

By Kevin Siembieda

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

The 2017 Surprise Package season ended with a deluge of orders coming in the last weekend. It made for a very busy Monday and Tuesday. I'm glad to say the Surprise Packages delighted many gamers around the world. Our thanks to everyone who participated in both the traditional and Digital Christmas Surprise Package offers. We've also been busy in the warehouse shipping out [The Rifter® #79](#) and other orders.

Now that the holiday season is over we can turn our full attention to product releases and a number of pressing business matters. We are hoping 2018 is going to be the start of many exciting new adventures for Palladium Books and its customers. In the short term, we are looking to get new products into your hands, but we are working in a number of areas that could carry Palladium into new mediums and grow the company. We hope to be able to tell you about some of these very soon. Here's what is happening now.

### **Last weekend to get the first ever Palladium New Year/New Game Bundle on DriveThruRPG**

The good people at DriveThruRPG reached out to us asking if we'd like to participate in their **New Year/New Game promotion**, to which we replied "Yes!"

The New Year/New Game promotion is an annual event that DriveThruRPG hosts. Game companies assemble a small bundle of PDFs with the goal in mind of giving a gamer everything he or she needs to jump right into the game. For our contribution this year we have the [NYNG Rifts® Bundle](#)

, which includes the following four PDFs:

- **Rifts® Ultimate Edition RPG**
- **Rifts® Sourcebook One, Revised & Expanded™**
- **Rifts® Primer – How to Play Rifts® and Create Adventures**
- **Rifts® Game Master Kit**

And you can get ALL of these PDFs (normally a cost of \$38.47) for just \$19.99 — perfect for anyone who wants to get into the epic **Rifts®** RPG! Makes a great gift too.

<http://drivethrurpg.com/product/231028/NYNG-RiftsR-BUNDLE>

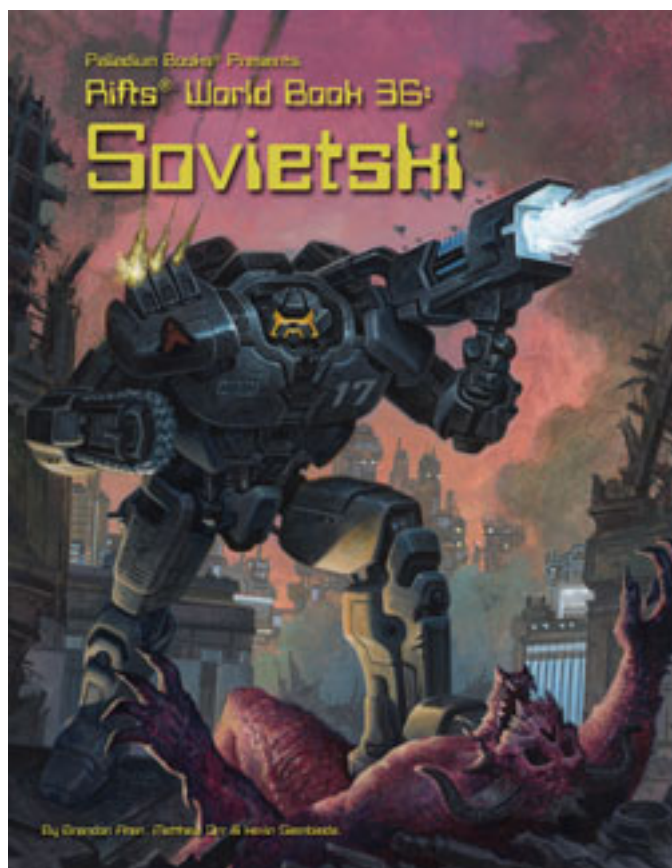
Already have one, two or three of these PDFs? Not to worry – DriveThruRPG has a feature called **Complete Your Bundle**. Their system will automatically detect what you already have and only charge you for what you do not have, so you can still get the other items in the bundle for the reduced rate!

**The New Year/New Game promotion** has been going on for a week or so and **ends Monday, January 22, at 10:00 A.M. Eastern**, so don't delay. Get in on this great offer over the weekend!



**UPDATE: The Rifter® #79 – Available now**

[The Rifter® #79](#) includes some new and alternative methods, rules and approaches to Game Mastering and making adventures. Role-playing games are flexible expressions of *your* imagination and all about bringing ideas to life. This issue provides optional, alternative rules for putting modern characters in different time periods throughout history (can you picture that BTS psychic, Nightbane or superhero on a Victorian pirate ship or fighting for the Roman Empire?), plus more alternative RPG ideas by Julius Rosenstein, a closer look at the **Heroes Unlimited™** *Star Mage Magician*, and the *Kingdom of New Oslo*, a nice companion to the soon to be released **Rifts® Sovietski**, and more.



**New! World Book 36: Rifts® Sovietski™ – ships February**

I was sure Wayne and I would be typesetting and laying out [Rifts® Sovietski](#)

™ by now, but we hit a snag that slowed down production. Fear not, the additions and changes only make the Sovietski book that much more fun, dynamic, and 32 pages larger! We are now looking at a 224 page World Book for the same advertised price of \$24.95 retail.

I'm loving this book with all the new background information, new cyborgs, the Spetsnaz options, D-Bees, new combat vehicles, bionics, weapons and gear. There are a lot of very cool and fun characters to play and adventures to be had. I also feel that [Rifts® Sovietski](#)™ helps to pull together the previous two Russia World Books, [Warlords of Russia](#)

and

[Mystic Russia](#)

, plus

[Mindwerks](#)

(Poland and a slew of D-Bees, monsters and adventure hooks) and the two

[Rifts](#)

®

[Triax](#)

books, into an expansive and cohesive area of Rifts Earth that brings that part of the world to life.

## **UPDATE: Rifts® Bestiary™: North America, Vol. One and Two**

This book is coming together nicely too. It gathers and formats the existing beasts from the current World Books and Sourcebooks (and some new beasts to spice up your games) into two big reference books. As soon as Rifts Sovietski goes to the printer (next week?), I dive into the final edits for both volumes, finish work on the new creatures, and send them off to the printer.

These are just the first two of what we hope to be a series of sourcebooks that collect all the notable monsters, dinosaurs and creepy crawlers of Rifts® Earth. The focus of the **Rifts® Bestiary™: North America,**

[Volume One](#)

and

## Volume Two

being creatures of North America (US, Canada and Mexico). Presented in alphabetical order, with maps showing their range and location, in two big books. On track for winter releases.

**Now available – Additional *VIP Night tickets*  
– **Palladium Open  
House****

[VIP night at the Open House](#) gets you an extra evening of gaming, first crack at special items, new releases, original art, early access to our many guests, and a delicious meal. This is always a fun, intimate night of gaming and hanging with the Palladium crew.

[VIP Night](#) always sells out before the event (limited to 120 VIPs) so we encourage you to reserve your ticket as soon as possible. It is because VIP Night always sells out that we deliberately hold back 40 or so tickets till now, so everyone has a fair shot at being able to get them.

**Reserve your hotel room for the POH before they  
are sold out**

**Rooms at the *Red Roof* are getting close to sold out!**  
Especially rooms with two full beds (

**\$49.95**

plus tax per night). When they are gone, your choice is a room with just one king bed (

**\$49.95**

plus tax per night) – or – our other, more upscale hotel, the

**Hampton Inn and Suites**

at more than twice the price (

**\$119**

plus tax per night). Both are 3 miles or less from the Palladium warehouse, less than 10 minutes away.

**Note:** The hotel reservation deadline is March 15, 2018, but the rooms are likely to *sell out BEFORE that deadline*, because we may have record attendance. Please reserve your rooms at one hotel or the other sooner rather than later. You have been given fair warning.

**Hampton Inn & Suites** – (upscale) **MUST** reserve by March 15

to get Group Rate.  
1950 N. Haggerty Road  
Canton, MI 48187  
Phone: 734-844-1111

- **\$119.00 per night for two queen beds at *the Hampton Inn and Suites***

(that's two queen-sized beds).

- **\$129 per night for one “King Suite” at *the Hampton Inn and Suites***

One king bed and a pull out sofa, but PLEASE confirm that with the hotel.

**Group Rate:** Must ask for the “*POH Group Rate*” at the time of booking to ensure the correct lower rate will be quoted and billed to you.

**Note:** Free hot breakfast offered daily, free high-speed and wireless Internet access, and earn both HHonors points & airline miles.



**POH Dates:** April 20-22, 2018, plus April 19 is VIP Night.

**Red Roof Inn** – (economy lodgings) **MUST** reserve by March 15 to get Group Rate.

39700 Ann Arbor Rd

Plymouth, MI 48170.

Phone: 734-459-3300

- **\$49.95 per night (plus tax) at *Red Roof Inn* for two full beds or one king bed.**

No frills hotel accommodations, great price.

**Group Rate:** Must ask for the “*Palladium Books Group Rate*” at the time of booking to ensure the correct lower rate will be quoted and billed to you.

**Extend your stay at the same discount rate** before or after the POH. Make sure the hotel knows if you are coming in early

or staying longer and want the “Palladium Books Group Rate” for your entire stay.

*Only Red Roof Inn has this generous offer.*

**Open House Dates: April 20-22, 2018, plus April 19 is VIP Night**

(and we know a few of you are coming in a day early to help with set-up and some staying till Monday to help with the clean-up and to hang out a little longer that morning).

**Airport Note:** The hotels and Palladium’s warehouse are 15-20 minutes from *Detroit Metropolitan Airport (DTW)* in Romulus, Michigan, near I-275. Detroit Metro is the airport you want to use.

**UPDATE: 2018 Palladium Open House – April 19-22**

Freelance writer *Daniel Fredricks* has confirmed he will be attending

the [2018 Palladium Open House \(POH\)](#). Writers *Matthew Clements*

and

*Greg Diaczyk*

also recently confirmed attendance at the POH. And many,

including

*Carl Gleba, James Brown, Brandon Aten, Julius Rosenstein, Carmen Bellaire, Jake Jakubowski, myself (Kevin Siembieda)*, and many others will be running game events.

**The POH is only 3 months away**, so if you know you are going to attend, please order your [admission tickets](#)

as soon as possible and reserve your hotel room. Ordering your admissions ticket helps Palladium to make sure we have enough events running to keep everyone busy and having fun.

**Game Masters** planning on running events at the POH, PLEASE get us your game descriptions as soon as possible. Ideally by the end of January, so we can post a schedule of events in advance. See details, below.

### **POH Highlights:**

- **Come play at the very site where the magic happens.**
- **Three days of gaming (4 for those attending VIP night), plus panel talks, live auction and more.**
- **Many games run by the writers and artists who create them!**
- **Saturday Auction (original art, out of print items and oddities).**

- **Largest gathering of Palladium creators anywhere! Artists, writers, Defilers and more.**
- **Held at the Palladium warehouse and office where your favorite games are made. Westland, Michigan.**
- **30-40 Palladium creators will be present to chat and sign books.**
- **Get original artwork, character sketches, books and more.**

## **POH Game Masters please submit your game events over the next few weeks**

If you are a quality Game Master with experience, you are coming to the Palladium Open House, and would like to run *one or more gaming events* at the POH, please contact us as soon as possible. We want to post the Events Schedule by the end of February. That means we need commitments and the majority of game descriptions by February 14 (or sooner). We will continue to add events after that date, but would like to have the majority listed and posted by the end of February.

**G.M. Rewards:** Game Masters who run *3 or more events* get a

## **FREE special T-shirt**

and a

## **30% discount**

on most Palladium product, books, T-shirts and products, with some exclusions. (Sorry, the discount does not apply to limited editions, art prints, original art, auction items, concessions, convention exclusive products and items sold by our guests.)

### **Info we need from G.M.s:**

- **RPG/World Setting** (Rifts®, Robotech®, HU2, Fantasy, Splicers®, BTS, Ninjas & Superspies, After the Bomb®, etc.)
  
- **A brief, but dynamic description of the game.**
- **Maximum Number of Players:** 6-10 is typical, but run what YOU feel comfortable with running.
  
- **Running Time:** 3-4 hours is typical, and best for these kinds of events, longer can be a problem.
- **What days you can run:** VIP Thursday, Friday, Saturday & Sunday?
- **When:** Do you have a preferred time of day you want to run? If so, what is it? Specify preferences (10 AM, noon, 8:00 PM, what)? If we CANNOT give you the preferred time slot, are you willing to run at a different time, earlier or later?
  
- **Multiple games:** If you are running multiple times, is it the same game? If different games please provide all this information for EACH game you intend to run.

- **Please bring pre-rolled *player character* sheets:** G.M.s, please provide *pre-rolled characters sheets/descriptions* for each player. Why waste time rolling up characters? Let's game!

- **Minimum age of the players:** Especially if the game has mature content or extreme violence. Please indicate if it is not suitable for players under the age of 17.

- **YOUR T-shirt size:** You will want this shirt.

- **I.D. & Contact Info:**

Your real name

Street address

Telephone/Cell number (an alternative number optional)

Email address

**NOTE:** If you commit to running games at the POH, you must be serious and **MUST** be present to run your games. Do not disappoint gamers from around the globe by being unprepared or absent. You also have to purchase your own admission ticket. If you have questions or would like to discuss any aspect, do not hesitate to call the Palladium office.

**Send Game Event information via e-mail to**  
palladium-gm{at}palladiumbooks.com

– or call –

734-721-2903 and ask for Wayne, Julius or Alex.

**Remember, Game Masters who run *three or more games* get a**

***FREE special T-shirt***

unveiled for the first time at the POH

**and a 30% Game Master Supreme Discount**

on Palladium's RPG books, T-shirts and most other items. We need plenty of games to satisfy 250-300 gamers, so your help is very appreciated and welcomed.

We expect to have more than 100 gaming events and we need experienced Game Masters to run Palladium events for all of our game lines – **Rifts®**, **Robotech®**, **Robotech® RPG Tactics™**, **Palladium Fantasy®**, **Heroes Unlimited™**, **Ninjas & Superspies™**, **Splicers®**, **Nightbane®**, **Dead Reign®**, **Beyond the Supernatural™**, **After the Bomb®**, and all the rest!

Can contact us by telephone (734-721-2903) or by email at **palladium-gm{at}palladiumbooks.com** as SOON as possible please. Thank you.

## POH Volunteers Needed

We will also need volunteers to help us set up, admissions (confirming I.D. and handing out badges), emptying trash cans, store/sales assistance/restocking shelves, gopher, general assistance, parking lot, etc. You'll get a volunteer's badge and select perks that may include a product discount percentage commensurate with the amount of work and hours put in. **NOTE** : If you volunteer, please show up. Volunteers have to purchase their own admission ticket.

## 2018 Gen Con – Palladium Game Event Descriptions Needed Soon

Game Masters, as in years past, please coordinate with NMI and the **Megaversal Ambassadors** to be part of the Palladium Books gaming block at Gen Con. To have your event listed in the onsite, Gen Con Program Book (very important for full attendance), you need to send us your gaming events and descriptions over the next few weeks. Thanks!

## Palladium Books on HippoTV on Twitch.tv

The awesome people at HippoTV ( <https://www.twitch.tv/HippoTV/> ) host a wide variety of games most days of the week. For fans of Palladium Books®



they feature a

**Heroes**

**Unlimited**

™ game every other Saturday, and every other Thursday feature an

**After the Bomb**

® space game. The gamers playing these games come from all over the world, are very enthusiastic, and represent a wide variety of experience with Palladium's games.

Be sure to check out HippoTV either during a live broadcast or by watching one of the archived games. The next session for the Heroes Unlimited™ game will be on Saturday, January 27th, starting at 6 p.m. Pacific Standard Time. The next session for the After the Bomb® game will be Thursday, February 1, starting at 10:30 p.m. Pacific Standard Time.

**Two NEW titles on DriveThruRPG.com**  
***The Rifter® #75 and Dragons & Gods***

—  
™

**for the Palladium Fantasy**

®

**game line**

New this week: [\*\*The Rifter® #75\*\*](#) with source material for Rifts®, including an “official” Rifts® Primer, tips and examples of how to create adventures (suitable for ANY

setting, really), Splicers®, a Rifts® town in Canada, a Savage Rifts preview, and more.

### [Dragons & Gods](#)

™ is an epic, 232 page sourcebook packed with 40 deities, 20 Demon Lords, 14 dragons, Elementals, priests, some Rune Weapons and more. For Palladium Fantasy but suitable for Rifts® and most settings.

**Recently made available: [Hell Followed](#)™ for **Dead Reign**®**

featuring masked lunatics, 11 new zombies, 7 apocalyptic character classes, stats for 23 disasters (blizzard, earthquake, hurricane, wildfire, toxic spills, etc.), and more.

### [Rifts® Path of the Storm](#)

™, a proposed screenplay with stats and adventure ideas.

### [The Rifter® #73](#)

, with the Nexus Born, Splicers®: I am Legion part 2, official material for Dead Reign®, and more.

### [The Rifter® #74](#)

has source material for Rifts®, Heroes Unlimited, Splicers®, the Rifts® town of Moorcroft, Rifts® town of Karimyo, the Ancient Master and more, much of it “official” source material.

## **[The Compendium of Weapons, Armour and Castles](#)**

, 700 weapons, 40 types of body armor, 40 castles with floor plans, 224 pages.

## **[The Palladium Fantasy RPG®, 2nd Edition](#)**

, a complete role-playing game with 27 character classes, 15 player races, and much more.

## **Rifts® Adventure Sourcebooks:**

### **[Chi-Town ‘Burbs](#)**

and

### **[Firetown & the Tolkeen Crisis](#)**

(both with info about the ‘Burb of Firetown and Chi-Town ‘Burbs),

### **[The Black Vault](#)**

™, a treasure trove of magic and Coalition secrets, and

### **[The Vanguard](#)**

™, the secret organization of exiled mages who support the Coalition.

## **[Rifts® Conversion Book 2: Pantheons of the Megaverse](#)**

® presents 150+ deities, demigods and god-pretenders, plus many adventure ideas.

## **[Rifts® Conversion Book 3: Dark Conversions](#)**

™ has more than 120 monsters, demons, undead, and supernatural menaces, plus Elemental beings, the Shifter and Witch revisited, adventure ideas and more.

## **[Heroes Unlimited™ RPG, 2nd Edition](#)**

enables you to create any type of hero and super being;

### **Powers Unlimited® One**

contains over 120 new Minor Super Abilities and over 45 new Major Abilities, plus new psionics and more;

### **Powers Unlimited® Two**

has 11 new power categories;

### **Powers Unlimited® Three**

, 133 new super abilities and more;

### **Mutant Underground**

™ the name says it all – mutant animals and more;

### **Aliens Unlimited™ Galaxy Guide**

™ has super abilities for outer space, 20 aliens and new worlds;

### **Gramercy Island**

™, a prison for super beings, 98 statted out prisoners, and 101 adventure ideas;

### **Century Station**

™ contains 51 villains, 40 NPC heroes, and 101 adventure ideas;

### **Villains Unlimited**

™ presents 80+ fully fleshed out and statted super-villains;

### **Heroes Unlimited™ G.M.'s Guide**

has 10 full adventures, G.M. advice, rampage rules, and much more.

### **Rifts® Conversion Book One, Revised**

, 100+ monsters, 40 races, and more;

### **Dimension Book™ 14: Thundercloud Galaxy**

™ with 17 alien races, monsters, minions, the Dominators, space colony creation rules, monster creation rules, 101 adventure ideas and more;

[\*\*Dimension Book™ 13: Fleets of the Three Galaxies\*\*](#)

™, the name says it all;

[\*\*Dimension Book™ 8: Naruni™ Wave 2\*\*](#)

is a treasure trove of high-tech weapons, force fields, and more.

They join other recent releases of the ever popular [\*\*Wormwood\*\*](#)

™,

[\*\*Phase World\*\*](#)

®,

[\*\*Phase World® Sourcebook\*\*](#)

,

[\*\*Skraypers\*\*](#)

™,

[\*\*Anvil Galaxy\*\*](#)

™,

[\*\*Three Galaxies\*\*](#)

™,

[\*\*Megaverse® Builder\*\*](#)

™, and

[\*\*Naruni™ Wave 2\*\*](#)

, as well as

[\*\*Ninjas & Superspies\*\*](#)

™,

[\*\*Mystic China\*\*](#)

™,

[\*\*Monsters and Animals\*\*](#)

and more. These are just some of the many Rifts® and Palladium titles now available on

[\*\*DriveThruRPG.com\*\*](#)

as PDFs, plus many FREE previews of key book titles. We are trying to make 1-2 new PDF titles available every week.

- More than 50 Rifts® titles are currently available, including the [\*\*Rifts® Ultimate Edition\*\*](#), [\*\*Rifts®\*\*](#)

[\*\*RPG\*\*](#)

(1990),

[\*\*Rifts® Game Master Guide\*\*](#)

,

[\*\*Rifts® Book of Magic\*\*](#)

,

[\*\*Rifts® Adventure Guide\*\*](#)

,

[\*\*Rifts® Atlantis\*\*](#)

,

[\*\*Splynn Dimensional Market\*\*](#)

(more about Atlantis),

[\*\*D-Bees of North America\*\*](#)

™,

[\*\*Lemuria\*\*](#)

, the original

[\*\*Vampire Kingdoms\*\*](#)

and

[\*\*Vampire Kingdoms New Revised Edition\*\*](#)

,

[\*\*Rifts® World Book 28: Arzno\*\*](#)

™ (more vampires, TW items and mercs),

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

™,

[\*\*Rifts® World Book 27:\*\*](#)

[\*\*Adventures\*\*](#)

[\*\*in Dinosaur Swamp\*\*](#)

™,

[\*\*Rifts® Canada\*\*](#)

,

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

,

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

™,

[\*\*Rifts® Australia\*\*](#)

™,

[\*\*Triax & The NGR\*\*](#)

™,

**Rifts® New West**

TM,

**Spirit West**

,

**Lone Star**

TM,

**Rifts® Psyscape**

TM,

**Federation of Magic**

TM,

**Coalition War Campaign**

TM,

**Rifts® Juicer Uprising**

TM,

**Rifts® South America 1**

and

**South America 2**

,

**Rifts® China 1**

and

**China 2**

, the original

**Rifts® Sourcebook One**

and

**Sourcebook One Revised**

,

**Rifts® Mechanoids**



®,

[Mindwerks](#)

,

[Coalition Navy](#)

,

[Shemarrian Nation](#)

™,

[Rifts® Bionics Sourcebook](#)

,

[Rifts® Black Market](#)

(one of my faves),

[Madhaven](#)

™,

[Rifts® Mercenary Adventures](#)

™,

[Rifts® Mercenaries](#)

,

[MercTown](#)

™,

[Merc Ops](#)

™,

[Rifts® Tales of the Chi-Town 'Burbs](#)

(short stories by 13 writers), the rest of

**Rifts® World Books 1-32, Rifts® Sourcebooks, Rifts®  
Coalition Wars®/Tolkeen series**

, the

**Minion War**

™ series, and dozens of other famous titles. Check back every week to see which new PDFs of

## **Rifts**

® and other titles have been added!

- **Rifts® Chaos Earth® RPG** and sourcebook series (all). Live through the Great Cataclysm and the Coming of the Rifts. [Rifts®](#)

### [Chaos Earth® RPG](#)

,

### [Creatures of Chaos](#)

™,

### [Rise of Magic](#)

™, and

### [Chaos Earth® Resurrection](#)

™ are all available.

- Classic Robotech® PDFs include: [The original Robotech® RPG](#) (1986),

### [RDF Manual](#)

™ (1987),

### [Zentraedi Sourcebook](#)

™ (1987),

### [Robotech® Ghost Ship](#)

™ (1988),

### [Southern Cross](#)

™ (1987),

[Invid Invasion](#)

™ (1988),

[Robotech® ATP](#)

(1988),

[Lancer's Rockers](#)

™ (1989),

[Return of the Masters](#)

™ (1989),

[Robotech® Zentraedi Breakout](#)

™ (1994),

[Robotech® New World Order](#)

™ (1995),

and

[Robotech® Strike Force](#)

™ (1995)

, all available now. Plus

*all*

**Robotech® RPG Tactics™ game cards**

and

**Paper Miniatures**

.

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

**™ assembly instructions for all the Wave One mecha and FREE**

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

- **FREE *Robotech® RPG Tactics™* paper game pieces, stat cards, rules and special items – with more coming.**

- FREE Sneak Previews for [Nightbane® Dark Designs](#)<sup>TM</sup>, [Rifts® Secrets of the Atlanteans](#)<sup>TM</sup>, [Rifts® CS Heroes of Humanity](#), and many other previews as well as free and low cost items that we make available. All of it adds to the growing list of **Rifts®, Robotech®** and other Palladium RPG game titles available as PDF books, cards and support. A new title should be added every week or two, so keep watching for them.

- **The Rifter® #1-75.** Each issue is a wealth of source material and ideas for several game lines, but most material can be easily adapted to ANY Palladium game world. Each issue a gem.

- **Splicers® RPG** is like Iron Man meets Game of Thrones with elements of Terminator – except this army of Iron Men are clad in *living body*

*armor* and wield living, organic weapons and devices. Created in 2004 by writer and game designer Carmen Bellaire,

## **Splicers**

® was nominated for an

*Inquest Gamer Magazine Fan Awards Game of the Year*, and has since developed a rabid fan base. Science fiction and horror where humans are forced to use genetically engineered, living weapons and organic war machines to battle an insane Artificial Intelligence and her robot legions. Unlike anything you have ever played before!

- **Palladium Fantasy RPG®** first edition rule book and sourcebooks. 2nd edition sourcebooks to come. Not your father's fantasy RPG, this is a unique world of magic, monsters and heroes. Many nonhuman player characters and 50,000 years of history.

- **Heroes Unlimited™ RPG** first edition rule book and sourcebooks.

- [Heroes Unlimited™ RPG Second Edition](#) rule book and sourcebooks. Create any type of superhuman you can desire and bring comic book adventures to life.

- **Dead Reign® (Zombie Apocalypse) and sourcebooks**. The dead have risen. It is the battle

for survival in the zombie apocalypse, but this setting is much more than your typical zombie game. Play ordinary people or special characters better equipped to survive and hunt zombies. Many unusual types of zombies.

- **Beyond the Supernatural™ RPG.** Supernatural horror in the modern world. Play ordinary people, psychics or paranormal investigators.

- **After the Bomb® RPG and sourcebooks.** Planet of the Apes meets the X-Men! Animal creations, powers and more. Create any type of intelligent mutant animal you can imagine as friend or foe.

- **Ninjas & Superspies™ RPG** and the **Mystic China™ sourcebook**  
. James Bond meets Enter the Dragon. 41 types of martial arts, ninjas, and super-spies with gadgets, gizmos and advanced weapons.

- **The Mechanoid Invasion® Trilogy RPG** is a long time, cult favorite with a fatalistic world-view of humans vs aliens with superior technology.

- **The Palladium Weapon Series** of real world weapons, armor and castles throughout history. Designed for use with ANY game system.

- 200+ Palladium titles in all, plus G.M. kits, paper miniatures and more.
- **Heroes Unlimited™ Paper Miniatures – Two sets are now available!**
- **Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now.** More are coming in the weeks ahead.
  
- [Rifts® Paper Miniatures: Men at Arms](#) – \$2.99
- [Rifts® Paper Miniatures: Coalition Dead Boys](#) – \$2.99
  
- [Rifts® Paper Miniatures: Adventurers](#) – \$2.99
- [Rifts® Paper Miniatures: Practitioners of Magic](#) (new) – \$2.99
  
- [Rifts® Paper Miniatures: Extras](#) (new) – \$2.99
- **And more to come in the weeks ahead.**

**Palladium Collectibles, Artwork, Books, Toys and More in Kevin's Online Toy & Collectibles eBay Store**

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

This includes one-of-a-kind original artwork, prints, **Rifts**® and **Robotech**® artwork by *Kevin Long, me* and *others*

. There is also a range of limited editions, rare book titles and limited edition hardcovers, toys and more that are all being added to

[my online store](#)

over the next several weeks, so keep an eye out. Alex and I will keep adding items as our busy schedules allow, but we have a lot of fun collectibles available now and coming soon. Items include original art, out of print titles, redlined proofreader photocopies signed by me and the



staff, signed manuscripts with editors' corrections, some original art, hardcover books (including **Rifts® Lemuria, Northern Gun™ One, Northern Gun™ Two, Megaverse® in Flames™, Beyond the Supernatural™ Gold, Rifts® Machinations of Doom™ Gold**

and

**Rifts® Ultimate Gold**

) and other items available. There are also hundreds of toys and action figures, all from my personal archives and collection. Take a look every weekend for new items added.

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

**UPDATE: Convention Calendar  
Geneseo Area Gaming Group (GAGG)  
CONVENTION – January 26-28, 2018**

Geneseo State of University New York, 1 College Circle,  
Geneseo, NY 14454. <https://www.geneseo.edu/gagg/runninggagg>

**Three Palladium Gaming Events.** Prize for best player of each game.

**Rifts® RPG Ultimate Edition: Gundam® Battles – War in the Pocket**

**Description:** Universal Century 0079, Zeon forces are attacking a Federation Arctic base to attempt to capture top secret Gundam technology that has been developed. This game reenacts the battle at the beginning of the Mobile Suit Gundam® 0080 War in the Pocket OVA. We'll use 1/144 Gunpla models as our miniatures, and Rifts rules to simulate giant robot combat. The goal is to create a challenging, fast playing game that looks as much like the Anime as possible.

**Event Time:** TS5 Saturday: 1:30pm - 5:30pm.

**Event ID:** TS59800.

**Event Type:** Miniature Game using the Rifts RPG Rules System.

**Number of Players:** 2 to 8.

**Familiarity:** None.

**Difficulty:** Almost Easy.

**Mature Themes:** No.

**G.M.:** Thomas Walters.

**Beyond the Supernatural™ RPG: "Geneseo**

## **Beyond the Supernatural"**

**Description:** Mysterious reports are circulating in the Geneseo community, disappearances, thefts, bizarre personality changes. Some think it is demons from the end times, maybe it's aliens, while others suspect an unknown chemical exposure. The players will get a chance to solve the mystery by playing either pre-made characters from Palladium Books Beyond the Supernatural or by quick rolling a new character.

**Event Time:** TS7 Sunday: 12:00am - 4:00am.

**Event ID:** TS79799.

**Number of Players:** 2 to 8.

**Familiarity:** None.

**Difficulty:** Almost Easy.

**Mature Themes:** Possibly.

**G.M.:** Thomas Walters.

## **Palladium Fantasy® RPG: "Have Fun Storming the Castle"**

**Description:** Evil Lord Boldo has captured Rochester Castle. The town's people are looking for a party of adventurers to clear out the menace and restore the castle and town to good order. This is a basic fantasy

game suitable for beginning role-players. Kids are welcome. We'll help each other make new fantasy characters with Dwarves, Elves, and humans trained as Soldiers, Knights, Long Bowmen, Thieves, Priests, Monks Wizards, Witches, and more. Then we'll let the adventurers loose to try and find a way into Rochester Castle to defeat the baddie and to help the town's people live happily ever after.

**Event Time:** TS10 Sunday: 2:00pm - 6:00pm.

**Event ID:** TS109805.

**Number of Players:** 2 to 10.

**Familiarity:** None.

**Difficulty:** Easy.

**Mature Themes:** No.

**G.M.:** Thomas Walters.

## **Adepticon – March 22-25, 2018**

We'll be present at the Palladium Books booth to chat and sign books.

## **Palladium Open House – April 19-22, 2018 – Westland, Michigan**

30-40 Palladium creators under one roof, running gaming

events, panel talks and fun. See full description elsewhere in the Update or in the online store description.

## **Anime North – May 25-27, 2018 – Toronto, Canada**

Charles Walton, Greg Diaczyk, Apollo Okamura, and I (Kevin Siembieda) will be present at the Palladium Books booth to chat and sign books. And maybe a few other Palladium writers and artists.

## **2018 Gen Con – August 2-5, 2018 – Indianapolis, Indiana**

As noted earlier, we need Game Masters to submit their Palladium Gaming Event descriptions over the next few weeks. As with years past, please coordinate with NMI and the **Megaversal Ambassadors** to be part of the Palladium Books gaming block at Gen Con and to get listed in the onsite Gen Con Program Book (very important). Thank you.

The usual Palladium crew will be present at the Palladium booth to chat and sign books.

## **Closing Thoughts**

That's gotta be it for this update. I hope you enjoy the convention and Palladium Open House updates. We are all getting pretty excited about the Open House in April, and it is looking like we may have record attendance. That would be awesome. Coming up fast. We're doing more conventions than usual this year too. Very busy. At the moment we are focused on pounding out new books and dealing with a few important business matters that we're praying will have outstanding outcomes. It is an exciting and busy time for us here. Keep those imaginations burning, get in your orders for the Palladium Open House, be excited about Rifts® Sovietski and the Bestiary books, check out that DriveThruRPG PDF offer, and game on!

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



## **New! The Rifter® #79 – Available now**

**The Rifter® #79** is all about pushing the envelope, trying new things and alternative methods, rules and approaches to create epic adventure! Role-playing games are all about expressions of *your* imagination. Of making ideas, characters and

stories come to life. RPGs are flexible. Malleable. Alive and changing. There is no one way to look at things because there are infinite possibilities. This issue of

## **The Rifter®**

explores some of those new possibilities.

### **Rifter® #79 Highlights:**

- **Gaming Through History – any game setting.** Do not sell history short. There are epic events, battles and mysteries throughout history that would make amazing RPG campaigns. Create adventures that are, in effect, parts of our unknown history.

### **Hendrik H**

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### **rterich**

shows you how with a wonderful set of guidelines, rules and ideas for using characters from just about any modern RPG to create settings and adventures from Earth's past. Suitable for use with any Palladium RPG.



- **Rifts® – The Kingdom of New Oslo™ by David Collins.** Explore the European Northlands and face the would-be god of Hell Hounds and Fenry. A monster that calls itself Fenrik. Oslo overview, notable people and places, vehicles, gear, and adventure ideas.

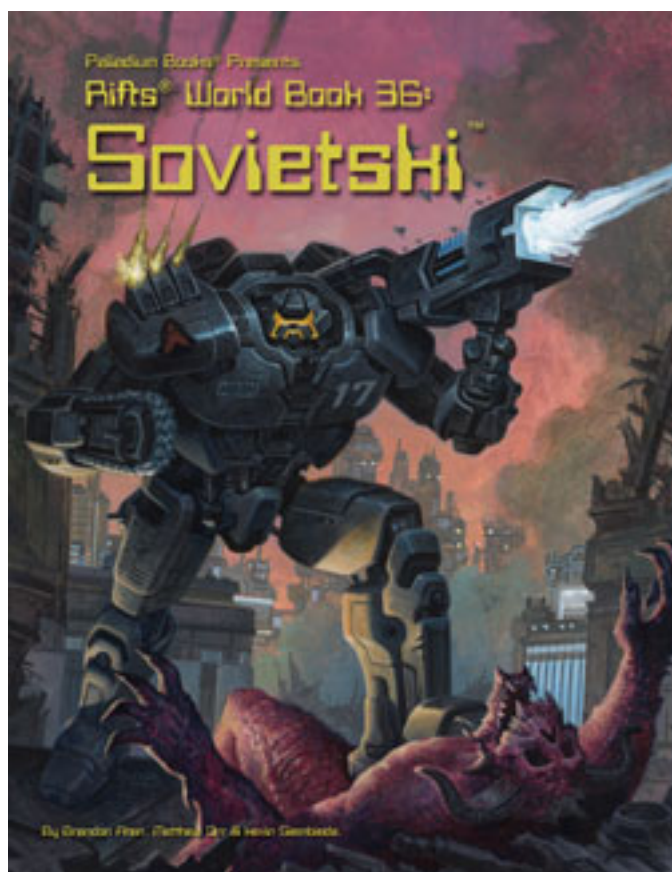
- **Heroes Unlimited™ – The Stage Magician, Revisited, by Matt Reed.** An exciting look at a unique crime-fighter.

- **Rifts® and any game setting – Different ways to run a campaign, by Julius Rosenstein.** Game Master tips, suggestions and alternative rules.

- **Rifts® short story about redemption and Justice, by Mark Oberle.**

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

- **96 pages – \$13.95 retail – [Cat. No. 179](#).**  
**Available now.**



# New! World Book 36: Rifts® Sovietski

TM

## – ships February

**The Rifts® Sovietski™ World Book** delves into the new Soviet Nation, key places, people, O.C.C.s, combat vehicles, cyborgs and weapons, and has everything you'd expect from a book like this. There is a wealth of information that will set your imagination on fire, new characters, new D-Bees, new weapons, vehicles and adventure hooks. There is the looming threat of General Goll's invasion of the Brodkil sent by Mindwerks' Angel of Death and Angel of Vengeance, treachery among the Warlords of Russia, and the coming of the Minion War. Learn about how the

Sovietski came into being, its people's dreams, beliefs, politics, and its growing army, plus Deadzones, Spetsnaz Special Forces, new bionics, and more.

It all ties in nicely with the **Warlords of Russia™**, **Mystic Russia™**, **Rifts®** **Triax & the NGR**, **Triax Two**, and the **Mindwerks™** sourcebooks

- **New cyborgs and bionics.**
- **Sovietski war machines – tanks, aircraft, subs and more.**
- **Power armor, cyborgs, bionics,**

**weapons, and gear.**

- **Spetsnaz Sovietski Special Forces and other O.C.C.s.**
- **Invasion by the *Brodkil Empire* and the Angel of Vengeance.**
  
- **Bunker creation tables and Deadzone tables.**
- **Russian D-Bees like Wolverine People and the elemental Yaga.**
- **Notable cities and other places of interest.**
- **Many adventure ideas and more.**
  
- **Written by Brandon Aten, Matthew Orr and Kevin Siembieda.**
  
- **192 pages – \$24.95 retail – [Cat. No. 891](#)**

**. Ships February, 2018.**

## **New! Rifts® Bestiary™: North America, Vol. One**

A series of books that collects all the notable monsters, dinosaurs and creepy crawlers and creatures of Rifts® North America (US, Canada and Mexico) into two juicy volumes with a number of new creatures. Each volume includes

maps and new creatures, large and small, to help or plague player characters. Between them, these two volumes compile all the beasts of *Rifts North America* (unintelligent monsters, predators, notable animals and intelligent beings that are monstrous or animal-like in appearance or behavior) from all current World Books and Sourcebooks. In addition, Kevin Siembieda, Chuck Walton and Greg Diaczyk are adding some new monsters to make life in the wilderness interesting. Presented in alphabetical order, with maps showing their range and location, in

two big books.

Winter releases, both volumes are being worked on simultaneously, right now, so that Volume Two will quickly follow Volume One within 4-6 weeks. Other volumes, like a Bestiary of Spirits and the Supernatural, are likely to follow.

Future volumes will include spirits, ghosts and entities, another on dragons, other volumes on



creatures in other parts of Rifts Earth, and so on.

- **Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks. Predators, exotic riding animals, beasts of burden, alien horrors, giant insects and more.**

- **Some new creatures, but most are existing creatures.**

- **Updated information where applicable.**

- **Updated and uniform stat**

**blocks.**

- **A map for every creature showing where it is found.**

- **Fully illustrated.**

- **Art by Chuck Walton, Siembieda and many others.**

- **192-224 pages – \$24.95 retail**

– **[Cat. No. 896](#). In**

**production. We are working hard for an end of February release.**

# **New! Rifts® Bestiary™: North America, Vol. Two**

More monsters and exotic animals of Rifts® North America as part of an ongoing series of **Rifts® Bestiary sourcebooks**. The first two **Rifts® Bestiaries** are being created simultaneously. Between them, these two volumes compile all the beasts of

*Rifts North America*  
(unintelligent monsters, predators, notable animals and intelligent beings that are monstrous or animal-like in appearance or behavior) from all current World Books and Sourcebooks, plus some new monsters by Siembieda and Walton. Presented in alphabetical order, with maps showing their range and location, in two big books.

- **Monsters and animals of Rifts North America organized in two big, easy to use sourcebooks. Predators, exotic riding animals, beasts of burden, alien horrors, giant insects and more.**
- **Some new creatures, but most are existing creatures.**
- **Updated information where applicable.**
- **Updated and uniform stat blocks.**
- **A map for every creature**

**showing where it is found.**

- **Fully illustrated.**
- **Art by Chuck Walton, Siembieda and many others.**

- **192-224 pages – \$24.95 retail – [Cat. No. 897](#). In production. Winter release.**

# **UPDATE: Rifts® Living Nowhere TM**

**– A Rifts  
®**

## **Sourcebook set in the Pecos Empire**

This title has been rescheduled due to rewrites and is probably a spring release. It presents four

interrelated towns off the beaten path in the Pecos Empire. Each with its own unique character and problems. All fun locations to visit and find adventure and trouble. Something dark and deadly is brewing in the middle of Nowhere, where experimental Techno-Wizard devices and weapons offer prosperity, but could be the doom of



everyone living there. Big ideas. Building upon material that appeared in The Rifter®, expanded.

- **Four towns described.**

- **New Techno-Wizard weapons and devices.**

- **Experimental Techno-Wizard items that**

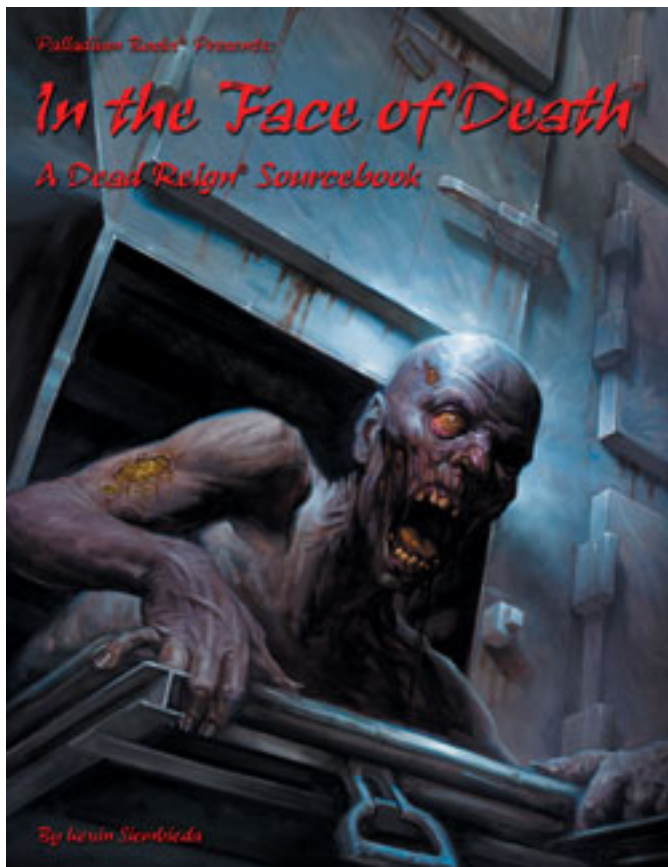
**call upon entropy and death.**

- **Dark magic, madness, and deadly secrets spawn dangerous adventures.**

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

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

- 96 pages – \$16.95  
retail – [Cat. No. 895.](#)  
Spring, 2018.



**COMING! In the Face  
of Death <sup>TM</sup> – A Dead  
Reign <sup>®</sup>  
Sourcebook**

This sourcebook is all about inner-city survival. Survivor colonies finding a way to live and prosper in the big city.

Conventional wisdom says that living in the big population centers is impossible. These survivors prove otherwise.

- **Inner-city survival.  
Old and new O.C.C.s.**
- **Skyscraper  
communities and life on  
the rooftops.**
- **Cults – the new  
power in the city.**
- **Gangs, street  
runners, the new  
underground, and more.**

- **Take your zombie campaign to new heights!**
- **Cover by E.M. Gist. Interior art by Nick Bradshaw.**
- **Written by Kevin Siembieda. Adaptable to other Palladium settings.**
- **Size and price not**

**yet determined, but  
probably \$16.95 – 96  
pages – Cat. No.  
237 .  
Winter, 2018.**



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