

By Kevin Siembieda

The Palladium offices remain a high-energy crucible where ideas, books and other projects are being forged. The Palladium staff and an army of freelancers are streaming out exciting new concepts, while others work on books that have been in the pipeline, and others begin work on new projects for 2014. This week I spoke with *Carl Gleba, Matthew Clements, Brandon Aten, Carmen Bellaire, Nick Bradshaw, Mark Dudley, Chuck Walton* and a handful of other Palladium creators about projects. We are rockin' and rollin' and picking up speed.

UPDATE: The Rifter® #63 – Ships FRIDAY – July 26, 2013

I just spoke to the printer. [The Rifter® #63](#) is in the bindery and on track to arrive at the Palladium warehouse Friday. All subscribers and pre-orders will be processed and shipped out tomorrow. Distributors will ship on Monday. This issue is epic, with fun and inspiring material for **Palladium Fantasy RPG®**

,
Beyond the Supernatural™,
Rifts® and

a massive photo spread of 90+ images of the sculpts for
Robotech® RPG Tactics™

UPDATE: Rifts® Northern Gun™ One

The work on [Rifts® Northern Gun™ One](#) is nothing short of outstanding. *Chuck Walton's* artwork is stunning, and he has even contributed ideas and a few small bits of text. He is one creative guy. But Charles is not the only art contributor. Mark Dudley, Tanya Ramsey, the Manning Brothers, Amy Ashbaugh and others have all done nice work for this expansive tome.

Writing continues to go well. Matthew Clements has jumped back in to fine tune and help, and I remain on fire. Oh, and everyone who learns about the surprise I have planned for the middle and upper tier Megaverse Insider crowdfunding supporters (don't know if I can do this for everyone!) thinks it is very cool. I know I'm having a blast implementing it. I sure hope everyone who is part of this enjoys it. Still working at an insane pace to get this bad boy done and to the printer.

UPDATE: Northern Gun™ Two

As reported last week, Chuck Walton and other artists have dived back into [this dynamic book](#) with more information on the power armor and gear of Northern Gun.

UPDATE: Rifts® Megaverse® in Flames™

I've been assigning art and plotting other aspects for this title. Another great book coming your way in 2013.

UPDATE: Rifts® Ultimate Edition – back in print – Available now

Rifts® remains Palladium's most popular game line ever, so we wanted to make sure the **Rifts®**

Ultimate Edition

hardcover didn't run out. Same core material. Same price. Same quality. 376 pages – \$39.95 retail –

[Cat. No. 800HC](#)

– Available now.

UPDATE: Robotech® The Macross® Saga Sourcebook – New 8½ x 11 size – Ships August 9, 2013

Robotech® The Macross® Saga Sourcebook is at the printer. In fact, I have already approved the digital proofs for this book. It's a beauty.

Same text and art, different size and format.

Time for all of you who didn't like the manga-size to order your copy of

Robotech® The Macross® Saga Sourcebook

being re-released as an 8½ x 11 inch sourcebook. 128 pages – \$16.95 retail –

[Cat. No. 551](#)

– 8½ x 11 size – ships August 9, 2013.

UPDATE: Robotech® UEEF Marines™ Sourcebook One

Coming this Fall. And it is going to be fantastic. More about it in future Updates.

UPDATE: Robotech® RPG Tactics™ – Pledge Manager – Available Now – Closing Date August 31, 2013

Thousands of Kickstarter backers are defining their pledge levels and add-on purchases in the **Robotech® RPG Tactics™ Pledge Manager**

. It is in this step that backers are able to select all the Add-Ons they wanted as well as purchase additional Add-Ons! That's right, you can purchase as many

additional Add-Ons as your heart desires, in any quantity. You can also increase your pledge level.

Closing Date August 31, 2013

.

If you have not received your invitation to this site, or have other concerns, please contact Palladium Books immediately at **kickstarter@palladiumbooks.com**

or call

Jeff at 734-721-2903

. If your Kickstarter pledge didn't go through for some reason, please also contact us to rectify this situation.

Closing Date: August 31, 2013 – Don't wait, finalize your purchase today!

Answers to commonly asked questions about Robotech® RPG Tactics™ Pledge Manager:

- When we ship to our Kickstarter supporters – ALL Kickstarter items and Add-Ons will be shipped at the same time, but depending on how much you ordered, they may come in more than one box.

- Kickstarter Backers will get these items as soon as they hit the Palladium warehouse this Fall. They will be shipped BEFORE they are shipped to distributors and retailers.

□ Only the Box Game and initial wave of retail releases (see the full description elsewhere) will arrive in the actual retail packaging. MANY of the items made available to Kickstarter Backers – like the Monster, Ghost and others – will not be made available on the retail market until a few months down the road. Expansion Packs will be released in waves over time. Our Kickstarter supporters, however, get them right away! That means many of these “advance” Kickstarter items will not come in the retail packaging, but simple bags.

□ Sorry, no details about the **Robotech® RPG Tactics™**

Battle Foam carrying case other than it will be cool. It is still under development.

Remember to check the Updates page for all the latest: <http://www.kickstarter.com/projects/rrpgt/robotech-rpg-tacticstm/posts>

The Rifter® #63 Sneak Preview – available now on DriveThruRPG.com

The FREE Sneak Preview of [**The Rifter® #63**](#)

– including the spread revealing more than

90 images

of sculpts for

Robotech® RPG Tactics™

– is up and available for your enjoyment. **WARNING:** Reading this sneak preview is likely to get your heart pounding and imagination whirling.

There are Sneak Previews available for a growing number of popular Palladium titles including

[Rifts® Northern Gun One](#)

,

Rifts® Vampires Sourcebook

,

Rifts® Vampire Kingdoms

(Revised Edition),

Rifts® Black Market

,

Rifts® Lemuria

,

Thundercloud Galaxy

TM,

Dead Reign™ RPG

,

Endless Dead™ sourcebook

and others.

A NEW sneak preview

of

Rifts® Northern Gun™ One

should also be available in a few weeks.

DriveThruRPG.com is your place to get PDFs of older Palladium Books product, special G.M. Kits and sneak previews of past and upcoming book titles. Many back issues of The Rifter® are available on DriveThruRPG.com (issues #1-52), as are more than 90 out of print titles such as Rifts®, Beyond the Supernatural™, Heroes Unlimited™, Palladium Fantasy® first edition rule books and sourcebooks, including the original

Rifts® RPG, Rifts® Vampires
Kingdoms, The Mechanoid Invasion®
Trilogy

, and lots of other good things. ALL
available as PDF downloads at
reasonable prices. And there is
MORE to come. (We have not
forgotten about the PDF only editions
of

The Rifter® #0.1

and

The Rifter® #0.2

– our hands have been full and both
are big, juicy digital editions of new,
fan created material for the Palladium
Megaverse® of games.)

DriveThruRPG.com also offers the [Ri](#)
[fts](#)

® and

[Palladium Fantasy](#)

® Game Master Kits

(\$5 each; both written by

Carl Gleba

and complete with maps, combat
matrix, character sheets, spell list,
and 20 pre-rolled characters created
by

Julius Rosenstein

).

Gen Con® Indy – Palladium
Booth #1025 – August 14-18, 2013

[Gen Con](#) is coming up fast and we are pumped. If you are attending, make sure you swing by **B**ooth #1025 to get the latest releases and books you've missed, purchase original art and art prints, experience **Robotech® RPG Tactics™** demonstrations, chat and get autographs. Oh, and you'll be able to see many of the final sculpts for **Robotech® RPG Tactics™** on display for the first time anywhere.

Gen Con will be a star-studded event for Palladium fans with the following Palladium creators present at Booth #1025:

- Kevin Siembieda – Publisher, writer and lead game designer at Palladium Books.
- Carmen Bellaire – Writer (*Splinters®*, *Powers Unlimited™ series*, etc.) and co-game designer of *Robotech® RPG Tactics™* to run demos, talk about the game and sign autographs.

- David Freeman – Lead game designer of *Robotech® RPG Tactics*™ to run demos, talk about the game and sign autographs.
- Various other Ninja Division personalities and creators.
- Wayne Smith – Palladium editor and Editor-in-Chief of *The Rifter*®.
- Matthew Clements – Writer (*Rifts® Black Market, Northern Gun 1 & 2, The Rifter*

®), etc.).

- Charles Walton – Artist (*Rifts® Lemuria, NG 1 & 2, and many others*).

- Brandon Aten – Writer (*Rifts® Triax 2, Madhaven, Sovietski*, and *The Rifter*®).

- Mark Oberle – Writer (*Nightbane® Survival Guide, The Rifter*®, etc.).

- Mike Leonard – Writer and

artist.

- Jeff Burke – Robotech® consultant, artist and writer.

- Thomas Roache – Play-tester, Robotech demonstrator and writer.

Palladium is about to explode back on the scene with game products that will thrill and beguile your

imaginations. Join the fun and game on.

UPDATE: Palladium Open House in 2015

We still have to look into hotels and other details, but we are 98% certain we will host a 2015 POH – end of April or early May 2015. I think it is safe for you to start saving up and making tentative plans.

UPDATE: Detroit Fanfare – October 26 & 27, 2013

Our thanks to the volunteer Game Masters who will be running a slew of gaming events.

Highlights include:

- Harmony Gold's Robotech® tour . Meet *Steve Yun*, enjoy Robotech® panels, and get autographs. I'll probably even participate in a few.

- Palladium Books will be there with many of our artists and writers. Meet the following Palladium creators:

- Me, Kevin Siembieda

(publisher, writer and game designer)

- Wayne Smith (editor and Rifter®)

- Julius Rosenstein

(contributing writer, proofreader and Game Master)

- Alex Marciniszyn (editor)

- Carmen Bellaire (writer and game designer)

- Matthew Clements (writer)

- Mark Dudley (artist)

- Chuck Walton (artist)

- Ben Rodriguez (artist)

- Jeff Burke (artist and Robotech consultant)

- And more to be added . . .

- Games run by Palladium creators, including Kevin Siembieda (me), Julius Rosenstein, Carmen Bellaire, Chuck Walton and others. I'll try to get Mark Dudley to run, too. Plus there will be many other Palladium gaming events, demos, and more.

- Palladium Booth in the dealers' hall plus some surprises if we can swing it.

- If timing works out, Robotech® RPG Tactics™ may debut there.

- Many comic book guests.
- Dealers' room.

- Artists' alley and more!
- [Detroit Fanfare](#) is estimating 8,000-9,000 people in attendance this October! And growing. It's held at the Adoba Hotel (formerly the *Hyatt Regency* and only 20 minutes from the Palladium offices), in Dearborn, Michigan, October 25, 26 & 27, 2013. Join the fun.

[Click here](#) for more information about Detroit Fanfare.

Game Masters, if YOU are interested in running *Palladium gaming events* at

[Detroit Fanfare](#)

(October 25-27, 2013),

PLEASE contact the Megaversal Ambassadors

(ambassadors@palladiumbooks.com) or contact Palladium Books

directly via telephone
(734-721-2903), Private Message,
email, etc., but please
contact us

. This could be the start of
something big and fun for us all.
The rest of you,
spread the word and start making
plans to attend! Help us make this
happen.

Something Special for Megaversal Ambassadors

We have a couple of things we'll be
sending our Megaversal

Ambassadors for their supportive effort running gaming events and demos for Palladium Books at conventions and game stores. You guys and gals are appreciated and thought of often.

Those are this week's highlights. Palladium Books is on the move.

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



The Rifter® #63 – Ships July

26

I thought it was just me, but Julius and Alex agree, this issue feels especially fun and exciting. It is filled with all kinds of useful background and source material for Beyond the Supernatural

TM

, Palladium Fantasy

® and

Rifts

®. Nice artwork, too.

Each and every issue of The Rifter® is an *idea factory* that helps players and Game Masters to generate new ideas and keep their games fresh. It provides useful, ready to go, source material gamers can just drop into their ongoing games. A doorway to new possibilities and numerous Palladium role-playing worlds.

The Rifter® Number 63
includes:

- Palladium Fantasy RPG®
– OFFICIAL source material for
the *Timiro Kingdom* by
Glen Evans.

An in-depth history of the
kingdom with adventure ideas
scattered throughout, plus
character stats and a Rune
Sword.

- Palladium Fantasy RPG®
source material – Mythic

Beasts by Timothy Dorman.
Nine monsters of legend and
the warrior-mage who draws
upon their powers.

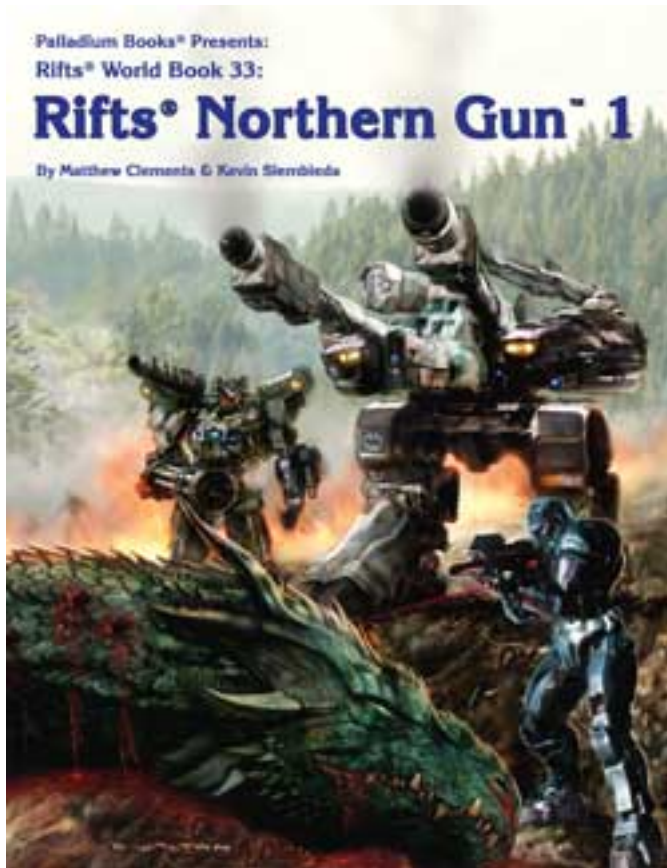
- Beyond the
Supernatural™ – Random
Adventure Generator by Chai
Gallahun. A welcomed
addition for any Game Master
running a BTS campaign for
whipping up off the cuff
adventures or as the
groundwork for creating your
own, elaborate adventures.

- Rifts® – Psi-Battalion source material – Secrets and insight behind the Coalition Army’s Psi-Battalion. Part One of Three by Matt Olfson.
- Robotech® RPG Tactics™ – a Visual Guide of the sculptures with 90+ images.
- News, coming attractions, product descriptions and more.
- 96 pages – \$11.95 retail –

Cat. No. 163

– Ships July 26.

- Check out the free Sneak Preview on
DriveThruRPG.com!



Rifts® World Book 33:
Northern Gun™ One
– in final production

Northern Gun™ is the
largest independent

manufacturer of high-tech weapons, robots and vehicles in North America. Outside of the Coalition States, one could argue, no other kingdom is as powerful or influential, at least when it comes to technology and weapons. The manufacture and sale of Northern Gun weapons and vehicles has given virtually every kingdom, town, colony of

settlers and adventurer group a chance to survive and prosper. Located in Michigan's Upper Peninsula, NG has been the premier outfitter of mercenaries, adventurers and upstart kingdoms for generations. Now, for the first time ever, learn Northern Gun's history, goals and plans for the future. Of course, that means new weapons,

robots, power armor,
vehicles and gear.

- In-depth look at Northern Gun and its business operations.
- Ishpeming, the face and people of Northern Gun.
- Northern Gun weapons and combat gear; new and old.

- Northern Gun robot drones; new and old.
- Northern Gun giant combat robots; new and old.
- Northern Gun freighters and hover trains.
- Northern Gun O.C.C.s and enforcers.
- The NG Mercenary army and police.
- The NG Bounty Board, the largest collection of

bounties and mercenary contracts anywhere on Rifts® Earth.

- Key locations, people and sales outlets in and around Northern Gun.

- Northern Gun's relationship with the Coalition States, Triax Industries, the Black Market and others.

- Written by Matthew Clements and Kevin

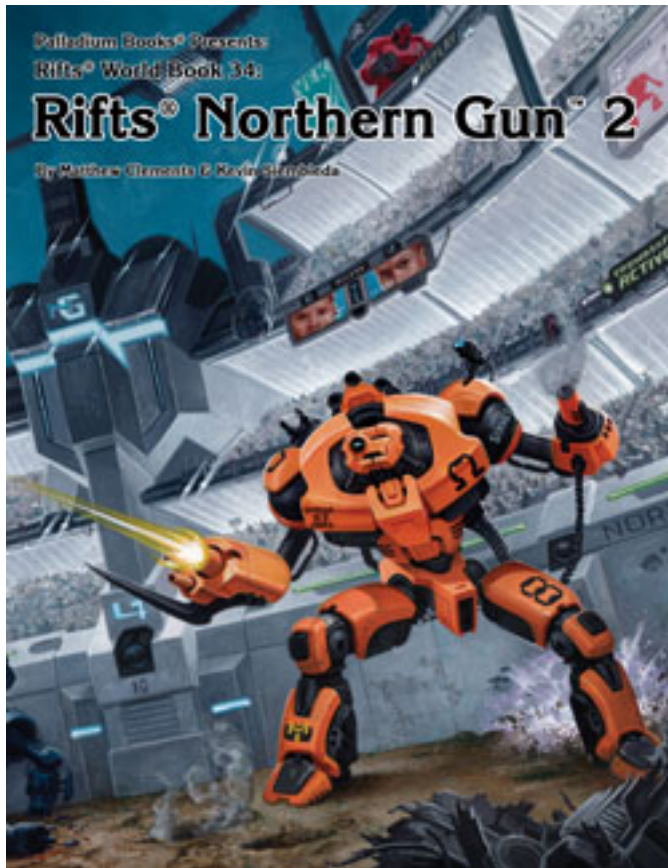
Siembieda.

- Interior Artwork by Chuck Walton, Nick Bradshaw, and others.

- Wraparound cover by Chuck Walton.

- 160 pages – \$20.95 retail – [Cat. No. 887](#) – Early August release.

- Check out the [free Advance Preview](#) on DriveThruRPG.com!



Rifts® World Book 34: Northern Gun Two

TM

More information about

the weapons, vehicles and practices of Northern Gun, including the new rage of robot gladiatorial combat.

- Northern Gun body armor; new and old.
- Bionic and cybernetic services.
- Northern Gun power

armors; new and old.

- Northern Gun hovercycles & land vehicles; new and old.

- Northern Gun aircraft; new and old.

- Northern Gun boats, ships and submarines; new and old.

- Northern Gun Robot
Gladiatorial Arena; new!

- Robot Gladiator
O.C.C. and robot
gladiators.

- Pirates and more.

- Written by Matthew
Clements and Kevin
Siembieda.

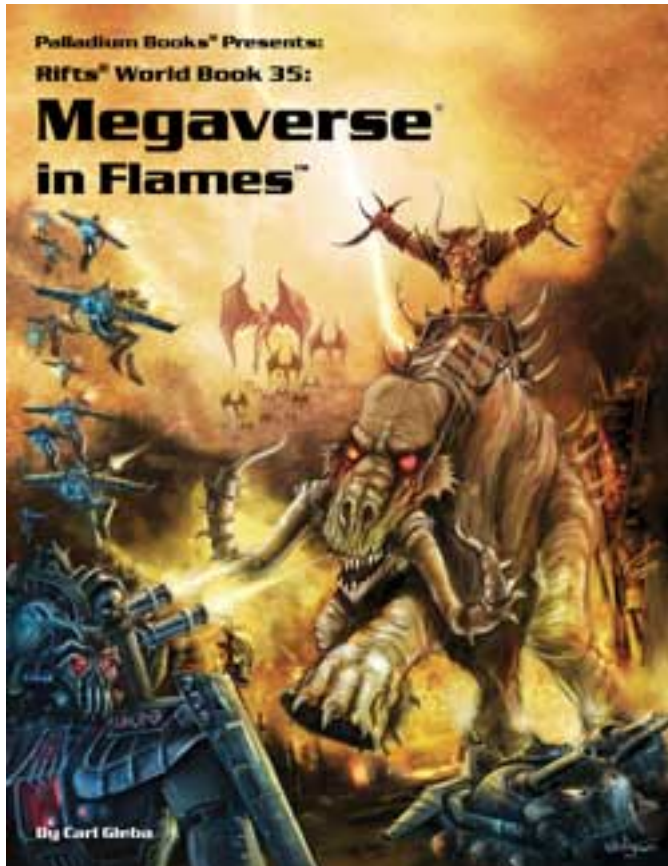
- Interior Artwork by
Chuck Walton, Nick

Bradshaw, and others.

- Wraparound cover
by John Zeleznik.

- 160 pages – \$20.95
retail – [Cat. No. 888](#)

– August release.



Rifts® World Book 35: Megaverse® in

Flames

TM

The Minion War spills across Rifts Earth, where demons and infernals hope to recruit allies and use the Rifts as gateways of destruction. Their

influence shakes things up across the planet, especially at locations where demons and Deevils already have a strong presence. Demons, Deevils and supernatural beings run rampant and wreak havoc across the world.

- Demon plagues and mystic blights.
- Soulmancy and Blood Magic revealed.
- Magical and demonic weapons and war machines.
- Demonic armies,

strongholds and places of evil.

- Hell Pits and Rune Forges.

- Many Demon Lords, their minions and plans.

- Calgary, the Kingdom of Monsters; in detail.

- Ciudad de Diablo,

Harpies' Island and other notable Hell holes on Earth.

- Lord Doom, Pain and other demonic leaders.

- Horune treachery, Dimension Stormers and other villains.

- Notable demonic generals, mercenaries,

people and places.

- Battleground:
Earth – as demons and infernals amass their legions.

- Global chaos and the places most dramatically affected by the Demon Plagues.

- Epic battles and
adventure ideas galore.

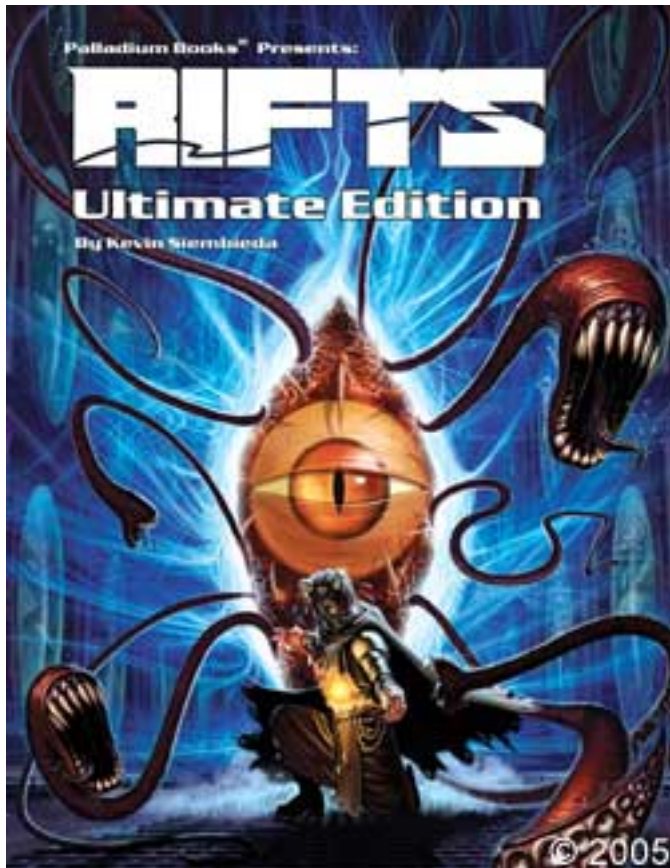
- Written by Carl
Gleba. Part of the
Minion War “Crossover”
series.

- 192 pages –
\$24.95 retail – [Cat](#)

[. No. 876](#)

. September 2013

release.



BACK IN PRINT: Rifts[®] Ultimate Edition

Imagine a world setting that is Earth 300 years after an apocalypse that results in the return of magic. Now imagine a world where magic and super-science collide. Where cyborgs and men clad

in power armor and
giant robots clash
with demons, dragons
and sorcerers.

Now imagine lines of
blue, magic energy
rippling across the

land. Where two or more of those lines cross, there is a tear in the fabric of space and time. *A Rift* to infinite worlds and realities that have unleashed an endless cavalcade of aliens, mutants and

monsters into our world. Some are adventurers like you, other are invaders, some are slaves or prisoners, and still others are demonic nightmares and gods from ancient myths. All now make Earth

their home or hunting
ground. Welcome to
Rifts
®.

Rifts® combines the
genres of science
fiction, fantasy, horror

and post-apocalypse
(among others) in a
plausible setting
where adventure is
limited only by your
imagination and the
possibilities are truly
infinite.

- 33 O.C.C.s –
Bursters, Crazies,
Cyber-Knights, Dog
Boys, Glitter Boys,
Juicers, Ley Line
Walkers, Mind
Melters, Psi-Stalkers,
dragons, mutants &
more.

- The Coalition

States – heroes or
villains?

- Coalition

O.C.C.s, gear and
States described.

- Psionic powers
and characters.

- Magic spells and
Techno-Wizardry.

- Techno-Wizard device construction rules.

- World information and background to set the stage for adventure.

- All the info you

need to play is contained in this core rule book.

- Color end sheets painted by John Zeleznik. Cover by Scott Johnson.

- 24 pages of color, 75+ color images; great art

throughout.

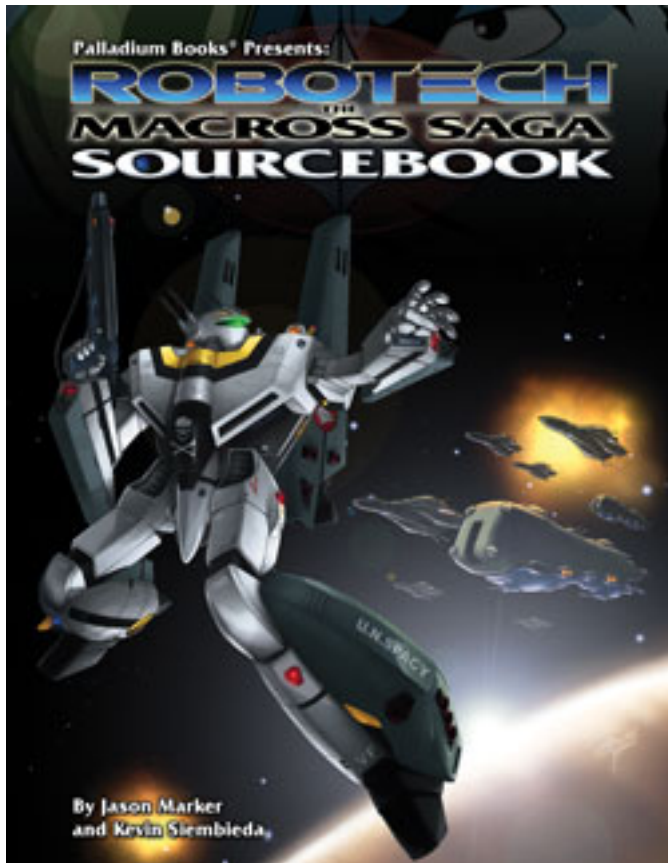
- Created and written by Kevin Siembieda.

- 90+ sourcebooks to expand your Rifts® adventures.

- 376 pages – [Cat](#)
[. No. 800HC](#)

– \$39.95 –

Hardcover.



BACK IN PRINT:
Robotech ®
Macross
®
Saga Sourcebook –

New size – 8½ x 11
– same great book
– Ships August 9,
2013

All the famous
mecha and action of
Robotech® starts

here with the
Macross Saga
when an alien
armada enters
Earth orbit. They
have come to
reclaim a lost
spacecraft that
crash-landed on

Earth 10 years earlier. A space fortress that Earth's protectors have rebuilt into their own flagship against alien invasion. The resulting conflict gives birth to heroes

and becomes the stuff of legend, but the Earth will never be the same.

Robotech® The
Macross® Saga
Sourcebook
will soon be
available as an 8½

x 11 inch
sourcebook.

Note: This is the
setting for Rob
otech® RPG Tactics
™, so if you're

looking for more
information about
the mecha, Earth's
defenders, the
Zentraedi invaders,
and the Macross
Saga setting, this is
the book for you.
Epic adventure

awaits.

A Robotech®
Role-Playing Game
Sourcebook:

- Transformable
Veritech Fighters
known as Valkyries

take to the sky to
defend the Earth.

- *Destroids*, giant
walking tanks, are
among Earth's
front-line defenders.

- The SDF-1 and

Earth air, ground
and space combat
vehicles.

- Zentraedi
mecha, powered
armor suits, and
select spacecraft.

- The Zentraedi

warriors, their war machines and culture.

- Notable characters from the TV series statted out.

- Quick
Character Creation

Tables enable you to make Macross characters in 15 minutes or less.

- New skills and M.O.S. skill bundles.

- The *Robotech*

*® The Shadow
Chronicles® RPG*
“rule book” is
needed to play (Cat.
No. 550 or 550HC).

- 128 pages –
\$16.95 – Cat.
No. 551

– standard 8½ x 11
size – ships August
9, 2013.



Robotech® The

Shadow Chronicles

®

Role-Playing Game

All the data and
details you need to

role-play Robotech
® are found in the
Robotech® The
Shadow
Chronicles® RPG
– core rule book.
Available in two
affordable formats,
an 8½ x 11 inch

hardcover edition
(\$30.95) and a
pocket-sized
“manga” edition
(16.95).

- Play Veritech
Pilots & Cyclone

Riders.

- Play Battloid Aces and other heroes.

- Battle the Haydonites & Invid.

- Play your favorite mecha.

- Fast playing & quick combat.

- Quick Roll creation lets you create characters in under 15 minutes.

- A complete role-playing game.
- \$16.95 retail – 336 page Manga Edition – [Cat. No. 550](#)
- Manga size, fits in a pocket.

- Robotech®
The Shadow
Chronicles® RPG
“Deluxe”
Hardcover – space
combat rules &
select spacecraft,
a few additional

weapons, vehicles
& artwork – \$30.95

retail – 8½ x 11

Hardcover – 224

pages – [Cat.](#)

[No. 550HC](#)

▪

- A signed and

numbered, *G*
old Collector's
limited edition
with a signed tip-in
color print (nine
autographs) is also
available for
\$70.00 retail – 8½
x 11 – 224 pages

—

Cat. No. 5500HC

■



Robotech® RPG

Tactics

TM

– Coming Fall
2013

Robotech® fans,
this is the game

you've wanted for
decades, with
beautifully
sculpted, in scale,
game pieces and
the fast action of
Robotech
®.

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

action and
adventure of the
Robotech
® anime. Two or
more players can
engage in small
squad skirmishes
or scale up to

massive battles.
Relive the
clashes of the
First Robotech
War, engage in
stand-alone
tactical games or
use the dynamic

game pieces to
enhance your
Robotech® RPG
experience. Or
simply collect
your favorite
mecha from an
expanding range

of top-notch
game pieces.

Mecha vs Mecha.
Take command
of the fighting

forces of the
*United Earth
Defense Force
(UEDF)*
valiantly
defending Earth
from alien
annihilation. Or

lead the massive
clone armies of
the

Zentraedi

Armada

to recover an
alien artifact of
immense power

and enslave
humankind.



Robotech® RPG Tactics

TM

Box Set

- Brought to
you by Palla
dium Books®
, created with
Ninja Division
(the creative
minds behind

*Soda Pop
Miniatures
and
Cipher Studios
)*.

- Rules by *Alessio Cavatore,*

David Freeman
and
Carmen Bellaire

▪

- Full color,
128 page,
softcover rule

book;
wraparound
cover and lots of
new, color
artwork.

- 24 Battle
Dice, 12 UEDF
and 12

Zentraedi.

- 40 color game cards (unit cards, etc.).

- 4x VF-1A

Valkyries (in Fighter,

Guardian, and Battloid modes).

- 1x VF-1J

"Officer" in all three modes.

- 4x

Destroids: 2
Tomahawks and
2 Defenders.

- 12x Regult
Zentraedi
Battlepods.
- 1x Glaug

Officer's
Battlepod.

- 1x

Quel-Regult
Recon Battlepod.

- 1x

Quel-Gulnau

Recovery Pod.

- 1/285th
scale, high
quality,
multi-pose
plastic game
pieces (40mm to

70mm tall).

World-class

sculpts from

sculptors around

the world.

- Game rules use D6.

- Turn-based

system of play.

- Scalable
from small squad
skirmishes to
mass battles.

Can
accommodate

two to several
players.

- Combat is
fast and
designed to
emulate the
anime action.

- Measuring
tape required to
determine
targets and
distance.

- Small parts
and some
assembly

required. Game pieces come unpainted.

- Release

Date:

Barring any unexpected delays, the

Robotech® RPG
Tactics
™ box game and
initial expansion
sets ship Autumn
2013
(November?).

- \$90 retail price (tentative)
. The price of the final box set is not yet determined, but we want to hold it around \$90.

- Cat. No.
55100 (Main
Boxed Game).

The First Six Robotech® Expansion Packs

The initial
expansion packs

will also ship in
the Fall. All
prices listed are
likely, but still
tentative. We
want most packs
to fall in the
\$25-\$35 price

range.

- UEDF

Valkyrie Wing

(2x each,

Fighter,

Guardian,

Battloid) – Cat.
No. 55201 –
\$30.00 retail
(tentative).

- UEDF

Destroid Pack
(2x Tomahawks,

2x Defenders) –
Cat. No. 55202
– \$30.00
(tentative).

- UEDF
Spartan Pack
(2x Spartans, 2x

Phalanxes), Cat.
No. 55203 –
\$30.00
(tentative).

- Zentraedi
Regult Battlepod
Squadron

(6x Regults) –
Cat. No. 55401
– \$30.00
(tentative).

- Zentraedi
Support
Battlepods

(4x Artillery
Battlepods) –
Cat. No. 55402
– \$30.00
(tentative).

- Zentraedi
Command Pack

(1x Glaug, 1x
Quel-Regult, 1x
Quel-Gulnau) –
Cat. No. 55403
– \$35.00
(tentative).

- Additional e

xpansion packs
at intervals
throughout
2014. More will
follow. Exactly
how many, and
how fast, will
depend on

manufacturing
considerations,
sales and
customer
demand.

- Palladium
plans to release

the mecha and
settings for

ALL eras of

Robotech

®. Many other
details are still in
development.

- Tournament
play support is
planned. Ni
nja Division
will help
Palladium to
develop and
launch the

program
sometime in
2014.



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he Mechano
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