

By Kevin Siembieda

Our imaginations are on fire! The source material written for [The Rifter® #73](#) is the same quality you would see in one of our game line sourcebooks or World Books. The ideas, fresh. New. Challenging. And most of all, fun. Things that should inflame the imaginations of Game Masters and enthrall players.

I'm happy to say, you'll find more of the same in upcoming sourcebooks for **Rifts®**, **Palladium Fantasy®**, **Robotech®**, **Splicers®**, **HU2** and all the rest. Our imaginations are on fire. We have big plans for Robotech® RPG Tactics, Rifts® and all our game lines. And you'll be seeing a lot of them happening this year.

I know what you are thinking. It was voiced by a fan and supporter last weekend: "That sounds great, but ... I'm sorry, but the last few years Palladium has been unable to release more than four new books. Why should this year be any different?" A fair question. I'm going to keep my answer brief.

We have gone through a lot the last several years, professionally and personally. Events, tragedies and challenges knocked us down and took the wind out of our sails. But things change. We have mustered our strength, found renewed energy and motivation, and we are fired up and committed to shower you – all of you – with an array of new products that will excite you and leave you wanting more. Palladium is moving forward with support for our many role-playing game lines. We expect to be able to move **Robotech® RPG Tactics™ Wave 2** along much more quickly now, have big plans for it and other Palladium game lines, and hope to see new third party ventures, like

Rifts® Savage Worlds

, expand the Palladium Megaverse®. All are things that should surprise and please you.

Will we miss release dates? I'm sure we will, but by days or weeks, not many months or a year. The proof will be in the products that are going to be out soon. And we are coming out of the gates with **The Rifter® #73** packed with "official" source material that is going to knock your socks off. You wanted lots of products. Well, you are going to get them. Please show your support by purchasing them and spreading the word about them.

UPDATE: The Rifter® Super-Subscription Drive – a limited time offer

Subscriptions and renewals have been coming in at a steady pace all week. Please, keep 'em coming. The annual [Super-Subscription Drive](#) happens only once a year. I try to make the

FREE gifts

something special and fun to entice people into trying

The Rifter®

. I want them to realize the tremendous value of

The Rifter®

as a resource for new ideas, building adventures, and source material that is suitable for most Palladium RPG world settings, not just the specific game line they may have been written for.

[The Rifter® Super-Subscription Drive](#) is your chance to try **The Rifter®** at a discounted price, get a FREE gift, save \$16.00 off the retail price, and have it delivered right to your doorstep.

A limited time offer. Do not miss out!

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

UPDATE: The Rifter® #73 – ALL “official” source material – goes to the printer next week

I have been writing like a fiend. Wednesday, I barely left my office. I started at 7:00 A.M. and didn't head home until 10:30 P.M., because I couldn't stop, because the ideas were coming so fast and furiously. I have been on fire. We all are. Chuck, Wayne, Alex, Julius, and many of our freelancers are pounding away like maniacs and grinding out great work for issues of **The Rifter®** and many products in the pipeline.

[The Rifter® #73](#) contains adventure source material that is *all official*, thought provoking and fun. Stuff that should inspire adventures and new elements for your games. There is source material for

Rifts®, **Palladium Fantasy RPG®**, **Splicers®**

and

Dead Reign

®, all “official.” Final editing is in progress.

UPDATE: Heroes of Humanity™ Sourcebook

When I’m not writing my Rifter® material, I’m working on [Heroes of Humanity](#)

™ and

[The Disavowed](#)

™.

UPDATE: Chaos Earth® Resurrection™

“I am LOVING **Chaos Earth® Resurrection™**. It is an awesome book. Love Chuck’s art and the borders are really cool, they blew me away when I first cracked open the book. And then started reading and, wow.”

We are hearing comments like these about this excellent

addition to the **Chaos Earth®** series, all the time. I think we have really surprised people with the content in

[Chaos Earth® Resurrection](#)

™. It is NOT your usual zombie threat. Nor your usual zombies. Far from it. Best of all, you can transplant this menace to

Rifts Earth, the Three Galaxies, Palladium Fantasy® or almost anywhere, even on an alien world in *Robotech®*

. We have more coming for Chaos Earth® in the months ahead.

**More Rifts® World Book PDFs on
DriveThruRPG.com**

We are putting things in place to make it so you should see 2-3 new PDFs of **Rifts®** World Books and other titles every week on

[DriveThruRPG.com](#)

. Yes, you read that correctly, 2-3 new PDF titles EVERY WEEK.

[Rifts® World Book 9: South America 2](#) is

available now.

Rifts® World 10: Juicer Uprising

will follow. So will

Rifts® Chaos Earth® RPG

and sourcebooks, and all the rest.

The Minion War

™ series of books, the

Rifts® Coalition War®/Tolkeen series,

Chaos Earth® Resurrection

, all of the

Dead Reign

® (Zombie Apocalypse) titles,

Splicers®

RPG

and most issues of

The Rifter

are available NOW! So are first edition rules of

Heroes Unlimited™ RPG

and sourcebooks

, **Palladium Fantasy RPG®**

and sourcebooks,

The Mechanoids®,

and much more, all are available on

DriveThruRPG.com

.

Available right now:

- **The Rifter® #63** and **#64** are now available as PDF titles.

- Two free **Chaos Earth® Resurrection** previews.

- [Rifts® Chaos Earth® Resurrection](#). The **Chaos Earth® RPG** and other sourcebooks will be added in the next week or two.

- **Rifts® Coalition Wars®: Siege on Tolkeen series** – all six titles.

- **Rifts® The Minion War™ series** – six current books – consisting of **Dimension Book 10: Hades**, **Dimension Book 11: Dyval**, **Dimension Book 12: Dimensional Outbreak**, **HU2 adventure sourcebook: Armageddon**

Unlimited™, **Heroes of the Megaverse®**

, and

Rifts® Megaverse® in Flames

available now! Suitable for ALL settings, including

Rifts

®,

Heroes Unlimited™

and

The Palladium Fantasy RPG®.

- **Dead Reign® RPG titles. The Zombie Apocalypse is yours to role-play with the *Dead Reign® RPG.*** **D**

The core rule book and all sourcebooks are available now.

- **FREE *Robotech® RPG Tactics™* paper game pieces, force organization tables, stat cards, rules and special items – coming soon!**

- **FREE 12 highly-detailed, comprehensive *Robotech® RPG Tactics™* assembly instructions for all the Wave One mecha – available now.**

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

- **Palladium Fantasy RPG® Paper Miniatures – Volumes #1-6 are available now. More are**

coming in the weeks ahead.

- **The Rifter® issues #1-64 – available now – more coming.**
- **120+ Palladium titles, plus G.M. kits, and more.**
- **Much more to come in the weeks ahead.**

Palladium Collectibles Available in Kevin's Online Toy & Collectibles Store

Palladium collectibles, hardcovers, out of print titles, original artwork and toys and items from my personal collection are all available on [my ebay store](#). We add items on a regular basis and offer sales, so check it out from time to time. 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 available with frequent new items added. 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

), hundreds of toys and action figures, all from my personal archives and collection. Take a look every weekend or two for new items added.

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

**Game Masters Needed – Gen Con Indy
– We need your game event submissions –
January 31, 2016 – sooner is better**

Please keep those Gen Con game event descriptions coming in! Help us celebrate *Palladium's 35 Year Anniversary* with even MORE Palladium gaming events at the **2016 Gen Con Indy** than ever before.

Game Masters wanted. We are looking for Game Masters to showcase all of Palladium's RPGs:

Rifts

®,

Robotech®, **Heroes Unlimited™**,

Palladium Fantasy

®,

Nightbane®,

Dead Reign®, **Beyond the Supernatural™**,

Splicers®, **After the Bomb®**, **Ninjas &**

Superspies™

and all the rest. Also looking for people to demo

Robotech® RPG Tactics™

and we would love to see a

Robotech® RPG Tactics™ tournament

if any of you are willing to organize and run one.

Rewards! And just like the last two years, Palladium offers the Best Players, Game Masters and all gamers in each event “rewards” for their participation. Plus G.M.s who run several games in the Palladium block get a free Gen Con G.M. badge and we get to have all events in the same area, making it convenient for players and Game Masters. Palladium is always looking for NEW G.M.s to run events and join the **Megaversal**

Ambassadors

, so please consider helping out and having some fun at the same time by running Palladium events as Gen Con and other conventions around the world.

Game Masters, please contact Palladium Books and/or Gen Con Game events coordinators

Jeff Ruiz (NMI)

and

Patrick “Jake” Jakubowski

now through January 31, 2016. In order to get into the Gen Con

Games Pre-Registration

and the

onsite program book

, Gen Con needs ALL game information by early February. That means Palladium needs them by

January 31, 2016

, sooner is even better. I know some of you have already turned in your events. Awesome. You make Jeff and Jake’s work easier the sooner you can submit your game descriptions and details.

Send in your Gen Con game descriptions pronto to the **Palladium Megaversal Ambassadors** pronto at [ambassadors{at}palladiumbooks.com](mailto:ambassadors@palladiumbooks.com) — or **by telephone (734-721-2903)**.

More Murmurs from the Megaverse®

I have posted three [Murmurs](#) this week and shall continue to do so. Some will be short, some long. Some will talk about the goings on at Palladium Books, others will present my thoughts, feelings, hopes and dreams on a wide range of subjects.

More of Everything

We are trying to be on the ball and give you more of everything. More PDF books and material through DriveThru, more Murmurs from the Megaverse®, more Robotech® (it's coming), more books, more of everything. Keep your eyes open for all of it. And as always, please offer us your feedback and constructive suggestions.

Schedule of 2016 Releases for the First 6 Months

- [The Rifter® #73](#) – Winter issue – Cat. No.

173 – 96 pages, filled with “official” source material by *Siembieda, Rosenstein, Walton, Kluge* and others. In final production right now. Ships early February.

- [Rifts®](#), [The Coalition States: Heroes of Humanity](#)™ Sourcebook by Kevin Siembieda and Matthew Clements

– in final production right now. Ships end of February.

- [Rifts® The Disavowed](#)™ Sourcebook by Kevin Siembieda and Matthew Clements

– in production right now. Ships March, 2016.

- [Rifts® Secrets of the Atlanteans](#)™ Sourcebook by Carl Gleba

– Spring, 2016.

- [Rifts® Haunted Tech](#)™ sourcebook by Kevin Siembieda – Spring or Summer.

- [The Rifter® #74](#) – **Spring issue** – 96 pages, filled with “official” and optional source material. Ships April or May.

- **Garden of the Gods™, a Palladium Fantasy RPG® Sourcebook by Kevin Siembieda**

– Spring.

- **Lopan™, a Palladium Fantasy RPG® Adventure Sourcebook by Glen Evans,**
additional material by Kevin Siembieda – Spring or Summer.

- **Dead Reign® Sourcebook: Hell Followed™ by Taylor White**

– a large, juicy, 160 page sourcebook. Spring or Summer.

- **[Chaos Earth® First Responders](#)** (more than you may imagine)

- **The Rifter® #75** – Summer issue.

Also coming:

- **Splicers® Sourcebooks**
- **Heroes Unlimited™ Sourcebooks**
- **Beyond the Supernatural™ sourcebooks**
- **Robotech® RPG sourcebooks**
- **[Robotech® RPG Tactics™](#) Wave 2 expansions packs**
 - **Robotech® RPG Tactics™ source material and events.**
 - **Rifts® World Books and Sourcebooks, including [Rifts® Sovietski](#), Rifts® Antarctica, Rifts® New Navy, and others.**
 - **And some surprises ...**

– Kevin Siembieda, Publisher, Writer, Game Designer



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 during the Super-Subscription Drive we offer a selection of FREE gifts as an additional enticement to subscribe. 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,

unique and fun. I have dug through the Palladium archives to make a number of out of print titles and “special” items available. For us, gaming is all about friends and fun, so enjoy and have fun. **Note:**

The early issues of

The Rifter

® are limited and available only while supplies last. Please keep the orders coming and enjoy.

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

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

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

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

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

Beyond the Supernatural

™

, Palladium Fantasy®, Splicers

®,

Dead Reign

®,

Heroes Unlimited

™ and other settings. And future issues will have more player and G.M. tips, and more “official” source material.

If you haven't taken a look at *The Rifter*® lately (if ever)

, I suggest you try an issue.

The Rifter® is an excellent gaming resource. A place to find ideas as well as characters, monsters, villains, powers, magic and adventures for your own game. Characters, powers and equipment you can drop into most game settings with little or no modification. 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. The beauty of

Palladium's

Megaversal Game System

is 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 a creature, 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 tweaks.

Characters from **Heroes Unlimited**[™] and **After the Bomb**

® can be from the future, or the past (depending on the setting), or they can be mutants, or aliens, or beings from another or parallel world. As I am so wont to say, *you are limited only by your imagination*. The same holds true for towns, cities and adventures – use that place and the adventure ideas tailored to a different setting. Sure you may have to swap out monsters and treasure, or adjust motives, but you might be surprised how easy, fun and different that adventure plays out in a different world environment.

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

Rifter

The

®

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. A limited time offer. Do not miss out!

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

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



NEW! The Rifter® #73 – Ships Early February

The Rifter® #73 is in final production. Articles have been selected and most of it, if not all, is *“official” source material!*

If that is the case (and I think it will be), it is the first time an entire issue of

The Rifter

® contains all “official” source material. A good way to kickoff Palladium’s 35 Year Anniversary. In final production and should go to the printer in a week or so.

Every issue of The Rifter® is an *ide a factory*

for players and Game Masters to generate new ideas and find new avenues of adventure. It provides useful, ready to go source material you can just drop into your ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds. And the many new characters, O.C.C.s, powers, magic, weapons, villains, monsters, adventures and ideas for one setting can be easily adapted to *any* Palladium setting. Every issue has

material for

Rifts

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

Rifter® #73 Highlights:

- **Rifts® – Nexus Born, by Julius Rosenstein – “official” source material.** Why is it that some children born at a ley line nexus are gifted? Find out, and find out exactly what these gifts are and how they can impact player characters and NPCs. New concepts, NPCs and adventure source material. Additional text and

ideas by Kevin Siembieda.

- **Palladium Fantasy RPG® – Children of the Forest, by Kevin Siembieda – “official” source material.** More insight about the Wolfen and Faerie Folk of the Great Northern Wilderness. Plus a new villain, new monstrous war steed, magic weapons and an adventure set in the Palladium Fantasy world that lets you use all of this data and new toys.

- **Splicers® – I am Legion, Part Two, by Charles Walton II, Chris Kluge and Lance Colley – “official” source material.** The adventure continues as your heroes must deal

with the plight of contending with the new Machine personality known as *Legion*

. In this adventure, the player group is given instructions from the Warlord, himself, to learn more about this enemy, and if possible, use a special weapon to bring it down. But nothing ever works that easy. New War Mounts, O.C.C. upgrades, NPCs, and more, including the very first time a *Splicer Warlord* is ever statted out.

- **Dead Reign® – Detroit, by Thomas Morrison – “official” source material (tentatively official)**

. The title kinda says it all. The city of

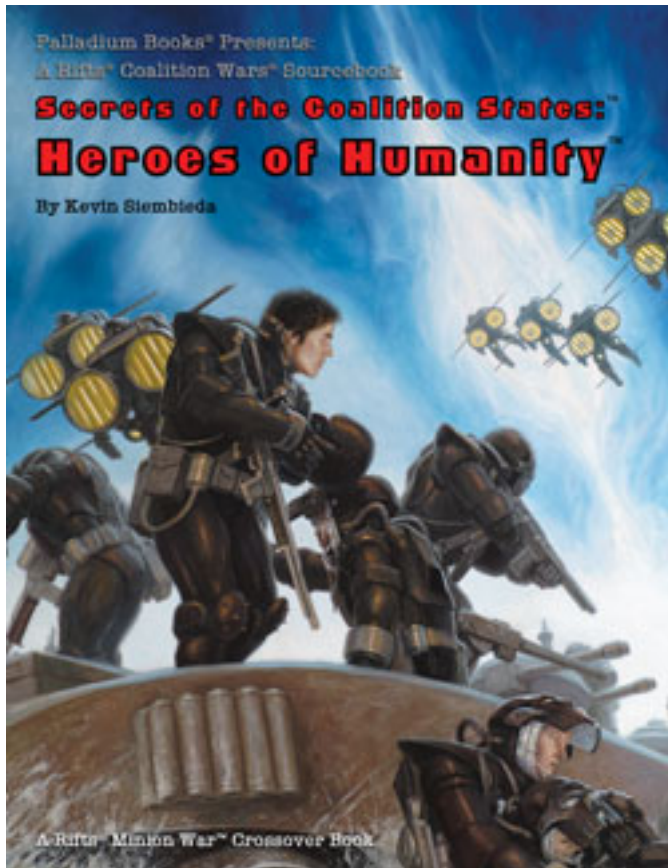
Detroit and its suburbs in the Zombie Apocalypse. An adventure setting plus a couple of new zombie variants.

- **Palladium Fantasy RPG® – the Triumvirate Dragon by Glen Evans and Kevin Siembieda – “official” source material.** For the first time, the iconic three-headed dragon that appeared on the original cover of the Palladium Fantasy RPG is described and statted out.

- **Rifts® – short story by S.E. Gibbons.**

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

- **Fantasy cover by Michael Wilson.**
- **96 pages – \$13.95 retail – [Cat. No. 173](#)**
- . **Winter issue. In final production. Ships around February 11.**



NEW! Rifts® The Coalition States: Heroes of Humanity

TM

– February

In final production. The events unfolding in **World Book 35:**

Megaverse® in Flames

threaten to change the entire landscape of Rifts® Earth, as the demonic minions of Hades and Dyval seek to bring Hell on Earth and turn the planet into a dimensional gateway to Armageddon!

The Coalition States, along with Northern Gun and Lazlo, take the lead in the defense of North America. Heroes of Humanity explores the good and bad in the

Coalition's efforts to save humanity and send this new threat back to the pits of Hell.

- **New Coalition weapons, armor and war machines.**
- **The Coalition States: Are they heroes or villains? Or does it depend on whether you are human or not?**
- **Can the CS fight alongside mages and D-Bees if it means saving the world?**
- **How is the CS dealing with the Minion War on Earth, their**

battle plans, strategies and alliances.

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

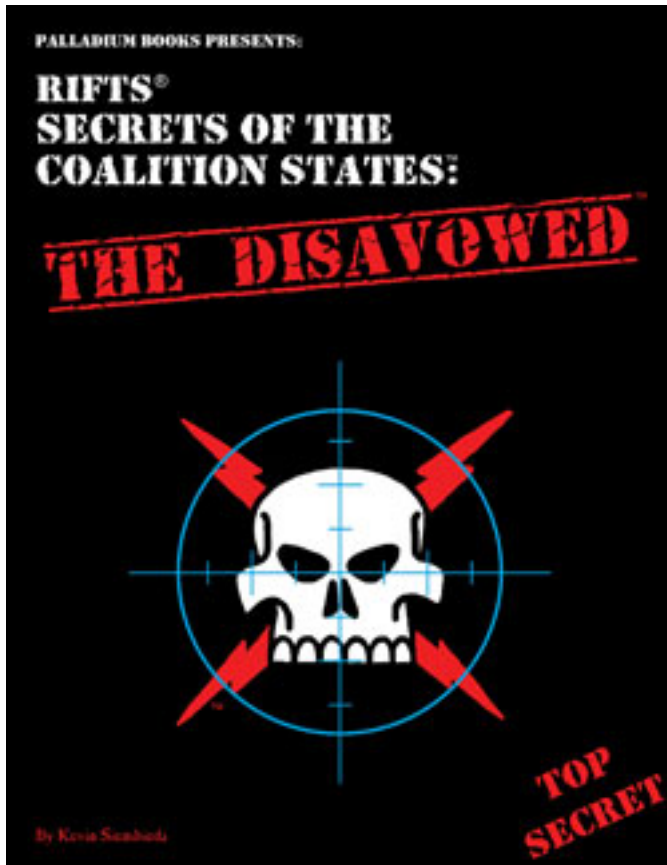
- **Setting background, world information and many adventure ideas.**

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

- **Final page count and price yet to be determined but probably 96 pages – \$16.95 retail, but it might go larger –**

[Cat. No. 889](#)

. Ships end of February.



Rifts® Secrets of the Coalition States: The Disavowed™ – March

“Desperate times require desperate measures. War has

nothing to do with morality or justice. It's all about winning or dying. We cannot bind our hands with high ideals, even our own, or worry about the laws of renegade nations or the rights of alien people. We must fight fire with fire. And you are the match.” – *Colonel Lyboc addressing a Disavowed team*

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

the mastermind behind the Disavowed operation, and Colonel Lyboc its shadowy face. Find out who these men and women are. How the Disavowed get away with using magic, traveling to other parts of Rifts Earth and even

to other dimensions in pursuit of enemies and strategic information that cannot be had through conventional means. Learn about the secret parameters in which these hard-boiled warriors, secretly hand-picked by Joseph Prosek II, operate, why almost every mission is considered a suicide mission, and why they must forever be the Disavowed.

- CS operatives so secret that even the top military and political leaders right up to Emperor Prosek *know nothing about them*.

And if they did know, would they condone their activity or condemn it?

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

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

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

- What role does the Vanguard play in this group?

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

- What happens to the Disavowed when they have seen or learned too much? Adventure ideas galore and so much more.

- Written by Kevin Siembieda and Matthew Clements.

- Final page count and price yet to be determined, but probably 96 pages –

\$16.95 retail – Cat. No.

892

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NEW! Rifts® Secrets of the Atlanteans

TM

– Spring

True Atlanteans are
descendants from Earth's
past. The survivors of the

sinking of Atlantis (really a dimensional mishap) and travelers of the Megaverse, wielders of Tattoo Magic and other lost mystic arts. Most people regard them as heroes, but are they? The Sunaj Assassins are mythic villains feared by all, yet they too are True Atlanteans who serve dark forces.

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

- **True Atlanteans revisited.**

- **Optional Atlantean character creation tables including clan heritage**

and other factors.

- **Secrets of the stone pyramids, different types/purposes and powers.**

- **Many new magic tattoos, magic spells, weapons and armor.**

- **Atlantean hideouts and secret communities across the Megaverse.**

- The Sunaj Assassins, their secrets, history and plans for the future.

- Atlantean Monster Hunter O.C.C., Atlantean Defender O.C.C. and much more. And this is just the tip of what this book contains.

- Written by Carl Gleba. Additional text and ideas by Kevin

Siembieda.

- Final page count
and price yet to be
determined, but probably
160-192 pages –
\$20.95-\$24.95 retail –

Cat. No. 890

. Spring.

Rifts® Haunted Tech™ – Spring or Summer

Faced with the imminent threat of the Minion War and ensuing demon plagues across Rifts® North America, heroes and nations rise! Archie Three is taking none of it lying down. The insane

machine-god is
obsessed with sending
the demons back to hell
and saving “his” world.

**- The Republicans
reveal themselves and
take action. Yes, that
means Chaos Earth
NEMA O.C.C.s, robots
and technology in**

Rifts® Earth.

- Archie Three takes action behind the scenes, in a big way.

- New menaces appear.

- Haunted Tech gives new meaning to “ghost in the machine.” But are they a godsend or a

Pandora's Box of new danger.

- **The new rules, powers and abilities for Haunted Tech will blow your mind.**

- **Adventure ideas, plot hooks and more.**

- **Written by Kevin Siembieda. Additional ideas from Charles**

Walton II.

- Final page count, price and catalog number yet to be determined, but probably 96 pages – \$16.95 retail. Spring or Summer release.

Garden of the Gods

TM

**– a Palladium
Fantasy RPG**

®

Sourcebook – Spring

This has been a secret project of Kevin Siembieda's that he

has been plotting and writing in what little spare time he has.

The Garden of the Gods is said to be a holy place watched over and even frequented by the avatars of the gods.

According to legend, the god may visit

heroes and followers in dreams or in person by an avatar of the god, to be given guidance, inspiration, heroic quests, and gifts of knowledge and magic. More details about this title will follow.

- **The Garden of the Gods described in detail.**
- **Godly insight and visitations.**
- **Gifts of magic and knowledge.**
- **Sanctuary and more.**
- **The Black Pit, a**

place of evil and dark secrets. Is it a counterbalance to the good of the Garden or a trick of the Old Ones?

- Written by Kevin Siembieda.

- Final page count, price and catalog number yet

**to be determined, but
probably 96 pages –
\$16.95 retail. A
Spring release.**

Hell Followed™ –

A Dead Reign

®

Zombie

Apocalypse

Sourcebook

At 160 pages, **Hell**

Followed

™ is the largest

Dead Reign®

sourcebook

yet. Spring or

Summer release.

Can you survive the

Zombie Apocalypse?

Find out by playing

Dead Reign

®. The results may

surprise you.

- **New O.C.C.s and skills.**
- **New zombies and other menaces.**
- **More world information, new dangers and new adventurers.**

**- Written by
Taylor White.**

**- 160 pages –
\$20.95 retail – Cat.
No. 236. Spring or
Summer release.**

Rifts® Chaos Earth® Sourcebook: First Responders – Summer

**The Great
Cataclysm has**

devastated
civilization, but
humanity fights for
survival. The
struggles of civilian
law enforcement,
fire and rescue,
and everyday men
and women are

some of the most epic tales to be told in a world gone to hell. They fight monsters, aliens, the paranormal, the elements, and each other, all with the hope of reclaiming

their lives from the
Chaos.

- **New D-Bees
and monsters
from the Rifts.**

- **First**

**Responder
O.C.C.s, skills and
special
equipment.
- New “average
citizen”
Occupational
Character Classes
(O.C.C.s).**

**- New
equipment for
NEMA “Roscoes”
and other
emergency
personnel.**

**- Notable
rescue vehicles,
robot drones, and**

**technology.
- Source
information and
stats for common
Golden Age
technology
(weapons,
vehicles, medical
tech, etc.).**

**- Apocalypse
Plagues brought
from other worlds
to Chaos Earth.**

**- Adventure
ideas and more.**

- Written by

**Jason Richards.
Additional text by
Clements &
Siembieda.**

**- 96 pages –
\$16.95 retail –**

Cat. No. 665

**. A Summer
release.**



Robotech® RPG Tactics TM

**Wave Two is
coming ...
– but you can**

**get started with
the *core box*
set and *Wa*
ve One
expansions
right now**

If you love
Robotech®, you
want to take a
look at this game.
Beautifully
detailed game
pieces of your
favorite

Robotech®
mecha, and fast
playing rules that
capture the
Robotech®
experience in a
new, exciting way.
And this is just the

beginning. We
have so much
more planned for
the years ahead.

Robotech® RPG

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