

FACT AND FANTASY 1987



TRAL
PARTHA

5938 Carthage Court
Cincinnati, Ohio 45212

\$2.00

TM

Contents

01	Personalities	3
02	Fantasy Armies	9
02	Player Characters	9
02	Monsters	11
02	All Things Dark and Dangerous	11
10	Boxed Sets	11
10	Collector Sets	13
13	Children of the Night	15
18	Runequest	15
20	Spies	15
20	20's & 30's Adventurers	15
20	Soldiers and Survivors	15
20	Battletech	15
25	Army CORE Packs	17
31	Fiend Factory	17
32	Fantasy Specials	17
33	Denizen Dwarves	17
34	Orcs	17
35	The Hoplites	19
36	Denizen "Legion of the Damned"	19
36	Skeletons	19
37	"Shogun Hard Guys"	19
39	Denizen Fantastic Adventurers	19
42	1200 A.D.	21
53	Samurai	21
53	Bushido	23
54	The Condottieri	23
77	Partha Paints	23
88	Colonials	23
96	Elfquest	25
98	The Adventurers	25
V	M.I.A.'s	26
FA	Fantasy Adventurers	27
FTF	Fantasy Tribe Fighters	27
WF	Wierd Fantasy	27

March 1987

Designers

Bob Charrette
Julie Guthrie
Tom Meier
Dennis Mize
Chub Pearson

Cover Illustration by Douglas Mize

Interior Art by Douglas Mize
William Neff

The following trademarks are used under exclusive license:

Battletech™ is a registered trademark of FASA Corporation.

Lost Worlds™ is a registered trademark of Nova Games, Inc.

Bushido™ is a registered trademark of Fantasy Games Unlimited, Inc.

Elfquest™ is a registered trademark of WaRP Graphics, Inc.

Runequest™ is a trademark of the Avalon Hill Game Company

Ral Partha often reworks existing figures. This is an ongoing process of improving the figures in our lines, and in fact, some of the figures pictured here might be remade during 1987. We reserve the right to make these necessary changes.

Ral Partha figures are generally scaled to 25 m.m., and are pictured smaller than actual size.

Although some figures pictured are painted with Partha Paints, all Ral Partha figures are sold as unfinished castings.

Some figures may require assembly.

Catalog prices are subject to change.

Ral Partha figures contain LEAD and should not be chewed or swallowed. Not suitable for children under 10 years of age.

Ral Partha Enterprises, Inc.

5938 Carthage Court • Cincinnati, Ohio 45212
Toll Free 1 (800) 543-0272 • In Ohio 1 (513) 631-7335



Ral Partha, The "Undead" Company



01-001 01-002 01-003 01-004



01-012 01-013 01-015 01-017 01-018 01-019



01-028 01-030 01-031 01-032



01-041 01-042 01-043 01-045 01-047 01-050



01-066 01-067 01-068



01-083 01-084

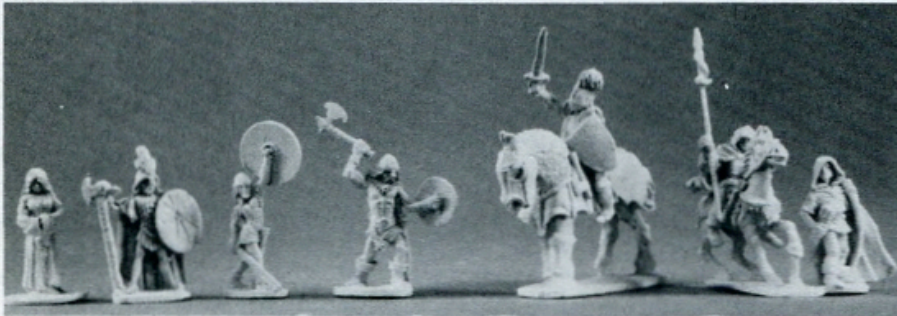
RAL PARTHA

Personalities

Reap the harvest of Tom Meier's fertile imagination as you choose from among high priests, witches, wizards, dragons, champions — all the creatures of your fantasies.



01-005 01-007 01-009 01-010 01-011



01-021 01-022 01-023 01-024 01-025 01-027



01-035 01-037 01-038 01-040



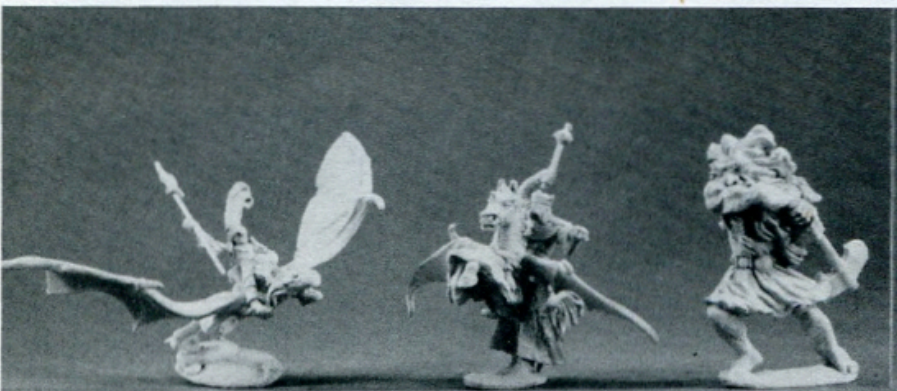
01-051 01-052 01-056 01-057 01-059 01-060



01-069 01-071 01-072



01-073 01-081 01-082



01-086 01-089 01-090

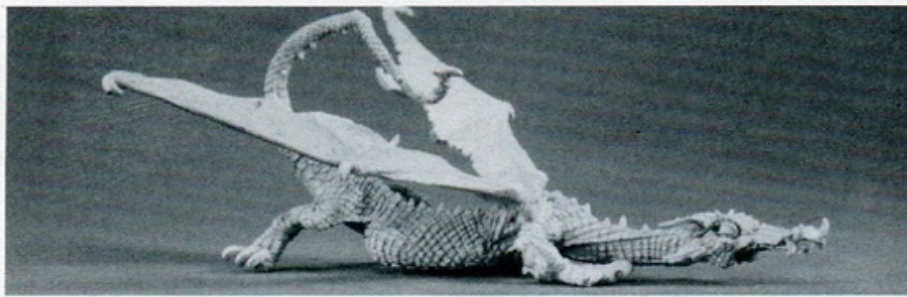


01-091 01-093

01-040	Were Bear	2.50
01-041	Wind Lord	1.25
01-042	Paladin (dismounted)	1.25
01-043	Armored Knight	1.25
01-045	Earth Daemon (Elemental)	4.50
01-047	Armored Centaur	3.00
01-050	Wyvern	1.25
01-051	Griffon	2.50
01-052	Hill Giant	4.50
01-056	Enchanter	1.25
01-057	Frost Giant	4.50
01-059	Fire Giant	3.50
01-060	Dungeon Lady, with pet dragon	1.25
01-066	Necromancers (3)	3.50
01-067	Hecatron	3.50
01-068	Dragon	7.00
01-069	Djinn (2)	3.50
01-071	Unicorn, with Princess Rider	3.50
01-072	Cold Drake (Dragon)	7.00
01-073	Clerics (3)	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 with bearers	9.00
01-086	Winged Beast with rider	4.50
01-089	Witch King on Flying Charger	4.50
01-090	Storm Giant	4.50
01-091	Elf Hero, mounted and on foot	4.00
01-093	Anti-Paladin, mounted and on foot	4.00



01-007
Winged
Serpent



01-094



01-095

01-096

01-097

01-099



01-105

01-106

01-107



01-108

01-109

01-112

01-114



01-122

01-124



01-125

01-126



01-128



01-129

01-130

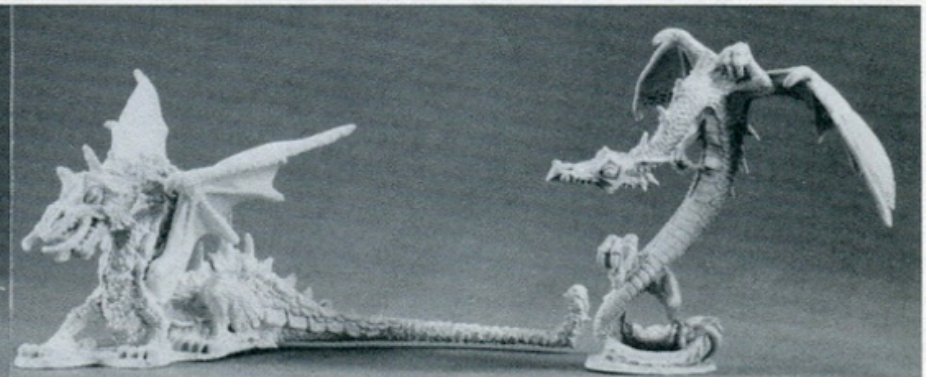
01-131



01-135

01-136

01-137



01-138

01-139



01-144

01-145

01-146



01-147

01-148

01-149

01-150

RAL PARTHA



01-101

01-102

01-103



01-115

01-120



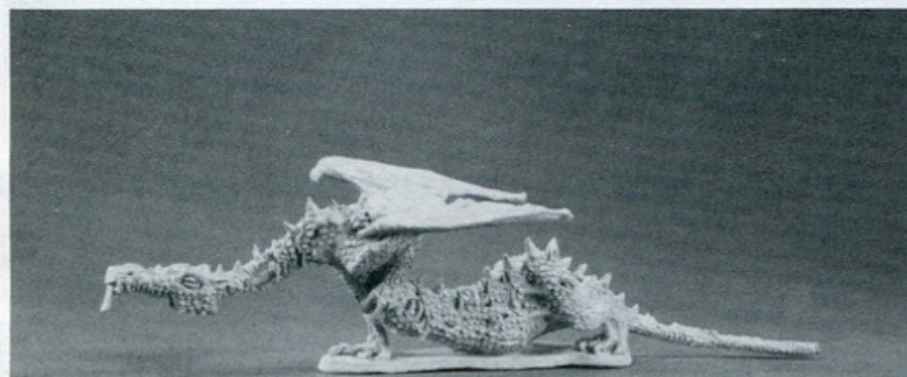
01-127



01-132

01-133

01-134



01-140



01-141

01-142

01-143



01-151

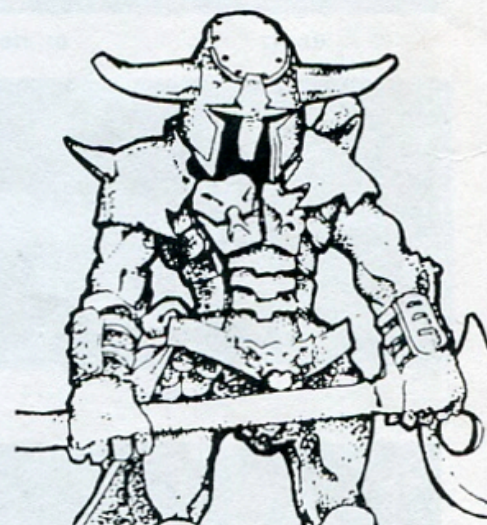
01-152

01-153



01-154

- 01-094 The Golden Dragon . . . 15.00
- 01-095 Jabberwock 4.50
- 01-096 Hippogriff 4.00
- 01-097 Grendel 2.50
- 01-099 Armored Giant mounted on War Elephant 6.00
- 01-101 Mechanical Knight, mounted and on foot 4.00
- 01-102 Highwayman, mounted and on foot 4.00
- 01-103 Bugbears (3) 4.00
- 01-105 Three-Headed Troll . . . 4.00
- 01-106 Half Elves (4) 4.50
- 01-107 Briarose Knight mounted on Bumblebee, Knight on foot 4.50
- 01-108 Titan 4.50
- 01-109 Cloud Giant 7.00
- 01-112 Paladin, mounted and on foot 4.00
- 01-114 Thieves (4) 4.50
- 01-115 Half Orcs (4) 4.50
- 01-120 Cutthroats (4) 4.50
- 01-122 Bandersnatch and Jub Jub Bird 4.00
- 01-124 Warriors of Chaos (4) . . . 4.50
- 01-125 Champion of Chaos, mounted and on foot 4.00
- 01-126 Lord of Chaos, mounted and on foot 4.00
- 01-127 The Black Prince's Chariot of Fear 15.00
- 01-128 Brigands' Treasure Caravan 7.00
- 01-129 Celestial Dragon (red copper Dragonscale™ creme included) 7.00
- 01-130 Guardian Knights (2) . . . 2.50
- 01-131 Lawful Brothers of Eaglesborne (2) 2.50
- 01-132 The Chaotic Ones (2) . . . 2.50
- 01-133 Guardians of Doom (2) 2.50
- 01-134 Lawful Fighting Companions (2) 2.50
- 01-135 Lawful Swordmasters (2) . . . 2.50
- 01-136 Chaotic Knights Of The Doom Legion (2) . . . 2.50
- 01-137 Chaotic Knights Of The Skull (2) 2.50
- 01-138 Black Dragon 8.00
- 01-139 Blue Dragon (dark blue Dragonscale™ creme included) 7.00
- 01-140 Undead Dragon 8.00
- 01-141 The Black Prince's Orc Guard (2) 2.50
- 01-142 The Black Prince's Elite Guardsmen (2) 2.50
- 01-143 Malkotian Spearmen (2) 2.50
- 01-144 Black Falmyrian Guard Cavalry (1) 3.00
- 01-145 Black Falmyrian Champion 1.25
- 01-146 Forest Dragon 8.00
- 01-147 Boarak, mtd. Death Rider of Chaos 3.00
- 01-148 Perfidon, mtd. Knight of the Chaos Lords . . . 3.00
- 01-149 Mounted Chaos Knight 3.00
- 01-150 Mounted Chaos Knight (b) 3.00
- 01-151 Sea Dragon 8.00
- 01-152 Amazon Temple Guard (2) 2.50
- 01-153 Amazon Guard Cavalry (1) 2.50
- 01-154 Amazon Slave Chariot 7.00





01-301

01-302

01-303



01-304

01-305



01-309

01-310

01-311



01-312

01-313

01-314



01-317

01-318

01-319

01-320

01-321

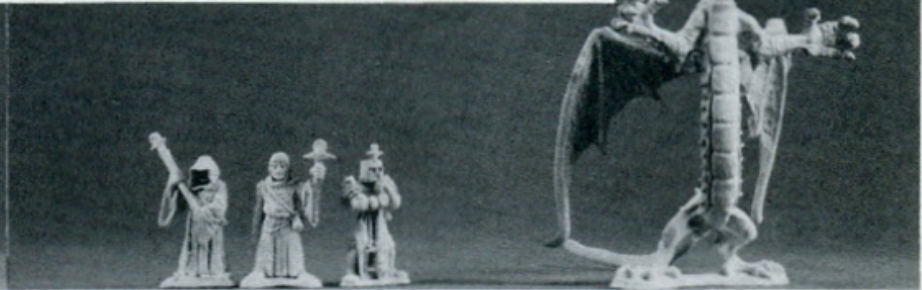


01-327



01-324

01-325



01-326



01-332

01-333



01-334

01-335

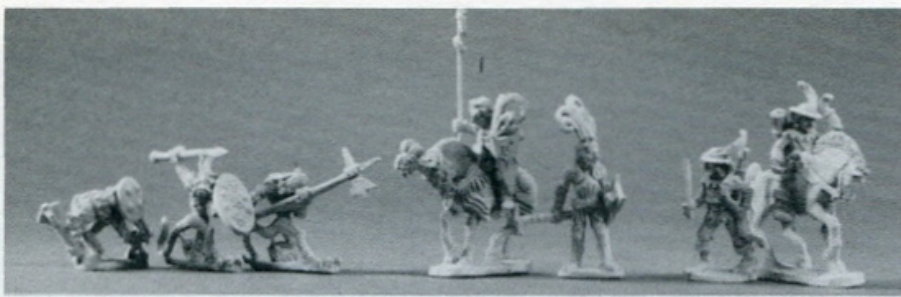
THE INDIVIDUAL AND UNIT STATISTICS BELOW ARE FOR

TROOPS

	Armor	Move (")	Modifier	troop
Korg's Orcs				
foot knights (orc)	3	6	+1	48
foot yeomen	2	8	+0	24
foot peasant	2	8	-1	12
foot yeomen archers	2	8	+0	36
foot peasant archers	2	8	-1	24
mounted yeomen (wargs)	2	12	+1	24
mounted peasants (wargs)	2	12	+0	18
Fangs of Fury				
foot knights (beastmen)	3	6	+1	60
with unit standard				2

Name	Rank	Type	Armor	Magick	Prowess	Vitality	Move (")	Cost	Fantasy
Korg (orc)	2	champion army leader	3	1*	4	2	8	free	2
Bung (orc)	1	champion colonel of orcs	3	1*	2	1	8	4	1
Br'n (beastman)	3	champion captain of Fangs of Fury	3	2*	6	3	8	2	3
Staridrim, mounted (elf)	**	drow elf captain to his retainers functions as Rank 1 wizard	4	3*	6	3	12	2 2	5
Weg (orc)	2	wizard	2	4	2	2	8		8
Slasher		grendel	3	1*	4	4	8		5
Krum		giant . . . archery prowess of 1	2	1*	4	4	8		5
War Machine			3	0	4	8	6		7
Gevirion, mounted		general to Chaos	3	8*	8	7	12	2 6 308	7 42

RAL PARTHA



01-306

01-307

01-308



01-315

01-316



01-322

01-323



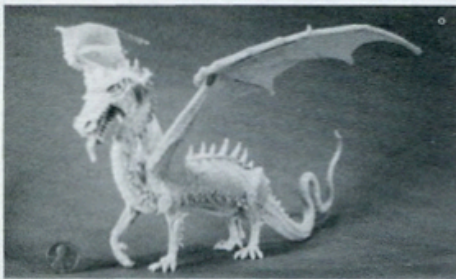
01-328

01-329



01-330

01-331



DRACO DRACORUM . . . The "Dragon of Dragons" . . . Easily the largest and most impressive dragon Ral Partha has ever produced, and we're not producing very many of them — only 5,000, to be exact. And of those, there are already fewer left than you might think! The endless, fascinating detail and strength of character that you've always seen in Ral Partha figures is carried to new, dizzying heights in this easy-to-assemble but monstrously proportioned masterpiece by Tom Meier. It measures a full foot in length; each wing is nearly eight inches long; and if you don't order early, you may never see its like again!

01-502 DRACO DRACORUM, "Dragon of Dragons" \$60.00

(Each DRACO DRACORUM boxed figure comes complete with assembly & painting instructions and an official certificate of authentication to mark it as one of a limited collector's release!)

- 01-301 Greater Troglodytes in chitin armor (2) 3.00
- 01-302 Greater Troglodytes with swordstars (2) . . 3.00
- 01-303 Greater Troglodytes Guardians w/ halberds (2) 3.00
- 01-304 Troglodyte War Party I (3) 3.00
- 01-305 Troglodyte War Party II (3) 3.00
- 01-306 Troglodyte War Party III (3) 3.00
- 01-307 Staridrim, the Drow Elf Lord mtd. & ft. . . . 3.50
- 01-308 Artlyn, the Sylvan Thief mtd. & ft. 3.50
- 01-309 Esgalduin, the Sea Elf Guardian with magic swan shield mtd. & ft. . 3.50
- 01-310 Fealor, the Grey Elf Warrior mtd. & ft. . 3.50
- 01-311 Dwyndolyn, the Sylvan Elf Warrior mtd. & ft. . 3.50
- 01-312 Ardriel, in three guises: Thief, Mage, Warrior (3) 3.50
- 01-313 Troll Giant, you get one of two varieties . . . 3.50
- 01-314 Brass Dragon 8.00
- 01-315 Fighter 3.50
- 01-316 Ranger 3.50
- 01-317 Magic User 3.50
- 01-318 Hobbit Thief 3.50
- 01-319 Elf Thief 3.50
- 01-320 Paladin 3.50
- 01-321 Human Assassin . . . 3.50
- 01-322 Barbarian Fighter . . . 3.50
- 01-323 Dwarf Fighter 3.50
- 01-324 Elf Fighter 3.50
- 01-325 Druid 3.50
- 01-326 Cleric 3.50
- 01-327 Rearing Fire Drake . . 8.00
- 01-328 Anti-Paladin 3.50
- 01-329 Elf Fighter Mage 3.50
- 01-330 Fighter with Axe 3.50
- 01-331 Illusionist 3.50
- 01-332 Female Fighter 3.50
- 01-333 Wizard (Mage) 3.50
- 01-334 Gnome Illusionist . . . 3.50
- 01-335 Anti-Hero 3.50
- 01-502 Tenth Anniversary Limited Edition DRAGON 60.00

Ral Partha figures are generally scaled to 25 m.m., and are pictured smaller than actual size.

"THE DESTRUCTION OF BENDEN WOODS" SCENARIO FEATURED ON THE REAR COVER.

Name	Rank	Type	Armor	Magick	Prowess	Vitality	Move (")	Cost	Fantasy
Dwyndolin (elf)	3	champion, mounted army leader	3	3*	6	3	12	2 free	3
Artlyn (elf)	2	champion colonel of elves	3	2*	4	2	8	4	2
Danias (elf)	2	champion colonel of elves	3	2*	4	2	8	4	2
Fealor	3	champion	3	3*	6	3	8		3
Zentazz (human)		champion colonel of knights . . . has magic sword	3	2*	5	2	12/16	4 4	3
Leorel (elf)	3	wizard	2	7	3	3	8		9
2 elf chariots		. . . Archery prowess of 2; morale as mounted yeoman	3	1	6	3	10		18
Unicorn			2	3*	6	4	14	287	6 46

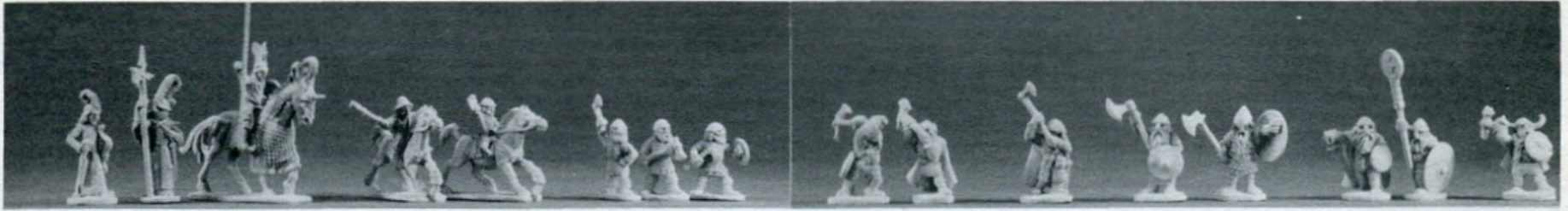
TROOPS

Troop Name	Armor	Move (")	Modifier	troop
Staridrim's retainers				
mounted elf knights	3	10	+2	42 290
Benden Elves				
foot knights	3	6	+1	60
2 foot yeoman archers	2	8	+0	96
2 foot peasant archers	2	8	-1	72
Allies				
Briarose Knights	3	10/16	+2	42
aerial mounted knights (human)				



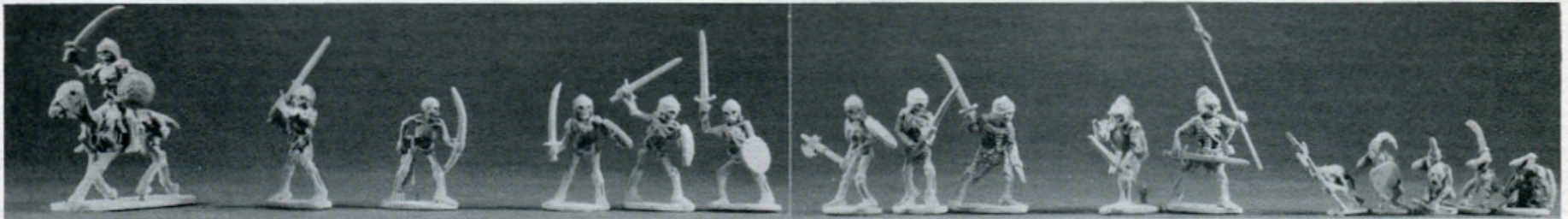
02-002 02-003 02-004 02-005 02-006 02-007 02-009 02-014

02-015 02-016 02-017 VARIATIONS 02-018 VARIATIONS



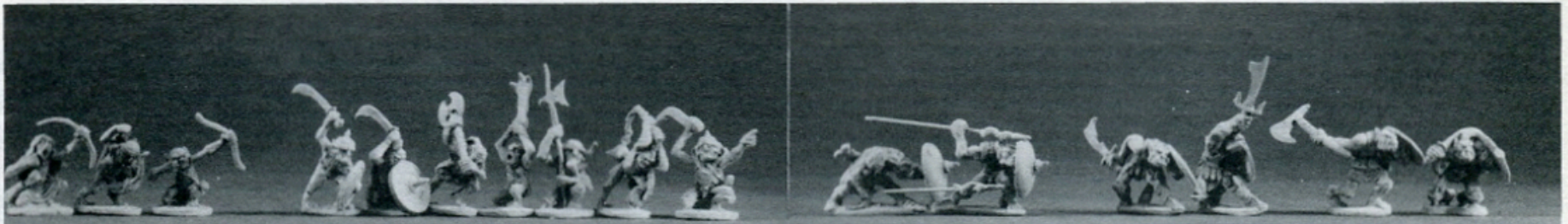
02-021 02-023 02-025 02-029 02-031

02-032 02-033 02-034 VARIATIONS 02-035 VARIATIONS 02-036



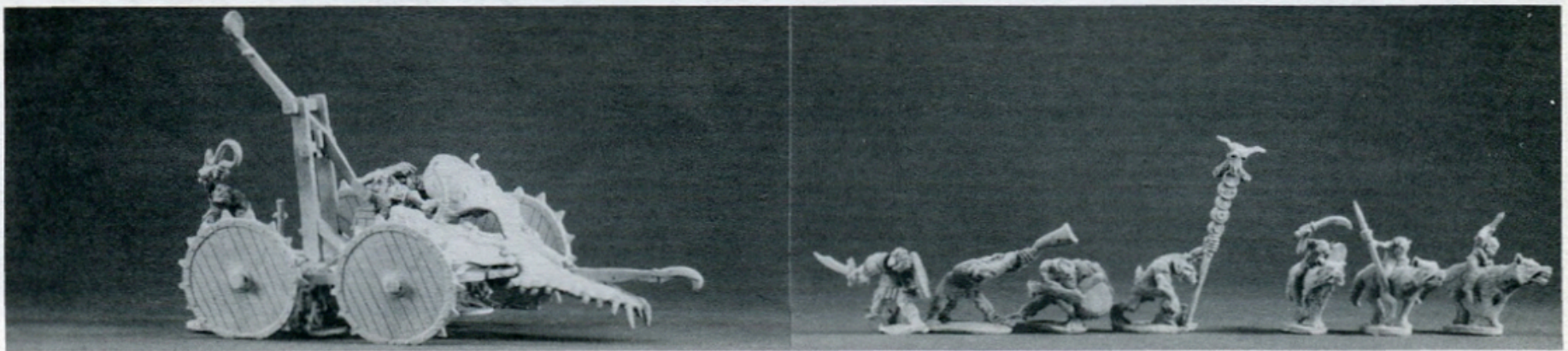
02-041 02-042 02-043 02-044

02-045 VARIATIONS 02-046 VARIATIONS 02-050



02-062 02-065

02-070 02-072 02-073



02-078

02-079

02-093



02-098 02-101 02-102

02-201 02-208 02-210 02-211 02-212 02-214 02-219 02-227 02-228



02-301 02-302 02-303 02-304 02-305 02-306 02-331

02-332 02-333 02-334 02-335 02-351 02-352 02-353



02-019

02-020



02-038

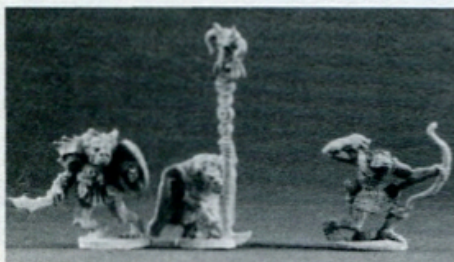
02-039

02-040



02-058

02-059
VARIATIONS



02-074
VARIATIONS

02-077



02-094

02-095

02-096

02-097



02-233 02-234 02-235 02-239

02-272

02-275

02-278

02-279



02-354

02-355



Fantasy Collector Series

The troops to stock your fantasy armies, representing all the major fantasy races—complete with command groups. So detailed and full of personality, they even make great player character pieces.

Fantasy Armies

- 02-002 Wood Elf, with bow and sword (6) 4.50
- 02-003 Wood Elf, firing bow (6) 4.50
- 02-004 Wood Elf, with pike (6) 4.50
- 02-005 Wood Elf Cavalry, with spear (3) 4.50
- 02-006 Sea Elf, upright pike (6) 4.50
- 02-007 Sea Elf, advancing with pike (6) 4.50
- 02-009 Sea Elf, striking with axe (6) 4.50
- 02-014 High Elf, firing bow (6) 4.50
- 02-015 High Elf Cavalry, with great sword (3) 4.50
- 02-016 Elf Horse Archer (3) 4.50
- 02-017 Starbrow's Select (6) 4.50
- 02-018 Starbrow's Command 4.50
- 02-019 Elf Command Group 4.50
- 02-020 The Elf Chariot 10.00
- 02-021 Deep Elf, firing bow (6) 4.50
- 02-023 Deep Elf, with halberd (6) 4.50
- 02-025 Deep Elf Cavalry, with lance (3) 4.50
- 02-029 Mounted Halflings, clubs, axes (4) 4.50
- 02-031 Dwarf Axemen (6) 4.50
- 02-032 Elite Dwarf Axemen (6) 4.50
- 02-033 Dwarf, with two-handed axe (6) 4.50
- 02-034 Brotherhood of the Axe (6) 4.50
- 02-035 Brotherhood of the Axe Command (4) 4.50
- 02-036 Dwarf, striking with hammer (6) 4.50
- 02-038 Dwarf, with crossbow (6) 4.50
- 02-039 Dwarf Command Group 4.50
- 02-040 Skeleton Command Group (4) 4.50
- 02-041 Mounted Skeletal Knight (3) 4.50
- 02-042 Skeletal Knights (6) 4.50
- 02-043 Skeletal Archers (6) 4.50
- 02-044 Assorted Skeletal Melee Troops (6) 4.50
- 02-045 Dealers of Devastation (6) 4.50
- 02-046 Dealers of Devastation Command (4) 4.50
- 02-050 Goblin-Imp Skirmishers (8) 4.50
- 02-058 Fangs of Fury (6) 4.50
- 02-059 Fangs of Fury Command (4) 4.50
- 02-062 Lesser Orc Archers (6) 4.50
- 02-065 Lesser Orc Melee Troops (6) 4.50
- 02-070 Orc Spearmen (6) 4.50
- 02-072 Orc Swordsmen (6) 4.50
- 02-073 Korg's Killers (6) 4.50
- 02-074 Korg's Killers Command (4) 4.50

- 02-077 Orc Archers (6) 4.50
- 02-078 The War Machine 20.00
- 02-079 Orc Command Group 4.50
- 02-093 Wolf Riders, mixed weapons (4) 4.50
- 02-094 Wolf Riders, with bows (4) 4.50
- 02-095 Centaur Skirmishers (3) 4.50
- 02-096 Winged Demonoids (6) 4.50
- 02-097 The Steel Wind (3) 4.50
- 02-098 The Steel Wind Command (2) 4.50
- 02-101 Lizard Riders (3) 4.50
- 02-102 Hexatrix Riders (3) 4.50

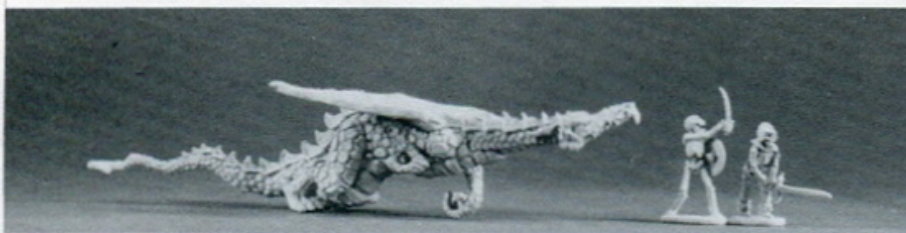
Player Characters

- 02-201 Wood Elf, bow 1.25
- 02-208 Sea Elf, sword 1.25
- 02-210 High Elf, sword 1.25
- 02-211 High Elf, sword 1.25
- 02-212 High Elf, spear 1.25
- 02-214 High Elf, bow 1.25
- 02-219 Elf Mage 1.25
- 02-227 Halflings, bow, sling (2) 1.25
- 02-228 Halflings, axe, shield (2) 1.25
- 02-233 Dwarf, axe 1.25
- 02-234 Dwarf, sword 1.25
- 02-235 Dwarf, axe 1.25
- 02-239 Dwarf Leader 1.25
- 02-272 Orc, sword 1.25
- 02-275 Orc, mace 1.25
- 02-278 Orc Archer 1.25
- 02-279 Orc Leader 1.25
- 02-301 Fighter, with platemail, runesword and shield 1.25
- 02-302 Paladin, with great sword 1.25
- 02-303 Ranger in mail, with bow 1.25
- 02-304 Chaotic Warrior, with greatsword 1.25
- 02-305 Fighter, charging (assorted weapons) 1.25
- 02-306 Barbarian, swinging with two-handed sword 1.25
- 02-331 Master Thief 1.25
- 02-332 Brigand Thief 1.25
- 02-333 Acrobatic Thief 1.25
- 02-334 Cloaked Assassin 1.25
- 02-335 Ninja Assassin 1.25
- 02-351 Wizard with Staff 1.25
- 02-352 Adventurer Wizard 1.25
- 02-353 Illusionist 1.25
- 02-354 Evil Wizard 1.25
- 02-355 Wizard with Runesword 1.25

Ral Partha—unrivaled ranges for quality and variety.

Elfs, Dwarves, Skeletons, Beastmen, Orcs, and Humans— all of the major races needed for exotic fantasy units!

Select the perfect playing piece for your character! Be it magic user, fighter, or specialist; within these pages Ral Partha offers you figures deserving of your character's reputation.



02-401



02-402 02-403 02-404 02-405 02-406 02-407



02-901 02-902 02-903



02-904 02-906 02-907



02-912 02-914 02-915



02-916 02-917 02-918



02-921 02-922 02-923



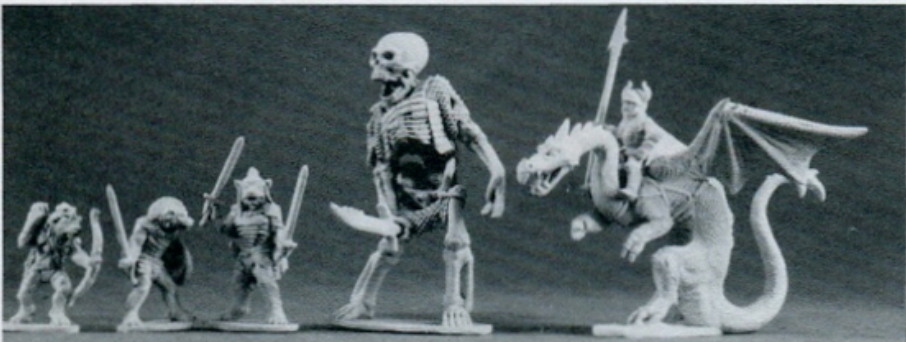
02-925 02-926 02-927



02-930 02-931 02-932 02-933



02-934 02-935 02-936



02-939 02-940 02-941



02-942 02-943 02-944



02-945 02-946 02-947



02-948 02-949 02-950



02-951



02-408

02-409

02-410



02-908

02-909

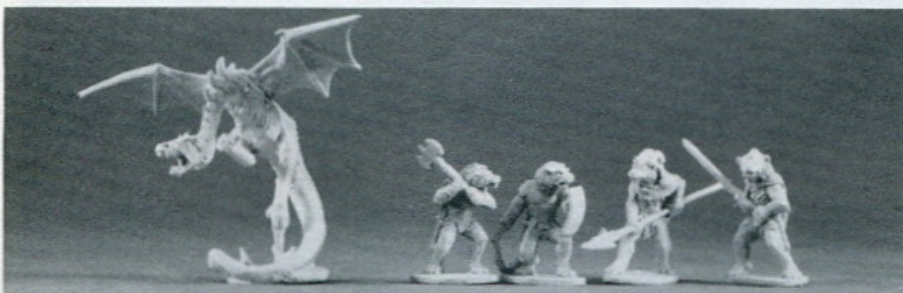
02-910

02-911



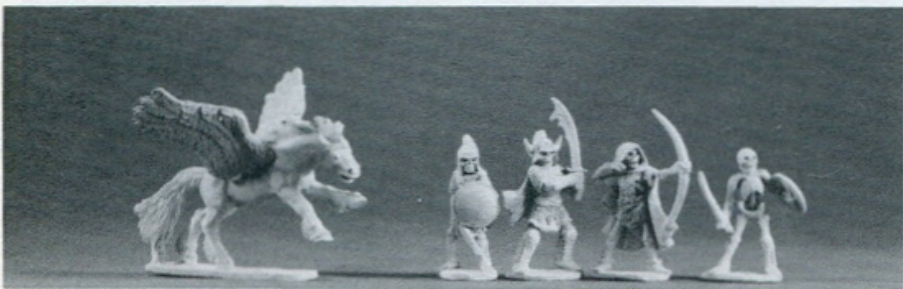
02-919

02-920



02-928

02-929



02-937

02-938



10-200



10-210



10-211

RAL PARTHA

Monsters

02-401 Great Fire Dragon . . .	8.00
02-402 Skeletons (2)	2.50
02-403 Weretiger	1.25
02-404 Gargoyle	1.50
02-405 Demon	1.50
02-406 Armored Minotaur . . .	2.00
02-407 Hellhounds (3)	3.50
02-408 Lion-Centaurs (2) . . .	4.00
02-409 Lumbering Hulk	3.50
02-410 Gorgonian Brass Bull	3.00

02-938 Skeleton Warriors (4) . .	4.50
02-939 Gnole Champion with Hench Beasts (3)	3.50
02-940 Skeletal Giant	4.50
02-941 Chaotic War Dragon & Rider	7.00
02-942 Barbarians (3)	3.50
02-943 Armored Ogre	3.00
02-944 Dragonmen	4.00
02-945 Sabertooth Tiger	2.00
02-946 Champions (3)	3.50
02-947 Hero on Warhorse . . .	3.00
02-948 Archers (3)	3.50
02-949 Grey Wizard	1.25
02-950 Undead Ninja	1.25
02-951 Ki-Rin	2.50

All Things Dark and Dangerous

... Monsters and personalities that reflect Julie Guthrie's unique, masterful imagination and sculpting style.

02-901 Hydra	4.00
02-902 Female Giant	4.00
02-903 Armored Centaurs (male and female)	4.00
02-904 Executioner, Victims (2), Guard and basket	4.50
02-906 Ogre	3.00
02-907 Two-Headed Ogre	3.00
02-908 Manticore	3.50
02-909 Unicorn	2.50
02-910 Lions (male & female) . .	3.00
02-911 Attack Dogs	2.50
02-912 Giant Rats (5)	2.50
02-914 Rhino Rider, mounted and on foot	4.00
02-915 Knight, mounted and on foot	4.00
02-916 Fighters (3)	3.50
02-917 Fighter Mages (3)	3.50
02-918 Thieves (3)	3.50
02-919 Wandering Adventurers (3)	3.50
02-920 Lizard Men (4)	4.50
02-921 Non-Human Warrior Thieves (4)	4.00
02-922 Gnomes (4)	3.50
02-923 Chimera	3.50
02-925 Rangers (3)	3.50
02-926 Clerics (3)	3.50
02-927 Female Warriors (3) . .	3.50
02-928 Wyvern	4.50
02-929 Gnole (4)	4.50
02-930 Bison Rider, mounted and on foot	4.00
02-931 Fighting Paladin	1.25
02-932 Anti-Hero	1.25
02-933 Half Elf Champion	1.25
02-934 Barbarian Giant	4.50
02-935 Dark Hag on Nightmare	2.50
02-936 Armored Minotaur	3.00
02-937 Fighting Pegasus	4.00

... The best from Ral Partha's original releases, along with the hottest new additions, all boxed for special release.

10-200 Ninja Hit Squad (6) . . .	7.00
10-210 Guardian Dragon	8.00
10-211 Silver Dragon	8.00
10-212 Rōgon, Balrog-Dragon	8.00

SOME FIGURES MAY
REQUIRE ASSEMBLY.



10-212



10-301



10-302



10-304



10-305



10-307



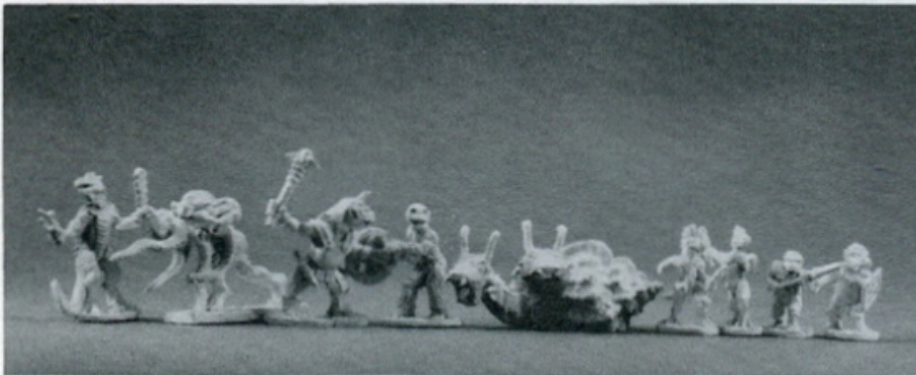
10-308



10-350



10-351



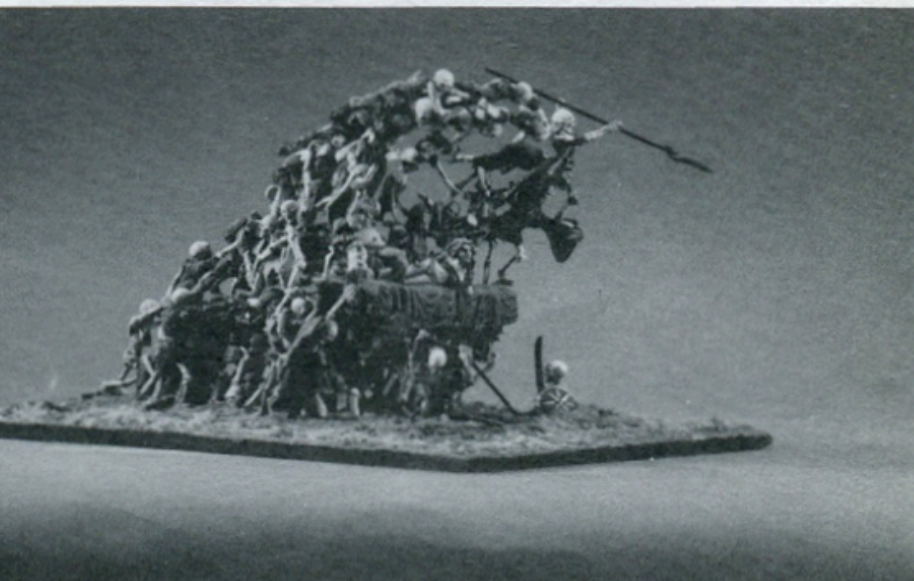
10-402



10-410



10-414



10-415

RAL PARTHA



10-303



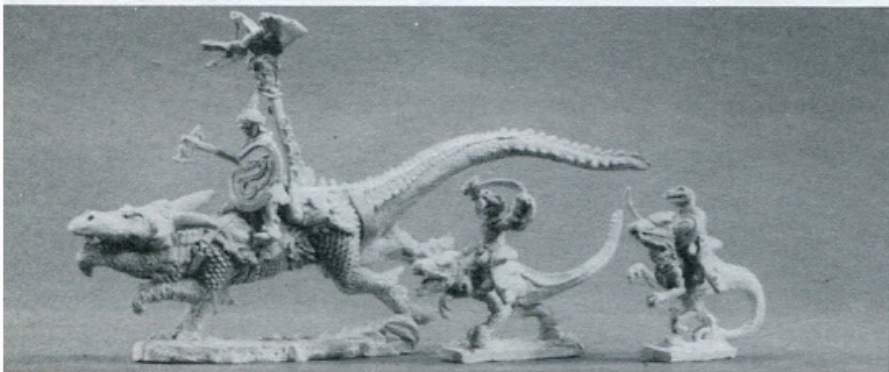
10-306



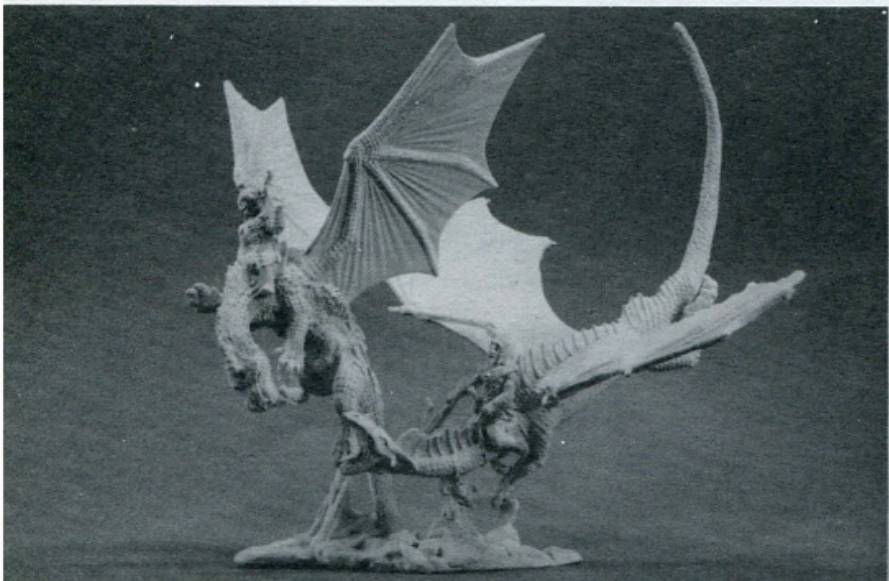
10-309



10-400



10-411



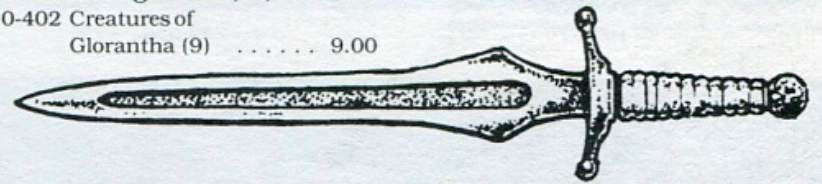
10-416

- 10-301 Demons, Trolls, Orcs and Goblins 9.00
- 10-302 Angel, Elves and Elf Lords 9.00
- 10-303 "Children of the Night" 9.00
- 10-304 Dungeon Fiends 9.00
- 10-305 Adventure Fellowship 9.00
- 10-306 Fantasy Champions 9.00
- 10-307 Mystic Masters 9.00
- 10-308 High Chivalry 9.00
- 10-309 Skeletal Legions Of The Liche King 9.00
- 10-350 Viking Adventurers (6) 7.00
- 10-351 Denizens of the Viking Underworld (6) 7.00
- 10-400 Monster Coliseum (9) 9.00
- 10-401 Rune Questers (10) 9.00
- 10-402 Creatures of Glorantha (9) 9.00

Collector Sets

... Ral Partha's most ambitious projects — large, complex sculptures of heroic proportions and heroic subjects! The best large pieces for your 25mm fantasy campaigns can be found here.

- 10-410 Bear Chariot of the Icelands 15.00
- 10-411 Wastelands Raider 15.00
- 10-412 "Ral" Lord Of The Balrogs 15.00
- 10-414 Warlords (10) 9.00
- 10-415 Throne of Bone 20.00
- 10-416 Dueling Dragons 20.00



10-401

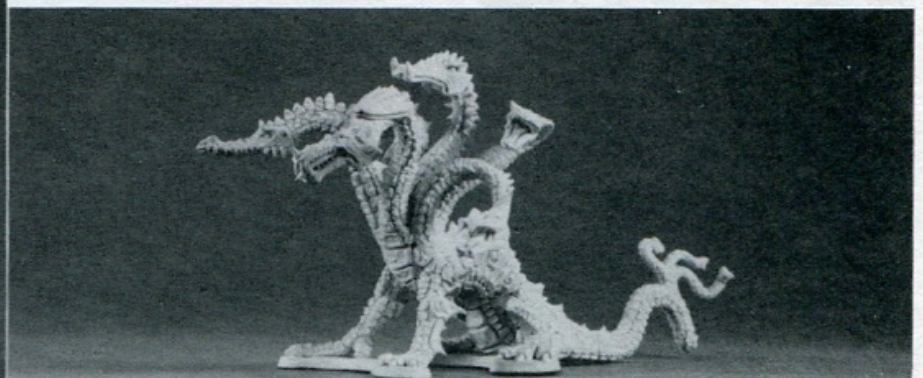


10-412

Although some catalog figures pictured painted with Partha Paints, Ral Partha Figures are sold as unfinished casting.



"Give your figures the finish they deserve." Partha Paints



10-417 HYDRA (Coming in 1987)



13-002

13-003

13-017



13-020

13-023

13-031



13-037

13-038



13-039

13-040

13-042



18-001

18-002

18-003



18-004

18-005



20-002 20-002 20-003 20-004 20-005 20-006 20-007 20-008 20-009



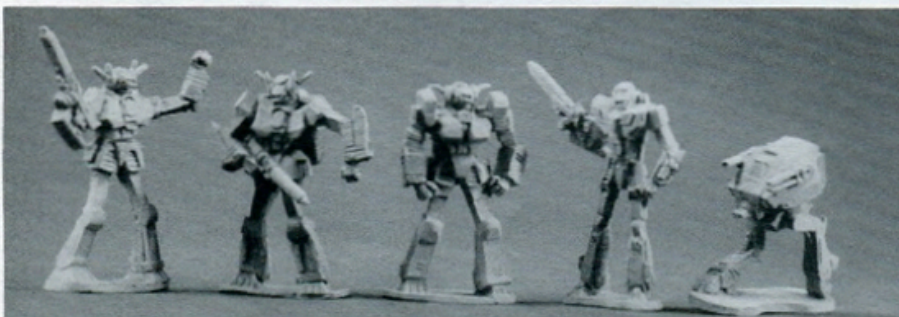
20-110 20-111 20-112 20-112 20-112 20-112



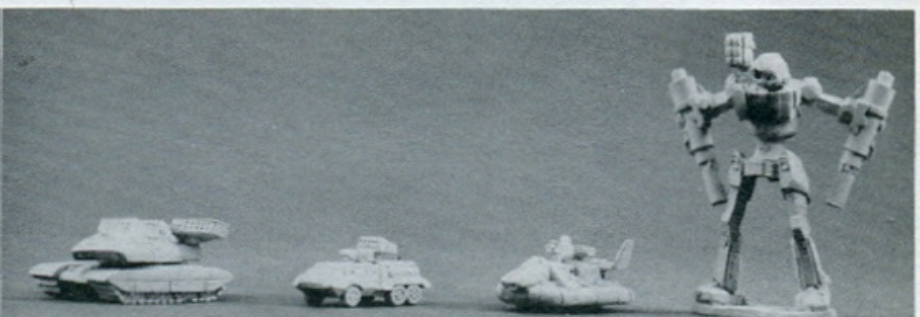
20-110 20-111 20-112 20-112 20-112 20-112 20-112



20-401 20-402 20-403 20-404 20-404 20-405 20-405



20-801 20-802 20-803 20-804 20-805



20-806 20-807 20-808 20-811



20-816 20-821 20-822



20-831 20-832 20-833 20-834 20-835 20-836
*ON 20-800 BASE

*ON 20-800 BASE

BattleTech™ miniatures are scaled 33.5 m.m. = 1 m



13-033

13-035



13-045



18-006

18-007

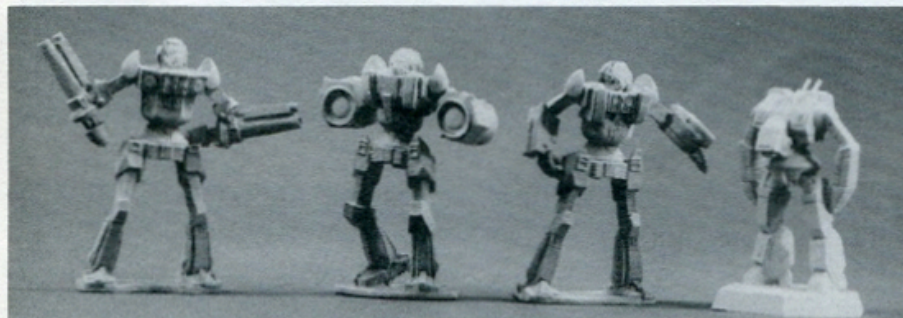


20-101 20-102 20-103 20-104 20-105 20-106 20-107 20-108 20-109



20-406

20-407
A VARIATION



20-812

20-813

20-814

20-815
*ON 20-800 BASE



20-837

20-838

20-839

20-840
*ON 20-800 BASE

20-841

*ON 20-800 BASE

Battletech™ miniatures are scaled 33.5 m.m. = 1 m

RAL PARTHA

Children of the Night

- 13-002 Hill Giant 4.50
- 13-003 Trolls (2) 4.50
- 13-017 Giant in mail armor 4.50
- 13-020 Cyclops 4.50
- 13-023 Assassins (3) 3.50
- 13-031 Two-Headed Ogre
with Lunch 4.50
- 13-033 Giant Doom Wurm 7.00
- 13-035 Samurai Player
Characters (4) 4.50
- 13-037 Priests and
Sorcerers (4) 4.50
- 13-038 Dwarf Player
Characters (4) 4.50
- 13-039 Japanese Ogre with
naginata 4.00
- 13-040 Women Magic-
Users (4) 4.00
- 13-042 Atlantean Heroes (4) 4.00

- 13-044 Armored Amphibian
Hero 4.00
- 13-045 Ninja Assassins (3) 3.50
- 13-100 War Eagle 15.00

Runequest™

- 18-001 Shamans (3) 3.50
- 18-002 Broo (3) 3.50
- 18-003 Fachan 2.50
- 18-004 Spirits & Ghosts (3) 3.50
- 18-005 Headhanger 4.00
- 18-006 Lunar Troopers (3) 3.50
- 18-007 Wyrn 4.00
- 18-008 Orlanth Cultists (3) 3.50



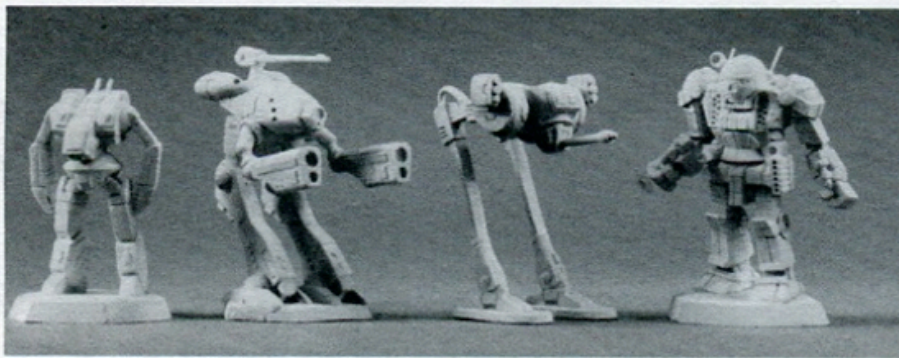
20th Century Plus

- Spies**
- 20-001 Criminal Mastermind 1.25
- 20-002 Dangerous
Henchman 1.25
- 20-003 Seductive Woman 1.25
- 20-004 Clandestine Agent 1.25
- 20-005 Clandestine
Female Agent 1.25
- 20-006 Elegant Female
Secret Agent 1.25
- 20-007 Debonnaire
Secret Agent 1.25
- 20-008 KGB Agent 1.25
- 20-009 CIA Agent 1.25
- 20-010 Bureau Chief 1.25
- 20-011 Paramilitary
Operations (3) 3.50
- 20-012 Terrorists (3) 3.50
- 20's and 30's Adventurers**
- 20-101 Adventurer 1.25
- 20-102 Adventuress 1.25
- 20-103 Aviator 1.25

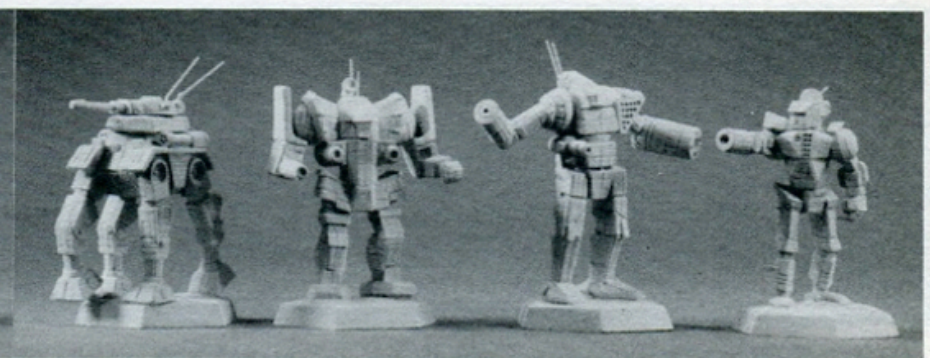
- 20-104 Private Investigator 1.25
- 20-105 Detective 1.25
- 20-106 G-Man 1.25
- 20-107 Ace Reporter 1.25
- 20-108 Gang Boss 1.25
- 20-109 Moll 1.25
- 20-110 Professor 1.25
- 20-111 Gangsters (3) 3.50
- 20-112 Police (3) 3.50
- Survivors and Soldiers**
- 20-401 Commando, NBC gear 1.50
- 20-402 Tanker/Vehicle
Crewman 1.50
- 20-403 Female Trooper/Medic 1.50
- 20-404 U.S. Combat
Group (3) 3.50
- 20-405 Soviet Bloc Combat
Group (3) 3.50
- 20-406 Civilian Survivors/
Irregulars (3) 3.50
- 20-407 Pack Mule, weapons and
gear 3.50

Battletech™

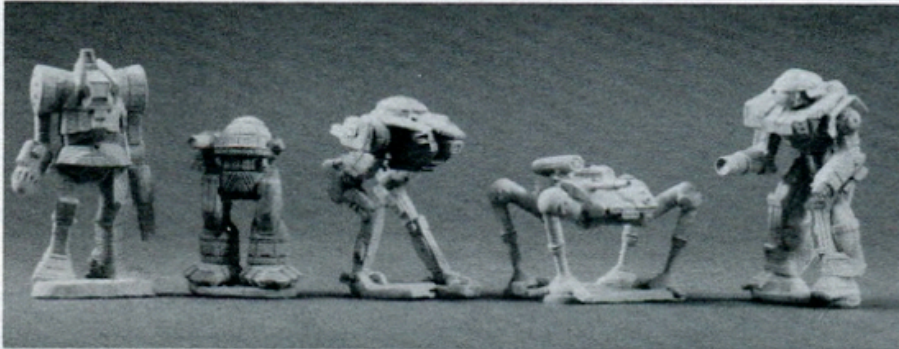
- 20-800 Hex Bases (4) 3.00
- 20-801 HRN-7T Hornet 2.50
- 20-802 FLC-4N Falcon 2.50
- 20-803 GLD-3R Gladiator 2.50
- 20-804 FIR-7B Fire Bee 2.50
- 20-805 FLE-15 Flea: A, B or C
variant 2.50
- 20-806 Hunter, 35 Ton
Missile Tank (2) 3.50
- 20-807 Stricker Armored
Car (2) 3.50
- 20-808 Pegasus Lt. Hover
Tank (2) 3.50
- 20-811 BTX-7K Battleax 3.00
- 20-812 VLC-6N Vulcan 3.00
- 20-813 XBW-9J Crossbow 3.00
- 20-814 CST-3S Cestus 3.00
- 20-815 ARC-4R Archer 3.00
- 20-816 Vedette, 50 Ton
Tank (2) 4.50
- 20-821 BHN-7H Behemoth 7.00
- 20-822 Demolisher, Super
Heavy Tank 4.00
- 20-831 STG-3R Stinger 2.50
- 20-832 WSP-1A Wasp 2.50
- 20-833 PXH-1 Phoenix Hawk 3.00
- 20-834 CRD-3R Crusader 3.00
- 20-835 GRF-1N Griffin 3.00
- 20-836 SHD-2H Shadow
Hawk 3.00
- 20-837 WVR-6R Wolverine 3.00
- 20-838 BLR-1G BattleMaster 3.00
- 20-839 TDR-5S Thunderbolt 3.00
- 20-840 WHM-6R Warhammer 4.00
- 20-841 RFL-3N Rifleman 4.00
- 20-842 ARC-3R Archer 3.00
- 20-843 MAD-3R Marauder 5.00
- 20-844 LCT-1V Locust 3.00
- 20-845 AS-7D Atlas 5.00
- 20-846 GOL-1H Goliath 4.00
- 20-847 AWS-8Q Awesome 4.00
- 20-848 ON1-K Orion 4.00
- 20-849 CN9-A Centurion 3.00
- 20-850 FS9-H Firestarter 3.00
- 20-851 VLK-QA Valkyrie 3.00
- 20-852 CPLT-CI Catapult 4.00
- 20-853 PNT-9R Panther 3.00
- 20-854 HBK-4G Hunchback 3.50
- 20-855 OTL-4D Ostsol 4.00
- 20-856 ZEU-6S Zeus 4.50



20-842* 20-843 20-844 20-845*



20-846* 20-847* 20-848* 20-849*



20-856 20-857 20-858 20-859 20-860



Set 25-036 contains: mounted C in C, 24 phalangites, 11 Companion cavalry, 11 Thessalian cavalry, 6 Prodromoi cavalry, 12 Hypaspists, 12 javelinmen, 6 Cretan archers, and bonus command figures and standards.

*ON 20-800 BASE



31-001 31-002 31-003 31-004 31-005 31-006 31-007



31-008 31-009 31-010 31-011 31-012 31-013 31-014



32-001 32-003 32-004 32-005 32-006 32-007 32-008



32-009 32-010



31-021 EAGLE

THE HOPLITES



Command packs shown below. A complete listing of the 35 line (The Hoplites) appears on page 19.



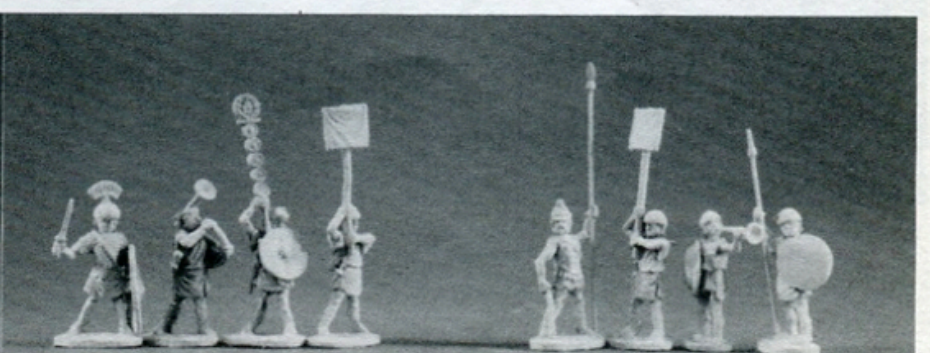
33-030 VARIATIONS 33-031 VARIATIONS 33-033 VARIATIONS 33-034 VARIATIONS



34-001 34-002 34-003 34-004 34-005 34-006 34-007

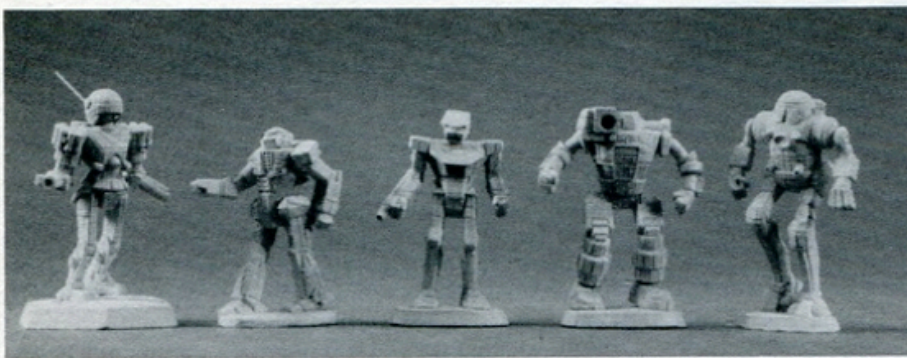


35-010 35-020



35-030 35-040/060

RAL PARTHA



20-850* 20-851 20-853 20-854 20-855



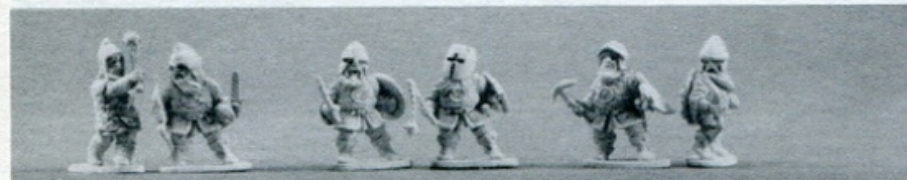
Set 25-500 contains: 84 battle hardened infantry, 6 heavy shock cavalry, one of the Black Prince's personal armored Balrogs, and the great Black Prince himself.



31-015 31-016 31-017 31-018 31-019 31-020



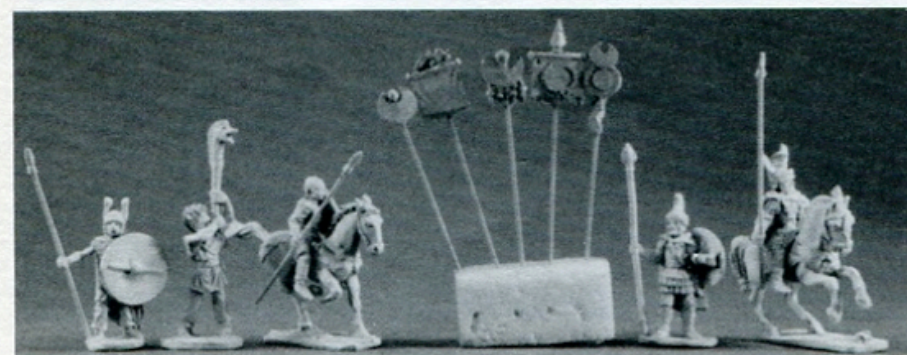
32-011 32-012 32-013 32-014 32-015



33-035 VARIATIONS 32-036 VARIATIONS 33-032 33-037



34-008 34-009 34-010 34-011 34-012 34-013



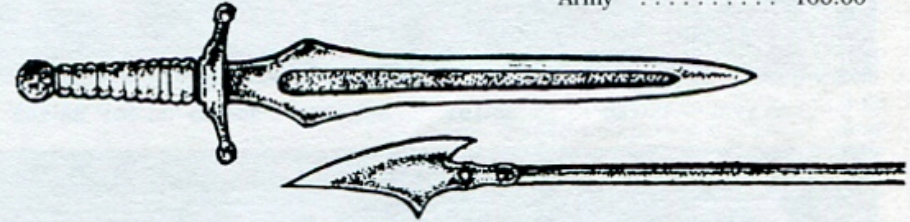
35-050 35-061

Battletech

20-842 ARC-3R Archer	3.00	20-852 CPLT-CI Catapult	4.00
20-843 MAD-3R Marauder	5.00	20-853 PNT-9R Panther	3.00
20-844 LCT-1V Locust	3.00	20-854 HBK-4G Hunchback	3.50
20-845 AS-7D Atlas	5.00	20-855 OTL-4D Ostsol	4.00
20-846 GOL-1H Goliath	4.00	20-856 ZEU-6S Zeus	4.50
20-847 AWS-8Q Awesome	4.00	20-857 UMR-60 Urbanmech	2.50
20-848 ON1-K Orion	4.00	20-858 CDA-2A Cicada	3.00
20-849 CN9-A Centurion	3.00	20-859 SCP-1N Scorpion	4.00
20-850 FS9-H Firestarter	3.00	20-860 VTR-9B Victor	4.50
20-851 VLK-QA Valkyrie	3.00		

Army Core Packs

25-036 Macedonian	50.00	25-134 Anglo Norman (1072 AD to 1181 AD)	36.00
25-127 Japanese (1050 AD to 1542 AD)	40.00	25-500 Black Prince's Chaotic Army	100.00



Fiend Factory

31-001 Lord of Darkness	1.75	31-013 Chaotic Monk blessing with Mace	1.25
31-002 Wraith Rider on Winged Mount (3 pcs.)	5.00	31-014 Carak, The Evil Prince	1.25
31-003 Ghost	1.25	31-015 Slayai, Evil High Sorceress	1.25
31-004 Ghoul	1.25	31-016 Druid and Bear	2.50
31-005 Minotaur	1.75	31-017 Demon Beast	4.50
31-006 Werewolf	1.25	31-018 Screaming Ogre with Tree Stump	3.00
31-007 Zombie	1.25	31-019 Horned Cyclops	3.00
31-008 Medusa	1.25	31-020 Wererat	1.25
31-009 Mummy	1.25	31-021 Eagle	2.50
31-010 Mindslayer	1.25		
31-011 Bruise Brothers	3.50		
31-012 Giant Half-Troll Champion	5.00		

Fantasy Specials

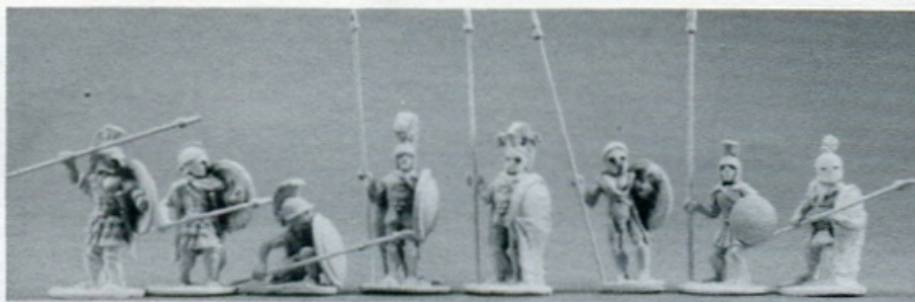
32-001 Necromancer with Female Sacrifice on altar (3 pcs.)	4.00	32-008 Princess Dar, Sorceress of Light	1.25
32-002 Dungeon Torturess with Whip	1.25	32-009 Magic Items (7 pcs.)	2.00
32-003 Robin Hood	1.25	32-010 Treasure Items (8 pcs.)	2.00
32-004 Soothsayer	1.25	32-011 Sinbad	1.25
32-005 The White Knight	1.25	32-012 Palace Guard	1.25
32-006 Black Knight	1.25	32-013 Assassin Of The Brotherhood	1.25
32-007 Kor, The Barbarian King	1.25	32-014 Warrior Monks (3)	3.50
		32-015 Caravan Guard	1.25

Denizen Imports

33-030 Dwarf, Scale Armor, with Mattock or Axe	1.25	33-035 Dwarf, Leather Armor, with Sword or Club	1.25
33-031 Dwarf, Leather Armor, with Mattock or Axe	1.25	33-036 Dwarf, Chainmail, with Sword or Morning Star	1.25
33-032 Dwarf, Chainmail, with Crossbow	1.25	33-037 Dwarf, Chainmail, with Bow	1.25
33-033 Dwarf, Chainmail, Slung Shield and Spear	1.25		
33-034 Dwarf, Scale Armor, with Sword or Halbard	1.25		

Orcs

34-001 Orc advancing with mace and shield	1.25	34-008 Orc charging with polearm	1.25
34-002 Orc attacking with sword and shield	1.25	34-009 Orc firing crossbow	1.25
34-003 Orc advancing with sword, spear and shield	1.25	34-010 Orc chief with sword and flail	1.25
34-004 Orc charging with spear	1.25	34-011 Orc Bodyguard with battleaxe	1.25
34-005 Orc advancing with halberd	1.25	34-012 Ogron Foulbreath, Orc Champion (2 pcs.)	1.75
34-006 Orc swinging axe	1.25	34-013 Orc Bodyguard with Mace of Thunder and shield	1.25
34-007 Orc firing bow	1.25		



35-100 35-101 35-102 35-110 35-111 35-120 35-130 35-140



35-150 35-151 35-160 35-161 35-170 35-171 35-172 35-173



35-179 35-180 35-181 35-190 35-200 35-201 35-202



35-205 35-210 35-215 35-220 35-250 35-270 35-275



35-300 35-301 35-305 35-306 35-307 35-310 35-320 35-321



35-322 35-340 35-341 35-350 35-360 35-361



35-400 35-401 35-410 35-420 35-421 35-430 35-431 35-440



35-450 35-451 35-460 35-470 35-480



35-650 35-651 35-652 35-653 35-654



36-030 36-031 36-032 36-033 36-034 36-035 36-036



36-037 36-038 36-039 36-040



36-101 36-102 36-103 36-104



37-025 VARIATIONS 37-026 VARIATIONS 37-027 VARIATIONS



37-028 VARIATIONS 37-029

RAL PARTHA

THE HOPLITES

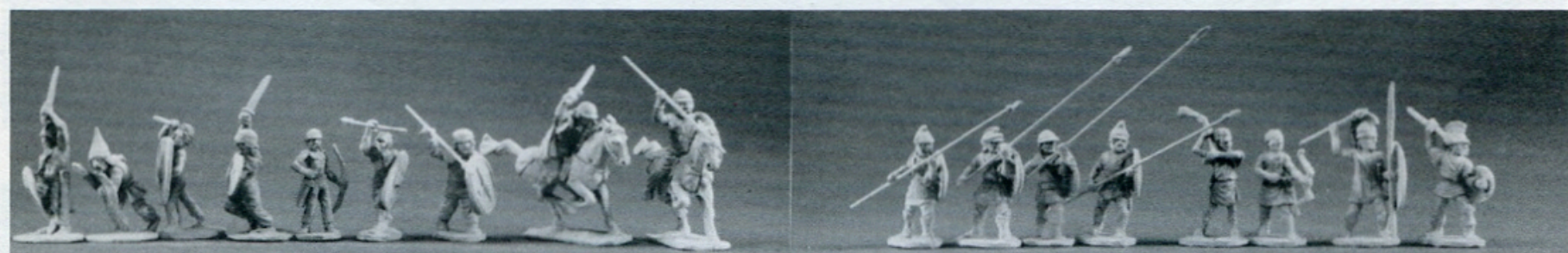
35-010	Command Group	4.50
35-100	Elite Hoplite, thrusting with spear	4.50
35-101	Elite Hoplite, with spear, in reserve	4.50
35-102	Hoplite, crouching to receive cavalry	4.50
35-110	Lacedaemonian Hoplite (Spartan), in reserve	4.50
35-111	Lacedaemonian Hoplite, draped shield, in reserve	4.50
35-120	Theban Hoplite, naked, 4th rank	4.50
35-130	Illyrian Hoplite, 3rd rank	4.50
35-140	Corinthian Hoplite, spear across chest	4.50
35-150	Attic Hoplite, marching order	4.50
35-151	Attic Hoplite, thrusting with spear	4.50
35-160	Cretan Archer	4.50
35-161	Greek Slinger	4.50
35-170	Peltast, throwing javelin	4.50
35-171	Thracian Peltast, advancing	4.50
35-172	Thureophorus with javelin and long spear	4.50
35-173	Thracian Heavy Peltast	4.50
35-179	Thracian Light Cavalry with javelin	4.50
35-180	Heavy Cavalry, scale cuirass	4.50

35-181	Thessalian Heavy Cavalry	4.50
35-190	Medium Cavalry	4.50
35-020	Command Group	4.50
35-200	Immortal Spearman, in line, attacking	4.50
35-201	Royal Guard, with spear	4.50
35-202	Immortal Archer	4.50
35-205	Persian Swordsman, swinging sword	4.50
35-210	Elite Phrygian Axeman, attacking	4.50
35-215	Median Spearman, attacking	4.50
35-220	Anatolian Swordsman, with pointed hat, swinging sword	4.50
35-250	Heavy Persian Cavalry	4.50
35-270	Light Persian Cavalry	4.50
35-275	Sythian Horse Archer, firing bow	4.50
35-030	Command Group	4.50
35-300	Triaria, with spear	4.50
35-301	Triaria thrusting with short sword	4.50
35-305	Hastati/Principes, throwing pilum	4.50
35-306	Hastati/Principes, slashing with short sword	4.50
35-307	Hastati/Principes, advancing	4.50
35-310	Velites, throwing javelin	4.50
35-320	Italian Ally, thrusting spear	4.50
35-321	Etruscan Light Infantry with javelin	4.50

35-322	Etruscan Heavy Infantry with pilum and long spear	4.50
35-340	Auxiliary Slinger	4.50
35-341	Asian Archer, firing	4.50
35-350	Roman Cavalry	4.50
35-360	Allied Light Cavalry	4.50
35-361	Etruscan Heavy Cavalry	4.50
35-4060	Hellenistic Command Group	4.50
35-400	Citizen Spearman, advancing	4.50
35-401	Citizen Spearman, attacking	4.50
35-410	African Ally, advancing with spear	4.50
35-420	Spanish Infantry, throwing javelin	4.50
35-421	Spanish Spearman, attacking	4.50
35-430	Lybian Spearman, advancing	4.50
35-431	Lybian Infantry, with javelin	4.50
35-440	Baleric Slinger	4.50
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
35-480	War Elephant	6.00
35-050	Command Group	4.50
35-501	Swordsman, striking overhead	4.50
35-502	Swordsman, advancing	4.50
35-503	Swordsman, throwing javelin	4.50

35-504	Swordsman, striking overhead	4.50
35-505	Archer	4.50
35-506	Naked Gaul with sword and shield (Gaesati)	4.50
35-507	Armored Gaul with spear and shield	4.50
35-550	Mounted armored Gaul	4.50
35-060	Hellenistic Command Group	4.50
35-061	Generals (2) and Standards (6)	4.50
35-600	Phalangite (Alexandrian), pike raised	4.50
35-601	Phalangite (Successor), pike raised	4.50
35-602	Phalangite (Bactrian), pike raised	4.50
35-610	Hypaspist	4.50
35-620	Staff Slinger	4.50
35-621	Archer	4.50
35-630	Illyrian Light Infantry with javelin and light spear	4.50
35-631	Greek Mercenary Peltast	4.50
35-650	Companion Cavalry	4.50
35-651	Arachosian Light Cavalry with javelin and light spear	4.50
35-652	Bactrian Light Cavalry with javelin and light spear	4.50
35-653	Prodromoi Light Cavalry with lance	4.50
35-654	Paionian Light Cavalry with javelin and light thrusting spear	4.50

Packages of infantry contain six figures. Packages of cavalry contain three figures and three horses.



35-501 35-502 35-503 35-504 35-505 35-506 35-507

35-550 VARIATIONS

35-600 35-601 35-602 35-610 35-620 35-621 35-630 35-631

Denizen Imports, "Legion of the Damned"

36-030	Mounted Warlord	3.00
36-031	Axeman with Shield	1.25
36-032	Standard Bearer	1.25
36-033	Axeman in Scale Armor	1.25
36-034	Skeleton wielding "Mancleaver"	1.25
36-035	Legionaire with Mace in Scale Armor	1.25
36-036	Bowman in Leather Armor	1.25

36-037	Legion Pikeman	1.25
36-038	Swordsmen w/shield	1.25
36-039	Guard Swinging Helbed of Axe	1.25
36-040	Captain of the Guard with Mace or Sword	1.25
Skeletons		
36-101	Shogun Skeleton Lord	1.25
36-102	Grim Reaper	1.25
36-103	Legion of Hell Standard Bearer	1.25
36-104	Skeleton Rider on Horse of Hell	2.00

"Shogun Hard Guys," The New Samurai

37-021	Mounted Samurai	2.50
37-022	Armored Samurai with Sword (1 of 2)	1.25
37-023	Armored Samurai with Naginata	1.25
37-024	Armored Samurai with Bow	1.25
37-025	Light Samurai with Polearm (1 of 3)	1.25
37-026	Samurai/Ronin with Polearm	1.25
37-027	Samurai/Ronin with Sword	1.25
37-028	Samurai/Ronin with Two Swords	1.25
37-029	Samurai/Ronin with No-Dachi (Great Sword)	1.25

Denizen Fantastic Adventurers

39-001	Thief, pointing	1.25
39-002	Headman with Axe	1.25
39-003	Elf Maiden	1.25

39-004	Dwarf carrying sack	1.25
39-005	Orc with billhook & shield	1.25
39-006	Orc with Club & shield	1.25
39-007	Hero charging with Sword	1.25
39-008	Fighter with Mace and shield	1.25
39-009	Mage casting Spell	1.25
39-010	Cleric with Flail	1.25
39-011	Female Assassin	1.25
39-012	Dwarf with Hammer	1.25
39-014	Fighter with Two Handed Sword	1.25
39-015	Enchantress	1.25
39-016	Goblin with Axe	1.25
39-017	Wraith	1.25
39-018	Orc with Mace	1.25
39-019	Reptile	1.25
39-022	Heroine with Sword	1.25
39-023	Hero with Sword and Shield	1.25
39-024	Paladin, drawing Sword	1.25



37-021

37-022 VARIATIONS

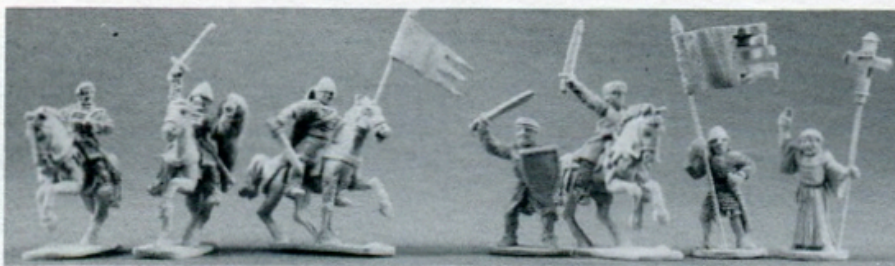
37-023

37-024



39-001 39-002 39-003 39-004 39-005 39-006 39-007 39-008 39-009

39-010 39-011 39-012 39-014 39-015



42-080

42-081



42-082 42-083 42-084 42-085 42-086 42-090 42-091 42-092



42-093 42-094 42-095 42-096



42-101 42-102 42-103 42-106 42-107 42-108 42-111

42-097 VARIATIONS



42-114 42-115 42-116



42-118 VARIATIONS 42-119 VARIATIONS 42-121 42-122 42-123

42-117 VARIATIONS



42-125 42-128 42-129 42-131 42-132 42-133 42-134 42-135



42-142 42-143 VARIATIONS 42-145 42-151 42-152 42-153 42-154



42-155 42-156 42-157 42-160 42-161 42-165 42-166



42-167 42-168 42-171 VARIATIONS 42-172 42-175 42-176 42-177



42-202 42-203 42-204 42-205 42-206 42-209 42-210



42-211 42-213 42-214 42-215 42-216 42-217 42-218



53-757 53-760 53-763 VARIATIONS 53-767 VARIATIONS



53-768 53-772 VARIATIONS 53-775 53-777 53-780

RAL PARTHA

1200 A.D.

42-080 Norman Command Set 4.50	42-118 Saxon Fyrdmen (assortment of 3) 4.50	42-160 Spanish Armored Infantry, with sword 4.50	42-203 Mongol Medium Cavalry, with spear 4.50
42-081 Frankish Command Set 4.50	42-119 Armed Peasant Levy (assortment of 3) 4.50	42-161 Spanish Armored Infantry, with hand-and-a-half sword 4.50	42-204 Mongol Medium Cavalry, with mace 4.50
42-082 Norman Heavy Infantry with spear 4.50	42-121 English Longbowman 4.50	42-165 Catalan Archer 4.50	42-205 Mongol Heavy Cavalry, with spear 4.50
42-083 Italian Heavy Infantry with spear 4.50	42-122 English Foot Knight ... 4.50	42-166 Spanish Cavalry, with lance 4.50	42-206 Mongol Horse Archer .. 4.50
42-084 Norman Light Archer .. 4.50	42-123 English Pikeman 4.50	42-167 Spanish Cavalry, striking with sword 4.50	42-209 Mongol Auxiliary Archer 4.50
42-085 Heavy Crossbowman ... 4.50	42-125 English Knight, with sword, on galloping horse 4.50	42-168 Spanish Cavalry, with sword 4.50	42-210 Mongol Auxiliary Infantry, with spear 4.50
42-086 Maronite/Syrian Archer 4.50	42-128 English Man-At-Arms, with sword 4.50	42-171 Moorish Archers 4.50	42-211 Sung Chinese Heavy Cavalry, with spear 4.50
42-115 Norman Knight, on charging horse 4.50	42-129 English Man-At-Arms, with axe 4.50	42-172 Moor, with spear and shield, advancing 4.50	42-213 Sung Chinese Light Cavalry, with spear 4.50
42-090 Early Norman Knight with mace, on horse 4.50	42-131 Scottish Warrior, in hooded cloak, with axe 4.50	42-175 Moorish Cavalry, with scimitar 4.50	42-214 Sung Chinese Light Cavalry, with spear 4.50
42-091 Anglo Norman Knight with lance, on horse 4.50	42-132 Scottish Man-At-Arms, with axe 4.50	42-176 Moorish Cavalry, with spear 4.50	42-215 Sung Chinese Heavy Infantry, with spear 4.50
42-092 Mounted Sergeant with lance, on horse 4.50	42-133 Scottish Pikeman, advancing 4.50	42-177 Moorish Horse Archer 4.50	42-216 Sung Chinese Heavy Infantry, with sword 4.50
42-093 Knight Templar, on horse 4.50	42-134 Scottish Archer, running 4.50	42-180 Byzantine Command Group 4.50	42-217 Sung Chinese Light Infantry, with spear 4.50
42-094 Knight of St. John, on horse 4.50	42-135 Scottish Knight, with axe, on horse 4.50	42-181 Byzantine (Scutari) Infantry, with spear 4.50	42-218 Sung Chinese Crossbowman 4.50
42-095 Breton Light Cavalry ... 4.50	42-142 German Foot Knight, swinging mace 4.50	42-182 Varangian Guard, in battle dress, with axe 4.50	
42-096 Norman Heavy Cavalry Knight in hauberk, on horse .. 4.50	42-143 Teutonic Knight Infantry (with variable heads) 4.50	42-183 Byzantine Infantry, with spear 4.50	
42-097 Turcopole with lance, on horse 4.50	42-145 Teutonic Knight Cavalry (with variable heads) 4.50	42-184 Psilio Light Infantry, with bow 4.50	
42-101 Viking swinging axe ... 4.50	42-151 French Foot Knight 4.50	42-185 Rus Mercenary Infantry, with axe 4.50	
42-102 Viking, with axe 4.50	42-152 French Man-At-Arms, with sword 4.50	42-186 Byzantine Heavy Cavalry Archer 4.50	
42-103 Viking, throwing spear 4.50	42-153 French Man-At-Arms, with spear 4.50	42-187 Byzantine Light Cavalry 4.50	
42-106 Viking Archer 4.50	42-154 French Crossbowman 4.50	42-188 Byzantine Heavy Cavalry, with spear 4.50	
42-107 Viking, swinging sword 4.50	42-155 French Knight, with lance, on galloping horse 4.50	42-189 Kiblanophros Extra Heavy Cavalry on Extra Armored Horse 4.50	
42-108 Viking, striking with axe 4.50	42-156 Crossbowman, on horseback 4.50	42-200 Mongol Horse Archer .. 4.50	
42-111 Viking, striking with two-handed sword 4.50	42-157 French Man-At-Arms, with spear 4.50	42-201 Mongol Medium Cavalry, with spear 4.50	
42-114 Saxon Command Set .. 4.50		42-202 Mongol Medium Cavalry, with spear 4.50	
42-116 Saxon Housecarle Cavalry 4.50			
42-117 Saxon Housecarle Infantry 4.50			

Packages of infantry contain six figures. Packages of cavalry contain three figures and three horses.

THE RULES ACCORDING TO RAL FOR MEDIEVALS 25¢

Also watch for 99-001 "Chaos Wars, Rules According to Ral for Fantasy Battles" coming this summer.



42-180

42-181 42-182 42-183 42-184 42-185

42-186

42-187

42-188

42-189

42-200

42-201



53-745

53-746

53-751

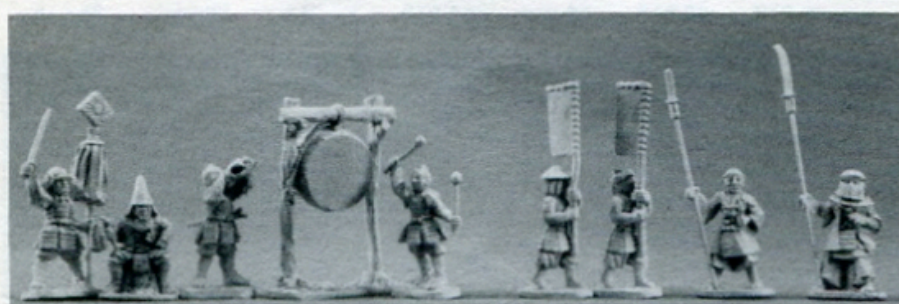
53-752

53-755

53-756

Samurai

53-745 Ninja, with sword 4.50	53-772 Samurai, with bow 4.50
53-746 Ninja Raiders 4.50	53-775 Mounted Samurai, with spear or naginata 4.50
53-751 Ronin, with sword 4.50	53-776 Mounted Samurai, with sword 4.50
53-752 Ronin, with spear or naginata 4.50	53-777 Mounted Samurai, with bow 4.50
53-755 Ashigaru, Archer 4.50	53-780 Samurai Commanders 4.50
53-756 Ashigaru, with sword 4.50	53-781 General and Command Group 5.00
53-757 Ashigaru, with spear or naginata 4.50	53-786 Infantry Standards 4.50
53-760 Ashigaru Arquebusier, with gun shield 4.50	53-789 Yamabushi, with spear or naginata 4.50
53-763 Chugen Auxiliary 4.50	53-791 Yamabushi, in armor with spear or naginata 4.50
53-765 Samurai, with sword .. 4.50	
53-767 Samurai, with sword .. 4.50	
53-768 Samurai, with spear or naginata 4.50	



53-781

53-786

53-789

53-791





53-901

53-902

53-903

53-904

53-905

53-906



53-910

53-911

53-912

53-913

53-914

53-915



54-490

54-491

54-494

54-496

54-498

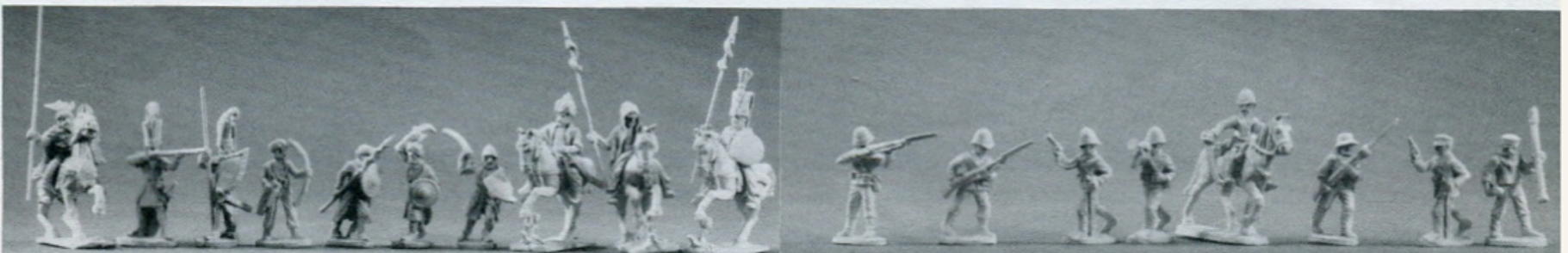
54-499

54-500



54-508 54-509 54-510 54-511 54-512 54-513 54-514 54-515 54-518

54-520 54-522 54-523 54-524 54-525



54-603 -606 -607 -608 -609 -610 -611 54-619

88-001 88-002 88-003 88-004 88-005 VARIATIONS



Give your figures the finish they deserve . . . Partha Paints



88-012 88-013 88-014 88-015 88-016 88-017 88-018



88-025 88-026 88-031 88-032

RAL PARTHA



53-907

53-908

53-909



53-916



54-501

54-502

54-505



54-526

54-572

54-576

54-578

54-600

54-601



88-006

88-007

88-008

88-009
VARIATION

88-010

88-011



88-019

88-020

88-021

88-022

88-024



88-033

88-034

88-035

BUSHIDO™

- 53-901 Samurai and Ronin, (3) 3.50
- 53-902 Samurai Bushi (3) 3.50
- 53-903 Ninja (3) 3.50
- 53-904 Budoka and Yakuza (3) 3.50
- 53-905 Female Adventurers 3.50
- 53-906 Gakusho Priest and 2 Shugenja Magicians 3.50
- 53-907 Tengu (3) 4.00
- 53-908 Oni Demons (2) 3.00
- 53-909 Kappa (3) 3.50
- 53-910 Shikome (3) 3.50
- 53-911 Dai-Bakemono 4.00
- 53-912 Dai-Oni 4.50
- 53-913 Armored Ninja (3) 3.50
- 53-914 Ninja with Gimmick Weapons 3.50
- 53-915 Armored Samurai (3) 3.50
- 53-916 Samurai Adventurers (3) 3.50

THE CONDOTTIERI

- 54-490 Swiss Command 4.50
- 54-491 Swiss Pikeman 4.50
- 54-494 Swiss Halberdier 4.50
- 54-496 Swiss Crossbowman 4.50
- 54-498 Swiss Arquebusier 4.50
- 54-499 Swiss Mounted Arquebusier 4.50
- 54-500 Imperialist Officers 4.50
- 54-501 Standards and Musicians 4.50
- 54-502 Arquebusier, firing 4.50
- 54-508 Pikeman, armored, leveled pike 4.50
- 54-509 Pikeman, half-armored, leveled pike 4.50
- 54-510 Pikeman, unarmored, leveled pike 4.50
- 54-511 Pikeman, unarmored, raised pike 4.50
- 54-512 Pikeman, armored, raised pike 4.50
- 54-513 Pikeman, half-armored, raised pike 4.50
- 54-514 Halberdier, half-armored, attacking 4.50
- 54-515 Halberdier, armored, attacking 4.50
- 54-518 Swordsman, with great sword, attacking 4.50
- 54-519 Swordsman, with great sword, attacking 4.50
- 54-520 Reiter, firing pistol 4.50
- 54-522 Mounted Arquebusier 4.50
- 54-523 Lancer, firing pistols 4.50
- 54-524 Mounted Gendarme, with plume 4.50
- 54-525 Mounted Gendarme 4.50
- 54-526 Imperial Stradio 4.50
- 54-572 Polish Arquebusier 4.50
- 54-576 Polish Halberdier 4.50
- 54-578 Polish Winged Hussar, with lance 4.50
- 54-600 Household Spahi 4.50
- 54-601 Turkish Spahi 4.50
- 54-603 Dellis 4.50
- 54-606 Jannissary Arquebusier 4.50
- 54-607 Jannissary Spearman 4.50
- 54-608 Turkish Archer 4.50
- 54-609 Turkish Spearman 4.50
- 54-610 Turk, with scimitar and buckler 4.50
- 54-611 layalar, with sword 4.50
- 54-619 Turkish Mounted Command 4.50

Partha Paint

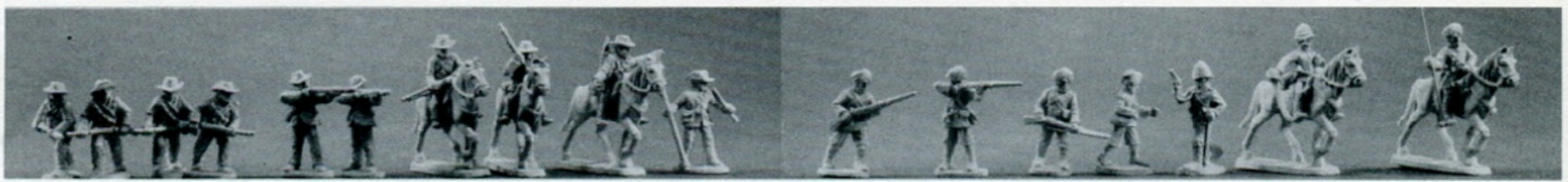
- 77-701 Gold Metallic99
- 77-702 Silver Metallic99
- 77-703 Bronze Metallic99
- 77-704 Steel99

- 77-705 Flesh99
- 77-706 White99
- 77-707 Gray99
- 77-708 Black99
- 77-709 Shamrock Green99
- 77-710 Forest Green99
- 77-711 Dun99
- 77-712 Leather99
- 77-713 Red Brown99
- 77-714 Dark Brown99
- 77-715 Ivory99
- 77-716 Yellow99
- 77-717 Orange99
- 77-718 Red99
- 77-719 Sky Blue99
- 77-720 True Blue99
- 77-721 Dark Blue99
- 77-722 Copper Metallic99
- 77-723 Purple99
- 77-724 Partha Primer™99
- 77-725 Spray Partha Primer™ (6 oz.) 3.50
- 77-726 Spray Clear Matte Sealer (5.75 oz.) 3.50
- 77-727 Dragonscale™ Metallic Creme Kit (6 colors) 8.00
- 77-728 Brush Kit (sizes 2-0-5/0) 7.00
- 77-729 Sponge Applicator Brushes (3)99
- 77-730 Paint Kit 10.95

COLONIALS

ZULU WAR

- 88-001 British Infantry, firing 5.00
- 88-002 British Infantry, advancing 5.00
- 88-003 British Command Group 5.00
- 88-004 Naval Brigade, advancing 5.00
- 88-005 Naval Brigade Officers and Gunners 5.00
- 88-006 British Lancer 5.00
- 88-007 British Regular Cavalry 5.00
- 88-008 Frontier Light Horse 5.00
- 88-009 British Artillery Crew 5.00
- 88-010 Gatling Gun (2) 5.00
- 88-011 Field Gun (2) 5.00
- 88-012 Natal Native Infantry, advancing 5.00
- 88-013 Natal Native Cavalry 5.00
- 88-014 Zulu uThulwana Regt., advancing 5.00
- 88-015 Zulu uVe Regt., advancing 5.00
- 88-016 Zulu umCijo Regt., advancing 5.00
- 88-017 Zulu inGobamakhosi Regt., advancing 5.00
- 88-018 Zulu umBonambi Regt., advancing 5.00
- 88-019 Zulu uNokhenke Regt., advancing 5.00
- 88-020 Induna, signaling (2 cavalry, 5 infantry) 5.00
- 88-021 Mounted Zulu 5.00
- 88-022 91st Highlander in trows 5.00
- 88-024 Natal Mounted Police 5.00
- 88-025 Mounted Irregulars 5.00
- 88-026 Dismounted British Cavalry 5.00
- 88-031 British Infantry - Post 1897 5.00
- 88-032 British Cavalry - Post 1897 5.00
- 88-033 Dismounted British Cavalry 5.00
- 88-034 Command Group 5.00
- 88-035 British Artillery Crew 5.00



88-036

88-037

88-038

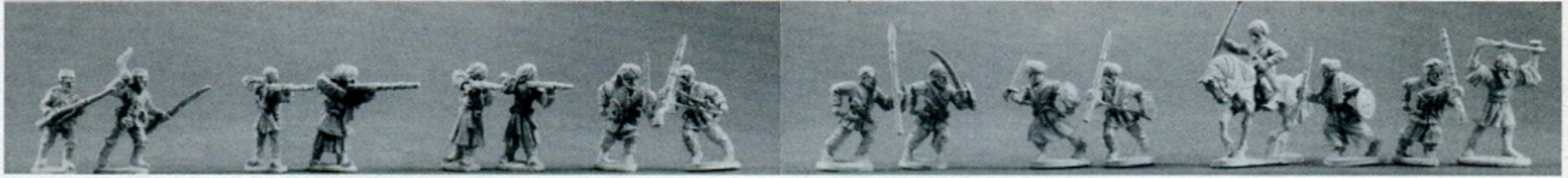
88-039

88-101

88-102

88-103

88-104



88-110

88-111

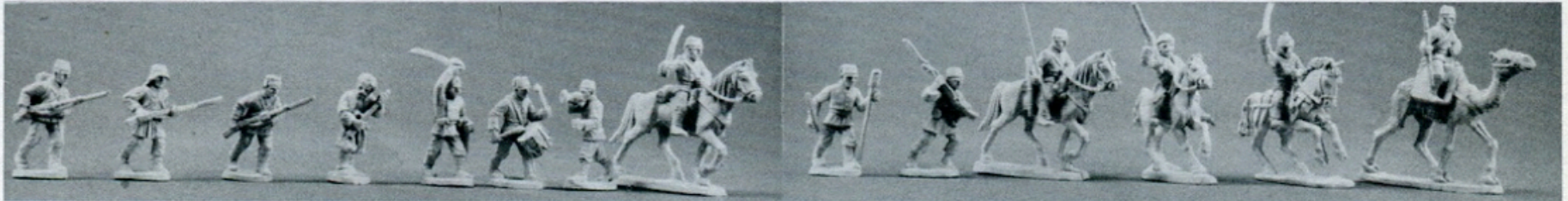
88-112

88-113*

88-114*

88-115*

88-116*
VARIATIONS



88-201

88-202

88-203

88-204

88-205

88-206
A VARIATION

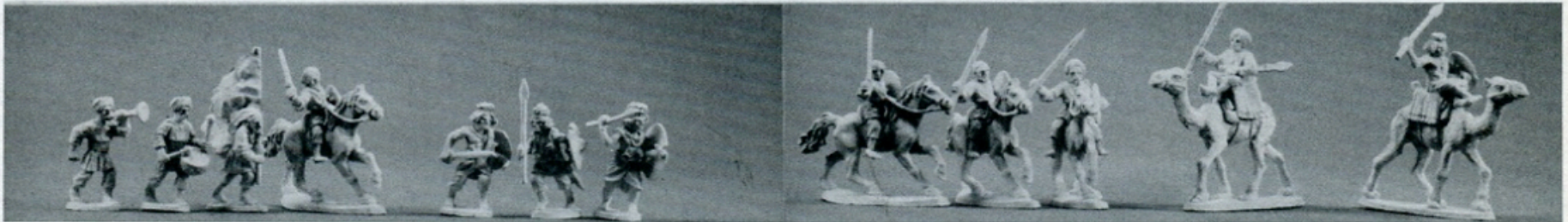
88-207

88-208

88-209

88-210

88-211



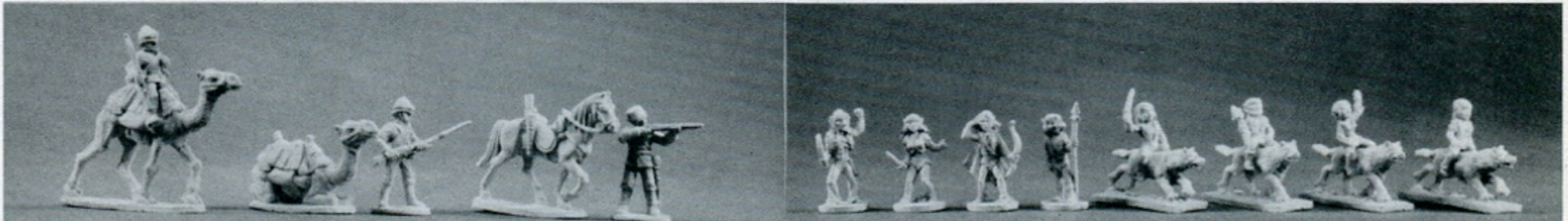
88-215

88-216
VARIATIONS

88-217
VARIATIONS

88-218

88-219



88-224

88-225

88-226

96-001



96-003

96-004



96-006

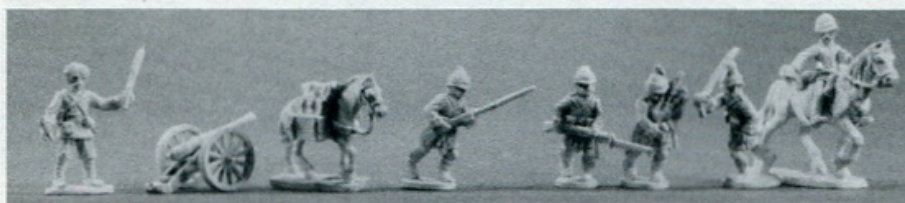
98-001



98-006

98-008

RAL PARTHA



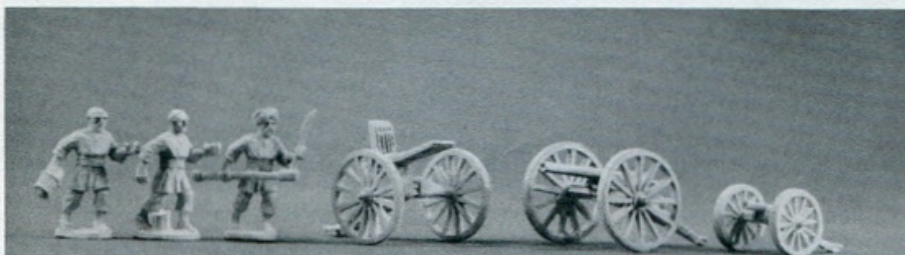
88-105 88-106 88-107 88-108 88-109
A VARIATION



88-117 88-119
VARIATIONS



88-212 88-214 88-213
VARIATIONS VARIATIONS



88-220 88-221 88-222 88-223
VARIATIONS



96-002



96-005



98-002



98-009

- 88-036 Boers advancing on foot 5.00
- 88-037 Boers firing on foot 5.00
- 88-038 Mounted Boers 5.00
- 88-039 Boer Artillery Crew and Mounted Officer 5.00

NORTHWEST FRONTIER

- 88-101 Indian Infantry, advancing 5.00
- 88-102 Indian Infantry, firing 5.00
- 88-103 Indian Command Group (1 mtd., 6 foot) 5.00
- 88-104 Bengal Lancer 5.00
- 88-105 Indian Artillery Crew .. 5.00
- 88-106 Screw Gun (2) 5.00
- 88-107 Artillery Pack Mules (6) 5.00
- 88-108 Highlander, advancing 5.00
- 88-109 Highlander Command Group (1 mtd., 6 foot) 5.00
- 88-110 Gurkhas 5.00
- 88-111 Pathan firing jezail 5.00
- 88-112 Pathan firing rifle 5.00
- 88-113 Pathan advancing with rifle 5.00
- 88-114 Pathan advancing with melee weapons (left foot) 5.00
- 88-115 Pathan advancing with melee weapons (right foot) 5.00
- 88-116 Pathan Chieftains (1 mtd., 6 foot) 5.00
- 88-117 Mounted Tribesmen 5.00
- 88-119 Dismounted Bengal Lancer 5.00

THE SUDAN CAMPAIGN

- 88-201 Egyptian Infantry in summer uniform 5.00
- 88-202 Egyptian Infantry, early Sudan Campaign uniform 5.00
- 88-203 Sudanese Infantry, blue jersey 5.00
- 88-204 Bashi Bazouk Infantry 5.00
- 88-205 Egyptian Command 5.00
- 88-206 Egyptian Artilleryman 5.00
- 88-207 Gordon's Sudanese 5.00
- 88-208 Egyptian Cavalry 5.00
- 88-209 Bashi Bazouk Cavalry 5.00
- 88-210 Egyptian Cuirassier Corps 5.00
- 88-211 Egyptian Camel Corps 5.00
- 88-212 Egyptian Camel Corps, dismounted 5.00
- 88-213 Ansars with swords and spears 5.00
- 88-214 Ansars with rifles 5.00
- 88-215 Ansar Command 5.00
- 88-216 Beja Tribesmen 5.00

- 88-217 Ansar Cavalry 5.00
- 88-218 Ansar Camel Riders 5.00
- 88-219 Beja Camel Riders 5.00
- 88-220 Ansar Artillerymen 5.00
- 88-221 Gardner Machinegun .. 5.00
- 88-222 6.5 cm Krupp Field Gun 5.00
- 88-223 Small Brass Mountain Gun 5.00
- 88-224 British Guard Camel Corps 5.00
- 88-225 British Guard Camel Corps, dismounted 5.00
- 88-226 Dismounted Egyptian Cavalry 5.00

ElfQuest™

... You can see your favorite ELFQUEST™ characters and sense their distinctive personalities in these 25mm sculptures by Julie Guthrie. WaRP Graphics' thrilling story comes alive in this series of metal figures!

- 96-001 Wolfriders I (8) 9.00
- 96-002 Journey to Sorrow's End (9) 9.00
- 96-003 Personalities (8) 9.00
- 96-004 Wolfriders II (8) 9.00
- 96-005 Quest to Blue Mountain (10) 9.00
- 96-006 End of the Quest (10) . 9.00

The Adventurers

... Boxed sets of six or more figures, each centered around a basic theme. Whether you're looking for clerics or goblins, our Adventurers make it easy to choose a balanced, exciting selection.

- 98-001 Wizards and Clerics (8) 8.00
- 98-002 Adventurers (8) 8.00
- 98-004 Goblins (8) 8.00
- 98-006 Dungeon Party (8) ... 8.00
- 98-008 Skeleton Warriors (6) . 8.00
- 98-009 Witch's Lair (8) 8.00
- 98-011 Monsters II (6) 8.00



98-004



98-011



98-012



98-013



98-015



FA1 FA2 FA3 FA4 FA5 FA6 FA7 FA8



FA18 FA19 FA20 FA21 FA22 FA23 FA24 FA25



FA26 FA27 FA28 FA29 FA30 FA31 FA32 FA33



FA43 FA44 FA45 FA46 FA47 FA48 FA49 FA50



FTF1 FTF2 FTF3 FTF4 FTF5 FTF6 FTF7 FTF8



FTF34 FTF35 FTF40 FTF41 FTF42 FTF43 FTF44 FTF45



FTF46 FTF47 FTF50 FTF51 FTF52 FTF54 FTF55

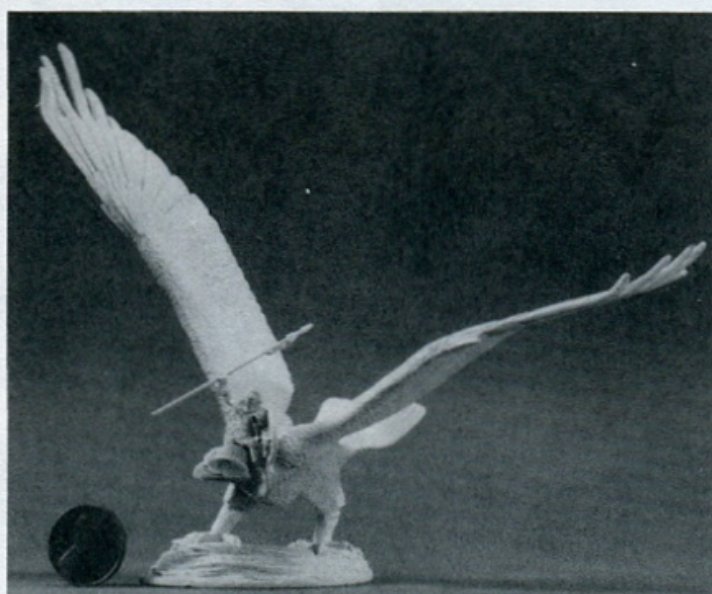


FTF301



FTF302

M.
I.
A.'s



13-100 WAR EAGLE
See complete 13 Line
Listing on page 15.

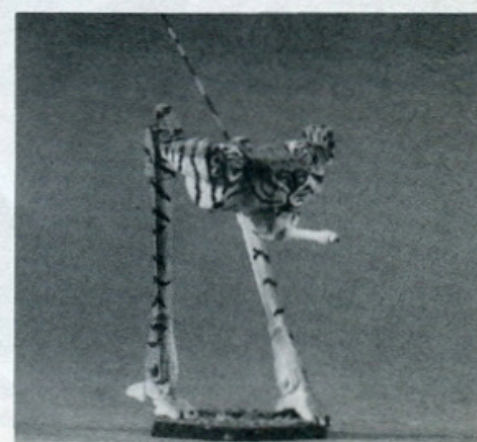


20-822 DEMOLISHER TANK



WF11

Complete BATTLETECH
listing begins on page 15.



20-844 LOCUST

"Give your figures the finish they deserve."
Partha Paints

RAL PARTHA



98-014



FA9 FA10 FA11 FA12 FA14 FA15 FA16 FA17



FA34 FA35 FA37 FA38 FA39 FA40 FA41 FA42



FTF9 FTF21 FTF22 FTF23 FTF24 FTF25 FTF26 FTF30 FTF32



FTF300



WF1 WF2 WF3 WF4 WF5 WF6 WF7

Gray Death Legion

Command Lance
20-843 Marauder
20-836 Shadow Hawk
20-837 Wolverine
20-841 Rifleman
Fire Lance
20-840 Warhammer
20-842 Archer
20-834 Crusader
20-836 Shadow Hawk
Recon Lance
20-835 Griffin
20-833 Phoenix Hawk
20-831 Stinger
20-831 Stinger

Black Widow

Command Lance
20-840 Warhammer
20-843 Marauder
20-834 Crusader
20-835 Griffin
Fire Lance
20-842 Archer
20-842 Archer
20-832 Wasp
20-831 Stinger
Recon Lance
20-841 Rifleman
20-833 Phoenix Hawk
20-831 Stinger
20-831 Stinger

The Fox's Teeth

Command Lance
20-843 Marauder
20-840 Warhammer
20-833 Phoenix Hawk
20-831 Stinger
Medium Lance
20-834 Crusader
20-833 Phoenix Hawk
20-841 Rifleman
20-832 Wasp
Recon Lance
20-835 Griffin
20-836 Shadow Hawk
20-832 Wasp
20-831 Stinger

Cranston Snord's Irregulars

Command Lance
20-842 Archer
20-840 Warhammer
20-839 Thunderbolt
20-837 Wolverine
Attack Lance
20-841 Rifleman
20-833 Phoenix Hawk
20-836 Shadow Hawk
20-834 Crusader
Recon Lance
20-833 Phoenix Hawk
20-832 Wasp
20-832 Wasp
20-844 Locust

These Battletech™ unit organizations are taken from modules of the same name with the permission of FASA Corp.

98-012 Dungeon Party II (8) . 8.00
98-013 Female
Adventures (8) 8.00
98-014 Wizards' Room (8) 8.00
98-015 Berserkers (8) 8.00

Fantasy Adventurers

FA1 Fighter in platemail with sword 1.25
FA2 Wizard with staff 1.25
FA3 Cleric with cross and mace 1.25
FA4 Sneak Thief with dagger 1.25
FA5 Druid with sickle 1.25
FA6 Bard with sword and lute 1.25
FA7 Monk with staff 1.25
FA8 Ranger with sword and bow 1.25
FA9 Barbarian with two-handed sword 1.25
FA10 Paladin with sword 1.25
FA11 Illusionist 1.25
FA12 Ninja (Assassin) with sword 1.25
FA14 Elven Hero with sword 1.25
FA15 Dwarf with two-handed hammer 1.25
FA16 Female Wizard with staff 1.25
FA17 Female Thief with dagger and sack 1.25
FA18 Female Cleric with mace 1.25
FA19 Female Fighter with sword 1.25
FA20 Hourii with dagger 1.25
FA21 Evil Wizard 1.25
FA22 Evil Cleric 1.25
FA23 Evil Princess 1.25
FA24 Anti-Hero 1.25
FA25 Necromancer 1.25
FA26 Fighter in chainmail 1.25
FA27 Amazon with sword 1.25
FA28 Amazon Priestess 1.25
FA29 Dwarf Champion 1.25
FA30 Female Ranger 1.25
FA31 Paladin in full chainmail 1.25
FA32 Half-Orc of Grim Countenance 1.25
FA33 Evil Hero 1.25
FA34 Gnome Warrior-Thief 1.25
FA35 Mailed Half-Orc with shield and scimitar 1.25
FA37 Questing Ranger with torch and sword 1.25
FA38 Ninja personality type with sword 1.25
FA39 Dwarf Hero 1.25
FA40 Dwarf Anti-Hero 1.25
FA41 Adventuring Ranger with longbow 1.25
FA42 Female Paladin in plate armor with mace 1.25
FA43 Barbarian Heroine with sword 1.25
FA44 Fighting Bard with sword 1.25
FA45 Adventurer Monk 1.25
FA46 Mailed Warrior 1.25
FA47 Sorceress 1.25
FA48 Swashbuckler Thief 1.25
FA49 Cleric, in mail, with mace 1.25
FA50 (Was FTF53) Thief with Long Sword in Ambush 1.25

Boxed Set

FA300 Adventurer Encounter Set 9.00

Fantasy Tribe Fighters

FTF1 Fighter with hammer and buckler 1.25
FTF2 Unarmoured Fighter with sword and bow 1.25
FTF3 Fighter in plate armour 1.25
FTF4 Barbarian Fighter with two handed sword 1.25
FTF5 Fighter in full helm with crest 1.25
FTF6 Eastern Fighter with scimitar 1.25
FTF7 The Cimmerian 1.25
FTF8 Death Knight 1.25
FTF9 Slaytor, Ranger with sword and bow 1.25
FTF21 Paladin with mace 1.25
FTF22 Paladin with hand axe 1.25
FTF23 Paladin with full pack gear 1.25
FTF24 Royal Paladin 1.25
FTF25 Paladin on Quest 1.25
FTF26 Chevalier Paladin 1.25
FTF30 Female Fighter with pack and sword 1.25
FTF32 Female Fighter in plate armour 1.25
FTF34 Female Barbarian with sword and shield 1.25
FTF35 Lila the Swift with scimitar 1.25
FTF40 Dragon Knight of Chaos in plate armour 1.25
FTF41 Champion of Chaos 1.25
FTF42 Female Chaos Warrior with sword, shield and bow 1.25
FTF43 Captain of Chaos with mace 1.25
FTF44 Chaotic Adventurer with sword and gauntlet knife 1.25
FTF45 Drok, Death Knight Of Chaos 1.25
FTF46 Termanant, Keeper Of Chaos 1.25
FTF47 Extor, Chaotic Hero 1.25
FTF50 Adventurer with breast-plate and sword 1.25
FTF51 Cloaked Adventurer with mace 1.25
FTF52 Adventurer in chainmail 1.25
FTF54 Adventurer in leather armour 1.25
FTF55 Truk The Well Provided 1.25

Boxed Sets

FTF300 Defenders of Law (10) 9.00
FTF301 The Chaotic Band (10) 9.00
FTF302 Warriors of the World (10) 9.00

Weird Fantasy

WF1 "Kindly" Old Wizard 1.25
WF2 Aerial Servant 1.25
WF3 The Complete Adventurer 1.25
WF4 Spaced-Out Druid 1.25
WF5 Dwarf with Inferiority Complex 1.25
WF6 The Grateful Undead 4.50
WF7 Samurai Night Fever 1.25
WF11 The Dwarf with No Name (Western Tribe) 1.25

WATCH FOR

99-001

COMING THIS SUMMER!!
SAMPLE SCENARIO BELOW



RULES ACCORDING
TO RAL FOR FANTASY
BATTLES

The Destruction of Benden Woods.

... From the Chronicles of Romanni the Wanderer.

Ansansar the trader was the first of the Benden Elves to perceive the danger. His caravans reported increased unrest among the always-hostile orcs in the neighboring hills. Raids were more frequent, as if the orcs had some bold new leader - yet captured raiders reported their chief still to be Korg.

Ansansar felt that something was amiss. The trader brought his fears before the Council. The elder elves dismissed his concerns in their pride. The princeling Danlas Highbrow spoke to support Ansansar, however: he reported tales of a tall stranger in the camps of the orcs and warned that war would come to the forest if the orcs were not exterminated. The Lords of Benden chided him for his anxiety and dubbed him "Grimrede" in jest.

It came to pass that the grim counsel of Danlas was good counsel. Shortly after the solstice, warg riders were encountered in the woods - harbingers of woe to come.

The Destruction of Benden Woods recreates the battle which shattered the power of the Lords of Benden. It is notable in the Chronicles of the Chaos Wars as it was the first full-fledged battle involving Geviririon, the Champion of Chaos. Here, too was seen the first of the dimension-roving mercenary bands known as the *Free Companies*.

*The battlefield, except for the indicated clearings and water features, is considered to be wooded. The woods have the following effects:

Low light conditions: orcs operate without morale minus.

Archery range reduction: Chaos 6"
Elves 8"

Each 1" of woods thus counts as 2" of range for firing into woods. Archery fire may not be directed against aerial units except in clearings.

The clearings have light, so any orc unit at least partially in a clearing suffers daylight penalties.

Ten "Heart-Trees" are indicated. These are the receptacles of elven magic and centers of elven religion. The Great Tree is the heart-tree of the community as a whole. The Chaos forces must destroy the trees to break elvish power in the area.

The Great Tree is worth 10 points. Each heart-tree is worth at least 1 point. The elf player(s) secretly assigns point values to each heart-tree from a pool of 25 points. Each tree must have no less than one point and no more than 3 points assigned to it.

The Chaos player may destroy a tree and gain its victory points if he can attack it during the melee phase with an unmolested unit or individual. The destruction of the tree is uncontested if no elf unit is in contact with the tree or the unit attempting the tree's destruction.

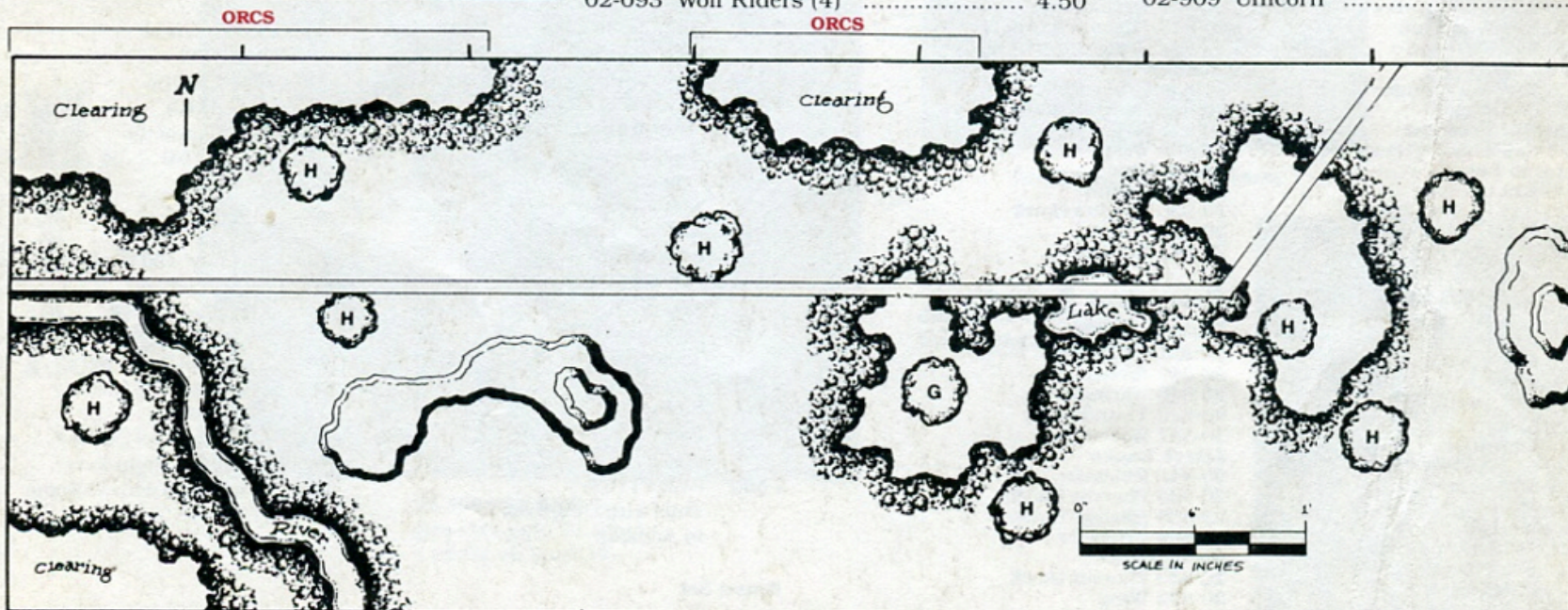
Here are the actual Ral Partha figures used to represent the characters in this Battle Scenario.

KORG and BUNG	
01-141 The Black Prince's	
Orc Guard (2)	2.50
STARIDRIM	
01-307 Staridrim, the Drow Elf Lord,	
mounted and on foot	3.50
WEG the orc	
01-115 Half Orcs (4)	4.50
SLASHER	
01-097 Grendel	2.50
KRUM	
01-052 Hill Giant	4.50
WAR MACHINE	
02-078 The War Machine	20.00
GEVIRIRION, the Chaos general	
01-125 Champion of Chaos, mounted	
and on foot	4.00
ORC FOOT KNIGHTS	
02-072 Orc swordsmen (6)	4.50
ORC FOOT PEASANTS	
02-065 Orc Melee Troops (6)	4.50
ORC ARCHERS	
02-050 Goblin-Imp skirmishers (6)	4.50
MOUNTED ORCS	
02-093 Wolf Riders (4)	4.50



Orc	Victory	Points	Result
0	Elven victory		
1-10	Elven pyrrhic victory		
11-20	Draw battle. Chaos strategic advantage		
21-30	Chaos victory		
30	Total victory to Chaos		

BENDEN ELF KNIGHTS	
02-208 Sea Elf with sword	1.25
BENDEN ELF ARCHERS	
02-201 Wood Elf with bow	1.25
02-014 High Elf, firing bow (6)	4.50
02-003 Wood Elf, firing bow (6)	4.50
AERIAL KNIGHTS	
01-107 Briarose Knight, mounted on	
bumblebee and on foot	4.50
DWYNDOLIN	
01-311 Dwyndolin, the Sylvan Elf Warrior,	
mounted and on foot	3.50
ARTLYN	
01-308 Artlyn, the Sylvan Elf Thief,	
mounted and on foot	3.50
DANLAS Highbrow	
02-211 High Elf with sword	1.25
FEALOR	
01-310 Fealor, the Grey Elf Warrior,	
mounted and on foot	3.50
LEOREL	
01-312 Ardiel, in three guises	3.50
ELF CHARIOT	
02-010 The Elf Chariot	10.00
UNICORN	
02-909 Unicorn	2.50



G = Great Tree.
H = Heart Tree.

Elves set up below white line; chariots and Dwyndolin must set up in the Great Tree clearing; Briarose Knights must set up in a clearing and they may not be airborne at the start of the game.

INDIVIDUAL AND UNIT STATISTICS FOR THIS SCENARIO ARE LOCATED ON PGS. 6 & 7 INSIDE

Ral Partha Enterprises

THE CHAOS WARS HAVE BROKEN OUT.



LORD RAL SAYS: "Comrades! Don't forget to thank your local hobby dealer for having the good taste to make all this stuff available to you!"

...A story that begins with a quest for knowledge, and culminates in a terrible quest for power; a story of magic woven, warped, and crossed in epic confrontation; a story of entire dimensions colliding and conflicting! This is the story of the Chaos Wars -- the story behind Ral Partha's new approach to fantasy gaming.

WELCOME TO CORNUCOPIA.

Here's the germ of an idea we've been kicking around for a fantasy nation called the Dominion of Cornucopia. You can use its armies and personalities to add a little variety to your campaigns and spark new ideas for your own games.

The name "Cornucopia" is an ironic one for this country because the crowding situation in Cornucopia has long since passed the critical stage. Bordered by desert on one side, and by hostile lands on the other, with bodies that stubbornly defeat all attempts at artificial birth control - the Cornucopian government sees little alternative to a war of colonialist expansion. It's a bitter choice for an essentially peaceful people.

The Cornucopians are not good at learning new things. War is a new concept to them, and they pretty thoroughly bungled it in their first major experiment - their recent Civil War. They had a difficult time at first just learning how to do each other any real harm, but once they got the hang of it, the casualty rates in this crowded country were staggering.

Now they are guided by their War Chief and military hero, **MUSTHUMPER**. Musthumper is not really as bright as any other country's generals. He has achieved prominence (and many victories) mainly due to the fact that his brain is damaged. He will occasionally go berserk and issue bizarre and spurious orders that confuse his own men, but throw panic into other Cornucopians, who are used to everything going in a certain predictable way.

Get the idea? Ral Partha's thinkers have done a lot of work on developing different aspects of Cornucopian history and culture, and you'll be seeing more of it in stores pretty soon.

Get a look at the troops of Cornucopia! Here are the Ral Partha figures we've chosen to represent them:

Cornucopian Light Infantry:
42-132 Scottish man-at-arms w/axe...4.00

Heavy Infantry (Musthumper's favorites!)
42-185 Rus Mercenary Infantry w/axe...4.00

Command Unit:
DA32 Byzantine Foot Command (2 officers and 2 standards, perfect as typical Cornucopian command figures).....4.00

The Great Musthumper:
01-120 Cutthroats (4).....4.50
...This pack contains one figure, cloaked and bearing axe and shield, which is perfect as the Great One. You won't believe the expression on his face! **Musthumper**.

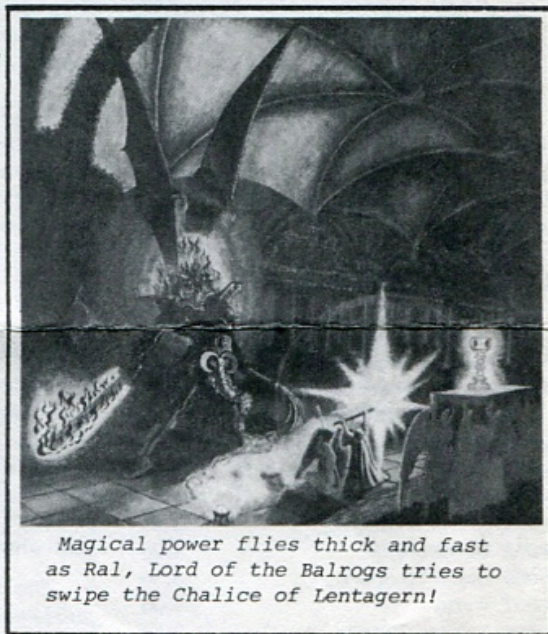


If you look at the face of our boxed figure, 10-412 RAL, Lord of the Balrogs -- really look at it -- what do you see? There is glittering intelligence mixed with raw, red animal fury etched into every line of that expression. Yes, here is a creature that inspires mind-bending fear; but here also is a creature which you cannot help but admire for its complexity. This creature is at the very heart of the Chaos Wars story. Ral, Lord of the Balrogs is teased from his extradimensional citadel by the lure of an ancient and magical artifact: the long-lost Chalice of Lentagern! An artifact reputed to be as magical and as powerful as the Balrog Lord himself. For Ral, lord of the Balrogs, it is an irresistible lure, the lure of total power, for if he could just lay hands on the Chalice - if the Chalice's incomprehensible sort of power should prove to be compatible with his own - the whole of reality the Universe wide might be his to control! At least, so say the legends... And the Grandmaster of the Cherrionite monks, Ibranham, knows the legends to be true.

Ibranham's intervention when Ral tries to snatch the Chalice of Lentagern unleashes forces which neither one of them can comprehend or control. The Chalice is lost to both of them, and a rift between times and dimensions is created. It will grow wider in unpredictable ways, until the whole world is in danger of being swept into a maelstrom of chaos where normal physical and magical laws would be absolutely irrelevant! It's a situation that would suit the Balrog Lord very well, if he could control it. It's a situation the lords of Law and Good, with a greater stake in reality as we know it, would do anything to avoid! This conflict forms the central theme of the Chaos Wars.

* * * *

What we really have in the Chaos Wars is a terrific new concept that has its roots in sword-and-sorcery gaming, but has applications which can reach far beyond that. Think about it: any object, any person, even whole armies can be whisked without warning into the unpredictable interdimensional rift, to be deposited anywhere! The possibilities for campaigns, encounters and conflict between the eternal forces of good and evil are literally limitless. Which do you admire - knowledge, learning, light? Or is it chaos, pillage, mayhem, humanity in the crucible? Either way, prepare to defend your way of life against an onslaught of incredible diversity. There's nothing for it but to call your legions to your side and be ready to slug it out when surprises drop in from between the dimensions. Characters you had thought were long dead... perhaps a few techno-mercenaries from the far future... How about a couple of cohorts of Caesar's legions to liven up the party?



Magical power flies thick and fast as Ral, Lord of the Balrogs tries to swipe the Chalice of Lentagern!

Here are some character stats for one of the figures from our new 10-414 Warlords boxed set. The set contains nine more characters, and we've included stats like these for all of them!

HELIUS HELIONARIUS

Helius is one of the foremost warlords among the forces of light. He is said to be the son of the Sun God, and a mortal - and is thus known as the Son of the Sun. The parentage gives him remarkable recuperative powers and an ability to generate a glow around himself equivalent to full sunlight.

WHERE ENCOUNTERED: Wherever evil shadows the land.

NUMBER ENCOUNTERED: 1 (unique)

HIT POINTS: 15

ARMOR: +3 chainmail

WEAPONS: Great Sword (2d6+3)

ATTACK CHANCE: 85% with sword; 80% with other weapons.

SPECIAL ABILITIES: Helius may be healed with magic light spells as well as with normal healing spells, and he automatically regenerates 3 hit points at sunrise.



NEW RELEASES

JANUARY

Code	Description	Retail Price
▶ 01-141	Black Prince's Orc Guard	2.50
▶ 01-142	Black Prince's Elite Guardsmen	2.50
20-831	STG-3R Stinger	2.50
20-832	WSP-1A Wasp	2.50
WF-6	Grateful Undead Band	4.50
WF-7	Samurai Night Fever	1.25
▶ 02-940	Skeleton Giant	4.50
02-941	Chaotic War Dragon & Rider	7.00
02-942	Barbarians (3)	3.50
02-943	Armored Ogre	3.00

FEBRUARY

Code	Description	Retail Price
▶ 10-414	Warlords Box	9.00
20-833	PHX-1 Phoenix Hawk	3.00
20-834	CRD-3R Crusader	3.00
▶ 01-143	Malkotian Spearmen	2.50
▶ 01-144	Black Falmirian Guard Calvary	2.50
▶ 01-145	Black Falmirian Champion	1.25
01-145	Forest Dragon	8.00
02-331	Master Thief	1.25
02-332	Brigand Thief	1.25
02-333	Acrobatic Thief	1.25
02-334	Cloaked Assassin	1.25
02-335	Ninja Assassin	1.25
02-351	Wizard with Staff	1.25
02-352	Adventurer Wizard	1.25
02-353	Illusionist	1.25
02-354	Evil Wizard	1.25
02-355	Fighter-Mage with Runesword	1.25

MARCH

Code	Description	Retail Price
▶ 10-210	Guardian Dragon (boxed)	8.00
20-842	ARC-2R Archer	3.00
20-844	LCT-IV Locust	3.00
▶ 02-040	Skeleton Command Group	4.50
▶ 02-041	Mounted Skeletal Knight	4.50
▶ 02-042	Skeletal Knights	4.50
▶ 02-043	Skeletal Archers	4.50
▶ 02-044	Assorted Skeletal Melee Troops	4.50

RUNEQUEST™

18-001	Shamans	3.50
18-002	Broo	3.50
18-003	Fachan	2.50
18-004	Spirits & Ghosts	3.50
18-005	Headhanger	4.00
18-006	Lunar Troopers	3.50
18-007	Wyrms	4.00
18-008	Orlanth Cultists	3.50
77-730	Paint Kit	10.95

APRIL

Code	Description	Retail Price
▶ 10-415	Skeleton Litter (boxed set)	15.00*
20-835	GRF-1N Griffin	3.00
20-836	SHD-2H Shadow Hawk	3.00
▶ 10-211	Silver Dragon (boxed)	8.00
01-328	Three	3.50
01-329	Stage	3.50
01-330	Character	3.50
01-331		3.50

MAY

Code	Description	Retail Price
02-944	Dragonmen	4.00
02-945	Sabertooth	2.00
▶ 02-946	Champions	3.50
02-947	Hero on Warhorse	3.00
20-837	WVR-6R Wolverine	3.00
20-838	BLR-1G Battlemaster	3.00
▶ 02-095	Winged Demonoid	4.50
▶ 02-096	Centaur Skirmishers	4.50
▶ 02-101	Lizard Riders	4.50
▶ 02-102	Hexatrix Riders	4.50
02-406	Armored Minotaur	2.00

▶ Denotes new release included in the Chaos Wars program.

PARTHA PAINTS

In this column, we intend to give you hints and tips for different and interesting ways to use various colors of Partha Paints. These are different ways the aficionados here at Ral Partha have used them, certainly not the only ways they could be used, and we would be interested in hearing about any new and different color schemes and combinations you might have discovered yourself!

Partha Paints' 77-711 DUN is a mustard yellow color, excellent for, among other things, portraying fresh-cut planking on ships, siege equipment, or weapon shafts. If you want to add the effect of wood grain, or aging, you might streak in a little 77-713 Red Brown, or perhaps 77-707 Grey, or both.

Other uses for 77-711 Dun might include portraying unfinished or untanned leather, desert sand (for use on armor, etc.), Confederate "Butternut" color... Mixing one part 77-711 Dun with two parts 77-705 Flesh gives you an excellent color for highlighting Eastern flesh tones, too.

Our energetic friend Chuck often uses this color for his fast paint jobs. To answer his critics' barbs, he replies that yes, indeed, his figures are *Dun!*

77-711 Dun is also useful in the complex colorings of several kinds of horses. A dun obviously has a body primarily of that color; simply dry-brush in some 77-714 Dark Brown in the areas primarily around the legs, and add 77-708 Black or 77-714 Dark Brown (or both) to the mane and tail. Dry-brushing in some 77-713 Red Brown and applying it to the mane and tail will give you a red dun horse; adding some 77-715 Ivory instead of the Red Brown will produce a good body color for a palomino, and then you paint the mane and tail 77-706 White. A Dun base coat with more 77-714 Dark Brown dry-brushed in will make a good buckskin color scheme, different from the red dun primarily in the black mane and tail which you should give it using 77-708 Black.

The American Quarter Horse Association publishes a handy guide to the coloration of quarter horse breeds, and this is a good starting point for painting nearly all horses. There may be a nominal charge for this book; for information, here's the address:

The American Quarter Horse Association
P.O. Box 200
Amarillo, Texas 79168
(806) 376-4811

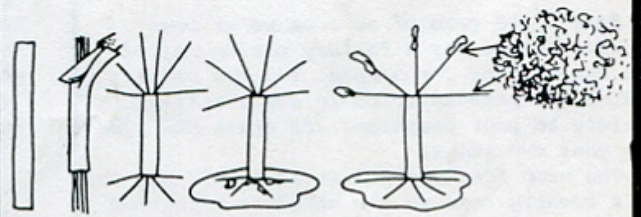
...Some encyclopaedia research is always good for finding color schemes for rarer or more ancient breeds.

MAKING TREES THE EASY WAY

by John Laing

...Quick and easy methods for making a large number of trees for use in tabletop wargaming.

For this you will need the following: 1. A good fairly heavy pair of wire clippers. 2. A supply of modellers' lichen from your local hobby shop. 3. Bases about the size of poker chips. 4. Some putty that sets in a few hours (epoxy, woodfiller, car body etc). 5. A length of stranded wire rope with a plastic coating (jacket). Allow 3" (75 mm.) for each tree you intend to make. An excellent type is plastic coated clothes-line wire. This has about 5 strands of soft wire which is ideal for our purpose, along with an easily removable jacket. 6. A sharp modeling knife or the kind of tool designed to strip the insulation from coated wire. 7. Glue of just about any kind. White, rubber, model airplane cement, or contact cement are all acceptable.

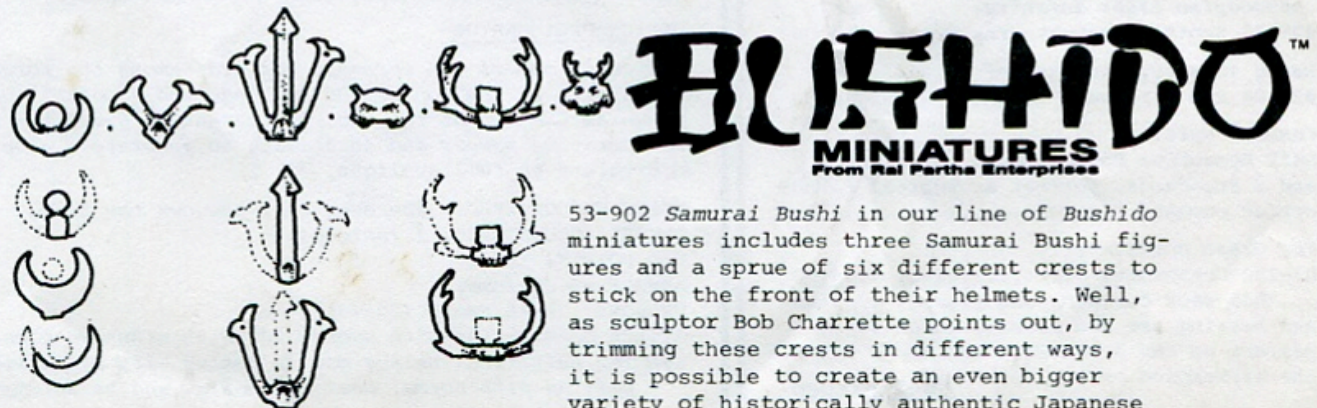


First, take your clippers and cut the stranded wire into 3" (75 mm.) lengths. Next, cut away the plastic jacket from each end of the length, baring the wire strands at each end. The best type of wire rope has about 5 strands of fairly soft wire within the jacket. Spread the wires out at both ends. The longer ends should be spread irregularly and out at odd angles. The shorter ends should be spread and bent back as flat (90°) from the axis of the wire as possible.

Now imbed the short flat end in the putty and affix this end on your basing material. Make sure your putty does not react with your base material or your base might warp giving you wobbly trees. This happens when the solvent in the putty attacks the base material, for example wood putty and styrene plastic. A way to get around this is by applying small amounts of putty at a time. Two-part epoxy putty is excellent as it is very adhesive and does not shrink. Let the putty harden.

Once your "tree trunks" are set on the bases you should paint them. The quickest way to do this is by buying a can of spray paint in brown or black. Be careful of fumes and make sure that only your models get sprayed. You can use your model paints if you wish. Let the paint dry.

Now take your glue, and tufts of the lichen and glue the lichen along the spreading "upper branches" of your tree. When the glue dries you should have a forest of passable trees, stable, light and durable. You can now use those deep, dark, and mysterious forests you've dreamed about.



53-902 Samurai Bushi in our line of Bushido miniatures includes three Samurai Bushi figures and a sprue of six different crests to stick on the front of their helmets. Well, as sculptor Bob Charrette points out, by trimming these crests in different ways, it is possible to create an even bigger variety of historically authentic Japanese crests - the diagram at left shows you how.