

## 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** <sup>TM</sup> 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.

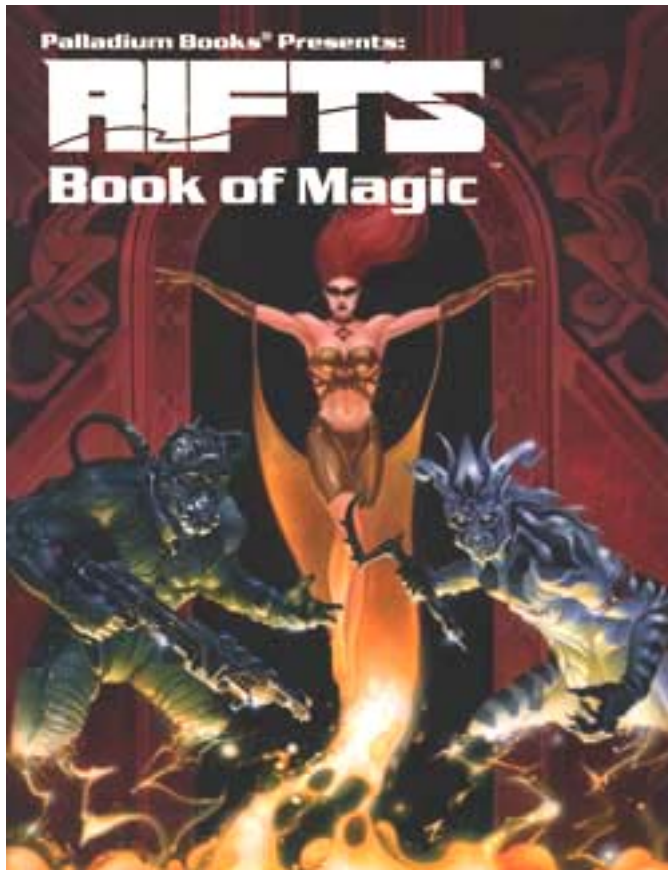
**QueenofGhouls.com** – Kathy Simmons continues to whip up new [ghoulish creations](#) . She has a crazed butcher in the works and I think she's doing a zombie pirate next.

**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*

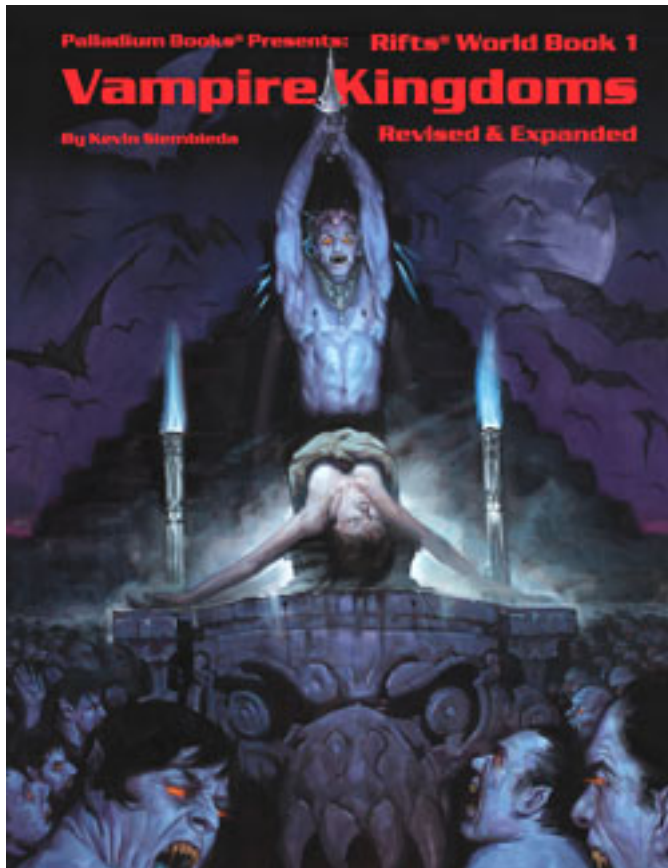


**Rifts® Book of Magic – Back in Print  
– Ships Next Week – May 26, 2011**

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** <sup>TM</sup>

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 <sup>TM</sup>  
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.**

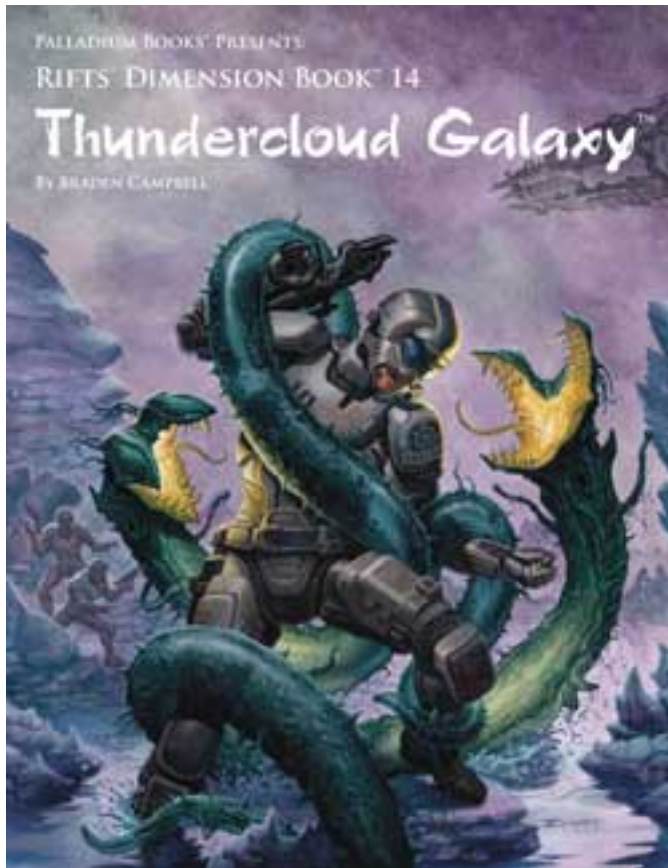
**- Character  
modification and  
enhancement rules.**

**- 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.**

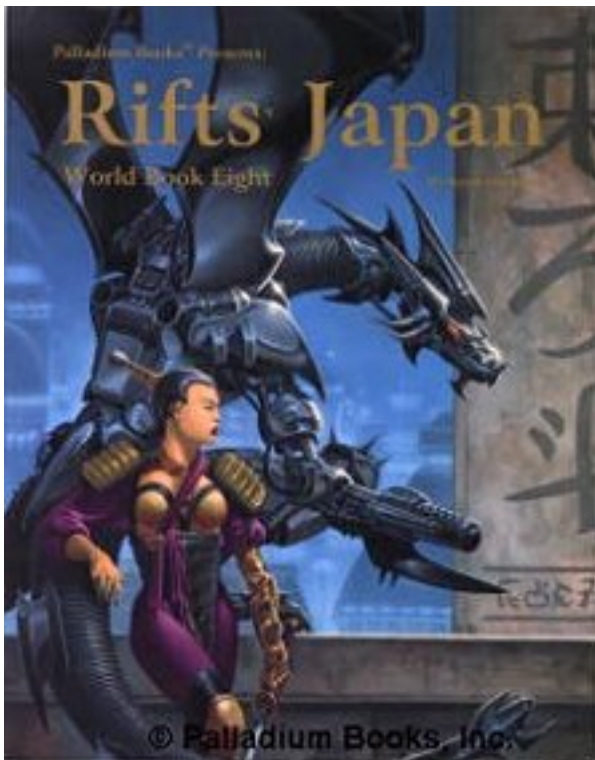
**- Cover by John  
Zelevnik. Art by  
Michael Mumah.**

**- 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.**

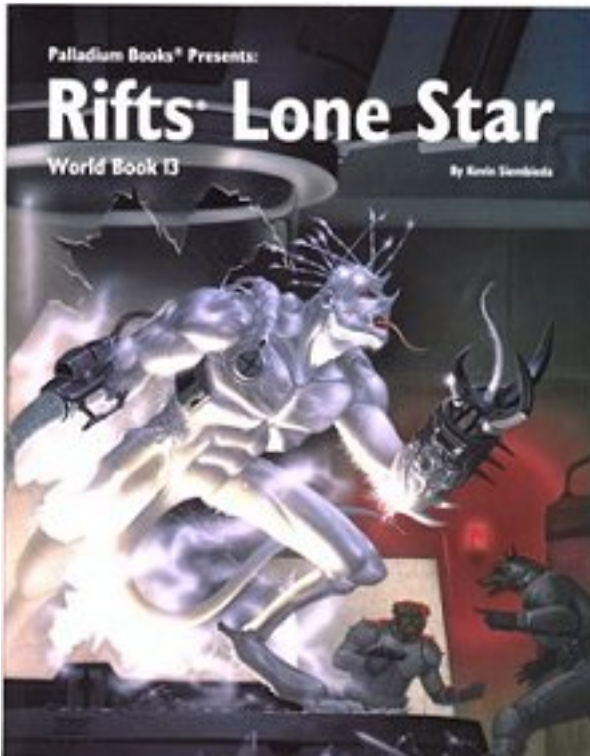
**- 11 notable  
demons, goblins  
and dragons of  
Japan.**

**- 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.**

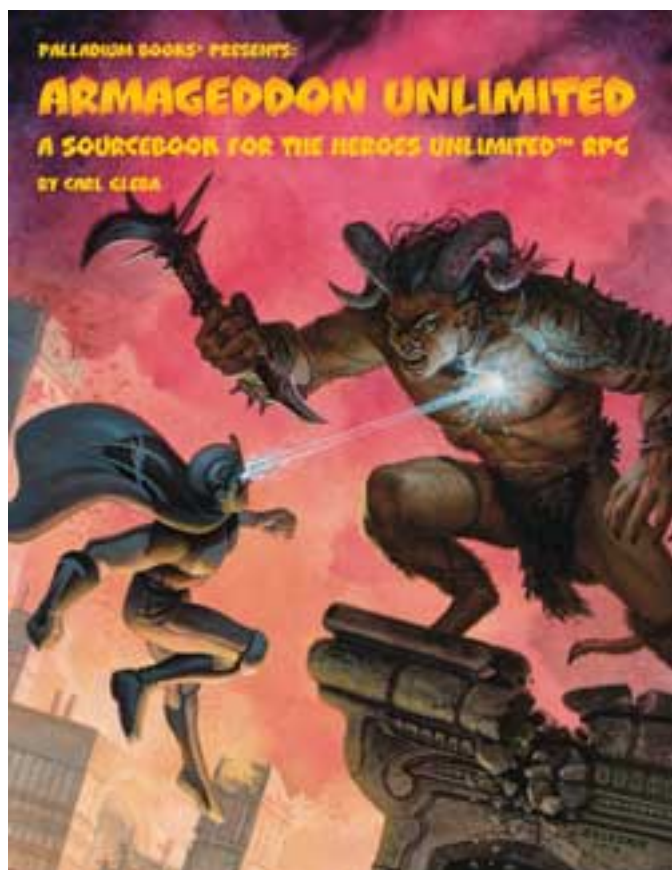
**- A wealth of background material and adventure ideas.**

- **Written by  
Kevin Siembieda.**

- **176 pages –  
\$20.95 retail –**

**Cat. No. 825**

**. Available now.**



# Armageddon

**Unlimited<sup>TM</sup>  
for Heroes**

**Unlimited<sup>TM</sup> and  
the Minion War<sup>TM</sup>**

**– 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.**

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**size**

**adjustment. A**

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Edition Rules.

- **Nightbane®**  
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**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**

▪

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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** –

**Available now!**

- **Aliens**

**Unlimited™** –

# A Heroes Unlimited™ sourcebook

–

*Back in print*

– Available now

- **Rifts® World**

**Book 20:**

**Canada** – *Back*

*in print*

– Available now

- **Rifts® Dark**

**Conversions™**

–

*Back in print*

– Available now

- **Palladium**  
**Fantasy RPG®**

—

*Back in print*

– Available now

- **Rifts® Game**  
**Master Guide**

—

*Back in print*

– Available now

- **Rifts® World**

**Book 5: Triax**

**& The**

**NGR™** – *Back*

*in print*

– Available now

- **Rifts® Bionics**

**Sourcebook** –

*Back in print*

– Available now

- **Rifts® China**

**One** – *Back in*

*print* –

Available now



- **Rifts®**

**Megaverse®**

**Builder** – *Back*

*in print*

– Available now

- **Rifts®**

**Baseball Cap**

—

*Back in stock*

– Available now

- Rifts®

Dimension

Book™ 6:

Three

Galaxies™ – *B*

*ack in print*

– Available now

- **Rifts® Black**

**Vault™** – *Back*

*in print*

– Available now

- **Rifts®**

**Mercenaries™**

–

*Back in print*

– Available now

- **Rifts® World**

**Book 8: Rifts®**

**Japan™** – *Bac*

*k in print*

– Available now

- **Rifts® World**

# **Book 13: Lone**

**Star™** – *Back*

*in print*

– Available now

**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®**  
**UEEF Marines**  
and other  
**Robotech®**  
**sourcebooks.**
- **Rifts®**  
**sourcebooks**
- **Rifts® Chaos**

**Earth™**  
**sourcebooks**  
**- Palladium**  
**Fantasy®: My**  
**steries of**  
**Magic™ Two**  
**& Three**  
**- Palladium**

**Fantasy® other  
sourcebooks**

- **Warpath™**

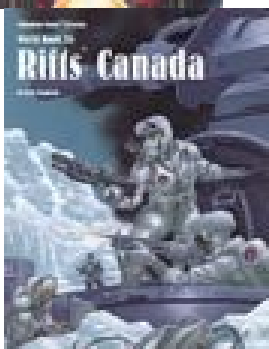
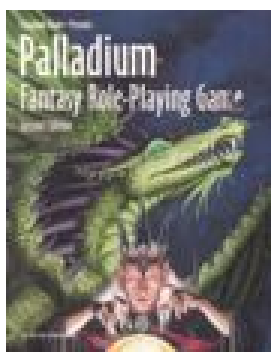
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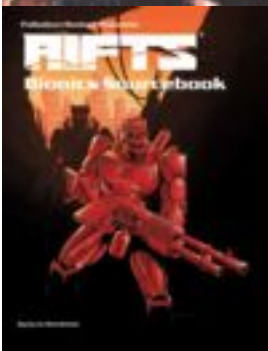
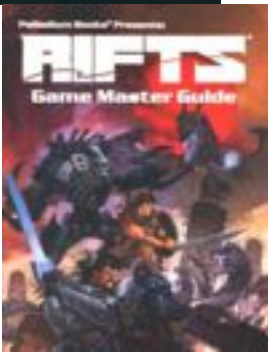
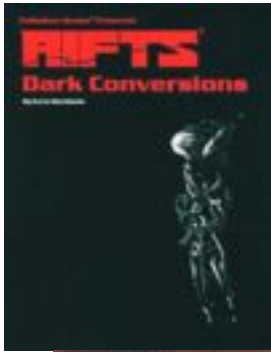
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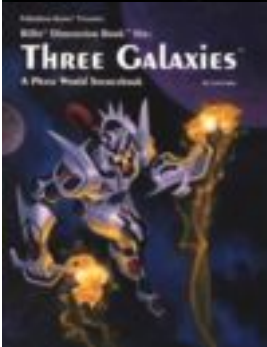
- And other good  
stuff. Lots of  
other good stuff!

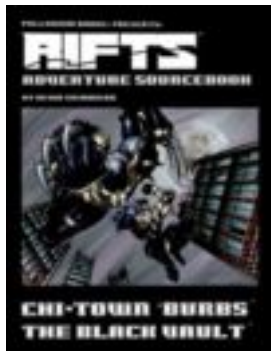


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**pages –**



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the new  
creations by  
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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,  
grave

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,

Halloween  
centerpieces  
and more.  
Best of all,  
her high



quality  
creations  
are much  
more  
affordable

and  
imaginative  
than most  
competitors  
or mass

produced  
items in a  
store,  
making  
them

affordable  
Halloween  
fun.

If you think  
the photos  
online look  
good, you  
should see

them in  
person. A  
typical  
“ghoul,” as  
she calls

her  
creations,  
costs  
\$129-\$259.  
You can

see some  
of her work  
at her **Queen  
n of  
Ghouls™**



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