

By Kevin Siembieda

UPDATE: The NEW Palladium website is live! Our [new website](#) went live Tuesday night and people are loving it. We've gotten a flood of emails and posts using words like “great,” “love it” and “worth the wait.” What a relief. I mean, we knew it was good and we liked it. We put a lot of thought, time and work into it, especially

Rex Barkdoll, Thomas Bartold

and

Wayne Smith

, BUT you never know if other people will like it. Whew, we're so glad you do.

If you haven't seen it for yourself, we cheerfully invite you to take a look and enjoy. The new website is much more visually dynamic and fun, as well as better organized, updated and easy to use.

The [online store](#) is also much improved, more attractive, intuitive and fun. Plus we updated many descriptions and images, and all the usual shipping options were available.

Note:

You do not have to create a new user account in the store; the same login and password you used in the old store will work just fine. Please let us know if you encounter any difficulties placing your order. Please buy Palladium. ;)

Palladium's new website was definitely a labor of love and we have Rex, Thom and Wayne to thank for that. Thank you guys. I also want to thank the volunteers who helped us test the store and the site. Your comments, observations and input was invaluable.

UPDATE: Rifts® Vampire Kingdoms™ is looking awesome. The book is really coming along. I've actually surprised myself with how much new material is in this book, along with more detailed descriptions and clarifications, much better organization, and updates throughout. There is a wealth of new information about vampires, the vampire kingdoms and travel that I think will please Rifts® fans and delight gamers looking to adventure in the Vampire Kingdoms. I am very happy with this book. I'm putting in everything I think needs to be in it, plus a lot of the suggestions gamers have made. By the way, thank you for your input and suggestions, they are always thought-provoking and helpful. I think there is going to be more new artwork than I originally imagined too. Take a look at the updated description for more details.

Folks are clamoring for the two **Rifts® Vampire** titles, as well as **Rifts® Lemuria, Robotech® New Generation Sourcebook** TM and **Rifts® Megaverse® in Flames**, so now it is simply a matter of getting them finished and to press.

UPDATE: Rifts® Lemuria. I have assigned a big chunk of the artwork for Lemuria as well as reviewed a good portion of the manuscript. Lemuria is a sweet book, with a lot of wild, new ideas, monsters, magic, and characters. I think this is another title that takes an approach that will surprise and delight gamers. For one thing, much of the material is suitable for games that take place on dry land as well as below the waves. *Chuck Walton* is one of the main artists on this book and I still need to assign Lemuria art to *Amy Ashbaugh* and *Nick Bradshaw*, both of whom have requested to work on this book. Will probably tap Burles and Mumah too. Meanwhile, the writer, Greg Diaczyk, is making some additions and a few rewrites. The description elsewhere in this Weekly Update has been updated a bit too.

UPDATE: Robotech® New Generation™ Sourcebook. Man oh man, Robotech® fans are getting hungry for more books. It seems like I see at least one or two inquiries about this book and others every single day. I guess I'd better get this book moving in the pipeline faster, especially if we want it out before *Gen Con Indy*.

UPDATE: Rifts® Book of Magic to ship May 26 – sooner than expected. My printer could not give me an exact date yet, but it looks like **Rifts® Book of Magic** will be *back in print* and ready to ship by *May 26*. It was scheduled to ship on the 25th, but in the last Weekly Update we announced the book looked to be delayed till May 31st in order to have it Smythe sewn. (We sew and glue core books so the pages can never fall out.) Palladium's printer, **McNaughton & Gunn** in Saline, Michigan, being the Palladium supporters and wizards that they are, now believe the book should be ship on May 26 and they are actually shooting for the original May 25th date. I

love the people at Gunn, they are the best.

The following Rifts® titles are also recently back in print and ready to ship:

- [Rifts® World Book 8: Rifts® Japan](#)™
- [Rifts® World Book 13: Lone Star](#)™
- [Rifts® Dimension Book™ 6: Three Galaxies](#)™
- [Rifts® Black Vault](#)™
- [Rifts® Mercenaries](#)™
- [Aliens Unlimited](#)™ – **A Heroes Unlimited™ sourcebook**
- [Rifts® Baseball Caps](#)

[DriveThruRPG.com](#) offers more than 90 out of print titles (and a few that are not) as PDF downloads. It is a good resource for getting [The Rifter® #1-48](#) and to fill in your RPG library with first edition copies of

[Rifts](#)

®,

[Palladium Fantasy](#)

®,

[Heroes Unlimited](#)

™, and other game lines as well as books such as

[Nightbane® Book Four: Shadows of Light](#)

™ and both versions of the

[The Mechanoids](#)

®

[RPG](#)

(1985) and

[The Collected Mechanoid Invasion](#)

®

[Trilogy](#)

(1981-1983). We're planning on adding

The Rifter® #0, the Hades Map package

and a few other things to the available products list in the next month or two. We've got some other ideas as well, so keep your eyes peeled.

There will be more Sneak Previews of upcoming books on DriveThruRPG. We are glad people have been enjoying the free sneak previews of

[Armageddon Unlimited](#)

™ and

[Thundercloud Galaxy](#)

™. A sneak peek at

Rifts® Vampire Kingdoms

™ is next.

Palladium Presence at A-Kon – June 10-12, Dallas, Texas. Reminder to fans in the Dallas-Houston area that Megaversal Ambassador Kenneth Haun is running Palladium gaming events at A-Kon. Join the fun. Sorry, none of us can make the event.

Palladium to attend Gen Con Indy – August 4-7. I mention this every week because we want to make sure everyone knows and swings by our booth. Spread the word. Even though there are no “official” Palladium gaming events there are always a bunch of “unofficial” games. Please stop by the Palladium booth to chat and get autographs, pick up new books and back stock titles, and have some fun. Palladium people you'll get to meet include:

- Kevin Siembieda
- Wayne Smith
- Nick Bradshaw (artist)
- Michael Mumah (artist)
- Brandon Aten (writer)
- Matthew Clements (writer; tentative)
- And others to be announced.

UPDATE: Palladium's Facebook numbers continue to climb. We surpassed the mark of 2,700 people who [like the page](#) and are closing in on 3,000. I've been making sure to pop in and post things and comment on other people's posts every day or two. I'm enjoying the interaction with friends and fans, and reading what people have to say. We can hardly wait until we have links to video interviews and book reviews on YouTube.

Carmen Bellaire

is especially pumped up about this and has kept on me to keep our plans moving along in the area of videos. Thanks, Carmen.

UPDATE: Online sales were a roller coaster this week. Sales were up and down without any apparent rhyme or reason. Depending on how sales are Friday morning, we may have a good week or a so-so one. I am happy to report that sales remain strong for

Rifts® Thundercloud Galaxy

™

, Armageddon Unlimited

™,

Dimensional Outbreak

™,

Heroes of the Megaverse

®,

Rifts® Japan, Rifts® Lone Star

™ and

The Rifter® #54

, along with other titles.

Rifts® Lone Star

is another one that is selling like crazy.

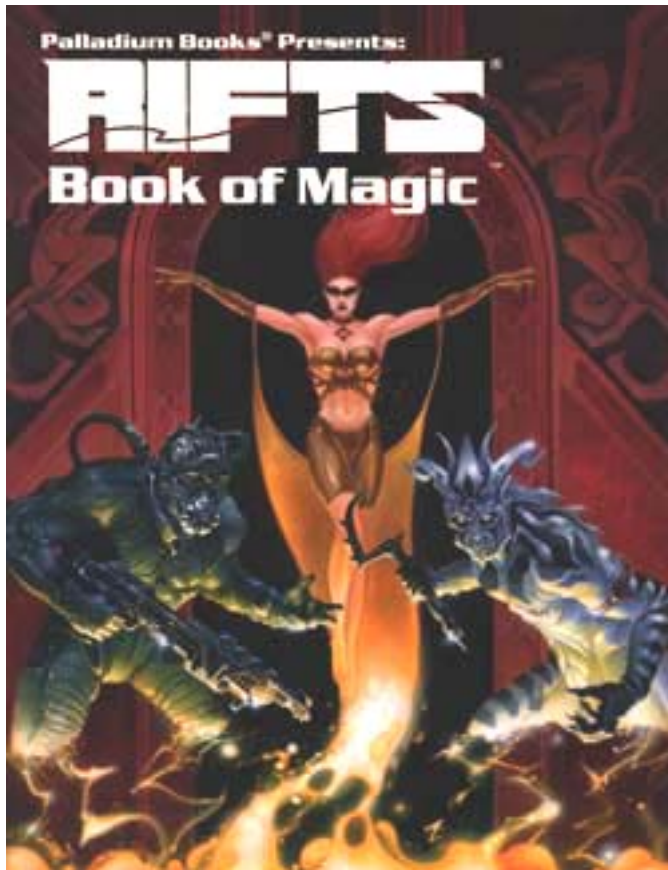
QueenofGhouls.com – Kathy Simmons continues to whip up new [ghoulish creations](#) . She has a crazed butcher in the works and I think she's doing a zombie pirate next.

UPDATE: Alex and his house. It's all coming together fast now. The house has a new roof and electrical and heating should be well underway, if not finished, by next Tuesday! There have been a few surprises and unexpected problems, but it still looks like the house repairs should be finished by the end of May. (For those who might not remember, Alex and his family suffered a house fire earlier this year.)

Behind the Scenes: There is more going on behind the scenes as we make plans for new product and ventures into new media. We are also entertaining business offers from more than one interested party. I'm telling you there is excitement in the air. I'm talking to artists and writers every day. I'm trying to stay focused on writing, but it's been difficult at times. Fear not, I'm writing away, and so are a lot of other guys. Palladium is definitely on the move.

Keep those imaginations burning bright and game on.

– *Kevin Siembieda, Publisher*

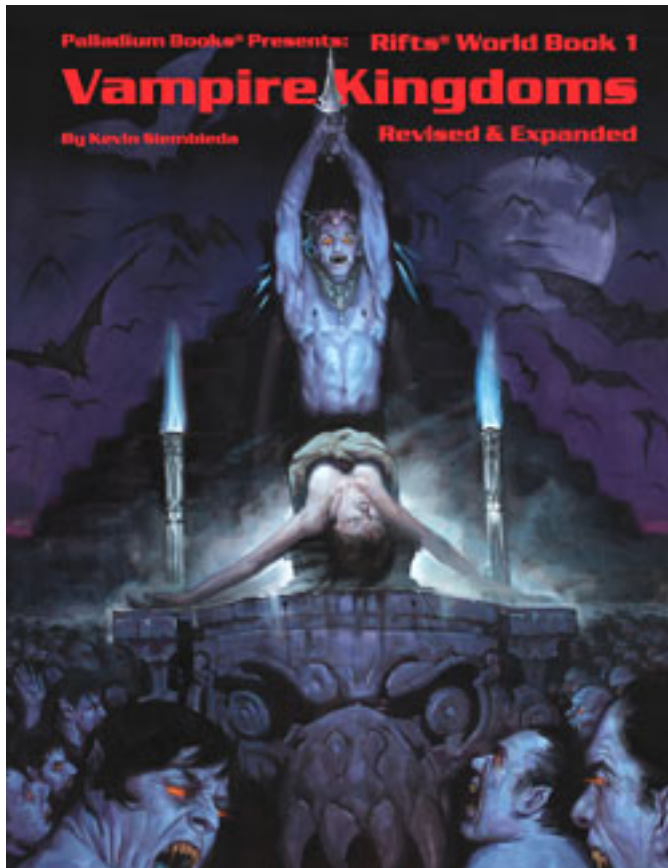


**Rifts® Book of Magic – Back in Print
– Ships Next Week – May 26, 2011**

This is the ultimate guide to magic on Rifts Earth. All the magic spells, magic tattoos, Techno-Wizard items, magic weapons, equipment, body armor, restraints, parasites, symbiotes, magic items, Automatons, Iron Juggernauts, and more from *Rifts® World Books 1-23*, *Sourcebooks 1-4*, and *Siege on Tolkeen 1-6*, collected into one big reference. This is a great reference book. Kevin and all of us at Palladium use it and the *Rifts® Game Master Guide* constantly.

- **850+ spells of great variety.**
- **370+ magic items, weapons and devices.**

- **Elemental Magic, Temporal Magic, Ley Line Magic, Cloud Magic and Necromancy.**
- **Tattoo Magic, Nazca Line Magic, Nature Magic, Whalesongs and Ocean Magic, and more.**
- **Magic Songs, Chants, Biomancy, Magic Herbs, and Iron Juggernauts.**
- **Techno-Wizard weapons and devices, Rune Weapons, Millennium Tree wands and other magic items.**
- **Magic herbs, plants, components and symbiotes.**
- **Shamanistic magic, Fetishes, Talismans and more.**
- **Comprehensive index of Practitioners of Magic.**
- **Designer notes, comments, tips & hints for running magic characters.**
- **Written by Kevin Siembieda and others.**
- **352 pages – \$26.95 retail – [Cat. No. 848](#) .**
- **Back in print May 26, 2011.**



NEW! Rifts® World Book One: Vampire Kingdoms™, *Expanded & Updated* – ships June 17

Kevin Siembieda is rewriting, reorganizing, updating and expanding one of the most popular **Rifts® World Books** ever published:

Vampire Kingdoms™

. It will include rewrites throughout, much new material, some new artwork, and an expanded page count. The book will be updated and expanded in a more dramatic fashion than what Kevin did with

Rifts® Sourcebook One

a few years ago. Best of all, it will be quickly followed by the

Rifts® Vampires Sourcebook™

- .
 - **The Vampire Hunter O.C.C.**
 - **Techno-Wizard vampire slaying weapons and devices (new and old).**
 - **Vampires: Their strengths, weaknesses and powers.**
 - **The Vampire Kingdoms expanded.**
 - **Travel through the Vampire Kingdoms and surrounding areas.**
 - **Desert survival rules and guidelines.**
 - **Vampire strategies and plans for conquest.**
 - **The observations of Doc Reid.**
 - **Key locations including Juarez and El Paso.**
 - **The mystery of the Yucatan Peninsula, and adventure ideas galore.**
 - **Updated and revised to 110 P.A.**
 - **Cover by E.M. Gist.**
 - **New artwork by Mike Wilson, Kent Burles, Mike Mumah and Nick Bradshaw. Plus the best of the art from the original printing.**
 - **Written by Kevin Siembieda.**
 - **192 to 224 pages – \$24.95 retail – [Cat. No. 802-E](#)**

. Ships June 17.



NEW! Rifts® Vampires Sourcebook™
All new source material

Trouble is stirring in the Vampire Kingdoms as ambitious vampire lords, ladies and

misanthropes seek to expand their power to dominate more mortal life forms.

Written by Kevin Siembieda and a handpicked selection of other writers, this sourcebook explores the vampires of Mexico and their kingdoms in ways you never imagined. Tons of new data, adventure ideas and revelations.

- **Vampire protectors and guardians.**
- **Vampire rogues, mercenaries and warlords.**
- **Vampire operations away from the Kingdoms.**
- **Vampire incursions along the southern borderlands.**
- **New vampire hunters and human strongholds.**
- **Vampire hunter “exterminators.”**
- **Frightful revelations, secrets, and**

adventure ideas.

- **And much, much more.**
 - **Cover by Michael C. Hayes. Interior art by various artists.**
 - **Written by Kevin Siembieda, Braden Campbell and Mark Dudley.**
 - **128 pages – \$16.95 retail – [Cat. No. 884](#)**
- . June or July release.**

**NEW! The Rifter® #55
– Ships July 8**

The Rifter® is your doorway to unlimited imagination and numerous Palladium role-playing worlds. It offers new heroes, powers, weapons, magic and adventure for your games. It presents new villains, monsters and dangers to battle, and new ideas to consider.

The Rifter® #55:

Is under construction. Wayne Smith is busy selecting material for this issue even as you read this.

- **Palladium Fantasy RPG® source material**
- **Rifts® source material.**
- **Rifts® Thundercloud Galaxy source material.**
- **News and coming attractions.**
- **And more.**
- **Cover by R.C. Aradio featuring Juicers.** It's a beauty.
- **\$11.95 retail – 96 pages – Cat. No. 155. July 8 release.**

NEW! Rifts® World Book: Lemuria TM

At last, the underwater realm of Lemuria. The people and history of Lemuria, new Biomancy magic and weapons, sea herbs and healing, sea monsters, and more. Lemuria is more than an underwater civilization of aquatic beings. They can trace their lineage as far back as the Atlanteans and can survive on dry land as well as underwater. In fact, their greatest secret is there is no one resting place for the Lemurians, their great cities are

always moving. Epic adventure awaits.

- **The Lemurians, their race, history and society.**
- **New O.C.C.s including the Serpent Hunter, Shriekers, Oceanic Guardsman, Aquatic Biomancer and others.**
- **The Stone Guardians of Easter Island and other mysteries.**
- **Biomancer Gardens and Aquatic Biomancy.**
- **Biomancy armor, weapons and equipment.**

- **Symbiotic creatures and constructs; some that enable air-breathers to survive underwater, indefinitely.**
 - **New psionic abilities.**
 - **Sea Serpents, Sea Dragons, monsters, and riding animals.**

 - **Adventure ideas and more.**
 - **Written by Greg Diaczyk.**
 - **Cover by John Zeleznik.**
 - **160 pages – \$20.95 retail – [C](#)**
- [at. No. 885](#)**
- . Final page count and price may be subject to expansion and increase. July 2011.**

NEW! Robotech® New Generation TM Sourcebook

This Robotech® sourcebook will be a Summer 2011 release.

- **Rules for using mecha, power armor and technology from all four eras of Robotech.**
- **Kit-bashed mecha and**

rules for jury-rigging and combining parts from different generations of mecha.

- **Freedom Fighter O.C.C.s and resistance organizations.**

- **Rogues and misfits from the three Robotech Wars.**

- **New weapons, vehicles, mecha and more.**

- **Villains, traitors, bandits, Invid henchmen, adventure and adventure ideas galore.**

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

- **A “manga” size sourcebook.**

- **192-256 pages – \$16.95 retail – [Cat. No. 554.](#)**

Final page count and price may be subject to change.

July 2011 release (tentative).

**NEW! Rifts® 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. More details to follow, but for now, 'nuff said.

- **Soulmancer and Blood Magic.**
- **The Seven Deadly Plagues.**
- **The Demon Plagues across the globe.**
- **Battleground: Earth – as demons and infernals**

amass their legions.

- **Rifts Calgary – also known as Hell's Pit; the kingdom described.**

- **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.

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

- **Notable demonic generals, mercenaries, people and places.**

- **Many adventure ideas.**

- **Written by Carl Gleba.**

- **192 pages – \$24.95**

retail – [Cat. No. 876.](#)
August 2011.

**NEW! Rifts® Chaos
Earth TM
Sourcebook: First
Responders**

Data about the chaos and
madness of the early

days of the Great
Cataclysm, and the brave
men and women who
tried to stem the tide of
destruction and save
lives, the First
Responders.

- **Apocalypse
Plagues: Strange
diseases, symbiotes**

and mutations that transform, torment, harm and kill Earth's survivors.

- First Responder O.C.C.s, skills and special equipment.**
- Civilian O.C.C.s, skills and orientation.**
- Notable rescue**

**vehicles, robot drones,
and technology.**

- **New weapons,
vehicles, mecha and
more.**

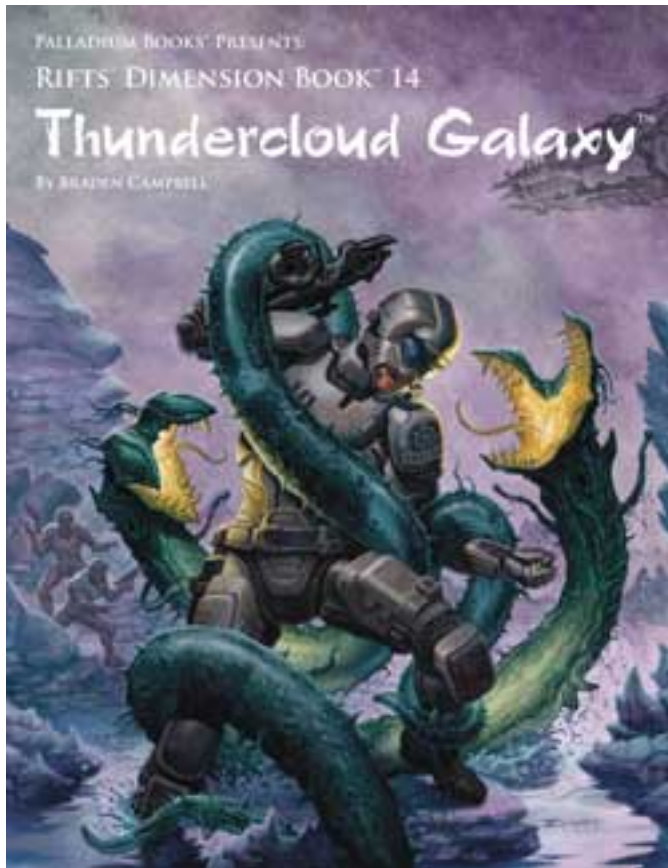
- **Character
modification and
enhancement rules.**

- **Creatures from the
Rifts and adventure
ideas galore.**

- **Written by Jason Richards & Kevin Siembieda.**

- **96 to 128 pages – \$16.95 retail – [Cat.](#)**
[No. 665](#)

. Coming in 2011.



**Rifts® Dimension
Book™ 14:
Thundercloud Galaxy
™**

– Available Now

The book is sitting in our warehouse waiting for your orders. It is packed with great ideas, great art, unique, new alien races available as player characters, weird creatures and monsters, secrets of the Gene-Tech,

weapons of the
Dominators, ancient
ruins, colony creation
rules, adventure galore
and much, much more.

The Scramble is the
mad dash to claim and
colonize the thousands

of worlds of the
Thundercloud Galaxy.
Colonists flock to the
Thundercloud filled with
dreams. Space Pirates
and an array of
cutthroats also flock to
the galaxy, guns in
hand, ready to rob and
fleece the colonists.
Lawmen and heroes

are in great demand, and the opportunities for clever adventurers are said to be without limit. As the civilizations of the Anvil and Corkscrew Galaxies scramble to colonize the Thundercloud, they are beginning to realize the galaxy holds more

riches, beauty, horrors
and secrets than
anyone has ever
imagined, making it a
place of discovery,
adventure and
treachery like no other.

Thundercloud

Galaxy™ is a perfect companion to the rest of the **Phase World®/Three Galaxies™** based *Dimension Books* as well as the *Minion War™ series*. Players can be pirates, raiders,

brigands or hired guns,
or they may be
explorers, adventurers,
Spacers, or any
number of heroes trying
to protect the colonists
or the indigenous
peoples of countless
worlds and colonies.
The possibilities are
truly limited only by

your imagination.

**- 17 new alien
R.C.C.s plus the Elder
Races, Dominators
and more.**

**- 9 notable
monsters and strange
creatures, plus
minions.**

- Learn about the mysterious Elder Races, complete with stats.

- Dominator weapons, gear and salvage available to players.

- Gene-Tech and their chemical enhancements, gear

and salvage available to players.

- Monster Creation Tables.

- Colony Creation Tables.

- Indigenous People Tables.

- 101 Ruin Adventures.

- Notable

**spacecraft, weapons,
power armor and
gear.**

**- Discover the
Exiles, Splugorth
Bio-Wizard Doctors,
Denlech, Trensik
Mercenaries and
other mysterious
people.**

- An overview of

**the Thundercloud
Galaxy, bits of
history, new insights
and many avenues of
adventure.**

**- Any type of
space opera and
science fiction
scenario you can
imagine can be
played out in the**

Thundercloud Galaxy.

**- Written by
Braden Campbell and
Kevin Siembieda.**

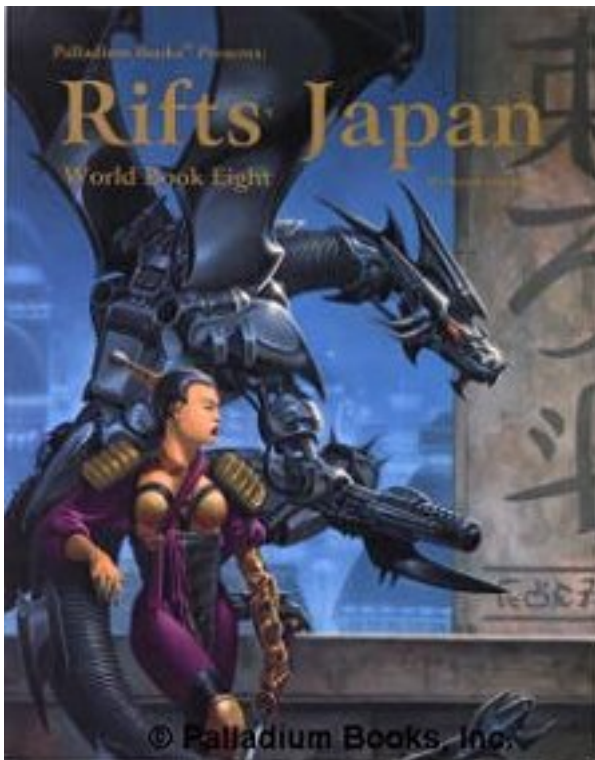
**- Cover by John
Zelevnik. Art by
Michael Mumah.**

**- 160 pages –
\$20.95 retail –**

Ca

t. No. 883

. Available now.



Rifts® World Book

8: Rifts®

Japan

TM

– Back in Print –
Available now

**This fan-favorite
sourcebook is filled**

with high-tech wonders, magic and monsters. There are 20 O.C.C.s (Occupational Character Classes) that range from the traditional ninja and samurai to power armor, giant robots

and cyborgs.

- 20 O.C.C.s
including the Mystic
Ninja, Ninja Cyborg,
Ninja Juicer,
Cyber-Samurai,
Ninja
Techno-Wizard,

Japanese Demon Queller & more.

- 12 suits of
power armor
including Samurai
SAMAS and Glitter
Boys.**
- 9 giant robots.**
- Cyborgs of**

**Japan, including
Dragon Cyborgs
and other bionics.**

**- Advanced
weapons, melee
weapons and other
gear.**

**- Mystical
powers and martial**

arts.

**- Enchanted
weapons and items
including the Living
Samurai Sword.**

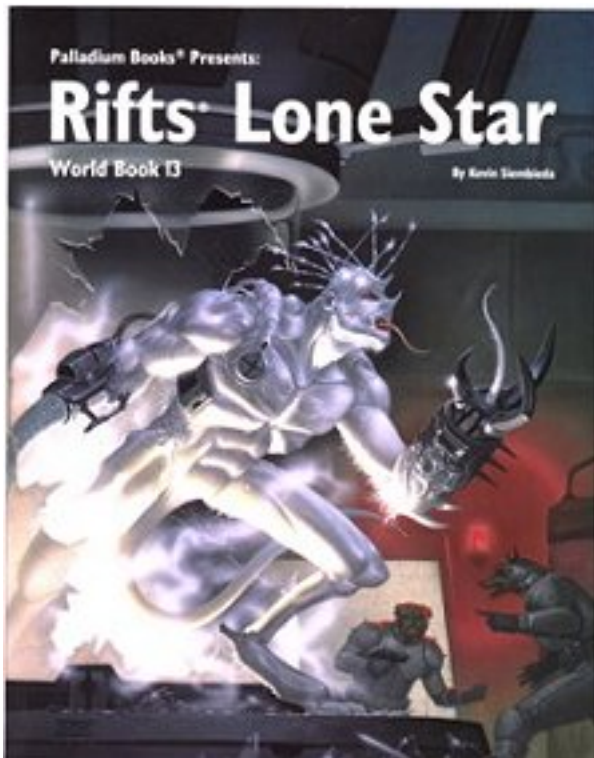
**- 11 notable
demons, goblins
and dragons of
Japan.**

**- Kyoto
Millennium Tree,
visions, wands and
weapons.**

**- Overview of
Japan, its people,
magic and
technology.**

**- Written by C.J.
Carella.**

- **216 pages** –
\$24.95 retail – **C**
at. No. 818
. Available now.



Rifts® World Book 13: Lone Star

TM

**– Back in Print –
Available now**

The Coalition State of Lone Star is a wild and woolly place of contrast and conflict. The Coalition States claims the entire

State of Texas as their own, but they only control a small corner of it. It is here, at the Lone Star Complex, that the CS engages in genetic engineering and creates the

famous Dog Boys
and a host of other
mutants. The rest of
the state is held by
the Pecos Empire –
an empire of
bandits, outlaws
and rebels. The
perfect companion

**to Rifts® New
West™ , Rifts®
Spirit West™
and
Rifts®
Machinations of
Doom™**

▪

- **19 R.C.C.s,**
many of which are
mutants.
- **A few new**
O.C.C.s.
- **Dog Boys – an**
in-depth look at
how they are

**designed, bred
and trained.**

**- Dog Boy
armor and CS
weapons.**

**- CS Death
Wing assault
armor.**

- Hover cycles

**of the Lone Star
state.**

**- Notable
characters in the
region.**

**- Overview of
Lone Star and the
Pecos Empire.**

- Overview of the Lone Star Complex and the mad doctor who runs it.

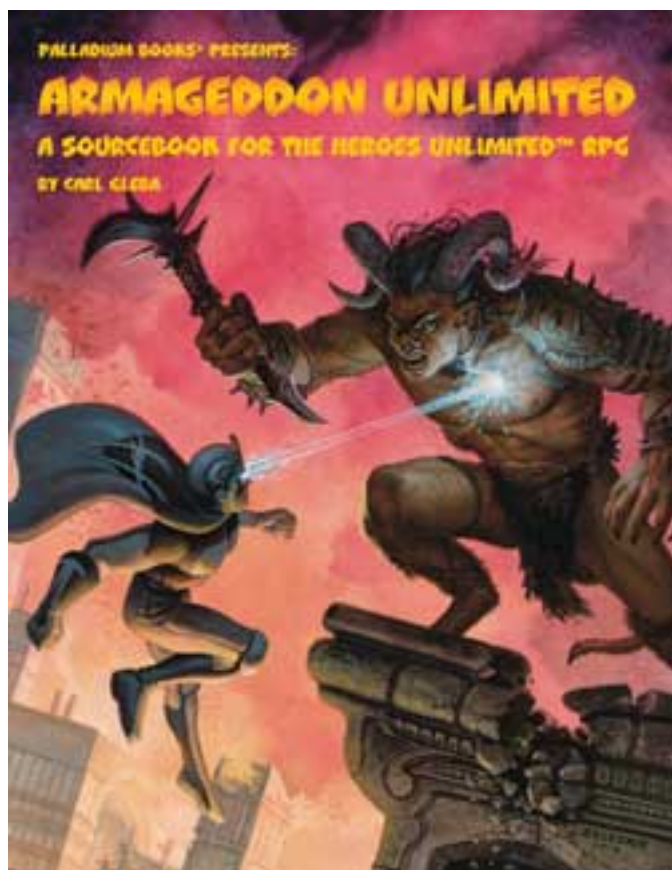
- A wealth of background material and adventure ideas.

- **Written by
Kevin Siembieda.**

- **176 pages –
\$20.95 retail –**

Cat. No. 825

. Available now.



Armageddon

**UnlimitedTM
for Heroes**

**UnlimitedTM and
the Minion WarTM**

– Available now

**Armageddon
Unlimited™ is
the ultimate good
vs evil setting and
adventure. The
fate of the world
hangs in the
balance and only**

you can stop its
destruction as
demons and
Deevils fight for
control of the
Earth and bringing
about the end of
life as we know it.

**Armageddon
Unlimited™** is
more than an epic
world-saving
adventure, it is
also a sourcebook

jam-packed with
new powers,
magic, weapons
and Power
Categories that
can be
incorporated into
any *H*

eroes Unlimited
™ campaign. This
book can be used
as a standalone
adventure
sourcebook for
Heroes Unlimited
™ or as a pivotal

plot in an
expansive Minion
War™ campaign.
Get a free
sneak preview
of the book from
DriveThruRPG.co
m.

**- 7 new Minor
and 14 Major
Super Abilities.**

**- Deevil and
Demon magical
Chaos Weapons.**

**- Enchanted
Weapons of
Order and a few
Enchanted
Objects.**

**- Demon
Hunter Power**

**Category and
abilities.**

**- Crusader of
Light Power
Category and
abilities.**

**- Heroic
Hellion Power**

**Category – play
a “reformed
demon.”**

**- Hellion
monster creation
table.**

**- Magically
Bestowed**

**Variant Power
Categories and
abilities let you
wield weapons
that empower
good and
destroy evil.**

**- Doctor
Vilde, the
mastermind
behind the
Armageddon
plot.**

**- The secret
island base of**

**Doctor Vilde and
16 maps.**

**- More than a
dozen NPC
villains.**

**- The Church
of Unity and its
role in bringing**

**about
Armageddon.**

**- The Chaos
Generators – the
key to stopping
Armageddon.**

**- A menagerie
of evil villains,
people and
places.**

**- The
Armageddon
scenario,
adventure ideas**

**and Minion
War™ on Earth.**

**- Written by
Carl Gleba.
Additional text
by Kevin
Siembieda.**

- **Cover by
John Zeleznik.**

- **160 pages –
\$20.95 retail –**

Cat. No. 527

. Available now.



“Rifts® Logo” Baseball Cap – Back in Print

Back by popular demand. A black Rifts® Logo on a

khaki baseball
cap with black
trim. Looks great
and fans love it!
Makes a great
gift.

**- Cotton
cloth fabric,
khaki color with
black trim and
black Rifts
logo.**

**- Cloth
Velcro strap for**

size

adjustment. A

nice cap.

- \$14.95 per

cap – Cat.

No. 2544

– Available

now.



PDF downloads

**from
DriveThruRPG.
com**

**This is a great
resource for
getting out of**

print Palladium
titles and other
select books.

We've made 90
titles available as
PDF digital
downloads from
DriveThruRPG.

com.

This is a great way to try Palladium products and get access to out of print RPG source material. Some

notable titles
include.

- **Splicers®**

RPG

- **Beyond the**

Supernatural™

RPG , First

Edition Rules.

- **Boxed**
Nightmares™
for BTS, First
Edition Rules.

- **Nightbane®**
Book Four:
Shadows of
Light™ ■

- The
Mechanoids®
RPG and The
Mechanoid
Invasion® RPG
Trilogy

■

- Palladium

Fantasy RPG®

,

First Edition

Rules and select

1st Edition

sourcebooks.

- After the

Bomb® RPG a

and sourcebooks

-
- The Rifter®
issues 1-48.
- The Best of
The Rifter®
- Deluxe
Revised

RECON® RPG

and

Advanced

RECON®

Sourcebook

▪

- And more – go

to **DriveThruRP**

G.com and
check 'em out.

2011 Palladium Releases

2011 New Releases & Back in Print

- Rifts®
Dimension
Book™ 14:

Thundercloud

Galaxy™ –

New

– Available now!

- **Armageddon**

Unlimited™ –

New

– Available now!

- **The Rifter®**

#53 – **New** –

Available now!

- **The Rifter®**

#54 – **New** –

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- **Aliens**

Unlimited™ –

A Heroes Unlimited™ sourcebook

–

Back in print

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- **Rifts® World**

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Canada – *Back*

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Conversions™

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Fantasy RPG®

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& The

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- **Rifts®**

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Baseball Cap

—

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- Rifts®

Dimension

Book™ 6:

Three

Galaxies™ – *B*

ack in print

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May 2011

Releases

- **Rifts® Book of**
Magic – BACK
IN PRINT

June 2011
Releases

- Rifts® WB

One: Vampire

Kingdoms™,

Expanded

& Updated

- Rifts®

Vampires

Sourcebook **TM**

– New (end of
June; tentative)

July 2011 Releases

- **The Rifter®**

#55 – New

- Rifts® World

Book™:

Lemuria – New

- Robotech®

New

Generation™

Sourcebook –

New (tentative)

**August 2011
Releases**

– **Rifts®**

Megaverse® in
Flames (Minion
War™
crossover) –
New

New Releases
Coming Soon

(tentative)

- Rifts® Chaos

Earth™

Sourcebook:

First

Responders

(as soon as we
can slot it in)

- **Dead Reign™**

Sourcebook

Three

In the Pipeline

- **Robotech®**
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- **Rifts®**
sourcebooks
- **Rifts® Chaos**

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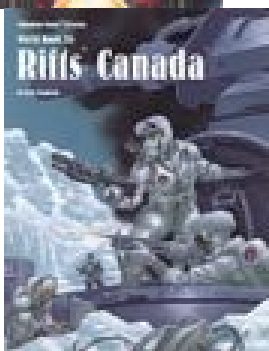
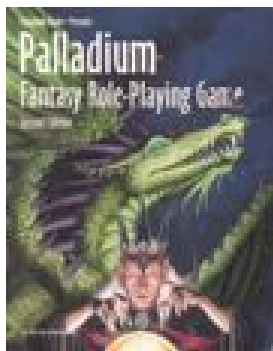
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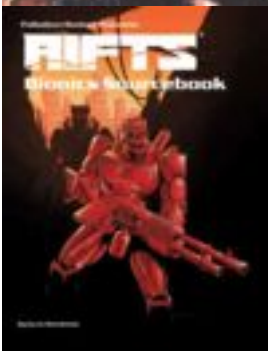
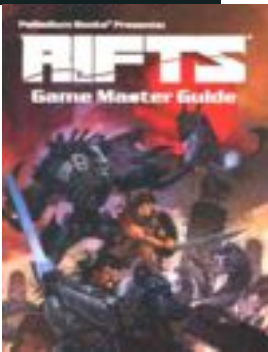
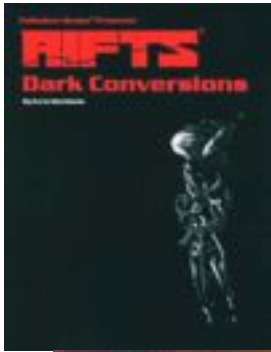
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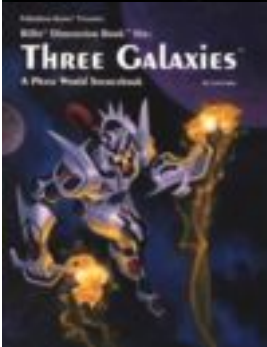
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creations by
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very own *K*

athy

Simmons.

See her

new

zombie,

Jack
Skellington
and Sally,
with more
new

creations
on the
drawing
board. Each
Halloween

prop is truly
life-sized
(most are 6
feet or taller
– Jack is

almost 8
feet) and
seem
almost
alive.

Each is an
all-weather,
life-sized

Halloween
prop that
can handle
rain and
snow, and

is a
one-of-a-kind
work of
art (no two
are exactly

the same).
Each looks
frighteningly
“real.” All
come apart

and fold
down to
slightly
larger than
a king-size

pillow for

easy

storage.

Comes with

easy

instructions,
a plastic
storage
bag, and
the lawn

stake to
stand it up
in your front
yard. Indoor
stand sold

separately.

Types of

“Ghouls”
include:
Zombies
(all kinds!),
killer

clowns,
wizards,
witches,
devils,
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ghouls,
scarecrows,
executioner
s, mad
doctors,

deadly
nurses,
vampires,
werewolves
, and more.

Kathy's also
now
offering an
array of
hand-painte

d Halloween
n signs,
signs with
heads and
bodies

hanging
from them,
witch's
brewing
pots,

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centerpieces
and more.
Best of all,
her high

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more
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competitors
or mass

produced
items in a
store,
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the photos
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