

By Kevin Siembieda

This week feels like it has been nonstop action. It started with the Superbowl Sunday snowstorm that dropped 16.7 inches of snow over most of lower Michigan. That led to the big dig out on Monday. The roads were so treacherous that I closed the office on Monday. I live a few miles away, so I came in to work for four hours or so, but even that short trip took a while and road travel was slow. The front of the office had snowdrifts right up to the front door that were three feet tall. Glad our snow removal service, *Dynamic Lawn Service*, was on the ball.

The rest of the week has flown by with my primary focus on getting books finished and to the printer and getting our AdeptiCon swag and promos in to them. The latter is mission accomplished. Still working on books. [Bizantium](#) , [The Rifter® #69](#) , [Chaos Earth® Rise of Magic Resurrection](#) , [Chaos Earth®](#) and [Robotech® Marines](#) are all being worked on, with other things, including new stuff on [DriveThruRPG](#) , also in motion.

UPDATE: The Rifter® Super-Subscription Drive

[The Rifter® Super-Subscription Drive](#) is going gangbusters! New subscribers and renewals are coming in at a good pace. It seems the unique and fun selection of FREE gift items are enticing a great many people into trying

The Rifter®

. That's awesome because I think once you have, you will enjoy it. As I've mentioned, I think

The Rifter®

is an often overlooked gaming resource that has real value for players and G.M.s alike.

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

only happens once a year, and in addition to saving \$16.00 off the retail price, you can get some cool free gifts, so take a look at it. Please keep the orders coming and enjoy.

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

UPDATE: Bizantium and the Northern Islands™ – End of February release

I have been putting the majority of my time and effort into [getting this book finished](#)

. I'm going much slower than I'd like, but this is a damn good book. The background, history, locations, O.C.C.s, monsters and just about everything has adventure hooks built into them. Good stuff. Artist

Charles Walton

saw a bunch of the material I was working on and was quite impressed with what he read. In fact, it got us talking about future material we'd like to see for Palladium Fantasy. Artist

Ben Rodriguez

has a lot of great ideas too. Wish I could incorporate them all into this book, but we need to wrap it up and get it to the darn printer!

UPDATE: The Rifter® – February Release

Wayne Smith is finishing up his selection of material for [The Rifter® #69](#)

. And the rest of the art will be assigned over the weekend. I'm afraid this is another issue that has gotten pushed back as we focus on a bunch of other books and matters demanding our attention. Gaaahhh! But it is another great issue, and we're already working on

The Rifter® #70

as well.

UPDATE: Chaos Earth® Resurrection™ sourcebook – Spring release

I met with Chuck Walton on Wednesday to approve the tight pencils for [Chaos Earth® Resurrection](#). Wow, does it look great. Glitter Boys getting swarmed in combat. I'll see if I can get Wayne to post the pencil sketch in this Update. Chuck and I also discussed artwork for this title and a few other things. Man oh man, do we have great ideas for books. If only we all had more time in a day.

UPDATE: Robotech®: Expeditionary Force Marines™ Sourcebook

I have not had a chance to do anything new on [this title](#) yet, but I need to start assigning artwork for it next week. I want this book out in March. April at the latest.

UPDATE: Rifts® Book of Magic™ –

Available now

The [Rifts® Book of Magic](#)™ has been selling well since coming back in stock last week. Of course, it is an outstanding resource for players and Game Masters alike with 850+ spells, 370+ magic items and MORE.

Rifts® Book of Magic

™ is a must if you are going to be playing characters from

Chaos Earth® Rise of Magic

™ (coming back in print this month), and magic spells will be of great use if you are playing the

Minion War

™ series. Rifts® magic is easily adapted to

Palladium Fantasy®, Heroes Unlimited

™ and other settings. Heck, a couple dozen Ocean Magic spells have made it into the

Bizantium

book.

UPDATE: Robotech® RPG Tactics™

Palladium continues to work on a number of things to support and promote [Robotech®](#) **[RPG Tactics](#)**

™, including an ongoing FAQ to be posted online, color and paint guides, “step by step” detailed instructions for building the game pieces, and many other useful tools and information for your gaming enjoyment. We have also been doing a bunch of stuff to make the

Robotech® RPG Tactics

™ premiere appearance at AdeptiCon an outstanding one.

FREE Robotech® RPG Tactics Paint Guide Resource now available on [DriveThruRPG.com](#)

. This is a pair of PDFs of Robotech® mecha presented as black and white line art as well as in various color schemes. They are

a)

for your reference, and

b)

for you to use to create your own color schemes on the computer before you paint.

Australia & Europe Shipping Updates.

The container with the

rewards for Australian backers

is finally getting loaded onto the ship and setting sail this weekend! Meanwhile, the ship carrying European backers' rewards has passed through the Panama Canal and is currently chugging its way through the Caribbean. Oddly enough, the ship heading

for Europe will dock in Savannah, Georgia on Sunday, and the ship heading for Australia will dock in Savannah in Monday. The two could actually be in port at the same time, as they pass each other on their respective routes.

UPDATE: AdeptiCon – March 19-22, 2015, Chicago – www.adepticon.org

Preparations continue for AdeptiCon. We bagged up 1,000 Valkyrie sprues (two battloids) with the color advertisement card that goes with it for the AdeptiCon **swag bags**.

The package looks fantastic. I also selected some hardcover gold editions to donate for the Charity Auction and wrote the descriptions for all of it. The color 10% discount coupon is also printed and waiting

to go out to the AdeptiCon people. Getting very excited about this event.

<http://www.adepticon.org>

Wayne whipped up a banner for **Robotech® RPG Tactics**

TM and an animated Palladium Books logo for the AdeptiCon website – the latter is compliments of the incredible

Apollo Okamura

who has dabbled with, and taught classes on, animation. Nice. We'll be adding it to the Palladium website (along with other changes) in the future. Right now, the animated logo can be seen in the

[*Complete List of AdeptiCon Sponsors*](#)

.

Robotech® RPG TacticsTM

Tournament at AdeptiCon – www.adepticon.org

We've been told that the more of you who register for this event, the bigger it will become, so please join the fun. **AdeptiCon**

will offer an official

**Robotech® RPG Tactics™
Tournament.**

It is

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

. Here are the highlights:

- This tournament will be 300 points and have several games with fantastic

scenarios.

- Each table shall be a beautiful custom creation, for a unique gaming experience.

- Five different awards will ensure that no matter what aspect of the hobby you are most interested in, there is an award that will be for you.

- This tourney is for all levels of players, from first time tournament and convention attendants to the seasoned gamer.

- If you find yourself in the Chicagoland area, we would love for you to sign up, stop by and say hello and meet a group of people who have the same interests as you. Even if you are unlikely to play, we would be happy to meet everyone. Come join the fun,

fast-paced game of **Robotech®**
RPG Tactics™
. Slots are limited!

**UPDATE: DriveThruRPG.com –
FREE Robotech® RPG Tactics™
color guides and more**

Wayne has added some **Robotech®**
RPG Tactics™
supplemental material including four
game cards and the mecha
painting/color design templates.

The FREE Robotech® RPG Tactics Paint Guide Resource.

guide in the **R**

obotech® RPG Tactics™

rule book contains several classic paint schemes from the Robotech® universe, providing different visual options for every unit in the game. Ah, but what about those of you who want to create your own paint schemes?

Use these PDFs as work sheets to create your paint schemes and unique designs on the computer

before

you go to paint the actual game pieces.

Each of the PDFs provided contains the templates created by artist *Jeffrey Burke*

for the

Robotech® RPG Tactics™

rule book. They are in a digital format so that you can colorize and alter them using Photoshop, Paint, or almost any other graphics program to work out and test your original squadron designs. For your convenience, we included the

color art

as well as

black and white

“blank” versions of each unit for those

of you who want to start from the ground up.

Test out your paint schemes, see how units look next to each other, and get a feel for how your army will look before you break out the paintbrushes. Enjoy.

Much, much more is coming in the weeks ahead. We plan to add a bunch of new material to [DriveThruRPG.com](#) over the next several weeks, so keep

an eye on it. DriveThruRPG.com already offers

90+ Palladium Books titles available

as PDFs with more to be made available soon. They currently include the

Coalition Wars®/Siege on Tolkeen™

series,

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

(with more being added soon), and first edition rules of the

Rifts® RPG, Beyond the

Supernatural™ RPG, Heroes

Unlimited™ RPG, The Palladium Fantasy RPG®,

and

related 1st edition sourcebooks

for each. And more! Like what? Like

Fantasy Paper Miniatures

and

Game Master Kits

for digital download. They are

available only as PDF files and were

designed special to help you run your

games and build campaigns. There

are also sneak previews of books and

other good stuff. Check it out! And let

other gamers know they are available

too. We'll be making more available

on

DriveThruRPG.com

in the weeks and months to come. So

take a look on a regular basis.

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

The VIP Thursday tickets went on sale Sunday, February 1, and have been selling fast. I think only about a dozen of the 40 slots that had been held back remain available on a first come, first served basis. Note that even after we sell out, you can put your name on a waiting list in case there are cancellations.

Please “reserve” your hotel rooms NOW. It helps Palladium immensely. Likewise, please order your admissions sooner than later so we know how many gaming events to schedule.

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

□ TIME SENSITIVE: Reserve your rooms soon for the 2015 Open House Hotel! Your credit card will

NOT be charged until May, so there is no reason not to play it safe and reserve your room. **N**

ote:

Hotels within a 20 mile area **WILL BE BOOKED** due to a sporting event the same weekend. You need to **RESERVE YOUR ROOM TODAY** or the next available hotel may be 20+ miles away. Seriously!

Comfort Inn

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

Group Code: Palladium Books –
you **MUST** request the Group Code
“Palladium Books”

at the time of booking

to ensure the correct rate will be
quoted and billed to you.

Dates of the [2015 Palladium Open](#)
[House](#) (POH): May

15-17 (May 14 is VIP Thursday),
2015. \$109.00 (plus tax) per night for
two queen beds

or

one king with a sofa that has a

pull-out sleeper

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

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

near the lobby,
heated indoor swimming pool

, a
fitness center
(24 hours), and a
coin operated laundry

. If you
know

you are coming to the 2015 Palladium
Open House, we recommend you

reserve your room today.

Important Note:

You **MUST** give them the

Group Code: Palladium Books

to get this rate. Call 734-455-8100 to

make your reservation. The hotel

does **NOT** charge your credit card

until a few days before the event and

you can cancel up to May 10, 2015.

So there is no reason to wait.

□ **2015 POH Game Masters needed.**

Run 3+ games and get our new

G.M. T-shirt

FREE (unveiled for the first time at the
POH) and a

30% discount

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

original art, limited editions, art prints, auction items and

Robotech® RPG Tactics

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

Contact us by telephone

(734-721-2903)

or by email at

palladium-gm@palladiumbooks.com

.

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

Gen Con Indy – July 30 to August 2, 2015

The important thing right now is we **NEED** Game Masters who plan to run Palladium events to contact Palladium Books and/or Gen Con game coordinator *NMI* with information about your games. We need your game info as soon as possible to get your games registered and in the Gen Con program book and online pre-reg. Getting the games listed in the

Gen Con Games Pre-Registration

is vital to get the outstanding showing we saw at last year's Gen Con.

PLEASE get us **ALL** game information by mid-February to make it into the online pre-reg.

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

. We are also looking for volunteers familiar with RRT and wargames to run demos of

Robotech® RPG Tactics™

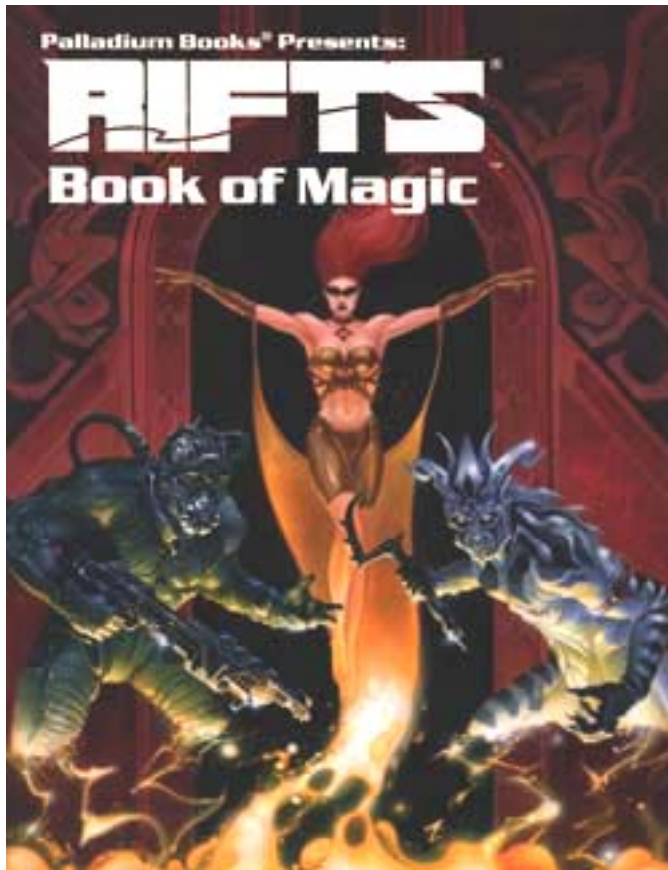
in the miniatures area of Gen Con.

So much to do . . .

I've been coordinating a number of projects and taking care of various business matters, but most of my attention this week has been on getting **Bizantium** finished and to the printer. Will continue to do so. In fact, I was going over the *Random Sea Serpent Creation Tables* when I had to stop to write this Update. I'll be jumping right back into them as soon as I'm done. Sheesh, there is just so much to do on so many fronts, and everything seems to

take too much time. Been so busy, I've only posted one [Murmur from the Megaverse](#) ® this week so far, but more are coming. Stay positive and game on.

– Kevin Siembieda, Game Designer, Writer, Publisher



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

Rifts® Book of Magic is 352 pages of nothing but magic – 850+ spells, 370+ magic items, including Rune Weapons,

Techno-Wizard items, Bio-Wizard Splugorth creations, and Iron Juggernauts, and more. That's cover to cover spells and magic items and a few related odds and ends like Atlantean Tattoos and the Nazca Lines. Everything collected from the first 23 World Books, Sourcebooks 1-4, and Siege on Tolkeen 1-6 into one giant reference of magical goodness.

- More than 850 magic spells!

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

- **Magic Tattoos, Stone Magic, Temporal Magic and Living Fire Magic.**
 - **Cloud Magic, Whale Songs, Ocean Magic and more.**

- **Biomancy, Bio-Wizardry, Necromancy and other dark forms of magic.**
 - **Over 100 different Techno-Wizard weapons.**
 - **Techno-Wizard vehicles and TW vehicle conversion**

tables.

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

- Optional rules & clarification on magic and more. Note: It is a vital reference for

Rifts® Chaos Earth™, Rifts®

Federation of Magic,

the

Rifts® China

books and all

Rifts

Ri

® titles. Furthermore, spells and most magic items are easy to adapt to world settings like **Palladium Fantasy®** and **Heroes Unlimited™**. Don't get caught without it.

- \$26.95 – 352 pages – [Cat. No. 848](#)
– available now.

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

It only happens once a year –
for a limited time – **The**
Rifter® Super-Subscription
Drive . We
want people to discover
The Rifter®
as a valuable resource, so we
are offering the biggest
selection of FREE gifts ever

as an enticement. Gamers already familiar with

The Rifter®

always jump at this offer.

That's because, even when late,

The Rifter

® has been so consistently good, it is hard to say no to the

Super-Subscription Drive

.

The free gift is always a nice incentive, and this year the selection is truly unique and fun. I have dug through the Palladium archives to make a number of out of print titles and “special” items available. For us, gaming is all about friends and fun, so enjoy and have fun. **Note:**

The early issues of
The Rifter

® are limited and available only while supplies last.

Please keep the orders coming and enjoy.

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

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

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

3. Order during the Super-Subscription Drive to

**lock in your low, low
subscription price for the
next year.**

**4. The Rifter® has been
outstanding and is the place
to find regular source material
for **Beyond the
Supernatural**
TM**

**, Palladium Fantasy®,
Splicers**

®), and

Heroes Unlimited

™ and other settings. And future issues will have more playing and G.M. tips.

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

The Rifter®

is an excellent source of ideas, characters, monsters,

villains, powers, magic and adventures for your own game. Even articles designed for settings you don't play are likely to offer ideas and material you can easily modify and incorporate into your campaign. In fact, drawing on concepts from outside the usual setting can spice up your game and keep players guessing.

The Rifter

® is a great tool for that.

That's the beauty of the
Palladium
Megaversal Game System
; you can often take
characters, gear and ideas
from one world setting and
drop them into ANY of the
other settings with no or little
work. Other times, the amount
of modification is minimal to
make it work in a different
setting. That means a
monster from
Palladium Fantasy

® can be easily used as a monster, mutant or alien in **Heroes Unlimited™, After the Bomb®, Robotech®, Rifts®, Nightbane®, The Mechanoids®, Chaos Earth®**

or

Splicers

®, and

vice versa

. What needs to be adjusted?
Perhaps just changing Hit

Points/S.D.C. and damage to Mega-Damage, or M.D.C. and M.D. to Hit Points/S.D.C., or some other minor tweak.

Characters from **Heroes**
Unlimited

TM

and

After the Bomb

® can be from the future, or the past (depending on the setting), or they can be

mutants, or aliens, or beings from another or parallel world. As I am so wont to say, *you are limited only by your imagination*

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

and different that adventure plays out in a different world environment. And

The Rifter®

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

The Rifter

® is a factory for alternative ideas.

The Rifter®

Super-Subscription Offer is
your chance to try

The Rifter®

at a discount price and get a
FREE gift. Offer **ENDS**
February 28, 2015.

[Click here](#) to **see the full**
description for your

subscription options and choice of free gift in the Palladium Online Store.



Robotech® RPG Tactics TM – Available now in the USA and Canada – coming to other parts of the world soon

You need to check out this exciting new game. Beautiful, detailed game pieces of your favorite Robotech® mecha, and

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

□ **Robotech® RPG**
Tactics™ Boxed Set

**(Main Box Game) – Cat.
No. 55100 – \$99.95 retail
price.**

This is the game
Robotech® fans have
wanted for decades.

Robotech® RPG Tactics
™ is a fast-paced, tabletop
combat game that captures

the action and adventure of
the

Robotech

® anime. Two or more
players can engage in
small squad skirmishes or
scale up to massive
battles. Relive the clashes
of the First Robotech War,
engage in stand-alone
tactical games, or use the
dynamic game pieces to
enhance your Robotech®

RPG experience. Or simply collect your favorite mecha from an expanding range of top-notch game pieces.

**The First Six 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.

□ **Battle Foam**
Robotech® RPG
Tactics™ bag/carrying
case – **Cat. No. 55107** –
\$120.00 retail (limited
supply). Note: We
only have about 50
Robotech® RPG Tactics™
Battle Foam bags
available. Once they are
sold out it will be months
before we manufacture
more, if ever.

□ **Robotech® RPG**
Tactics™ Rulebook –

Cat. No. 55105 – \$20.00

retail. Note:

This is the same rulebook that is included in the main game box, and is offered

separately for those who want an extra copy, or want to check out the rules before buying the whole game.



NEW! The Rifter® #69 – February

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

factory for
players and Game
Masters to generate new
ideas and find new
avenues of adventure. It
provides useful, ready to
go source material you
can just drop into your
ongoing games. A
doorway to new
possibilities and
numerous Palladium

role-playing worlds. And the many new characters, O.C.C.s, powers, magic, weapons, villains, monsters, adventures and ideas for one setting can be easily adapted to *an*

y
Palladium setting. Every issue has material for

Rifts

® and at least 2-3 other Palladium game lines.

And don't forget, most of the material can be easily adapted for use in ANY Palladium game setting.

With 2015 being the

25th Anniversary of Rifts®, every issue of T he Rifter

® will feature a
Rifts

® inspired cover and
contain at least one
Rifts® article.

**The Rifter® #69 –
Winter, 2015:**

- **Rifts® source material.**
- **After the Bomb® source material.**
- **Optional source material for other settings yet to be announced.**
- **News, coming attractions, product descriptions and more.**

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

- **96 pages – \$13.95
retail – Cat. No.
169 .**

Winter issue.



Rise of Magic™ – Rifts

®

Chaos Earth

®

**Sourcebook –
February**

The reason this book kept getting pushed back is that it is not a

simple reprint. We had many corrections to make and the entire book has to be re-typeset and laid out like a new book. Art had to be found and scanned. Well, we will have it to the printer soon and in your hands by the end of

January or early
February.

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

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

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

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

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

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

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

- **Written by Kevin Siembieda.**

- **64 pages –**

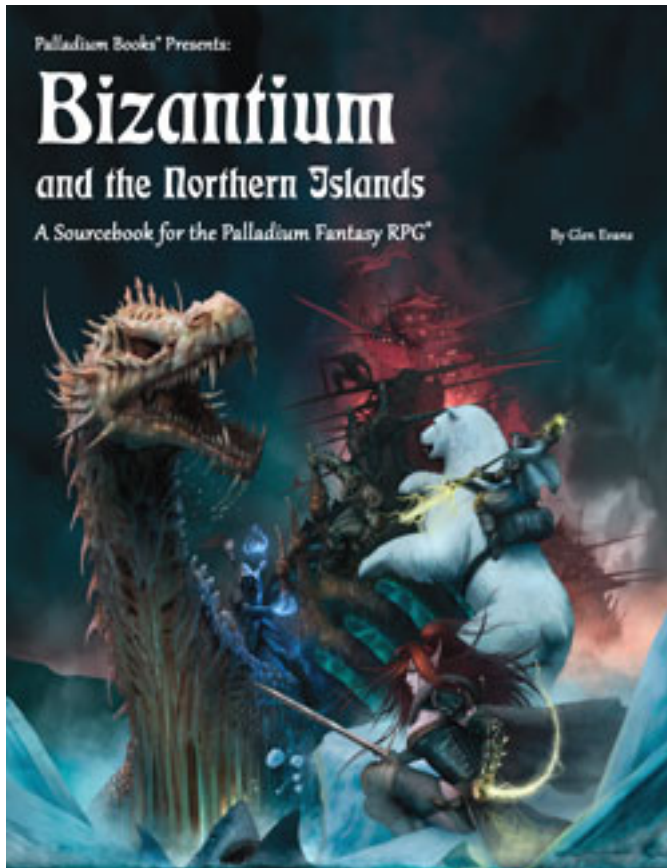
\$12.95 –

Cat. No.

662

**Ships February,
2015.**

■



NEW! Palladium Fantasy RPG ® Sourcebook: Bizantium and the Northern Islands

TM

– Ships February

**Byzantium and the
Northern Islands™**

will not be ready to
ship until February.

The writing has been
a little rougher than I

expected, but really I have been pulled away to handle a great many other things. I continue to clear my plate and expect to give it the majority of my attention over the next two weeks. All

the artwork is in, and looks fantastic.

Journey to the **Island Kingdom of Bizantium**

, situated at the far northern peak of the

Palladium World. Its vast fleets of merchant vessels and warships travel the high seas and bring untold wealth back to the kingdom, as well as exotic goods, people, customs, weapons

and foreign magic.
As foreign powers
exert their influence
on the throne,
treachery and
potential power
grabs lurk in the
shadows.

**- New
Waterchanter
O.C.C. and 20+
magic spells new
to the Fantasy
setting.**

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

- Sea Serpent generation table to create your own sea monsters.

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

- Sea Serpent ships! Dead

**serpents turned
into deadly,
massive attack
ships (as depicted
on the cover). And
the forgotten race
who creates these
ships and
threatens sailors in
the Northern seas.**

- **New O.C.C.s including the Serpent Chaser and Bizantium Marine.**
- **New weapons and equipment for sailors, mariners, soldiers and**

**adventurers at
large.**

**- New Bizantium
ships including the
Bireme, Ice Breaker
and Battleship.**

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

**- Byzantian
society, culture,
religion and magic.**

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

- The Northern

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

**- Bizantium's
many shipyards,
possibly the**

kingdom's greatest asset.

- Key figures of Bizantium and political intrigue.

- The Noble Houses, Warlocks and foreign powers all trying to capture

**the throne of
Bizantium for
themselves!**

**- Written by
Glen Evans.**

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

- Cover by

**Chuck Walton and
Eduardo**

Dominguez S.

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

- 160 pages –

\$20.95 retail –

Cat. No. 474

– February release.



Robotech®: Expeditionary Force Marines Sourcebook One

**Robotech®:
Expeditionary
Force Marines
sourcebook is set
in space with the
UEEF (United
Earth Expeditionary
Force) led by
Admiral Rick**

Hunter. This valiant force of mecha-clad heroes travel across the galaxy liberating planets from the bondage of the Invid Regent, the Robotech Masters and other

tyrants and
monsters.

- **New mecha
and weapons of
the UEEF Marines.**

- **New UEEF**

**Marine character
classes and
background.**

**- Alien species
and allies.**

**- Planet
hopping,
adventure and
much more.**

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

**- Written by
Irvin Jackson.**

**Additional text by
Kevin Siembieda.**

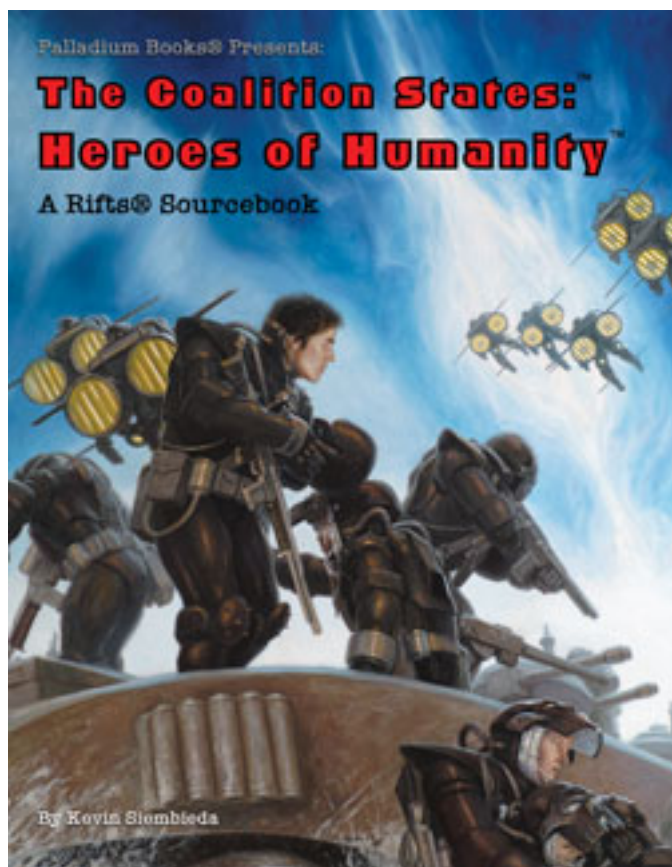
- 160 pages –

\$20.95 retail –

Cat. No. 553

. March

(tentative).



Rifts®

Sourcebook – The Coalition States: Heroes of Humanity

**The events
unfolding in Worl**

**d Book 35:
Megaverse® in
Flames**
threaten to
change the entire
landscape of
Rifts® Earth, as
the demonic

minions of Hades
and Dyval seek to
bring Hell on
Earth and turn the
planet into a
dimensional
gateway to
Armageddon!

The Coalition States, along with Northern Gun and Lazlo, take the lead in the defense of North

America. Heroes of Humanity explores the good and bad in the Coalition's efforts to save humanity and send this new threat back to the

pits of Hell.

**- New
Coalition
weapons, armor
and war
machines.**

**- The
Coalition States:
Are they heroes
or villains? Or
does it depend
on whether you
are human or
not?**

**- Can the CS
fight alongside
mages and
D-Bees if it
means saving
the world?**

**- How is the
CS dealing with**

the Minion War on Earth?

**- One plan to
battle the Xiticix
and who really
pays the price.**

- Adventure

ideas and more.

**- Written by
Kevin
Siembieda,
Matthew
Clements and
other**

contributors.

**- Final page
count and cost
yet to be
determined but
probably 96
pages – \$16.95**

retail –

Cat.

No. 889

■

Rifts® Secrets of the Coalition States: The Disavowed

**“Desperate times
require**

desperate
measures. War
has nothing to do
with morality or
justice. It's all
about winning or
dying. We
cannot bind our

hands with high
ideals, even our
own, or worry
about the laws of
renegade
nations or the
rights of alien
people. We must

fight fire with fire.
And you are the
match.” –

*Colonel Lyboc
addressing a
Disavowed team*

The Disavowed
are so Top
Secret that their
existence is
known only to a
handful of the
Coalition States'
most elite, top

echelon, with *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 *kno*
w nothing about
*them***

**. And if they did
know, would**

**they condone
their activity or
condemn it?**

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

**Assassins or
soldiers?**

**Madmen or
super-patriots?**

**Or a little of
them all?**

**- Unsung
heroes who**

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

**- What role
does the
Vanguard play
in this group?**

**- How do
they reward
their D-Bee**

“teammates”

**when the
mission is
over?**

**- What
happens to the
Disavowed
when they have**

**seen or learned
too much?**

**Adventure
ideas galore
and so much
more.**

**- Written by
Kevin**

Siembieda and Matthew Clements.

**- Final page
count and cost
yet to be
determined, but
probably 96**

pages – \$16.95

retail – Cat.

No. 892

■

Rifts® Secrets of the Atlanteans

True Atlanteans
are

descendants
from Earth's
past. The
survivors of the
sinking of
Atlantis (really a
dimensional

mishap) and
travelers of the
Megaverse,
wielders of
Tattoo Magic
and other lost
mystic arts.

Most people regard them as heroes, but are they? The Sunaj Assassins are mythic villains

feared by all,
yet they too are
True Atlanteans
who serve dark
forces.

For the first
time, much of
the story behind
True Atlanteans
and their
secrets are
revealed.

**- True
Atlanteans
revisited.**

**- Optional
Atlantean
character**

**creation tables
including clan
heritage and
other factors.**

**- Secrets of
the stone**

**pyramids,
different
types/purpose
s 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



**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.).**

**- - Apocalyp
se Plagues
brought from
other worlds**

**to Chaos
Earth.**

**- Adventur
e ideas and
more.**

**- Written
by Jason**

**Richards.
Additional
text by
Clements &
Siembieda.

- 96 pages**

– \$16.95 retail

– Cat. No.

665

Winter/Spring,
2015.

Rifts®
Chaos Earth
®

Sourcebook: Resurrection

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 *D*
ead 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,
Carriion
Cleaners,**

**Screaming
Puppet
Ghosts, Sour
Maggot
Parasites,
and other
monsters.**

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

- Setting

**background,
adventure
and
adventure
idea table.**

- Written

**by Taylor
White.**

- 128

pages –

\$16.95 retail

– Cat.

No. 666

■

Winter/Spring 2015 (tentative).

Books slated for the next 5-6 months of 2015

- Rifts®

Book of

Magic –

Back in print
and available
now!

- The
Rifter® #69
– Winter –
ships
February – in
production
right now.

- Rifts®

Chaos

Earth®: Rise

of Magic™

Sourcebook

– Back in

print, ships
February.

- **Bizantium**

m & the

Northern

Islands

TM – ships
February – in
final
production
right now.

- **Robotec**

h®:
Expeditionar
y Force
Marines™
Sourcebook

- Chaos

Earth®

Resurrection

(the dead rise,
zombies
attack)

- **Chaos**

Earth® First **Responders**

(more than
you may
imagine)

- **Dead**

Reign® Sourcebook: Hell Followed ™ (a large, juicy sourcebook)

- The
Rifter® #70
– Spring

Other titles for 2015 and beyond

- Robotec
h® RPG
Tactics™

Advanced Rule Book

- Splicers

®

sourcebooks –
several

**- Beyond
the
Supernatural
™ – Tomes
Grotesque™
Volume One**

**- Beyond
the
Supernatural
™ – Beyond
Arcanum™**

**- Palladium
m Fantasy®
Land of the
Damned 3:
The Citadel
(probably
2016)**

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

- Heroes**

**Unlimited™
sourcebooks**

- Dead

**Reign®
sourcebooks**

- Rifts®
Secrets of
the
Atlanteans™

- Rifts®
Heroes of

Humanity™

- Rifts®

The

Disavowed™

- Rifts®

Antarctica

- Rifts®

Sovietski

- Rifts®

New Navy™

- **Rifts®**

Delta Blues™

- **Rifts®**

Dark

Woods™

- Rifts®
Voodoo
- Plus
Robotech®
RPG
Tactics™

Wave One

and

Wave Two

releases

worldwide.

And there are

still some

secret projects
and licenses
yet to be
revealed.



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more to come.
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out of print

RPG source
material.

Some notable
titles include:

- **The**

Rifter®

#49-58

recently

added –

available

now.

- Splicers

® RPG ■
- Beyond
the
Supernatural
™ RPG ,
First Edition
Rules.

- **Boxed**
Nightmares
TM for
BTS, First
Edition Rules.

- Nightban

e® Book

Four:

Shadows of

Light™ ■

- The

Mechanoids

® RPG

and

The

Mechanoid

Invasion®

RPG Trilogy



- Palladium
m Fantasy
RPG® ,
First Edition
Rules and
select 1st

Edition
sourcebooks.

- After the
Bomb® RPG
and
sourcebooks

■

- The

Rifter®

issues 1-58.

- The Best

of The

Rifter® ■

- Deluxe

Revised

RECON®

RPG

and

Adv

anced

RECON®

Sourcebook

■

- And more

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and check 'em
out.

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Nightbane®,
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The

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Magic,

SAMAS,
Thundercloud
Galaxy, Three
Galaxies,
Vampire
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and other

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