## By Kevin Siembieda

**Rifts® Thundercloud Galaxy™ is at the printer!** It took sleepless days and long hours of work, with Matthew Clements and Greg Diaczyk helping to edit, and they and Carl Gleba chipping in a few ideas, in order to get the book done before the **Creators Conference**,

but we did it. The book is done. At the printer. And we all think you'll love it. See the new description for details elsewhere in this Weekly Update.

The Rifter® #54 ships next Tuesday. This is another great issue with a wealth of fun information. A Heroes Unlimited™ adventure, Palladium Fantasy RPG® monsters and races, the Rifts® city of New Chillicothe, a Nightbane® story and the final chapter of The Hammer of the Forge, plus news and other good stuff.

Rifts® Vampire Kingdoms and Robotech® New Generation Sourcebook are next for release. Immediately after the Creators Conference this week, I will be diving into these two titles for release. Count on it.

**Rifts® Megaverse® in Flames** has also been put into pre-production mode. The cover has been assigned and the ideas for it are rocking.

A nice birthday. Even though I worked through my birthday, it was nice. I received a lot of emails, private messages and telephone calls from friends and family. I also received a few wonderful presents in the mail from my brother and a couple of friends, as well as an awesome book from Alex. The most unexpected gift was an original painting from one of the top artists in the field. It and the kind letter that came with the gift knocked my socks off. Wow. You can read about these things in greater detail in my last two or three

Murmurs from the Megaverse

Reminder – Back in Print and Ready to Ship: For some reason, people were slow to buy the newly released backstock titles and Rifts® Baseball Caps, but people suddenly started to buy them, and other titles, this past week. The following items are ready to ship.

- Rifts® Dimension Book™ 6: Three Galaxies™
- Rifts® Black Vault™
- Rifts® Mercenaries™
- Aliens Unlimited™ A Heroes Unlimited™ sourcebook
- Rifts® Baseball Caps

Online sales. Sales were nothing to write home about, but they the picked up from the previous week of abysmal sales. We should see a good increase with

The Rifter® #54 and

# Rifts® Thundercloud Galaxy™,

both shipping this month. And they will be followed in short order by more new releases all Spring and Summer.

**Palladium to attend Gen Con Indy** – **August 4-7.** Please come on over and stop by our booth to chat and get autographs, as well as pick up new and backstock titles, specialty items and more. We're not sure who will be joining us at the Palladium booth, but so far, Palladium creators you'll be able to meet include:

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

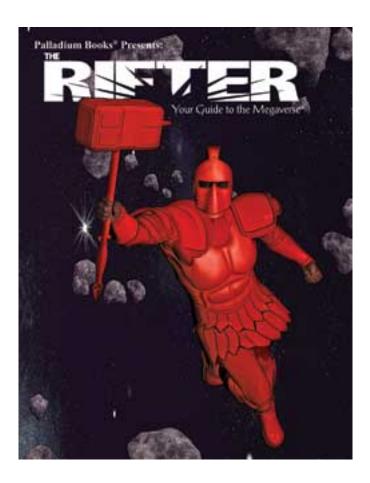
**Palladium Website.** The website is moving forward, but we've all been busy with other things the past few weeks. We will kick it into high gear after the Creators Conference.

**Palladium Creators Conference started yesterday.** We have something like 25-30 freelance writers, artists, and staff who have come in to pool our creative minds and talents to take Palladium to the next level. I'll reveal all in next week's update.

Sorry, I need to keep this Weekly Update short so I can start the Conference. I will have plenty to talk about next Update. Meanwhile, get those pre-orders in for **The Rifter®** and **Thunderclo ud Galaxy™**,

keep those imaginations burning bright and game on.

# - Kevin Siembieda, Publisher



NEW! The Rifter® #540 – Ships April 12, 2011

This is another landmark issue of **The Rifter®** filled with epic source material, exotic places, strange critters, adventure settings, good stories and ideas.

**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® #54 includes:

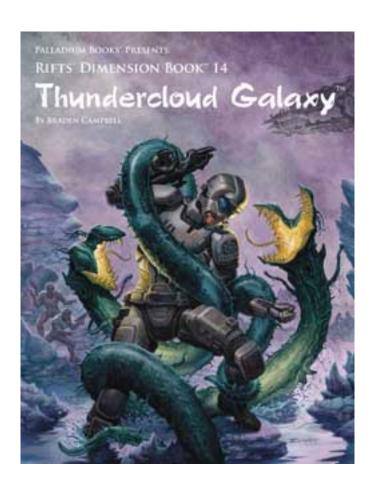
- The Final Chapter of *The Hammer of the Forge™*, by *James M.G. Cannon*. At last, the pulse-pounding conclusion of this epic tale. Will it be a happy ending or a tragic one? We guess you'll have to wait and find out.
- **Dawn of a New Era**, **Part Two**, by *Corey Livermore*. The conclusion to the adventure in a setting for **Heroes Unlimited™**

in which mutants and aliens are being forced to "register" with global governments, or else.

- **A Megaversal™ Menagerie**, by *Aaron Corley*. A collection of sentient beings and strange animals from the *Palladium Fantasy*® world and across the Megaverse®.
  - The fortress city of New Chillicothe, Missouri. Optional Rifts® source material by Matthew Olfson, with an

emphasis on technology, weapons, electronics, equipment and an array of gizmos produced and available at the city.

- Dark Day™ Chronicles, Volume 2. A Nightbane® short story by *Jeremy Hutchins*.
- News and coming attractions.
- Cover by Michael Leonard in honor of The Hammer of the Forge™.
- \$11.95 retail 96 pages Cat. No. 154 . Ships April 12.



NEW! Rifts® Dimension Book™ 14: Thundercloud Galaxy™

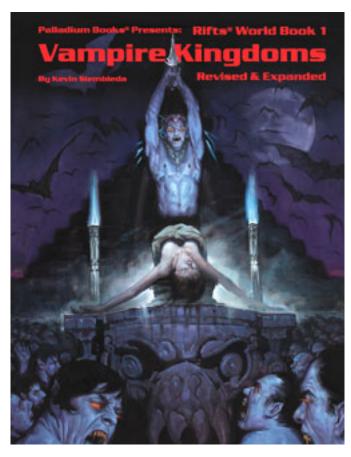
- Ships April 25, 2011 - at the printer

The book is done, at the printer and awesome. 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 galori 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<sup>TM</sup> is a perfect companion to the rest of the Phase World®/Three Galaxies<sup>TM</sup> based Dimension Books as well as the Minion War<sup>TM</sup> 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.
  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 Zeleznik. Art by Michael Mumath.
  160 pages \$20.95 retail Cat. No. 883 . April 25, 2011.



#### NEW! Rifts® World Book One:

Vampire Kingdoms™,□ Expanded & Updated

Kevin Stembieds is reorganizing, treaking, expanding and updating one of the most popular **Ritts® World Books** ever published: **Vampire Kingdoms™**. This will include some new artwork and an expanded page count. The book will be updated and expanded in much the same way as Kevin did with **Ritts® Sourcebook One** a few years ago. East of all, it will be accompanied by the **Ritts® World Books** ever published: **Vampire Kingdoms™**. This will include some new artwork and an expanded page count. The book will be updated and expanded in much the same way as Kevin did with **Ritts®** a few years ago. East of all, it will be accompanied by the **Ritts® Vampires Sourcebook™**.

- The observations of Doc Reid.

  Vampires: Their strengths, weaknesses and powers.

  The Vampire Kingdoms expanded.

  Vampire strategies and plans for conquest.

  Vampire hunters and Techno-Wizard slayer devices (new and old).

  Rey locations including Juarez and El Paso.

  The mystery of the Yucatan Peninsula.

  Traveling Shows, Freak Shows and Circuses.

  Monsters, D-Bees, and adventure idees galore.

  Ugdated and revised to 110 P.A.

  Cover by E.M. Gist. Interior art by various artists.

  Written by Kewin Siembieda.

  192 to 224 pages \$24.95 retail Cat. No. 802-E . Spring 2011.



NEW! Rifts® Vampires Sourcebook™

# NEW! Robotech® New Generation® Sourcebook

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

  Kit-bashed mecha and rules for juny-rigging and combining parts from different generations of mecha.

  Freedom Fighted. O.C. as an dresistance organizations.

  Rogues and misfilts from the three Robotech Wars.

  New weapons, vehicles, mecha and more adventure and adventure ideas galore.

  Villains, traitors, bandis, limit benchmen, adventure and adventure ideas galore.

  A "manga" also goorte-book.

  192-256 pages \$16.95 retail =: Cat. No. 554 .

Final page count and price may be subject to change. Spring 2011 release.

## NEW! Rifts® World Book: Lemuria®

- 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 Carbers and Aquatic Biomancy.

  Bio-Amon, Bio-Wespons and Bio-Construct Symbiotes.

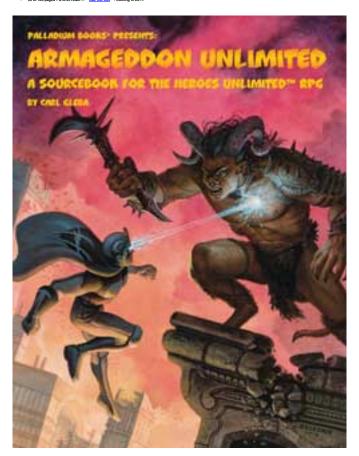
  New piscinic abilities.

- New psionic abilities.
  Sea Serpents, monsters, adventure ideas, and more.
  Written by Greg Diaczyk.
  160 pages \$20.95 retail Cat. No. 885

# NEW! Rifts® Megaverse® in Flames

NEW! Rifts® Chaos Earth " Sourcebook: First Res

- Civilian O.C.C.s, skills and orientation. Notable rescue vehicles, robot drones, and technology New weapons, vehicles, mecha and more.
- New weapons, vehicles, mecha and more. Character modification and enhancement rules.
- Creatures from the Rifts and adventure ideas galore.
  Written by Jason Richards & Kevin Siembleda.



Armageddon Unlimited To for Heroes Unlimited And the Minion War Available now

Amageddon Unlimited 11 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.

Amagadot Unlimited<sup>100</sup> is more than an epic world-saving adventure, it is also a sourcebook join packed with new powers, magic, weapons and Power Categories that can be incorporated into any. Heroes Unlimited<sup>100</sup> campaign. This book can be used as a standatione adventure sourcebook for Heroes Unlimited<sup>100</sup> or as a pixelal pixt in an expansive Minon War<sup>100</sup> campaign. This took can be used as a standatione adventure sourcebook for Heroes Unlimited<sup>100</sup> or as a pixelal pixt in an expansive Minon War<sup>100</sup> campaign. This took can be used as a standatione adventure sourcebook for Heroes Unlimited<sup>100</sup> or as a pixelal pixt in an expansive Minon War<sup>100</sup> campaign. This took can be used as a standatione adventure sourcebook for Heroes Unlimited<sup>100</sup> or as a pixelal pixt in an expansive Minon War<sup>100</sup> campaign. This took can be used as a standation adventure sourcebook for Heroes Unlimited<sup>100</sup> or as a pixelal pixt in an expansive Minon War<sup>100</sup> campaign. This took can be used as a standation adventure sourcebook for Heroes Unlimited<sup>100</sup> or as a pixelal pixt in an expansive Minon War<sup>100</sup> campaign. This took can be used as a standation adventure sourcebook for Heroes Unlimited<sup>100</sup> or as a pixelal pixt in an expansive Minon War<sup>100</sup> campaign. This took can be used as a standation adventure sourcebook for Heroes Unlimited<sup>100</sup> or as a pixelal pixt in a standation adventure sourcebook for Heroes Unlimited<sup>100</sup> campaign. This took can be used as a standation adventure sourcebook for Heroes Unlimited<sup>100</sup> campaign. This took can be used as a standation adventure sourcebook for Heroes Unlimited<sup>100</sup> campaign. This took can be used as a standation adventure sourcebook for Heroes Unlimited<sup>100</sup> campaign. This took can be used as a standation adventure sourcebook for Heroes Unlimited<sup>100</sup> campaign. This took can be used as a standation adventure sourcebook for Heroes Unlimited<sup>100</sup> campaign.

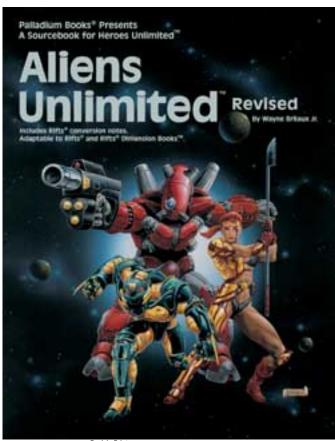
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of the book from DriveThruRPG.com

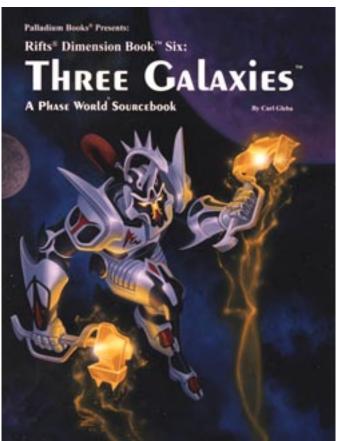
- 7 new Minor and 14 Major Super Abilities.
- Deevil and Demon magical Chaos Weapons.

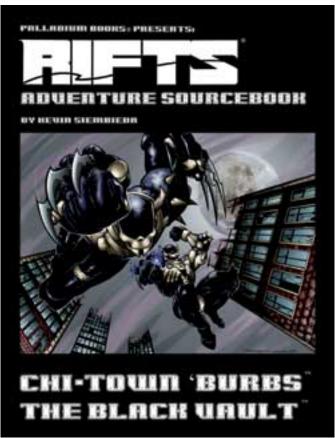
  Enchanted Weapons of Order and a few Enchanted Objects.
- Crusader of Light Power Category and abilities. Heroic Hellion Power Category – play a "reformed demon
- Magically Bestowed Variant Power Categories and abilities let you wield weapons the Doctor Vilde, the mastermind behind the Armageddon plot.
- 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.

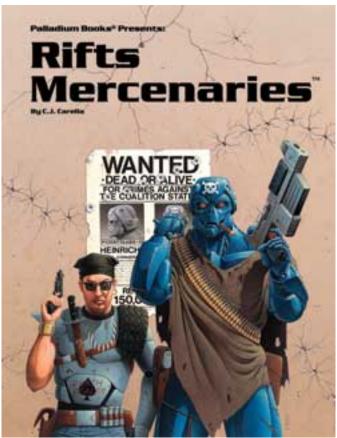
  The Chaos Generators the key to stopping Armageddon.
- A menagerie of evil villains, people and places. The Armageddon scenario, adventure ideas and Minion War™ on Earth.
- Cover by John Zeleznik
   160 pages \$20.95 retail <u>Cat. No. 527</u> . Available now.



Aliens Unlimited "- Back in Prin A sourcebook for Heroes Unlimited"









"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 to ship Friday, March 25, 2011.

# Don't forget about the "Rifts® Logo" Dice Bag

Gold print on a rich black, faux velvet material. Looks gorgeous, a sturdy and well made drawstring bag. A big 7x9 inches, can hold a lot of dice

- Black Dice Bag: \$8.00 per bag - Cat. No. 2539 - 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.

Spilcers® RPG

Beyond the Supernatural™ RPG, First Edition Rules.

Boxed Nighthanes® To RTS, First Edition Rules.

Nighthane® Book Four: Shadows of Light™.

The Mechanoids® RPG and The Mechanoid Invasion® RPG Trillogy.

Palladium Fantasy RPG® , First Edition Rules and select 1st Edition sourcebooks.

After the Bomb® RPG and sourcebooks.

The Ritter® issues 1-48.

The Best of The Ritter®

Deluxe Revised RECON® RPG and Advanced RECON® Sourcebook .

And more – go to DriveThruRPG.com and check 'em out.

### 2011 Releases

### Available Now & Back in Print

- Armageddon Unlimited™ New Available now!
  The Rifter® #53 New 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® Came Master Guide Back in print Available now
  Rifts® Game Master Guide Back in print Available now
  Rifts® World Book 5: Triax &amp: The NGR Back in print Available now
  Rifts® Bionics Sourcebook Back in print Available now
  Rifts® Bionics Source® Builder Back in print Available now
  Rifts® Megaverse® Builder Back in print Available now

#### March 2011 Releases

- Rifts® Baseball Cap BACK IN STOCK Rifts® Dimension Book™ 6: Three Galaxies™ BACK IN PRINT Rifts® Black Vault™ BACK IN PRINT

- Rifts® Mercenaries™ BACK IN PRINT
   Aliens Unlimited™ A Heroes Unlimited™ sourcebook BACK IN PRINT
- April 2011 Releases

- The Rifter® #54 New Available now.

  Rifts® Dimension Book™ 14: Thundercloud Galaxy™ New April 25.

  Rifts® World Book 8: Rifts® Japan™ BACK IN PRINT Ships April 25.

  Rifts® World Book 13: Lone Star™ BACK IN PRINT Ships April 25.
- May 2011 Releases
- Robotech® New Generation™ Sourcebook (tentative)
  Rifts® WB One: Vampire Kingdoms™, Expanded & Dode Rifts® Book of Magic (back in print)
- June 2011 Releases
- Rifts® Vampires Sourcebook™ New Rifts® World Book™: Lemuria New
- July 2011 Releases
- The Rifter® #55 New Rifts® Megaverse® in Flames (Minion War™ crossover) New
- New Releases Coming Soon (tentative)
- <u>Rifts® Chaos Earth™: First Responders Sourcebook</u> (as soon as we can slot it in) <u>Dead Reign™ Sourcebook Three</u>

#### In the Pipeline

## Recently Back in Print

