Disavowed

TM

Sourcebook
by Kevin
Siembieda

and Matthew Clements – Summer, 2016.

- **Rifts®**

Secrets of
the
Atlanteans

TM

Sourcebook
by Carl

Gleba

– Summer, 2016.

- Rifts®

Haunted

Tech™

sourcebook

by Kevin

Siembieda

– Summer.

- Garden
of the
Gods™, a
Palladium
Fantasy
RPG®

Sourcebook

**by Kevin
Siembieda
– Summer.**

- Lopan™

**, a Palladium
Fantasy
RPG®
Adventure
Sourcebook
by Glen**

**Evans,
additional
material by
Kevin
Siembieda.**

**- Dead
Reign®
Sourcebook:
Hell
Followed™
by Taylor**

White –
a large, juicy,
160 page
sourcebook.

- **Chaos**

Earth® First **Responders** (more than you may imagine)

- The
Rifter® #75
– Summer
issue.

**Also
coming:**

- **Splicers**

®

Sourcebook

s

- **Heroes**

Unlimited™ Sourcebook s - Beyond the Supernatural

TM

sourcebook

S

- Robotec

h® RPG

sourcebook

S

- Robotec

h® RPG

Tactics

™ Wave 2

expansion

packs

- Robotec

h® RPG

Tactics™

source

**material and
events.**

- Rifts®

**World Books
and
Sourcebook**

s, including

Rifts®

Sovietski

, Rifts®

Antarctica,

Rifts® New

**Navy, and
others.**

**- And
some
surprises ...**

Upcoming Palladium Books® Convention Events

Palladium
Books does
not have to
be an
exhibitor at a
convention or

be counted
among the
guests to
support that
convention.
We are

happy to
support
events
running
Palladium
games with

prizes for
best players,
other swag,
and
donations to
charity

auctions. If
you are a
Game Master
running
Palladium
gaming

events, or a
convention
hosting them,
PLEASE
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Books via the Help Desk or the Megaversal Ambassadors

, or call the
Palladium
offices
to get our
support. Just
give us plenty

of advance
notice so we
can confirm
the
conventions
and the

Palladium
gaming
events,
determine the
swag and
ship it out.

Plus we are
glad to
promote
conventions
and gaming
events right

here in the
Weekly
Updates.
Below are
just some of
the

conventions
hosting
Palladium
game events
this year.

- Anime

**North – May
26-29, 2016 –
Toronto,
Canada**

**Palladium
Books® in**

exhibitor

area

– Kevin

Siembieda

and Chuck

Walton

Guests

Convention

ion Name:

Anime North.

Dates:

May 26-29,

2016
(Memorial
Day
Weekend).
Location
:
■

Toronto,
Ontario,
Canada.

Website:

<http://www.an>

www.imenorth.com

!

Supporti

ng:

Anime,

Cosplay,

Role-Playing
Games and
Comic Books.
Palladium
Books® is in
attendance

with a booth
selling
Robotech®
RPG
Tactics™
main box

game, RRT
expansion
packs,
exclusive
figures, and
role-playing

game
products, as
well as
running
demos,
having

display
pieces and
being
available to
chat.

Kevin
Siembieda
and
Charles

Walton II

are guests at
the

**2016 Anime
North.**

A few other

Canadian
Palladium
creators may
also be in
attendance at
the Palladium

booth in the
gaming hall.
Anime North
is one of the
largest and
longest

running
anime
conventions
in North
America, with
26,000+ in

attendance in
2016. The
range of
special
guests, voice
talent and

cosplay is
amazing. If
you are
attending
Anime North,
please drop

by the booth
to say hello
or sit in on
any of
Kevin's panel
talks about

game design,
licensing and
Hollywood,
writing, world
building and
others. We

love this
event and
highly
recommend
it. Tickets sell
out fast, so

order yours
and book a
hotel room
immediately.

**- RAGEC
on – June
24-26, 2016
Conve
ntion Name:**

RAGECon 2016.

Dates:

June 24-26,
2016.

Locatio

n:

Reno,

Nevada.

Websit

e : [http://](http://www.rageco)

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games,
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®,

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,

Ninjas &

Superspies

TM

and

Splicers®

▪

Contac

**t for Details
&
Registration:
Ask for Jeff at
event@ragec
on.com.**

**- 2016
Gen Con
Indy –
August 4-7 –
Indianapolis,**

**Indiana
Gen
Con is the
biggest
gaming
convention in**

the country.
Palladium
Books will be
there as
usual with
products to

sell and a
gaggle of
creators to
sign books
and chat. And
thanks to

volunteer
Game
Masters
working
through the
Palladium

Megaversal
Ambassador
program
there should
be 40+
Palladium

gaming
events.

**Conve
ntion Name:
Gen Con
Indy.**

Dates:

**August 4-7,
2016.**

Location:

n:

Indianapolis,

Indiana.

Website

e : [http://
www.gencon
.com/](http://www.gencon.com/)

Support

ting:
ALL types of
gaming;
role-playing
games, board
games,

miniature
games/wargames,
card
games,
videogames
and more,

plus cosplay
and guests
by the
dozens. We
love this
event and

highly
recommend
it. Tickets sell
out fast, so
order yours
and book a

hotel room
immediately.

Palladium
Books will be
in attendance

in the Exhibit
Hall, and
there are
dozens of
Palladium
gaming

events.

Guests at the

booth daily

include *K*

evin

Siembieda

(game
designer,
author,
founder),
Wayne Smith
(editor),

Charles

Walton II

(artist),

Brandon Aten

(author) and

others.

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SAMAS,
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