

By Kevin Siembieda

I hope everyone is getting acclimated to Autumn. Those of you with children must deal with the greatest amount of transition, with kids back in school, school sports and activities, and all the madness that goes along with the school year and getting children off to school in the morning. Those of you in college have similar transitions to make. For the rest of us, it's dealing with fewer hours of daylight, dropping temperatures and the approach of Winter. Ah, but the holidays are coming and Autumn and Winter are a great time to stay indoors and play games.

Raise the Dead – Horror RPG Sale – October 8-15, 2015

To help you out on that front, Chuck Walton and Kathy Simmons have convinced me to offer a week or so sale on **Dead Reign**® titles and select other books of suspense, horror and monsters. We're *Walking Dead* fans, and with the spinoff having ended last weekend and the new season starting this Sunday, we thought it was a good time to offer up the dead for your gaming enjoyment. Hey, 'tis the

Halloween season

for monsters and spooky stuff, right? And I cannot stress how much fun it is to play

Dead Reign

®. It's one of my all-time favorite world settings along with

Beyond the Supernatural™, *Palladium Fantasy*

®, and

Rifts

®, among others.

- [Dead Reign® RPG](#) – Cat. No. 230 – \$11.48 (normally \$22.95 – half price). Everything you need to start playing. How can you not give this game a try?
- [Dead Reign® Sourcebook 1: Civilization Gone](#)™ – Cat. No. 231 – \$6.48 (normally \$12.95 – half price!).
- [Dead Reign® Sourcebook 2: Dark Places](#)™ – Cat. No. 232 – \$6.48 (normally \$12.95 – half price!).
- [Dead Reign® Sourcebook 3: Endless Dead](#)™ – Cat. No. 233 – \$8.48 (normally \$16.95 – half price!).
- [Dead Reign® Sourcebook 4: Fear the Reaper](#)™ (heroic) – Cat. No. 234 – \$6.48 (normally \$12.95 – half price!).
- [Dead Reign® Sourcebook 4: Graveyard Earth](#)™ – Cat. No. 235 – \$6.48 (normally \$12.95 – half price!). World overview and 100+ adventure ideas around the globe.
- [Beyond the Supernatural™ RPG](#) – Cat. No. 700 – \$12.48 (normally \$24.95 – half price!).

- [Rifts® Conversion Book 3: Dark Conversions](#) – Cat. No. 852 – \$12.48 (normally \$24.95 – half price!). Filled with weird and unique undead, vampires, werebeasts, and creatures of darkness!
- [Rifts® Conversion Book 2: Pantheons of the Megaverse®](#) – Cat. No. 811 – \$12.48 (normally \$24.95 – half price!). 150+ deities, demi-gods and god-pretenders. All can spell trouble, and many are beings of darkness and chaos; adventure ideas galore.
- [Rifts® Conversion Book One](#) – Cat. No. 803 – \$12.48 (normally \$24.95 – half price!). 100+ monsters, 40+ player races, and so much more.
- [Rifts® World Book 4: Rifts Africa™](#) – Cat. No. 808 – \$10.48 (normally \$10.95 – half price!). Save the world from *The Four Horsemen of the Apocalypse*, Necromancy and more!
- [Splicers® RPG](#) – Cat. No. 200 – \$11.98 (normally \$23.95 – half price!). A dire setting where humanity is unleashing bio-technological horrors to battle the Machine and her legion of *Necrobots* and other mechanical nightmares. 224 pages. A game unlike anything on the market. 4-6 sourcebooks coming over the next 12 months.
- [Nightbane® RPG](#) – Cat. No. 730 – \$12.48 (normally \$24.95 – half price!). They ain't dead, but there are plenty of monsters and horror. 240 page core rule book.
- [Nightbane®: Through the Glass Darkly](#) – Cat. No. 733 – \$10.48 (normally \$20.95 – half price!). You want horror? This book has it in spades with the terrifying Fleshsculptor O.C.C., Cybermage, Mirrormage and Nemesis R.C.C., magic items, spells, Living Pathways and other source material to make you cringe. 152 pages.
- [Nightbane® Survival Guide](#) – Cat. No. 735 – \$10.48 (normally \$20.95 – half price!). Everything you should know about the Nightbane.
- [Palladium Fantasy RPG® Book 13: Northern Hinterlands](#) – Cat. No. 467 – \$12.48 (normally \$24.95 – half price!). The Hinterlands are the doorstep to the monster-filled Land of the Damned. 14 new monsters, cold weather rules and more.
- [Rifts® Ultimate Edition RPG](#) – Cat. No. 800HC – \$29.96 (normally \$39.95 retail). Offered here because it is monstrous fun.



UPDATE: Chaos Earth® Resurrection™ – October release

[Chaos Earth® Resurrection](#)™ is near completion and is epic, scary, dramatic and fun. I should be pounding away on it the rest of the week and part of the weekend. Paste-up next week. Will get you a bigger sneak preview of

Chaos Earth® Resurrection™

than the teaser we're dropping into DriveThruRPG.com. Good stuff coming.

UPDATE: Robotech® RPG Tactics™

Blast Rules. We spent a lot of time on **Robotech® RPG Tactics™** this week. Wayne made and posted the final write-up for the new RRT Blast rules (addressing damage, scatter, shooting the ground and other things). That included reviewing much appreciated text, input and

suggestions from

Mike Arnold and his crew,

talks with

Carmen Bellaire

, and much discussion and play-tests among ourselves. The end result is the effort of many people culminated over the last few months.

<http://palladium-megaverse.com/forums/viewtopic.php?f=97&t=149485>

The Robotech® RPG Tactics™ paper game pieces for Macross

should be going online tomorrow, for free, on

DriveThruRPG.com

RRT Gaming events. One of the unexpected opportunities this week is being able to showcases and demo **Robotech®**

RPG Tactics™

at a wargaming/tabletop event at the

Flat Land Games Store

in Wixom, Michigan, this Saturday.

Flat Land Games Event – Saturday, October 10, 2015

Location:

Flat Land Games Store

28990 S. Wixom Rd.

Wixom, MI 48393

Time: 9:00AM - 11:00PM EST (*Robotech® RPG Tactics™* demos run

from noon till 8:00 PM; RRT product and select books are available for sale onsite.)

Website: <http://flatlandgamestore.com/>

Phone Number: 248-773-7854

The Flat Land Game Day is a wargaming event that is carried over from the canceled *Protocon* where avid gamers can enjoy awesome tabletop wargaming of all kinds (Warhammer 40,000, Magic the Gathering, etc.), **Robotech® RPG Tactics™** demos, and product sales and prizes. Come and join the fun. Special thanks to

Lee Shirk

of Flat Land Games and

Lee Gattis

of Gattis Gaming!

We also put together the product support we are sending to **Extra-Life Game Day**,

a 24 hour Game-A-Thon at

Dragon's Lair Comics and Fantasy

, in Austin, Texas, November 7. That events sounds quite spectacular and we are happy to be part of it.

**"Extra-Life" Game Day – 24 hour Game-A-Thon –
November 7 – Austin, Texas**

Dragon's Lair Comics and Fantasy

2438 West Anderson Lane

Austin, TX 78757

Date: November 7, 2015

Time: 8:00AM CST - 8:00AM CST (24-hour event)

Website:

<http://dlair.net/austin/>

<http://www.extra-life.org/>

Store Phone number: 512-454-2399

The story behind Extra-Life (a charity event):

<http://www.extra-life.org/index.cfm?fuseaction=cms.page&id=1197>

The Extra-Life Game-A-Thon is a *24-hour livestream/broadcasted gaming marathon event* designed for raising funds for charity, having gaming fun and doing it all for a great cause: the *Children's Miracle Network Hospital* of your choice; supporting *kids* and *their families*. All moneys raised for *Extra Life 2015* go directly to the charity.

The event offers all sorts of gaming, video games, CCGs, pen and paper RPGs, board games and tabletop wargames, including Palladium's very own **Robotech® RPG Tactics™** being featured by

FanboyTV. To attend this gaming marathon charity event, all you have to do is:

1. Register and create your personal fundraising page.
2. Try to get four friends or family members to sponsor you at \$1 per hour (\$24 each) – it's a 24 hour Gaming Marathon, after all.
3. Sit on your rear-end and play all types of games for 24 hours.

More Palladium gaming support. We also spent time providing support to a few other **Robotech®** **RPG Tactics™** events and retail stores. That's something we've always done, but we'll be doing a lot more of it in the weeks and months ahead. The staff and I will be coordinating with the **Megaversal Ambassadors** (our growing force of volunteer Game Masters and demo teams) as we gear up for our **2016 Robotech® RPG Tactics™** **organized play**, as well as running games and events for all of Palladium's RPGs at

conventions and store events. That will include putting together an RRT demo kit, scenarios and other materials. This is of considerable importance as we want to strongly support the

Robotech® RPG Tactics™

game line with the release of Wave Two and moving on into other eras of Robotech®.

As for Wave Two, we continue to explore our options with regard to manufacturing and reduced piece count. We thought we had something that would work, but some concerns have been raised and we are looking into it more as well as into other options.

Licensing

Palladium is looking for licensing opportunities (and partners) for our many I.P.s. We would especially love to see licenses for **Rifts®**, **Splicers®**, **Nightbane®**, **Heroes Unlimited**, **BTS**, and . . . well, all our I.P.s as board games, miniature games, card games, videogames, etc. In the meanwhile, we're excited about the upcoming adaptation of the

Rifts® RPG

to the

Savage Worlds® game system

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

We are working away on [The Rifter® #71 & 72 Double](#)

[Issue](#) . The combined, 224 page book 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. Probably an end of October or beginning of November release, filled with fun.

UPDATE: Rifts® Coalition States: Heroes of Humanity™

[It's next](#) .

UPDATE: Rifts®: The Disavowed

[It follows](#) after **Coalition States: Heroes of Humanity**™ .

And in the pipeline

Books for Rifts®, Chaos Earth®, Splicers®, Palladium Fantasy®, Heroes Unlimited, Beyond the

Supernatural and more.

Rifts® Japan – available now as a PDF

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

series, all of the

Dead Reign

® (Zombie Apocalypse) books, plus

Heroes Unlimited™, **The Rifter**

® and more are available on

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 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

A bunch of new items will be added to my [Ebay Store](#)

over the next week, with more to come. This includes one-of-a-kind, original

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 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 is going strong – Wild Skies RPG: Europa Tempest raising funds on Kickstarter now!

Fan fave Palladium author Brandon Aten and Matthew Orr are launching their own line of

role-playing games and sourcebooks. You have enjoyed Brandon's work for Palladium (Madhaven, Triax Two, the Sovietski, The Rifter®, etc.), so you might want to support this effort. It sounds pretty cool. **FYI:** You can continue to expect Brandon and Matthew to write books for Palladium as well. In fact, there are three in the pipeline right now!

Wild Skies RPG: Europa Tempest: 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. As the new nations begin to clash at the edges of their empires, waiting in the wings for the ideal moment to strike are privateers, mercenaries and air pirates.

Enter this world of adventure as a member of one of the national air navies or 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 which puts character development and storytelling front and center.
- 30 anthropomorphic animal types, each with a unique natural ability including the Wolf's howl, the Lizard's camouflage skin, the Songbird's mimicry and the Sheep's woolly coat (really!).
 - Optional rules for playing as a human.
 - Percentile-based skill system, with varying degrees of success.
 - Adjust your initial roll with up to five D6 Skill Dice to hit exactly the mark you want.
- Customizable Moral Compass which

determines both character motivations and experience level.

- Complete air combat rules to run dogfights, torpedo runs and airship confrontations. And more.

- 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>

That's all folks . . . we've got books to finish

As for our small staff, every week is a juggling act. While I had expected to spend the entire week finishing **Chaos Earth® Resurrection™** (which *is* closer to completion), most of my time went to dealing with business matters, **Robotech® RPG Tactics™** and a number of opportunities. All I can say is, time just flies around here. Cannot believe it is Thursday already, let alone October. That said, we are excited about upcoming releases and plans for the future.

We hope you have a fun, game filled weekend with the people who matter most in your lives. We'll be gaming a bit, selling and writing away. Game on.

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

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](#)

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- [**Dead Reign® Sourcebook 2:
Dark Places**](#) TM – \$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](#)

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- [**Dead Reign® Sourcebook 3:**](#)

Endless Dead TM – \$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](#)

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- **Dead Reign® Sourcebook 4:
Fear the Reaper** TM (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 TM – \$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](#)

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- 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.**

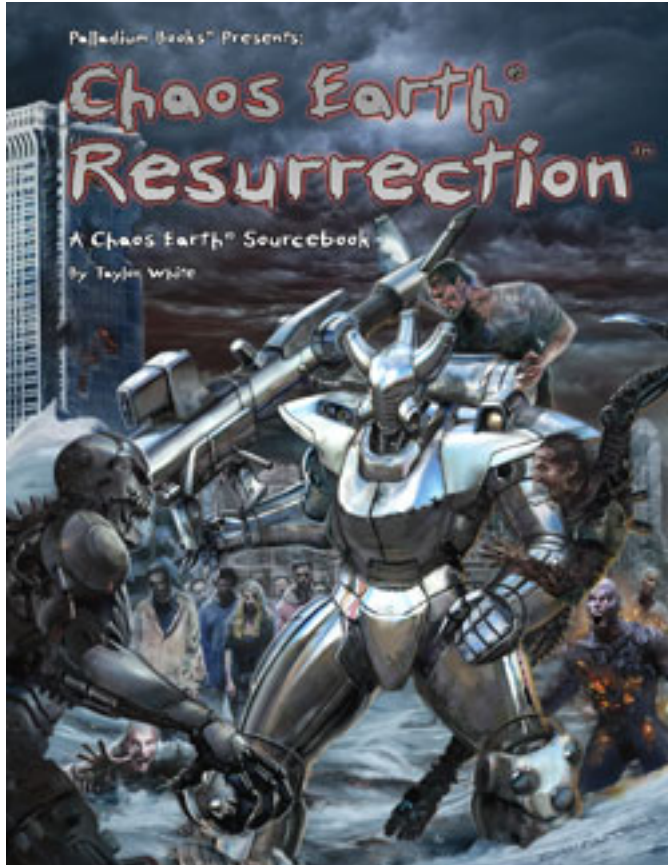
- **Interior art by Walton, Ramsey, Rodriguez and Mumah.**

- **224 page DOUBLE ISSUE – \$24.95 retail –**

[at. No. 171-172](#)

C

. 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.

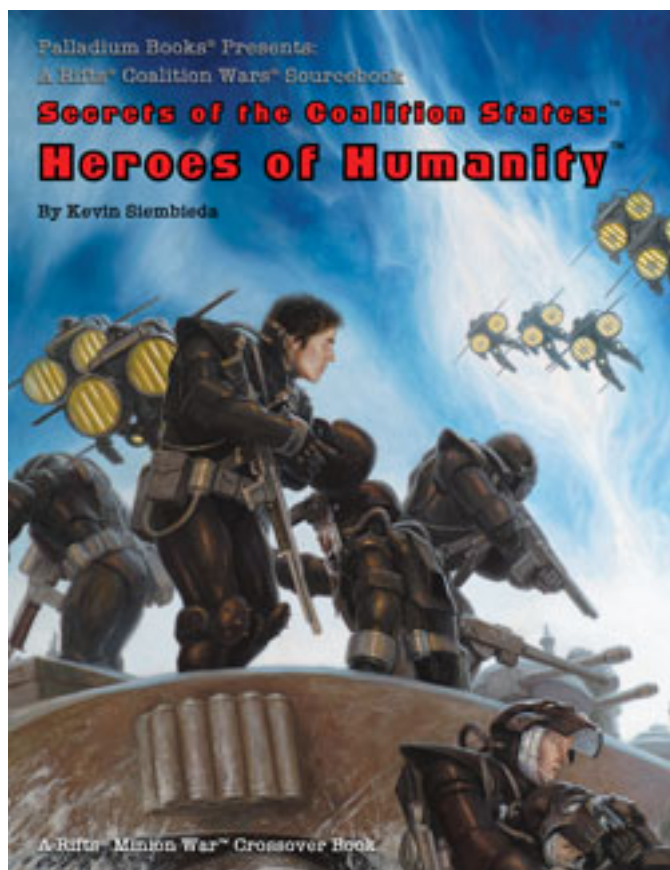
- **The Zombie Pox and other dangers.**

- **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
*know nothing
about them* . And
if they did know,
would they condone
their activity or
condemn it?**

**- Are the
Disavowed heroes or
renegades?**

**Assassins or
soldiers? Madmen or
super-patriots? Or a
little of them all?**

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

- What role does the Vanguard play in this group?

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

- What happens to the Disavowed when they have seen or

**learned too much?
Adventure ideas
galore and so much
more.**

**- Written by Kevin
Siembieda and
Matthew Clements.**

**- Final page count
and cost yet to be
determined, but**

probably 96 pages –
\$16.95 retail – **Ca**
t. 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 –**

Cat. 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 Robotec
h® 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 Robotech® RPG
Tactics
™ 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 *kno*
ws 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.

- **Waterchan
ter O.C.C. and
20+ magic**

**spells new to
the Fantasy
setting.**

**- Necroman
cy 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 *f*
ull 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/college
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.

- Should
er 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
suitable as
a
school/colle

ge book
bag.

- The

full Rifts®

Logo on a

field of

crackling

blue

energy.

- Colorfu

l and

dynamic

sublimation
printing.

- Sturdy
design;

100%
polyester.

- Two

large

pockets for
books, and
a smaller
third pocket
that zippers

shut.

- Two

small

pouches.

- Should
er strap
included.

- Overall

size –
15x11x3
inches.

- Logo

design by
Kevin Long
and Cathy
Schutt.

- Cat.

No.

SPO-15806

- \$49.95

retail.



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with more
to come.
This is a

great way

to try

Palladium

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and get

access to
out of print
RPG
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material.

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notable
titles
include:

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Rifter®
#49-62
recently**

**added –
available
now.**

- Splice

rs® RPG



- Beyon

d the

Supernatu

raI™ RPG

, First
Edition
Rules.

- Boxed

Nightmare

sTM for

BTS, First

Edition

Rules.

- Nightb

ane® Book

Four:

Shadows of Light™

■

- The

Mechanoid

s® RPG

and

The

Mechanoid

Invasion®

RPG

Trilogy



- Pallad

ium

Fantasy

RPG® ,

First Edition

Rules and select 1st Edition sourcebook s.

- After
the
Bomb®
RPG a

nd

sourcebook

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■

- The
Rifter®
issues
1-62.

■ The

Best of

The

Rifter®

■

- Delux
e Revised
RECON®
RPG

and

Advanced

RECON®

Sourceboo

k



- And

more – go

to

Driv

eThruRPG.

com

and check

'em out.

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®; The
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s®; The

Mechanoid Invasion®, Coalition Wars®, Dead

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Chaos
Earth®,
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Supernatur

al, Coalition
States,
Heroes
Unlimited,
Ninjas &

Superspies,
Minion
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Mysteries
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