

By Kevin Siembieda

Crowdfunder success

The **Rifts Northern Gun™ ONE Megaverse Insider crowdfunding** was another resounding success. As of today, 353

gamers

have "officially" participated in the

Rifts® Northern Gun™ ONE

crowdfunding, totaling

\$27,030.00 in purchases

. Wow. Thank you. That number

may

increase a bit as there were a handful of customers who tried to place an order but encountered difficulties. We have been contacting them via email and waiting to resolve any problems.

We saw about 20 more participants in the **Northern Gun™ Megaverse Insider crowdfunding** than the

Rifts® Lemuria

offer, but there were fewer top dollar participants; understandable in this economy.

My sincere and heartfelt thank you to EVERYONE who has participated in both crowdfunding offers. Your support is very appreciated and will help Palladium Books release new products, reduce debt and grow stronger!

The **Rifts® Northern Gun™ TWO Megaverse® Insider offer** is scheduled to start *July 12, 2012* . It is

the LAST crowdfunding for this year. As per many of your requests, Palladium is doing the Insider offer on the two related

Northern Gun™ books

as two separate crowdfunding offers a few weeks apart.

New books are coming soon!

Yes, I know we are off schedule on new releases, but we are working on FIVE of them for rapid-fire release, and man oh man, are we on fire. I'm simultaneously writing [Rifts® Vampires Sourcebook](#) and [Rifts® Black Market](#), and making good progress on both.

The next six books should come out in rapid succession.

- [The Rifter® #59](#)
- [Rifts® Vampires Sourcebook](#)
- [Rifts® Black Market Sourcebook](#)
- [Rifts® Northern Gun™ One](#)
- [Rifts® Northern Gun™ Two](#)
- [Rifts® Megaverse® in Flames](#)

When I'm not writing myself, I'm assigning and coordinating artwork and having additional material written by freelancers for the titles above, plus other titles in the pipeline.

UPDATE: Rifts® Vampires Sourcebook

The writing on **Rifts® Vampires Sourcebook** is shaping up nicely, but a bit slower than I'd like. This is, in part, because I've been on fire this week working on

Rifts® Black Market

. I'm working on both titles simultaneously so I can release them a few weeks apart. A July release!

UPDATE: Rifts® Black Market

I'm hot as heck on this title. I have had *Carmen Bellaire* and *Julius Rosenstein* write some additional material for Rifts® Black Market and it is excellent. I also continue to assign artwork to various artists.

Rifts® Black Market

(like all the books in development) is packed with new data, weapons and information that will

make your imaginations soar. A July release!

UPDATE: The Rifter® #59

Alex has finished his editing of **The Rifter® #59** and Wayne is in the last leg of the final editing. Artwork has been assigned, and the book should be going to the printer next week. It's another great issue, with material for

rs **Splice**
Rifts® Xiticix ®,

,
Techno-Wizardry

across the Megaverse®, the second half of the Kezel for

Heroes Unlimited™

and more. See the full description for it elsewhere in this Weekly Update. A July release!

UPDATE: Rifts® Northern Gun™ One

We've been talking about this book for months, and the crowdsource funding for it was a big success. Chuck Walton continues to finish the artwork for it, I have Carl Gleba and Carmen Bellaire writing additional weapons and equipment, and the book is going to be epic. I'll be seeing more finished artwork today or tomorrow when I have my weekly meeting with Chuck.

UPDATE: Northern Gun™ Two

John Zeleznik sent us the not quite finished cover to **Northern Gun™ Two** to make sure he was on track. Boy, is he ever. It is a wraparound cover depicting the Robot Arena at Northern Gun, and it is looking sweet. We should have the finished cover in a week or two.

Northern Gun™ Two

will be just as epic as Northern Gun One

TM
. It too will be packed with weapons, armor and items that will make gamers squeal with delight, as well as filled with artwork by
Chuck Walton
and others.

UPDATE: Online Sales

With the last leg of the *Northern Gun ONE Megaverse® Insider crowdfunding offer* running through Monday, sales have been fantastic. Even after the crowdfunding ended, sales have remained strong across all game lines. Outstanding. Please, keep 'em coming. And don't overlook the nifty

[bookmarks](#)

,
[Chi-Town Library pencils](#)

,
[T-shirts](#)

and

[mugs](#)

.
[Rifts® Lemuria](#)

and

[Endless Dead](#)

™, along with

Rifts

® titles,

Heroes Unlimited

™ and

Palladium Fantasy

® in general, are seeing a lot of interest.

Robotech

® too.

Rifts® Dice Bags are coming back in print

I placed an order for the [Rifts® dice bags](#) – gold Rifts® logo on a quality black material – and they should be back in stock and ready to ship in a week or two.

UPDATE: Available on DriveThruRPG.com

Many back issues of The Rifter® are available on [DriveThruRPG.com](#) (issues #1-52). *Sneak previews*

of the

Rifts® Vampires Sourcebook

and

Rifts® Black Market

should be coming soon. We plan to add a few more items in the coming months that should please Palladium gamers. We are also continuing to move forward with plans for the PDF only editions of

The Rifter® #0.1

and

The Rifter® #0.2

– both are big, juicy digital editions of new, fan created material for the Palladium Megaverse® of games.

Don't forget, DriveThruRPG.com also offers the [Rifts®](#) and [Palladium Fantasy® Game Master Kits](#)

(both written by

Carl Gleba

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

Julius Rosenstein;

\$5 each), and FREE Sneak Previews of

[Endless Dead](#)

™,

[Rifts® Lemuria](#)

,

[Rifts® Vampire Kingdoms](#)

™, and

[Thundercloud Galaxy](#)

™, as well as 90+ back stock titles, including back issues of

The Rifter

®, and first edition rule books for

Rifts®, Palladium Fantasy RPG®, Heroes Unlimited™, The Mechanoid Invasion® Trilogy

, and lots of other good things. ALL available as PDF downloads at reasonable prices. And

there is MORE to come.

UPDATE: Kevin's Online Toy & Collectibles Store

Alex and I continue to add Palladium collectibles as well as a large number of collectible toys and action figures to my online store. More will be added all weekend long as well as more new items every few days for the next several weeks. Right now they include proofreader copies of books, Palladium gold editions, some artwork, some art prints, and other good stuff. Most Palladium items are signed by me, Alex and other Palladium creators. We'll keep them coming if you keep buying them. <http://stores.ebay.com/kevinstoys-artandcollectibles>

Calling Ultimate Insiders & Benefactors

This week I have been consumed with writing so I have not made calls to the remaining Lemuria Insiders to whom I still owe a call. Likewise, I will call the new Northern Gun One folks at some point too. Let me get a book or two to the printer first. Thanks. YOU are not forgotten. ;) Keep the faith and game on! I truly look forward to chatting with you.

Exciting things continue to boil behind the scenes

Our focus for the next five weeks has to be finishing books and getting them to the printer. Then it's **Gen Con Indy** for a week, and back to the grindstone to get more books finished. As I noted last week, there are a number of things going on behind the scenes that could lead to some big news. I'll fill you in as soon as I can, but it might be a while. In the meantime, we are brimming with excitement about all kinds of new products and secret projects (a few that have been under development for a while) for release in 2013.

Carl Gleba, Greg Diaczyk, Josh Sinsapaugh, Brandon Aten, Carmen Bellaire, Matthew Clements, Irvin Jackson

and

others

are all working on one or more Palladium projects for the future.

I need to stay focused on finishing the writing for **Rifts® Vampires Sourcebook** and **Rifts® Black Market**

, so that's it for this Update. Keep those imaginations burning bright and have a nice weekend.

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



NEW! The Rifter® #59 – Ships in July

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. It offers new monsters, villains, characters, O.C.C.s, powers, magic, weapons, adventure and ideas for your games. It presents new villains, monsters and dangers to battle, and new ideas to consider. Every issue has material for

Rifts

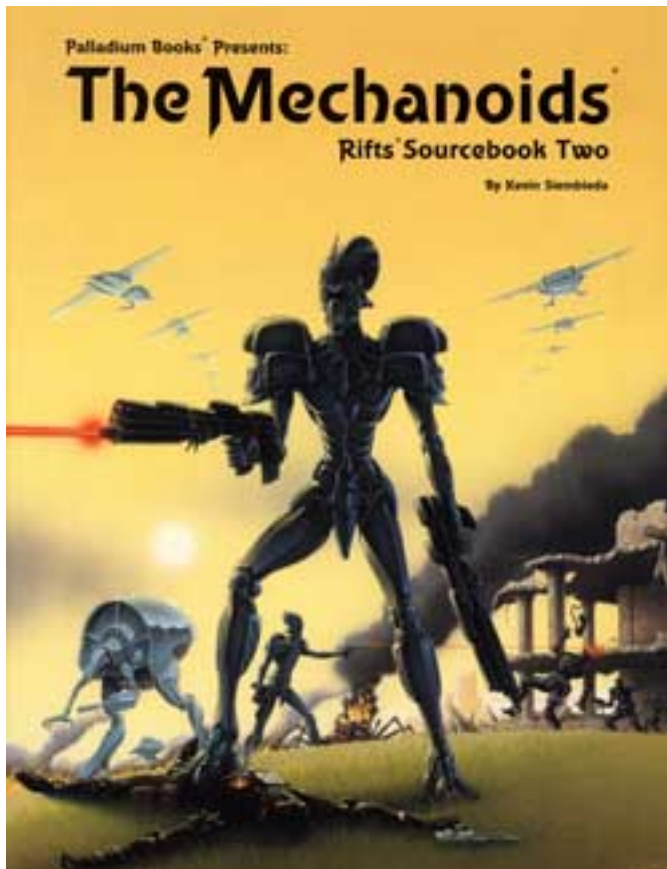
® and at least two or three other Palladium game lines.

The Rifter® Number 59 examines the deadly, the weird and the magical. Much of the material is suitable for use in multiple settings or

easy to adapt. Enjoy.

The Rifter® #59 includes:

- **Rifts® Xiticix Hivelands** – Josh Sinsapaugh takes a dangerous look at the Xiticix threat, expanding hivelands and new Xiticix menaces.
- **Palladium Fantasy®** – Olympic-style games, adventure and intrigue on the Island of Lopan, by Paul Herbert.
- **Splicers®** – The Pack Mentality features the Packmaster and the genetically altered animals at his command. Written by Brandon Aten and Michael Orr.
- **All Settings: Rules for Explosives for any Palladium setting** – a very helpful article by Thomas Morrison.
- **Various Settings: Techno-Wizardry Across the Megaverse®** by Anthony Lovato.
- **Various Settings:** The Kezel™ are weird, new superhumans for use in *Rifts® Chaos Earth™, Rifts®, Phase World®, Heroes Unlimited™* and even *Palladium Fantasy®*. Part Two concludes the many super abilities. Written by Joseph Larsen.
- **News, coming attractions, and more. Xiticix cover.**
- **96 pages – still only \$11.95 retail – [Cat. No. 159](#) . July release.**

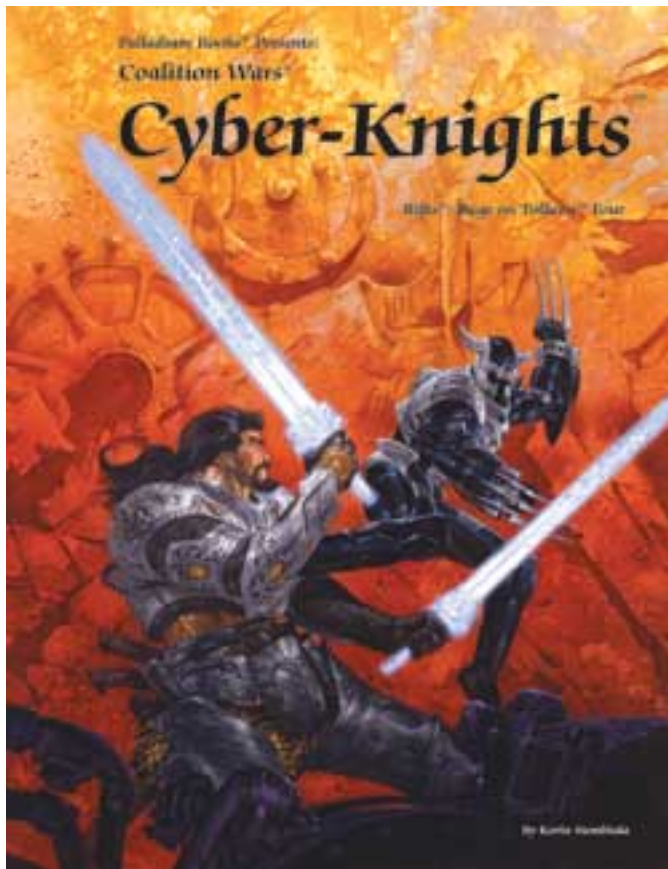


Rifts® Sourcebook Two: The Mechanoids® – Back in Print – Available now

Archie 3 and Hagan Lonovich are two of the most beloved villains (anti-heroes?) in the Rifts Earth setting. This sourcebook highlights their strange relationship, plots and blunders. One of which is inadvertently unleashing The Mechanoids® into the world!

The Mechanoids have one driving goal: To destroy all humanoid life! This book has it all. Source material, the Mechanoids, new equipment, monsters, adventure and cryptic prophecies.

- **The prophecies of the Seven Dangers.**
- **20+ Mechanoids and their robot legion.**
- **Optional Mechanoids® Player Characters and character sheets.**
- **Archie Three and Hagan: Heroes or villains?**
- **The weapons and robot minions of Hagan Lonovich.**
- **New creations from Archie Three and Hagan, plus more history and insight about the unlikely duo.**
- **Five adventures, random encounter tables and adventure ideas.**
- **Cover and some interior art by Kevin Long.**
- **Written by Kevin Siembieda.**
- **112 pages – \$16.95 – [Cat. No. 805](#) . Available now.**



**Cyber-Knights™: A Rifts® Coalition Wars®
Sourcebook:
– Back in Print – Available now**

The Coalition's siege on Tolkeen has had a devastating impact on people across North America. None have been more affected than

the Cyber-Knights. This sourcebook reveals not only the history and secrets of the Cyber-Knights, but the schism the war has created among the fabled warriors.

- **Cyber-Knight O.C.C., secrets and powers revealed.**
- **In-depth examination of the Code of Chivalry.**
- **Cyber-Knight Factions and rules of combat.**
- **Crusaders, Fallen Knights, Robber Knights and Despoilers.**
- **Lord Coake statted out, along with stats for other Cyber-Knights.**
- **Notable weapons and armor of the Cyber-Knights.**
- **Story background, adventure outlines, ideas and more.**
- **Interior art by Freddie Williams II, Wayne Breaux Jr. and Mike Wilson.**
- **Cover by Dave Dorman.**

- Written by Kevin Siembieda.
 - 112 pages – \$16.95 – [Cat. No. 842](#).
- Available now.



Rifts® Vampires Sourcebook™

In final production right now. Unknown to most humans, deep within Mexico the vampires have established entire kingdoms. There they live like tyrants and gods, dominating an underclass of cattle people used as slaves and food stock. Learn more about the vampires, their rivals, allies and the humans who willingly serve their supernatural masters for a chance to join the undead. A must-have guide for those who wish to travel deeper into the Vampire Kingdoms or play as vampires and their human minions.

- **More human kingdoms within Mexico like the Tampico Military Protectorate and Durango, the Silver City.**
- **Firefighting robots, hover firetrucks and more anti-vampire gear.**
- **Magic based Vampire Hunters and human strongholds.**
- **Techno-Wizard anti-vampire weapons and magical devices.**
- **Profiles for Doc Reid and Reid's Rangers, the world's most famous Vampire Hunters.**
- **Fort Reid, an entire city devoted to hunting the undead.**
- **The Bloodwatch, a secret vampire intelligence agency that tracks down and exterminates**

Vampire Hunters.

- **The Yucatan Peninsula, a mysterious dimensional pocket overrun by strange demons known as Xibalbans.**

- **The return of the Mayan god Camazotz, Lord of Bats and Darkness.**

- **The werebeasts of Mexico and Central America; those who assist the vampires and those who fight against them.**

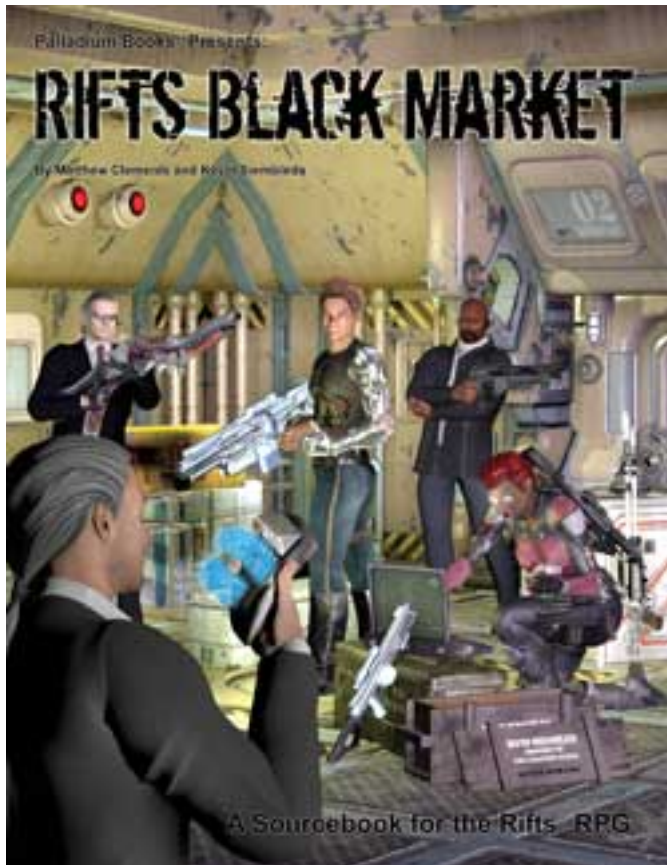
- **New O.C.C.s like the Bloodwatch Vampire Operative, Silver Swords Militia, Werejaguar Vampire Hunter and the Vampire ‘Borg.**

- **Cover by Michael C. Hayes.**
Interior art by various artists.

- **Written by Kevin Siembieda,**

Matthew Clements and Braden Campbell.

- 128 pages – \$16.95 – [Cat. No.](#)
[884](#) . July
release.



Rifts® Black Market™ – A Rifts® Sourcebook

The Black Market is the most prevalent trader in weapons, magic items, drugs, and contraband outlawed by the Coalition. Explore the day to day business of the

North American Black Market along with its smuggling routes, practices, policies and notable nefarious products and services. Learn about the five major Black Market factions in North America and foreign groups like the Yakuza, Green Scarf Sect and the Underground Railroads of Atlantis and the Vampire Kingdoms.

- **Many Black Market O.C.C.s.**
- **The Five Black Market factions that wield the greatest power in North America: Bandito Arms, The Chicago Network, The**

Immaterial Hand, El Oculata, and Le Marche Noir.

- Black Market internal operations and security.**
- Black Market services, products, practices and customers.**
- More equipment from Bandito Arms and specialized smuggling gear.**
- A wide range of Big Bore weapons and other merc weapons.**
- Black Market criminal assignments, jobs and mercenary bounties.**
- Major Black Market**

smuggling corridors and routes through Coalition territory.

- **Smuggling methods, both magical and conventional.**

- **Traveling Shows: Freak Shows, Medicine Shows and Circuses.**

- **Traveling Shows as fronts for the Black Market.**

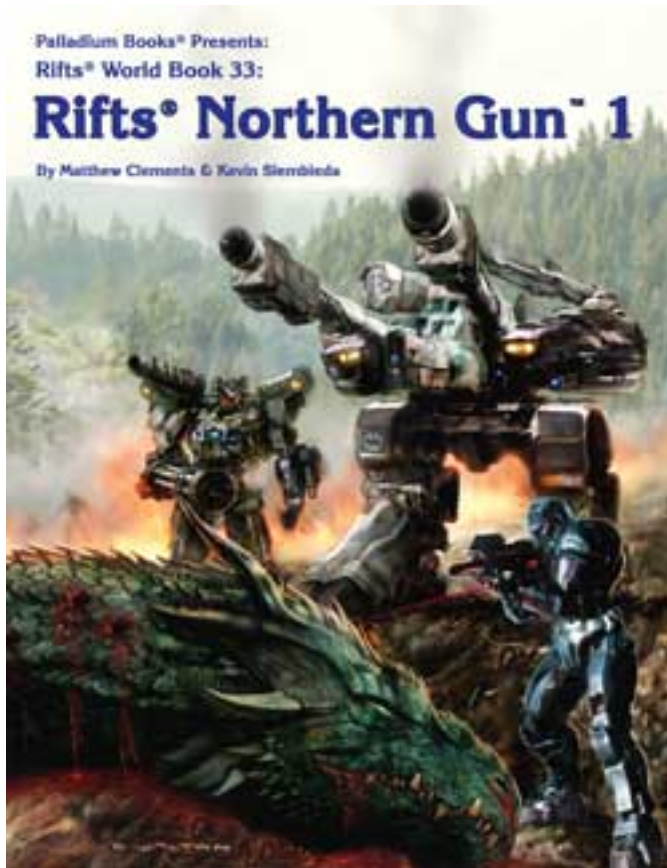
- **Traveling Black Market Merchants, Market Towns and Market Outlets.**

- **How the Coalition States deals with organized crime, and information on the Coalition prison system and border security.**

- **Written by Matthew Clements, Taylor White, Kevin Siembieda, Julius Rosenstein, Alex Marciniszyn and Carmen Bellaire.**

- **Expanded page count – 192 pages – \$24.95 retail – [Cat. No. 886](#)**

. Summer release.



Rifts® World Book 33: Northern Gun™ One – New

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: its business operations and its community.**
- **Bionic and cybernetic services.**

- **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 character classes and more.**
- **109 P.A. catalog of Northern Gun products!**
- **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.**

- **The Kingdom of Ishpeming, a puppet-state propped up by NG.**

- **The Ishpeming military and more.**

- **Written by Matthew Clements and Kevin Siembieda.**

- **Interior Artwork by**

**Chuck Walton, Nick
Bradshaw, and others.**

**- Wraparound cover by
Chuck Walton.**

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



©

Rifts® World Book 34: Northern Gun™ Two – New

More information about the
weapons, vehicles and

practices of Northern Gun, including the new rage of Robot Gladiatorial combat.

- **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.**

- **The NG Bounty Board, the largest collection of bounties and**

mercenary contracts anywhere on Rifts® Earth.

- **Mercenaries, 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 –

Summer release.

Robotech® Genesis
Pits **TM**
Sourcebook

An in-depth look at the Invid Genesis Pits, their purpose, function and the creatures they create.

- **Secrets of the Invid.**

- **Different types of Genesis Pits.**

- **Written by Irvin Jackson. Additional text by Kevin Siembieda.**

- **An 8½ x 11 inch sourcebook (not manga size).**

- **96 pages – \$16.95 retail – [Cat. No. 555](#)**

. Summer release.

- **Available in the**

U.S. and Canada only.

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 – Ca
t. No. 876

. Summer release.



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.

- **The Rifter® #49 through #52 just added – available now.**

- **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 and

sourcebooks

- - **The Rifter®**
issues 1-52.

- **The Best of The Rifter®** ▪

- **Deluxe Revised RECON® RPG**

and

Advanced RECON® Sourcebook

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

What's next?

The following are in development:

- **Robotech® sourcebooks**
- **Rifts® Antarctica and other**

sourcebooks

- Splicers®

Sourcebooks

- Heroes

Unlimited™

Sourcebooks

- Chaos Earth™

Sourcebooks

- Palladium

Fantasy®: Mysteries

of Magic™ Two &

Three

- **Palladium**

**Fantasy®: Land of the
Damned™ Three**

- **Nightbane®**

Sourcebooks

- **Beyond the**

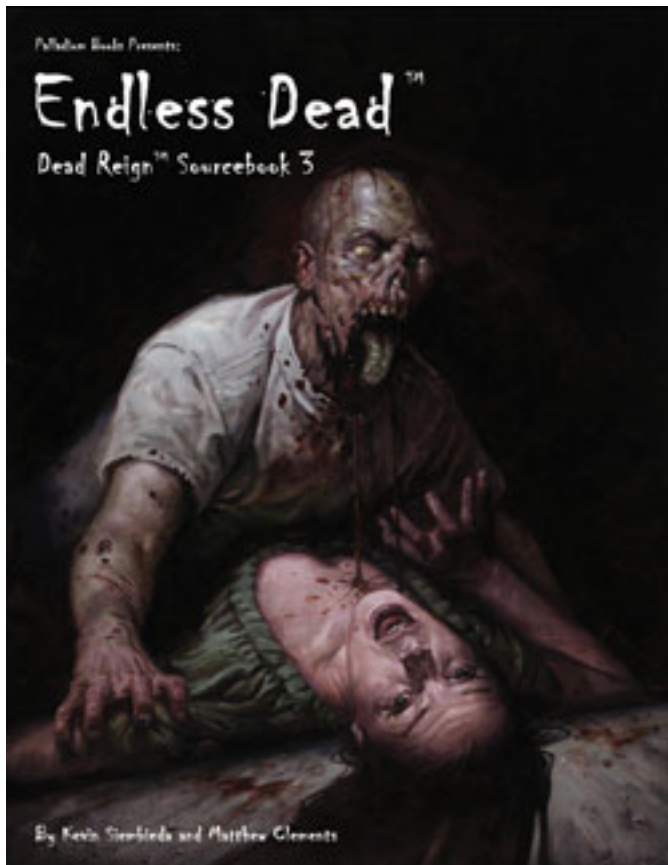
Supernatural™

Sourcebooks

- **And other good**

stuff.

**Recent Product
Releases – available
now**



Dead Reign™ Sourcebook 3:

Endless Dead

TM

– Available now

Endless Dead™ is a
new 96 page
sourcebook that will
send your
Dead Reign™

campaign in new directions or add depth (and zombies). What are you waiting for? Order your copy today. And if you haven't taken a look at the **Dead Reign™ RPG** yet, but love zombies,

you need to give this dynamic game a try.

- 7 new types of weird zombie amalgamations including Fused Zombies, Multi-Zombies,

Parasite

**Juggernaut, Silent
Sloucher,
Spare-Parts Thinker,
Twin Speedster,
Fast-Slow Zombie
and Walking Grave,
plus variations.**

- 5 new O.C.C.s

**include the
Wheelman, Zombie
Hunter, Zombie
Researcher,
Survivalist and
Sentinel.**

**- The Military. An
expansive section
on the military and
their response to**

**the Zombie
Apocalypse.
Includes many
random tables for
the creation of
military units,
military bases and
encounters.
- Vehicles. Stats
for specific types of**

**vehicles and rules
and tables for
adding customized
armor, weapons and
anti-zombie
defenses.**

**- Vehicle combat
rules and
zombie-fighting in
vehicles.**

- Random tables for military bases, police stations, gun stores, buildings, suburbs, business parks, small towns, farmland, wilderness and encounters.

- Tables for

**creating survivor
caravans, hideouts,
hermits, Safe Haven
Communities and
Death Cults.**

**- Timetable for
setting campaigns
during the Wave,
the beginning of the
Zombie Apocalypse**

**or months into the
reign of the dead.**

**- Stats for some
of North America's
dangerous wildlife,
a threat to survivors
and zombies alike.**

- Written by

Kevin Siembieda and Matthew Clements.

**- Cover by E.M.
Gist. Interior art by
Mumah, Bradshaw
and others.**

**- 96 pages –
\$16.95 retail – C
at. No. 233**

. Available now.

**Other Recent
Releases**

□ **New! Rifts® Pencil**

—

[Cat. No. 2561](#)

— 50 cents per each pencil. People love this item and often buy them in sets of 10. Enjoy.

**□ New! Palladium
Fantasy RPG®
Coffee Mug – red
on a black, 15.5
ounce mug –
[Cat. No. 2560](#)
– \$10.00.**

□ **New! Dead**

Reign™: “Survive or Die Trying” T-Shirt

– Cat. No. 2556 –

price varies with size:

[Medium: \\$18.95](#)

,

[Large: \\$18.95](#)

,

[XL: \\$18.95](#)

,

2XL: \$20.95

,

3XL: \$22.95

,

4XL: \$24.95

,

5XL: \$26.95

□ **New! Rifts® Wilk's Laser**

Technologies™

Logo T-Shirt – Cat.

No. 2557 – price

varies with size:

Medium: \$18.95

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Large: \$18.95

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XL: \$18.95

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2XL: \$20.95

,

3XL: \$22.95

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4XL: \$24.95

,

5XL: \$26.95

**□ New! Imagination
Unleashed T-Shirt**
– black image on a
red T-shirt – No. 2558
– price varies with
size:

Medium: \$18.95

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Large: \$18.95

,

XL: \$18.95

,

2XL: \$20.95

,

3XL: \$22.95

,

4XL: \$24.95

,

5XL: \$26.95

□ **New! Rifts®**

Northern Gun™

Logo T-Shirt – Cat.

No. 2559 – price

varies with size:

Medium: \$18.95

;

Large: \$18.95

;

XL: \$18.95

;

2XL: \$20.95

;

3XL: \$22.95

;

4XL: \$24.95

,

5XL: \$26.95

□ **Property of the
Coalition™ T-Shirt**
– Cat. No. 2528 –
price varies with size:
Medium: \$18.95

;

Large: \$18.95

;

XL: \$18.95

;

2XL: \$20.95

;

3XL: \$22.95

;

4XL: \$24.95

,

5XL: \$26.95

**Books Back in
Print – Available
Now**

- **Old Ones**TM for
Palladium Fantasy® –
Cat. No. 453

- **Wolfen Empire** for
Palladium Fantasy® –

Cat. No. 471

- **Mutant**

Underground™ for

Heroes Unlimited™ –

Cat. No. 520

- **Rifts® Mercenaries**

– Cat. No. 813

- **Rifts® Splynn**

Dimensional Market

™ – Cat. No. 836

- **Rifts® Free**

Quebec™ – Cat.

No. 837

- **Rifts® Three**

Galaxies™ – Cat.

No. 851

- **Rifts® Black Vault**
™ – Cat. No. 855

- **Rifts® Triax™ 2** –
Cat. No. 881

- **Rifts® Sourcebook**
2: The
Mechanoids® –
Cat. No. 805

- **Rifts® Coalition**

Wars® 4:

Cyber-Knights™ —

Cat. No. 842

**New Rifts®
Miniatures**

The following new
Rifts® miniatures
have never before
been released by
Palladium Books.

- Approximately 28 mm in size.

- Each figure is an unpainted, pewter miniature. Some assembly and cleaning may be required.

- Sold as a single, individual figure in a plastic bag and comes with a black, 30 mm or 40 mm plastic base.

- Prices vary according to size,

but range from
\$6-12 retail.

- Sorry, not
currently available
in stores. *Avail
able only from
Palladium Books.*

□ **MI8021** – **Rifts®**
Shadow Beast –
\$12.00

□ **MI8022 – Rifts®**

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Some, like the *Glitter Boy*,
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for as much as
\$50-\$120. They
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- Approximately 25 mm in size.

- Each figure is an unpainted, pewter miniature. Some assembly and cleaning may be required.

- Sold as a single, individual figure in a plastic bag and comes with a black, 30 mm or 40 mm plastic base.

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