

One game system – every genre – countless worlds – endless adventure

By Kevin Siembieda

Gen Con was a blast. As you know, we were working like demons all the way up to the day before we left for Gen Con. So maybe it was exhaustion, adrenaline or years of experience – or perhaps all of the above – but Gen Con seemed to go very smoothly and with an omnipresent air of positivity and energy that I don't remember in past years. It just felt good. Every day. We met with old friends and long-time fans, made new acquaintances and friends, signed a zillion books, and chatted with fans from Brazil, France, England and around the world. The majority of this Update will reference Gen Con even when it comes to game product and new releases.

A funny thing happened on the way to Gen Con

We stopped at a McDonald's to grab some lunch. We sat by the windows talking and watching people as they came and went. A particular group of guys stepped out of a car and I said to Wayne and Chuck, "Those guys look like gamers. I wonder if they're heading to Gen Con?"

A few minutes later, a tall gentleman from that group, wearing a *Fallout T-shirt*, walked over to our table to ask if we were going to Gen Con. I was wearing my

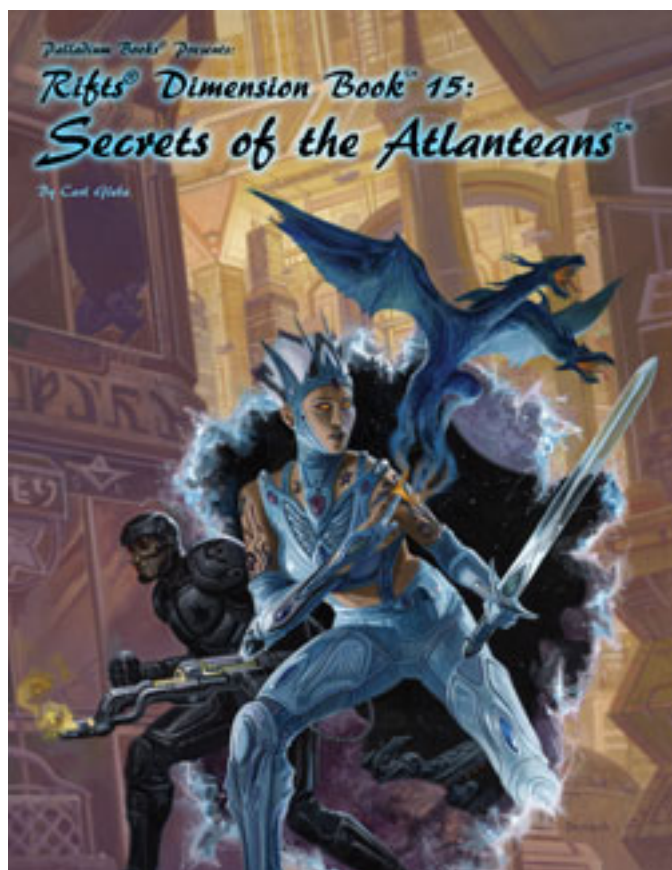
Rifts® Promise of Power T-shirt

with the big, red and white Rifts® logo, so I imagine it caught his eye. I know Chuck was also wearing a Palladium T-shirt (

Rifts® Cyber-Knight Game Master

). We said yes, and we all enjoyed a good laugh about it. The man, whose name was Tim, asked me if we worked for Palladium Books. We laughed and said, "yes." Tim then asked if we were booth help or actually worked at the company. I smiled and said, "I am Palladium Books." "You mean like ...?" "Yep, I'm Kevin Siembieda, the owner and main game designer," and introduced Chuck and Wayne. Tim was surprised. We shook hands and laughed some more. We wished him a safe trip and fun time at Gen Con, and invited him to stop by the Palladium Books booth.

I'm happy to say, Tim did drop by the booth, bought a few books, and had us sign them. It was a very pleasant and fun way to start our trip, and seemed to set the tone for the entire weekend.



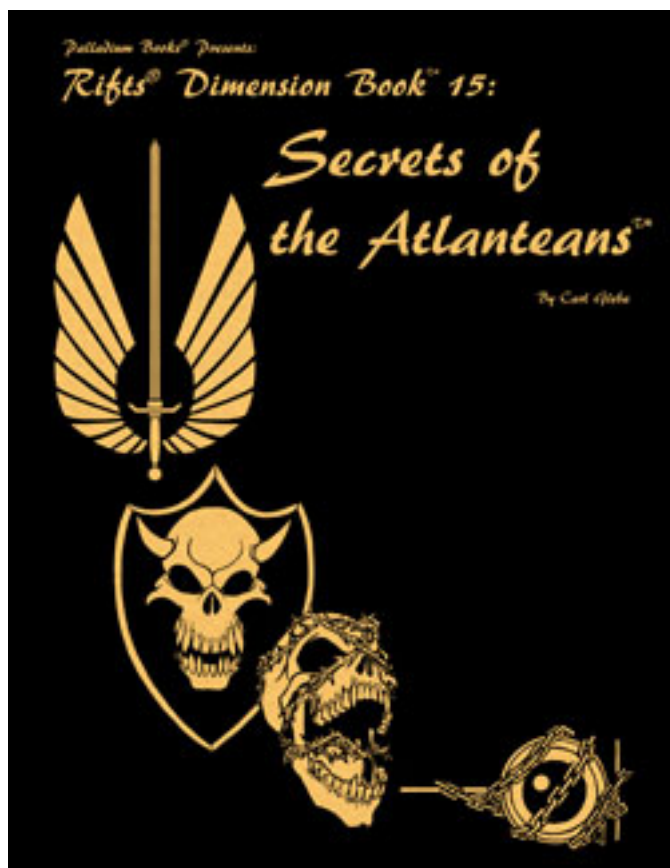
UPDATE: Rifts® Secrets of the Atlanteans™ – Sold out at Gen Con

[Rifts® Secrets of the Atlanteans](#)™ was the hot item for Palladium at Gen Con. We brought around 120 copies and they SOLD OUT by Saturday afternoon. Everyone wanted this hotly anticipated book and we could not keep it on the shelf. Some people even bought two copies. On Sunday, with 20 minutes left before Gen Con closed, we found one copy that had fallen and slid under the table. I put it out on the shelf and it sold in under three minutes! Crazy.

It was awesome to see so much excitement about this title. Then again, I am not surprised. As I have said, **Rifts® Secrets of the Atlanteans**™ is one of those truly epic sourcebooks with ideas on every page and packed with all kinds of useful and fun information about True Atlanteans, Tattoo Magic, Stone Pyramids, Crystal Magic, Shadow Magic, Atlantean clans, the Sunaj, new Atlantean O.C.C.s, old O.C.C.s revisited, the Shadow Dimension and its monstrous inhabitants, and more. And there are many secrets revealed. Please take a look at the [free preview on DriveThruRPG.com](#) for more details and a few choice glimpses of what you can expect.

Please Note: Based on furious Gen Con sales and our own online sales, I suspect **Rifts® Atlanteans** may blow out of game stores just as fast. If you cannot find the book in the stores because they keep selling out, please remember it is available directly from Palladium Books. 224 pages, \$24.95 retail.

Oh, and if you don't already own them, we highly recommend you pick up **Rifts® World Book One: Atlantis**, **World Book 21: Splynn Dimensional Market**™, and **Rifts® Dimension Book 7: Megaverse® Builder** (also written by Carl Gleba). All are fun and useful companions to **Rifts® Secrets of the Atlanteans**™.



UPDATE: Rifts® Secrets of the Atlanteans™ “Gold Edition” Limited Hardcover – Ships August 31 and may sell out fast

I suspect the signed and numbered, limited [Gold Edition Rifts® Secrets of the Atlanteans™ hardcoverM](#) may sell out in a few months. It is limited to only 300 signed and numbered copies, and sold on a first come, first served basis. Remember, Palladium’s Gold Editions have a history of increasing in value as time goes by, and with Christmas coming, I think this Gold Edition may be a hot commodity in the months ahead. If you are planning on getting one, I’d suggest getting it sooner rather than later. Only available from Palladium Books.

Important Note: Those of you who have already placed *pre-orders* have been charged and your number already assigned to you, so do

NOT reorder. Multiple orders WILL result in you getting billed for and shipped multiple copies – NO REFUND. If you are worried about your pre-order, please call the Palladium office to inquire. Do not place a new order unless you want more than one copy.

We anticipate **Rifts® Secrets of the Atlanteans™ “Gold Edition” hardcover** will ship around August 31 or the beginning of September. It takes longer to have a hardcover made.



UPDATE: Nightbane® Dark Designs™ sourcebook – Ships August 31

Try as we might, we could not get [Nightbane® Dark Designs™](#) done in time to have copies of the book available at *Gen Con*

, but it did get finished and sent to the printer before we left. In fact, I approved the cover via digital images sent to my smartphone as we were driving down to Indiana! They looked great and were approved. We expect to receive the printed book by the end of next week, around August 31st, but we're still waiting for confirmation from the printer. I will see if Wayne can get a FREE Sneak Preview for it posted to DriveThru this weekend. See the full description of

Dark Designs™

elsewhere in this Update.

Gamers at Gen Con could not wait for this book. The four photocopies we brought (signed by the author, Mark Oberle and Palladium staff, plus a nice color print of the book, suitable for framing), blew off the shelf in the first couple hours of Gen Con Thursday morning. Likewise, the dozen copies of

Dark Designs

™

Raw Preview Edition

(still available in Palladium's online store) also sold out by Friday morning. Most people asked to have them autographed

by the author and the available Palladium crew. We also sold several dozen prints of the dynamic Dark Designs cover by Charles Walton and Eduardo Dominguez Sr.

FYI: For those of you who might want the collectible **Dark Designs™ Raw Preview Edition**

(limited to only 150 copies printed), we have around 20 copies left and it is interesting to compare the original manuscript with the finished book and see what was changed or added.

Rifts® Tumblers – Sold Out at Gen Con – Only a few of the other logo tumblers remain in stock

Rifts® was hot at Gen Con. The dozen Rifts® vacuum tumblers

we took to Gen Con sold out, but the following are available in Palladium's online store while supplies last. They hold 30 ounces, have sealable lids, do not sweat, and look great. \$29.99 each.

- [4 Dead Reign®](#) (a surprise addition)
- [3 Heroes Unlimited™](#)
- [4 Palladium Fantasy®](#)
- [5 Splicers®](#)

Other titles that sold out at Gen Con

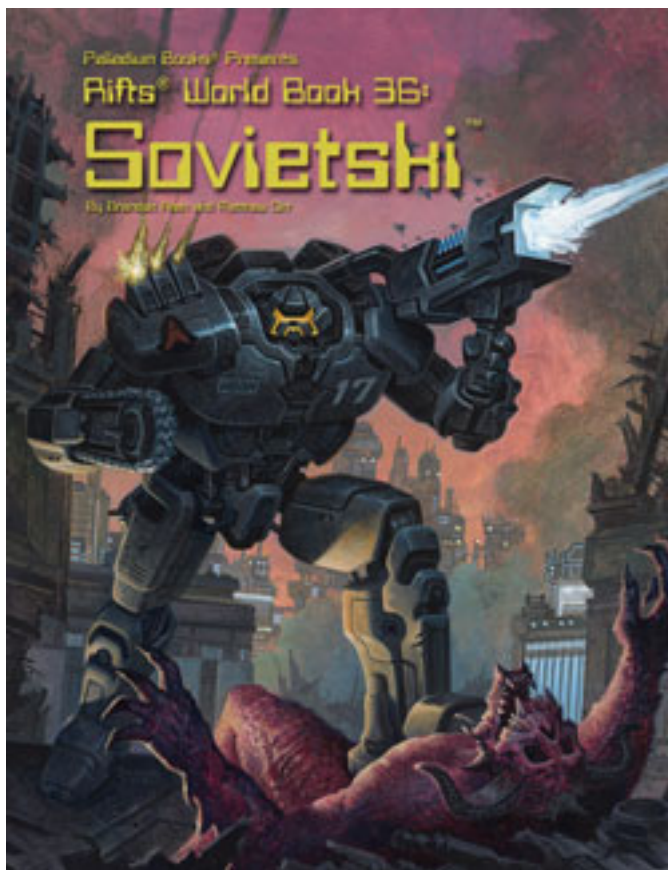
We also sold out of the **Dead Reign® Hell Followed sourcebook**, **Rifts® Northern Gun Two**, **Rifts® Lemuria**, **Triax 2**, **Rifts® New West**, **Vampire Kingdoms**, and **Rifts® Black Market**.

We sold a lot of **Robotech®** and **RRT products**, and almost sold out (as in came home with just one or two copies) of **Robotech® Expeditionary Force Marines**, **Rifts® Northern Gun One**, **Rifts® Spirit West**, **Rifts® Canada**, **Coalition War Campaign**, **Rifts® Merc Ops**, **The Rifter® #71-72**, and a number of other titles. I was very happy to see

people discovering the

Robotech®: The Masters Saga Sourcebook

and its wealth of new information, stats, power armor, Battloids, and weapons for the Army of the Southern Cross. A huge portion of which have never been published before this book. We sold a ton of this book, and we brought plenty.



UPDATE: Rifts® Sovietski™

We had a lot of people at Gen Con ask if [Rifts® Sovietski](#)

™ would be a fall release, and the answer is yes.

Cover art by

John Zeleznik

. I need to assign out the remaining interior artwork.

Written by

Brandon Aten and Matthew Orr

. A new

Rifts® World Book

and a great companion to

Triax & the NGR, Triax 2, Mindwerks™

and the two

Rifts® Russia World Books

, but suitable for other uses and adventures.

UPDATE: Robotech® RPG Tactics™

[Robotech® RPG Tactics](#)™ was getting some love at Gen Con with two tournament games

run by *Dan Rains*
(and with prizes and award certificates), a few
large scale games run by
Thomas Roache
and
Peter Pidrak,
as well as demos at the Palladium booth all
weekend.

Wayne and I met with reps from five different manufacturers while at Gen Con and had good conversations with all of them. I also spoke with a few retailers and fans, all of whom offered some excellent suggestions and ideas for the future of RRT. We heard a lot of positive feedback and words of support for RRT. People are, of course, anxious for RRT Wave Two and more of everything RRT, as are we.

Robotech® books and many RRT products were on sale with the Gen Con Coupon Book, and we sold a lot of the core box and Robotech® RPG books.

UPDATE: 2018 Palladium Open House – April 19-22, 2018
– Game at the Palladium Books warehouse with the people who create the games you enjoy

We will have the full POH description up by this weekend, but tickets are available now! Here are a few details and highlights:

- **[VIP Thursday](#) – April 19, 2018 (special):**
3:00 PM doors open and you get first crack at limited editions, original art, new products, specialty items, and meet Palladium staff and creators – 6:00 PM dinner – 7:00 PM Opening

Ceremonies – 8:00 PM the evening's games begin. Cost of VIP night is \$95 (dinner included). Limited to about 100-120 people.

Note:

VIP Thursday always sells out fast, so we offer around 60% of the tickets now, and the remainder at the end of January, 2018.

Cost:

\$95 (Thursday only).

- [Weekend Pass](#) : \$55 (Friday, Saturday & Sunday)
- [Friday](#) (only): \$30
- [Saturday](#) (only): \$30
- [Sunday](#) (only): \$12

Highlights:

- Come play at the very site where the

magic happens.

- Three days of gaming (4 for those attending VIP night), plus panel talks and more.
- Many run by the writers and artists who create them!
- Saturday Auction (original art, out of print items and oddities).
- Largest gathering of Palladium creators anywhere! Artists, writers, Defilers and more.
- Held at the Palladium warehouse and office where your favorite games are made. Westland, Michigan.
- Typically 20+ Palladium creators will be present to chat and sign books.
- Get original artwork, character sketches, books and more.

Two Hotels: 1. *Red Roof Inn, \$49.95 plus tax per night.*

It is only 3 miles away (near where the old hotel was). Make sure you tell them you want the Palladium Books Open House Block and request two beds if that's what you need. Located in Livonia.

2. *Hampton Inns and Suites, \$119.00 per night plus tax for double Queen beds – or – \$129 per night for one King-size bed and a pull out sofa* (you should probably confirm that). Only 2 miles away. **MAKE SURE** you ask for the Palladium Books special rates and request two beds if that's what you need. Both hotels have a limited number of rooms with two twin beds. Located in Canton.

Hotels and Palladium warehouse are 15-20 minutes from *Detroit Metropolitan Airport* in Romulus, Michigan, near I-275.

Complete POH details will be posted in the Palladium online store no later than Saturday.

2018 Palladium Open House (POH) was well received at Gen Con. We printed up a basic flyer and tried to tell as many people as we could about the Palladium Open House. Many were very excited to learn about the Open House and said they would attend. Yes, most people do not know about the POH, which is why we need **you** to help spread the word! We met fans from Las Vegas, Georgia, Illinois/Chicago area, Indiana, Ohio and even Colorado and California who had NEVER heard of it, but all swore they were

coming to the 2018 POH now that they know about it. Heck, I ran into Eduardo from Brazil (he's been to several POH) and he said he was coming to the one in 2018. Very exciting.

The Palladium Fantasy RPG® Bundle of Holding – another success

I want to thank everyone who participated in the Palladium Fantasy RPG® and Rifts® Bundles of Holding. I hope you enjoy the books and the two worlds they represent. More PDFs are available on DriveThruRPG.

CONVENTION EVENTS

**Gateway: Strategicon 2017 –
September 1-4, 2017 – Hilton Los
Angeles Airport**

<http://www.strategicon.net/index.php>

1. Rifts®/Savage Rifts® - New Strawn: Kansas Shuffle is the name of the game event. Prepare yourself for a rail-gun shredding, mega-powered, magic flinging journey into a post-post-apocalyptic world where supernatural horrors vie with technological empires for mastery of the world. All pre-generated characters, so no player made characters. This is listed as a role play tournament. Meaning at the end of the game everyone will vote on who did the best in character role-play (not roll-play) for the session. Run by Megaversal Ambassador and Game Master
Cameron Cleveland

.

Number of Players: Up to 8 players.

Player Level: Beginner. Tabletop RPG Med Tourney.

Date & Time: Friday, September 1, 2017 at 8:00 PM.

Duration: 4 hours.

For More Information: <https://convention-rifts-rpg.obsidianportal.com/>

2. Rifts®/Savage Rifts® - Mexican Cargo Run: To Steal a Battleship: Part Two is the name of the game event. Fantasy, Sci-Fi, Post Apocalypse. Pre-approved player made characters are welcome. The adventure involves a cargo convoy on a run to Mexico. The player characters will be split into two teams for a *strike mission* and a *convoy mission*

. Two G.M.s will be running this event.

Note:

Music and sound board provided to create a gaming sound track! This is a role play tournament. Players will vote the best role-play (not roll-play). Run by Megaversal Ambassador and Game Master Cameron Cleveland with a second G.M.

Number of Players: Up to 16.

Player Level: Beginner. Tabletop RPG Med Tourney.

Date & Time: Saturday, September 2, 2017 at 2:00 PM.

Duration: 8 hours.

For More Information: <https://convention-rifts-rpg.obsidianportal.com/>

3. Rifts®/Savage Rifts® - Mexican Cargo Run: To Steal a Battleship: Part Two is

the name of the game event. This game is the same as above, repeated on another day. Riotous adventure with the party split into two teams for a

strike mission

and a

convoy mission

. Two G.M.s will be running this event.

Note:

Music and sound board provided to create a gaming sound track! Run by Megaversal Ambassador and Game Master Cameron Cleveland with a second G.M.

Number of Players: Up to 16.

Player Level: Beginner. Tabletop RPG Med Tourney.

Date & Time: Sunday, September 3, 2017 at 2:00 PM.

Duration: 8 hours.

For More Information: <https://convention-rifts-rpg.obsidianportal.com/>

New on

DriveThruRPG.com –

Nightbane

®

Dark Designs

™

FREE Sneak Preview

as well as

Rifts

®

Secrets of the Atlanteans

™

Sneak Preview

, plus 50+ Rifts

®

titles, 1980s Robotech

®

, and much more

Wayne should have the **FREE Nightbane® Dark Designs™ Sneak Preview** posted by Friday evening (if not sooner).

Also take a look at the

Rifts® Secrets of the Atlanteans™ Sneak Preview

and all the other previews and free and low cost items we make available. Enjoy.

Rifts Dimension Book 1: Wormwood

™ is now available as a PDF. This book is dark, gritty, scary and a blast to play. It is based on the ideas and artistry of comic book greats, Timothy Truman and Flint Henry.

Ninjas & Superspies™ RPG

and the

Mystic China™ sourcebook

for it are also available now. And do not miss the FREE

Rifts® Secrets of the Atlanteans™

Sneak Preview

. Check 'em out and place your order.

Robotech sourcebook PDFs include: **Th**
e original Robotech® RPG

(1986),

RDF Manual

™ (1987),

Zentraedi Sourcebook

™ (1987),

Southern Cross

™ (1987),

Robotech® Invid Invasion

™ (1988),

Robotech® ATP

(1988),

Robotech® Ghost Ship

™ (1988),

Lancer's Rockers

™ (1989),

Return of the Masters

™ (1989),

Robotech® Zentraedi Breakout

™ (1994),

Robotech® New World Order

™ (1995),

and

Robotech® Strike Force

™ (1995)

, all available now.

Over 200 Palladium titles are currently available. Such titles as [**Rifts® Tales of the Chi-Town ‘Burbs**](#)

(short stories by 13 writers),

[**Rifts® Game Master Guide**](#)

,

[**Rifts® Book of Magic**](#)

,

[**Rifts® Adventure Guide**](#)

,

[**Rifts® Shemarrian Nation**](#)

TM,
,

[**Rifts® Bionics Sourcebook**](#)

,

[**Rifts® Coalition Navy**](#)

TM,
,

[**Rifts® Black Market**](#)

(one of my faves),

[**Rifts® Mercenary Adventures**](#)

TM,
,

[Rifts® Mercenaries](#)

,

[MercTown](#)

TM,
,

[Merc Ops](#)

TM, The Rifter® #1-72

, the

[FREE Hell Followed™ Preview](#)

, and so much more, are all available now in PDF. You can also get ALL Robotech® RPG Tactics™ game cards, Robotech® and Rifts® Paper Miniatures along with

[Rifts® Lemuria](#)

,

[Rifts® Triax Two](#)

, Rifts® World Books 1-30 and many other

Rifts®, Heroes Unlimited™, Palladium Fantasy®, Nightbane® and other game line titles. New Robotech® RPG Tactics™ material will be made available in the weeks ahead. All of it adds to the growing list of

Rifts®, Robotech® and other Palladium RPG game titles available as PDF books, cards and support. A new title should be added every week or two, so keep watching for them.

PDF titles include the [Rifts® Game Master Guide](#), [Rif](#)
[ts® Book of Magic](#)

,
[Rifts® Adventure Guide](#)

,
[Rifts® Sourcebook One Revised](#)

,
[Rifts® Sourcebook Two: The
Mechanoids](#)

®,
[Rifts® Sourcebook Three: Mindwerks](#)

TM,
[Rifts® Sourcebook Four: Coalition Navy](#)

TM,
[Rifts® Bionics Sourcebook](#)

,
[Rifts® Shemarrian Nation](#)

,
[Rifts® Ultimate Edition](#)

,
[Rifts® Lemuria](#)

,

[Rifts® Triax 2](#)

,

[Rifts® Mercenaries](#)

,

[MercTown](#)

™ and

[Merc Ops](#)

™,

[Rifts® Black Market](#)

,

[Rifts® World Book 30: D-Bees of North America](#)

™,

[Rifts® World Book 29: Madhaven](#)

™,

[Rifts® World Book 28: Arzno](#)

™,

[Rifts® World Book 27:](#)

[Adventures
in Dinosaur Swamp](#)

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

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

, and

[World Book 24: Rifts® China One](#)

, among many, many others. There are
also

previews

of

[Rifts® CS Heroes of Humanity](#)

TM,
,

[The Rifter® #73](#)

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

and many other Palladium titles. Check
back every week to see which new PDFs

of
Rifts® World Books
and other titles have been added!

In addition to the titles listed above, The
Minion War
™ 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 Unlimited™ RPG
and sourcebooks,
Palladium Fantasy RPG®
and sourcebooks,
The Mechanoids®
, and much more, available on
DriveThruRPG.com

.

Available right now:

- [Rifts® Ultimate Edition](#), [Rifts®
Game Master Guide](#)

,

[Rifts® Book of Magic](#)

,

[Rifts® Adventure Guide](#)

,

[Rifts® Shemarrian Nation Sourcebook](#)

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[Rifts® Bionics Sourcebook](#)

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[Rifts® Sourcebook Four: Coalition Navy](#)

TM

,

[Rifts® Sourcebook 3: Mindwerks](#)

TM

,

[Rifts® Sourcebook Two: The
Mechanoids](#)

®,

[Rifts® Sourcebook One Revised](#)

,

[Rifts® Mercenaries](#)

,

[MercTown](#)

TM

,

[Merc Ops](#)

TM and

Mercenary Adventures

TM
,

Rifts® Black Market

,

Rifts® Lemuria

,

Rifts® Triax 2

,

Rifts® World Book 30: D-Bees of North America

TM
,

Rifts® World Book 29: Madhaven

TM
,

Rifts® World Book 28: Arzno

TM
,

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](#)

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

,
[Rifts® World Book 15: Spirit West](#)

,
[Rifts® World Book 14: New West](#)

TM

,
[Rifts® World Book 13: Lone Star](#)

TM

,
[Rifts® World Book 12: Psyscape](#)

TM

,
[Rifts® World Book 11: Coalition War Campaign](#)

TM

,
[Rifts® World Book 10: Juicer Uprising](#)

™, 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](#)

™,

[Chaos Earth® Resurrection](#)

™ 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 – consisting 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 #1-72.
- Classic Robotech® RPG titles,
including the [original Robotech®
RPG](#), [RDF Manual](#),
[Zentraedi Sourcebook](#),
,

[Southern Cross](#)

,

[Ghost Ship](#)

,

[Robotech® ATP](#)

,

[Invid Invasion](#)

,

[Return of the Masters](#)

,

[Lancer's Rockers](#)

,

[Zentraedi Breakout](#)

, and

[Strike Force](#)

.

- FREE Robotech® RPG Tactics™
paper game pieces, force organization

tables, stat cards, rules and special items – with more 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.

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

- [Rifts® Paper Miniatures: Men at](#)

Arms – \$2.99

- Rifts® Paper Miniatures: Coalition

Dead Boys – \$2.99

- Rifts® Paper Miniatures:

Adventurers – \$2.99

- Rifts® Paper Miniatures:

Practitioners of Magic (new) –
\$2.99

- Rifts® Paper Miniatures: Extras
(new) – \$2.99

- And more to come in the weeks ahead.

Palladium Collectibles, art, toys

and more in Kevin's Online Toy & Collectibles eBay Store

Alex and I continue to add a lot of vintage Star Wars toys and a growing number of all kinds of collectibles – and we'll be adding more Palladium Books original art and items to the store, so keep an eye out for them.

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 online 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. 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.

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

**To
our Fans and Friends from around
the world who made Gen Con
special ...**

Thank you. It was great meeting newcomers like Tim, Bill, Sam and many, many others. Seems like we met a lot of fans for the first time. A few of you even said the main reason you came was to meet me and other Palladium creators. Nice. I hope we did not disappoint.

Of course, it is always a delight seeing old friends and long time fans who we see at most every Gen Con. We enjoyed chatting with all of you and were happy to sign a zillion books.

I was blown away to see James Wallis all the way from England. James contributed to several books in the 1990s, most notably,

Mutants in Orbit

and

Mutants in Avalon

. I have not seen James in 12 or 15 years, so there were plenty of hugs and laughter. It was also a nice surprise to see

Sean Patrick Fannon

, the chief architect behind Savage Rifts®. We chatted, but I was too busy to hang with him. Among our many friends that we saw were such notable characters as

Larry Elmore, Mike Stackpole, David Kenzer, Jason Masherah, Robert Dubois, James Brown, Diane and Connor, Dennis Hughes, Bryan Layton, Eduardo from Brazil, Dirk Vandereyken, “Jake” Jakubowski and his lovely wife, Peter Pidrak, Matt Lemke, Jodi Black, and many others.

Of course, it is always wonderful to hang all weekend and wind down in the evenings with the Palladium crew of helpers and freelancers, including Wayne, Chuck, Brandon and Sarah Aten (and 6 week old Emma), Mark Oberle, Madman Mike Leonard, NMI, Thomas Roache, Glen Evans, Mike Silva,

and a new member of the team,
Dan Rains
, who ran the RRT tournaments, demos,
and helped in other ways. Special thanks
to
Jesse
for helping setting up the booth,
Kyle
who was a big help setting up and
tearing down, and to the many hard
working, unsung heroes behind Gen
Con. This Gen Con felt extra-special for
some reason. Thank you, one and all.

Sadly, I never found the time to explore
the Gen Con Art Show, always a
high-point for me, and inevitably there

are many other old pals there. I didn't get a chance to hang with Shane Hensley of Pinnacle, either. Gen Con is just so huge and busy these days. I always try to be available for the fans who have come from far and near.

– Kevin Siembieda, Publisher, Writer and Game Designer



New! Nightbane® Dark Designs

TM

– Ships August 31

Nightbane® Dark Designs™ is a guide to creating the Nightbane and a sourcebook for players

and

Game Masters

alike. It presents all sorts of new Nightbane creation tables, new Morphus tables, new Talents, and new information. Info and powers that enable players to make memorable Nightbane characters and G.M.s to take their games up a notch.

- 18 new and comprehensive Morphus Tables.

- 60 new Common Talents.

- 38 new Elite Talents.

- Transformation Transition

Table.

- Talent creation and conversion rules.

- Ancient Nightbane R.C.C. fully statted out and creation tables.

- Insight to the Becoming.

- Answers to some common questions & more.

- Appendix of 23 Morphus Tables gathered from the Nightbane® RPG and Sourcebooks.

- Appendix of 53 Talents gathered from the Nightbane® RPG and Sourcebooks.

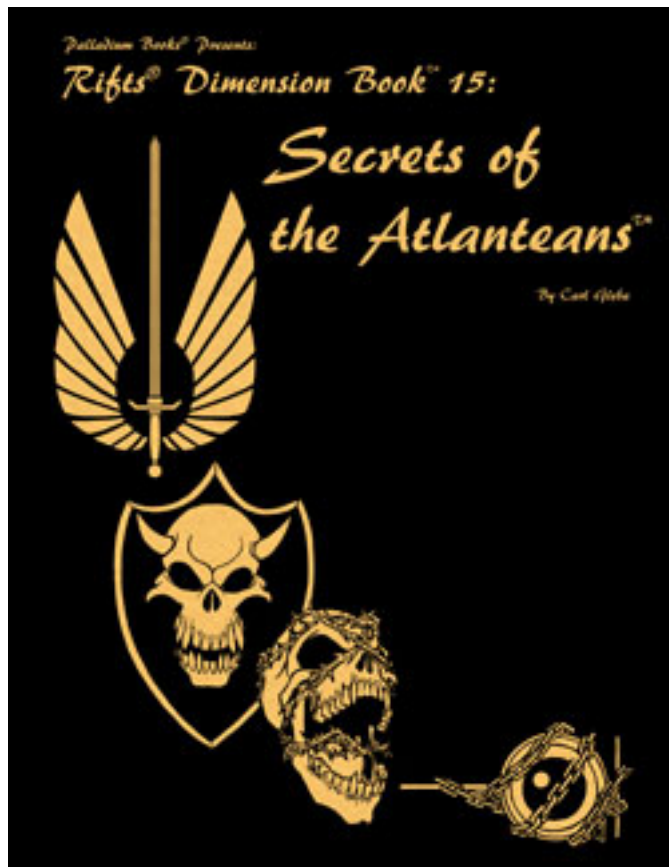
- Written by Mark Oberle. Cover

by Charles Walton II and Eduardo Dominguez.

- \$20.95 – 160 pages – [Cat.](#)

[No. 736](#)

– Ships August 31. At the printer.



NEW! Secrets of the Atlanteans™ “Gold” Edition Hardcover – August

The source material in Rifts® Secrets of the Atlanteans™ is so awesome and the

Atlanteans and Sunaj are so iconic, Palladium is making a limited edition, signed and numbered collector's hardcover. Contains the same source material as the softcover edition. Signed by the Palladium staff.

- Black faux leather hardcover with metallic gold imprint.
- Signed by the Palladium staff.

- Numbered 1-300 and sold on a first come, first served basis. The number you receive is based on the order in which orders are received.

- Pre-orders for the Gold Edition **MUST** be placed separately, not with other books. Your credit card will be charged when you place the order, including shipping, but this item will not ship until sometime in August. (It takes longer to get a hardcover printed and bound than the

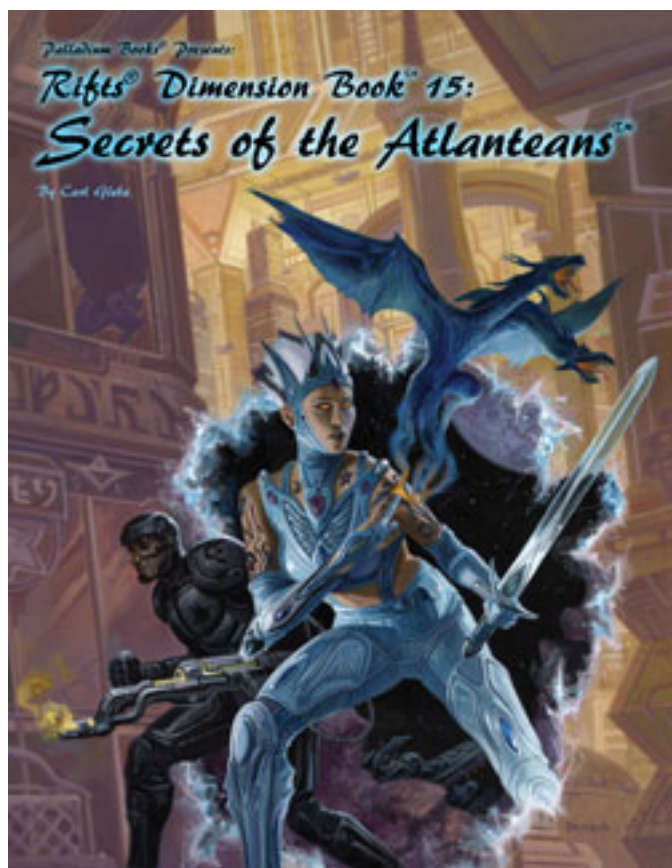
softcover.)

- All the same great material that is in the softcover. 60+ new Magic Tattoos. 60+ Shadow Magic spells. 30+ new Crystal Magic spells and the Crystal Mage O.C.C., the Stone Master, revisited, Sunaj Shadow Mage and Shadow Assassin O.C.C.s, and more.

- \$50.00 retail – 224 pages
– written by Carl Gleba –

[Cat. No. 890HC](#)

– August 31, 2017 release.



Rifts® Dimension Book 15: Secrets of the Atlanteans™ - Available now!

True Atlanteans are among the most mysterious and storied heroes across the Megaverse®. Forced to flee Earth more than 15,000 ago when Atlantis was lost, they have traveled the cosmos in

search of new wonders and knowledge, and to wage war against supernatural evil. Masters of dimensional travel and the fabled Tattoo Magic, True Atlanteans have become renowned as vampire slayers and heroic Champions of Light. But there is also a festering darkness from within the Atlantean clans. A darkness that could destroy them all.

Learn about Atlantean civilization, the many clans, where they are found across the Megaverse, why they hide, and why they hate the undead so much. Also discover the power of Shadow Magic, the treachery of the Sunaj Illuminati, and much more.

- 60+ Magic Tattoos.
- 60+ Shadow Magic spells.
- 50+ Crystal Magic spells and the Crystal Mage O.C.C.
- Stone Pyramids described and mapped.
- Stone Master and Undead Slayer, revisited.

- Sunaj Shadow Mage and Shadow Assassin O.C.C.s.
- The dark history, shame, and secrets of True Atlanteans.
- Learn more about the famous Atlantean Tattooed Warriors, Undead Slayers, Stone Masters and other Atlantean heroes.
- Tremble at the terrible secrets of the Aerihman and

their plans for inter-dimensional domination.

- Dark secrets of the sinister Sunaj secret society.

- Who are the Sunaj and why do they hunt True Atlanteans?

- Valuable source material and adventure ideas galore.

- \$24.95 retail – 224

pages – [Cat. No. 890](#) –
written by Carl Gleba. Now
shipping!

NEW! Rifts® Living
Nowhere
– A Rifts
®

TM

Sourcebook set in the Pecos Empire

This title presents three interrelated towns off the beaten path in the Pecos Empire. Each with its own unique character and problems. All fun locations to visit and find adventure and trouble.

Something dark and deadly is brewing in the middle of Nowhere, where experimental Techno-Wizard devices and weapons offer prosperity, but could be the doom of everyone living there. Big ideas. Building upon material that appeared in The Rifter®, expanded.

- Three towns described.
- New Techno-Wizard weapons and devices.
- Experimental Techno-Wizard items that call upon entropy and death.
- Dark magic, madness and deadly

secrets spawn dangerous adventures.

- Many adventure ideas, Non-Player Characters, and fun.

- Written by Brett Caron. Additional text and ideas Kevin Siembieda.

- 96 pages – \$16.95
retail – [Cat. No. 895.](#)

In final production.



New! The Rifter® #78

Another issue of source material for four or

more Palladium game settings, most of which can be adapted to any game world. This issue has a nice hunk of material about the supernatural, such as the Modern Necromancer by Greg Diaczyk, a Beyond the

Supernatural™
monster by Kevin
Siembieda,
City of Khemennu: Part
Two (Palladium
Fantasy)
which is a city of gods
and churches by Ian
Herbert, plus G.M.
advice and the
Splicers® Legion

Aftermath

. Shaping up to be another great issue. Final articles to be selected. Artwork is being assigned.

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 usually 2-3 other

Palladium game lines.

The focus of this issue

is

Rifts

®,

Splicers

® and RPG advice.
Don't forget, unofficial material can be easily adapted for use in ANY Palladium game setting.

Rifter® #78 Highlights:

- A Tomes
Grotesque™ Monster
for Beyond the
Supernatural™,
“official” source material
– by Kevin Siembieda.

- Palladium Fantasy
RPG® – Part Two of a
city adventure setting

and source material by
Ian Herbert.

- Splicers® – The
Aftermath of I am
Legion, by Charles
Walton II, Chris Kluge
and Lance Colley –
“official” source
material. Ideas
and source material on
where to go from here,

possible adventure
hooks and more.

- G.M. advice by
Julius Rosenstein.

- Other – source
material for other RPG
settings.

- News, coming
attractions, product

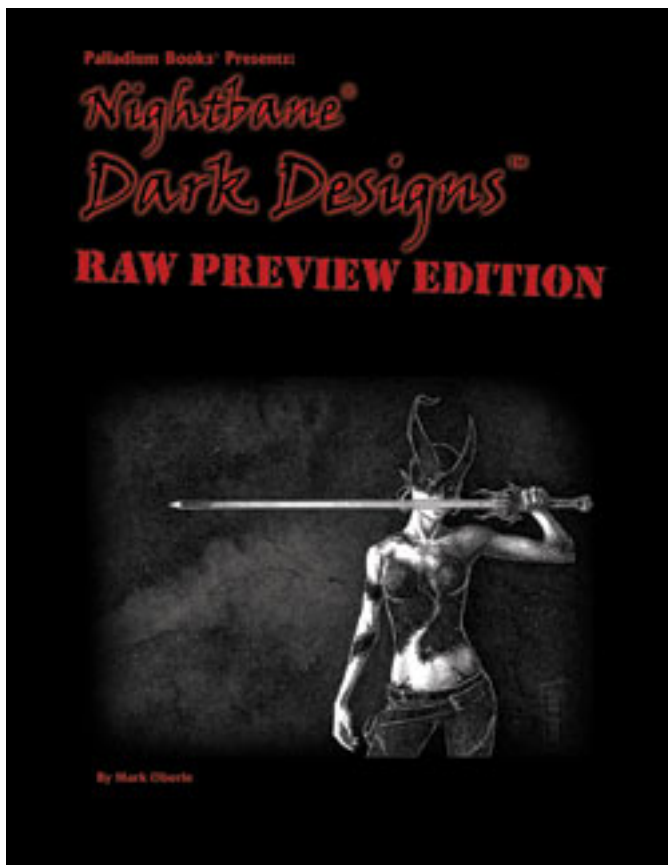
descriptions and more.

- 96 pages – \$13.95

retail – Cat. No.

178 . In

production.



NEW! Nightbane



**Dark Designs
sourcebook – Raw
Preview Limited
Edition – Only 150
copies available**

**Back from the printer.
Available now.**

The Raw Preview
Edition of Nightbane®
Dark Designs™
is an advance copy of
the
unedited,
unillustrated, final
working manuscript

for this exciting new sourcebook. A rare look at the raw manuscript before publication. Limited to a total of 150 copies, sold on a first come, first served basis.

Nightbane® Dark
Designs™ is a guide
to creating the
Nightbane®, and a
sourcebook for
players
and
Game Masters

alike. It presents all sorts of new Nightbane creation tables, new Morphus tables, new Talents, and new information. Info and powers that enable players to make memorable Nightbane characters

and for G.M.s to take their games up a notch.

- Limited collector's edition – only 150 total copies made!

- Sold on a first

come, first served
basis, while supplies
last.

- A rare glimpse at
the virgin manuscript
and a work in
progress.

- 18 New and
comprehensive
Morphus Tables.

- 60 New Talents.
- 40 New Elite Talents.
- Transformation Transition Table.
- Talent creation and conversion steps.

- The Ancient Nightbane R.C.C. fully statted out.
- Insight to the Becoming.
- Answers to some common questions and more.
- Written by Mark

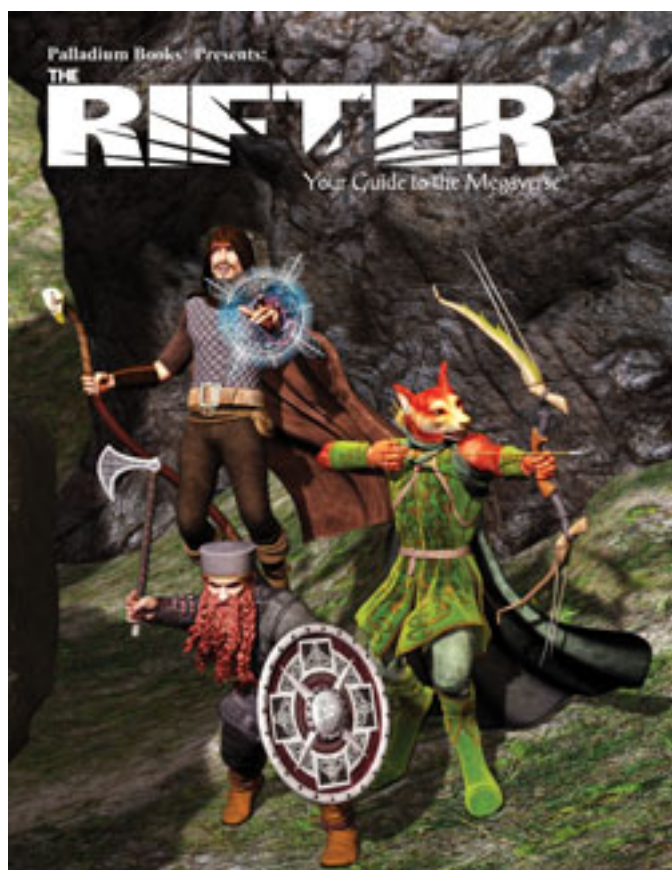
Oberle.

- \$20.00 – 96

page Raw Edition –

[Cat. No. 736-RAW](#)

– Available now,
while supplies last!



The Rifter® #77 –

available now

Adventure,
madness, strange
creatures and
strange lands fill this
issue of The Rifter®
. This issue is a

playground for
heroes and a
source of
adventure, but
beware the danger
that lurks in the
shadows.

Every issue of The Rifter® is an idea factory for players and Game Masters to generate new ideas and find new avenues of adventure. A

doorway to new
possibilities and
numerous
Palladium
role-playing worlds.
And the source
material can be
easily adapted for
use in ANY

Palladium game
setting.

Rifter® #77

Highlights:

- Rifts® – City of
Nowhere – an
adventure setting –

by Brett Caron.

Capitalism, magic

and dark secrets

build an enchanted

city with a dark

underbelly that may

not hold.

- Heroes

Unlimited™ “official”
source material – by
Kevin Siembieda.
The mad genius of
Doctor Feral breeds
new mutant
menaces, heroes
and adventure. Four
new super abilities.

- Palladium
Fantasy RPG® –
the city of
Khemennu
adventure setting by
Ian Herbert. A
holy city dedicated
the Church of Light

and Dark, and
resting place of the
legendary Sun Disc.
A place of intrigue,
magic and
adventure.

- Splicers® – I
am Legion, Part Six

– by Charles Walton
II, Chris Kluge and
Lance Colley –
“official” source
material. This
is it! The final battle
against Legion! The
Legion personality
and her Black

Shroud armor
statted and
described. Secrets
and dangers
revealed about the
Factory Walker and
more. Even in
victory, the world
may never be the

same.

- News, coming attractions, product descriptions and more.

- Cover by Michael Leonard.
Art by Walton,

Rodriguez, and
others.

- 96 pages –
\$13.95 retail –

[Cat. No. 177](#)

. Available NOW.

Note: [The Rifter®](#)
[#76](#) and [#75](#)
are also available
and packed with
official source
material for Rifts®
and other game
settings.

**NEW! Garden of
the Gods TM – A
Palladium
Fantasy RPG
®**

Sourcebook

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

. Fall release.



NEW! Rifts®

CS

Arsenal

TM

– A Rifts

®

**Secrets of the
Coalition States**

TM

Sourcebook

This title is hotly
anticipated and
ties directly into R
ifts® Heroes of
Humanity
and
Rifts® WB 35:
Megaverse® in

Flames

. All of which are
setting up
something big.

Rifts® Heroes of

Humanity™ CS

Arsenal

provides an array

of new Coalition

hardware:

weapons, armor,

additional

SAMAS, other

power armor,
robots, combat
vehicles, gear
and info.

- New CS
weapons and

gear.

- New CS
SAMAS and
power armor.

- New CS
robots and
combat vehicles.

- More secrets
and information
about the
Coalition States.

- Wild
adventure

opportunities, fun
and more.

- Part of the M
inion War™
“Crossover”
series

▪

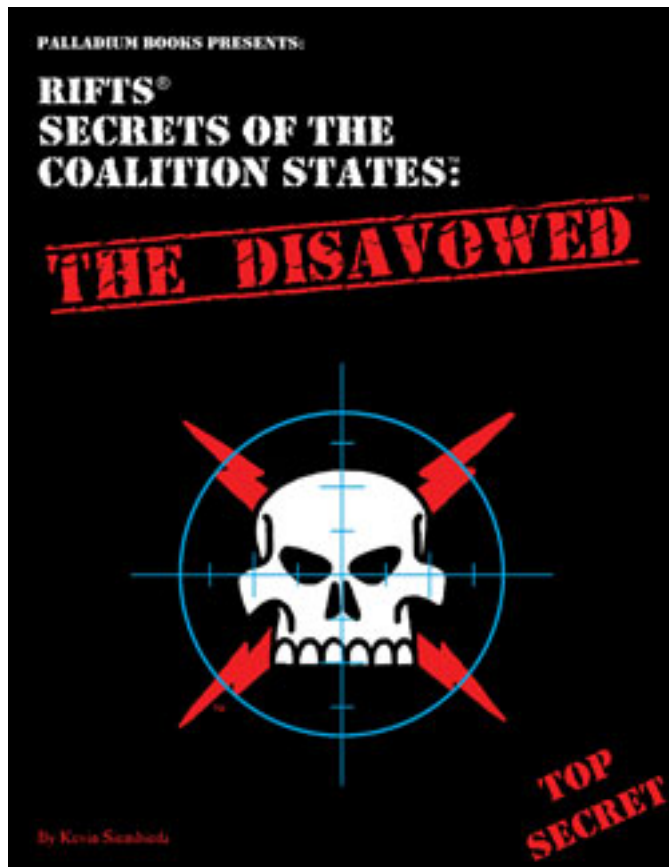
- Written by
Kevin Siembieda,
Clements, Gleba
and others.

- 96 pages –
\$16.95 retail –

[Cat. No. 893](#)

. Fall release.

Hot!



Rifts® The Disavowed – A Secrets of the Coalition

States

TM

Sourcebook

“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
w 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.

- 96 pages –
\$16.95 retail –

Cat. No. 892

. Fall.



New! Rifts®

Sovietski

TM

The Rifts®
Sovietski™
World Book
presents
background
information on
the fledgling

Sovietski
nation, notable
cities and
people, politics,
and its growing
army, plus
Deadzones,

Spetsnaz
Special Forces,
new bionics,
Russian
D-Bees, and
more.

- New
Cyborgs and
other O.C.C.s.

- The
Sovietski nation

and its army.

- Weapons,
new bionics,
combat
vehicles, and
gear.

- Bunker
Creation tables
and Deadzone
tables.

- Russian
D-Bees,
adventure

ideas and
more.

- By
Brandon Aten
and Matthew
Orr.

- \$24.95 –

192 pages –
Cat. No. 891
– Fall 2017.

New! In the Face of Death ™

**– A Dead
Reign**

®

Sourcebook

This
sourcebook is
all about inner
city survival.
Survivor

colonies
finding ways to
live and
prosper in the
big city.
Conventional
wisdom says

that living in
the big
population
centers is
impossible.
These
survivors

prove
otherwise.

- Inner city
survival. Old
and new

O.C.C.s.

- Skyscrap

er

communities

and life on the

rooftops.

- Cults –

the new power
in the city.

- Gangs,
street runners,
the new
underground,

and more.

- Take your
zombie
campaign to
new heights!

- Cover by
E.M. Gist.

Interior art by
Nick
Bradshaw.

- Written by

Kevin
Siembieda.
Adaptable to
other
Palladium
settings.
- Size and

price not yet
determined,
probably 96
pages –
\$16.95
(tentative) –
Cat. No. 237.

Fall.



Robotech®

RPG Tactics

TM

Robotech® is
getting hotter

and hotter.

It is the

Number One

Anime on

Crackle

, the

Robotech®
movie
from
Sony Pictures
sounds like it
is going to be

become a
reality, more
Robotech
® licensed
products are
appearing,

and Palladium
is gearing up
toward the
release of
Robotech®
RPG

Tactics™
Wave Two
and more
Robotech®
products. Ah,
but the core

game and
expansion
packs to get
you started
are available
right now.

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.

- [Robotec](#)

h® RPG

Tactics™

Core Box Set

(Main Game)

– 34 detailed
game pieces

– 53 game
cards, 24
custom battle
dice, decal
sheets, rule
book and

more –
\$99.95 – Cat.
No. 55100 –
Available
now.

- UEDF

Valkyrie Wing

(6 game

pieces) –

\$36.95 retail –

Cat. No.

55201 –
Available
now.

- UEDF

Tomahawk/D

Defender

Destroids

(4 game
pieces) –
\$32.95 – Cat.

No. 55202 –

Available
now.

- UEDF

Spartan/Phal

anx Destroids

(4 game
pieces) –
\$32.95 retail –
Cat. No.
55203 –
Available

now.

- Zentraedi

Regult

Battlepods

(4 game

pieces) –
\$36.95 retail –
Cat. No.
55401 –
Available
now.

- Zentraedi

Artillery

Battlepods

(6 game
pieces) –

\$36.95 retail –

Cat. No.

55402 –

Available

now.

- Zentraedi

Glaug

Command

(3 pieces) –

\$36.95 retail –

Cat. No.

**55403 –
Available
now.**

Robotech®
RPG Tactics
TM

Convention
Exclusives –
now

**available to
anyone**

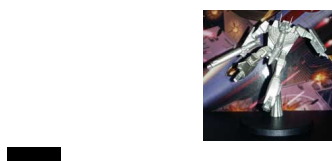
**These
dynamic**

pieces are
available as
a regular
item in the
Palladium
store. They

are powerful
fun and only
have 4-6
parts, so they
are easy to
put together.

They look
awesome on
your shelf or
in your game.
Get yours
while

supplies last.



Cat. No.

56015 —

\$22.00 –

Max

Sterling's

Valkyrie

Battloid



—

Cat. No.

56019 —

\$22.00 —

Miriya in

Super

Valkyrie



—

Cat. No.

56020 —

\$22.00 —

Breetai in Heavy Combat Armor



—

Cat. No.

56021 –

\$22.00 –

Grell in Male

Power Armor

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Splicers® ,

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Game®,
Phase
World®,
Nightbane®,
Megaverse®,

The Mechanoids ®, The Mechanoid Invasion®, Coalition

Wars®,
Chaos
Earth®,
Dead
Reign®, and
After the

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Ninjas &
Superspies,
Minion War,
Mysteries of
Magic,

SAMAS,
Thunderclou
d Galaxy,
Three
Galaxies,
Vampire

Kingdoms,
and other
published
book titles,
names,
slogans and

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and Kevin

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