

Personalities And Things That Go Bump In The Night

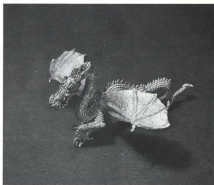
25mm Designer: Tom Meier



01-066



01-072



01-068

**TRAL
PARTHA**

Personalities and Things That Go Bump in the Night

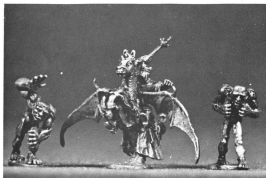
25mm

Designer: Tom Meier

Code #	Description	Price
01-001	Evil Wizard, casting spell	.85*
01-002	Super Hero, on Super Heavy Horse, with axe	3.29
01-003	Balrog	3.29
01-004	Cleric, cloaked, with staff	.85*
01-005	Winged Gremlin	.85*
01-006	Patriarch	.85*
01-007	Serpent Creeper	.85*
01-008	Zaftig Maiden	.85*
01-009	Barbarian Hero	.85*
01-010	Hill Troll	1.79
01-011	Vallor, Warrior of the Gods	.85*
01-012	Vallor, Captain	.85*
01-013	Assassin	.85*
01-014	Vampire (Count Dracula)	.85*
01-015	Super Hero, with axe (dismounted 002)	.85*
01-016	Beowulf (Nordic Hero)	.85*
01-017	Pegasus, with rider	3.98
01-018	Adventuress	.85*
01-019	Angel of Death	2.49
01-020	Mummy	.85*
01-021	Elf Princess	.85*
01-022	Elf Lord	.85*
01-023	Shield Maiden	.85*
01-024	"Foregum" Super Hero, bare-chested	.85*
01-025	Super Hero, in plate armor, on Super Heavy Horse	3.29
01-026	Adventuress, on horseback	2.49
01-027	Mounted Ranger	2.49
01-028	Gremlin War Party (3)	3.29
01-029	Sorceress	.85*
01-030	Wraith	.85*
01-031	Dwarf Lord	.85*
01-032	Centaur w/ bow & spear	2.49
01-033	Satyr (Pan)	.85*
01-034	Land Dragon, with Captain	3.29
01-035	Land Dragon, with Lancer	3.29
01-036	Witch	.85*
01-037	Monk	.85*
01-038	Sprite War Band (4)	2.49
01-039	Imp War Party (3)	2.49
01-040	Were Bear	2.49
01-041	Wind Lord	1.79
01-042	Paladin (dismounted)	.85*
01-043	Armored Knight (dismounted)	.85*

Code #	Description	Price
01-044	Rooman War Party (3)	2.49
01-045	Earth Demon (Elemental)	3.98
01-046	Undead War Band (3)	3.29
01-047	Armored Centaur	2.49
01-048	Demon of Evil Law	1.79
01-049	Tree Shepherd	3.29
01-050	Wyvern	.85*
01-051	Griffon	1.79
01-052	Hill Giant	3.98
01-053	Siren	.85*
01-054	Ghoul	.85*
01-055	Enchantress	.85*
01-056	Enchanter	.85*
01-057	Frost Giant	3.98
01-058	Bard	.85*
01-059	Fire Giant	3.29
01-060	Dungeon Lady, with pet dragon	.85*
01-061	Were Wolf	.85*
01-062	Trill (2)	3.29
01-063	True Troll (2)	3.29
01-064	Air Elemental	1.79
01-065	Demon	3.29
01-066	Necromancers (3)	3.29
01-067	Hecatron	3.29
01-068	Dragon	6.49
01-069	Djinn (2)	3.29
01-070	Dwarves (4)	3.29
01-071	Unicorn, with Princess Rider	3.29
01-072	Cold Drake (Dragon)	6.49
01-073	Clerics (3)	3.29
01-074	Ligard and Wraith Rider	3.98
01-075	Barbarian Heroes (3)	3.98
01-076	Elvin Personalities (4)	3.98
01-077	Female Demons (3)	3.29
01-078	Hillmen (3)	3.98
01-079	Heroines (3)	3.98
01-080	Lizard & Rider	3.29
01-081	Armored Balrog	3.98
01-082	Black Prince, mounted on armored horse	3.29
01-083	War Dragon with Knight	7.98
01-084	Evil Lord on litter w/bearers	7.98
01-085	Amazons (3)	3.98
01-086	Winged Beast w/rider	3.98
01-087	Female Creatures (3)	3.29
01-088	Golems Iron & Clay (2)	3.29
01-089	Witch King on Flying Charger	3.98

*dealers and distributors must purchase in units of 10, at \$8.50 per unit.



01-088

01-089

01-088

"Personalities" Sets

Code # Each Set Contains One of the Following: Price

01-201	001 — 004 — 006 — 037	3.29
01-202	036 — 053 — 055 — 056	3.29
01-203	014 — 020 — 054 — 061	3.29
01-204	009 — 015 — 016 — 024	3.29
01-205	011 — 012 — 041	3.29
01-206	008 — 018 — 021 — 023	3.29
01-207	022 — 031 — 042 — 043	3.29
01-208	026 — 027	3.29
01-209	005 — 007 — 033 — 013	3.29
01-210	040 — 047	3.98
01-211	010 — 041 — 048	3.98
01-212	050 — 051 — 019	3.98
01-213	031 — 048 — 005	3.29
01-214	029 — 055 — 060 — 058	3.29
01-215	001 — 030 — 054 — 061	3.29

REAL PARTHA

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 Authorized Canadian Agents: RAFM Co., Box 62, Paris, Ont. N3L 3E5
 Winner of the 1980 "H. G. Wells Award" for Best Fantasy/SF Figures

Fantasy Collector Series

25mm

Designer: Tom Meier



02-069



02-068

02-065

02-060

02-064



02-009

02-014



02-038

02-034



02-016

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02-003

02-008

Elves

Code #	Description	Price
02-001	Wood Elf, with bow	3.69
02-002	Wood Elf, with bow and sword	3.69
02-003	Wood Elf, firing bow	3.69
02-004	Wood Elf, with pike	3.69
02-005	Wood Elf Cavalry, with spear	3.98
*02-006	Sea Elf, upright pike	3.69
*02-007	Sea Elf, advancing with pike	3.69
02-008	Sea Elf, with great sword	3.69
02-009	High Elf, striking with axe	3.69
02-010	High Elf, with sword	3.69
02-011	High Elf, advancing with sword	3.69
02-012	High Elf, with spear	3.69
02-014	High Elf, firing bow	3.69
02-015	High Elf Cavalry, with great sword	3.98
02-016	Elf Horse Archer	3.98
02-019	Elfin Command Group	3.98
02-021	Deep Elf, firing bow	3.69
02-023	Deep Elf, with halberd	3.69
02-025	Deep Elf Cavalry, with lance	3.98

Dwarves

Code #	Description	Price
02-031	Dwarf, striking with spear	3.69
02-033	Dwarf w/two handed axe	3.69
02-034	Dwarf, with two-handed sword	3.69
02-035	Dwarf, striking with axe	3.69
02-036	Dwarf, striking with hammer	3.69
02-037	Dwarf, striking with mattock	3.69
02-038	Dwarf, with crossbow	3.69
02-039	Dwarf Command Group	3.98

Goblins

Code #	Description	Price
02-050	Goblin-Imp, with sword (8)	3.69
02-051	Goblin-Imp, advancing with spear (8)	3.69
02-052	Goblin-Imp, in wolfskin, with sword (8)	3.69
02-053	Goblin-Imp, throwing spear (8)	3.69
02-054	Goblin-Imp, with halberd (8)	3.69
02-055	Goblin-Imp, archer (8)	3.69
02-060	Goblin, with scimitar and shield	3.69
02-061	Goblin, with mace and chain	3.69
02-062	Armored Goblin Archer	3.69
02-063	Goblin Archer, loading	3.69
02-064	Goblin Archer, firing	3.69
02-065	Goblin, sword, armored	3.69
02-066	Goblin, with two-handed axe	3.69
02-067	Goblin, with club	3.69
02-068	Goblin, with halberd	3.69
02-069	Goblin Command Group	3.98
02-070	Giant Goblin, with spear overhead	3.69
02-072	Giant Goblin, with sword	3.69
02-073	Giant Goblin, with spear	3.69
02-075	Giant Goblin, with mace	3.69
02-079	Giant Goblin, Command Group	3.98
02-090	Great Wolf	3.98
02-093	Wolf Rider & wolf, with javelin (4)	3.98
02-094	Wolf Rider & wolf, with bow (4)	3.98
02-095	Wolf Rider & wolf, with sword (4)	3.98
02-096	Wolf Rider & wolf, with spear (4)	3.98

*These figures come with the Ral Partha special tipped spear.

Armies of Myth And Legend

15mm

Designer: Dennis Mize

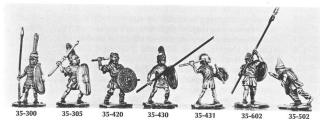


05-151

Code #	Description	Price
05-111	Forces of Law High Command (15)	3.98
05-151	Forces of Chaos High Command	3.98
05-211	Wood Elves, with bows (18)	3.98
05-215	Elven Command (16)	3.98
05-231	High Elves (18)	3.98
05-311	Armored Dwarves (18)	3.98
05-511	Light Barbarians (18)	3.98
05-512	Light Barbarians (18)	3.98
05-513	Barbarian Cavalry (9)	3.98
05-515	Barbarian Command (16)	3.98
05-521	Light Barbarian Infantry (18)	3.98
05-611	Light Goblins (18)	3.98
05-612	Light Goblins with bows (18)	3.98
05-621	Medium Goblins, with spears, swords and axes(18)	3.98
05-651	Man-Goblins, with swords, spears and two-handed swords (18)	3.98
05-655	Man-Goblin Command Group (16)	3.98

The Hoplites

25 mm Designer: Tom Meier



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Greece

Code #	Description	Price
35-010	Command Group	3.98
*35-100	Elite Hoplite, thrusting with spear	3.49
*35-101	Elite Hoplite, with spear, in reserve	3.49
*35-102	Hoplite, crouching to receive cavalry	3.49
*35-110	Lacedaemonian Hoplite (Spartan), in reserve	3.49
*35-111	Lacedaemonian Hoplite, draped shield, in reserve	3.49
*35-120	Theban Hoplite, naked, 4th rank	3.49
*35-130	Illyrian Hoplite, 3rd rank	3.49
*35-140	Corinthian Hoplite, spear across chest	3.49
*35-150	Attic Hoplite, marching order	3.49
*35-151	Attic Hoplite, thrusting with spear	3.49
35-160	Cretan Archer	3.49
35-170	Peltast, throwing javelin	3.49
35-171	Thracian Peltast, advancing	3.49
35-180	Heavy Cavalry, scale cuirass	3.98
35-190	Medium Cavalry	3.98

Persia

Code #	Description	Price
35-200	Immortal Spearman, in line, attacking	3.49
*35-201	Royal Guard, with spear	3.49
35-202	Immortal Archer	3.49
35-205	Persian Swordsman, swinging sword	3.49
35-210	Elite Phrygian Axman, attacking	3.49
35-215	Median Spearman, attacking	3.49
35-220	Anatolian Swordsman, with pointed hat, swinging sword	3.49
35-250	Heavy Persian Cavalry	3.98
35-270	Light Persian Cavalry	3.98
35-275	Sythian Horse Archer, firing bow	3.98

Republican Rome

Code #	Description	Price
35-030	Command Group	3.98
35-300	Triaria, with Pilum	3.49
35-301	Triaria, slashing with short sword	3.49
35-305	Hastati/Principles, throwing pilum	3.49
35-306	Hastati/Principles, thrusting	3.49
35-307	Hastati/Principles, advancing	3.49
35-310	Velites, throwing javelin	3.49
*35-320	Italian Ally, thrusting spear	3.49
35-340	Auxiliary Slinger	3.49
35-341	Asian Archer, firing	3.49
35-350	Roman Cavalry	3.98
35-360	Allied Light Cavalry	3.98

*These figures come with the Ral Partha special tipped spear.

Carthage

Code #	Description	Price
35-040	Command Group	3.98
*35-400	Citizen Spearman, advancing	3.49
*35-401	Citizen Spearman, attacking	3.49
35-410	African Ally, advancing with spear	3.49
35-420	Spanish Infantry, throwing javelin	3.49
35-421	Spanish Spearman, attacking	3.49
*35-430	Lybian Spearman, advancing	3.49
35-431	Lybian, throwing javelin	3.49
35-440	Balearic Slinger	3.49
35-450	Citizen Cavalry, thrusting spear	3.98
35-451	Citizen Cavalry, holding spear	3.98
35-460	Spanish Cavalry	3.98
35-470	Numidian Cavalry	3.98

Gaul

Code #	Description	Price
35-050	Command Group	3.98
35-500	Spearman, thrusting	3.49
35-501	Swordsman, striking overhead	3.49
35-502	Swordsman, advancing	3.49
35-503	Skirmisher, throwing javelin	3.49
35-504	Swordsman, striking overhead	3.49
35-505	Archer	3.49
35-550	Cavalry, charging	3.98

Macedonia

Code #	Description	Price
35-060	Command Group	3.98
*35-600	Phalangite, 1st rank, pike leveled	3.49
*35-601	Phalangite, 2nd rank, pike raised	3.49
*35-602	Phalangite, 3rd rank, pike at ready	3.49
*35-610	Hypaspist	3.49
35-620	Staff Slinger	3.49
35-650	Companion Cavalry	3.98

*These figures come with the Ral Partha special tipped spear.

1200 A.D.

25 mm Designer: Tom Meier



42-204

42-206



42-151

42-142

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Code #	Description	Price
42-101	Viking, swinging axe	3.49
42-103	Viking, throwing spear	3.49
42-106	Viking Archer	3.49
42-107	Viking, swinging sword	3.49
42-108	Viking, striking with axe	3.49
42-111	Viking, striking with two-handed sword	3.49
42-115	Norman Knight, on charging horse	3.98
42-121	English Longbowman	3.49
42-122	English Foot Knight	3.49
*42-123	English Pikeman	3.49
42-125	English Knight, with sword, on galloping horse	3.98
42-129	English Man-At-Arms, with sword	3.49
42-142	German Foot Knight, swinging mace	3.49
42-151	French Foot Knight	3.49
42-152	French Man-At-Arms, with sword	3.49
42-153	French Man-At-Arms, with spear	3.49
42-154	French Crossbowman	3.49
42-155	French Knight, with lance, on galloping horse	3.98
42-156	Crossbowman, on horseback	3.98
42-160	Spanish Armored Infantry, with sword	3.49
42-161	Spanish Armored Infantry, with hand and a half sword ..	3.49
42-165	Catalian Archer	3.49
42-166	Spanish Cavalry, with lance	3.98
42-167	Spanish Cavalry, striking with sword	3.98
42-168	Spanish Cavalry, with sword	3.98
42-171	Moorish Archer	3.49
42-172	Moor, with spear and shield, advancing	3.49
42-173	Moorish Archer, kneeling, firing	3.49
42-175	Moorish Cavalry, with scimitar	3.98
42-176	Moorish Cavalry, with spear	3.98
42-177	Moorish Horse Archer	3.98
*42-181	Byzantine Infantry, with spear	3.49
42-182	Varangian Guard, with two-handed axe	3.49
42-186	Byzantine Heavy Cavalry Archer	3.98
42-188	Byzantine Heavy Cavalry, with spear	3.98
42-200	Mongol Horse Archer	3.98
42-201	Mongol Medium Cavalry, with spear	3.98
42-202	Mongol Medium Cavalry, with spear	3.98
42-203	Mongol Medium Cavalry, with spear	3.98
42-204	Mongol Medium Cavalry, with mace	3.98
42-205	Mongol Heavy Cavalry, with spear	3.98
42-206	Mongol Horse Archer	3.98
42-209	Mongol Auxiliary Archer	3.49
*42-210	Mongol Auxiliary Infantry, with spear	3.49
42-211	Sung Chinese Heavy Cavalry, with spear	3.98
42-213	Sung Chinese Light Cavalry, with spear	3.98
42-214	Sung Chinese Light Cavalry, with spear	3.98
*42-215	Sung Chinese Heavy Infantry, with spear	3.49
42-216	Sung Chinese Heavy Infantry, with sword	3.49
*42-217	Sung Chinese Light Infantry, with spear	3.49
42-218	Sung Chinese Crossbowman	3.49

*These figures come with the Ral Partha special tipped spear.

The Samurai

25 mm



53-786



53-751 53-770 53-745



53-765 53-767 53-756



53-759 53-772

TRAL PARTHA

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The Samurai

25mm

Designer: Dennis Mize

Code #	Description	Price
53-745	Ninja, with sword	3.69
53-747	Ninja w/short bow	3.69
53-748	Ninja w/kusarigama	3.69
53-751	Ronin, with sword	3.69
*53-752	Ronin, with spear	3.69
53-753	Ronin w/naginata	3.69
53-756	Ashigaru, with sword	3.69
*53-757	Ashigaru, with spear	3.69
53-758	Ashigaru w/naginata	3.69
53-759	Ashigaru, with arquebus, standing	3.69
53-761	Ashigaru w/arquebus, kneeling	3.69
53-762	Gun Shield for Arquebusier (12)	3.69
53-765	Samurai, with sword	3.69
53-767	Samurai, with sword	3.69
*53-768	Samurai, with spear	3.69
53-770	Samurai, with naginata	3.69
53-772	Samurai, with bow	3.69
53-773	Samurai, firing bow	3.69
53-775	Mounted Samurai, with spear	3.98
53-776	Mounted Samurai w/sword	3.98
53-777	Mounted Samurai, with bow	3.98
53-780	Samurai Commanders	3.69
53-786	Infantry Standards	3.69

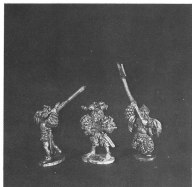
*These figures come with the Ral Partha special tipped spear.

**RAL
PARTHA**

The Condottieri

25mm

Designer: Tom Meier



54-518

54-502

54-515



54-501



54-506

54-503

54-505

54-507

TRIAL PARTHA

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Authorized Canadian Agents: RAFM Co., Box 62, Paris, Ont. N3L 3E5

Winner of the 1980 "Strategists Club Award" for the Outstanding Miniature Figure Line

The Condottieri

25mm Designer: Tom Meier

Code #	Description	Price
Swiss		
54-490	Swiss Command	3.98
54-491	Swiss Pikeman	3.69
54-492	Swiss Pikeman	3.69
54-493	Swiss Pikeman	3.69
54-494	Swiss Halberdier	3.69
54-495	Swiss Halberdier	3.69
54-496	Swiss Crossbowman	3.69
54-497	Swiss Crossbowman	3.69
54-498	Swiss Arquebusier	3.69
54-499	Swiss Mounted Arquebusier	3.98
Imperialists		
54-500	Officers	3.98
54-501	Standards and Musicians	3.98
54-502	Arquebusier, firing	3.69
54-503	Arquebusier, firing	3.69
54-504	Arquebusier, firing	3.69
54-505	Arquebusier, loading	3.69
54-506	Arquebusier, loading	3.69
54-507	Arquebusier, loading	3.69
54-508	Pikeman, armored, leveled pike	3.69
54-509	Pikeman, half-armored, leveled pike	3.69
54-510	Pikeman, unarmored, leveled pike	3.69
54-511	Pikeman, unarmored, raised pike	3.69
54-512	Pikeman, armored, raised pike	3.69
54-513	Pikeman, half-armored, raised pike	3.69
54-514	Halberdier, half-armored, attacking	3.69
54-515	Halberdier, armored, attacking	3.69
54-518	Swordsman, with great sword, attacking	3.69
54-519	Swordsman, with great sword, attacking	3.69
54-520	Reiter, firing pistol	3.98
54-522	Mounted Arquebusier	3.98
54-523	Lancer, firing pistols	3.98
54-524	Gendarme, with plume, on rearing horse	3.98
54-525	Gendarme, on rearing horse	3.98
54-526	Imperial Stradio	3.98
Turks		
54-600	Household Spahi	3.98
54-601	Turkish Spahi	3.98
54-603	Dellis	3.98
54-606	Jannissary Arquebusier	3.69
54-607	Jannissary Pikeman	3.69
54-608	Turkish Archer	3.69
54-609	Turkish Spearman	3.69
54-610	Turk w/scimitar & buckler	3.69
54-611	Iyalar w/sword	3.69
54-619	Turkish Mounted Command	3.98



97-402



97-401

Partha Personalities

Code # Description

97-401	54mm Barbarian Hero, on carnage pile
97-402	54mm Elven Lord, in armor
97-403	54mm Berserker, striking with sword
97-404	54mm Halfling Esquire
97-405	25mm Space Drone
97-406	30mm French Foreign Legion, 1890, on guard

Dungeon Accessories

Code # Description

97-001	Shields (12)
97-002	Scrolls, Books and Wands (10)
97-003	Treasure Maps and Treasure (10)
97-006	Dungeon Accessories
97-008	The Rack with an Executioner
97-010	Female Captive slung over Horse
97-011	Female Captive slung over Land Dragon

TRAL PARTHA

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Weapons

Code #	Description
97-502	Piano-wire Greek Spears with Cast Metal Tips, 2" (12)
97-506	Casualty Caps (25)
97-507	Piano-wire decorated Spears with Cast Metal Tips 1½" (12)
97-508	Piano-wire Pikes with Cast Metal Tips, 2½" (12)
97-509	Piano-wire Tsolyanu Spears with Cast Metal Tips (12)
97-510	Piano-wire Yan Korani Spears with Cast Metal Tips (12)
97-511	Roman Swords (24)
97-512	Two-Handed Swords (24)
97-513	Striking Swords (24)
97-514	Two-Handed Viking Axes (24)
97-515	Double-Headed Axes (24)
97-516	Throwing Hatchets (24)
97-517	Crossbows (24)
97-518	Crossbows with Handles (24)
97-519	Scythes (24)