

By Kevin Siembieda

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

Robotech® has consumed most of this week for us. In case you haven't yet heard, Palladium announced that despite our best efforts, we are unable to produce the **Robotech® RPG Tactics Wave Two rewards**

and simply do not have the financial resources to offer cash refunds for remaining **Robotech® RPG Tactics (RRT)**

Wave 2 pledges. Palladium is offering a refund in-kind by exchanging existing Wave One rewards for the remaining Wave Two pledges.

The response to the Wave One Reward Exchange Program has been strong and while most items are available in good quantities, they are only available while supplies last, on a first come, first served basis. If you are a backer and want to participate in the Exchange, please get back to us at your earliest convenience, before **March 20, 2018**. Thank you. More details about this sad circumstance and the exchange program can be found [here](#)

Liquidating Robotech® RPG titles and RRT products

As stated last week, after proudly carrying the legacy of **Robotech®** in the role-playing games medium for 30 years, our license has expired and is not being renewed.

Palladium Books has only a small window of time to liquidate its remaining stock of [Robotech® RPG books](#) and [Robotech® RPG Tactics™ \(RRT\)](#) products.

While we anticipate offering sales on Robotech® product later in March, we cannot promise that all items will be available when the sales are offered. All Robotech® items are available only while supplies last. Case in point,

Robotech® Genesis Pits (Cat. No. 555)

sold out last week. And

Robotech® New Generation Sourcebook

is not far behind it. If there is a title you really want, we recommend you do not wait for a sale to acquire it.

We are waiting on the sales until we are reasonably certain we have enough to satisfy our Kickstarter backers participating in the Exchange Program. That said, [**The Robotech® Shadow Chronicles RPG Hardcover Gold Edition**](#) is on sale right now for \$40 (normal price \$70; signed and numbered limited edition). We have fewer than 50 copies in stock.

Original Robotech® RPG & Sourcebooks PDFs – on sale now – available only until March 31 – DriveThruRPG.com

PDF books of the original **Robotech® Role-Playing Game** and **source books**

from the 1980s and 1990s are already on sale on

DriveThruRPG.com

– till March 31, 2018. After that, they will no longer be available.

Likewise, we believe Palladium Books will be required to remove even the FREE

[**Robotech® RPG Tactics**](#)

™ material from DriveThruRPG as we will no longer hold the license.

Please get all the items you desire for your personal library before March 31, 2018.

I would like to state that the people at Harmony Gold USA, Inc., have been wonderful partners to work with these many years. They went above and beyond the call of duty when it came to their assistance with trying to keep RRT alive. Our thanks to everyone involved.

In other news ...



UPDATE! World Book 36: Rifts® Sovietski™ – shipping

Our awesome printer got [Rifts® Sovietski™](#) done a week early, so we shipped out some pre-orders last Friday and shipped the rest out on Monday. Distributor orders have also shipped, so the book should be hitting store shelves by the end of next week or the following week.

Take a look at the [FREE Rifts® Sovietski™ Sneak Preview](#)

[PDF](#)

available on DriveThruRPG. Check it out so you can see for yourself the wealth of source material and new ideas, new cyborgs, O.C.C.s, M.O.S. skill packages, combat vehicles and much more. The complete description for **Rifts® Sovietski**™ can be found later in this Update and in the Palladium store. Shipping now.

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

When not helping with RRT matters, artist Charles Walton II has continued to work on creature concepts and art, and I am working on the editing and rewrites. **The Rifts® Bestiary™**

[Volume One](#)

and

[Volume Two](#)

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.

The Rifter® #80

The latest issue of **The Rifter®** will include some official **Rifts®**

Sovietski™

source material, including 101 adventure ideas, along with a host of other exciting material.

UPDATE: Dead Reign®: In the Face of Death™

Ideas keep coming for [this sourcebook](#) about survival and life in the big city during the Zombie Apocalypse.

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

We have 90+ gaming events for the [Palladium Open House](#). Many run by the very people who create them. I know I'll be running 6-8 plus panel talks and hanging out, Julius Rosenstein is running 7, 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.**
- **March 15, 2018 – Hotel reservation**

deadline!

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.

**POH Hotel Reservations – Deadline
– March 15, 2018**

The hotel reservation deadline is **March 15**, to get the Palladium Books special rate! Both hotels are 3 miles or less from the Palladium warehouse, less than 10 minutes away. Please reserve your rooms NOW to get the best rate. You have been given fair warning.

Note:

Only the

Red Roof Inn

will allow you to arrive a day or two early or leave a day or two later at the SAME discounted rate.

Hampton Inn & Suites – (upscale) **MUST**

reserve by
15
Group Rate.

March
to get

1950 N. Haggerty Road
Canton, MI 48187
Phone: 734-844-1111

- **\$119.00 per night for two queen beds at *the Hampton Inn and Suites*** (that's two queen-sized beds).

- **\$129 per night for one “King Suite” at *the Hampton Inn and Suites*.** One king bed and a pull out sofa, but PLEASE confirm that with the hotel.

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

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

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

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

39700 Ann Arbor Rd
Plymouth, MI 48170
Phone: 734-459-3300

- **\$49.95 per night (plus tax) at *Red Roof Inn***
for two full beds or one king bed.
No frills hotel accommodations, great price.

Group Rate: Must ask for the “*Palladium Books Group Rate*”

at the time of booking to ensure the correct lower rate will be quoted and billed to you.

Extend your stay at the same discount rate before or after the POH. Make sure the hotel knows if you are coming in early or staying longer and want the “Palladium Books Group Rate” for your entire stay.

Only Red Roof Inn has this generous offer.

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

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

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

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.

NEW on

DriveThruRPG.com –

Robotech

®

RPG and Sourcebook SALE

and

FREE Rifts

®

Sovietski Sneak Preview

After March 31, 2018, all Palladium [Robotech](#)

® material will be removed from DriveThru, so please get them while you can. This includes PDF books of the original

Robotech® Role-Playing Game

and

sourcebooks

from the 1980s and 1990s on sale throughout March, 2018. After that, they will no longer be available. Likewise, we believe Palladium Books will be required to remove even the FREE

Robotech® RPG Tactics

™ material from DriveThruRPG as we will no longer hold the license. Please get all the items you desire for your personal library before March 31, 2018.

**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.

High Seas, 2nd Edition

, 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, 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](#)

,
[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

TM,

Lemuria

, the original

Vampire Kingdoms

and

Vampire Kingdoms New Revised Edition

,

Rifts® World Book 28: Arzno

TM (more vampires, TW items and mercs),

Rifts® World Book 26: Dinosaur Swamp

TM,

**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.

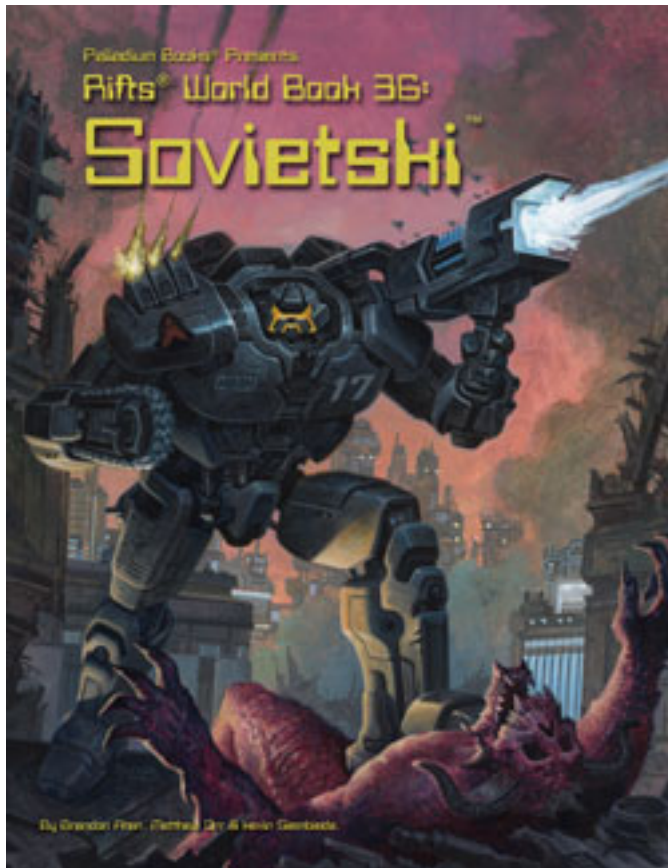
<http://stores.ebay.com/kevinstoys-artandcollectibles>

Closing Thoughts

We are working away like mad men on many fronts and need to get back to it. Our thanks to all of our fans for your

support. Keep on enjoying [Rifts®](#)
[Sovietski](#) TM,
come on down to play games at the
Palladium Open House
, and never lose hope or your love of
gaming. Dare to dream and unleash your
imagination and let them soar.

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



New! World Book 36: Rifts®

Sovietski

TM

– 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 – [C](#)
[at. No. 891](#)**

. Available now!

Rifts® Titles to expand your Rifts® Sovietski™ gaming experience:

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

- [Rifts® Warlords of Russia](#)

TM

- 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™ – 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™ – 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**

TM

– 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™ :
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.**

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**New! The Rifter® #79
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**The Rifter® #79 is all
about pushing the**

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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

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Oberle.

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**- 96 pages – \$13.95
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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 – C
at. No. 895**

. In production.



**COMING! In the
Face of Death™ —
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 – C
at. No. 237
. In production.**

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RECON®
Splicers®
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