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Some parents may find the violence, magic and supernatural elements of the games inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, or violence.



## The Rifter® Number 14

## Your guide to the Palladium Megaverse®!

## First Printing — April, 2001

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Palladium Books® Presents:

# THE RIFTER® #14

Sourcebook and guide to the Palladium Megaverse®

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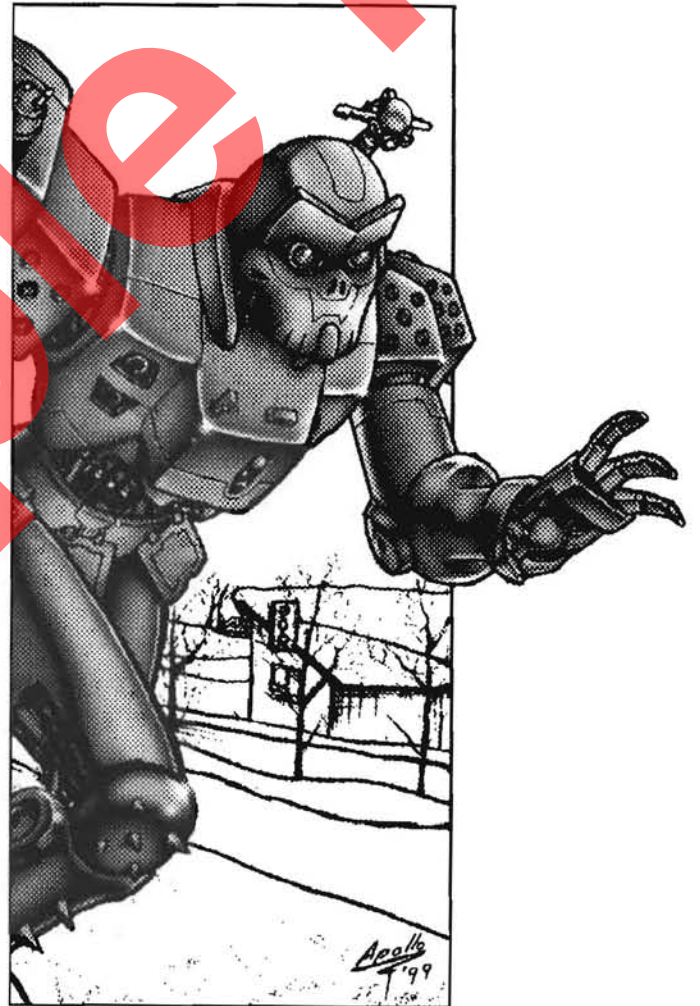
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**Special Thanks** to all our contributors, writers and artists. Our apologies to anybody who got accidentally left out or their name misspelled.

# Contents — The Rifter #14 — April, 2001

## Page 6 — From the Desk

### of Kevin Siembieda

The boss man talks about what's coming from Palladium in the next few months, and his plans for the future.

## Page 7 — Palladium News

Erick Wujcik is back and has just finished the *After the Bomb® RPG* (read all about it on page 9), convention update, and other news.

Art by Apollo Okamura..

## Page 8 — Coming Attractions

The latest on the Precedence Collectable Card Game, the low down on the *Aliens Unlimited Galaxy Guide* (out later this month), *After the Bomb® RPG*, *Hardware Unlimited*, *Eastern Territory*, *Land of the Damned*, *Northern Wilderness 2<sup>nd</sup> Edition*, plus *Coalition Wars 6: Final Siege* and what's coming for *Rifts®*. Hey we promised more support for our other product lines and we weren't kidding.

Art by Breaux, Burles, Wilson & Perez.

## Page 12 — Palladium Megaverse®

### Questions and Answers

This issue, Rodney Stott and Shawn Merrow address questions concerning "skills" particularly for *Heroes Unlimited* and its skills and skill programs, as well as O.C.C., R.C.C., experience, hover crafts, and Cyber-Knights. All really helpful material endorsed by Kevin Siembieda.

Artwork is by Mike Wilson and Apollo Okamura.

## Page 15 — Rifts® Lone Star Comic Strip

At last, the action packed, 12 page conclusion to Ramon Perez's Lone Star comic strip. Johnny, Shakes, Cueball, Moses, and company have their hands fighting genetic horrors, Dog Boys, mutant bears and Coalition troops as they struggle to escape in one piece with the data they've uncovered at the Lone Star Complex. The artwork is as impressive as ever. Well worth the wait.

Ramon Perez: Writer, Artist, and Letter.

Hey, let us know if you'd like to see the strip collected and published as a black and white (or color) graphic novel. Or maybe a combination comic novel and sourcebook with the characters statted out after the strip.

## Page 27 — Heroes Unlimited™ Second Edition

### The Atorian Empire

Wayne Breaux Jr. presents tantalizing insight and source material about the Atorian Empire — a bit of a prelude to his up-coming *Imperial Space Sourcebook* that will follow the re-

lease of the *Aliens Unlimited Galaxy Guide* (on sale the end of April).

Info in this issue includes the structure of the Atorian Empire current state of affairs, and select O.C.C.s common to the Imperial Army. Not to mention Empress De Atoria, power armor.

Artwork by none-other-than Wayne Breaux Jr. himself.

## Page 38 — Ninjas & Superspies™

### Destiny's Call

An adventure that spans a generation involving an Infernal Demon Overlord. It starts at the end of World War II (1945), continues on into the Indochina War (1954), and may end in Indochina or continue on into the present day.

Includes special skill programs and options, battle field Horror Factor, a variety of weapons, aircraft, and troops, encounter tables, plus a bunch of Hook, Line and Sinker Adventures..

Written by Erik Growen. Illustrated by Freddie Williams II.

## Page 57 — Palladium Fantasy

### Role-Playing Game®

### Beneath the Surface

Sonny Rice gives us a look at life, adventure and combat under the Palladium world. Includes new skills, natural dangers, fighting underground, and a host of monsters such as the Heat Worm, Vydoracks, Mataat Carrion People, Sharee Chameleon People, Necro Knights, Dirt Vipers, Murder Fog and others.

Artwork by Mike Wilson.

## Page 71 — Rifts®

### Goodcourt — Life in a Fadetown

Eric Swanson presents the Fadetown of Goodcourt, along with its most notable features and inhabitants. It is a magical place with Techno-Wizards and High Magi from Dweomer. A handful of new Techno-Wizard items and Adventure ideas round out this article.

Artwork by Apollo Okamura.

## Page 87 — Rifts®

### Horlock Robots Inc.

Jeremy Clements offers Horlock Robots Inc. one of the Black Market's suppliers of power armor, robotics and knock-off technology. The Zombie Exoskeleton (page 88), Medusa Power Armor (page 89), Harpy Power Armor (page 91) and Fire-Walker Assault Robot (page 93) are among Horlock's latest creations.

Art by Drunken Style Studio



## Page 105 — Nightbane®

### Asylum

A short story brought to you compliments of Anthony Miron. Don't blame us if you have nightmares after reading this tale of darkness.

Art by Wayne Breaux Jr.

## Page 105 – Robotech® Liquidation Sale

After 16 years of mecha adventures, Palladium Books is letting go of its Robotech® license (sorry). The good news is buy one book and get another (sometimes TWO) for free! Get 'em while they last (the Zentraedi sourcebook is already sold out). This offer is only good till June 30, 2001, so get those orders in before this famous RPG line is gone forever.

## Page — Rifts® Phase World®

### Hammer of the Forge

The 14th chapter in James M. G. Cannon's gripping *Phase World™* story.

Artwork by Apollo Okamura.

## The theme for issue 14

This issue's theme is *diversity* of adventure, with new material for *Palladium Fantasy®*, *Nightbane®*, *Heroes Unlimited™*, *Ninjas and Superspies™*, as well as *Rifts®*.

Palladium Books plans on more actively supporting *all of its* game lines, and this issue is part of that venture.

## The Cover

The cover to *The Rifter #14* is a painting by Wayne Breaux Jr. It was presented as one of two possible covers for Mr. Breaux' *Aliens Unlimited™ Galaxy Guide*. It depicts a spaceship and sensor drone emerging for a space warp. The cover we chose to use for the actual sourcebook depicts several Raithenor on the prow.

## Optional and Unofficial Rules & Source Material

Please note that most of the material presented in *The Rifter®* is "unofficial" or "optional" rules and source material.

They are alternative ideas, homespun adventures and material mostly created by fellow gamers and fans like you, the reader. Things one can elect to include in one's own campaign or simply enjoy reading about. They are not "official" to the main games or world settings.

As for optional tables and adventures, if they sound cool or fun, use them. If they sound funky, too high-powered or inappropriate for your game, modify them or ignore them completely. All the material in *The Rifter®* has been included for two reasons: One, because we thought it was imaginative and fun, and two, we thought it would stimulate your imagination with fun ideas and concepts that the reader can use (if you want to), or which might inspire you to create your own wonders.

# Coming Next Issue

## The Rifter® #15

- New contributing authors.
- Material for *The Palladium Fantasy RPG®*.
- Material for *Heroes Unlimited™*.
- Material for *Rifts®*.
- The next chapter of the *Hammer of the Forge™*.
- The latest news and developments at Palladium.
- Source material for the entire *Palladium Megaverse®*.
- New contributors and fun.
- So please join us.





# From the Desk of Kevin Siembieda

I'm writing this the day before we leave for Sim Con in Rochester, New York. The crazy people who run this small convention seem to like us, and are bringing Maryann and I back as guests (we were there two years ago). We look forward to the event, and I might even run a new adventure based on ideas for the *Wolfen Wars*™ sourcebook. Yes, I keep adding bits and pieces to this long time project. One of the many projects I hope to tackle soon.

As you may recall, last issue I proclaimed I was making it my mission to finally get out a bunch of the books I've talked about for years. I also vowed to support more of the Palladium Books line with new product for *The Palladium Fantasy RPG*®, *Heroes Unlimited*™ and others, as well as *Rifts*®. *Bill Coffin* has been a huge help in that regard, and the unexpected return of *Erick Wujcik* to role-playing game design makes things all the more promising. In fact, I have delayed the release of *Coalition Wars*™ Six: *Final Siege* to insure that several other titles get out on time (give or take a week or two).

By the time you read this, *Eastern Territory*™ (for *Palladium Fantasy*) will already be on store shelves. If you have missed it, run on out and get it, because it's really good. If your store doesn't have it, make 'em order you a copy — and don't fall for that "it's out of print" malarkey, because we printed plenty (although interest in the fantasy line is growing by leaps and bounds lately).

Meanwhile, by the time you read this, *Aliens Unlimited Guide to the Galaxy*™ (for *Heroes Unlimited*™) will be at the printers and hitting store shelves around May 15th, with *The Northern Hinterlands*™ (for *Palladium Fantasy*) hitting the stores around May 20th! Both are completely written, and awaiting a final edit and the arrival of finished artwork.

## June will be an exciting month

Why? Three big reasons.

One, *Rifts*® *Coalition Wars*™ Six: *Final Siege* will hit the shelves. It is a 224 page extravaganza that brings the war between Tolkeen and the Coalition States to a definitive conclusion. I think you're gonna love it.

Two, *After the Bomb*® — the Role-Playing Game! That's right, "role-playing game." The original designer of the *Ninja Turtle*® RPG and creator of the original *After the Bomb* series, *Erick Wujcik*, is back to turn ATB into a stand-alone role-playing game and breathe new life into this famous apocalyptic setting. There's tons of new mutant animals, new mutations, animal powers, people, places and world information. Those of you who are sad to see the TMNT RPG go, should be tickled by the appearance of this great new (and old) game. We didn't schedule the RPG until the manuscript was actually finished, so you can count on this as a firm release date!

Three, the *Rifts*® Collectable Card Game from *Precedence Entertainment* (under license from Palladium Books).

## What's next?

This is it in rough order of release ...

*HU2: Hardware Unlimited*™ (200+ pages; Brent Lein)

*Palladium Fantasy: Land of the Damned*™ One (200+ pages; Bill Coffin)

*Rifts*® *Australia* 2

*Rifts*® *Australia* 3

*Palladium Fantasy: Land of the Damned*™ Two (200+ pages; Bill Coffin)

*Rifts*® *Game Master Guide* (300+ pages; Siembieda & Coffin)

*HU2: Mutant Underground*™ (by me, Kevin Siembieda)

*Palladium Fantasy: Land of the Damned*™ Three (200+ pages; Bill Coffin)

*The Rifter*® #15 & #16 (of course)

*Rifts*® *Dimension Book 5: The Anvil Galaxy*™

And maybe, *Rifts*® *Africa* 2 and a few surprises (as if the *Rifts*® G.M.'s Guide isn't surprise enough)

No, your eyes do not deceive you. Yes, there are two more *Heroes Unlimited*™ sourcebooks and three more *Palladium Fantasy RPG*® books (five for the year) coming out this year. Oh, yeah, and the *Rifts*® G.M.'s Guide. Hey, you demanded it, so Bill, and I and the rest of the Palladium crew are doing our best to deliver!

Meanwhile, I'm salivating to do *Wolfen Wars*™ for *Palladium Fantasy*, as well as *Mechanoids*® *Space*, *The Nursery*™ and *Beyond the Supernatural*™ Second Edition. With any luck, I'll be able to start tackling them by the end of this year for early release next year, 2002. I'm aching to do all four and have pages of notes for each. When I told Bill Coffin about my plans for *Mechanoids Space*, the poor boy nearly fainted from excitement (you probably think I'm kidding, but I'm not). I wish I could get to them sooner, but my responsibilities as publisher, chief game designer and creative coordinator (among other things) at Palladium mean I will have my hand in every book on the above schedule. I have to get them to press before I can start work on the books I'm itching write. So while you may be disappointed by delays, and rescheduling, it hurts me even more, because as much as you guys and gals are dying to see these books, I'm dying to write them even more! Unfortunately, duty calls, and that means running a business and making money so we can continue to publish the games you love. It's just a little longer now, so hang in there. Maybe, I'll present a *Mechanoids*® *Space* teaser or sneak preview in the October issue of *The Rifter*®.

Check out the news section for more info on what's coming. I gotta get back to work.

— Kevin Siembieda, 2001