

By Kevin Siembieda

I'm gonna keep this Update brief, with a focus on Christmas, because the guys are in the back shipping out several hundred copies of [The Rifter® #71 & 72](#) (and Grab Bags) and I need to get back there to give them a helping hand.

**UPDATE: ONLY 6 DAYS till Christmas Eve – Surprise Packages – Offer ends December 24, 2015**

Keep those orders coming. The [Surprise Packages](#) don't have to be just for Christmas. And for those that are for Christmas, we will make every effort to get them to you in time!

***Those of you east of the Mississippi River in the USA can order a Grab Bag over the weekend and probably still get it in time for Christmas via UPS Ground, but we can NOT guarantee it.***

We will do our best to ship every order we receive over the weekend by Monday afternoon. MOST locations in the USA east of the Mississippi River should receive UPS Ground packages in 3 days, so Christmas Eve. HOWEVER, we can NOT guarantee delivery before Christmas unless you use an expedited method of shipping.

Remember, if you don't need your [Christmas Surprise Package](#) by Thursday, Christmas Eve, you can select any method, even

*Media Mail*

, just expect it to arrive sometime after the holidays. Customers in the USA west of the Mississippi River, you'll need to use an expedited method of shipping to get the Surprise Package by Christmas and even that is NOT guaranteed. I seem to recall a snow storm delaying tens of thousands of packages heading west last year.

*See the Shipping Guidelines below.*

**Are you new to the [Palladium Christmas Surprise Package](#) ?** It's usually \$89-\$95 or more worth of Palladium RPG books

for only

*\$42 plus shipping and handling*

. And because you guys and gals mean so much to us, I often pack in more than \$90 worth of product. Oh, and each book will be signed by me (Kevin Siembieda) and available Palladium staff and freelancers

*if you request it*

. It is our way of saying thanks to all of you for your support and kindness.

[Surprise Packages](#) are the perfect holiday gift for gamers as well as for upcoming birthdays, anniversaries, or filling in holes in your collection or trying new game settings ( **Rifts®**, **Robotech®**, **Nightbane®**, **Dead Reign®**, **Beyond the Supernatural™**, **Heroes Unlimited™**, **Ninjas & Superspies™**, **After the Bomb®**, **Splicers** ® and all the rest). We're happy to put smiles on your faces with these items.

- **A great gift for the gamers in your lives.**
- **Fill holes in your own collection.**
- **Try new game settings and receive cool stuff.**
- **Get autographs from the Palladium crew and available freelancers.**
- **Be surprised when the package arrives.**
- **All items selected and comments read by Santa Kevin, himself. Ho, ho, ho!**
- **Taking orders right up to December 24, 2015.**

[Click here](#) to see the entire Surprise Package description.

**Shipping guidelines for Christmas delivery – 6 days till Christmas Eve.  
Order now!**

**NOTE:** At this point, while the appropriate expedited method of shipping *should* reach you in time for Christmas we do NOT guarantee it, regardless of the shipping method you select. We can assure you that we will process orders (other than Media Mail) as fast as we get them.

- **UPS Ground in the USA** – For those of you who live *east of the Mississippi River* – place your order by **December 20** and you *may*

get it in time for Christmas. Elsewhere, you will not. Those of you living *west of the Mississippi* need to use a faster method of shipping to get your orders delivered by Christmas Eve.

- **Standard Post in the USA** – Arrives in 5-7 business days. You will NOT get your package in time for Christmas.

- **Priority Mail in the USA** – Arrives in 3-5 business days. Place your order by **December 20** and you might get it in time for Christmas, but the odds are against you.

- **UPS 3-Day Select in the USA** – Arrives in 3 business days. Place your order by **December 20** for likely delivery before Christmas.

- **UPS 2nd Day Air in the USA** – Arrives in 2 days. Place your order by **December 21** for likely delivery before Christmas.

- **UPS Next Day Air in the USA** – Place your order by **December 22** for likely delivery before Christmas.

- **Express Mail in the USA** – Arrives in ONE or TWO days. Place your order by **December 22**

- **International Priority Mail – Canada and Overseas** – *You are NOT likely to get your order* in time for Christmas, no matter the method you use to ship. We suggest you do NOT use an expedited shipping method and just expect your order to arrive after Christmas. We hope you understand.

- **APOs** – Sorry, we cannot guarantee delivery time regardless of shipping method. We suggest Standard Post or Media Mail.

- **Media Mail will NOT arrive in time for Christmas.** In fact, it may not arrive until next year some time. Furthermore, *use Media Mail at your own risk.*

**Note:**

This applies to ALL orders. Media Mail, which applies only to paper goods, is the least expensive method of shipping, BUT also the slowest and least reliable shipping method. The USPS will tell you 4-10 days for delivery, HOWEVER, experience has shown us that during the holidays, delivery time is often more like 7-21 days.

**WARNING: Palladium Books is NOT responsible for any delays, damage or lost packages when you select**

***Media Mail***

**from this point forward – use it at your own risk.**

**NEXT WEEK Palladium will try to ship out morning and *early* afternoon orders the same day we receive them** , but we still cannot guarantee delivery in time for Christmas. And once the package leaves our warehouse, it is out of our control.

**Please make sure your address is complete** (include Apt. Number) and your order is clear.

[Click here](#) to see the entire Surprise Package description.

**Please spread the word about the Christmas Surprise Packages to gamers everywhere!**

A great way to introduce new gamers to Palladium's settings is with a [Christmas Surprise Package](#) . I mean, for the price of what most core rule books cost, you can get one Surprise Package (\$42 plus shipping) with 3-5 different titles (depending on the value of each book). It's hard to beat that kind of deal. The Christmas Surprise Package is only publicized by word of mouth, to readers of

**The Rifter®**

and on

**Palladium's website – [www.palladiumbooks.com](http://www.palladiumbooks.com) –**

so please tell everyone you know, post a link on your Facebook page, twitter and... well, everywhere. And pick one up one for

*every gamer you know*

and

*have a joyful holiday season*

**UPDATE! The Rifter® #71 & 72 Double Issue – 224 pages – Available NOW!**

The new Rifter is in the warehouse and shipping out even as I write this. [The Rifter® #71-72](#)

is packed full of gaming goodness, adventure, monsters, characters, places and ideas. Please note that

**The Rifter® #71 & 72**

counts as two issues. I mean it is

**The Rifter® #71 AND #72.**

See the full description of the book elsewhere in this update and order yours today. Available now, and may be requested for Christmas Surprise Packages.

**UPDATE: Rifts® Chaos Earth® Resurrection™ – Available now**

**Chaos Earth® Resurrection**™ is a fun and scary addition to the game line with **Chaos Earth® First Responders** and other

Chaos Earth® titles in the pipeline.

**Chaos Earth® Resurrection™** is one of the most requested items in **Christmas Surprise Packages**

. Order yours for the holidays. This is one heck of an adventure sourcebook. You can go to

[DriveThruRPG.com](http://DriveThruRPG.com)

to see a couple of FREE

**Chaos Earth® Resurrection™**

previews, but they don't do the entire book justice. See the full description of the book elsewhere in this update.

**Island at the Edge of the World™, 1st Edition rules – Back in print**

You asked for it and we provide. **Island at the Edge of the World**™ is a short print run of the book with First Edition rules, but is easily adapted to Palladium Fantasy, 2nd Edition. Available now, and may be requested for Christmas Surprise Packages.

**UPDATE: The Rifter® #73 – Ships January**

Julius and I have already started our role-playing advice articles for this issue, and Mike Wilson is working on the fantasy cover. Wayne has begun selecting material and will continue over the next couple of weeks.

## **New PDFs on DriveThruRPG.com**

**Rifts® Chaos Earth® Resurrection™** and 120+ Palladium game titles are waiting for you in PDF form.

### **Rifts**

® titles, the

### **Minion War**

™ series, the

### **Rifts® Coalition War®/Tolkeen series,**

all of the

### **Dead Reign**

® (Zombie Apocalypse) books, plus

### **Heroes Unlimited™, Palladium Fantasy RPG®, The**

### **Mechanoids®, Splicers®, The Rifter**

® and much more are available on

[DriveThruRPG.com](http://DriveThruRPG.com)

.

**Available right now:**

- [Rifts® Chaos Earth® Resurrection™](http://DriveThruRPG.com) is available

as a PDF title, and so are two free  
**Chaos Earth® Resurrection**  
previews.

- **The Rifter® #1-64** are available as PDF titles.
- **Rifts® Chaos Earth® titles (all)** to 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.***

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.**

- **120+ Palladium titles, plus G.M. kits, The Rifter® 1-64, and more.**

- **Much more to come in the weeks ahead.**



**Note:** No PDF Rifts® Novella; as it turns out the story is much too short for that, but we're thinking it will appear in **The Rifter® #73.**

**Palladium Collectibles Available in Kevin's Online Toy & Collectibles Store – All items 20% off!**

Alex and I continue to add a new toys, art and 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 it.

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 just in time for the approaching holidays. 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. Many make perfect gifts for the upcoming holidays, birthdays and anniversaries.

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

## Happy Holidays

The holidays are zooming in fast! We have been consumed with processing [Christmas Surprise Packages](#) and dealing with a range of other holiday matters. We'll send out a holiday Update next Wednesday, but I hope your holidays are filled with laughter, joy, love and good times. And may the Force be with you.

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

## Surprise Package comments from fans like you

Every year there is a section where the customer can offer comments and suggestions with his or her [Surprise Package](#) order. Every year, in acknowledgment of our fans, and

because they are fun to read, we offer a sampling in the Weekly Updates. Our heartfelt thanks to all of you who have stuck with Palladium through thick and thin. Keep those imaginations burning bright, have a joyous holiday season and game on.

You have no idea how much your comments and support mean to all of us. Everyone at Palladium enjoys reading your brief comments. They always brighten our day. Thank you. Since I haven't been posting as much as I'd like, I have tried to write a short response [in brackets] when applicable.

**G.F. in Louisville, Kentucky, writes:** I love getting the chance for a Grab Bag. It's a pretty sweet deal from a company I've been a long-time fan of!

[Thanks G.F., we love doing them. Game on. – KS]

**D.F. in Plymouth, Connecticut, writes (in part):** These Grab Bags every year are a great deal and very appreciated, thank you. Something I'd like to see is more **Heroes Unlimited™** related prints.

[Glad you enjoy the Grab Bags every year, D.F. As for **H**  
**eroes Unlimited™**,

I want to see all kinds of new HU2 products. As you can see by many of these comments,

**Heroes Unlimited™**

is getting a lot of love. It is nice to see people rediscovering HU2, because it really does let you create any kind of hero.

**Heroes Unlimited™**

has been one of the most requested game lines this season,

**Rifts®**, **Chaos Earth®**, **Splicers**

® and

**Nightbane®**

, too. And, of course,

**Robotech**

®. – KS]

**C.K. in Payson, Utah, writes:** You guys are great. Thank you for all that you do.

[Thank you, C.K., Palladium's awesome fan base makes it all worthwhile. – KS]

**S.P. in La Mirada, California, writes:** I've been ordering Grab Bags for over 10 years and they are always worth it. Thank.

[You are very welcome S.P., I hope you enjoyed this one just as much. Game on. – KS]

**N.M. in Sarasota, Florida, writes (in part):** It is very hard to pick my favorite game.

**Dead Reign®**

was the first real role-playing game I played in. That started my hobby of RPG 6-7 years ago. I love the theme and setting. I love zombies, but I also love

## **Heroes Unlimited™**

because of how varied the powers are and how awesome it is to role-play a super villain or hero. I couldn't pick a favorite between those two, so it is really awesome I can mix and match the systems. Thank you... the Palladium game system is my favorite RPG system ...

[Thank you, N.M., for the high praise. **Dead Reign®** and **Heroes Unlimited™**

are two of my favorite settings as well. Thrilled you enjoy them so much and that you are getting into

## **Rifts**

® too. Keep that imagination burning bright. – KS]

**J.F. in Miamisburg, Ohio, writes:** WHAT A YEAR! My first Palladium Open House. Getting to meet and play with you guys was great, and I learned to appreciate how much you all work for everything. I want you to know your work doesn't go unnoticed. I can't wait till a time when D and I can visit again and pick up more books and

## **Rifters**

®. Spending time with you all, and going to the Open House is among the few high points in a trying year.

[Thanks, J.F. The Palladium Open House was a bright spot for us too. Glad you had a blast at the POH, and thanks for pitching in and giving us a helping hand. Merry Christmas and Happy New Year, may it be a more joyful and prosperous one for us all. Game on! – KS]

**J.B. in Norwich, New York, writes:** I have been a fan and collector of Palladium products since 1985. I love your books and game system. Keep up the good work and have a happy holiday.

[Wow, J.B., I'm thrilled you have enjoyed our games for decades. Hopefully there are several decades ahead for us. I've got zillions of ideas for new books. Happy holidays! – KS]

**J.M. in Norman, Oklahoma, writes:** Thanks guys, been a big fan since 1986. Got most of the collection. Just looking to either update or fill holes in the collection.



Thanks and happy holidays.

[Happy holidays to you, J.M. Keep that imagination burning. – KS]

**D.T. in Manzanola, Colorado, writes:** I hope I got this right. I'm doing this for my son, and thank you for all the joy and pleasure you bring into the world.

[Gosh, D.T., thank you for such powerful words. They mean a great deal to me. It is truly an honor and a privilege to have been able to create games and bring joy and inspiration to so many people over the last 34 years. Happy holidays. – KS]



**The Rifter® Number 71 & 72 – shipping now!**

**Now shipping! The 224 page Double Issue of The Rifter® #71 & #72 is packed with source material from across the Megaverse®.** There are adventure settings, monsters of Japan, ninjas, superspies, the Town of Semjaw, the floating haven called the Pearl, Game Master tips, a short story that is a prelude to **The Disavowed**

, and plenty of adventure and adventure ideas, plus news and coming attractions.

**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.

**The Rifter® Number 71-72 Double Issue includes:**

- **Splicers® – I Am Legion™ – “official” adventure and source material by Chris Kluge and Charles Walton II.** A sprawling adventure with epic consequences, new threats, mad schemes and more. Art by Walton.

- **Beyond the Supernatural™** but also

suitable for

**Rifts®, Ninjas & Superspies/HU2, and other settings –**

***Yokai of Japan***

**by Shawn Merrow and Siembieda**

– 10 monsters inspired by Japanese myth. Some really fun monsters to spice up any campaign. Art by Mike Mumah. ‘Nuff said.

- **Rifts® – The Town of Semjaw™ by Brett Caron.** A community sitting on the bones of pre-Rifts ruins. And the building blocks of an adventure setting.

- **Dead Reign® – Adventure setting & ideas by Eric Sturm.** A floating safe haven and source of adventure to get your own ideas going.

- **Ninjas & Superspies™ – “Official” adventure by Paul Herbert.** A complete adventure of espionage and martial arts, with non-player characters galore.

- **Rifts® – Reaper Cell™ short story by**

**Dan Frederick.** A sort of prelude to the upcoming *Rifts®* sourcebook, *The Disavowed*

.

- **All game settings – “Official” G.M. tips on taking advantage of the Palladium Megaverse, by Kevin Siembieda.**

- **All game settings – “Official” G.M. tips on Adventuring in the Megaverse® by Julius Rosenstein.** How to bring multi-genre characters and blend powers and gear from several diverse game worlds into a single setting. Conversion tips and more.

- **All game settings – “Official” G.M. tips on improving adventures and storytelling for role-playing games by Glen Evans and Siembieda.** Personal experiences, observations, tips and suggestions on how to improvise entire adventures.

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

- 224 pages of fun and adventure in the  
**Palladium Megaverse®** – \$24.95 retail –  
[Cat. No. 171-172](#)  
. Available now!

**BACK IN PRINT: Reminder 9 titles  
back in stock – available now**

A number of book titles had recently slipped temporarily out of print, and a few, like **Rifts®**  
**Adventure Sourcebook One: Chi-Town**  
**‘Burbs: Forbidden Knowledge™**  
, have been out of print for more than a year. Well, they are all back in stock and available now. And because you demanded it, the original

## **Island at the Edge of the World**

**™, Palladium Fantasy RPG® sourcebook** is being brought back as a special, short-run printing.

### **Island**

uses the first edition rules for Palladium Fantasy, but is very easily adapted to the current rules.

- **Rifts® Cyber-Knights™ Sourcebook** –  
**112 pages – \$16.96 – Cat. No. 842 –**  
Everything you ever wanted to know about Cyber-Knights: Their training, Cyber-Knight Zen Combat, psychology, special powers, different types of Knights, squires, Fallen Cyber-Knights, Lord Coake (founder and leader of the Knights), quests, adventure hooks, great artwork and more. Available now.

- **Rifts® Adventure Sourcebook One: Chi-Town ‘Burbs™: Forbidden Knowledge**  
**™ – 48 pages – \$9.95 – Cat. No. 853 –**

Back in print at last! This sourcebook is back by popular demand. It includes an overview and history of the Chi-Town 'Burbs, key places and people in the Firetown 'Burb which means adventure and intrigue, villains and rumors. Available now.

- [Rifts® World Book 29: Madhaven](#)™ –  
**128 pages – \$16.95 – Cat. No. 869 –**  
18 monsters/ghosts, 8 mutant R.C.C.s, 4 new heroic O.C.C.s, TW devices, the Knights of the White Rose™, the secrets of the healing White Rose, overview of the ruins of Manhattan, adventures ideas and more. Available now.

- [Rifts® World Book 22: Free Quebec](#)™ –  
**192 pages – \$24.95 – Cat. No. 837 –**  
The independent kingdom of Free Quebec, its Glitter Boy legions, Glitter Girl and other variant Glitter Boys, weapons, power armor, vehicles, equipment, Quebec cyborgs, the Quebec navy and military, key people, key places, and more. Available now.



- [Rifts® World Book 8: Japan](#) – 216

**pages – \$24.95 – Cat. No. 818 –**

20 O.C.C.s including the Samurai, Ninja, Cyber-Samurai, Cyberoid, Demon Queller, and Dragon Cyborgs! Tons of weapons and equipment, living Samurai Swords, Rune Weapons, Japanese demons, the Glitter Boy and technology of the Republic of Japan, the ways of the traditional New Empire, and much more. Available now.

- [Rifts® Sourcebook 3: Mindwerks™](#) –

**112 pages – \$16.95 – Cat. No. 812 –**

The Angel of Death, Gene-Splicers and their creations, Mindwerks cyborgs, new monsters, the Brodkil Empire, Gargoyles, the Millennium Tree of Darkness, weapons, equipment, the Kingdom of Poland, epic adventure and more.

A companion for

**Triax and the NGR™**

and

**Warlords of Russia™.**

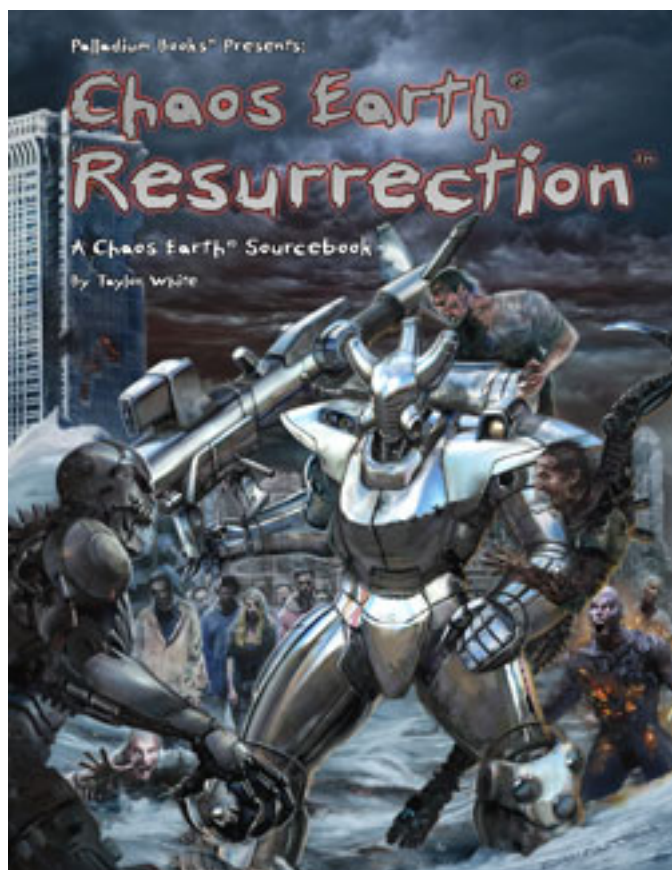
Available now.

- [\*\*Rifts® Dimension Book 5: Anvil Galaxy\*\*](#)  
**™ – 160 pages – \$20.95 – Cat. No. 847 –**  
20+ alien races, civilizations, scores of planets  
of note, legends of the Cosmic Forge,  
Cosmo-Knights, the Threshold, planet creation  
rules and more. Available now.

- [\*\*Aliens Unlimited\*\*](#) – a Heroes  
**Unlimited™ Sourcebook – 208 pages –**  
**\$24.95 – Cat. No. 515 –**  
85 alien races, 15 monsters, plus NPC villains,  
galactic organizations, 90 weapons and  
equipment, UFO watch groups, rules for  
creating aliens, super abilities, spell magic and  
more! Available now.

- [\*\*Adventures on the High Seas\*\*](#)<sup>™</sup> – a  
**Palladium Fantasy RPG® sourcebook – 224**  
**pages – \$24.95 – Cat No. 455 –**  
13 O.C.C.s including the Gladiator, Bard,  
Necromancer, Shaman and Pirates, 24

character sheets, islands and sea ports of infamy (including the Isle of the Cyclops), Necromancy magic, ships of the world, ship combat, many maps, and adventure ideas. Available now.



**Rifts® Chaos Earth® Resurrection™ – available now!**

The Golden Age of Science and human civilization is shattered with the return of magic and the Coming of the Rifts. Overnight, human civilization is toppled. Many major cities are wiped from the face of the Earth. Humanity struggles to

survive against impossible odds and the demonic horrors, aliens and monsters emerging from the Rifts.

Now comes the first invasion from another world. Its army? The corpses of our own dead, deliberately reanimated to become an invasion force to conquer the living. A growing number are *mechanized zombies*

– nightmarish creations with multiple body parts and armor and weapons bolted right onto their bodies. Unless stopped, they could wipe out all human life.

- **Do you hear the Transmission? If you do, it may drive you mad.**
- **Chaos Zombies rise to slaughter the living.**
- **12 different mechanized Scrap Zombies soon join their ranks.**
- **Frankenstein amalgamations, *Scrap Zombies* are armored and weaponized in ways never before imagined. They stalk the ruins of civilization and battle power armored troops in a death match humanity must win.**
- **Amped Zombies are fast and deadly.**
- **Boogeymen lurk in the shadows to pick off the living one by one.**
- **Brain Melters are dead Crazies**

**who use their powers to hunt the living and locate them for the zombie hordes.**

- **Garbagemen gather the dead, extra body parts and special components.**

- **Headbanger are horrific and deadly with multiple heads and long-range weapons.**

- **Living Dead Girls are the infiltrators who look normal but are zombie saboteurs and assassins.**

- **Reapers, armored, fast and deadly.**

- **Scorchers, walking time bombs.**

- **Soldier Boys are the backbone of the Scrap Zombies.**

- **Stitchers rebuild and repair the**

**zombies in the field.**

- **Toxic Vomitous spew acidic bile at the living.**
- **Walking Nightmares, a freakish and monstrous amalgamation of body parts and weapons.**
- **Chaos Zombies, what you might consider “normal” zombies that number into the tens of thousands. It is they who get cannibalized and remade into the weaponized Scrap Zombies.**
- **Zombie Mistakes and Quirks Tables.**
- **The Black Obelisk, a zombie factory, a mad man and dark magic.**
- **More monsters and plagues from beyond the Rifts.**



- **Bringing mechanized zombies to other game settings.**
- **Suitable for use in *Rifts*®, *Heroes Unlimited*™ and other RPG worlds.**
- **Written by Taylor White and Kevin Siembieda.**
- **160 pages (increased size) – \$20.95 retail (increased price) – [Cat. No. 666](#)**
- **Available now!**



## **Palladium Christmas Surprise Packages start NOW!**

Can you believe it? It's that time again for the [Palladium Christmas Surprise](#)

[Package](#) ! Palladium Books® has been doing **Christmas Surprise Packages,** or “Grab Bags,” for 17 or 18 years. It enables you to get several RPG titles (\$86-95 worth for ONLY \$42 plus shipping and handling) as gifts or for yourself. It is our way to say *thank you* to our many fans for being so kind and patient, and for your years of support. You are appreciated more than you may realize.

[Christmas Surprise Packages](#) are not just for Christmas. Whether you celebrate

*Christmas, Hanukkah, Kwanzaa,*

or the

*Winter Solstice*

, or you're looking for a gift for a  
*birthday, anniversary, graduation,*

or any

*special occasion*

that falls between now and February, a

**Surprise Package**

may be the ideal way to go. You get a ton of stuff on the cheap, you can get a bunch of autographs (if you want 'em), and you look like you spent a fortune.

This is also a great way to try that game setting you've wondered about (**Splicers**®, **Dead Reign**®, **Chaos Earth**®,

## **Palladium Fantasy®**, **Nightbane**

®, etc.), or to get something for your favorite Game Master, or perhaps to get your player group to consider a new game or setting.

### **Your “Wish List” – *The Palladium Surprise Packages***

**are designed to simulate the fun, joy and surprise of the Christmas Season of Giving.**

To do this, you submit a list of  
*10-14 Palladium products*  
(or more)

### **FOR EACH**

Surprise Package you order. This list of 10-14 items for EACH Grab Bag

*is critical*

, because you will not know which items you'll be getting. That makes it just like a

*Christmas gift*

because it's a surprise! Plus, Santa Kevin, who personally hand-picks every item for every Grab Bag, may toss in something extra like a limited edition print or T-shirt, or issue of The Rifter®, or something else he thinks you'll enjoy.

**Autographed books.** For those of you who want them (which are most people), the available members of the Palladium staff, and any freelancers we can lasso at the time, are happy to autograph each

and every book in your Surprise Package. This is the only way many fans, especially those in other countries, can EVER get signed books.

**Send us your brief comments.** There is a special form and format to fill out for [\*\*Christmas Surprise Packages\*\*](#), including a place where you can offer your *brief* comments, suggestions, greetings and salutations.

**It only costs \$42 plus shipping to get**

**\$86-\$95+ worth of Palladium products!** First-timers are always nervous until they see the great value in their first Surprise Package. A typical Grab Bag has \$86-\$95 worth of product, sometimes more! Yes, sometimes more. Many people order 2-3. Some order 4-6, and some maniacs order even more! It makes sense, because it is a great way to fill holes in your own collection, treat yourself, get autographs, try new games and settings, and get your gaming pals gifts. **SPREAD THE WORD** about this great offer.

**[Click here](#) to get the entire Surprise Package description.**



## Zombie Time!

Think you can survive the Zombie Apocalypse? Do you have a desire to kick some zombie butt? Then you want the **Dead Reign® RPG** – available from Palladium Books® or as PDFs from [DriveThruRPG.com](http://DriveThruRPG.com)

. There are currently six titles that are as much fun to read as they are to play. And more are coming.

# **Dead Reign® RPG – Core Rules – everything you need to know to play**

Experience the nightmare of being stalked by the living dead. Who can you trust? Where can you go to be safe? How do you fight the dead? Find out in [\*\*Dead Reign®\*\*](#) – a complete role-playing game that captures the horror, suspense and trauma of the post-apocalyptic world dominated by zombie hordes. And the zombies? More than what you may expect. All of them deadly.

- **Rules are easy to learn.**
- **Combat is fast, fun and intuitive.**
- **The setting, brutal and unrelenting.**
- **Characters represent the last of humanity.**
- **Play ordinary people who must find a way to survive against impossible odds;** 40 different occupations and notable skills for each.
- **Or play one of the more extraordinary survivors** who battle zombies and try to rescue the

living. They don't mean to be heroes, they just are.

- **They say there is no surviving a zombie bite.** *The Half-Living*

say otherwise. They are victims of a zombie attack, but instead of dying and turning, they come out of their coma more (or some would say, less) than human. The question is, might they turn at any time?

- **Slouchers** are the slow moving zombies. They gather in large herds and kill all they encounter.

- **Flesh-Eating Zombies** are fast and predatory. They hunt in packs, and stalk humans day and night.
- **Mock Zombies** are twisted abominations: The dead who retain a large portion of their mind and identity, but cannot accept what they have become. Most are quite insane and insist they are not monsters. They claim to be alive, and only want to help their “fellow man.” That last part might even be true, until the irresistible need to kill the living takes over.
- **Pattern Zombies** are the dead

that only kill when they come face to face with the living or are attacked first. Unlike the Slouchers and other zombies, they don't seek out human prey. Rather, they are locked in some pattern from their past life, endlessly reenacting their job at the factory, or a typical day at home mowing the lawn or watching the game on a TV that no longer receives broadcasts.

- **Thinkers** are among the most dangerous: zombies that retain a level of cognitive thought and awareness. They can open a door or unlatch a gate, use a weapon

such as a knife or axe, figure out ways to get inside strongholds and go around traps. Worst of all, other zombies follow them, and Thinkers often lead mobs of lesser zombies against the living.

- **More than 30 pages describing zombies,** with all the hows and whys of their behavior and their need to kill the living. Seven different types of zombies (more appear in the *Dark Places* and *Endless Dead* sourcebooks).

- **Page after page of Zombie Apocalypse survival tips.**
- **Six Apocalyptic Character Classes,** with any number of Ordinary People as survivors fighting to keep humanity alive.
- **Death Cults and their leaders.** Not all humans are allies.
- **Retro-Savages,** survivors who blame the apocalypse on technology, and feed people who still use guns, cars and tech, to the dead.
- **Weapons, survival tips and how to fight the dead!**



- **Vehicles, equipment and notable resources.**

- **101 Random Scenarios/Encounters/Settings, adventure ideas and more.**

- The complete core rule book. And learn the rules of this RPG and you can play any Palladium RPG. You see, Palladium's games all use the same basic rules. Learn one, and you can play them all. More than that, you can bring your characters, weapons, powers and magic from one game setting to the next, creating a truly infinite Megaverse® of worlds and adventure.

- **Cover by E.M. Gist.**
  - **Art by Amy Ashbaugh, Nick Bradshaw, Mark Dudley and Mike Mumah.**
  - **Written by Kevin Siembieda, Josh Hilden and Joshua Sanford.**
  - **\$22.95 – 224 page core rule book – [Cat. No. 230](#).**
- Available now from Palladium Books® and in game shops everywhere. Also available in [PDF format](#) from DriveThruRPG.com.**

**Dead Reign® Sourcebooks**  
– Expand the world, many more settings, adventure ideas, new zombies and danger

- **Dead Reign®**  
**Sourcebook 1: Civilization**  
**Gone**™ – \$12.95 – 64 pages – Cat. No. 231.

How do you survive when civilization no longer exists? No government. No police or soldiers. You're on your own. Survival tips, many random

encounter tables, survivor camps, madmen and psychopaths, including the Zombie Master, Ghost Walker, Messianic Leader, Zombie Lover, Deathbringer and others.

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[a printed book from Palladium](#)

.

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## **No. 232.**

Sometimes it's the dark places that offer refuge. Traveling the rails and underground tunnel systems, the pitfalls of the urban underground, disease, more random encounter tables, scavenger tables, more survival tips, and new zombies like Worm Meat, Bug Boy, and the Impersonator Zombie. Available now in

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[a printed book from Palladium](#)

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- [\*\*Dead Reign®\*\*](#)

[\*\*Sourcebook 5: Graveyard\*\*](#)

[\*\*Earth\*\*](#) <sup>TM</sup> – \$12.95 – 64

**pages – Cat. No. 235.**



The Zombie World Tour: the state of the post-apocalyptic world. Random safe havens by geographic region, notable survivors and danger zones, Zombie Threat Level tables, creating random Survivor Leaders, getting home from other countries, aircraft and landing fields, and 100+ adventure ideas set around the world! Available now in [PDF format from DriveThru](#) or as [a printed book from Palladium](#)

·

- For a different kind of horror game, see [Beyond the Supernatural™ RPG](#) – Core Rules – \$24.95 – 256 pages – Cat. No. 700.

Modern horror like you have never played before. Plausible setting, monsters and concepts that makes sense and will have you wondering if this stuff could be for real. 14 Psychic character classes, 42 occupations for “ordinary”

people, more than 100 psychic abilities, creatures of darkness and more. Three new sourcebooks planned for 2016. A game for the thinking gamer.

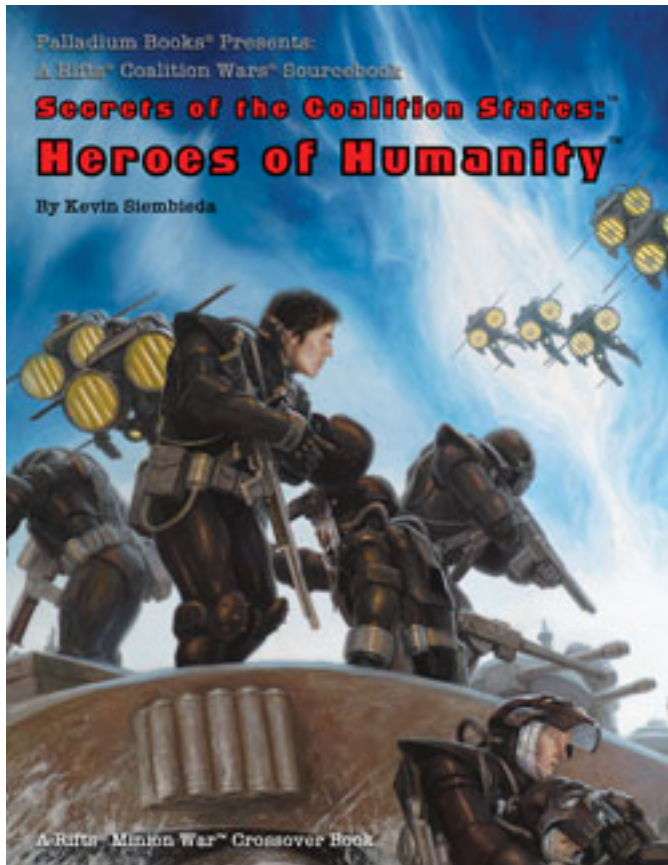
- **And for something completely different – [Ni](#)  
[ghtbane® RPG](#)**

**– Core Rules – \$24.95 – 240 pages – Cat. No. 730.**

Nothing has been the same since Dark Day. Earth has been secretly invaded by demons from a hell that is eternal night.

Doppelgangers replace many of the people you know and now run the world governments. The *Nightbane* are human beings (or are they?) linked to something ancient and supernatural, and who conceal a monster within themselves. Inhuman alter-egos that wield supernatural powers and magic abilities. And some say, powers that can fight the monsters from the Nightlands. You, in fact,

could be one of them and not even know it – yet.



# COMING – Rifts® Sourcebook – The Coalition States: Heroes of Humanity

TM

# 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?**

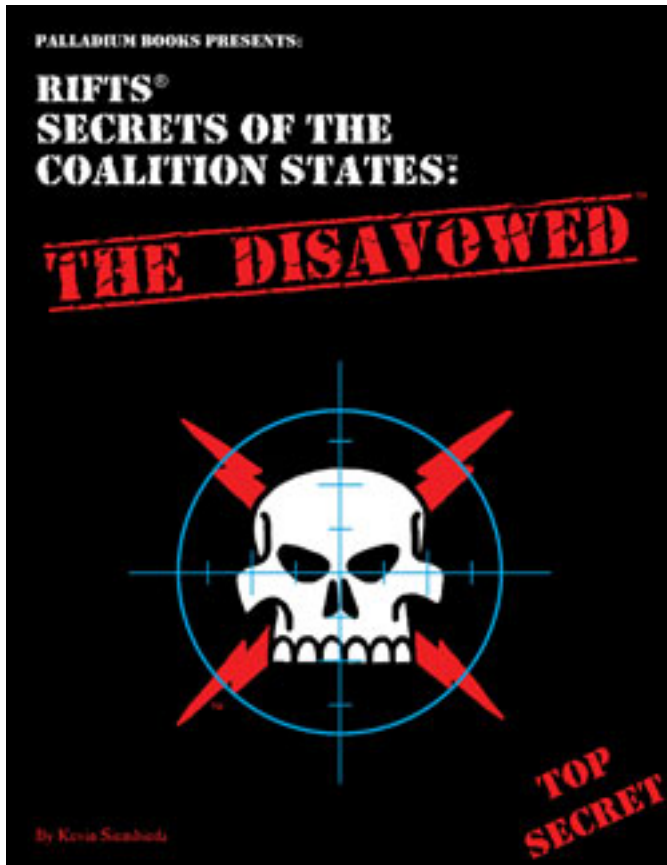
- **One plan to battle the Xiticix and who really pays the price.**
- **Adventure ideas and more.**
- **Written by Kevin Siembieda, Matthew Clements and other contributors.**
- **Final page count and cost yet to be determined but probably 96 pages –**

**\$16.95 retail –**

**Cat.**

**No. 889**

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

“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 *Jo*

## *seph 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 *kn*  
*ow 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**

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**COMING – Rifts®**  
**Secrets of the**  
**Atlanteans**

TM

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 cost yet to be  
determined, but  
probably 160-192  
pages – \$20.95-24.95  
retail – Cat. No.  
890 .**

# **COMING – 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.).**

**- 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** – **C**  
**at. No. 665**

■



**NEW! Robotech®:**

# **Expeditionary Force Marines ™**

## **Sourcebook – Available Now**

# **Expeditionary Force Marines™ is**

ready to ship right now! It is a riveting **Robotech**

® sourcebook that carries you to alien worlds. Your characters can pilot the early Cyclones and next generation

of Destroids,  
liberate alien worlds  
and engage the  
merciless Invid  
Regent, his  
Inorganic shock  
troopers and Invid  
swarms. Epic,  
planet-hopping



adventure awaits.

**The Robotech®:  
Expeditionary  
Force Marines  
Sourcebook is set  
in space with the**

UEEF (United Earth Expeditionary Force) led by Admiral Rick Hunter, Lisa Hayes, Breetai and Exedore. 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 alien people are

introduced and become part of the Expeditionary Force Marines. In between their ongoing war with the Regent and his Invid and Inorganics, they explore planets,

battle space pirates  
and face treachery  
on many fronts.

**- 5 new Marine  
O.C.C.s, 22 M.O.S.  
skill packages,  
and some new**

**skills.**

**- 8 new**

**Destroids, two of  
them Zentraedi,  
plus a Battloid or  
two.**

**- 6 new**

**Cyclones,  
including Space**

**Cyclones, the  
Spider Hover  
Cyclone, the  
Walker and more.**

**- CVR-1 and  
CVR-2 body armor  
and notable  
Expeditionary**

**Force (and alien)  
weapons, gear and  
vehicles.**

**- The Regent's  
war machine: Invid  
Scientist R.C.C.,  
Invid Assault  
Trooper (new),  
Invid Fury (new),**



**Invid Ogre (new),  
Invid Ranger  
(new), Garn  
Inorganic (new),  
the Regent statted  
out, and more.**

**- 6 alien races  
and brief**

**overviews of their planets.**

**- 34 Perytonian Energy Wizard magic spells.**

**- Quick Roll Creation Tables for UEEF Marines as player**

**characters.**

**- Time-line for  
the Expeditionary  
Force and related  
events on Earth.**

**- The *Robotech*  
® *The Shadow*  
*Chronicles*® *RPG***

**“rule book” is  
needed to play  
(Cat. No. 550 or  
550HC).**

**- Art by Charles  
Walton, Mike  
Wilson, Apollo  
Okaumura, Allen &**

**Brian Manning,  
Ben Rodriguez  
and Dan Dussault.**

**- Written by  
Irvin Jackson and  
Kevin Siembieda.**

**- 160 pages –**

**\$20.95 retail –**

**Cat. No. 553**

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# Robotech® RPG Tactics

**TM**

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If you love  
Robotech®, you'll  
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Beautifully detailed  
game pieces of  
your favorite  
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game pieces to  
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experience. Or

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



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Tactics  
<sup>TM</sup> **Expansion**  
**Packs**  
are available to  
retail along with**

the main box  
game. Here are  
the SKUs and  
retail prices.

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– **Cat. No. 55201**

– **\$36.95 retail.**

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Destroids**

– **Cat. No. 55202**

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12 white, six-sided  
dice with red  
printing and the  
UEDF logo in  
place of the six.

- **Zentraedi**  
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**Cat. No. 55102 –  
\$12.00 retail.**

**12 purple,  
six-sided dice with  
yellow printing and  
the Zentraedi logo  
in place of the six.**

**- 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.

- **Robotech**  
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**Token Pack**  
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**10 UEDF**  
**Command Point**  
**tokens, 10**

Zentraedi  
Command Point  
tokens, and one  
blast template.

- **Battle Foam**  
**Robotech® RPG**  
**Tactics™**  
**bag/carrying**

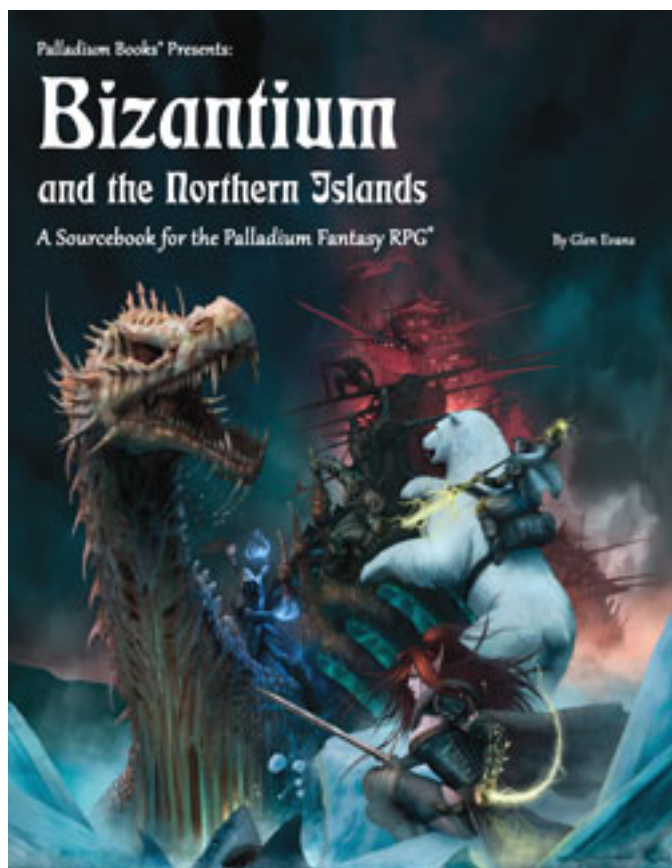
**case – Cat.**

**No. 55107 –  
\$120.00 retail  
(limited supply).**

**Note:**

**We only have a  
few Robotech®  
RPG Tactics™  
Battle Foam bags**

available. Once they are sold out it will be months before we manufacture more, if ever.



**NEW!**  
**Palladium**  
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**Sourcebook:**  
**Bizantium and**  
**the Northern**  
**Islands**

**TM**



**– Available now**

To the civilized world, Bizantium and the waters and lands around it are frightening.

A realm of sea  
serpents,  
monsters, and  
barbarians. To  
the heroes and  
people who live  
there, it is a realm  
of adventure,

beauty and  
opportunity. One  
might consider  
Bizantium as the  
center of  
adventure and  
mystery in the  
North.

North of  
Bizantium are the  
Icy Ocean and  
Great Ice Shelf,  
places where  
only a handful of

the bravest  
Bizantian sailors  
have ever set  
sail, and the rest  
of the world *knows*  
*nothing*  
about. For  
kingdoms in the

south, only a few  
scholars have  
ever heard of the  
Great Ice Shelf or  
the cannibalistic  
Necromancers  
known as the  
Iceborn who

make the frozen  
wasteland their  
home. Those who  
have heard tales  
of the land of ice  
and death are  
convinced they  
are nothing but

the stuff of myth.  
Very soon, they  
will find out  
otherwise. And  
these are but a  
few of the  
revelations  
presented in



# **Bizantium and the Northern Islands™.**

**Discover for  
yourself the  
wonders and  
horrors that  
await.**

**- Waterchant  
er O.C.C. and  
20+ magic  
spells new to  
the Fantasy  
setting.**

**- Necromanc**

**y revisited.**

**Many spells new  
to the Fantasy  
setting.**

**- 90+ spells  
in all, including  
Ocean Magic for  
the**

**Waterchanter,  
Necromancy  
and more.  
- Serpent  
Chaser,  
Bizantium  
Marine and  
other new**

**character  
classes.**

**- The  
Iceborn, their  
man-eating  
Raiders,  
Skinbinders and  
Sea Witches. A**

**forgotten race of  
monsters who  
worship death,  
wield death  
magic, hunt  
humanoids, eat  
their flesh, and  
wear their skin.**

**A villain you will  
love to hate.**

**- The  
Iceborn's  
Necroilus –  
massive vessels  
made from the**

**remains of dead  
sea serpents  
and animated by  
Necromancy to  
prowl the seas.**

**- Vengeful  
gods, monsters,**



**sea serpents  
and sea monster  
creation tables.**

**- The Seven  
Treasures  
touched by the  
Northern Gods,**

**lost for  
centuries,  
waiting to be  
found.**

**- New and  
old Bizantium  
ships including  
the Bireme, Ice**

**Breaker and  
Battleship.**

**- Bizantium  
as never before  
seen.**

**- The  
Northern Islands  
described in**

**new detail.**

**- The Great  
Ice Shelf – a  
new continent to  
explore.**

**- Bizantium's  
origin, history,  
and mysteries**

**revealed.**

**- Byzantine  
society, culture,  
religion, magic  
and notable  
places.**

**- People and  
places of note.**

**Adventure  
hooks galore,  
and more.**

**- Written by  
Glen Evans,  
Matthew  
Clements and  
Kevin**

**Siembieda.**

**- 192 pages –**

**\$24.95 retail –**

**Cat. No. 474**

**– Available now.**

**NEW! Rifts®  
Special Order  
Products –  
PRINT on  
Demand**

**The following**



items are  
something new,  
proposed by and  
created by Tags,  
a fan of **Rifts®**  
and  
**Palladium  
Books**

. He did the design work and had the sample products that are shown here created by *Victor Narvaez* at

**NY Embroidery**  
. We liked what these two gents created, so we are making them available to you as Special Orders.

Here's how **Rifts® Special Order Products** will work. In most cases, we have to order a

limited quantity  
to make  
manufacturing  
and shipping  
cost effective  
(we can't make  
just one at a  
time, but can

make a dozen at a time). That means when we have a sufficient number of “Special Orders” we can have them made in a

week and  
shipped in  
another week or  
two. And with  
Autumn and  
Winter and the  
holidays coming  
up fast, this

might be a good  
time to order  
things like  
Reporter Bags,  
Embroidered  
Hoodies, caps  
and  
Three-Season



Jackets. Enjoy  
and think  
Christmas gifts.  
**Please Note:**  
Your credit card  
will not be  
charged until the  
Special Order is

in actual  
manufacturing.



# Rifts® Glitter Boy in Flames Jacket

A 3-Season  
Jacket –

Winter, Fall and  
Spring – any  
Rifts® fan  
would be proud  
to wear.

- Warm and  
comfy for Fall  
and Winter  
wearing.

Personally, I  
think this jacket  
is too warm for

Spring wear.  
The fleece  
lining is NOT  
removable.

- On the  
front of

this stylish  
jacket (I own  
one, myself) is  
the *fu*  
*// Rifts® Logo*  
in a gold color  
over the left



breast.

- On the  
back is a  
massive and  
detailed, 11x15  
inch

embroidered  
image of the  
fan favorite  
depiction of  
*a Glitter Boy*  
*standing brave*  
and bold

amongst flames  
and destruction  
bearing the  
American Flag.  
We are told that  
this embroidery  
image has

400,000  
stitches and  
takes 9 hours  
to embroider,  
and it is  
detailed and  
beautiful.

- Art by  
Scott Johnson.

- Water  
resistant.

- Two zipper

pockets.

- EZEM

System and  
easy care.

- We've

been told we

are crazy to sell  
this jacket for  
anything less  
than \$450, but .  
. . well, we are  
crazy, so you  
can order your

embroidered  
Rifts® Jacket  
for only \$275  
plus shipping.

- Cat. No.

SPO-15801



**– \$275 retail  
for sizes Small  
to 2XL – \$300  
retail for 3XL  
to 5XL sizes.  
Please make  
sure you**

indicate the  
jacket's size.





# Rifts® Glitter Boy in Flames

# “Zipper Hoodie”

A Gildan or  
Fruit of the  
Loom hoodie

(depending on  
availability)  
suitable for  
Fall and  
Spring wear  
(or if you are  
Kathy

Simmons,  
Winter too).

This is the  
same design  
as the **Rifts®**  
**jacket**  
with the **Rifts®**

logo on the  
front and the  
big, Glitter Boy  
in Flames  
image on the  
back for  
almost half the



price as the  
jacket. Both  
Chuck Walton  
and Kathy  
Simmons have  
their Rifts®  
hoodie for the

**Fall. Shouldn't  
you?**

**- Black  
zipper hoodie  
– Gildan or**

Fruit of the  
Loom  
depending on  
availability.

- On the  
front of

this hoodie is  
the  
*Rifts® Logo*  
in a gold color  
over the left  
breast.

- On the  
back is a  
massive and  
detailed,  
11x15 inch  
embroidered  
image of the

fan favorite  
depiction of  
*a Glitter Boy*  
*standing brave*  
and bold  
amongst  
flames and

destruction  
bearing the  
American  
Flag. We are  
told that this  
embroidery  
image has

400,000  
stitches and  
takes 9 hours  
to embroider,  
and it is  
detailed and  
beautiful.



- Art by  
Scott Johnson.

- Two  
pockets and a  
hood.

- Cat. No.

SPO-15802

– \$160 retail

for sizes

Small to 2XL

– \$180 retail

for 3XL to

**5XL sizes.**

Please make  
sure you  
indicate the  
hoodie's size.





**Rifts®**  
**Baseball Cap**  
**– Black Cap,**

# “Gold” Rifts

®

# Logo

# I (Kevin

Siembieda)  
am not a  
baseball cap  
guy, but I love  
this cap and  
have been

wearing mine  
on my  
morning  
walks. I like  
the  
comfortable fit



and I do not  
seem to  
sweat as  
much wearing  
this cap  
compared to

others I have  
tried. (The  
trail I take has  
me walking  
into the  
morning sun,

so I need a  
cap.) I prefer  
the gold logo,  
but red was  
the hot seller  
at Gen Con.

- The  
Rifts® Logo  
embroidered  
in *gold*.  
- 100%

cotton. One  
size fits all.

North End  
brand.

- Logo  
design by

Kevin Long.

- Cat. No.

SPO-15803

– \$19.95

retail.







**Rifts®**

**Baseball**

**Cap – Black**

**Cap, “Red”**

**Rifts**



**Logo**

The same  
style of cap  
with the  
words Rifts®

with the  
swish  
through it.  
The  
embroidered  
“red”

baseball cap  
was the  
favorite  
among  
consumers at  
Gen Con.

- The  
Rifts® Logo  
embroidered  
in *red.*  
- 100%

cotton. One  
size fits all.

North End  
brand.

- Logo  
design by

**Kevin Long.**

**- Cat. No.**

**SPO-15804**

**– \$19.95**

**retail.**







**Rifts®**

**Logo**

**Reporter's**

**Bag (Clean**

**Look)**

This useful  
carrying bag  
has three  
large  
pockets for  
books being

taken to your  
Rifts®  
gaming  
session, plus  
two smaller  
pouches for

pens or dice  
sealed via  
hook and  
loop  
fasteners.  
The front

flap is a  
dynamic, full  
Rifts® logo  
on a field of  
crackling  
blue energy

from a ley  
line. Also  
suitable as a  
school/colleg  
e book bag.

- The full  
Rifts® Logo  
on a field of  
crackling  
blue energy.



- Colorful  
and dynamic  
sublimation  
printing.

- Sturdy  
design;  
100%  
polyester.

- Two

large  
pockets for  
books, and a  
smaller third  
pocket that  
zippers shut.

- Two  
small  
pouches.

- Shouldde

r strap  
included.

- Overall  
size –  
15x11x3

inches.

- Logo  
design by  
Kevin Long  
and Cathy

Schutt.

- Cat.

No.

SPO-15805

– \$49.95

retail.







**Rifts®**

**Logo**

**Extreme**

**Reporter's**

**Bag**

This useful  
carrying bag  
has two  
large  
pockets for  
books being

taken to  
your Rifts®  
gaming  
session,  
plus two  
smaller

pouches for  
pens or dice  
sealed via  
hook and  
loop  
fasteners.

The front  
flap is a  
dynamic,  
full,  
modified  
Rifts® logo

on a field of  
crackling  
blue energy  
from a ley  
line. Also  
suitable as

a  
school/colle  
ge book  
bag.



- The full  
Rifts® Logo  
on a field of  
crackling  
blue energy.

- Colorful  
and  
dynamic  
sublimation  
printing.

- Sturdy  
design;  
100%  
polyester.

- Two

large  
pockets for  
books, and  
a smaller  
third pocket  
that zippers

shut.

- Two

small

pouches.

- Should

er strap  
included.

- Overall  
size –  
15x1 1x3

inches.

- Logo  
design by  
Kevin Long  
and Cathy

Schutt.

- Cat.

No.

SPO-15806

– \$49.95



# retail.



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