

By Kevin Siembieda

It has been a long month and I'm feeling a bit worn out, so I'll focus on the most immediate news and information, and keep this Update shorter than the last few. We are all being pulled in a lot of directions, but things are getting done and moving forward.

### **UPDATE: The Rifter® Super-Subscription Drive**

[New subscriptions and renewals](#) continue to come in at a good pace. I'm glad people like the selection of FREE gifts, as well as

**The Rifter®**

itself. As I've mentioned, I think

**The Rifter®**

is an often overlooked gaming resource that has real value for players and G.M.s alike. I'm hoping the unique and fun selection of FREE gift items entices a great many people into trying

**The Rifter®**

, because I think once you have, you will enjoy it.

[The Rifter® Super-Subscription Drive](#)

only happens once a year, and in addition to saving \$16.00 off the retail price, you can get some cool free gifts. What are you waiting for? Please keep the orders coming and enjoy.

[Click here](#) to **see the full description for your subscription options and choice of free gift** in the Palladium Online Store.

**LAST CHANCE to Get These Titles at a Discounted Price. *Heroes Unlimited***  
TM

**30th Anniversary Gold  
and**

## ***Palladium Fantasy***

®

### **30th Anniversary Elemental Green Hardcover – increase to \$50.00 this Sunday**

The low, low price of \$40.00 for the two 30th Anniversary editions was done as part of the *anniversary celebration*. With the New Year and a new anniversary, we will increase the price to \$50.00 price each this Sunday, February 1, 2015. This will put the HU2 and Fantasy special hardcover editions in line with most of our other Gold Editions, past and present. Fair warning – this is your last chance to make purchases at the \$40 price.

### **UPDATE: Rifts® Book of Magic™ – Available now**

The [Rifts® Book of Magic](#)™ arrived Wednesday afternoon, a couple days early. Those of you who had standing orders have shipped. Those of you meaning to pick up a copy, the book is back in!

850+ spells, 370+ magic items and MORE. Talk about a great resource. **Rifts® Book of Magic™** is a must if you are going to be playing characters from **Ch**

**aos Earth® Rise of Magic**

™ (coming back in print next month), and magic will be flying if you're playing the

**Minion War**

™ series.

And remember, you can easily convert the spells and magic items to any world setting where magic is appropriate. In

### **Palladium Fantasy®**

the magic could be uncommon spells known to but a few (like the player characters), or a boon from a grateful deity or powerful mage, magic rediscovered from the

### **Time of a Thousand Magicks**

, spells known to specific guilds or cults, or monsters like the Sylvan or Mummy Immortalus, etc. Certainly ancient and forgotten (and forbidden!) magicks are still practiced in the *Land of the Damned*

and known in dark corners of the Palladium World. Likewise, spells and magic items dropped into

### **Heroes Unlimited**

™ could broaden the scope of many a magic based hero, or be unique to an alien visitor or other being. Unleash your imaginations and have fun.

### **[Rifts® Book of Magic](#)**

™ is more useful than ever.

## **UPDATE: Chaos Earth® Rise of Magic – February release**

We hope to get this fan favorite finished and to the printer in a week or two for a February release.

## **UPDATE: Bizantium & the Northern Islands™ – Ships February, 2015**

Rewrites and editing continue as I bounce back and forth between work on [Bizantium and the Northern Islands](#)™ and **Chaos Earth® Resurrection**

. I've done spot editing and writing on both titles, but have been most focused on finishing

### **Bizantium**

™ when I'm not being dragged away to deal with other matters.

### **Bizantium and the Northern Islands™** by *Glen Evans*

is very much a “World Book” with details about the Island Kingdom, its history, people, society, mysteries and intrigue. There is a lot you don't know about Bizantium, and you're gonna love what there is to discover. I think one of the big surprises will be what is, in effect, a new continent of sorts – the Northern Ice Shelf – often referred as a place of

“death and ice.” Plus some new O.C.C.s like the Serpent Chaser and Waterchanter, magic, monsters, the villainous Iceborn, and a lot of hooks for adventures. The more I read, the more excited I am about this book. Additional writing and ideas by *Matthew Clements* and me (Kevin Siembieda).

## **UPDATE: The Rifter® #69 – February, 2015 release**

Wayne continues working on and making his final selections for [The Rifter® #69](#). Grrr, I still need to assign the artwork. Maybe tomorrow.

### **The Rifter® #69**

will include material for

### **After the Bomb**

®,

### **Rifts**

® and other settings. Don't forget that most material can be easily adapted from one setting to another.

## **UPDATE: The Rifter® #70 – Spring release**

I met with *Chuck Walton* on Monday and approved his tight pencils for the cover of **The Rifter® #70**

. It is very dynamic.

## **UPDATE: Chaos Earth® Resurrection – Spring release**

During that Monday meeting with *Chuck Walton*

I also approved the rough concept sketch for

### **[Chaos Earth® Resurrection](#)**

. Chuck and I discussed the changes and elements to really capture the

content of this action-packed and horror filled adventure sourcebook. Chuck has also committed to doing the majority of the artwork for it. I look forward to seeing the new pencils next week.

**Chaos Earth® Resurrection** is a big adventure sourcebook with a horror and survival theme. It introduces a terrifying menace and villain for NEMA defenders to battle, but also one with long-lasting consequences that could stretch into the present day

## **Rifts**

® setting or be carried to other dimensions.

# **UPDATE: Robotech®: Expeditionary Force Marines**

TM

## **Sourcebook**

I am looking at manuscripts of upcoming books and assigning art for several of them at the same time in an effort to get product out faster. I want Palladium to pump out new releases for several game lines more rapidly like we did in the good ol' days when there would be 10-16 new releases a year. I expect to start assigning artwork for [\*\*Robotech® Marines\*\*](#) by the end of next week. I want this book out in March. April at the latest.

# **UPDATE: Available now! New additional products and freebies on DriveThruRPG.com**

Wayne has added two additional issues of **The Rifter®** on [DriveThruRPG.com](http://DriveThruRPG.com)

and started to add

**Robotech® RPG Tactics™**

material, including game cards and painting/color design guides. If the RRT material isn't available as you read this, it will be over the weekend, with much, much more coming in the weeks ahead. We plan to add a bunch of new material to **DriveThruRPG.com**

over the next several weeks, so keep an eye on it.

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

already offers

**90+ Palladium Books titles available**

as PDFs with more to be made available in the coming weeks. They currently include the

**Coalition Wars®/Siege on Tolkeen™**

series,

**Splicers® RPG, The Rifter® issues #1-58**

(with more being added soon), 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 DriveThru in the weeks and

months to come. So take a look on a

regular basis.

## **UPDATE: Robotech® RPG Tactics TM**

Palladium is working on a number of things to support and promote **Robotech® RPG Tactics**™, including an ongoing FAQ to be posted online, color and paint guides, “step by step” detailed instructions for building the game pieces and many other useful tools and information for your gaming enjoyment.

The container with the *rewards for European backers* was finally loaded on its ship this past weekend, and set sail on Monday morning. She should be passing through the Panama Canal early next week, and is currently scheduled to reach the UK around February 20.

We loaded up a 20-foot container full of *Australian backer rewards* on Thursday last week, and it is en

route to the port. Ironically, in order to avoid the West Coast port congestion that plagued the container headed to Europe, the Australia container will be shipping out of New York. Its ship, the Corcovado, is scheduled to set sail from New York on February 8, and to reach Sydney four weeks later. That's subject to weather and other delays, of course. We'll keep an eye on things and update you if anything changes.

**UPDATE: Advertising and promoting**

Worked on more convention and promotional stuff this week, along with what feels like a million other things. You can help with promotion. Seriously, talk up **RRT**, **Robotech**

®,

**Rifts®**, **Palladium Fantasy**

®, and attending the

**[Palladium Open House](#)**

(hope to see a lot gamers there and at

**AdeptiCon**

and

**Gen Con Indy**

, too), and other Palladium games, settings and news you enjoy.

Positive buzz creates excitement and helps us to sell and produce more of the games you want to see.

**UPDATE: Palladium Books  
at AdeptiCon – March 19-22 –  
[www.adepticon.org](http://www.adepticon.org)**

We have been doing a lot of prep for our participation at **AdeptiCon**. As noted previously, Palladium will be contributing to the swag bags and charity auction, and offering a special booth coupon, as well as bringing

**Robotech® RPG Tactics™**

products and a selection of

**Robotech®**, **Rifts**

® and other RPG books to sell.

*Wayne Smith, Jeff Burke,*

and

*myself*

will be present to chat, answer questions, and have fun. There will be at least one

**Robotech® RPG Tactics™**

tournament (described below), and

we continue to look for additional

volunteers to run RRT demos or

other tournaments. If that might be

you, please contact us immediately

at

**ambassadors@palladiumbooks.c**

**om**

or by telephone (734-721-2903) and we will get your event added to the schedule. Thank you! We'll keep you posted if we add any special events or convention exclusives. We hope to see many of you there.

<http://www.adepticon.org>

## **UPDATE: Robotech® RPG Tactics**

TM

**Tournament at AdeptiCon,  
March 19-22, 2015, Chicago –  
www.adepticon.org**

We've been told that the more of you who register for this event, the bigger it will become, so please join the fun. **AdeptiCon** will offer an official **Robotech® RPG Tactics™ Tournament.**

It is

**Robotech® RPG Tactics™:  
Battle for Macross Island™**

. Here are the highlights:

- This tournament will be 300

points and have several games with fantastic scenarios.

- Each table shall be a beautiful custom creation, for a unique gaming experience.
- Five different awards will ensure that no matter what aspect of the hobby you are most interested in, there is an award that will be for you.
- This tourney is for all levels of players, from first time tournament and convention attendants to the seasoned gamer.
- If you find yourself in the

Chicagoland area, we would love for you to sign up, stop by and say hello and meet a group of people who have the same interests as you. Even if you are unlikely to play, we would be happy to meet everyone. Come join the fun, fast-paced game of **Robotech® RPG Tactics™**. Slots are limited!

**Robotech® RPG Tactics™  
Events – Arcticon – Saturday,  
March 7 at Valparaiso  
University – Harre Union –  
Indiana –  
[www.arcticon.webs.com](http://www.arcticon.webs.com)**

There will be three, two hour **R  
obotech® RPG Tactics™**  
games, and an all day,  
***Massive Robotech® RPG  
Tactics™ Space Battle***  
which will last for 8 hours  
with new players joining the

**battle all day long.**

The action takes place on an  
18x18 foot space map created

by

*Peter Pidrak*

.

**In one corner,**

there will be a scale

*Zentraedi Scout ship*

that will be launching

Reconnaissance, Attack, and

Attrition Squadrons of

Battlepods.

**In the other corner**

will be waves of UEDF

Valkyries flying in to stop the alien invaders. This big RRT event will be running all day, with new players joining throughout. When a player's unit is destroyed, the player can choose a new unit and keep fighting, or walk away and let someone new play. Sounds like a cool event to us.

<http://www.arcticon.webs.com>

**Gen Con Indy – July 30 to August 2, 2015**

We'll be there. You'll be there. Game Masters who plan to run events **NEED** to contact Palladium Books and/or Gen Con game coordinators Victor Peterson and NMI with information about your games. We need your game info as soon as possible to get your games registered and in the Gen Con program book and online pre-reg. Getting the games listed in the **Gen Con Games Pre-Registration** is vital to get the outstanding

showing we saw at last year's Gen Con. PLEASE get us ALL game information by mid-February to make into the online pre-reg.

Send your game descriptions in to the Palladium Megaversal Ambassadors pronto at **ambassadors@palladiumbooks.com** ; or **by telephone (734-721-2903)** . We are also looking for

volunteers familiar with RRT and wargames to run demos of **Robotech® RPG Tactics™** in the miniatures area of Gen Con.

**UPDATE: 2015 Palladium Open House (POH) – May 15-17, 2015 – at the Palladium warehouse in Westland, Michigan**

**VIP Thursday tickets for the [Palladium Open House](#)**

**will be available on Sunday,  
February 1.**

The 40 slots that had been held back will be released on Sunday. Available on a first come, first served basis. A number of you have called this week inquiring, so I wanted to make this news was the first thing mentioned here.

Have you ordered your admission tickets and

“reserved” your hotel room?  
What are you waiting for?  
Nonstop Palladium gaming for  
three days (four for those  
coming to VIP Thursday). A lot  
of Palladium Creators have  
confirmed they are coming, see  
below. MORE updates and  
details to be posted in the next  
week or two.

**□ More VIP Thursday tickets  
go on sale February 1, 2015.**

These are the last remaining tickets for this exclusive event. I believe there are around 40 slots left. Sold on a first come first served basis.

**□ Approximately 30 Palladium Creators have confirmed they will be at the Open House.**

**□ TIME SENSITIVE: Reserve your rooms soon for the 2015 Open House Hotel!** Your reserving your hotel room today helps Palladium in a number of ways and secures the limited space for all of you in attendance. Your credit card will NOT be charged until May, so there is no reason not to play it safe and reserve your room. **N**

**ote:**

Hotels within a 20 mile area **WILL BE BOOKED** due to a

sporting event the same weekend. You need to **RESERVE YOUR ROOM TODAY** or the next available hotel may be 20+ miles away. **Seriously!**

## **Comfort Inn**

40455 Ann Arbor Road  
Plymouth, MI 48170  
Phone: 734-455-8100

**Group Code: Palladium Books** – you **MUST** request the Group Code “Palladium Books” *at the time of booking* to ensure the correct rate will be quoted and billed to you.

**Dates of the 2015 Palladium Open House (POH):** May 15-17 (May 14 is VIP Thursday), 2015. \$109.00 (plus tax) per night for

*two queen beds*

or

*one king with a sofa that has a pull-out sleeper*

. ALL rooms have a *microwave & fridge* and FREE high-speed *wired/wireless Internet.*

The hotel also offers a *FREE hot breakfast from 6 A.M. to 10 A.M.*

near the lobby,  
*heated indoor swimming pool*  
, a  
*fitness center*

(24 hours), and a  
*coin operated laundry*

. If you  
*know*

you are coming to the 2015  
Palladium Open House, we  
recommend you reserve your  
room today.

### **Important Note:**

You **MUST** give them the

**Group Code: Palladium**

**Books**

to get this rate. Call  
734-455-8100 to make your  
reservation. The hotel does

NOT charge your credit card until a few days before the event and you can cancel up to May 10, 2015. So there is no reason to wait.

□ **2015 POH Game Masters needed.** Run 3+ games and get our new **G.M. T-shirt** FREE (unveiled for the first time at the POH) and a **30% discount**

on Palladium's RPG books,  
T-shirts and most other items  
(sorry,  
*excludes*

original art, limited editions, art  
prints, auction items and  
*Robotech® RPG Tactics*

). We need plenty of games to  
satisfy 300 gamers. Your help  
is appreciated and welcomed.

**Contact us by telephone  
(734-721-2903)**

or by email at

**palladium-gm@palladiumboo  
ks.com**

▪

For more info and to purchase tickets to the Palladium Open House, [click here](#).

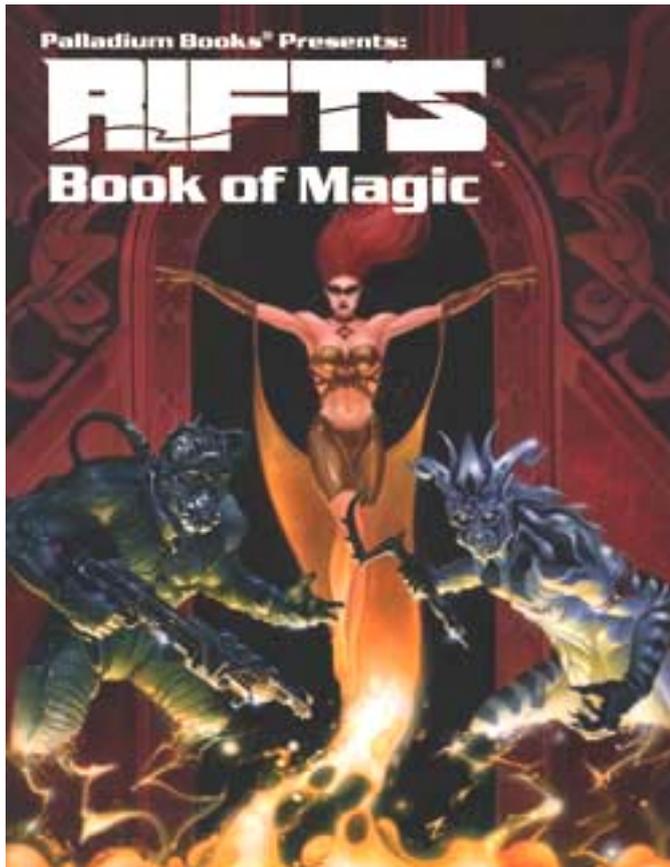
## **More Murmurs**

Weekly Updates are good, but not enough. I have vowed to myself to try to post many more Murmurs than I've been doing.

## Three went up this week

! Will do my best to keep posting more on a regular and frequent basis.

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



**Rifts® Book of Magic –  
Back in Print – Available  
now**

**Rifts® Book of Magic is  
352 pages of nothing but**

magic – 850+ spells, 370+ magic items, including Rune Weapons, Techno-Wizard items, Bio-Wizard Splugorth creations, and Iron Juggernauts, and more. That's cover to cover spells and magic items and a few related odds and ends like Atlantean Tattoos and the Nazca Lines. Everything collected from the first 23 World Books, Sourcebooks

1-4, and Siege on Tolkien  
1-6 into one giant reference  
of magical goodness.

- **More than 850 magic spells!**

- **Elemental Magic, Spoiling Magic, Conjuring & others.**

- **Magic Tattoos, Stone Magic, Temporal Magic and Living Fire Magic.**

- **Cloud Magic, Whale Songs, Ocean Magic and more.**

- **Biomancy, Bio-Wizardry, Necromancy and other dark forms of magic.**

- **Over 100 different Techno-Wizard weapons.**

- **Techno-Wizard vehicles and TW vehicle**

**conversion tables.**

**- Techno-Wizard devices, Rune Weapons, amulets, fetishes, enchanted herbs, Millennium Tree gifts & other magic items.**

**- Optional rules & clarification on magic and more. Note: It is a vital reference for Rifts® Chaos Earth™, Rifts® Federation of**

**Magic,**

the

**Rifts® China**

books and all

**Rifts**

® titles. Furthermore, spells and most magic items are easy to adapt to world settings like

**Palladium Fantasy®**

and

**Heroes Unlimited™**

. Don't get caught without it.

- **\$26.95 – 352 pages –**  
**Cat. No. 848**  
**– available now.**

**The Rifter®**  
**Super-Subscription**  
**Drive – Low Price – Free**

# Gift

It only happens once a year – for a limited time –

**The Rifter®**

**Super-Subscription**

**Drive**

. We want people to discover

**The Rifter®**

as a valuable resource,

so we are offering the biggest selection of FREE gifts ever as an enticement. Gamers already familiar with **The Rifter®** always jump at this offer. That's because, even when late, **The Rifter®** has been so consistently good, it is

# hard to say no to the **Super-Subscription Drive**

.

**The free gift** is always a nice incentive, and this year the selection is truly unique and fun. I have dug through the

Palladium archives to make a number of out of print titles and “special” items available. For us, gaming is all about friends and fun, so enjoy and have fun.

## **Note:**

The early issues of

**The Rifter**

® are limited and available only while

supplies last. Please keep the orders coming and enjoy.

**Here are four reasons (and 7 gift choices) why this is the perfect time to *try* The Rifter® or *renew* your subscription:**

**1. Save *\$16 off retail* and each issue is delivered right to your door.**

**2. *FREE gift* worth \$17.90 to \$35.85 when you order now! 7 gift**

**choices.**

**3. Order during the Super-Subscription Drive to lock in your low, low subscription price for the next year.**

**4. The Rifter® has been outstanding and is the place to find regular source material for Beyond the Supernatural™, Palladium Fantasy®, Splicers®, and Heroes Unlimited™ and other settings. And**

future issues will have more playing and G.M. tips.

**If you haven't taken a look at *The Rifter*® lately (if ever), I suggest you try an issue.**

**The Rifter®**

is an excellent source of ideas, characters, monsters, villains, powers, magic and adventures for your own game. Even articles designed for settings you don't play are likely to offer ideas and material you can easily modify and incorporate into your campaign. In fact,

drawing on concepts from outside the usual setting can spice up your game and keep players guessing.

## **The Rifter**

® is a great tool for that.

That's the beauty of the Palladium

*Megaversal Game System*

; you can often take

characters, gear and ideas from one world setting and drop them into ANY of the other settings with no or little work.

Other times, the amount of modification is minimal to make it work in a different setting. That

means a monster from

**Palladium Fantasy**

® can be easily used as a

monster, mutant or alien

in

**Heroes Unlimited™,**

**After the Bomb®,**

**Robotech®,** **Rifts®,**

**Nightbane®,**

**The Mechanoids®,**

**Chaos Earth®**

or

**Splicers**

**®,** and

*vice versa*

. What needs to be adjusted? Perhaps just changing Hit Points/S.D.C. and damage to Mega-Damage, or M.D.C. and M.D. to Hit Points/S.D.C., or some other minor tweak.

# Characters from **Heroes Unlimited**

™ and

## **After the Bomb**

® can be from the future, or the past (depending on the setting), or they can be mutants, or aliens, or beings from another or parallel world. As I am so wont to say,  
*you are limited only by*

*your imagination*

. The same holds true for towns, cities and adventures – use that place and the adventure ideas tailored to a different setting. Sure you may have to swap out monsters and treasure, or adjust motives, but you might be surprised how easy, fun and different

that adventure plays out in a different world environment. And

## **The Rifter®**

is the ultimate source for alternative, new and different ideas, adventures, characters, and story ideas. All of which can be tweaked to fit most settings, as can optional rules.

# **The Rifter**

® is a factory for  
alternative ideas.

## **The Rifter®**

### **Super-Subscription**

**Offer** is your chance to

try **The Rifter®** at a

discount price and get a

**FREE** gift. Offer **ENDS**

February 28, 2015.

[Click here](#) to **see the full description for your subscription options and choice of free gift in the Palladium Online Store.**



# Robotech® RPG Tactics TM

– Available now in the  
USA and Canada –

**coming to other parts  
of the world soon**

You need to check out  
this exciting new game.  
Beautiful, detailed  
game pieces of your  
favorite Robotech®  
mecha, and fast playing  
rules that capture the

Robotech® experience.  
And this is just the  
beginning. We have so  
much more planned.  
Available in game  
stores across the USA  
and Canada.

□ **Robotech® RPG**  
**Tactics™ Boxed Set**  
**(Main Box Game) –**  
**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 Robotec  
h® 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.**

□ **Battle Foam**  
**Robotech® RPG**  
**Tactics™**

**bag/carrying case** –

**Cat. No. 55107 –**

**\$120.00 retail (limited supply). Note:**

We only have about 50

Robotech® RPG

Tactics™ Battle Foam

bags available. Once

they are sold out it will

be months before we

manufacture more, if

ever.

□ **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.



# **NEW! The Rifter® #69 – February**

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

**for players and Game  
Masters to generate  
new ideas and find**

new avenues of adventure. It provides useful, ready to go source material you can just drop into your ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds.

And the many new characters, O.C.C.s, powers, magic, weapons, villains, monsters, adventures and ideas for one setting can be easily adapted to *any* Palladium setting.

Every issue has  
material for  
**Rifts**

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

setting.

**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® #69 –  
Winter, 2015:**

**- Rifts® source material.**

**- After the**

**Bomb® source material.**

**- Optional source material for other settings yet to be announced.**

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

- **Rifts® cover by  
“Madman” Mike  
Leonard.**

- **96 pages –  
\$13.95 retail – C  
at. No. 169  
. **Winter issue.****



# Rise of Magic™ –

# Rifts

®

# Chaos Earth

®

# Sourcebook – February

# The reason this

book kept getting pushed back is that it is not a simple reprint. We had many corrections to make and the entire book has to be re-typeset and laid out like a new book.

Art had to be found and scanned. Well, we will have it to the printer soon and in your hands by the end of January or early February.

The return of magic  
has empowered  
humans with  
strange and  
wondrous powers  
unlike anything  
quite yet seen (and  
different from most  
conventional types

of magic). This only complicates things for Earth's defenders as the line of distinction between "good guys" and "bad guys" begins to blur.

**- Chaos Magic,  
new magic  
specific to the  
Chaos Earth®  
setting.**

**- More than 100  
unique Chaos  
Magic spells.**

**- New magic  
O.C.C.s like the  
Blue Zone Wizard  
and Chaos Wizard.**

**- New evil  
magic users like  
the Chaos Witch  
and Demon Caller.**

**- More on  
NEMA and the  
Demon Plagues.**

**- Written by  
Kevin Siembieda.**

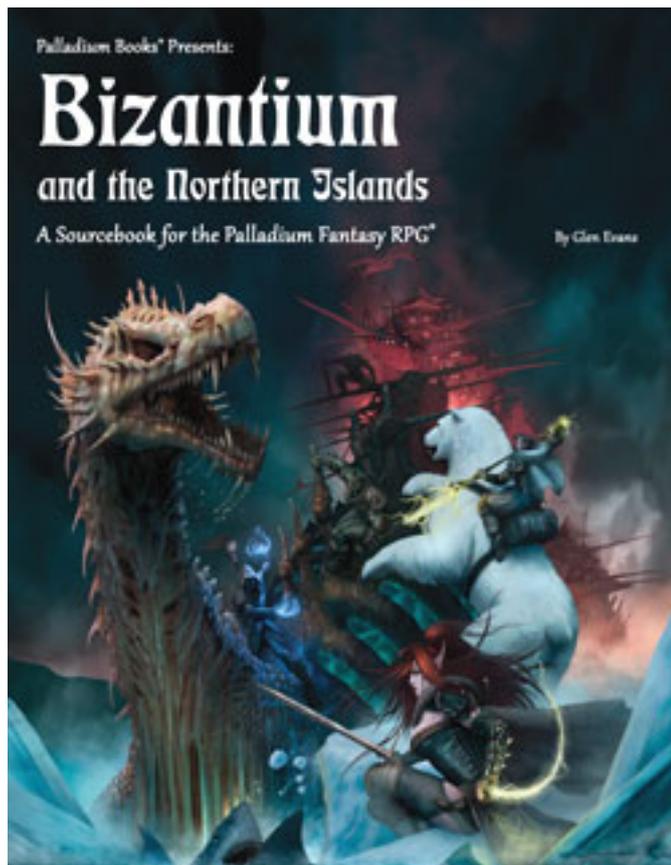
**- 64 pages –**

**\$12.95 –**

**Cat.**

**No. 662**

**. Ships February,  
2015.**



**NEW! Palladium**

**Fantasy RPG** ®  
**Sourcebook:**  
**Bizantium and**  
**the Northern**  
**Islands**

TM

**– Ships February**

**Bizantium and the Northern Islands™** will not be ready to ship until February. The writing has been a little rougher than I expected, but really I have been

pulled away to handle a great many other things. I continue to clear my plate and expect to give it the majority of my attention over the next two weeks.

All the artwork is  
in, and looks  
fantastic.

**Journey to the Island  
Kingdom of  
Bizantium**

, situated at the far northern peak of the Palladium World. Its vast fleets of merchant vessels and warships travel the high seas and bring untold wealth

back to the  
kingdom, as well  
as exotic goods,  
people, customs,  
weapons and  
foreign magic. As  
foreign powers  
exert their  
influence on the

throne, treachery  
and potential  
power grabs lurk in  
the shadows.

- **New**  
**Waterchanter**  
**O.C.C. and 20+**

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

**- New Sea  
Serpents and the  
warrior sailors  
who hunt them.**

**- Sea Serpent**

**generation table  
to create your  
own sea  
monsters.**

**- New animals  
of the North Sea  
and Sea of  
Despair.**

**- Sea Serpent**

**ships! Dead  
serpents turned  
into deadly,  
massive attack  
ships (as  
depicted on the  
cover). And the  
forgotten race  
who creates**

**these ships and  
threatens sailors  
in the Northern  
seas.**

**- New O.C.C.s  
including the  
Serpent Chaser  
and Bizantium  
Marine.**

**- New  
weapons and  
equipment for  
sailors, mariners,  
soldiers and  
adventurers at  
large.**

**- New  
Bizantium ships**

**including the  
Bireme, Ice  
Breaker and  
Battleship.**

**- Full time-line  
of the history of  
Bizantium.**

**- Bizantian  
society, culture,**

**religion and  
magic.**

**- The Eoten of  
the Northern  
Islands, their  
mythology and  
influence.**

**- The Northern  
Islands described**

**in full, cities and  
geography, as  
well as threats to  
sailors in the  
North Sea and  
Sea of Despair.**

**- Bizantium's  
many shipyards,**

**possibly the  
kingdom's  
greatest asset.**

**- Key figures  
of Bizantium and  
political intrigue.**

**- The Noble**

**Houses,  
Warlocks and  
foreign powers  
all trying to  
capture the  
throne of  
Bizantium for  
themselves!  
- Written by**

**Glen Evans.  
Additional text by  
Matthew  
Clements and  
Kevin Siembieda.**

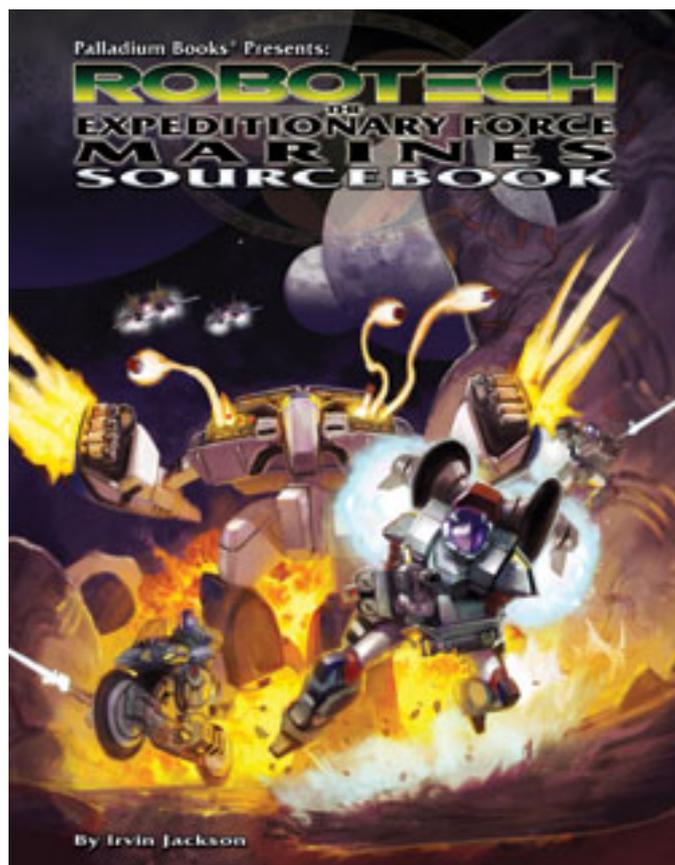
**- Cover by  
Chuck Walton  
and Eduardo**

**Dominguez S.**

**- Interior art  
by Chuck Walton,  
Kevin Siembieda,  
Tanya Ramsey,  
Jeff Burke and  
others.**

**- 160 pages –**

**\$20.95 retail –**  
**Cat. No. 474**  
**– February**  
**release.**



# **Robotech®: Expeditionary Force Marines Sourcebook One**

## **Robotech®:**

**Expeditionary  
Force Marines**  
sourcebook is set  
in space with the  
UEEF (United  
Earth  
Expeditionary  
Force) led by

Admiral Rick  
Hunter. 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 mecha  
and weapons of  
the UEEF  
Marines.**

**- New UEEF  
Marine  
character  
classes and**

**background.**

**- Alien  
species and  
allies.**

**- Planet  
hopping,  
adventure and**

**much more.**

**- Epic battles  
and adventure  
ideas galore.**

**- Written by  
Irvin Jackson.**

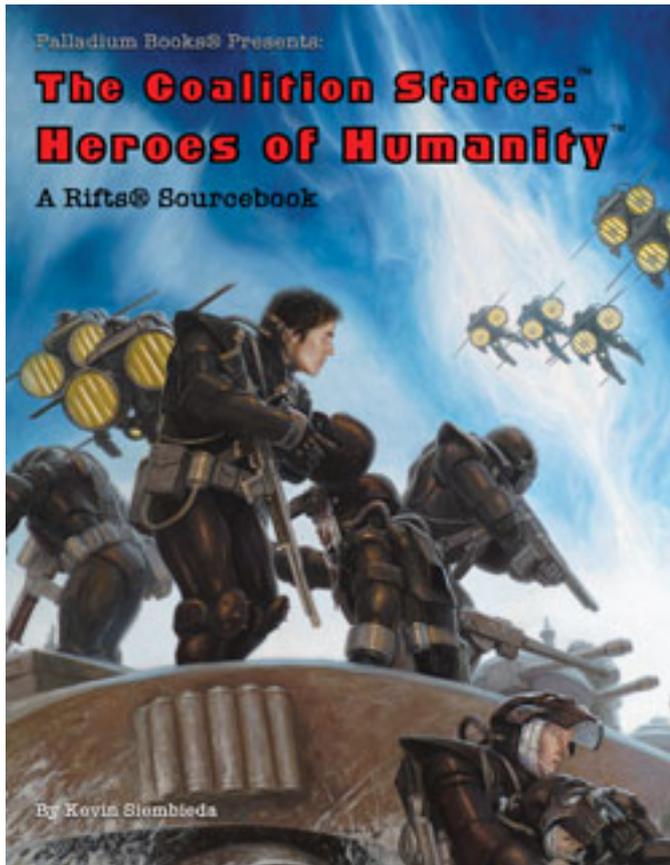
# **Additional text by Kevin Siembieda.**

**- 160 pages –  
\$20.95 retail –**

**Cat. No. 553**

**. March  
(tentative).**





# Rifts® Sourcebook – The Coalition States: Heroes

# of Humanity

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**

■

# Rifts®

# Secrets of the Coalition

# States: The Disavowed

“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 *J*  
*oseph 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**

■

**Rifts®**

**Secrets of the  
Atlanteans**

**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 – C**

**at. No. 890**



**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.).**

**- Apocaly  
pse Plagues  
brought from**

**other worlds  
to Chaos  
Earth.**

**- Adventu  
re ideas and  
more.**

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

# Siembieda.

- 96 pages

– \$16.95

retail – C

at. No. 665

■

# Winter/Spring, 2015.

**Rifts®**

**Chaos Earth**

**®**

**Sourcebook**

**:**

**Resurrectio**

**n**

**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.**

**- Snatche  
r Ghouls,  
Carriion  
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

■

# **Winter/Spring 2015 (tentative).**

# **Books slated for the next 5-6 months of 2015**

- Rifts®

Book of

Magic –

Back in print  
and available  
now!

- The  
Rifter® #69  
– Winter –  
ships  
February – in

production  
right now.

- Rifts®

Chaos

Earth®:

**Rise of**  
**Magic™**  
**Sourcebook**  
– Back in  
print, ships  
February.

- **Bizantium**

**m & n;**

**the Northern**

**Islands**

**TM – ships**

February – in  
final  
production  
right now.

- **Robote**

**ch®:**

**Expeditiona**

**ry Force**

**Marines™**

**Sourcebook**

- Chaos

Earth®

Resurrectio

n (the

dead rise,

zombies

attack)

- Chaos

Earth® First

Responders

(more than

you may  
imagine)

- **Dead**

**Reign®**

**Sourcebook**

**: Hell  
Followed  
TM (a large,  
juicy  
sourcebook)**

- The  
**Rifter® #70**  
– Spring

# **Other titles for 2015 and beyond**

**- Robote  
ch® RPG**

# **Tactics™**

# **Advanced**

# **Rule Book**

**- Splicers**



**sourcebooks**  
**– several**  
**- Beyond**  
**the**  
**Supernatura**

# I<sup>TM</sup> – Tomes Grotesque<sup>TM</sup> Volume One - Beyond the

# Supernatura I™ – Beyond Arcanum™

- Palladium  
m Fantasy®

# Land of the Damned 3: The Citadel (probably 2016)

- Palladium  
m Fantasy®  
Land of the  
South  
Winds  
- Heroes

**Unlimited™**  
**sourcebook**  
**s**  
**- Dead**  
**Reign®**  
**sourcebook**

**S**

**- Rifts®**

**Secrets of**

**the**

**Atlanteans**

**TM**

- **Rifts®**

**Heroes of  
Humanity™**

- **Rifts®**

**The**

**Disavowed**

**TM**

**- Rifts®**

**Antarctica**

**- Rifts®**

**Sovietski**

**- Rifts®**

**New Navy™**

**- Rifts®**

**Delta**

**Blues™**

**- Rifts®**

**Dark**

**Woods™**

- **Rifts®**

**Voodoo**

- **Plus**

**Robotech®**

**RPG  
Tactics™  
Wave One  
and  
Wave Two  
releases**

worldwide.

And there are  
still some  
secret  
projects and  
licenses yet

to be  
revealed.



# PDF downloads

**from**  
**DriveThruR**  
**PG.com**

**This is a**

great  
resource for  
getting *out of*  
*print*  
Palladium  
titles and

other select  
books. We've  
made 100  
titles  
available as  
PDF digital

downloads

from

**DriveThruR**

**PG.com**

, as well as

Fantasy

Paper  
Miniatures,  
Game Master  
resources  
and other  
good things

with more to  
come. This is  
a great way  
to try  
Palladium  
products and

get access to  
out of print  
RPG source  
material.  
Some  
notable titles

**include:**

**- The**

**Rifter®**

**#49-58**

**recently  
added –  
available  
now.**

**- Splicers**

**® RPG** ■

- Beyond  
the  
Supernatura  
ITM RPG  
, First Edition

# Rules.

- **Boxed**

**Nightmares**

**TM**

for

**BTS, First**

# Edition Rules.

- Nightbane® Book  
Four:

**Shadows of**

**Light™** ■

■ **The**

**Mechanoids**

**® RPG**

and

The

Mechanoid

Invasion®

RPG Trilogy



- Palladium  
m Fantasy  
RPG® ,  
First Edition  
Rules and

select 1st  
Edition  
sourcebooks.

- After  
the Bomb®

RPG

an

d

sourcebooks

■

- The

**Rifter®**

**issues 1-58.**

**- The**

**Best of The**

**Rifter®** ■

- Deluxe

Revised

RECON®

RPG

and

# Advanced

# RECON®

# Sourcebook

■

- And

more – go to

**DriveThruR**

**PG.com**

and check

‘em out.



© Copyright  
2015  
Palladium  
Books Inc. All  
rights  
reserved.

Rifts® , The  
Rifter® ,  
RECON® ,  
Splicers® ,

# Palladium Books®, The Palladium Fantasy Role-Playing Game®,

Phase  
World®,  
Powers  
Unlimited®,  
Nightbane®,  
Megaverse®,

# The Mechanoids ®, The Mechanoid Invasion®, Coalition

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

Registered  
Trademarks  
of Palladium  
Books Inc.  
RPG  
Tactics™,

# Beyond the Supernatural, Coalition States, Heroes Unlimited,

Ninjas &  
Superspies,  
Minion War,  
Mysteries of  
Magic,  
SAMAS,

Thundercloud  
Galaxy,  
Three  
Galaxies,  
Vampire  
Kingdoms,

and other  
published  
book titles,  
names,  
slogans and  
likenesses

are  
trademarks  
of Palladium  
Books Inc.,  
and Kevin  
Siembieda.

Robotech®  
and  
Robotech®  
The Shadow

Chronicles®  
are  
Registered  
Trademarks  
of Harmony  
Gold USA,

Inc.

This press  
release may

be reprinted,  
reposted,  
linked and  
shared for  
the sole  
purpose of

advertising,  
promotion  
and sales  
solicitation.