

By Kevin Siembieda

Gahhh . . . it's the first day of August already. Gen Con is two weeks away, and we continue to work our tails off on all fronts. We continue to work non-stop on trying to finish up **Rifts® Northern Gun™ One** before Gen Con. It's definitely a marathon effort, but worth it.

**UPDATE: The Rifter® #63 – Available now**

[The Rifter® #63](#) shipped last Friday to subscribers and mail order customers and on Monday to distributors. This is another outstanding issue that I recommend highly. Check out the free Sneak Preview on DriveThruRPG.com or just order your copy today. I think you'll be glad you did, especially if you're a Palladium Fantasy® fan. 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™**

. By the way,  
**The Rifter® #62**  
and  
**#61**

were pretty darn excellent, too. We're on a roll.

**UPDATE: Rifts® Northern Gun™ One**

Bigger. Better. Special. These are just a few of the words I'd use to describe [Rifts® Northern Gun™ One](#). To make NG-1 everything it needs to be, especially after you've waited so long for it, I have increased the page size from 160 to 192.

## **Megaverse Insider**

crowdfunding backers will get the book at the price they locked in when they pledged. Plus, I think many of you will be tickled with the special surprise (applicable to most people who supported us at the *Palladium Insider level and up to Benefactor*

. It's been some work and extra effort to implement, but definitely worth it if it makes a couple hundred Rifts® fans happy.

Writing continues to go well and I think I'm about 60-65% done. Alex has been going gah-gah over every hunk of writing I hand him to edit, and I think you will too. There is just so much color, character and detail to Ishpeming and the surrounding areas, as well as the Northern Gun corporation. And the robots and gear, the hovertrain and weapons, delicious. Still working at an insane pace to get this bad boy done and to the printer. Getting close now, and I'm pulling out all the stops to get it to the printer before Gen Con.

## **UPDATE: Northern Gun™ Two**

As soon as I'm done with NG-1 and back from Gen Con, I dive into [this book](#) to get it to you pronto. You'll want and need them both to get the full picture on Northern Gun and all the power armor, vehicles and Robodome of Northern Gun.

## **UPDATE: Rifts® Megaverse® in Flames™**

I've been assigning art and plotting other aspects for this title. Between the two **Northern Gun™** titles and this

book, Rifts® fans will be in a euphoric daze. Coming this Fall.

## **UPDATE: Books Back in Print**

Wayne and I have sent several titles in for reprint so that there are no holes in our line as the holiday season approaches. More titles will get sent in soon as well. [Rifts® Ultimate Edition](#)

[s® Ultimate Edition](#)

was one of them.

**Rifts® Game Master Guide, Mindwerks™**

and

**Rifts® Black Vault™**

are three others, along with

**Mutant Underground™**

,

**Century Station™**

and

**Villains Unlimited™**

for the

**Heroes Unlimited™ RPG**

line. All should be back in stock next week. Like I've said, we have been busy on many fronts.

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

**8, 2013**

The printer has confirmed that **Robotech® The Macross® Saga Sourcebook**

in its new 8½ x 11 inch size will ship next Thursday, August 8, 2013. The manga-size book has been discontinued and

**Robotech® The Macross® Saga Sourcebook**

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

[Cat. No. 551](#)

– ships August 8, 2013. Get your orders in.

**UPDATE: Robotech® UEEF Marines™ Sourcebook One**

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

**UPDATE: Robotech® RPG Tactics™ Pledge Manager Available Now – Closing**

**Date: August 31, 2013**

Thousands of Kickstarter backers continue to define 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**

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**Answers to commonly asked questions about the 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>

***Northern Gun™ One Preview is coming soon.***

***The Rifter***

®

***#63 Sneak Preview is 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. We'll try to get a new

## **Rifts® Northern Gun™ One Sneak Preview**

up before we leave for Gen Con.

**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 available in a few weeks.

**[DriveThruRPG.com](http://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](http://DriveThruRPG.com) also offers the [Rifts](#)

® 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

I have a bunch of meetings with bloggers, podcasters, interviewers and distributors lining up to steal my time at [Gen Con Indy](#). I'm looking forward to each and every one of them. I have a feeling that this Gen Con is going to be a wild ride, and I can hardly wait.

If you are attending, make sure you

swing by Booth #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 (*Splicers®*, *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.

## Something Special for Megaversal Ambassadors

In a few weeks we should have a couple of things we'll be sending to our Megaversal Ambassadors for their

supportive efforts in running gaming events and demos for Palladium Books at conventions and game stores. A little something to say thank you.

I feel like there is more to reveal, but I need to get back to work on Rifts® Northern Gun™ One

.

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



The Rifter® #63 – Available Now

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™, 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.

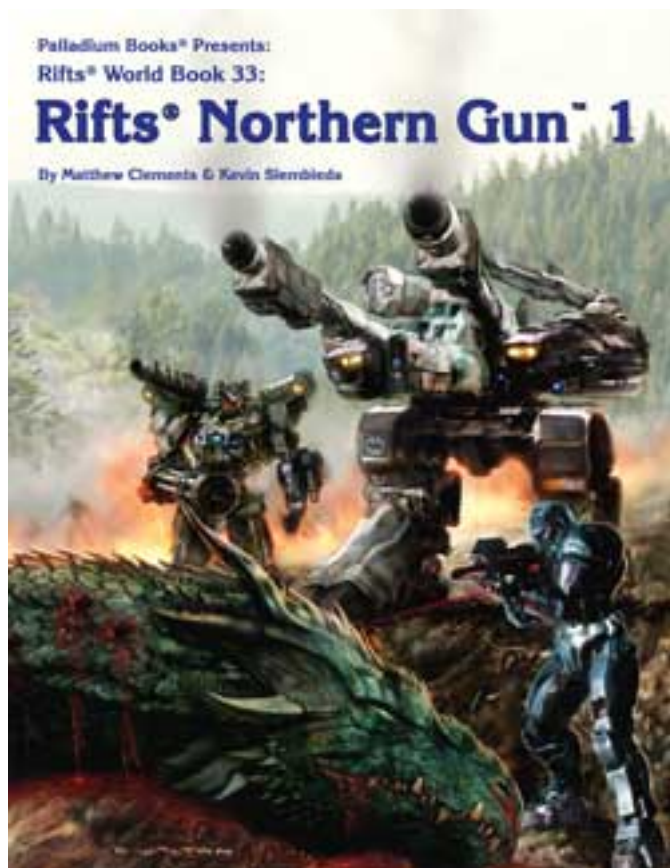


- Robotech® RPG Tactics™ – a Visual Guide of the sculptures with 90+ images.

- News, coming attractions, product descriptions and more.

- 96 pages – \$11.95 retail – [C at. No. 163](#) – Available now.

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



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

Bigger. Better. And more  
jam-packed with background  
information, combat robots,  
weapons, and adventure  
hooks galore.

*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.

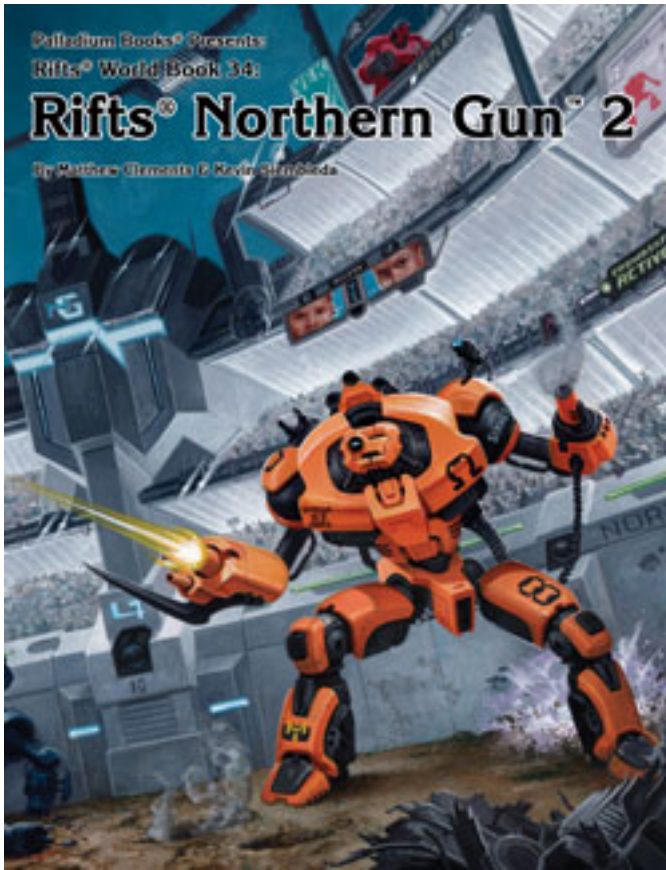
- Interior Artwork by Chuck Walton, Nick Bradshaw, and others.

- Wraparound cover by Chuck Walton.



- 192 pages – \$24.95  
retail – [Cat. No. 887](#) –  
August release.

- Check out the [FREE  
Advance Preview](#)  
on DriveThruRPG.com! A  
new sneak preview will be  
coming in a couple weeks.



# Rifts® World Book 34: Northern Gun™ Two

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

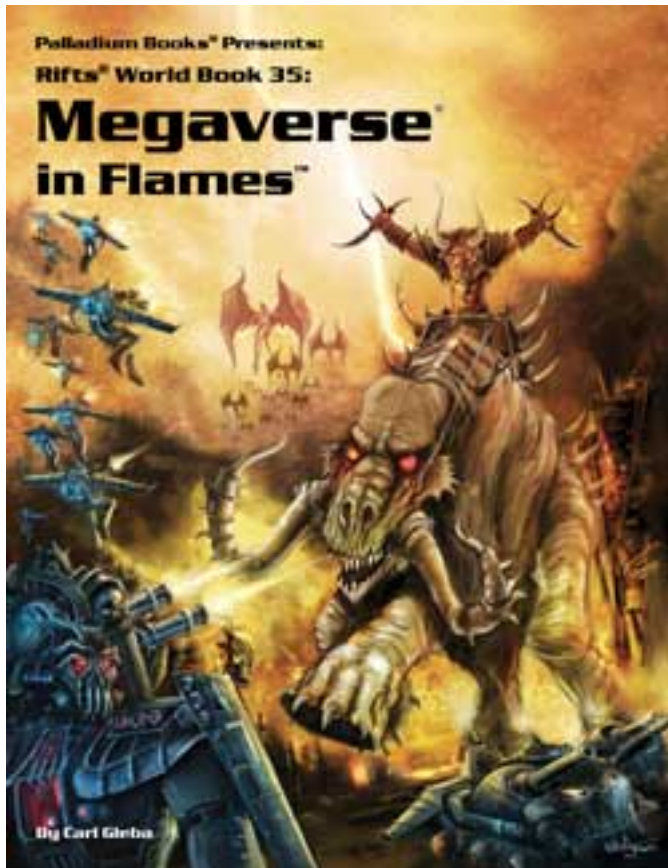
Clements and Kevin Siembieda.

- 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.

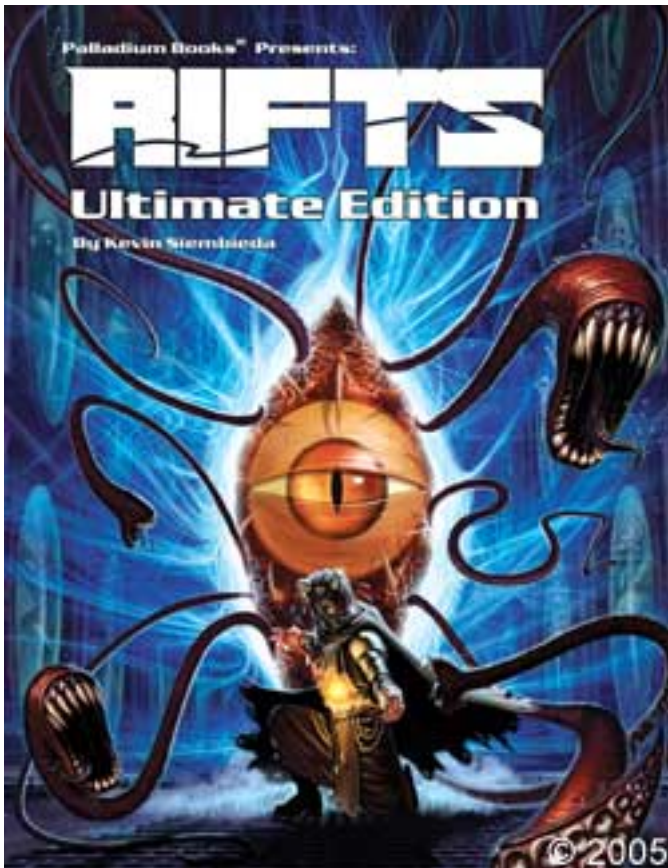
- Written by Carl  
Gleba. Part of the Minion  
War “Crossover” series.

- 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 Robotech® 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, *Gold 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 Palladium 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. Nin

ja Division  
will help  
Palladium to  
develop and  
launch the  
program  
sometime in  
2014.



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