

By Kevin Siembieda

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

The last six weeks have been anything but normal. We have been working like maniacs in processing pallets of **Robotech® RPG Tactics™ Reward Exchanges** for our Kickstarter backers. A herculean task as there are thousands of emails we need to read through and respond to, and exchanges to package, calculate and ship. Add to that the

[Palladium Open House](#)

in two weeks and the Robotech® liquidation sales that ended last weekend, and we are buried up to our eyeballs with work. All of us have been routinely putting in 12-16 hour days this entire period. Many of those hours in the warehouse. In fact, we'll be shipping out Robotech® Reward Exchanges right up to the Open House, and probably immediately afterward. Whew. That's okay, we are happy to provide the RRT refund-in-kind to as many backers as we can. No request is too small or too large. We are processing them in the chronological order in which they arrived.

[The Palladium Open House \(POH\)](#), which is only 14 days away, will be a welcomed break from the madness of the past 6 weeks. We'll all be exhausted, but we can't wait to see all of you and enjoy 3-4 days of gaming, chatting and laughter.

Now that things are moving toward a tearful end of Robotech®, Palladium will be turning its attention to the Open House and, more importantly to new book releases! We have some epic new products in the pipeline and a few surprises coming your way in the months ahead. The end of Robotech® as a Palladium license is a sad end of an era, not for us, as we love Robotech®, but for all Palladium Robotech® fans. We had a great run and produced many Robotech® products we are proud of, but all things change and eventually come to an end. Thanks for being there with us on this epic journey.

Our sincere thanks to everyone who is participating in the **RRT Reward Exchange Program** and to those of you who snapped up Robotech® product over the last couple of weeks.

How can you get *Robotech® RPG* and *Robotech® RPG Tactics (RRT)* game products?

It has been painfully ironic, but since the liquidation sales, we have had a growing number of gamers contact us to tell us they are surprised by how much fun the

RRT game is and how nice the miniatures are. Yes, we couldn't agree more. That comment is usually followed by, "how can I get more?"

Regrettably, not from Palladium Books. We imagine that a number of **Robotech® RPG Tactics™**

games and expansion packs, as well as books, will find their way into various stores and online from distributors and resale sources, as well as from some backers this spring and summer. I would recommend getting what you want while you can because once they are sold out by these individuals, the product is gone. We hope fans keep the game alive and continue to enjoy it for as long as they can. Sorry Palladium could not take it further.

Rifts® Ultimate Edition – back in stock and available now

The [Rifts® Ultimate Edition](#) – core rule book – is back in stock and available for ordering.

Also Back in Stock: Rifts® Dimension Book One: Wormwood – Available now

[Wormwood](#) is a bizarre world of horror, heroes and mystery that lead to epic adventure. This is one of the most exotic and dangerous worlds your characters may ever encounter. Wormwood is a mysterious living planet of unknown origin and purpose. It is presumed to be some sort of colony world and supports human life, but under the strangest conditions. It might be an idyllic environment if not for the corrupting "infections" that are the Unholy and his minions – demonic and monstrous creatures who battle for domination of the planet and its inhabitants. Created by comic book legends *Timoth*

y Truman

and

Flint Henry

. Back in print after a long hiatus. See the full description elsewhere in this update or

[in the online store](#)

.

BACK in Stock: Weapons and Assassins – Available now

The weapons and secrets of real world, ancient assassins. Includes guilds and societies of assassins like the Order of the Assassins, Ninja and Thugs of India, as well as details about their weapons, tools, poisons, clothing, armor, methods and more. A fan favorite written by Erick Wujcik. Back in print after a long hiatus. See the full description elsewhere in this Update or [in the online store](#)

.

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

The **Rifts® Bestiary™** [Volume One](#) and [Volume Two](#) are our next two books we dive into, among others. Probably a Summer release. Both books gather and format the existing beasts from the current World Books

and Sourcebooks, PLUS a good number of fun, new creatures and monsters to spice up your games, plus maps and more.

The Rifter® #80

The vast amount of time and work required by the RRT Reward Exchange program has set back all our release dates, including **The Rifter®**. We will be gearing up after the

Palladium Open House

to ramp up book production starting with the Rifts® Bestiary and The Rifter® #80 and #81.

UPDATE: Dead Reign®: In the Face of Death

TM

As above, we will be getting back on track with [In the Face of Death](#) and other titles in the weeks ahead. This sourcebook is about life and survival in the big cities during the Zombie Apocalypse. Rooftop

living and more.

UPDATE: Palladium Fantasy RPG®, Rifts

®

Disavowed

™

and Other Titles

Just because a specific title is not mentioned does not mean it is delayed or not coming out, it simply means there is nothing to report other than “working on it.” We are working on a number of projects.

**UPDATE: 2 weeks until the *Palladium Open House*
– April 20-22, 2018**

We have 90+ gaming events. Many run by the very people who create them. I know I'll be running 6-8 games plus panel talks and hanging out with you, Julius Rosenstein is running 7 games, Carl Gleba 5, James Brown 5-7, Brandon Aten, Glen Evans, Taylor White, and the list goes on. We have 90 games for the weekend and will probably be adding another dozen or so. By the way that includes RRT games and if there are enough participants, a Friday or Saturday Robotech Tournament by Peter Pidrak.

If you are attending and would like to run game events please let us know in the next week or two, though pick-up games are okay too.

I'm still surprised by how many Palladium fans do not know about [this event](#). Met a couple just yesterday who didn't know and who said they would be coming down. So please spread the word and join us for a long weekend of fun and games with the very people who create them. Always a blast.

- **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.**
- **[Join the fun.](#)**

Our thanks to the many Game Masters who

have contacted us about running games. Please keep the offers and game descriptions coming. The rest of you, please join us for an epic, fun weekend that will create memories you'll cherish for years to come. We welcome you like family because that's how we think of you.

Palladium Open House – Hotel Information

The deadline to get rooms at the Palladium Books special group rate is over, but rates are still reasonable at both hotels.

Red Roof Inn – (economy lodgings)

39700 Ann Arbor Rd
Plymouth, MI 48170

Phone: 734-459-3300

- **\$69.95 per night standard rate (plus tax) at *Red Roof Inn* for two full beds or one king bed.**

No frills hotel accommodations, great price.

Group Rate: No longer available.

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

Hampton Inn & Suites – (upscale lodgings)

1950 N. Haggerty Road

Canton, MI 48187

Phone: 734-844-1111

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.

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.

Fan fun, Contests and Prizes from Questwise – The Road to Palladium Books Open House YouTube series

This is a fun ongoing video series by [Questwise](#).

YouTube Podcaster Jodi will be coming to the Palladium Open House, and as a run up to it, he is doing a series of videos looking at various Palladium Books related topics that also offers clues and a contest that results in a prize for the winner. You can check it out here:

<https://youtu.be/BQITnSggwhQ>

REMINDER: Palladium Books on HippoTV on Twitch.tv

The good folks 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 features 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.

**A notable Kickstarter by
Brandon Aten: Wild Skies: Liberating**

Strife

Long time Palladium freelance writer Brandon Aten (Rifts® Sovietski, Triax 2, Madhaven) is hosting a Kickstarter for his first sourcebook for [Wild Skies: Liberating Strife](#) !

Liberating Strife is the first sourcebook for the **Wild Skies** tabletop role-playing game, successfully Kickstarted in 2016 and released in 2017. It expands the setting to include the technology, politics and cultures of North America. The focus is on the United States and the Great Trust, a massive corporate enterprise which controls almost every aspect of life there. The scientific genius of Edison and Tesla has

been combined by the Trust into modern marvels like electric planes, wireless communication and directed energy weapons.

Wild Skies: Liberating Strife gives players more of everything they love about the Wild Skies setting. The book is packed full of new material for players and Game Masters alike. There will be new character options, gear, the newest directed energy weapons, sleek new voltaic airplanes, and new airships specific to North America to fill the skies with more dogfights than ever before.

- 20 new Animal Types, including Armadillo, Bison, Opossum, Raven and

Zebra.

- **New Perks and Quirks dealing with American customs and society.**
- **10 new Careers, including Bureaucrat, Company Man, Hypnotist and Journalist, all compatible with previous Careers.**
- **New axes for the Moral Compass so you can tell stories about Americans.**
- **This is a sourcebook for the Wild Skies setting. A copy of the rules, contained in Wild Skies: Europa Tempest, is required to make full use of this book.**

Get all the details on Kickstarter at ...

<https://www.kickstarter.com/projects/2103068465/wild-skies-liberating-strife-a-table-top-rpg-expan/description>

**On DriveThruRPG.com –
FREE Rifts ® Sovietski™
Sneak Preview, Nightbane**

®

, Fantasy, Heroes Unlimited

™

, Rifts

®

, Splicers

®

and more

Between the **Robotech® RPG Tactics**
™ Rewards Exchange and the
Palladium Open House, book titles

added to DriveThruRPG will not resume until sometime in May, but there are more than 200 titles available right now.

Note:

Robotech® material has been removed from DriveThruRPG due to the fact that Palladium's license has expired. We hope you enjoyed it while it was available.

Recently made available: [Nightbane®](#)

[RPG](#), the core rules for this modern horror setting with elements of the monstrous, demonic and tormented superheroes (the Nightbane).

[Nightbane® Between the Shadows™](#)

[Sourcebook](#)

, the Dreamstream™, the Astral Plane, the sinister Spook Squad, world info, and more.

[Adventures on the High Seas](#)

™ (Fantasy, 2nd Edition)

with 13 O.C.C.s, 20+ character sheets, 30 ships, 12 ports, cities and towns, the Island of the Cyclops, Floenry Islands, ship combat rules, and adventures.

[Old Ones](#)

™ (Fantasy 2nd Edition)

, 50 different cities, towns and forts (all mapped!), Illusionist and Monk O.C.C.s, 7 adventures (and ideas for many more), plus the Old Ones!

[Hell Followed](#)

™ for

Dead Reign

® featuring masked lunatics, 11 new zombies, 7 apocalyptic character classes, stats for 23 disasters, and more.

[The Rifter® #75](#)

including a Rifts® Primer, how to create adventures, Splicers® Legion adventure Part 4, a Rifts® town in Canada, a Rifts® Savage Worlds preview, and more.

[The Rifter® #74](#)

, with the Rifts® town of Moorcroft, Rifts® town of Karimyo, the Ancient Master, Splicers® Legion Part 3, and more.

[The Rifter® #73](#)

, with the Nexus Born, Splicers®: I am Legion part 2, and more.

[The Rifter® #71 & 72](#)

(Double Issue)

where the Splicers® Legion adventure begins.

Dragons & Gods

™, 40 deities, 20 Demon Lords, 14 dragons, Elementals, priests, Rune Weapons and more; for Palladium Fantasy RPG® but suitable for Rifts® and most settings.

The Palladium Fantasy RPG®, 2nd Edition

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

The Compendium of Weapons, Armour and Castles

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

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 3: Dark Conversions](#)

™, 120+ monsters, demons, undead, and supernatural menaces, plus Elementals, the Shifter and Witch revisited, adventure ideas and more;

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

® presents 150+ deities, demigods and

god-pretenders, plus many adventure ideas;

Rifts® Conversion Book One, Revised

, 100+ monsters, 40 races, and more;

Rifts® Path of the Storm

™, a proposed screenplay;

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.

Heroes Unlimited™ RPG, 2nd Edition

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

Powers Unlimited® One

,

Powers Unlimited® Two

, and

Powers Unlimited® Three

, offering more than 250 super abilities and 11 new power categories between the three;

Mutant Underground

™ 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.

They join other recent releases of the

ever popular [Wormwood](#)™, [Phase](#)

[World](#)

®,

[Phase World® Sourcebook](#)

,

[Skraypers](#)

TM,

[Anvil Galaxy](#)

TM,

[Three Galaxies](#)

TM,

[Megaverse® Builder](#)

TM, and

[Naruni™ Wave 2](#)

, as well as

[Ninjas & Superspies](#)

TM,

[Mystic China](#)

TM,

[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](#)

[Ri](#)

,
[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**

TM,
,

[Rifts® Canada](#)

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

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

TM,
[Rifts® Australia](#)

TM,
[Triax & The NGR](#)

TM,
[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

TM,

Rifts® Bionics Sourcebook

,

Rifts® Black Market

(one of my faves),

Madhaven

TM,

Rifts® Mercenary Adventures

TM,

Rifts® Mercenaries

,

MercTown

TM,
,

[Merc Ops](#)

TM,
,

[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

TM 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.

R

[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.**

- **FREE Sneak Previews for [Nightba](#)**

ne® Dark Designs

TM,

Rifts® Secrets of the Atlanteans

TM,

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

Sale on all Star Wars toys, as 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>

Closing Thoughts

Honestly ... I think I'm too tired to write more than a few more words. Thanks for your support. Until the next Weekly

Update, keep the faith and those beautiful imaginations burning bright.

– Kevin Siembieda, Publisher, Writer, & Game Designer



Back in Stock: Rifts® Dimension Book

TM

One: Wormwood

TM

Wormwood is a mysterious living planet of unknown origin and

purpose. It is presumed to be some sort of colony world and supports human life, but under the strangest conditions. It might be an idyllic environment if not for the corrupting “infections” that are the Unholy and his minions – demonic and monstrous creatures who battle for domination of the planet and its inhabitants. So it is that humans and monsters, the good and the wicked are at constant war with one another. Epic adventure, horror and the supernatural. There is nothing quite like Wormwood in the Megaverse®.

- The Good and the human are represented by the Cathedral. Its Champions of Light include warrior priests, monks, Wormspeakers (seers), Symbiotic Warriors, Knights of the Temple, Holy Terrors and the most powerful and heroic of them all, the legendary Apok.

- The Wicked and the demonic are represented by the Unholy, Dark Priests and the demonic Dark Minions.

- Home of Crawling Towers, Holy Terrors, Wormspeakers,

Apoks the Avengers, and hordes of demonic monsters.

- **37 unique Wormwood spells.**

- **50 symbiotic organisms; worms, claws, crawlers, stars and more.**

- **Magical Blood Stones and crystals.**

- **16 Dark Minions, including Entrancers, Skelter Bats and Worm Zombies.**

- **8 Player O.C.C.s, 20 monsters, a world of adventure unlike any other.**

- **20 page comic strip by Timothy Truman and Flint Henry.**

- Created by comic book legends *Timothy Truman* and *Flint Henry*

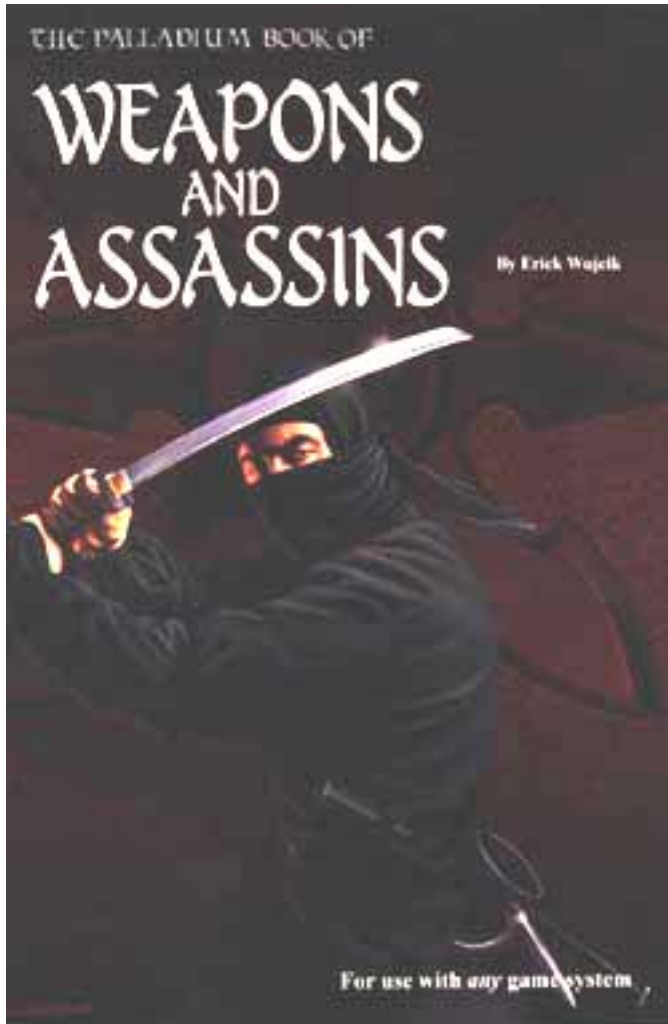
.

- Written by Kevin Siembieda.

- 160 pages – \$17.99 – Cat.

No. 809

. Available now.



Back in Stock: Weapons and Assassins TM

The weapons and secrets of real world, ancient assassins. Includes guilds and societies of assassins like the Order of the Assassins, Ninja and Thugs of India, as well as details about their weapons, tools, poisons, clothing, armor, methods and more. A fan favorite written by Erick Wujcik. Back in stock.

- **The Order of the Assassins.**

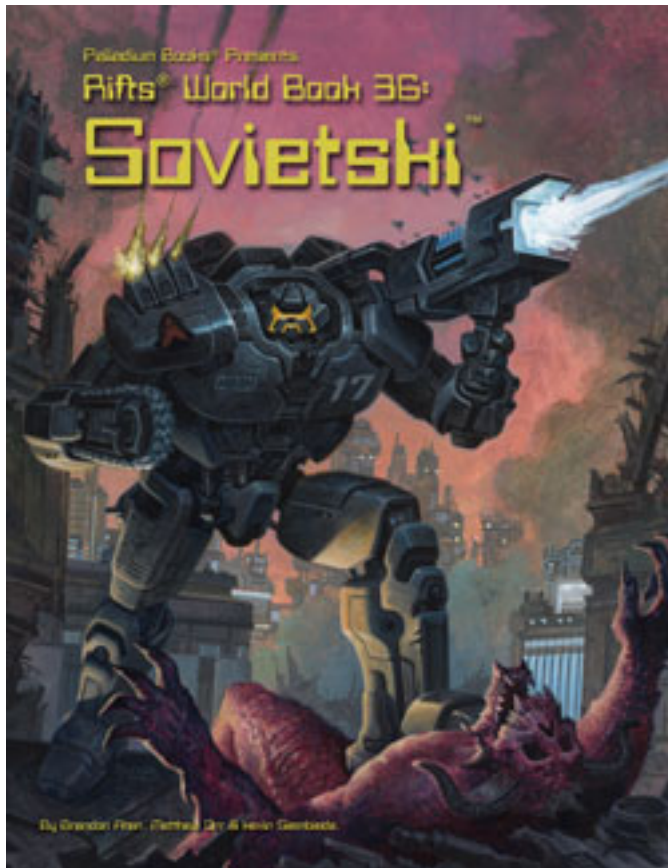
- **Thugs, the Assassins of**

India.

- **The Ninja and their weapons, equipment and methods.**
- **Written by Erick Wujcik.**
- **48 pages – \$9.99 – [Cat.](#)**

[No. 403](#)

. Available now.



New! World Book 36: Rifts® Sovietski™ – Now Shipping!

Now shipping! And
jam-packed with a wide

array of source material.
New cyborgs, new O.C.C.s,
new skills, new D-Bees, new
cyborgs and bionics, new
weapons, new vehicles,
underground bunker tables,
tons of adventure ideas and
a whole lot of fun.

The Sovietski faces danger
from the high-tech but

savage and ruthless
Warlords of Russia, the
expanding Brodkil invasion
sponsored by *Mindwerks*
and the Angel of Death
, Werewolves in the north,
Gargoyles spilling in from
the west, and the coming of
the Minion War.

Rifts® Sovietski™ is a

treasure trove of new ideas for cyborgs, player characters, D-Bees, and the fledgling, Sovietski nation. This book brings the Russian landscape to life and ready for adventure. See how the Sovietski came into being and where it is going, learn about its soldiers, army, people and their dreams, beliefs, and politics, plus Dead Zones,

Spetsnaz Intelligence force,
new cyborgs, bionics, and
more. When combined with
the **Rifts**

® Mindwerks™

**Sourcebook, Warlords of
Russia**

TM,
,

Mystic Russia™

and the

Triax™

books, you have a setting as
large as North America.

- **9 Sovietski O.C.C.s.**
- **40+ M.O.S. Skill**

Packages and 4 unique D-Bees.

- **11 unique new Cyborgs, plus new bionics and body armor.**

- **Light, Heavy and Superheavy Machines (cyborgs), revisited.**

- **Cyborg animals for scouting and combat –**

new concept.

- **Sovietski war machine – 18 new vehicles, tanks, aircraft, and more.**

- **16 unique weapons plus grenades, tank shells and special ammunition.**

- **Spetsnaz Sovietski Special Forces – the new KGB.**

- **Bunker creation**

tables and Dead Zone tables.

- **Soldier**

Motivation/Origins, new skills and other tables.

- **Russian D-Bees like Wolverine People and the elemental Yaganar.**

- **Overview of the Sovietski, notable cities and places of interest.**

- **Notable groups, enclaves, people, many adventure ideas and more.**

- **Written by Brandon Aten, Matthew Orr and Kevin Siembieda.**

- **224 pages – \$26.95 retail – [Cat. No. 891.](#)**

Available now!

Rifts® Titles to expand your Rifts® Sovietski

TM

gaming experience:

Here are some other Rifts® titles you may find useful when running a campaign in Eastern Europe.

- **Rifts® Warlords of Russia**™ – Overview of Russia, the Warlords and their legions of cyborg warriors, the Sovietski, 20 O.C.C.s, 20 cyborgs, Russian weapons, vehicles, and more. 224 pages.

- **Rifts® Mystic Russia**™ – 18 Archaic Russian Demons,

10 monsters, Night Witch, Hidden Witch, Mystic Kuznya, Fire Sorcerer, 9 Gypsy O.C.C.s, Russian magic, 6 vehicles, and more. 176 pages.

- **Rifts® Sourcebook**

3: Mindwerks TM —

The techno-horrors of the Angels of Death and Vengeance, 27 monsters and D-Bees of Eastern

Europe, Mindwerks™
weapons, robots, MOM
Implants, Brodkil,
Gene-Splicers, the
Kingdom of Tarnow, the
Black Forest, maps and
more. 112 pages.

- **Rifts® Triax &**
NGR™ – The New
German Republic vs the
Gargoyle Empire, 16
O.C.C.s, 20 vehicles, 15

robots, 9 cyborgs, plus power armor, body armor, weapons, overview of Europe, maps and more. 224 pages.

- **Rifts® Triax™ 2** –

More about the NGR, the Gargoyle and Brodkil Empires, and the rest of the NGR war machine: Triax robots, power armor, vehicles, aircraft, and weapons galore. 192

pages.

- **Rifts® Bionics**

Sourcebook TM – A

compendium of bionics and cybernetics, and info about partial cyborgs, Cyber-Humanoids, combat cyborgs, the Black Market and more. 160+ cybernetic systems and 120+ bionic items – weapons, sensors, optics, implants, plus 6 City

Rat O.C.C.s,
Cyber-Snatcher,
Cyber-Doc, Techno-Wizard
Bionics, repair rules, and
more.

- **Rifts® Game Master**
Guide™ – If you are
looking for more weapons
and gear, this sourcebook
contains every Rifts®
robot, power armor,
vehicle, weapon,

experience table, map, and more that appeared in World Books 1-23 and Sourcebooks 1-4, plus O.C.C. and R.C.C. index, rules clarifications, and more. 352 pages.

- **Rifts® Book of Magic**™ – 900+ magic spells, plus Techno-Wizard devices, Magic Tattoos, Nazca

Lines, Whale Songs,
Herbs, Symbiotes,
Bio-Wizard Weapons,
Rune Weapons, magic
items and more! 352
pages.

- **Rifts® Adventure**

Guide ™ – 150+

adventure ideas, Random
Rifts, making towns, cities,
merc companies, and
traveling shows, gaming
tips and much more. 192

pages.

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 – \$26.99 retail – [Cat.](#)**
- **[No. 896](#)**
- **In production.**

New! Rifts® Bestiary

TM

: 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 –
\$26.99 retail – C
at. No. 897
. In production.



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

ä

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.

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 –
\$17.99 retail –
Cat. No. 895
. In production.



COMING! In

the Face of Death TM – A Dead Reign ®

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 \$17.99
– 96 pages –
Cat. No. 237
. In production.**

UPD

**ATE:
Convention
Calendar
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 o
nline 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 **Meg
aversal
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.

Copyright 2018
Palladium Books
Inc. All rights
reserved.

Rifts®
The Rifter®
RECON®
Splicers®
Powers Unlimited®
Palladium Books®
The Palladium

Fantasy
Role-Playing
Game®, Phase
World®,
Nightbane®,
Megaverse®, The
Mechanoids®,
The Mechanoid

Invasion®,
Coalition Wars®,
Chaos Earth®,
Dead Reign®,
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.