

By Kevin Siembieda

Another week has flown by as we continue to juggle a dozen different projects and details. Wayne is finishing the final edits and typesetting on the [Chaos Earth® Resurrection sourcebook](#) (a great book; epic and scary stuff). Layout should wrap mid-week. The [Double Issue of The Rifter® #71-72](#) is also moving along and looking good. I wanted both these books out by Halloween but it was not meant to be. They will most definitely be out in November.

That has been our focus this week and next, and we need to get back to it, so I'm going to keep this short.

### **Available now – 2015 Palladium Christmas Surprise Packages**

People are enjoying the [Christmas Surprise Packages](#) , and we're happy to do them. As has become part of the tradition, I share some of the comments we receive for others to read and enjoy as well. Keep 'em coming. Christmas is creeping up faster than you might think.

### **What is a Palladium Christmas Surprise Package?**

A bargain and fun for you, it's our way of saying thank you to our loyal fans, delivering a little Christmas cheer, and putting smiles on the faces of some big kids around the world. For you, it is a great way to get presents for your gaming pals, fill holes in your collection, or try new games and settings.

**\$86-\$95 (or more!)** worth of Palladium Books products for only *\$42 plus shipping and handling*. You are guaranteed to get an absolute minimum of *eighty-six dollars (\$86) retail value* in your [Surprise Package](#)

. Often you get \$90-\$96 (for most). Sometimes more! Santa Kevin likes to make gamers squeal with delight and often packs in \$90-\$100 worth of goodies into many Surprise Packages.

**It's a surprise package** because you never know *exactly* what you're going to get or who will sign your books. We try to include many of the items on your "wish list," but we will surprise you with stuff you are not expecting. Things like a special print(s), or issues of

**The Rifter**

®, or a Palladium RPG or sourcebook(s), special edition comic book, or other items that we think you might enjoy. Plus you can ask for unusual items, or special gold editions, art prints, and maybe even some original art. All items are "hand-picked" by

*Kevin Siembieda*

from YOUR "wish list." ALL with

*autographs*

**IF**

you request them. For many of you, this is the only way to get autographs from Palladium's staff, artists and writers!

**And you can order right now!**

**Your "Wish List" – *The [Palladium Surprise Packages](#)* are designed to simulate the fun, joy and surprise of the Christmas Season of Giving.**

To do this, you submit a list of

*10-14 Palladium products*

(or more)

**FOR EACH**

Surprise Package you order. This list of 10-14 items for EACH Grab Bag

*is critical*

, because you will not know which items you'll be getting. That makes it just like a

*Christmas gift*

because it's a surprise! Plus, Santa Kevin, who personally hand-picks every item for every Grab Bag, may toss in something extra like a limited edition print or T-shirt, or issue of The Rifter®, or something else he thinks you'll enjoy.

**You can order right now thru December 24, 2015.** Ordering *now* gives you ample time to try out a Surprise Package if you are new to them, and you avoid the holiday rush. We always try to make each one truly special, as the thousands of you who have ordered in the past know well. If you have never ordered a Surprise Package before, give it a try early, because you'll be blown away and probably want to order a few more!

**Christmas Surprise Packages**

are not just for Christmas. Whether you celebrate

*Christmas, Hanukkah, Kwanzaa,*

or the

*Winter Solstice*

, or you're looking for a gift for a

*birthday, anniversary, Valentine's Day,  
or any  
special occasion*

that falls between now and February, a

**Surprise Package**

may be the ideal way to go. You get a ton of stuff on the cheap, you can get a bunch of autographs, and you look like you spent a fortune.

[Click here](#) to see the entire Surprise Package description.

**Please spread the word to gamers everywhere**

A great way to introduce Palladium's settings to new gamers is with a [Surprise Package](#) . I mean, for the price of what most core rule books cost, you can get one Surprise Package (\$42 plus shipping) with 3-5 different titles (depending on the value of each book). It's hard to beat that kind of deal. The Christmas Surprise Package is only publicized by word of mouth, to readers of

**The Rifter®**

and on

**Palladium's website – [www.palladiumbooks.com](http://www.palladiumbooks.com) –**

so please tell everyone you know. Buy one for

*every gamer you know*

and

*have a joyful holiday season*

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**UPDATE: Chaos Earth® Resurrection™ – November release**

Everything for [Chaos Earth® Resurrection](#) is in the final stages now. Typesetting is underway, the final bits are being edited, Chuck is putting the final touches on the last few pieces of art, and I'm working on the last two small sections of the manuscript.

The first sneak preview of **Chaos Earth® Resurrection™** is available, for free, on [DriveThruRPG.com](http://DriveThruRPG.com)

for your enjoyment. We will post a second one next week. Meanwhile, we are wrapping up production and the book goes to the printer next week.

## **UPDATE! The Rifter® #71 & 72 Double Issue – 224 pages – November**

Also well underway. Assigning the rest of the artwork this weekend. [The Rifter® #71 & 72 Double Issue](#)

is going to be a nice mix of source material and fun. 224 pages worth that includes player and G.M. tips, along with source material for

**Splicers®**, **Palladium Fantasy®**, **Dead Reign**

®, a

**Rifts**

® short story as a sort of prelude to the new

**Rifts**

® sourcebooks coming, and more. Even Julius and I are contributing to this issue. A November release. In production.

## **UPDATE: Robotech® RPG Tactics™**

Palladium is a small company and has to juggle its workload. This week and next, we've been focused on finishing a couple of RPG books, before we can turn our attention back to [Robotech® RPG Tactics](#)

TM.

(although we did have a conference call with our manufacturing broker on Wednesday). More stuff is coming as we continue to work on other areas of support and getting Wave Two into final manufacturing. Shooting for second quarter 2016.

Wayne had meant to post the Wave 2 paper game pieces on [DriveThruRPG](#) last weekend, but then it was pointed out that you guys still need the cards to play them. With the book deadline we've been up against this week, he hasn't yet been able to export the files and post them, but they should start going up in the next few days, along with their associated paper game pieces.

## **UPDATE: Other books**

[Rifts® Coalition States: Heroes of Humanity](#)™ is the next book I finish, with

[Rifts®: The Disavowed](#)

to quickly follow. We have two

**Palladium Fantasy**

® projects in development, two

**Heroes Unlimited**

titles, several

**Splicers**

® and other titles kicking around as well as a bunch of stuff for Rifts® and other game lines.

**Many Rifts® World Books, Dimension Books and other titles – available now as PDFs**

PDFs of dozens of **Rifts®** titles, the **Minion War**™

series, all of the

## **Dead Reign**

® (Zombie Apocalypse) books, plus

## **Heroes Unlimited™, The Rifter**

® and more are available on

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

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- **NEW! [World Book 8: Rifts® Japan](#)** is now available, along with many other Rifts® titles. Along with more than 100 PDF titles available on DriveThruRPG.com.

- **NEW! Rifts® crossover series: The Minion War (six books in all) 6 Rifts® titles – [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®.**

- **NEW! [6 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.

- **[World Book 6: Rifts® South America](#) and [World Book 7: Underseas](#)**

are now available, with many more Rifts® titles coming. Along with more than 100 PDF titles available on DriveThru. Spread the word.

- **Recent! World Books 4 and 5: [Rifts® Africa](#) and [Rifts® Triax & the NGR](#)** were recently made available.

- **Recent! World Books 2 and 3: [Rifts® Atlantis](#) and**

## Rifts® England

were also made available.

- [World Book One: Vampire Kingdoms™, Revised](#) (as well as the original 1991 edition) and [Rifts® Vampires Sourcebook](#)

are available with more

## **Rifts**

® books to follow.

- **Palladium plans to make more books available as PDFs every week or so. We'll be starting with**

***Rifts® World Books***

and

***Chaos Earth®***

titles, with lots more to follow.

- **FREE *Robotech® RPG Tactics™* Force Organization Charts, 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.**

- **FREE Bizantium Sneak Preview – available now.**
- **Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now.** More are coming in the weeks ahead.
- **The Rifter® issues #1-62 – available now – more coming.**
- **100+ Palladium titles available now as PDF downloads with more coming.**
- **Game Master Kits, maps and more – Available now.**
- **Much more to come in the months ahead.**

[DriveThruRPG.com](http://DriveThruRPG.com) already offers **100+ Palladium Books products available** as PDFs with more coming soon. Plus FREE support for **Robotech® RPG Tactics™** and other Palladium game lines with supplemental

material, FREE previews, Game Master packages, paper miniatures and book titles like the

**Coalition Wars®/Siege on Tolkeen™**

series,

**Splicers® RPG, The Rifter® issues #1-62**

(with more to come), and first edition rules of the

**Rifts® RPG, Beyond the Supernatural™ RPG, Heroes**

**Unlimited™ RPG, The Palladium Fantasy RPG®,**

and

**related 1st edition sourcebooks**

for each. And more! Like what? Like

**Fantasy Paper Miniatures**

and

**Game Master Kits**

for digital download. They are available only as PDF files

and were designed special to help you run your games

and build campaigns. There are also sneak previews of

books and other good stuff. Check it out! And let other

gamers know they are available too. We'll be making

more available on

[DriveThruRPG](#)

in the weeks and months to come, so take a look on a

regular basis.

**Palladium Collectibles available in Kevin's  
Online Toy & Collectibles Store**

This weekend and next, a bunch of new collectibles will be posted. This includes one-of-a-kind original artwork, prints, **Rifts®** and **Robotech®** artwork by *Kevin Long*, *me* and *others*. There is also a range of limited editions, rare book titles and limited edition hardcovers, toys and more that are all being added to my

[Ebay Store](#)

over the next several weeks, so keep an eye out. Alex and I will keep adding items as our busy schedules allow, but we have a lot of fun collectibles available now and coming soon. Items include original art, out of print titles, redlined proofreader photocopies signed by me and the staff, signed manuscripts with editors' corrections, some original art, hardcover books (including **Rifts® Lemuria**, **Northern Gun™ One**, **Northern Gun™ Two**, **Megaverse® in Flames™**, **Beyond the Supernatural™ Gold**, **Rifts® Machinations of Doom™ Gold**

and

**Rifts® Ultimate Gold**

) and other items available just in time for the approaching holidays. There are also hundreds of toys and action figures, all from my personal archives and collection. Take a look every weekend for new items added. Many make perfect gifts for the upcoming holidays, birthdays and anniversaries.

<http://stores.ebay.com/kevinstoys-artandcollectibles>

## **Brandon Aten's Kickstarter – ONE DAY LEFT – Wild Skies RPG: Europa Tempest – has met its funding goal**

With this exciting new game fully funded, it is all about stretch goals to make it even bigger and better. It's all being done by fan fave Palladium authors *Brandon Aten* and

*Matthew Orr*

. Their first RPG in a line of role-playing games and sourcebooks they have planned.

**(FYI:**

You can continue to expect Brandon and Matthew to write books for Palladium as well.) Check it out!

**Wild Skies RPG: Europa Tempest** is an alternate Earth where mutant animals dominate the planet, and war and years of anarchy have produced a glut of soldiers of fortune who have become a force to be reckoned with in their own right. Enter this world as a member of one of

the national air navies or as privateers, mercenaries and air pirates in one of the numerous mercenary companies operating over the skies of Europe. Use your grit and moxie, your brains and your brawn, even your teeth and claws to make your way in the Wild Skies!

- A completely new role-playing system.
- Cover art by Charles Walton, painted by Eduardo Dominguez.
- Written by Brandon K. Aten and Matthew Orr.

**Check out the project on Kickstarter now!**

<https://www.kickstarter.com/projects/2103068465/wild-skies-europa-tempest>

**Happy Halloween!**





– *Kevin Siembieda, Game Designer, Writer, Publisher*  
**Surprise Package comments from fans like you**

Every year there is a section where the customer can offer comments and suggestions with his or her [Surprise Package](#) order. Every year, in acknowledgment of our fans, and because they are fun to read, we offer a sampling in the Weekly Updates. Our heartfelt thanks to all of you who have stuck with Palladium through thick and thin. Keep those imaginations burning bright, have a joyous holiday season (starting with Halloween!) and game on.

You have no idea how much your comments and support mean to all of us. Everyone at Palladium enjoys reading your brief comments. They always brighten our day. Thank you. Since I haven't been posting as much as I'd

like, I have tried to write a short response [in brackets] when applicable.

**J.A. in Lucerne, California, writes:** Once again, I love being able to order this special grab bag. Palladium is my favorite gaming system. The worlds are so imaginative and vibrant, which really lends itself to the immersion factor. The games are all well thought out and presented.

[Thanks, J.A., we are delighted you find our game worlds so fun and immersive. Wait till you see what's coming down the pipeline. – KS]

**A.M.C. in Boonton, New Jersey, writes:** Used to play **Rifts**

® in the late 1990s and got back into it recently. I'm glad you are still around and making books. Found some new books to go with my old ones. Had lots of fun playing

**Palladium Fantasy**

® too.



[Hi, A.M.C., glad you're back playing Rifts® again. A lot of great stuff has come out since the '90s and we have some awesome new books coming in the months ahead. Happy Halloween and game on. – KS]

**T.H. in Anchorage, Alaska, writes:** I've been a loyal fan for over 20 years now. I played in high school, AIT (Army), and still get together with some of my old friends. And in a way, Palladium has become like an old friend. What makes America great, great enough for me to fight for, is our inventors, dreamers, and entrepreneurs. Palladium is all three. Keep on rocking it!

[Wow. I cannot think of higher words of praise. Thank you, T.H. We love what we do, love our fans and always try our best. Enjoy a wonderful holiday season. – KS]

**D.H. in Central City, Nebraska, writes:** Our kids really enjoy game days, which is Sundays here. Thanks for the

great products.

[You are very welcome, D.H. I'm happy to see you introducing the fun of role-playing games to a new generation. Keep those imaginations burning bright. – KS]

**D.B. in Tempe, Arizona, writes:** Keep up the outstanding work. Looking forward to your future greatness!

[Thank D.B., glad you enjoy our games so much. We appreciate the high praise. I have to agree that I think we're writing some our best stuff ever the past few years. And boy do we have some outstanding material coming for **Rifts®**, **Splicers®**, **Palladium Fantasy®**, **Heroes Unlimited™**, **BTS™** and more! – KS]



## **Palladium Christmas Surprise Packages start NOW!**

Can you believe it? It's that time again for the [Palladium Christmas Surprise Package](#)

! Palladium Books® has been doing

**Christmas Surprise Packages,**

or “Grab Bags,” for 17 or 18 years. It enables you to get several RPG titles (\$86-95 worth for ONLY \$42 plus

shipping and handling) as gifts or for yourself. It is our way to say

*thank you*

to our many fans for being so kind and patient, and for your years of support. You are appreciated more than you may realize.

**Christmas Surprise Packages** are not just for Christmas. Whether you celebrate

*Christmas, Hanukkah, Kwanzaa,*

or the

*Winter Solstice*

, or you're looking for a gift for a

*birthday, anniversary, graduation,*

or any

*special occasion*

that falls between now and February, a

**Surprise Package**

may be the ideal way to go. You get a ton of stuff on the cheap, you can get a bunch of autographs (if you want 'em), and you look like you spent a fortune.

This is also a great way to try that game setting you've

wondered about (**Splicers®**, **Dead Reign®**, **Chaos Earth®**, **Palladium Fantasy®**, **Nightbane®**, etc.), or to get something for your favorite Game Master, or perhaps to get your player group to consider a new game or setting.

**Your “Wish List” – *The Palladium Surprise Packages* are designed to simulate the fun, joy and surprise of the Christmas Season of Giving.**

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Surprise Package you order. This list of 10-14 items for EACH Grab Bag

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, because you will not know which items you’ll be getting.

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*Christmas gift*

because it’s a surprise! Plus, Santa Kevin, who personally hand-picks every item for every Grab Bag, may toss in something extra like a limited edition print or T-shirt, or issue of *The Rifter®*, or something else he thinks you’ll enjoy.

**Autographed books.** For those of you who want them (which are most people), the available members of the Palladium staff, and any freelancers we can lasso at the time, are happy to autograph each and every book in your Surprise Package. This is the only way many fans, especially those in other countries, can EVER get signed books.

**Send us your brief comments.** There is a special form and format to fill out for

**[Christmas Surprise Packages](#)**

, including a place where you can offer your *brief*

comments, suggestions, greetings and salutations.

**It only costs \$42 plus shipping to get \$86-\$95+ worth of Palladium products!** First-timers are always nervous until they see the great value in their first Surprise Package. A typical Grab Bag has \$86-\$95 worth of product, sometimes more! Yes, sometimes more. Many people order 2-3. Some order 4-6, and some maniacs

order even more! It makes sense, because it is a great way to fill holes in your own collection, treat yourself, get autographs, try new games and settings, and get your gaming pals gifts. SPREAD THE WORD about this great offer.

[Click here](#) to get the entire **Surprise Package** description.

## **Zombie Time!**

Think you can survive the Zombie Apocalypse? Do you have a desire to kick some zombie butt? Then you want the **Dead Reign® RPG** – available from Palladium Books® or as PDFs from DriveThruRPG.com. There are currently six titles that are as much fun to read as they are to play. And more are coming.

## **Dead Reign® RPG – Core Rules – everything you need to know to play**

Experience the nightmare of being stalked by the living dead. Who can you trust? Where can you go to be safe? How do you fight the dead? Find out in [Dead Reign®](#) – a complete role-playing game that captures the horror, suspense and trauma of the post-apocalyptic world dominated by zombie hordes. And the zombies? More than what you may expect. All of them deadly.

- **Rules are easy to learn.**
- **Combat is fast, fun and intuitive.**
- **The setting, brutal and unrelenting.**
- **Characters represent the last of humanity.**
- **Play ordinary people who must find a way to survive against impossible odds;** 40 different occupations and notable skills for



each.

- **Or play one of the more extraordinary survivors** who battle zombies and try to rescue the living. They don't mean to be heroes, they just are.

- **They say there is no surviving a zombie bite.** *The Half-Living* say otherwise. They are victims of a zombie attack, but instead of dying and turning, they come out of their coma more (or some would say, less) than human. The question is, might they turn at any time?

- **Slouchers** are the slow moving zombies. They gather in large herds and kill all they encounter.

- **Flesh-Eating Zombies** are fast and predatory. They hunt in packs, and stalk humans day and night.

- **Mock Zombies** are twisted abominations: The dead who retain a large portion of their mind and identity, but cannot accept what they

have become. Most are quite insane and insist they are not monsters. They claim to be alive, and only want to help their “fellow man.” That last part might even be true, until the irresistible need to kill the living takes over.

- **Pattern Zombies** are the dead that only kill when they come face to face with the living or are attacked first. Unlike the Slouchers and other zombies, they don't seek out human prey. Rather, they are locked in some pattern from their past life, endlessly reenacting their job at the factory, or a typical day at home mowing the lawn or watching the game on a TV that no longer receives broadcasts.

- **Thinkers** are among the most dangerous: zombies that retain a level of cognitive thought and awareness. They can open a door or unlatch a gate, use a weapon such as a knife or axe, figure out ways to get inside strongholds and go around traps. Worst of all, other zombies follow them, and Thinkers often lead

mobs of lesser zombies against the living.

- **More than 30 pages describing zombies,** with all the hows and whys of their behavior and their need to kill the living. Seven different types of zombies (more appear in the *Dark Places* and *Endless Dead* sourcebooks).
- **Page after page of Zombie Apocalypse survival tips.**
- **Six Apocalyptic Character Classes,** with any number of Ordinary People as survivors fighting to keep humanity alive.
- **Death Cults and their leaders.** Not all humans are allies.
- **Retro-Savages,** survivors who blame the apocalypse on technology, and feed people who still use guns, cars and tech, to the dead.

- **Weapons, survival tips and how to fight the dead!**

- **Vehicles, equipment and notable resources.**

- **101 Random Scenarios/Encounters/Settings, adventure ideas and more.**

- The complete core rule book. And learn the rules of this RPG and you can play any Palladium RPG. You see, Palladium's games all use the same basic rules. Learn one, and you can play them all. More than that, you can bring your characters, weapons, powers and magic from one game setting to the next, creating a truly infinite Megaverse® of worlds and adventure.

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

- **Art by Amy Ashbaugh, Nick Bradshaw, Mark Dudley and Mike Mumah.**

- **Written by Kevin Siembieda, Josh Hilden and Joshua Sanford.**

- **\$22.95 – 224 page core rule book – [Cat.](#)**

**[No. 230](#)**

. Available now from Palladium Books® and in game shops everywhere. Also available in

[PDF format](#)

from DriveThruRPG.com.

## **Dead Reign® Sourcebooks**

– Expand the world, many more settings, adventure ideas, new zombies and danger

- [Dead Reign® Sourcebook 1:](#)

[Civilization Gone](#)

™ – \$12.95 – 64

pages – Cat. No. 231.

How do you survive when civilization no longer exists? No government. No police

or soldiers. You're on your own. Survival tips, many random encounter tables, survivor camps, madmen and psychopaths, including the Zombie Master, Ghost Walker, Messianic Leader, Zombie Lover, Deathbringer and others. Available now in

[PDF format from DriveThru](#)

or as

[a printed book from Palladium](#)

.

- [\*\*Dead Reign® Sourcebook 2:\*\*](#)

[\*\*Dark Places\*\*](#) <sup>TM</sup> – \$12.95 – 64

**pages – Cat. No. 232.**

Sometimes it's the dark places that offer refuge. Traveling the rails and underground tunnel systems, the pitfalls of the urban underground, disease, more

random encounter tables, scavenger tables, more survival tips, and new zombies like Worm Meat, Bug Boy, and the Impersonator Zombie. Available now in

[PDF format from DriveThru](#)

or as

[a printed book from Palladium](#)

.

- [\*\*Dead Reign® Sourcebook 3:  
Endless Dead\*\*](#) <sup>TM</sup> – \$16.95 – 96  
**pages – Cat. No. 233.**

The fate of the US military, military bases, random encounters and scavenger tables, tables for random military bases and survivor caravans, vehicle combat rules, anti-zombie defenses, new O.C.C.s like the

Wheelman and Zombie Researcher, new zombies like Fused Zombies and the Walking Graveyard, Death Cults, survival tips, and more. Available now in [PDF format from DriveThru](#)

or as

[a printed book from Palladium](#)

•  
- [Dead Reign® Sourcebook 4: Fear the Reaper](#)™ (heroic) – \$12.95 – 48 pages – Cat. No. 234.

Join the Road Reapers who ride the streets on motorcycles like knights-errant, saving lives and slaughtering zombies. More stats on vehicles, boats and gear, more about zombies and survival. Available now in [PDF format from DriveThru](#)



or as

[a printed book from Palladium](#)

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- [\*\*Dead Reign® Sourcebook 5:  
Graveyard Earth\*\*](#) <sup>TM</sup> – \$12.95 – 64  
**pages – Cat. No. 235.**

The Zombie World Tour: the state of the post-apocalyptic world. Random safe havens by geographic region, notable survivors and danger zones, Zombie Threat Level tables, creating random Survivor Leaders, getting home from other countries, aircraft and landing fields, and 100+ adventure ideas set around the world! Available now in [PDF format from DriveThru](#)

or as

[a printed book from Palladium](#)

.

- **For a different kind of horror game, see [Beyond the Supernatural™ RPG](#) – Core Rules – \$24.95 – 256 pages – Cat. No. 700.**

Modern horror like you have never played before. Plausible setting, monsters and concepts that makes sense and will have you wondering if this stuff could be for real. 14 Psychic character classes, 42 occupations for “ordinary” people, more than 100 psychic abilities, creatures of darkness and more. Three new sourcebooks planned for 2016. A game for the thinking gamer.

- **And for something completely**

**different – [Nightbane® RPG](#) –  
Core Rules – \$24.95 – 240 pages –  
Cat. No. 730.**

Nothing has been the same since Dark Day. Earth has been secretly invaded by demons from a hell that is eternal night. Doppelgangers replace many of the people you know and now run the world governments. The

*Nightbane*

are human beings (or are they?) linked to something ancient and supernatural, and who conceal a monster within themselves. Inhuman alter-egos that wield supernatural powers and magic abilities. And some say, powers that can fight the monsters from the Nightlands. You, in fact, could be one of them and not even know it – yet.

**The Rifter® #71 & 72 *Double Issue*** – 224  
**pages – Fall 2015**

Missing your issue of **The Rifter® #71?** Well,  
it's coming along with  
**The Rifter® #72**  
as a special,  
**Double Issue – 224 pages**  
. Probably an end of October or

beginning of November release.

**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.

**With 2015 being the 25th**

**Anniversary of Rifts®**

, every issue of

**The Rifter**

® will feature a

**Rifts**

® inspired cover and contain at least one Rifts® article.

**The Rifter® #71-72 Double Issue** will present a nice variety of new source material for **Rifts**

® and other Palladium RPG settings. Celebrating the **Rifts® 25th Anniversary**, there will be an emphasis on Rifts® material.

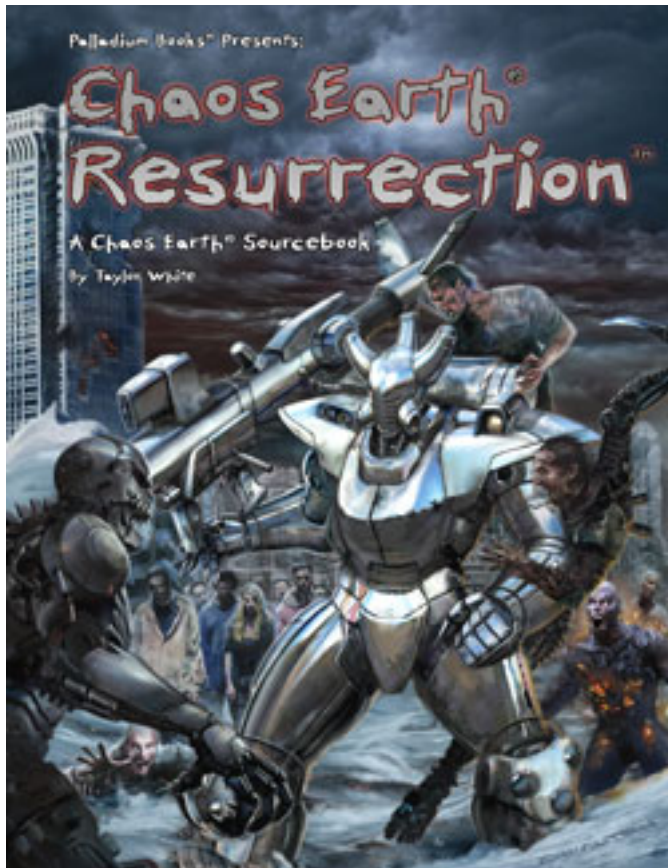
- **Rifts® source material.**
- **Rifts® short story.**
- **Gaming Tips by Kevin Siembieda (and Erick Wujcik).**

- **Palladium Fantasy RPG® source material.**
- **Splicers® source material.**
- **Dead Reign® source material.**
- **Additional source material to be announced.**
- **News, coming attractions and much more.**
- **Cover (Rifts®) by Amy L. Ashbaugh.**
- **Interior art by Walton, Ramsey, Rodriguez and Mumah.**
- **224 page DOUBLE ISSUE – \$24.95 retail – [Cat. No.](#)**



**171-172**

**Ships end of October or early  
November.**



**COMING – Rifts® Chaos  
Earth®  
Resurrection  
TM**

In the shattered depths of  
Wisconsin, survivors are

besieged by the dead come back to life. Zombies. But not just any type of zombie, zombies done Rifts-style. And unless the source of the zombie plague can be found and neutralized by NEMA defenders, North America may be overrun by the dead.

This was actually something Taylor White and I have been kicking around for years, even

before we released the *Dead Reign® RPG* line. We think you'll love it.

- **Something has animated the dead in Wisconsin. It is up to NEMA heroes to find the cause and stop it before it spreads beyond control.**

- **Scrap Zombies of all types.**

- **Snatcher Ghouls, Carrion Cleaners, Screaming**

# **Puppet Ghosts, Sour Maggot Parasites, and other monsters.**

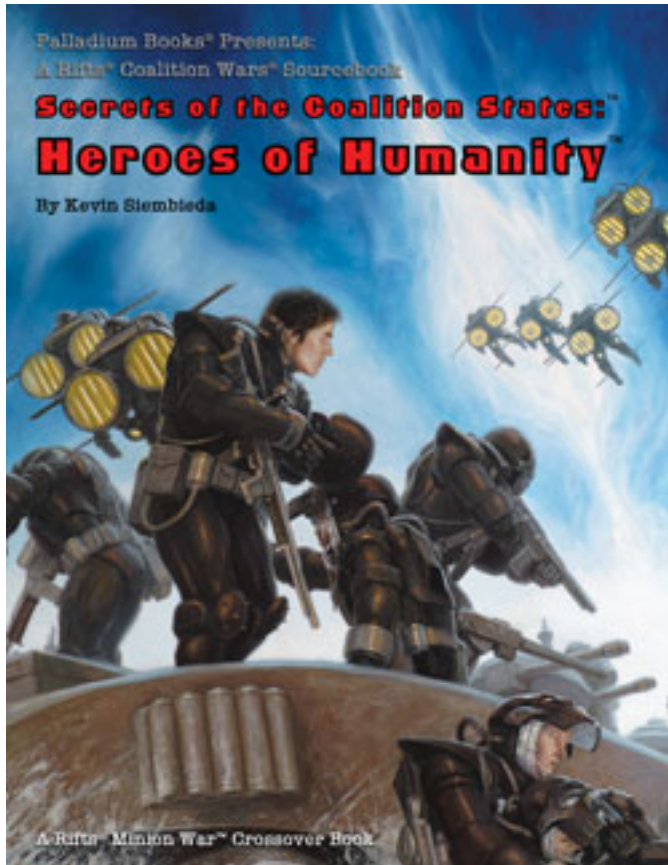
- **The Zombie Pox and other dangers.**

- **Setting background, adventure and adventure idea table.**

- **Written by Taylor White.**

- **128 pages – \$16.95 retail**

– **Cat. No. 666. Fall release.**



# COMING – Rifts® Sourcebook – The Coalition States: Heroes

# of Humanity

TM

## The events unfolding in **World Book 35: Megaverse® in Flames**

threaten to change the entire landscape of Rifts® Earth as the demonic minions of Hades and Dyval seek to bring Hell on Earth, and turn the planet into a

dimensional gateway to  
Armageddon!

The Coalition States, along  
with Northern Gun and  
Lazlo, take the lead in the  
defense of North America.  
Heroes of Humanity  
explores the good and bad  
in the Coalition's efforts to  
save humanity and send this



new threat back to the pits of Hell.

- **New Coalition weapons, armor and war machines.**

- **The Coalition States: Are they heroes or villains? Or does it depend on whether you are human or not?**

- **Can the CS fight**

**alongside mages and D-Bees if it means saving the world?**

**- How is the CS dealing with the Minion War on Earth?**

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

**- Adventure ideas and more.**

**- Written by Kevin Siembieda, Matthew**

# Clements and other contributors.

- Final page count and cost yet to be determined but probably 96 pages – \$16.95 retail – Cat.

No. 889

▪

# **COMING – Rifts®**

## **Secrets of the Coalition States: The Disavowed**

TM

“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      *kn  
ow 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 cost yet to be determined, but probably 96 pages – \$16.95 retail – Cat.

No. 892

▪

# **COMING – Rifts®**

## **Secrets of the Atlanteans**

TM

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 cost yet to be determined, but probably 160-192 pages – \$20.95-24.95**

**retail – Cat. No.  
890 .**

**COMING – Rifts®**  
**Chaos Earth**  
**®**

**Sourcebook: First**  
**Responders**

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.).**

**- Apocalypse  
Plagues brought  
from other worlds to  
Chaos Earth.**

**- Adventure  
ideas and more.**

**- Written by  
Jason Richards.  
Additional text by**

# Clements & Siembieda.

- 96 pages –  
\$16.95 retail – C  
at. No. 665  
. Fall, 2015.



**NEW! Robotech®:**

# **Expeditionary Force Marines ™**

## **Sourcebook – Available Now**

# **Expeditionary Force Marines™ is**

ready to ship right now! It is a riveting

## **Robotech**

® sourcebook that carries you to alien worlds. Your characters can pilot the early Cyclones and next generation

of Destroids,  
liberate alien worlds  
and engage the  
merciless Invid  
Regent, his  
Inorganic shock  
troopers and Invid  
swarms. Epic,  
planet-hopping

adventure awaits.

**The Robotech®:  
Expeditionary  
Force Marines  
Sourcebook is set  
in space with the**



UEEF (United Earth Expeditionary Force) led by Admiral Rick Hunter, Lisa Hayes, Breetai and Exedore. This valiant force of mecha-clad heroes

travel across the galaxy liberating planets from the bondage of the Invid Regent, the Robotech Masters and other tyrants and monsters. New alien people are

introduced and become part of the Expeditionary Force Marines. In between their ongoing war with the Regent and his Invid and Inorganics, they explore planets,

battle space pirates  
and face treachery  
on many fronts.

**- 5 new Marine  
O.C.C.s, 22 M.O.S.  
skill packages,  
and some new**

**skills.**

**- 8 new**

**Destroids, two of  
them Zentraedi,  
plus a Battloid or  
two.**

**- 6 new**

**Cyclones,  
including Space**

**Cyclones, the  
Spider Hover  
Cyclone, the  
Walker and more.**

**- CVR-1 and  
CVR-2 body armor  
and notable  
Expeditionary**

**Force (and alien)  
weapons, gear and  
vehicles.**

**- The Regent's  
war machine: Invid  
Scientist R.C.C.,  
Invid Assault  
Trooper (new),  
Invid Fury (new),**

**Invid Ogre (new),  
Invid Ranger  
(new), Garn  
Inorganic (new),  
the Regent statted  
out, and more.**

**- 6 alien races  
and brief**



**overviews of their planets.**

**- 34 Perytonian Energy Wizard magic spells.**

**- Quick Roll Creation Tables for UEEF Marines as player**

**characters.**

**- Time-line for  
the Expeditionary  
Force and related  
events on Earth.**

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

**“rule book” is  
needed to play  
(Cat. No. 550 or  
550HC).**

**- Art by Charles  
Walton, Mike  
Wilson, Apollo  
Okaumura, Allen &**

**Brian Manning,  
Ben Rodriguez  
and Dan Dussault.**

**- Written by  
Irvin Jackson and  
Kevin Siembieda.**

**- 160 pages –**

**\$20.95 retail –**

**Cat. No. 553**

**. Available now!**



# Robotech® RPG Tactics

**TM**

**– Available now  
in the USA,  
Canada,  
European Union,  
Australia and  
New Zealand**

If you love  
Robotech®, you'll  
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.

Available NOW –  
in game stores  
across the USA,  
Canada, UK,  
European Union,  
Australia and New  
Zealand.

- **Robotech®**  
**RPG Tactics™**  
**"Starter Box"**  
– **Cat. No. 55100**  
– **\$99.95 retail**  
**price.**

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

# 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.

**The First Six Rob  
otech® RPG  
Tactics  
<sup>TM</sup> **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/Phalanx

## Destroids –

**Cat. No. 55203 –**

**\$32.95 retail.**

## – Zentraedi

## Regult

## Battlepods –

**Cat. No. 55401 –**

**\$36.95 retail.**

- **Zentraedi**

**Artillery**

**Battlepods**

**Cat. No. 55402 –**

**\$36.95 retail.**

- **Zentraedi**

# Glaug Command

– Cat. No. 55403

– \$36.95 retail.

– UEDF Dice

Pack – Cat.

No. 55101 –

**\$12.00 retail.**

12 white, six-sided  
dice with red  
printing and the  
UEDF logo in  
place of the six.

- **Zentraedi**  
**Dice Pack** —

**Cat. No. 55102 –  
\$12.00 retail.**

**12 purple,  
six-sided dice with  
yellow printing and  
the Zentraedi logo  
in place of the six.**

**- Robotech®**

# **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.

- **Robotech**  
**RPG Tactics**  
**Template &**  
**Token Pack**  
– **Cat. No. 55106**  
– **\$15.00 retail.**  
**10 UEDF**  
**Command Point**  
**tokens, 10**

Zentraedi  
Command Point  
tokens, and one  
blast template.

- **Battle Foam**  
**Robotech® RPG**  
**Tactics™**  
**bag/carrying**

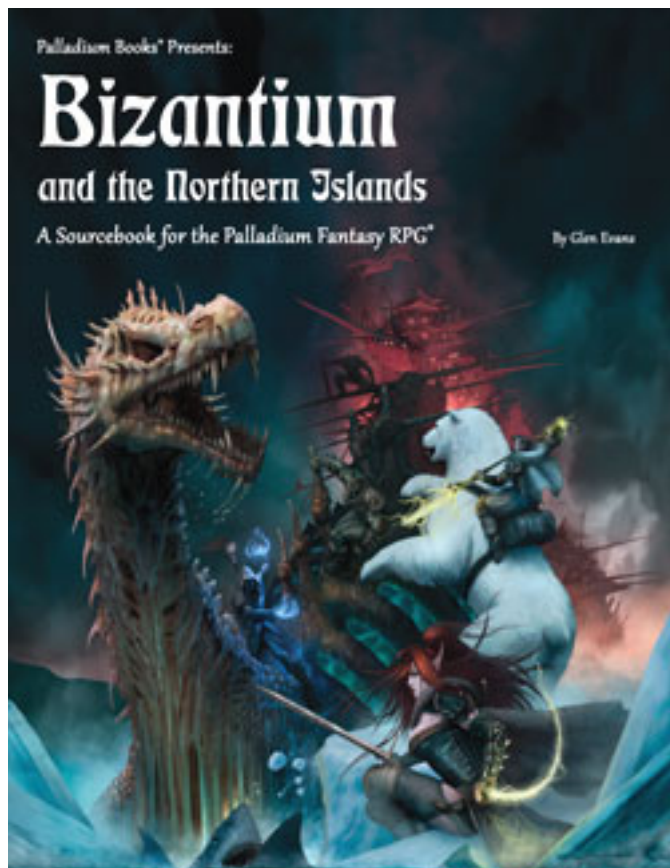
**case – Cat.**

**No. 55107 –  
\$120.00 retail  
(limited supply).**

**Note:**

**We only have a  
few Robotech®  
RPG Tactics™  
Battle Foam bags**

available. Once they are sold out it will be months before we manufacture more, if ever.



**NEW!**

**Palladium**

**Fantasy RPG ®**

**Sourcebook:**

**Bizantium and**

**the Northern**

**Islands**

**TM**

**– Available now**

To the civilized world, Bizantium and the waters and lands around it are frightening.



A realm of sea  
serpents,  
monsters, and  
barbarians. To  
the heroes and  
people who live  
there, it is a realm  
of adventure,

beauty and  
opportunity. One  
might consider  
Bizantium as the  
center of  
adventure and  
mystery in the  
North.

North of  
Bizantium are the  
Icy Ocean and  
Great Ice Shelf,  
places where  
only a handful of

the bravest  
Bizantian sailors  
have ever set  
sail, and the rest  
of the world *knows*  
*nothing*  
about. For  
kingdoms in the

south, only a few scholars have ever heard of the Great Ice Shelf or the cannibalistic Necromancers known as the Iceborn who

make the frozen  
wasteland their  
home. Those who  
have heard tales  
of the land of ice  
and death are  
convinced they  
are nothing but

the stuff of myth.  
Very soon, they  
will find out  
otherwise. And  
these are but a  
few of the  
revelations  
presented in

# **Bizantium and the Northern Islands™.**

**Discover for  
yourself the  
wonders and  
horrors that  
await.**



**- Waterchant  
er O.C.C. and  
20+ magic  
spells new to  
the Fantasy  
setting.**

**- Necromanc**

**y revisited.**

**Many spells new  
to the Fantasy  
setting.**

**- 90+ spells  
in all, including  
Ocean Magic for  
the**

**Waterchanter,  
Necromancy  
and more.  
- Serpent  
Chaser,  
Bizantium  
Marine and  
other new**

**character  
classes.**

**- The  
Iceborn, their  
man-eating  
Raiders,  
Skinbinders and  
Sea Witches. A**

**forgotten race of  
monsters who  
worship death,  
wield death  
magic, hunt  
humanoids, eat  
their flesh, and  
wear their skin.**

**A villain you will  
love to hate.**

**- The  
Iceborn's  
Necroilus –  
massive vessels  
made from the**

**remains of dead  
sea serpents  
and animated by  
Necromancy to  
prowl the seas.**

**- Vengeful  
gods, monsters,**

**sea serpents  
and sea monster  
creation tables.**

**- The Seven  
Treasures  
touched by the  
Northern Gods,**



**lost for  
centuries,  
waiting to be  
found.**

**- New and  
old Bizantium  
ships including  
the Bireme, Ice**

**Breaker and  
Battleship.**

**- Bizantium  
as never before  
seen.**

**- The  
Northern Islands  
described in**

**new detail.**

**- The Great  
Ice Shelf – a  
new continent to  
explore.**

**- Bizantium's  
origin, history,  
and mysteries**

**revealed.**

**- Bizantian  
society, culture,  
religion, magic  
and notable  
places.**

**- People and  
places of note.**

**Adventure  
hooks galore,  
and more.**

**- Written by  
Glen Evans,  
Matthew  
Clements and  
Kevin**

**Siembieda.**

**- 192 pages –**

**\$24.95 retail –**

**Cat. No. 474**

**– Available now.**

**NEW! Rifts®  
Special Order  
Products –  
PRINT on  
Demand**

**The following**

items are  
something new,  
proposed by and  
created by Tags,  
a fan of **Rifts®**  
and  
**Palladium  
Books**



. He did the design work and had the sample products that are shown here created by *Victor Narvaez* at

**NY Embroidery**  
. We liked what these two gents created, so we are making them available to you as Special Orders.

Here's how **Rifts® Special Order Products** will work. In most cases, we have to order a

limited quantity  
to make  
manufacturing  
and shipping  
cost effective  
(we can't make  
just one at a  
time, but can

make a dozen at a time). That means when we have a sufficient number of “Special Orders” we can have them made in a

week and  
shipped in  
another week or  
two. And with  
Autumn and  
Winter and the  
holidays coming  
up fast, this

might be a good  
time to order  
things like  
Reporter Bags,  
Embroidered  
Hoodies, caps  
and  
Three-Season

Jackets. Enjoy  
and think  
Christmas gifts.

**Please Note:**

Your credit card  
will not be  
charged until the  
Special Order is



in actual  
manufacturing.



# Rifts® Glitter Boy in Flames Jacket

A 3-Season  
Jacket –

Winter, Fall and  
Spring – any  
Rifts® fan  
would be proud  
to wear.

- Warm and  
comfy for Fall  
and Winter  
wearing.

Personally, I  
think this jacket  
is too warm for

Spring wear.  
The fleece  
lining is NOT  
removable.

- On the  
front of

this stylish  
jacket (I own  
one, myself) is  
the *fu*  
*// Rifts® Logo*  
in a gold color  
over the left

breast.

- On the  
back is a  
massive and  
detailed, 11x15  
inch



embroidered  
image of the  
fan favorite  
depiction of  
*a Glitter Boy*  
*standing brave*  
and bold

amongst flames  
and destruction  
bearing the  
American Flag.  
We are told that  
this embroidery  
image has

400,000  
stitches and  
takes 9 hours  
to embroider,  
and it is  
detailed and  
beautiful.

- Art by  
Scott Johnson.

- Water  
resistant.

- Two zipper

pockets.

- EZEM

System and  
easy care.

- We've

been told we

are crazy to sell  
this jacket for  
anything less  
than \$450, but .  
. . well, we are  
crazy, so you  
can order your

embroidered  
Rifts® Jacket  
for only \$275  
plus shipping.

- Cat. No.

SPO-15801

**– \$275 retail  
for sizes Small  
to 2XL – \$300  
retail for 3XL  
to 5XL sizes.  
Please make  
sure you**



indicate the  
jacket's size.





# Rifts® Glitter Boy in Flames

# “Zipper Hoodie”

A Gildan or Fruit of the Loom hoodie

(depending on  
availability)  
suitable for  
Fall and  
Spring wear  
(or if you are  
Kathy

Simmons,  
Winter too).

This is the  
same design  
as the **Rifts®**  
**jacket**  
with the **Rifts®**

logo on the  
front and the  
big, Glitter Boy  
in Flames  
image on the  
back for  
almost half the

price as the  
jacket. Both  
Chuck Walton  
and Kathy  
Simmons have  
their Rifts®  
hoodie for the



**Fall. Shouldn't  
you?**

**- Black  
zipper hoodie  
– Gildan or**

Fruit of the  
Loom  
depending on  
availability.

- On the  
front of

this hoodie is  
the  
*Rifts® Logo*  
in a gold color  
over the left  
breast.

- On the  
back is a  
massive and  
detailed,  
11x15 inch  
embroidered  
image of the

fan favorite  
depiction of  
*a Glitter Boy*  
*standing brave*  
and bold  
amongst  
flames and

destruction  
bearing the  
American  
Flag. We are  
told that this  
embroidery  
image has

400,000  
stitches and  
takes 9 hours  
to embroider,  
and it is  
detailed and  
beautiful.

- Art by  
Scott Johnson.

- Two  
pockets and a  
hood.



- Cat. No.

SPO-15802

– \$160 retail

for sizes

Small to 2XL

– \$180 retail

for 3XL to

**5XL sizes.**

**Please make  
sure you  
indicate the  
hoodie's size.**





**Rifts®**  
**Baseball Cap**  
**– Black Cap,**

# “Gold” Rifts

®

# Logo

# I (Kevin

Siembieda)  
am not a  
baseball cap  
guy, but I love  
this cap and  
have been

wearing mine  
on my  
morning  
walks. I like  
the  
comfortable fit

and I do not  
seem to  
sweat as  
much wearing  
this cap  
compared to



others I have  
tried. (The  
trail I take has  
me walking  
into the  
morning sun,

so I need a  
cap.) I prefer  
the gold logo,  
but red was  
the hot seller  
at Gen Con.

- The  
Rifts® Logo  
embroidered  
in *gold*.  
- 100%

cotton. One  
size fits all.

North End  
brand.

- Logo  
design by

Kevin Long.

- Cat. No.

SPO-15803

– \$19.95

retail.





**Rifts®**

**Baseball**

**Cap – Black**

**Cap, “Red”**

**Rifts**



**Logo**



The same  
style of cap  
with the  
words Rifts®

with the  
swish  
through it.  
The  
embroidered  
“red”

baseball cap  
was the  
favorite  
among  
consumers at  
Gen Con.

- The  
Rifts® Logo  
embroidered  
in *red.*  
- 100%

cotton. One  
size fits all.

North End  
brand.

- Logo  
design by

**Kevin Long.**

**- Cat. No.**

**SPO-15804**

**– \$19.95**

**retail.**







**Rifts®**

**Logo**

**Reporter's**

**Bag (Clean**

**Look)**

This useful  
carrying bag  
has three  
large  
pockets for  
books being

taken to your  
Rifts®  
gaming  
session, plus  
two smaller  
pouches for

pens or dice  
sealed via  
hook and  
loop  
fasteners.  
The front

flap is a  
dynamic, full  
Rifts® logo  
on a field of  
crackling  
blue energy

from a ley  
line. Also  
suitable as a  
school/colleg  
e book bag.

- The full  
Rifts® Logo  
on a field of  
crackling  
blue energy.

- Colorful  
and dynamic  
sublimation  
printing.



- Sturdy  
design;  
100%  
polyester.

- Two

large  
pockets for  
books, and a  
smaller third  
pocket that  
zippers shut.

- Two  
small  
pouches.

- Shoulde

r strap  
included.

- Overall  
size –  
15x11x3

inches.

- Logo  
design by  
Kevin Long  
and Cathy

Schutt.

- Cat.

No.

SPO-15805

– \$49.95

retail.







**Rifts®**

**Logo**

**Extreme**

**Reporter's**

**Bag**

This useful  
carrying bag  
has two  
large  
pockets for  
books being

taken to  
your Rifts®  
gaming  
session,  
plus two  
smaller

pouches for  
pens or dice  
sealed via  
hook and  
loop  
fasteners.

The front  
flap is a  
dynamic,  
full,  
modified  
Rifts® logo

on a field of  
crackling  
blue energy  
from a ley  
line. Also  
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