



RIAL PARTHA

H. G. Wells Award
Best Line of Historical
Wargame Figures 1978

H. G. Wells Award
Best Line of Fantasy
And Science Fiction Figures 1978

H. G. Wells Awards
Best Fantasy Figure
Origins '78

5th Annual Strategists Club Award
"Creativity in Wargaming"
Outstanding Miniature Figure Line of 1978
Fantasy & Collectors Series 25mm

6th Annual Strategists Club Award
"Creativity in Gaming"
Outstanding Miniature Figure Line
Condottieri

January 1982

Ral Partha Enterprises, Inc.
5938 Carthage Ct.
Cincinnati, Ohio 45212
513-631-7335

Figures pictured in this catalog are not necessarily shown actual size.

In 25mm lines, except where otherwise stated, all packages of infantry contain six figures, and all packages of cavalry contain three riders and three horses.

The Courier Award
Best Historical Miniature Line
Condottieri 1979

H. G. Wells Award
Best Fantasy/Science Fiction
Origins '80

H. G. Wells Award
Best Historical Figure Series
Condottieri
Pacific Origins 1980

H. G. Wells Award
Best Science Fiction
or Fantasy Figure Series
Personalities
Pacific Origins 1980

Pacific Origins
In Appreciation
1981

Designers

Personalities _____ Tom Meier
Collectors Series _____ Tom Meier
"Children of the Night" _____ Dennis Mize
Samurai _____ Dennis Mize
Condottieri _____ Tom Meier
The Adventurers _____ Tom Meier, Dennis Mize
Hoplites _____ Tom Meier
1200 A.D. _____ Tom Meier
Games _____ Tom Meier, Dennis Mize
Armies of Myth and Legend _____ Dennis Mize
Star Warriors _____ Tom Meier
Accessories and Weapons ____ Tom Meier, Dennis Mize

Personalities



01-001



01-002



01-004



01-005



01-007



01-010



01-015



01-019



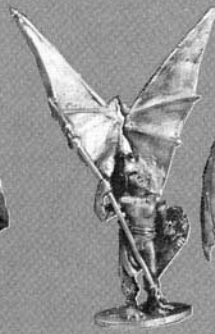
01-021



01-022



01-025



01-028





01-047



01-048



01-051



01-056



01-060



01-061



01-069



01-072



01-076



01-086



01-088

Personalities And Things That Go Bump In The Night

Code	Description	Price
01-001	Evil Wizard, casting spell	\$1.25
01-002	Super Hero, on Super Heavy Horse, with axe	3.50
01-003	Balrog	3.50
01-004	Cleric, cloaked, with staff	1.25
01-005	Winged Gremlin	1.25
01-006	Patriarch	1.25
01-007	'Serpent Creeper	1.25
01-008	Zaftig Maiden	1.25
01-009	Barbarian Hero	1.25
01-010	Hill Troll	2.50
01-011	Vallor, Warrior of the Gods	1.25
01-012	Vallor, Captain	1.25
01-013	Assassin	1.25
01-014	Vampire (Count Dracula)	1.25
01-015	Super Hero, with axe (dismounted 002)	1.25
01-016	Beowulf (Nordic Hero)	1.25



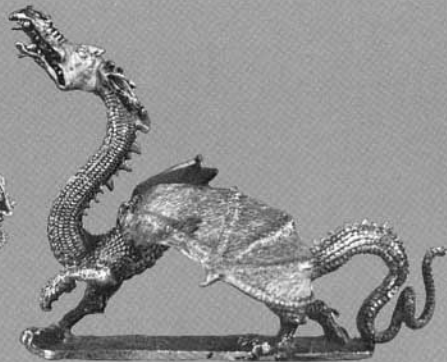
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01-065



01-067



01-068



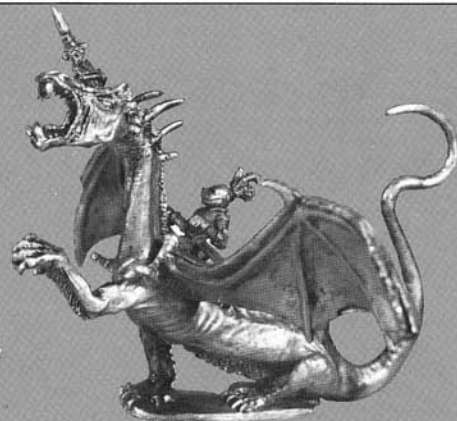
01-077



01-080



01-081



01-083

01-017	Pegasus, with rider	4.50
01-018	Adventuress	1.25
01-019	Angel of Death	3.00
01-020	Mummy	1.25
01-021	Elf Princess	1.25
01-022	Elf Lord	1.25
01-023	Shield Maiden	1.25
01-024	"Foregum" Super Hero, bare-chested	1.25
01-025	Super Hero, in plate armor, on Super Heavy Horse	3.50
01-026	Adventuress, on horseback	2.50
01-027	Mounted Ranger	2.50
01-028	Gremlin War Party (3)	3.50
01-029	Sorceress	1.25
01-030	Wraith	1.25
01-031	Dwarf Lord	1.25
01-032	Centaur Archer	2.50
01-033	Satyr (Pan)	1.25
01-034	Land Dragon, with Captain	3.50
01-035	Land Dragon, with Lancer	3.50
01-036	Witch	1.25

01-037	Monk	1.25
01-038	Sprite War Band (4)	2.50
01-039	Imp War Party (3)	3.00
01-040	Were Bear	2.50
01-041	Wind Lord	1.25
01-042	Paladin (dismounted)	1.25
01-043	Armored Knight (dismounted)	1.25
01-044	Rooman War Party (2)	2.50
01-045	Earth Demon (Elemental)	4.50
01-046	Undead War Band (3)	3.50
01-047	Armored Centaur	3.00
01-048	Demon of Evil Law	1.25
01-049	Tree Shepherd	3.50
01-050	Wyvern	1.25
01-051	Griffon	2.50
01-052	Hill Giant	4.50
01-053	Siren	1.25
01-054	Ghoul	1.25
01-055	Enchantress	1.25
01-056	Enchanter	1.25
01-057	Frost Giant	4.50



01-089



01-090



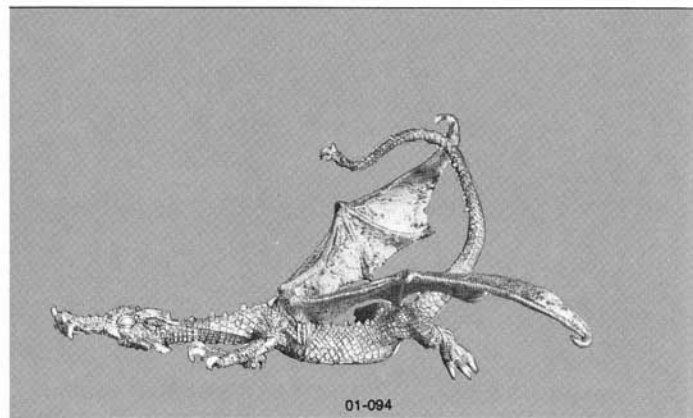
01-091



01-093



01-058	Bard	1.25
01-059	Fire Giant	3.50
01-060	Dungeon Lady, with pet dragon	1.25
01-061	Were Wolf	1.25
01-062	Trill (2)	3.50
01-063	True Troll (2)	3.50
01-064	Air Elemental	2.50
01-065	Demon	2.50
01-066	Necromancers (3)	3.50
01-067	Hecatron	3.50
01-068	Dragon	7.00
01-069	Djinn (2)	3.50
01-070	Dwarves (4)	3.50
01-071	Unicorn, with Princess Rider	3.50
01-072	Cold Drake (Dragon)	7.00
01-073	Clerics (3)	3.50
01-074	Ligard and Wraith Rider	4.50
01-075	Barbarian Heroes (3)	4.50
01-076	Elvin Personalities (4)	4.50
01-077	Female Demons (3)	3.50
01-078	Hillmen (3)	4.50
01-079	Heroines (3)	4.50
01-080	Lizard and Rider	3.50
01-081	Armored Balrog	4.50
01-082	Black Prince, mounted on armored horse	3.50
01-083	War Dragon with Knight	9.00
01-084	Evil Lord on litter w/bearers	9.00
01-085	Amazons (3)	4.50
01-086	Winged Beast w/rider	4.50
01-087	Female Creatures (3)	3.50
01-088	Golems Iron & Clay (2)	3.50
01-089	Witch King on Flying Charger	4.50
01-090	Storm Giant	4.50
01-091	Elf Hero	4.00
01-092	Servants	4.00
01-093	Anti-Paladin	4.00
01-094	The Golden Dragon	15.00



01-094

"Personalities" Sets

Code #	Each Set Contains One of the Following:	Price
01-201	001 — 004 — 006 — 037	4.00
01-202	036 — 053 — 055 — 056	4.00
01-203	014 — 020 — 054 — 061	4.00
01-204	009 — 015 — 016 — 024	4.00
01-205	011 — 012 — 041 — 005	4.00
01-206	008 — 018 — 021 — 023	4.00
01-207	022 — 031 — 042 — 043	4.00
01-208	026 — 027	4.50
01-209	005 — 007 — 033 — 013	4.00
01-210	040 — 047	4.50
01-211	010 — 041 — 048	4.50
01-212	050 — 048 — 019	4.50
01-213	031 — 048 — 005	4.00
01-214	029 — 055 — 060 — 058	4.00
01-215	001 — 030 — 054 — 061	4.00



02-001



02-002



02-003



02-004



02-005



02-006



02-007



02-008



02-009



02-010



02-011



02-012



02-014



02-015



02-020



02-021



02-023



02-026

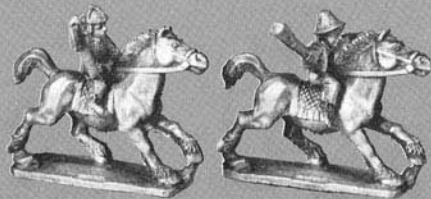


02-027



02-028





02-029



02-031



02-033



02-034



02-035



02-036



02-037



02-061



02-062



02-063



02-064



02-065



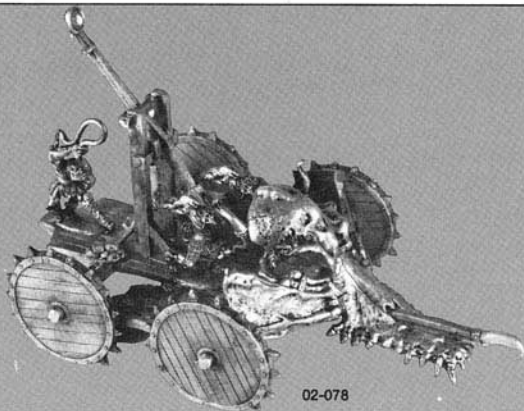
02-066



02-067



02-068



02-078

Fantasy Collector Series

Elves

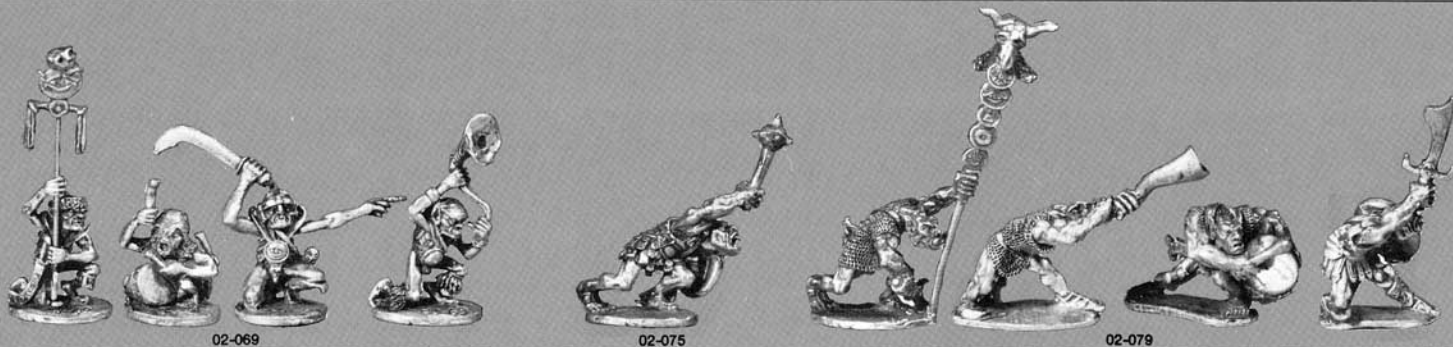
02-001	Wood Elf, with bow	4.00
02-002	Wood Elf, with bow and sword	4.00
02-003	Wood Elf, firing bow	4.00
02-004	Wood Elf, with pike	4.00
02-005	Wood Elf Cavalry, with spear	4.50
*02-006	Sea Elf, upright pike	4.00
*02-007	Sea Elf, advancing with pike	4.00

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

02-008	Sea Elf, with great sword	4.00
02-009	High Elf, striking with axe	4.00
02-010	High Elf, with sword	4.00
02-011	High Elf, advancing with sword	4.00
02-012	High Elf, with spear	4.00
02-014	High Elf, firing bow	4.00
02-015	High Elf Cavalry, with great sword	4.50
02-016	Elf Horse Archer	4.50
02-019	Elfin Command Group	4.50
02-020	Elf Chariot	10.00
02-021	Deep Elf, firing bow	4.00
02-023	Deep Elf, with halberd	4.00
02-025	Deep Elf Cavalry, with lance	4.50

Dwarves

02-026	Halflings, spears, sythes (8)	4.00
02-027	Halflings, bows, slings (8)	4.00
02-028	Halflings, axes, swords (8)	4.00
02-029	Mounted Halflings, clubs, axes (4)	4.50
02-031	Dwarf, striking with spear	4.00
02-033	Dwarf w/two handed axe	4.00
02-034	Dwarf, with two-handed sword	4.00
02-035	Dwarf, striking with axe	4.00
02-036	Dwarf, striking with hammer	4.00
02-037	Dwarf, striking with mattock	4.00
02-038	Dwarf, with crossbow	4.00
02-039	Dwarf Command Group	4.50



Goblins

02-050	Goblin-Imp, with sword (8)	4.00
02-051	Goblin-Imp, advancing with spear (8)	4.00
02-052	Goblin-Imp, in wolfskin, with sword (8)	4.00
02-053	Goblin-Imp, throwing spear (8)	4.00
02-054	Goblin-Imp, with halberd (8)	4.00
02-055	Goblin-Imp, archer (8)	4.00
02-060	Goblin, with scimitar and shield	4.00
02-061	Goblin, with mace and chain	4.00
02-062	Armored Goblin Archer	4.00
02-063	Goblin Archer, loading	4.00
02-064	Goblin Archer, firing	4.00
02-065	Goblin, sword, armored	4.00
02-066	Goblin, with two-handed axe	4.00
02-067	Goblin, with club	4.00
02-068	Goblin, with halberd	4.00
02-069	Goblin Command Group	4.50
02-070	Giant Goblin, with spear overhead	4.00
02-072	Giant Goblin, with sword	4.00
02-073	Giant Goblin, with spear	4.00
02-075	Giant Goblin, with mace	4.00
02-078	War Machine	20.00
02-079	Giant Goblin, Command Group	4.50
02-090	Great Wolf	4.50
02-093	Wolf Rider & wolf, with javelin (4)	4.50
02-094	Wolf Rider & wolf, with bow (4)	4.50
02-095	Wolf Rider & wolf, with sword (4)	4.50
02-096	Wolf Rider & wolf, with spear (4)	4.50

Collector Series Sets

02-101	Wood Elves (001, 002, 003, 004)	4.00
02-102	Sea Elves (006, 007, 008, 009)	4.00
02-103	High Elves (010, 011, 012, 014)	4.00
02-104	Deep Elves (021, 023, 025)	4.00
02-105	Elf Cavalry (005, 016)	4.00
02-106	Dwarf War Party (031, 033, 034, 035)	4.00
02-107	Dwarf War Band (036, 037, 038, 039)	4.00
02-108	Goblin-Imp War Party (050, 051, 052, 053, 054, 055)	4.00
02-109	Goblin War Band (060, 061, 062, 063, 064)	4.00
02-110	Goblin War Party (065, 066, 067, 068, 069)	4.00
02-111	Giant Goblin War Party (070, 072, 073, 075)	4.00
02-112	Wolfriider Raiding Party (094, 095, 096 on 091's)	4.00





13-001



13-002



13-003



13-007



13-008



13-012

"Children of the Night"

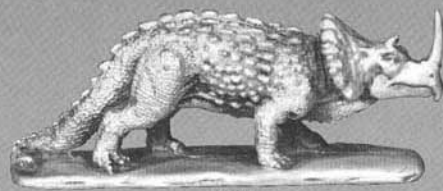
13-001	Small Cold Drake	4.50
13-002	Hill Giant	4.50
13-003	Trolls	4.50
13-004	Small Carnosaurs	4.50
13-005	Megalosaurus	4.50
13-006	Monoclonius Agathaumas	4.50
13-007	Victims	4.50
13-008	Vampire Lord Set	3.50
13-009	Voodoo Man Set	4.50
13-010	Insect Men Warriors	3.50
13-011	Lesser Demons	4.50
13-012	Manticore	4.50
13-013	Were Creatures	4.50
13-014	Slimes and Jellies	4.50
13-015	Thieves	4.50
13-016	Shadow Elf Sorcerors	4.50



13-004



13-005



13-006



13-009



13-010



13-011



13-013



13-014

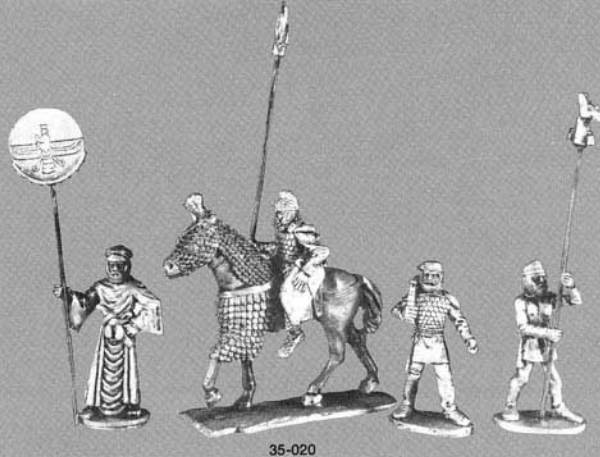


13-015



13-016





35-020



35-030

The Hoplites

Greece

35-010	Command Group	4.50
*35-100	Elite Hoplite, thrusting with spear	4.00
*35-101	Elite Hoplite, with spear, in reserve	4.00
*35-102	Hoplite, crouching to receive cavalry	4.00
*35-110	Lacedaemonian Hoplite (Spartan), in reserve	4.00
*35-111	Lacedaemonian Hoplite, draped shield, in reserve	4.00
*35-120	Theban Hoplite, naked, 4th rank	4.00
*35-130	Illyrian Hoplite, 3rd rank	4.00
*35-140	Corinthian Hoplite, spear across chest	4.00
*35-150	Attic Hoplite, marching order	4.00
*35-151	Attic Hoplite, thrusting with spear	4.00
35-160	Cretan Archer	4.00
35-170	Peltast, throwing javelin	4.00
35-171	Thracian Peltast, advancing	4.00
35-180	Heavy Cavalry, scale cuirass	4.50
35-190	Medium Cavalry	4.50

Persia

35-020	Persian Command	4.50
35-200	Immortal Spearman, in line, attacking	4.00
*35-201	Royal Guard, with spear	4.00
35-202	Immortal Archer	4.00
35-205	Persian Swordsman, swinging sword	4.00
35-210	Elite Phrygian Axman, attacking	4.00
35-215	Median Spearman, attacking	4.00
35-220	Anatolian Swordsman, with pointed hat, swinging sword	4.00
35-250	Heavy Persian Cavalry	4.50
35-270	Light Persian Cavalry	4.50
35-275	Sythian Horse Archer, firing bow	4.50

Republican Rome

35-030	Command Group	4.50
35-300	Triaria, with spear	4.00
35-301	Triaria, thrusting with short sword	4.00
35-305	Hastati/Principles, throwing pilum	4.00
35-306	Hastati/Principles, slashing with short sword	4.00
35-307	Hastati/Principles, advancing	4.00
35-310	Velites, throwing javelin	4.00
*35-320	Italian Ally, thrusting spear	4.00
35-340	Auxiliary Slinger	4.00
35-341	Asian Archer, firing	4.00
35-350	Roman Cavalry	4.50
35-360	Allied Light Cavalry	4.50

Carthage

35-040	Command Group	4.50
*35-400	Citizen Spearman, advancing	4.00
*35-401	Citizen Spearman, attacking	4.00
35-410	African Ally, advancing with spear	4.00
35-420	Spanish Infantry, throwing javelin	4.00
35-421	Spanish Spearman, attacking	4.00
*35-430	Lybian Spearman, advancing	4.00
35-431	Lybian, throwing javelin	4.00
35-440	Baleric Slinger	4.00
35-450	Citizen Cavalry, thrusting spear	4.50
35-451	Citizen Cavalry, holding spear	4.50
35-460	Spanish Cavalry	4.50
35-470	Numidian Cavalry	4.50

Gaul

35-050	Command Group	4.50
35-500	Spearman, thrusting	4.00
35-501	Swordsman, striking overhead	4.00
35-502	Swordsman, advancing	4.00
35-503	Skirmisher, throwing javelin	4.00
35-504	Swordsman, striking overhead	4.00
35-505	Archer	4.00
35-506	Naked Gaul with sword and shield (Gaesati)	4.00
35-507	Armored Gaul with spear and shield	4.00
35-550	Cavalry, charging	4.50
35-551	Mounted armored Gaul with sword	4.50
35-552	Mounted armored Gaul with spear	4.50

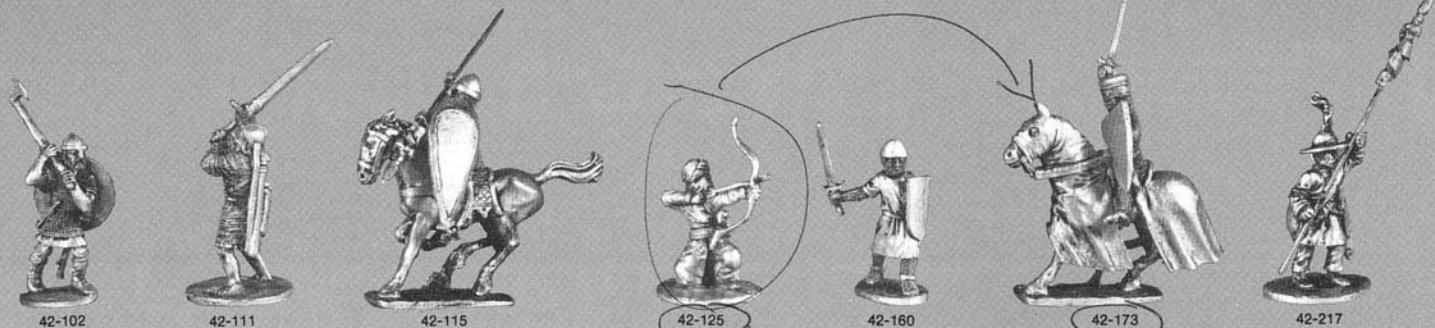
Macedonia

35-060	Command Group	4.50
*35-600	Phalangite, 1st rank, pike leveled	4.00
*35-601	Phalangite, 2nd rank, pike raised	4.00
*35-602	Phalangite, 3rd rank, pike at ready	4.00
*35-610	Hypaspist	4.00
35-620	Staff Slinger	4.00
35-650	Companion Cavalry	4.50

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

Packages of infantry contain six figures.

Packages of cavalry contain three figures and three horses.



1200 A.D.

42-101	Viking, swinging axe	4.00
42-102	Viking, with axe	4.00
42-103	Viking, throwing spear	4.00
42-106	Viking Archer	4.00
42-107	Viking, swinging sword	4.00
42-108	Viking, striking with axe	4.00
42-111	Viking, striking with two-handed sword	4.00
42-115	Norman Knight, on charging horse	4.50
42-121	English Longbowman	4.00
42-122	English Foot Knight	4.00
42-123	English Pikeman	4.00
42-125	English Knight, with sword, on galloping horse	4.50
42-128	English Man-At-Arms, with sword	4.00
42-129	English Man-At-Arms, with axe	4.00
42-131	Scottish Warrior, in hooded cloak, with axe	4.00
42-132	Scottish Man-At-Arms, with axe	4.00
42-133	Scottish Pikeman, advancing	4.00
42-134	Scottish Archer, running	4.00
42-135	Scottish Knight, with axe, on horse	4.50
42-142	German Foot Knight, swinging mace	4.00
42-151	French Foot Knight	4.00
42-152	French Man-At-Arms, with sword	4.00
42-153	French Man-At-Arms, with spear	4.00
42-154	French Crossbowman	4.00
42-155	French Knight, with lance, on galloping horse	4.50
42-156	Crossbowman, on horseback	4.50
42-157	French Man-At-Arms, with spear	4.00
42-160	Spanish Armored Infantry, with sword	4.00
42-161	Spanish Armored Infantry, with hand and a half sword	4.00
42-165	Catalian Archer	4.00
42-166	Spanish Cavalry, with lance	4.50
42-167	Spanish Cavalry, striking with sword	4.50
42-168	Spanish Cavalry, with sword	4.50
42-171	Moorish Archer	4.00
42-172	Moor, with spear and shield, advancing	4.00
42-173	Moorish Archer, kneeling, firing	4.00
42-175	Moorish Cavalry, with scimitar	4.50
42-176	Moorish Cavalry, with spear	4.50
42-177	Moorish Horse Archer	4.50
42-181	Byzantine Infantry, with spear	4.00
42-182	Varangian Guard, with two-handed axe	4.00
42-186	Byzantine Heavy Cavalry Archer	4.00

42-200	Mongol Horse Archer	4.50
42-201	Mongol Medium Cavalry, with spear	4.50
42-202	Mongol Medium Cavalry, with spear	4.50
42-203	Mongol Medium Cavalry, with spear	4.50
42-204	Mongol Medium Cavalry, with mace	4.50
42-205	Mongol Heavy Cavalry, with spear	4.50
42-206	Mongol Horse Archer	4.50
42-209	Mongol Auxillary Archer	4.00
42-210	Mongol Auxillary Infantry, with spear	4.00
42-211	Sung Chinese Heavy Cavalry, with spear	4.50
42-213	Sung Chinese Light Cavalry, with spear	4.50
42-214	Sung Chinese Light Cavalry, with spear	4.50
42-215	Sung Chinese Heavy Infantry, with spear	4.00
42-216	Sung Chinese Heavy Infantry, with sword	4.00
42-217	Sung Chinese Light Infantry, with spear	4.00
42-218	Sung Chinese Crossbowman	4.00

1200 A. D. Sets

42-901	Viking Raiders I	4.00
42-902	Viking Raiders II	4.00
42-903	English Men-at-Arms	4.00
42-904	French Men-at-Arms	4.00
42-905	Spaniard & Moors	4.00
42-906	Byzantines & Mongol Infantry	4.00
42-907	Chinese Infantry	4.00
42-908	Foot Knights	4.00
42-909	Norman & English Knights	4.00
42-910	French Knight & Mounted Crossbowman	4.00
42-911	Spanish Knights	4.00
42-912	Moorish Cavalry	4.00
42-913	Mounted Spaniard & Moor	4.00
42-914	Byzantine Cavalry	4.00
42-915	Mongols I	4.00
42-916	Mongols II	4.00
42-917	Mongols III	4.00
42-918	Mongol & Chinese Heavy Cavalry	4.00
42-919	Chinese Light Cavalry	4.00

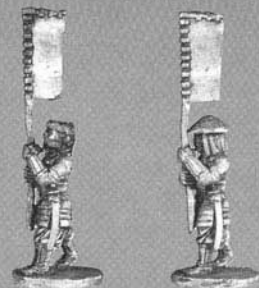
In the 1200 A.D. sets, each package contains four infantry or two riders with



53-777



53-780



53-786



53-745

53-752

53-761

53-772

The Samurai

53-745	Ninja, with sword	4.00
53-747	Ninja with short bow	4.00
53-748	Ninja with kusarigama	4.00
53-751	Ronin, with sword	4.00
53-752	Ronin, with spear	4.00
53-753	Ronin with naginata	4.00
53-756	Ashigaru, with sword	4.00
53-757	Ashigaru, with spear	4.00
53-758	Ashigaru with naginata	4.00
53-759	Ashigaru, with arquebus, standing	4.00
53-761	Ashigaru with arquebus, kneeling	4.00
53-762	Gun Shield for Arquebusier (12)	4.00
53-765	Samurai, with sword	4.00
53-767	Samurai, with sword	4.00
53-768	Samurai, with spear	4.00
53-770	Samurai, with naginata	4.00
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The Adventurers



98-001



The Condottieri

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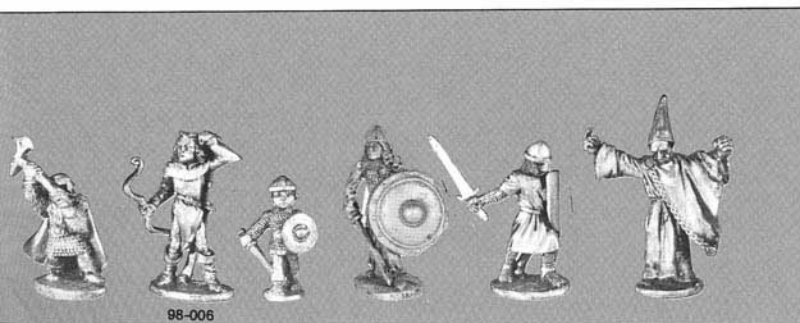
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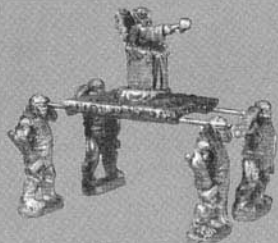
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