

RAL PARTHA

1989

CATALOG



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HISTORICALS
PAINTS & MORE



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March 1989

Miniature Designers

Bob Charrette Tom Meier
 Julie Guthrie Dennis Mize
 Richard Kerr

Miniature Painting

David Hoppock

Contributing Catalog Writers

Richard Kerr
 David Hoppock

Black and White Photography

Richard Smethurst
 Michael Weaver

Color Photography and Art Director

Michael Weaver

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 1989. 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.

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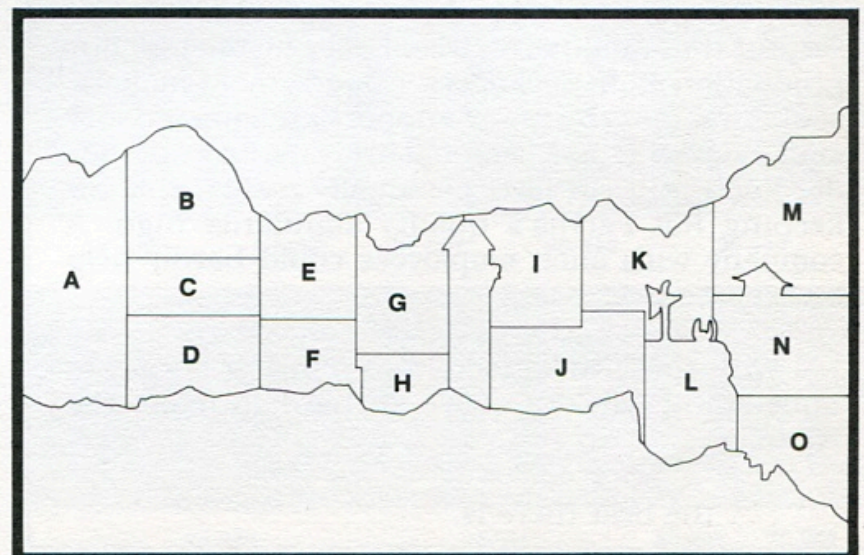
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First, as anyone in business knows, a company's reputation is only as good as its product. To us, the best possible advertising is a finely sculpted, finely cast miniature in the hands of the customer. No matter how colorful the advertising, no matter how big the selection, unless the customer likes the figure he buys he won't be coming back.

Second, a well-designed figure not only looks better, it is easier to produce. When production is easier, costs are lower, and invariably this lower price works its way out to the customer. Many of our army group packages, for fantasy and historical figures alike, demonstrate among the lowest per-figure costs on the market, while maintaining the height of quality. Ease of production also means Ral Partha figures will always reach the customer with the minimum of such casting defects as flash and excessive parting lines.

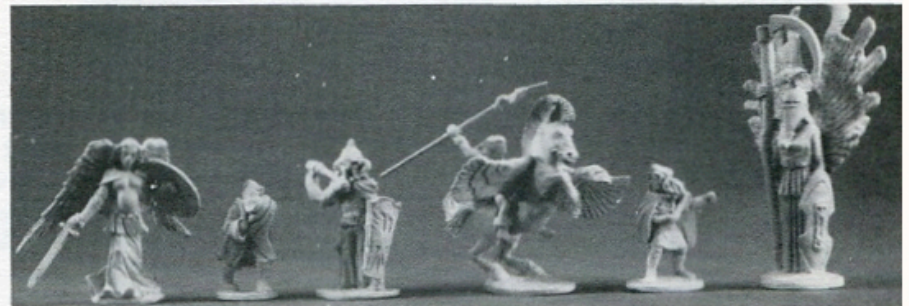
The third factor in quality is employee satisfaction. When a company's product is of high quality, every member of its work force can share in the respect that quality receives. Every member of our production staff; packagers, casters, mold-makers, sculptors, and the many support and supervisory staff members, take personal pride in the work they do. Each of them feels personally responsible for keeping Ral Partha's quality standards high. A company with such employees could hardly help but succeed.

With these three factors in mind, it is easy to understand why we strive so hard to make Ral Partha. . .

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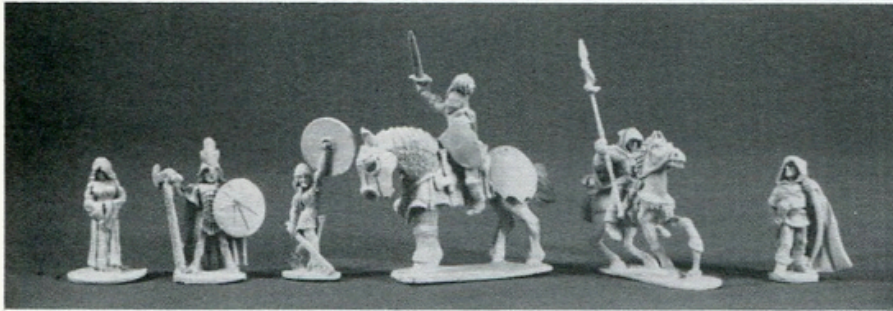
RAL PARTHA

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.



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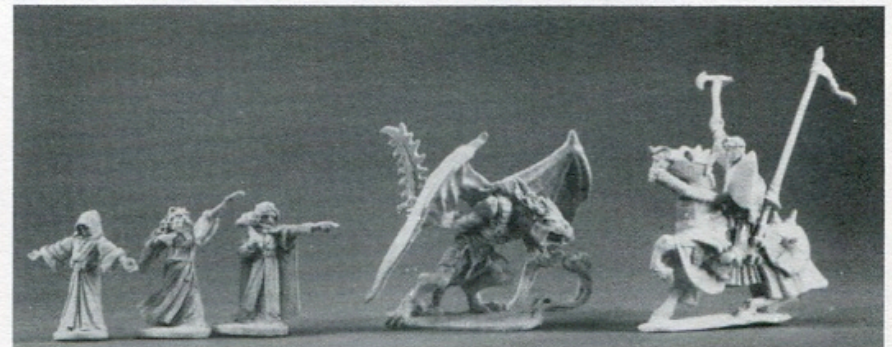
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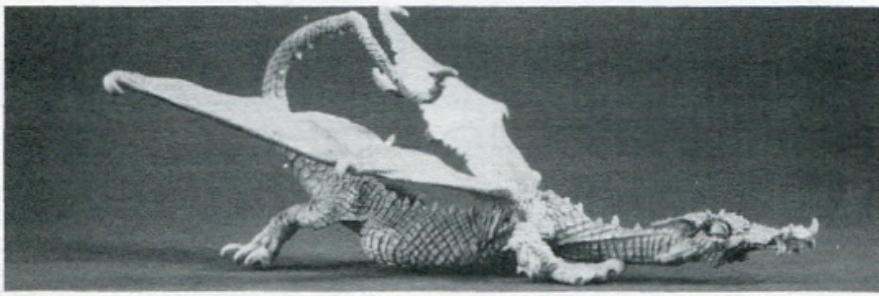
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Flying Charger 4.50
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and on foot 4.50
- 01-093 Anti-Paladin, mounted
and on foot 4.50



01-010
Hill
Troll

- 01-001 Evil Wizard,
casting spell 1.35
- 01-002 Super Hero, on Super Heavy
Horse, with axe 3.50
- 01-003 Balrog 3.75
- 01-004 Cleric, cloaked, with
staff 1.35
- 01-005 Winged Gremlin 1.45
- 01-007 Winged Serpent 2.70
- 01-010 Hill Troll 2.70
- 01-011 Angel 2.70
- 01-012 Archangel 2.70
- 01-013 Assassin 1.35
- 01-015 Super hero, with axe
(dismounted 002) 1.35
- 01-017 Pegasus, with rider ... 4.50
- 01-018 Adventuress 1.35
- 01-019 Angel of Death 3.25
- 01-021 Elf Princess 1.35
- 01-022 Elf Lord 1.35
- 01-023 Shield Maiden 1.35
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on Super Heavy Horse . 3.50
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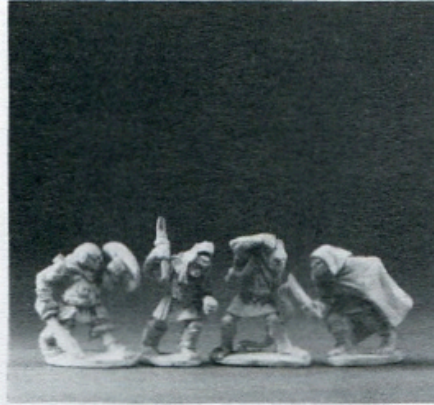
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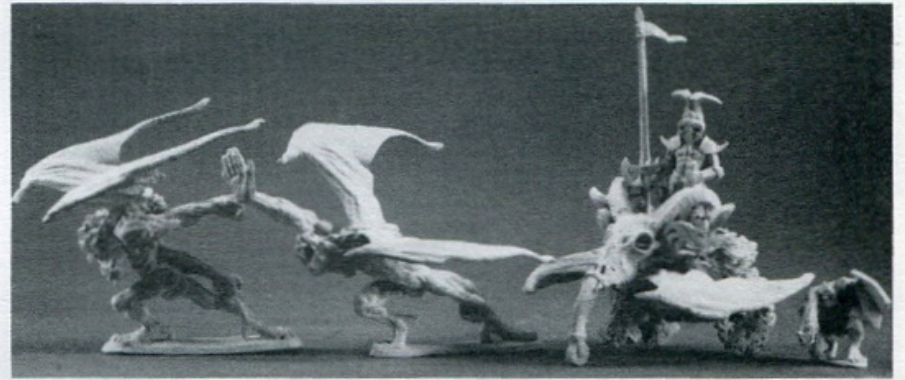
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PARTHA PERSONALITIES



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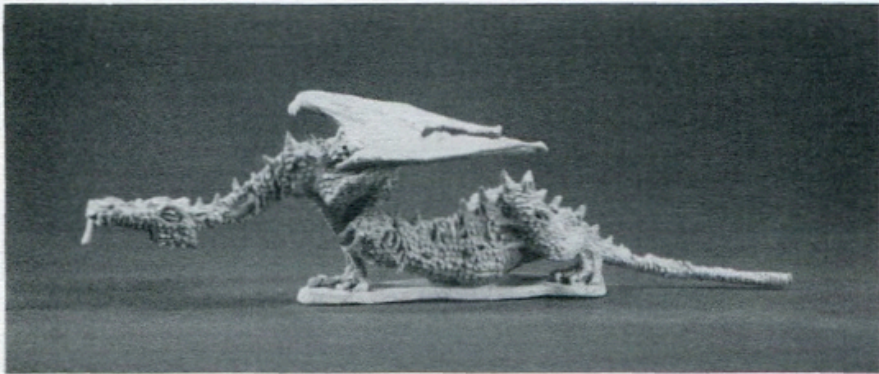
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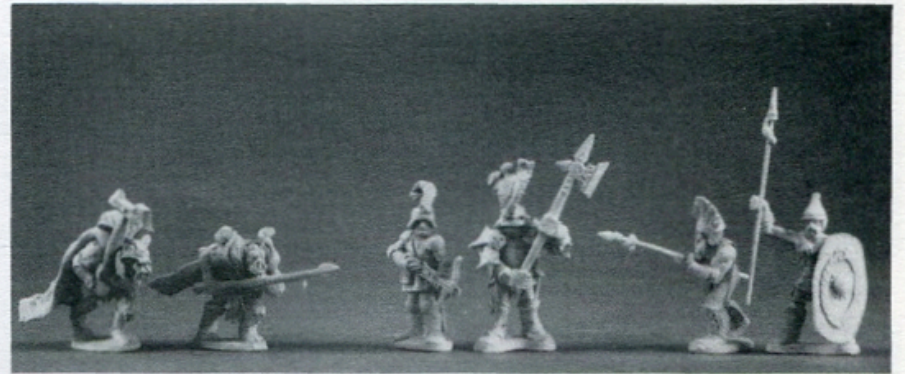
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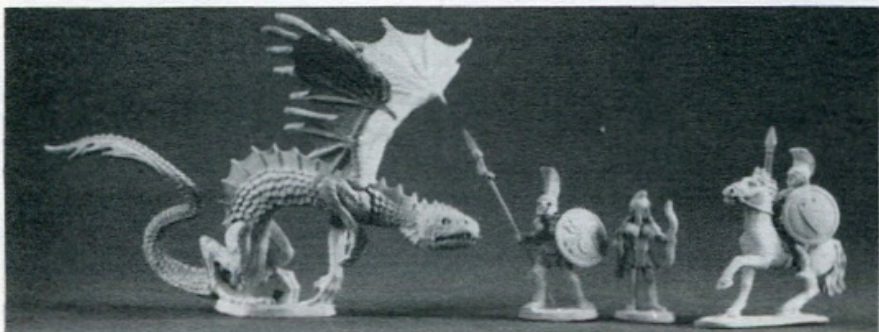
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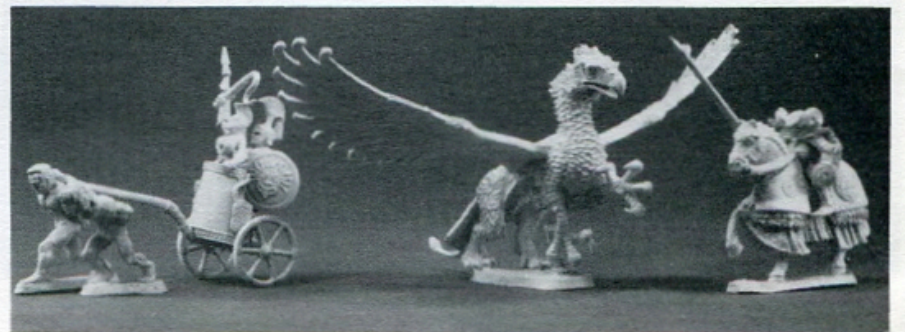
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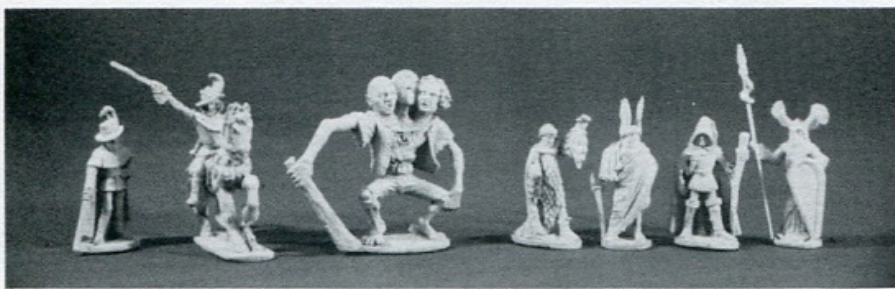
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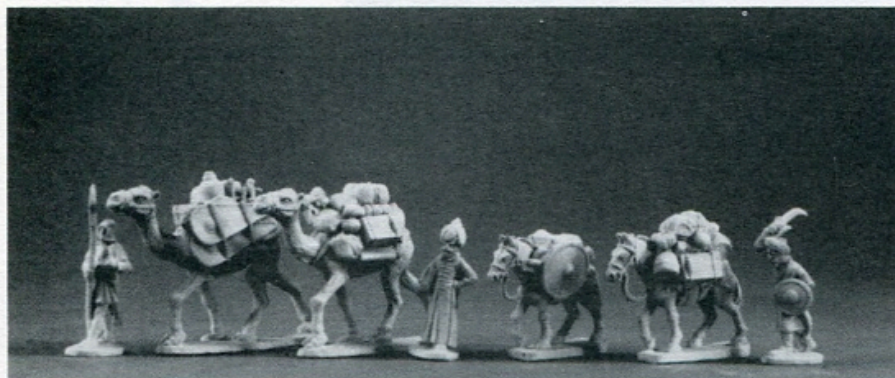
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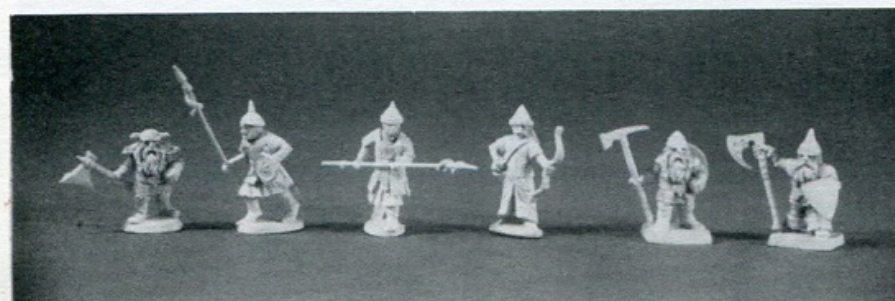
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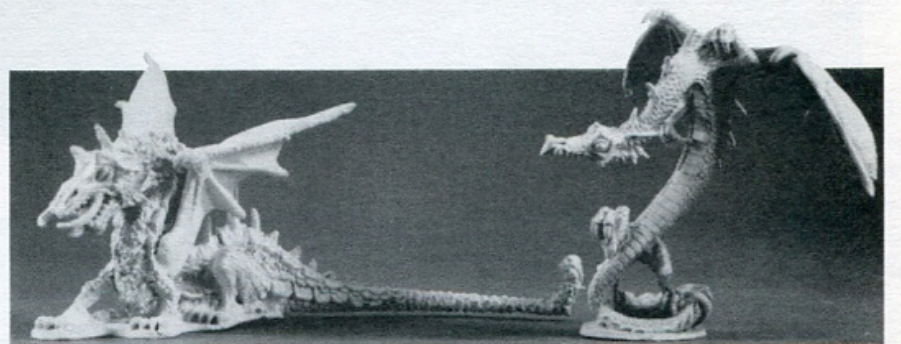


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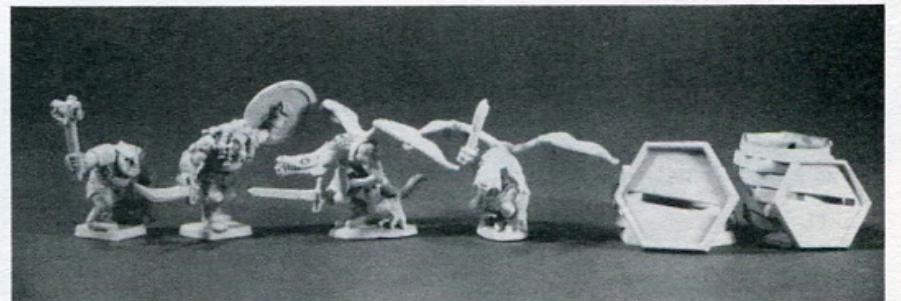


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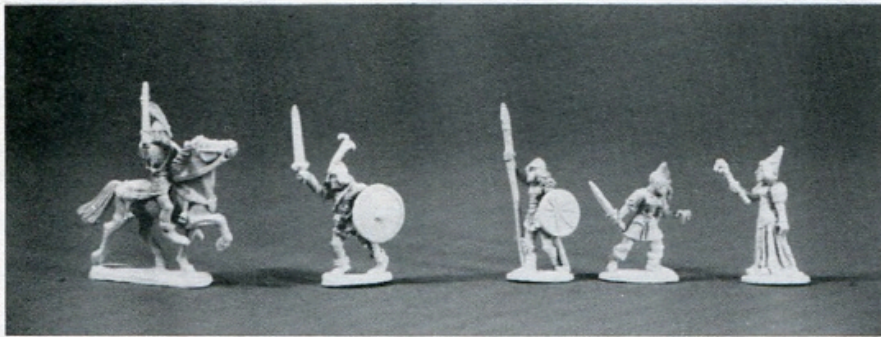
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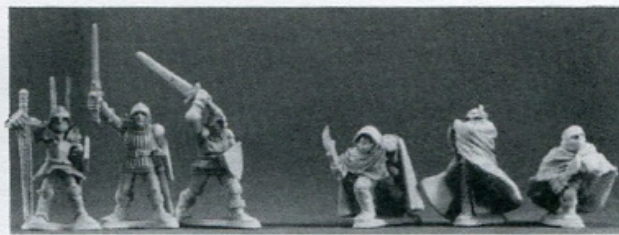
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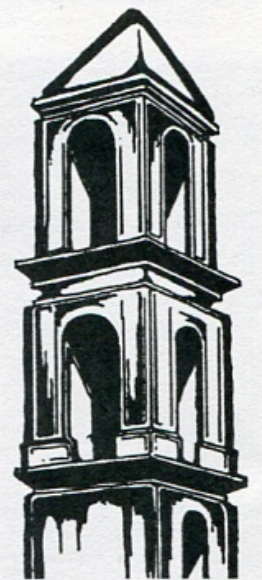
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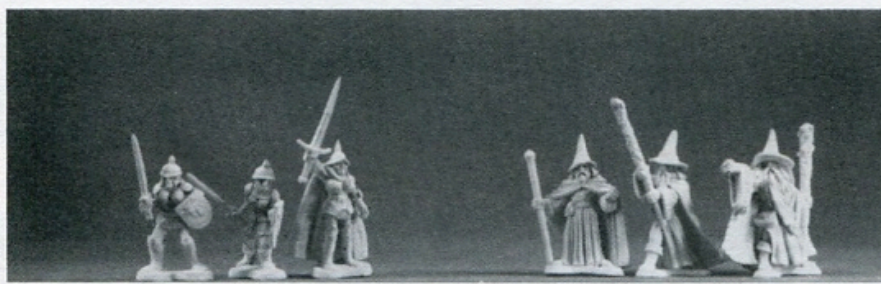


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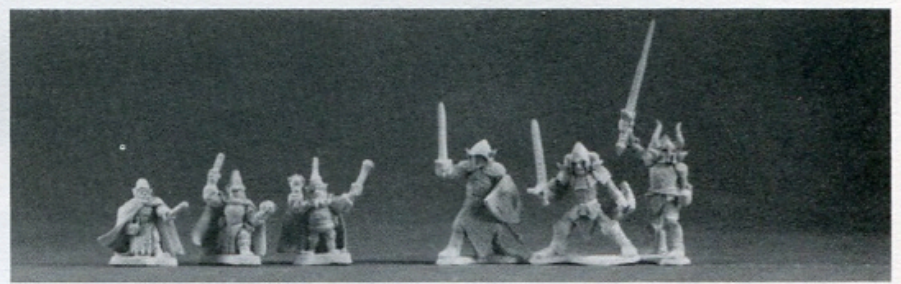


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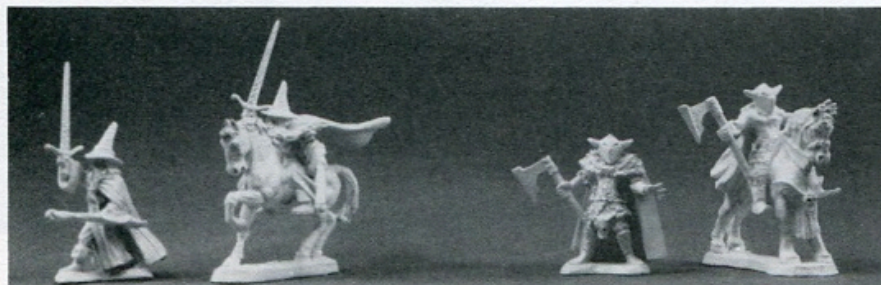
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RAL PARTHA



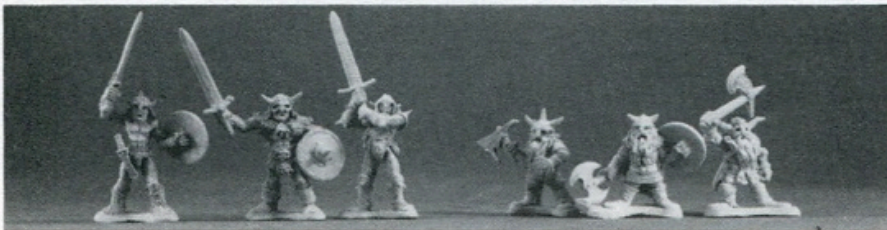
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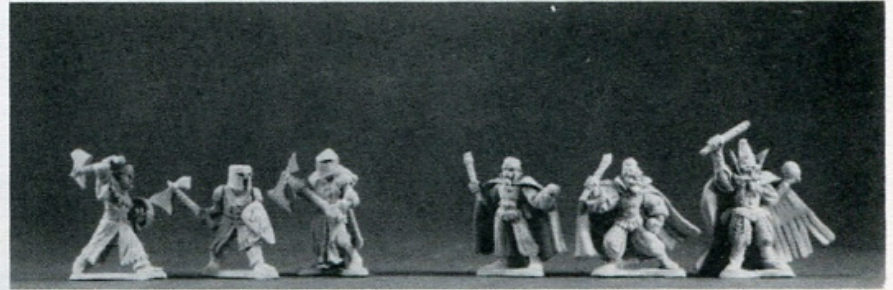
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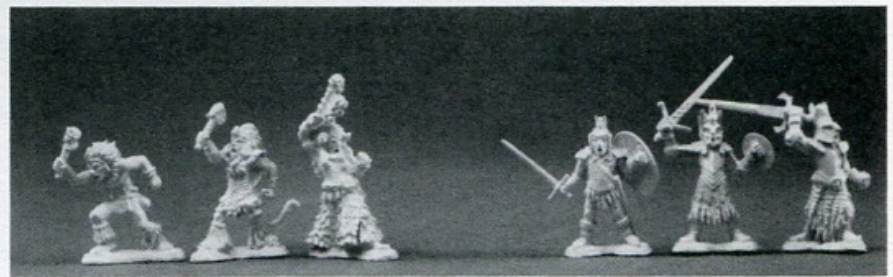
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| | | 01-602 Orc King | 1.35 |
| | | 01-603 Necromancer | 1.35 |
| | | 01-604 Chaos Deathmaster | 1.60 |
| | | 01-605 Gnome Master Thief | 1.35 |



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

SOME FIGURES MAY REQUIRE ASSEMBLY.





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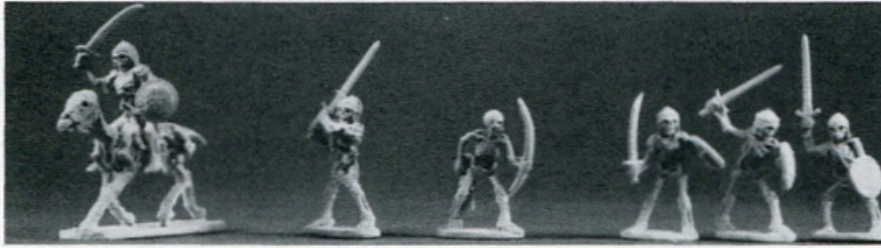
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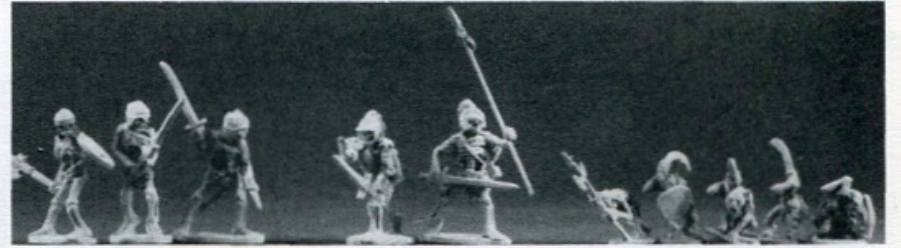
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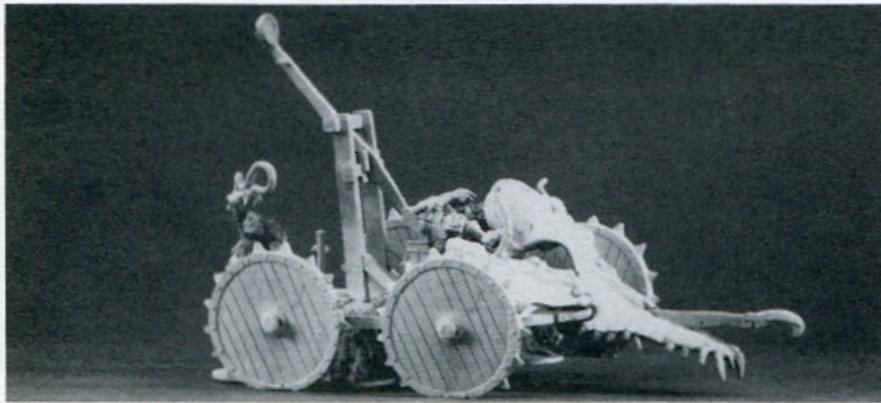
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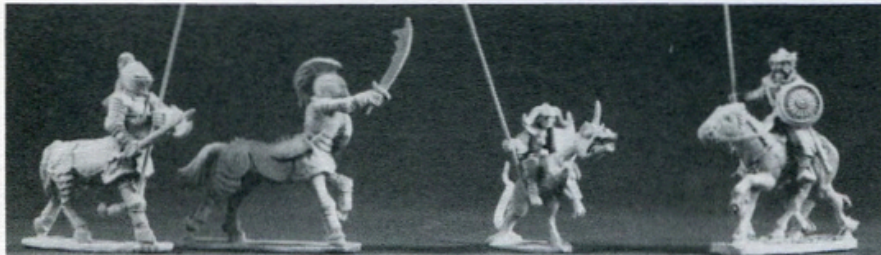
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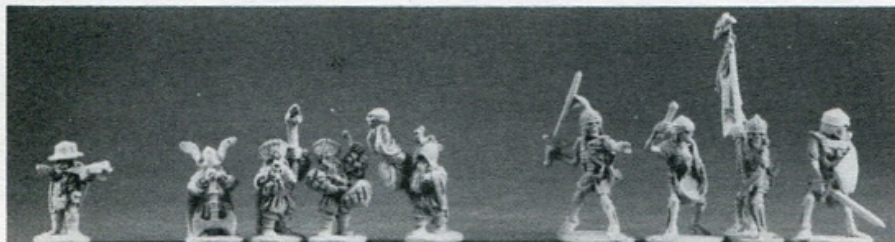


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Fantasy Collector Series

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.

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- 02-002 Wood Elf, with bow and sword (6) 4.80
- 02-003 Wood Elf, firing bow (6) 4.80
- 02-004 Wood Elf, with pike (6) . 4.80
- 02-005 Wood Elf Cavalry, with spear (3) 4.80
- 02-006 Sea Elf, upright pike (6) 4.80
- 02-007 Sea Elf, advancing with pike (6) 4.80
- 02-009 Sea Elf, striking with axe (6) 4.80
- 02-014 High Elf, firing bow (6) . 4.80
- 02-015 High Elf Cavalry, with great sword (3) 4.80
- 02-016 Elf Horse Archer (3) . . . 4.80
- 02-017 Starbrow's Select (6) . . . 4.80
- 02-018 Starbrow's Command . 4.80
- 02-019 Elf Command Group . . 4.80
- 02-021 Deep Elf, firing bow (6) 4.80
- 02-023 Deep Elf, with halberd (6) 4.80
- 02-025 Deep Elf Cavalry, with lance (3) 4.80
- 02-029 Mounted Halflings, clubs, axes (4) 4.80
- 02-031 Dwarf Axemen (6) 4.80
- 02-032 Elite Dwarf Axemen (6) 4.80
- 02-033 Dwarf, with two-handed axe (6) 4.80
- 02-034 Brotherhood of the Axe (6) 4.80
- 02-035 Brotherhood of the Axe Command (4) . 4.80
- 02-036 Dwarf, striking with hammer (6) 4.80
- 02-038 Dwarf, with crossbow (6) 4.80
- 02-039 Dwarf Command Group 4.80
- 02-040 Skeleton Command Group (4) 4.80
- 02-041 Mounted Skeletal Knight (3) 4.80
- 02-042 Skeletal Knights (6) . . . 4.80
- 02-043 Skeletal Archers (6) . . . 4.80
- 02-044 Assorted Skeletal Melee Troops (6) 4.80
- 02-045 Dealers of Devastation (6) 4.80
- 02-046 Dealers of Devastation Command (4) 4.80
- 02-050 Goblin-Imp Skirmishers (8) . . 4.80
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- 02-074 Korg's Killers Command (4) 4.80
- 02-077 Orc Archers (6) 4.80
- 02-079 Orc Command Group . 4.80
- 02-093 Wolf Riders, mixed weapons (4) 4.80
- 02-094 Wolf Riders, with bows (4) 4.80
- 02-095 Centaur Skirmishers (3) 4.80
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- 02-102 Hexatrix Riders (3) 4.80

VEHICLES AND ENGINES OF WAR

- 02-020 The Elf Chariot 10.00
- 02-078 The War Machine 20.00

PLAYER CHARACTERS

- 02-201 Wood Elf, bow 1.35
- *02-208 Sea Elf, sword 1.35
- 02-210 High Elf, sword 1.35
- 02-211 High Elf, sword 1.35
- 02-212 High Elf, spear 1.35
- 02-214 High Elf, bow 1.35
- 02-219 Elf Mage 1.35
- 02-227 Halflings, bow, sling (2) 1.35
- 02-228 Halflings, axe, shield (2) 1.35
- *02-233 Dwarf, axe 1.35
- *02-234 Dwarf, sword 1.35
- 02-235 Dwarf, axe 1.35
- 02-239 Dwarf Leader 1.35
- 02-272 Orc, sword 1.35
- 02-275 Orc, mace 1.35
- 02-278 Orc Archer 1.35
- 02-279 Orc Leader 1.35
- 02-301 Fighter, with platemail, runesword and shield . 1.35
- 02-302 Paladin, with great sword 1.35
- 02-303 Ranger in mail, with bow 1.35
- 02-304 Chaotic Warrior, with greatsword 1.35
- 02-305 Fighter, charging (assorted weapons) . . . 1.35
- 02-306 Barbarian, swinging with two-handed sword 1.35
- 02-307 Heroic Knight 1.35
- 02-308 Fighter with Longbow . 1.35
- 02-309 Anti-Hero 1.35
- 02-310 Female Fighter 1.35
- 02-311 Cavalier Knight 1.35
- 02-312 Warrior Lord 1.35
- 02-331 Master Thief 1.35
- 02-332 Brigand Thief 1.35
- 02-333 Acrobatic Thief 1.35
- 02-334 Cloaked Assassin 1.35
- 02-335 Ninja Assassin 1.35
- 02-336 Rogue Thief 1.35
- 02-351 Wizard with Staff 1.35
- 02-352 Adventurer Wizard 1.35
- 02-353 Illusionist 1.35
- 02-354 Evil Wizard 1.35
- 02-355 Wizard with Runesword 1.35
- 02-356 Female Magic User 1.35
- 02-371 Cleric 1.35
- 02-372 Armored Cleric 1.35
- 02-373 Druid 1.35
- *02-374 Evil High Priest 1.35
- 02-375 Inquisitor with Sword of Justice 1.35
- 02-376 Female Cleric 1.35
- 02-391 Bard 1.35



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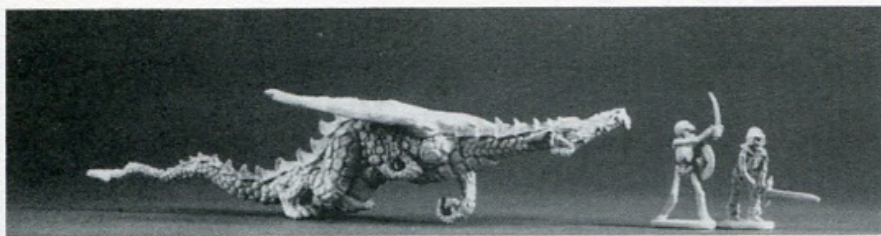
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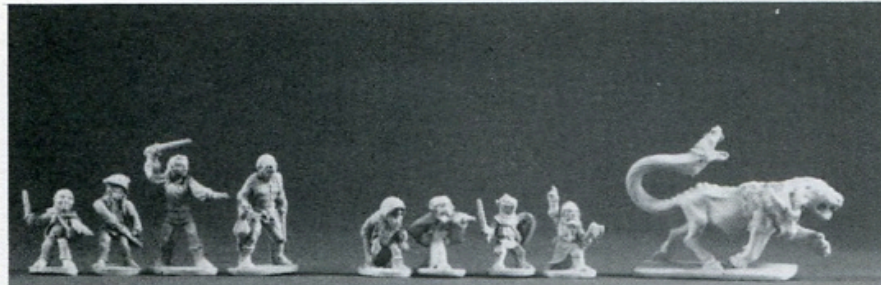
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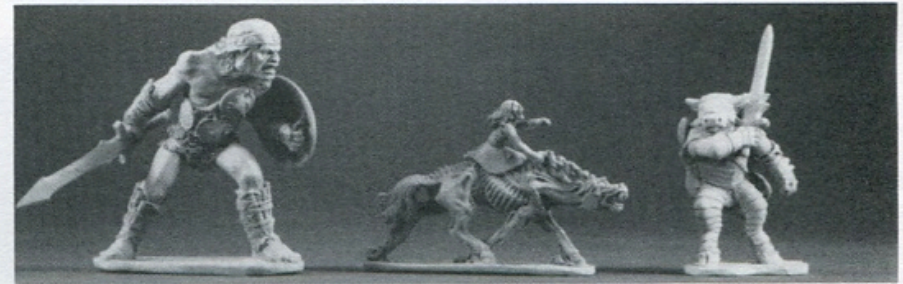


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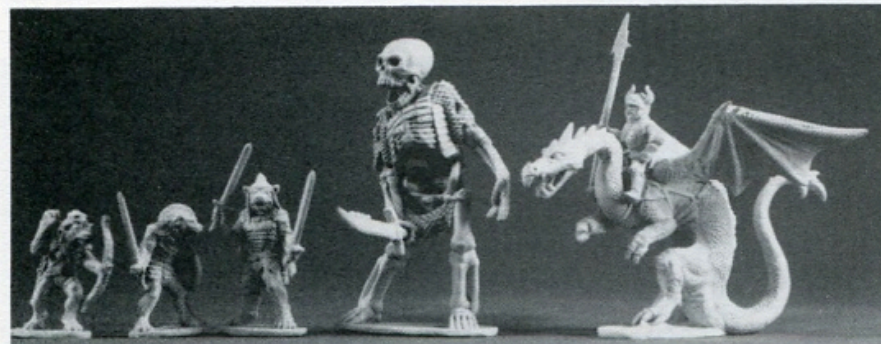
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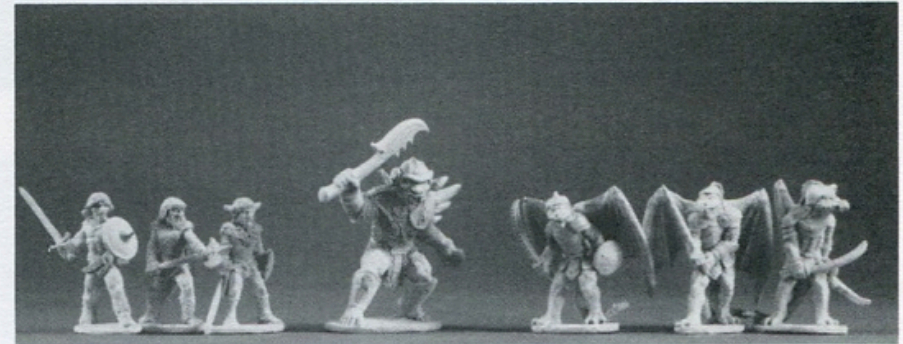
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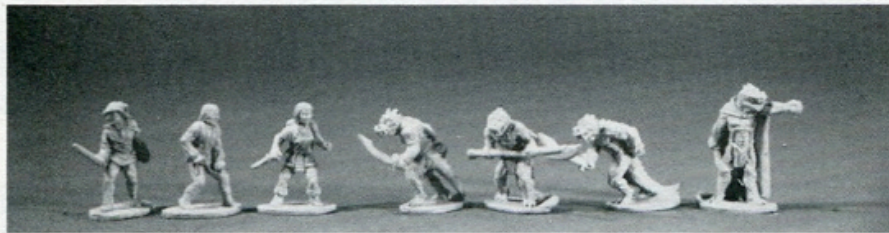
RAL PARTHA



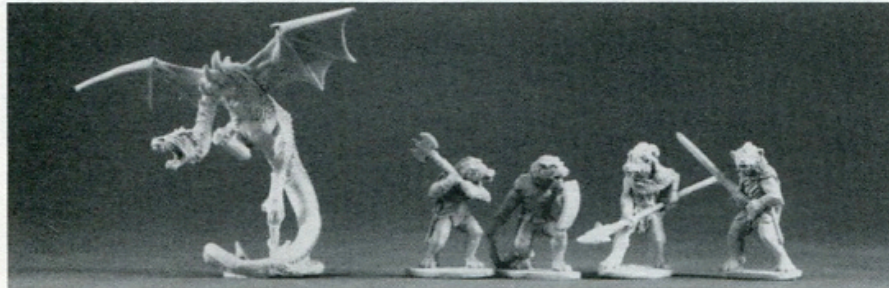
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MONSTERS

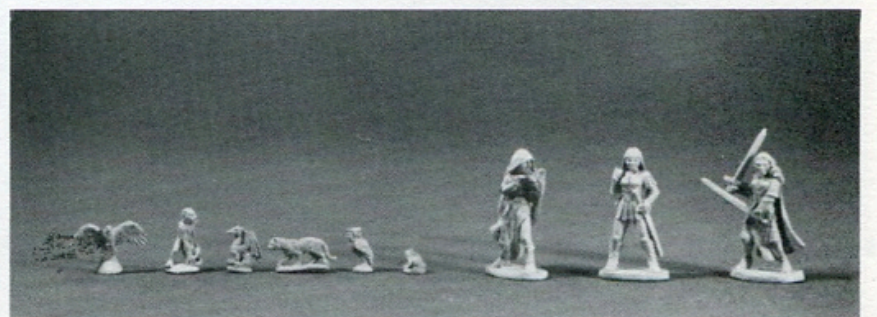
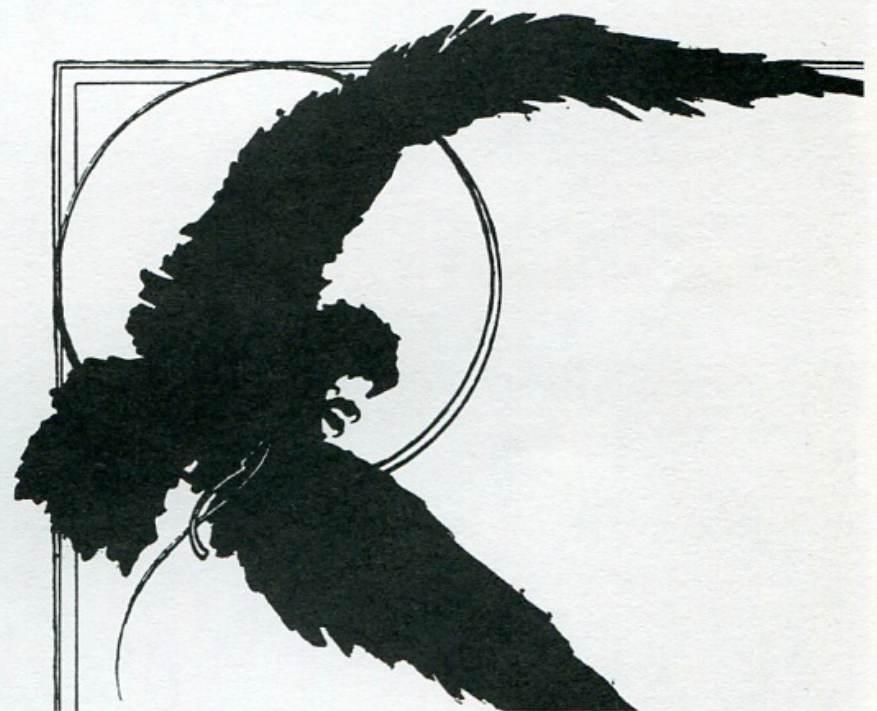
| | |
|-----------------------------|------|
| 02-401 Great Fire Dragon | 8.00 |
| 02-402 Skeletons (2) | 2.70 |
| 02-403 Weretiger | 1.35 |
| 02-404 Gargoyle | 1.60 |
| 02-405 Demon | 1.60 |
| 02-406 Armored Minotaur | 2.00 |
| 02-407 Hellhounds (3) | 3.75 |
| 02-408 Lion-Centaurs (2) | 4.00 |
| 02-409 Lumbering Hulk | 3.50 |
| 02-410 Gorgonian Brass Bull | 3.00 |
| 02-411 Wraiths (3) | 3.70 |
| 02-412 Ratlings | 4.75 |
| 02-413 Drakonne | 4.50 |
| 02-414 Frost Giant | 5.00 |

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| 02-921 Non-Human Warrior Thieves (4) | 4.30 |
| 02-922 Gnomes (4) | 3.75 |
| 02-923 Chimera | 3.70 |
| 02-925 Rangers (3) | 3.70 |
| 02-926 Clerics (3) | 3.70 |
| 02-927 Female Warriors (3) | 3.70 |
| 02-928 Wyvern | 4.80 |
| 02-929 Gnoses (4) | 4.75 |
| 02-930 Bison Rider, mounted and on foot | 4.30 |
| 02-931 Fighting Paladin | 1.35 |
| 02-932 Anti-Hero | 1.35 |
| 02-933 Half Elf Champion | 1.35 |
| 02-934 Barbarian Giant | 4.05 |
| 02-935 Dark Hagon Nightmare | 2.70 |
| 02-936 Armored Minotaur | 3.20 |
| 02-937 Fighting Pegasus | 4.00 |
| 02-938 Skeleton Warriors (4) | 4.75 |
| 02-939 Gnome Champion with Hench Beasts (3) | 3.70 |
| 02-940 Skeletal Giant | 4.75 |
| 02-941 Chaotic War Dragon & Rider | 7.50 |
| 02-942 Barbarians (3) | 3.70 |
| 02-943 Armored Ogre | 3.00 |
| 02-944 Dragonmen | 4.30 |
| 02-945 Sabertooth Tiger | 2.00 |
| 02-946 Champions (3) | 3.70 |
| 02-947 Hero on Warhorse | 3.20 |
| 02-948 Archers (3) | 3.70 |
| 02-949 Grey Wizard | 1.35 |
| 02-950 Undead Ninja | 1.35 |
| 02-951 Ki-Rin | 2.50 |
| 02-952 Skeletal Beastmen | 4.80 |
| 02-953 Warcat w/Gnome Rider | 3.20 |
| 02-954 Demon Lord | 4.30 |
| 02-955 Evil Dragon | 7.50 |
| 02-956 Giant Minotaur Beastman | 5.00 |
| 02-957 Hobgoblins (4) | 4.75 |
| 02-958 Familiars (Multiple) | 1.35 |
| 02-959 Female Adventurers (3) | 3.70 |

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

| | |
|---|------|
| 02-901 Hydra | 4.30 |
| 02-902 Female Giant | 4.30 |
| 02-903 Armored Centaurs (male and female) | 4.30 |
| 02-908 Manticore | 3.70 |
| 02-909 Unicorn | 2.50 |
| 02-910 Lions (male & female) | 3.00 |
| 02-911 Attack Dogs | 2.70 |
| 02-912 Giant Rats (5) | 2.70 |
| *02-914 Rhino Rider, mounted and on foot | 4.30 |
| *02-915 Knight, mounted and on foot | 4.30 |
| △ 02-916 Fighters (3) | 3.70 |
| *02-917 Fighter Mages (3) | 3.70 |
| 02-918 Thieves (3) | 3.70 |
| 02-920 Lizard Men (4) | 4.75 |



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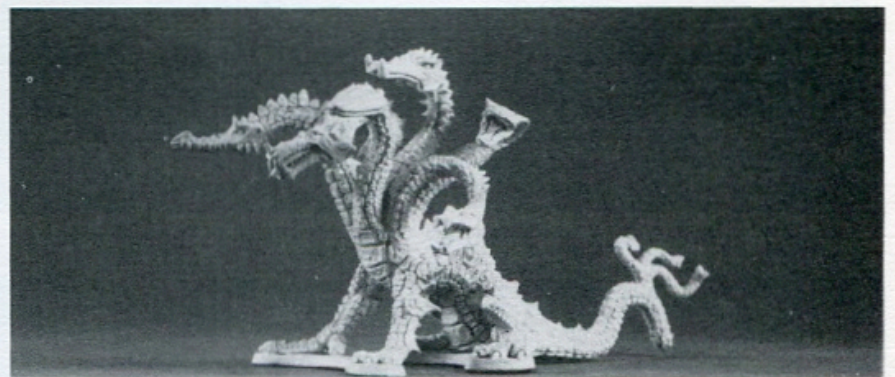
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10-416



10-417 HYDRA



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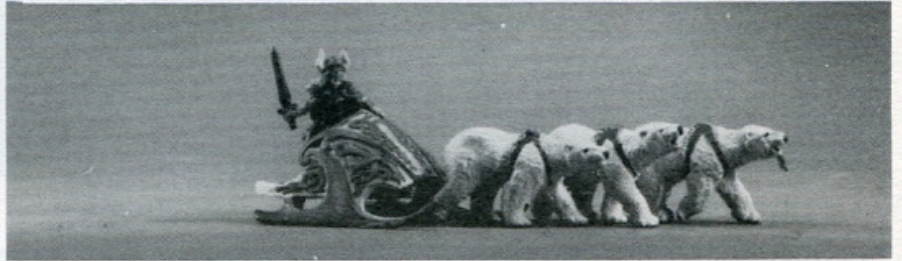
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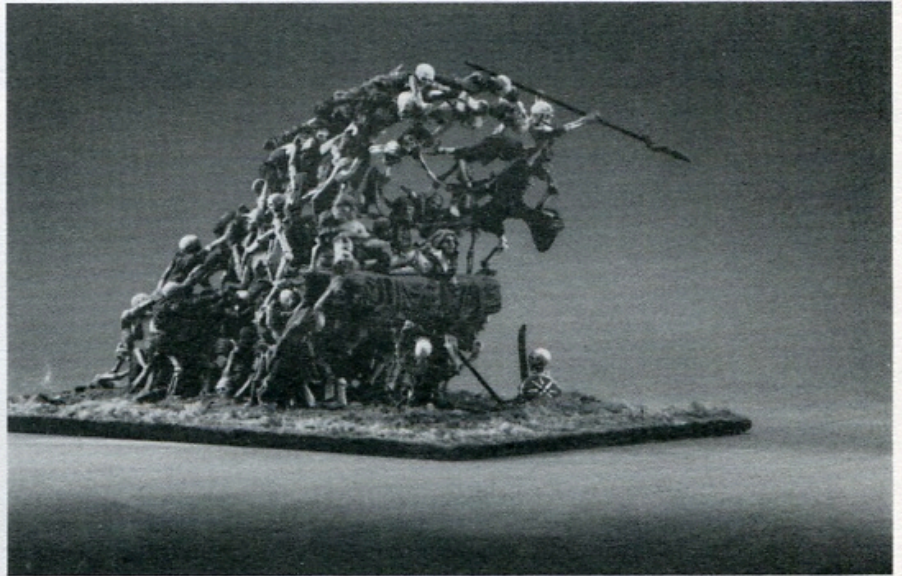
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GRIFFIN CHARIOT

RAL PARTHA'S

Collectors Sets

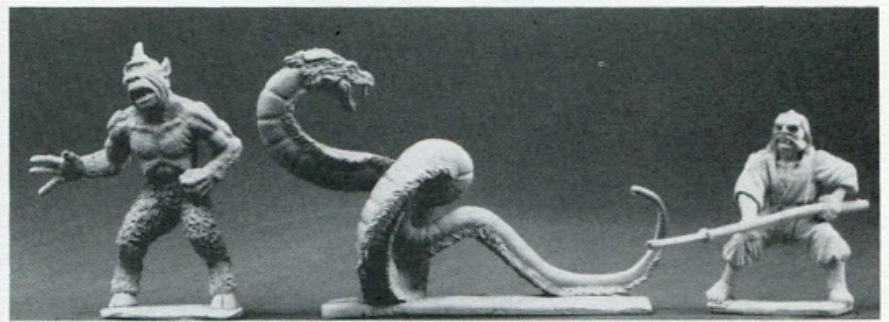




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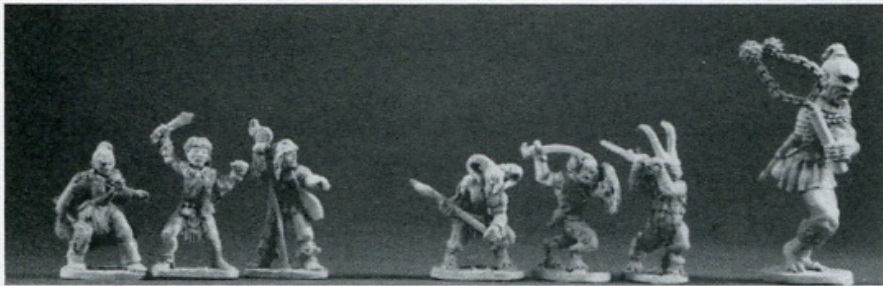
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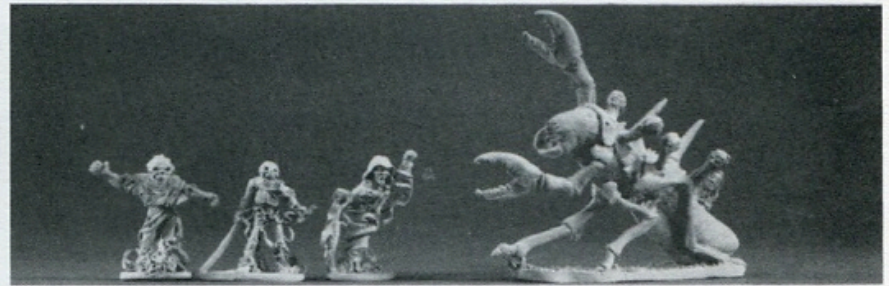
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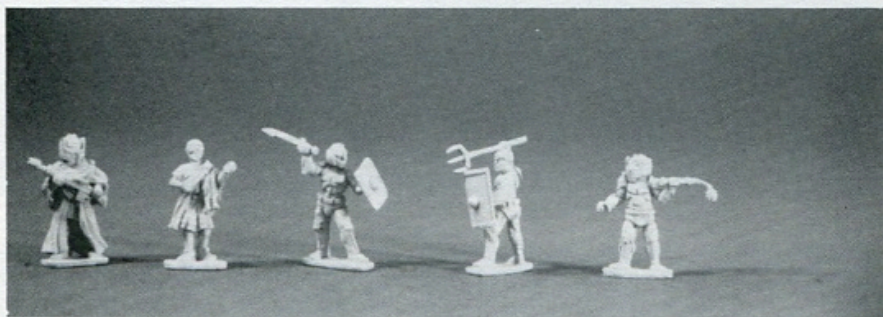
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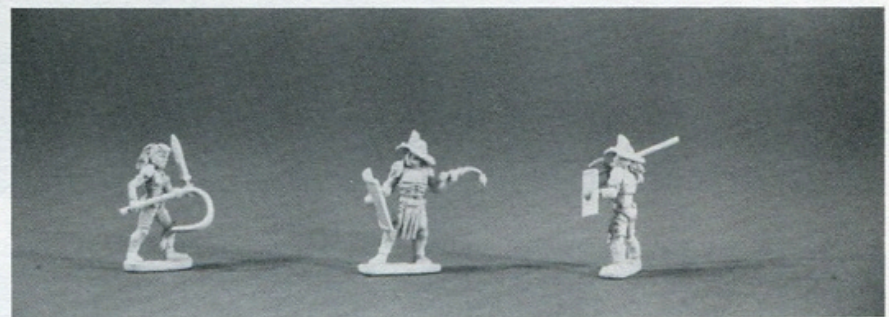
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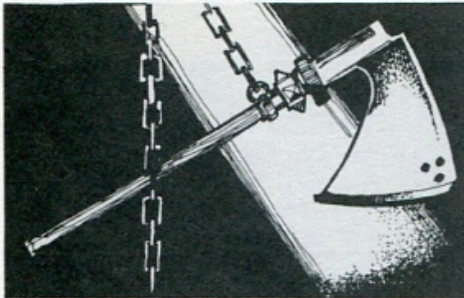


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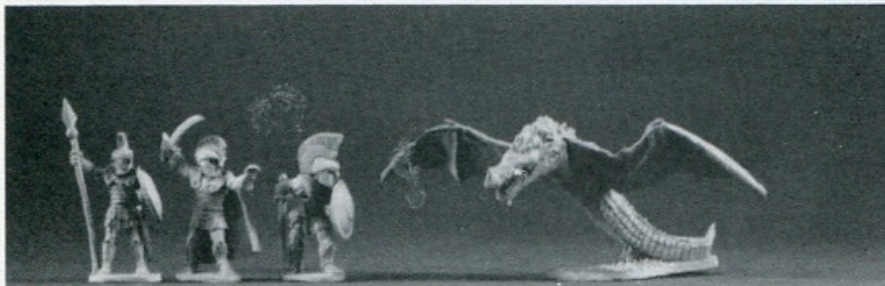


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20-407
A VARIATION

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



20-652



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 |
| 13-033 Giant Doom Wurm | 7.00 |
| 13-039 Japanese Ogre with naginata | 4.00 |
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| 18-001 Shamans (3) | 3.70 |
| 18-002 Broo (3) | 3.70 |
| 18-003 Fachan | 2.95 |
| 18-004 Spirits & Ghosts (3) | 3.70 |
| 18-005 Headhanger | 4.30 |
| 18-006 Lunar Troopers (3) | 3.70 |
| 18-007 Wurm | 4.30 |
| 18-008 Orlanth Cultists (3) | 3.70 |

20th Century Plus

SPIES

| | |
|------------------------------------|------|
| 20-001 Criminal Mastermind | 1.35 |
| 20-002 Dangerous Henchman | 1.35 |
| 20-003 Seductive Woman | 1.35 |
| 20-004 Clandestine Agent | 1.35 |
| 20-005 Clandestine Female Agent | 1.35 |
| 20-006 Elegant Female Secret Agent | 1.35 |
| 20-007 Debonnaire Secret Agent | 1.35 |
| 20-008 KGB Agent | 1.35 |
| 20-009 CIA Agent | 1.35 |
| 20-010 Bureau Chief | 1.35 |
| 20-011 Paramilitary Operations (3) | 3.70 |
| 20-012 Terrorists (3) | 3.70 |

20'S AND 30'S ADVENTURERS

| | |
|-----------------------------|------|
| 20-101 Adventurer | 1.35 |
| 20-102 Adventuress | 1.35 |
| 20-103 Aviator | 1.35 |
| 20-104 Private Investigator | 1.35 |
| 20-105 Detective | 1.35 |
| 20-106 G-Man | 1.35 |
| 20-107 Ace Reporter | 1.35 |
| 20-108 Gang Boss | 1.35 |
| 20-109 Moll | 1.35 |
| 20-110 Professor | 1.35 |
| 20-111 Gangsters (3) | 3.70 |
| 20-112 Police (3) | 3.70 |

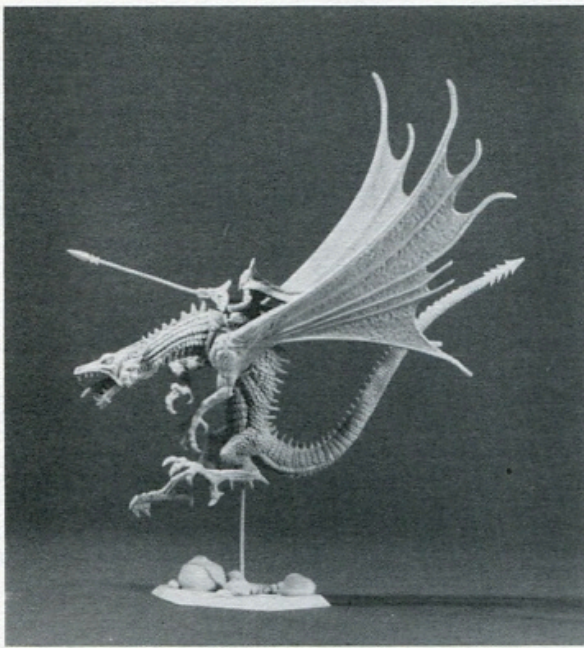
SURVIVORS AND SOLDIERS

| | |
|--|------|
| 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) | 3.70 |
| 20-405 Soviet Bloc Combat Group (3) | 3.70 |
| 20-406 Civilian Survivors/Irregulars (3) | 3.70 |
| 20-407 Pack Mule, weapons and gear | 3.70 |

"TOG" FIGURES

| | |
|--|-------|
| 20-630 Imperial Guard in Ceremonial Dress | 1.35 |
| 20-631 Senator | 1.35 |
| 20-650 Imperial Gladiators (3)—Renegade Legion | 3.70 |
| 20-651 Slave Gladiators (3)—Renegade Legion | 3.70 |
| 20-652 Light Racing Chariot with Chariot Driver & Two Beasts | 10.00 |

Children of the Night 13-000's



10-500

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- 10-500 TSR's Dragonlance
—Red Dragon of Krynn . . . 15.95
- 10-550 TSR Forgotten Realms'
Heroes (10) 10.95

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- 11-001 Fighters (1 Male, 1 Female)
with 2-handed Sword in
Barded Mail 2.50
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Staff and Warhammer in
Chain Mail 2.50
- 11-003 Magic Users (1 Male, 1 Female)
with Crystal Ball 2.50
- 11-004 Rangers (1 Male, 1 Female)
with Longsword & Longbow
in Leather 2.50

- 11-005 Thieves (1 Male, 1 Female) with
Shortsword & Sling
in Leather 2.50
- 11-006 Dwarf Fighters (1 Male,
1 Female) with Warhammer
& Shield in Platemail . . . 2.50
- 11-007 Elf Magic-Users (1 Male,
1 Female) with
Magical Items 2.50
- 11-008 Gnome Thieves (1 Male,
1 Female) with Daggers &
Tools 2.50
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- 11-406 Mind Flayer 1.50
- 11-407 Fire Giant 4.95
- 11-408 Troll 3.50
- 11-409 Orcs (4) 4.95



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10-550



11-001

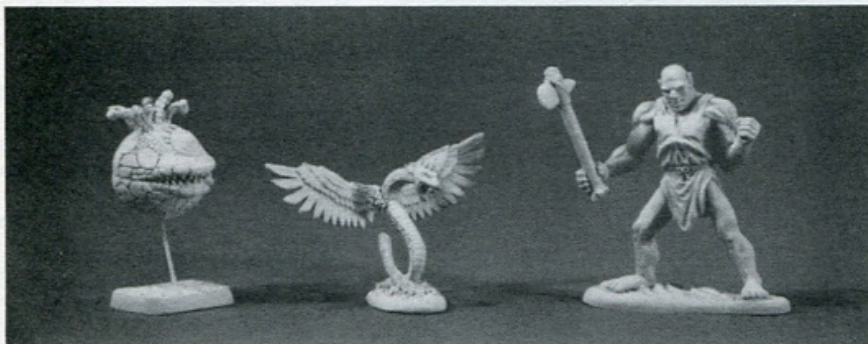
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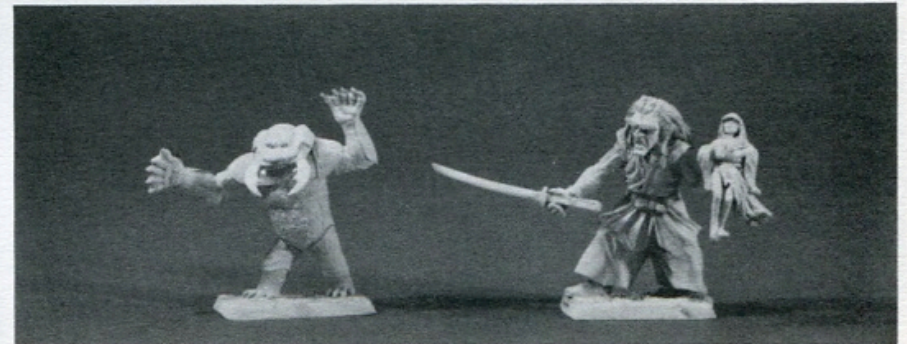
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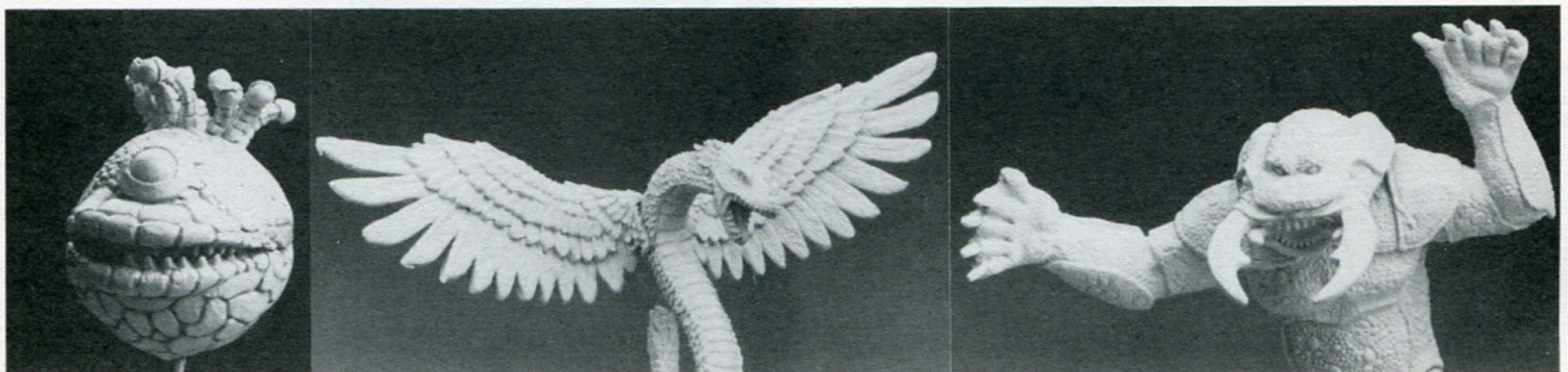
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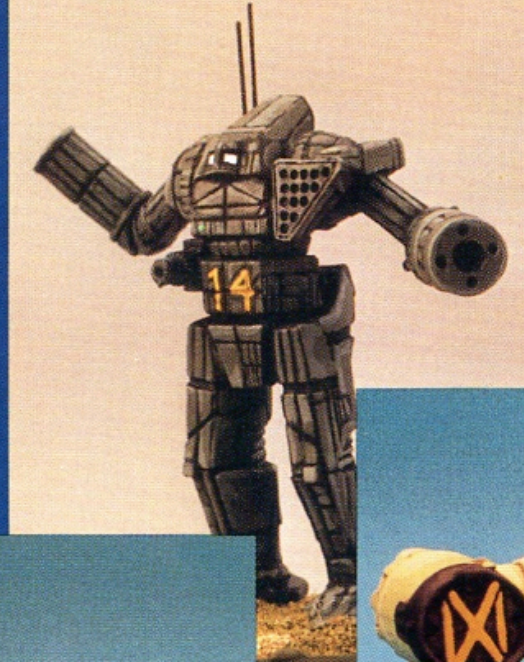
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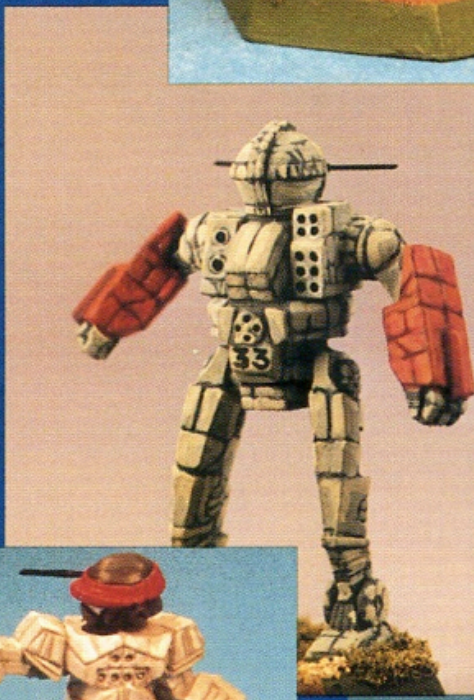
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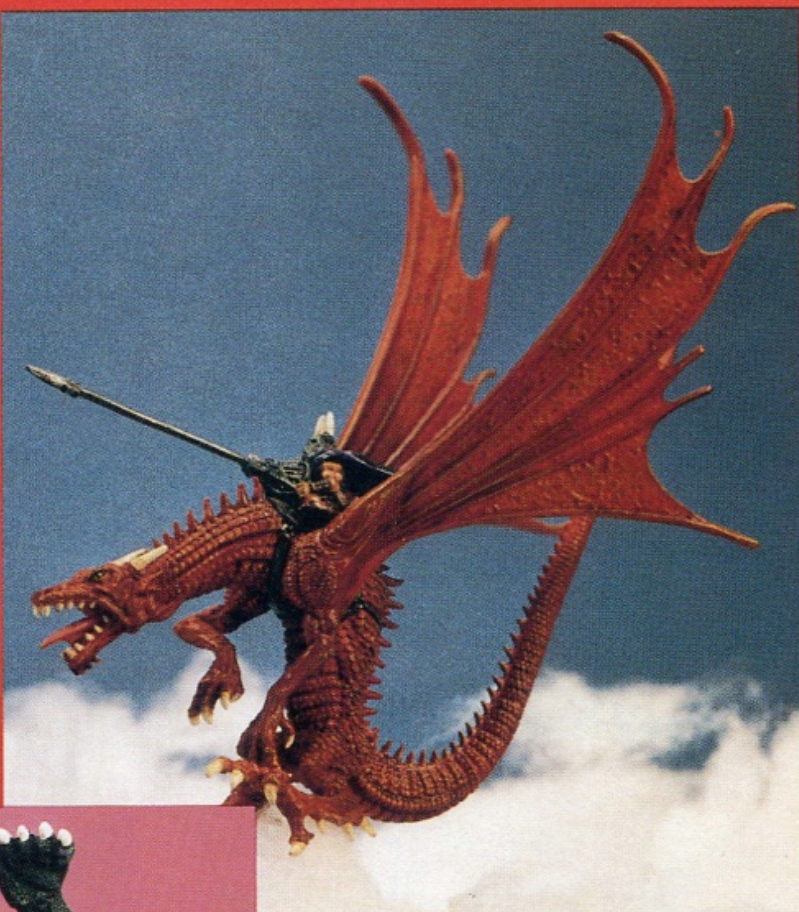
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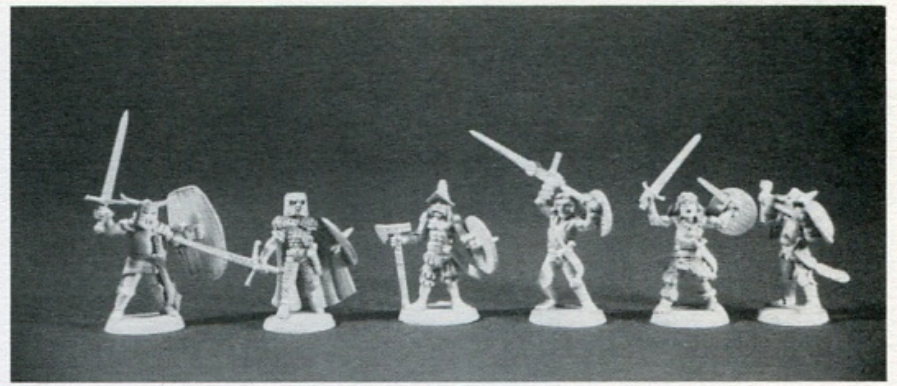
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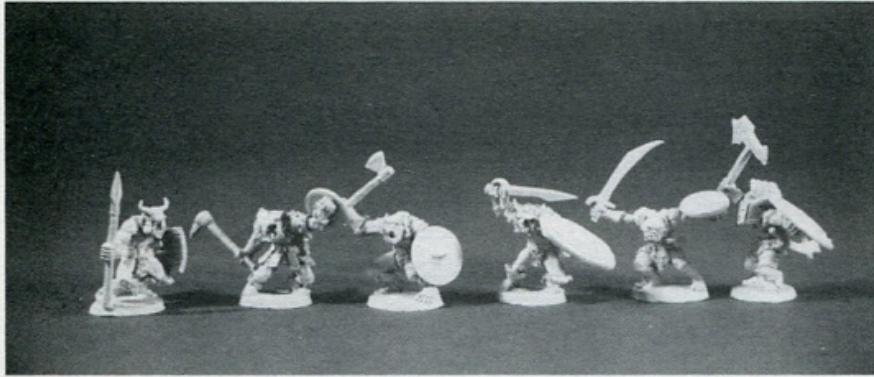
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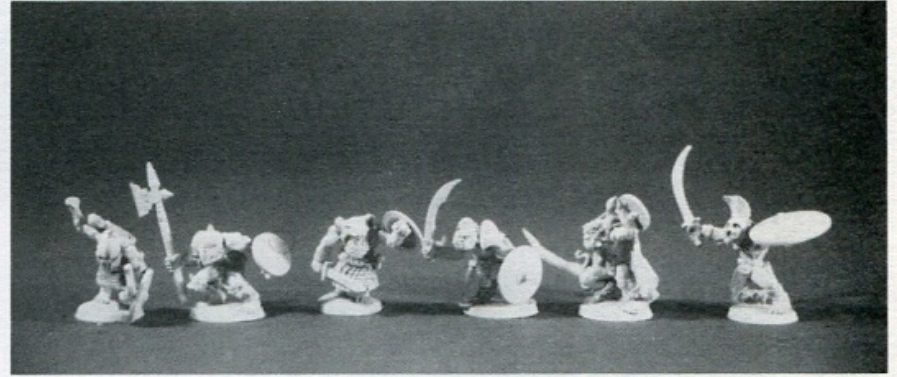
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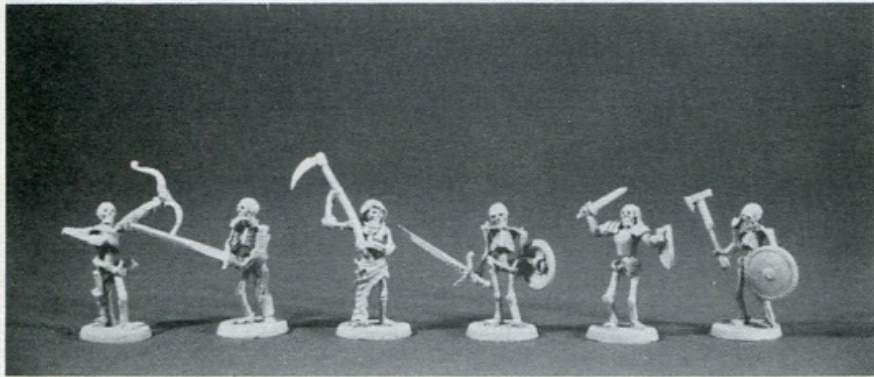
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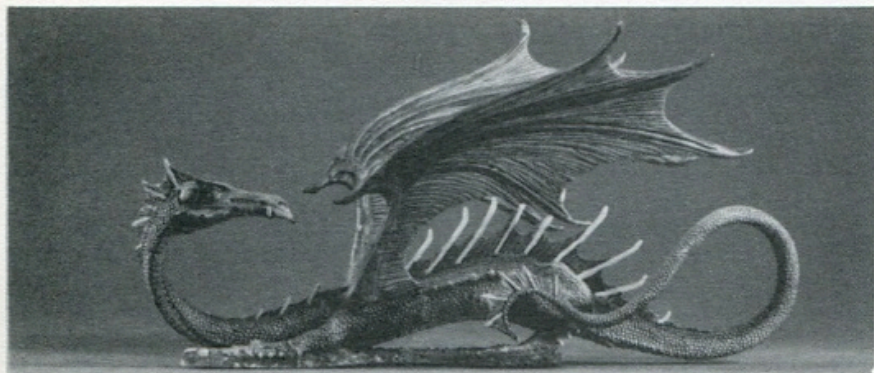
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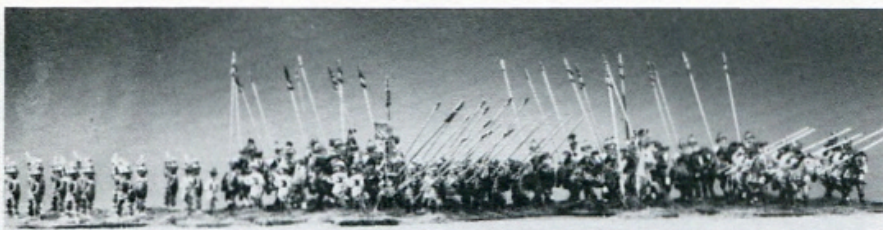
10-210



10-211



10-212



25-036

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.

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.

Set 25-501 contains: Leonaran's Golden Horde of 72 unblemished foot warriors, 12 stalwart knights, Tör-ak the guardian Minotaur, and Leonaran mounted on Goldancer.

ARMY CORE PACKS



25-500



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



31-021 31-022 31-023



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



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



32-016

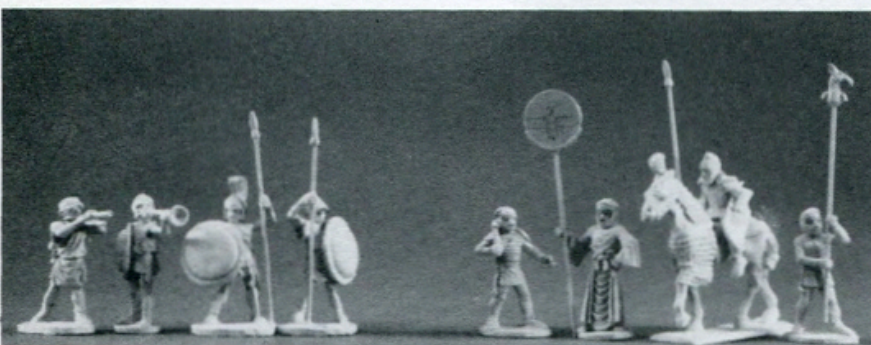


34-001 34-002 34-003 34-005 34-006 34-007

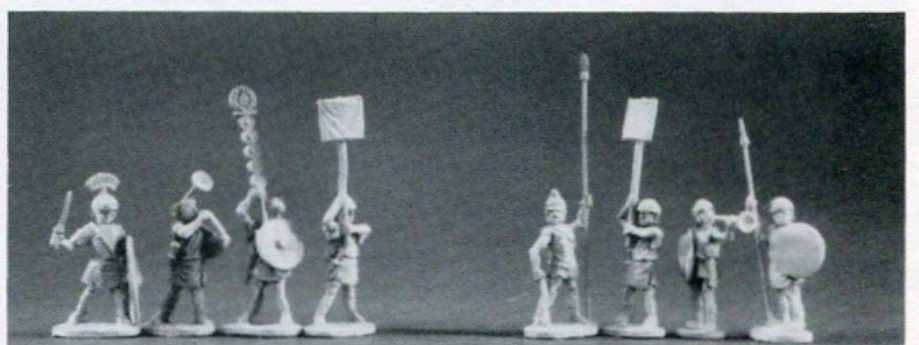


34-008 34-009 34-010 34-011 34-012 34-013

Command packs shown below. A complete listing of the 35 line (The Hoplites) appears on page 23.



35-010 35-020



35-030 35-040/060

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Army Core Packs

| | |
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| 25-036 Macedonian | 54.95 |
| 25-127 Japanese (1050 AD to 1542 AD) | 44.95 |
| 25-134 Anglo Norman (1072 AD to 1181 AD) | 39.95 |
| 25-500 Black Prince's Chaotic Army | 100.00 |
| 25-501 Leonaran's Golden Horde | 100.00 |



25-501

| | |
|--|------|
| 31-007 Zombie | 1.35 |
| 31-008 Medusa | 1.35 |
| 31-009 Mummy | 1.35 |
| 31-010 Mindslayer | 1.35 |
| 31-011 Bruise Brothers | 3.70 |
| 31-012 Giant Half-Troll Champion | 5.00 |
| 31-013 Chaotic Monk blessing with Mace | 1.35 |
| 31-014 Carak, The Evil Prince | 1.35 |
| 31-015 Slayai, Evil High Sorceress | 1.35 |
| 31-016 Druid and Bear | 2.70 |
| 31-017 Demon Beast | 4.95 |
| 31-018 Screaming Ogre with Tree Stump | 3.00 |
| 31-019 Horned Cyclops | 3.00 |
| 31-020 Wererat | 1.35 |
| 31-021 Eagle | 2.50 |
| 31-022 Wraith | 1.35 |
| 31-023 Lizardmen (3 Different Figures) | 3.70 |

FIEND FACTORY

| | |
|--|------|
| 31-001 Lord of Darkness | 1.75 |
| 31-002 Wraith Rider on Winged Mount (3 pcs.) | 5.00 |
| 31-003 Ghost | 1.35 |
| 31-004 Ghoul | 1.35 |
| 31-005 Minotaur | 1.85 |
| 31-006 Werewolf | 1.35 |

FANTASY SPECIALS

| | | | |
|--|------|---|------|
| 32-001 Necromancer with Female Sacrifice on altar (3 pcs.) | 4.00 | 32-009 Magic Items (7 pcs.) | 2.25 |
| 32-003 Robin Hood | 1.35 | 32-010 Treasure Items (8 pcs.) | 2.25 |
| 32-004 Soothsayer | 1.35 | 32-011 Sinbad | 1.35 |
| 32-005 The White Knight | 1.35 | *32-012 Palace Guard | 1.35 |
| 32-006 Black Knight | 1.35 | 32-013 Assassin Of The Brotherhood | 1.35 |
| 32-007 Kor, The Barbarian King | 1.35 | 32-014 Warrior Monks (3) | 3.70 |
| 32-008 Princess Dar, Sorceress of Light | 1.35 | *32-015 Caravan Guard | 1.35 |
| | | 32-016 Gladiators (2 Different Figures) | 2.70 |



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



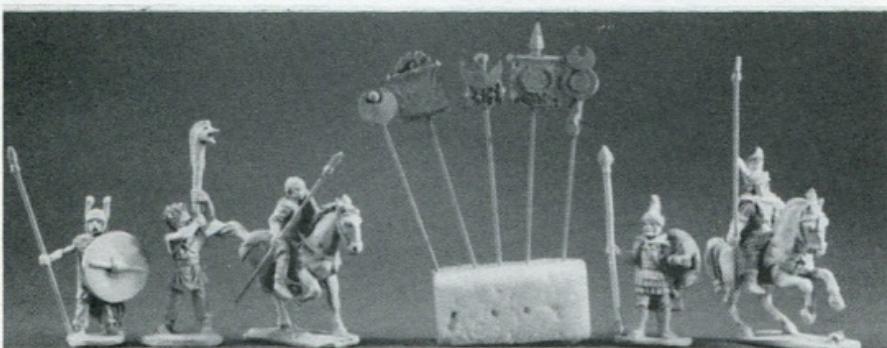
32-009 32-010



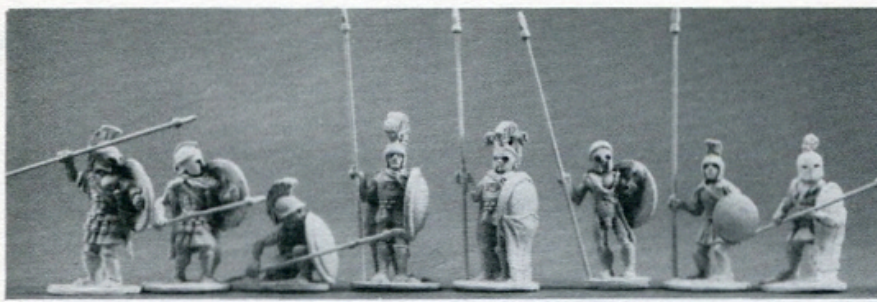
34-014 34-015 34-016 34-017 34-018

ORCS

| | | | |
|--|------|--|------|
| *34-001 Orc advancing with mace and shield | 1.35 | *34-011 Orc Bodyguard with battleaxe | 1.35 |
| *34-002 Orc attacking with sword and shield | 1.35 | *34-012 Ogron Foulbreath, Orc Champion | 1.75 |
| *34-003 Orc advancing with sword, spear and shield | 1.35 | *34-013 Orc Bodyguard with Mace of Thunder and shield | 1.35 |
| *34-005 Orc advancing with halberd | 1.35 | *34-014 Orc Berserker with Two Swords | 1.35 |
| *34-006 Orc swinging axe | 1.35 | *34-015 Sly Half Orc Hero | 1.35 |
| *34-007 Orc firing bow | 1.35 | *34-016 Sty the Synister High Chieftan with Runic Scimitar | 1.35 |
| *34-008 Orc charging with polearm | 1.35 | *34-017 Darco—Orc Lord | 1.35 |
| *34-009 Orc firing crossbow | 1.35 | *34-018 Orc Hero with Mace of Souls | 1.35 |
| *34-010 Orc chief with sword and flail | 1.35 | | |



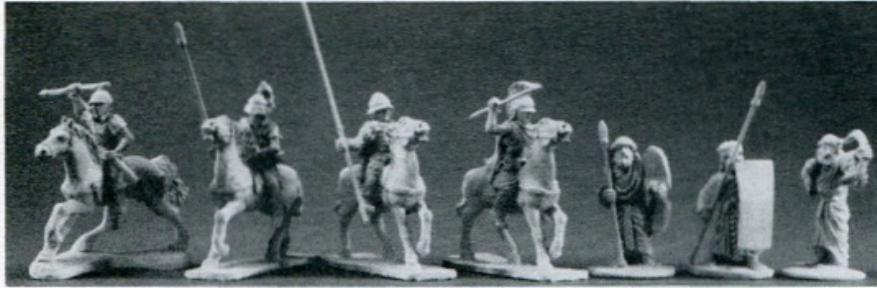
35-050 35-061



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



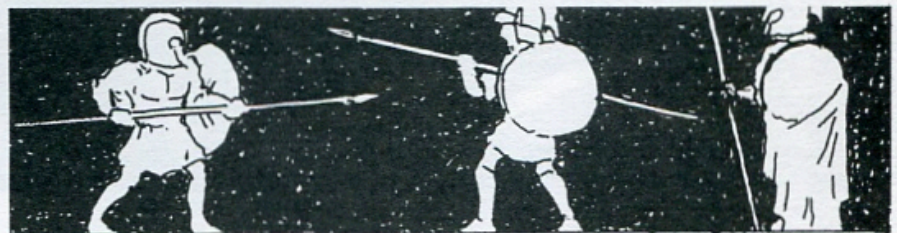
35-400 35-401 35-410 35-420 35-421 35-430 35-431 35-440



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



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



THE HOPLITES



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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

The Hoplites

| | | | |
|--|---|--|---|
| 35-010 Command Group 4.80 | 35-190 Medium Cavalry 4.80 | 35-340 Auxiliary Slinger 4.80 | 35-506 Naked Gaul with sword and shield (Gaesati) 4.80 |
| 35-100 Elite Hoplite, thrusting with spear 4.80 | 35-200 Command Group 4.80 | 35-341 Asian Archer, firing 4.80 | 35-507 Armored Gaul with spear and shield 4.80 |
| 35-101 Elite Hoplite, with spear, in reserve 4.80 | 35-201 Immortal Spearman, in line, attacking 4.80 | 35-350 Roman Cavalry 4.80 | 35-550 Mounted armored Gaul 4.80 |
| 35-102 Hoplite, crouching to receive cavalry 4.80 | 35-202 Royal Guard, with spear 4.80 | 35-360 Allied Light Cavalry 4.80 | 35-060 Hellenistic Command Group 4.80 |
| 35-110 Lacedaemonian Hoplite (Spartan), in reserve ... 4.80 | 35-205 Immortal Archer 4.80 | 35-361 Etruscan Heavy Cavalry 4.80 | 35-061 Generals (2) and Standards (6) 4.80 |
| 35-111 Lacedaemonian Hoplite, draped shield, in reserve 4.80 | 35-210 Persian Swordsman, swinging sword 4.80 | 35-400 Citizen Spearman, advancing 4.80 | 35-600 Phalangite (Alexandrian), pike raised 4.80 |
| 35-120 Theban Hoplite, naked, 4th rank 4.80 | 35-215 Elite Phrygian Axeman, attacking 4.80 | 35-401 Citizen Spearman, attacking 4.80 | 35-601 Phalangite (Successor), pike raised 4.80 |
| 35-130 Illyrian Hoplite, 3rd rank 4.80 | 35-220 Median Spearman, attacking 4.80 | 35-410 African Ally, advancing with spear 4.80 | 35-602 Phalangite (Bactrian), pike raised 4.80 |
| 35-140 Corinthian Hoplite, spear across chest 4.80 | 35-222 Anatolian Swordsman, with pointed hat, swinging sword 4.80 | 35-420 Spanish Infantry, throwing javelin 4.80 | 35-610 Hypaspist 4.80 |
| 35-150 Attic Hoplite, marching order 4.80 | 35-250 Heavy Persian Cavalry 4.80 | 35-421 Spanish Spearman, attacking 4.80 | 35-620 Staff Slinger 4.80 |
| 35-151 Attic Hoplite, thrusting with spear 4.80 | 35-270 Light Persian Cavalry 4.80 | 35-430 Lybian Spearman, advancing 4.80 | 35-621 Archer 4.80 |
| 35-160 Cretan Archer 4.80 | 35-275 Sythian Horse Archer, firing bow 4.80 | 35-431 Lybian Infantry, with javelin 4.80 | 35-630 Illyrian Light Infantry with javelin and light spear . 4.80 |
| 35-161 Greek Slinger 4.80 | 35-300 Command Group 4.80 | 35-440 Baleric Slinger 4.80 | 35-631 Greek Mercenary Peltast 4.80 |
| 35-170 Peltast, throwing javelin 4.80 | 35-301 Triaria, with spear 4.80 | 35-450 Citizen Cavalry, thrusting spear 4.80 | 35-650 Companion Cavalry 4.80 |
| 35-171 Thracian Peltast, advancing 4.80 | 35-305 Triaria thrusting with short sword 4.80 | 35-451 Citizen Cavalry, holding spear 4.80 | 35-651 Arachosian Light Cavalry with javelin and light spear . 4.80 |
| 35-172 Thureophorus with javelin and long spear 4.80 | 35-306 Hastati/Principes, throwing pilum 4.80 | 35-460 Spanish Cavalry 4.80 | 35-652 Bactrian Light Cavalry with javelin and light spear . 4.80 |
| 35-173 Thracian Heavy Peltast 4.80 | 35-307 Hastati/Principes, slashing with short sword 4.80 | 35-470 Numidian Cavalry 4.80 | 35-653 Prodromoi Light Cavalry with lance 4.80 |
| 35-179 Thracian Light Cavalry with javelin 4.80 | 35-310 Hastati/Principes, advancing 4.80 | 35-480 War Elephant 6.00 | 35-654 Paionian Light Cavalry with javelin and light thrusting spear 4.80 |
| 35-180 Heavy Cavalry, scale cuirass 4.80 | 35-317 Velites, throwing javelin 4.80 | 35-050 Command Group 4.80 | |
| 35-181 Thessalian Heavy Cavalry 4.80 | 35-320 Italian Ally, thrusting spear 4.80 | 35-501 Swordsman, striking overhead 4.80 | |
| | 35-321 Etruscan Light Infantry with javelin 4.80 | 35-502 Swordsman, advancing 4.80 | |
| | 35-322 Etruscan Heavy Infantry with pilum and long spear ... 4.80 | 35-503 Swordsman, throwing javelin 4.80 | |
| | | 35-504 Swordsman, striking overhead 4.80 | |
| | | 35-505 Archer 4.80 | |

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



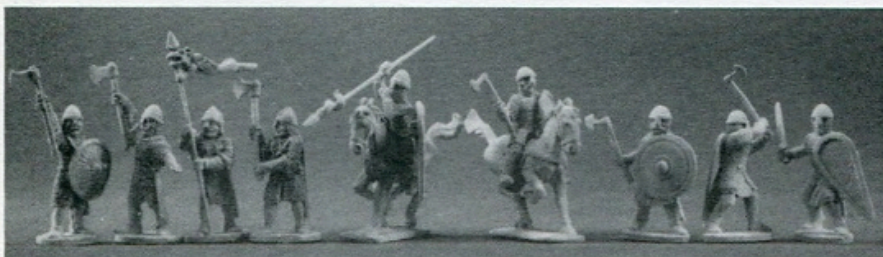
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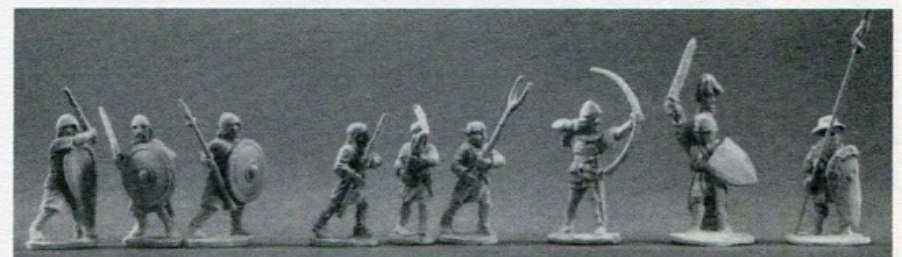
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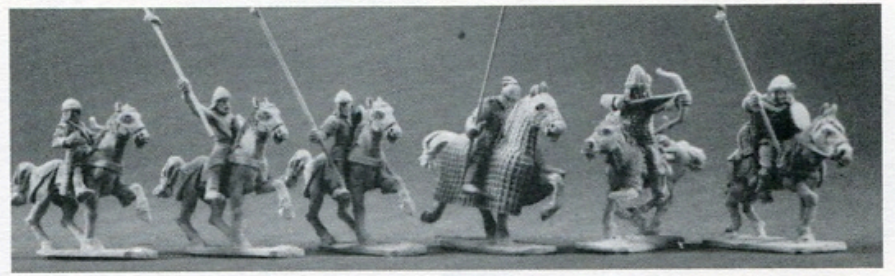
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42-202 42-203 42-204 42-205 42-206 42-209 42-210



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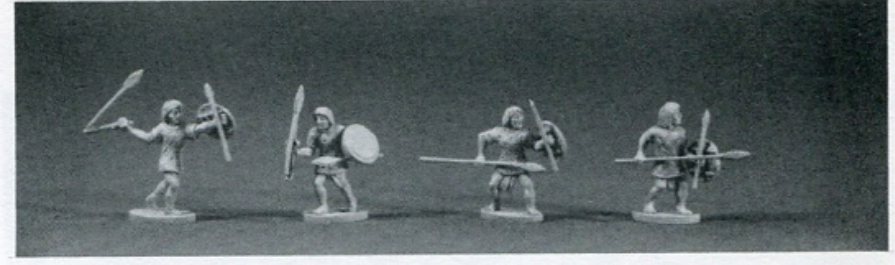
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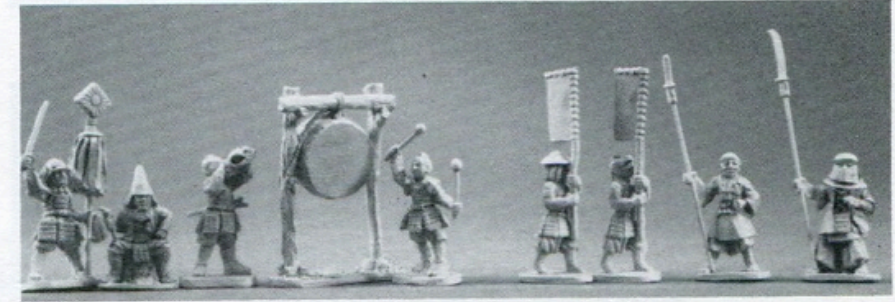
53-745 53-746 53-751 53-752 53-755 53-756



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



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



53-781 53-786 53-789 53-791

RAL PARTHA

1200 A.D.

| | | | |
|--|--|---|---|
| 42-080 Norman Command Set 4.80 | 42-117 Saxon Housecarle Infantry 4.80 | 42-156 Crossbowman, on horseback 4.80 | 42-200 Mongol Horse Archer ... 4.80 |
| 42-081 Frankish Command Set 4.80 | 42-118 Saxon Fyrdmen (assortment of 3) 4.80 | 42-157 French Man-At-Arms, with spear 4.80 | 42-201 Mongol Medium Cavalry, with spear 4.80 |
| 42-082 Norman Heavy Infantry with spear 4.80 | 42-119 Armed Peasant Levy (assortment of 3) 4.80 | 42-160 Spanish Armored Infantry, with sword 4.80 | 42-202 Mongol Medium Cavalry, with spear 4.80 |
| 42-083 Italian Heavy Infantry with spear 4.80 | 42-121 English Longbowman 4.80 | 42-161 Spanish Armored Infantry, with hand-and-a-half sword 4.80 | 42-203 Mongol Medium Cavalry, with spear 4.80 |
| 42-084 Norman Light Archer ... 4.80 | 42-122 English Foot Knight ... 4.80 | 42-165 Catalian Archer 4.80 | 42-204 Mongol Medium Cavalry, with mace 4.80 |
| 42-085 Heavy Crossbowman ... 4.80 | 42-123 English Pikeman 4.80 | 42-166 Spanish Cavalry, with lance 4.80 | 42-205 Mongol Heavy Cavalry, with spear 4.80 |
| 42-086 Maronite/Syrian Archer 4.80 | 42-125 English Knight, with sword, on galloping horse 4.80 | 42-167 Spanish Cavalry, striking with sword 4.80 | 42-206 Mongol Horse Archer ... 4.80 |
| 42-115 Norman Knight, on charging horse 4.80 | 42-128 English Man-At-Arms, with sword 4.80 | 42-168 Spanish Cavalry, with sword 4.80 | 42-209 Mongol Auxiliary Archer 4.80 |
| 42-090 Early Norman Knight with mace, on horse 4.80 | 42-129 English Man-At-Arms, with axe 4.80 | 42-171 Moorish Archers 4.80 | 42-210 Mongol Auxiliary Infantry, with spear 4.80 |
| 42-091 Anglo Norman Knight with lance, on horse 4.80 | 42-131 Scottish Warrior, in hooded cloak, with axe 4.80 | 42-172 Moor, with spear and shield, advancing 4.80 | 42-211 Sung Chinese Heavy Cavalry, with spear 4.80 |
| 42-092 Mounted Sergeant with lance, on horse 4.80 | 42-132 Scottish Man-At-Arms, with axe 4.80 | 42-175 Moorish Cavalry, with scimitar 4.80 | 42-213 Sung Chinese Light Cavalry, with bow 4.80 |
| 42-093 Knight Templar, on horse 4.80 | 42-133 Scottish Pikeman, advancing 4.80 | 42-176 Moorish Cavalry, with spear 4.80 | 42-214 Sung Chinese Light Cavalry, with spear 4.80 |
| 42-094 Knight of St. John, on horse 4.80 | 42-134 Scottish Archer, running 4.80 | 42-177 Moorish Horse Archer 4.80 | 42-215 Sung Chinese Heavy Infantry, with spear 4.80 |
| 42-095 Breton Light Cavalry ... 4.80 | 42-135 Scottish Knight, with axe, on horse 4.80 | 42-180 Byzantine Command Group 4.80 | 42-216 Sung Chinese Heavy Infantry, with sword 4.80 |
| 42-096 Norman Heavy Cavalry Knight in hauberk, on horse ... 4.80 | 42-142 German Foot Knight, swinging mace 4.80 | 42-181 Byzantine (Scutari) Infantry, with spear 4.80 | 42-217 Sung Chinese Light Infantry, with spear 4.80 |
| 42-097 Turcopole with lance, on horse 4.80 | 42-143 Teutonic Knight Infantry (with variable heads) 4.80 | 42-182 Varangian Guard, in battle dress, with axe 4.80 | 42-218 Sung Chinese Crossbowman 4.80 |
| 42-101 Viking swinging axe ... 4.80 | 42-145 Teutonic Knight Cavalry (with variable heads) 4.80 | 42-183 Byzantine Infantry, with spear 4.80 | |
| 42-102 Viking, with axe 4.80 | 42-151 French Foot Knight 4.80 | 42-184 Pslio Light Infantry, with bow 4.80 | |
| 42-103 Viking, throwing spear 4.80 | 42-152 French Man-At-Arms, with sword 4.80 | 42-185 Rus Mercenary Infantry, with axe 4.80 | |
| 42-106 Viking Archer 4.80 | 42-153 French Man-At-Arms, with spear 4.80 | 42-186 Byzantine Heavy Cavalry Archer 4.80 | |
| 42-107 Viking, swinging sword 4.80 | 42-154 French Crossbowman 4.80 | 42-187 Byzantine Light Cavalry 4.80 | |
| 42-108 Viking, striking with axe 4.80 | 42-155 French Knight, with lance, on galloping horse 4.80 | 42-188 Byzantine Heavy Cavalry, with spear 4.80 | |
| 42-111 Viking, striking with two-handed sword 4.80 | | 42-189 Kiblanophros Extra Heavy Cavalry on Extra Armored Horse 4.80 | |
| 42-114 Saxon Command Set ... 4.80 | | | |
| 42-116 Saxon Housecarle Cavalry 4.80 | | | |



PARTHA Historicals

Hoplites
Aztecs
Bushido
Colonials
1200 A.D.
Samurai
Condottieri
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Northwest

Package 42-300 contains back banners and signal drums for 42-301

| | |
|---|------|
| 42-300 Aztec Command Set ... <input type="checkbox"/> | 4.80 |
| 42-301 Aztec Generals (6) ... <input type="checkbox"/> | 4.80 |
| 42-302 Aztec Warrior Priests (6) ... <input type="checkbox"/> | 4.80 |
| 42-303 Aztec Eagle Knights (6) ... <input type="checkbox"/> | 4.80 |
| 42-304 Aztec Jaguar Knights (6) ... <input type="checkbox"/> | 4.80 |
| 42-305 Aztec Arrow Knights (6) ... <input type="checkbox"/> | 4.80 |
| 42-306 Aztec Warrior Bowmen (6) ... <input type="checkbox"/> | 4.80 |
| 42-307 Aztec Warrior Slingers (6) ... <input type="checkbox"/> | 4.80 |
| 42-308 Aztec Warriors with Darts & Light Spears (6) ... <input type="checkbox"/> | 4.80 |
| 42-309 Aztec Warriors with Long-Thrusting Spears (6) ... <input type="checkbox"/> | 4.80 |

SAMURAI

| | |
|--|------|
| 53-745 Ninja, with sword 4.80 | 4.80 |
| 53-746 Ninja Raiders 4.80 | 4.80 |
| 53-751 Ronin, with sword 4.80 | 4.80 |
| 53-752 Ronin, with spear or naginata 4.80 | 4.80 |
| 53-755 Ashigaru, Archer 4.80 | 4.80 |
| 53-756 Ashigaru, with sword 4.80 | 4.80 |
| 53-757 Ashigaru, with spear or naginata 4.80 | 4.80 |
| 53-760 Ashigaru Arquebusier, with gun shield 4.80 | 4.80 |
| 53-763 Chugen Auxiliary 4.80 | 4.80 |
| 53-765 Samurai, with sword ... 4.80 | 4.80 |
| 53-767 Samurai, with sword ... 4.80 | 4.80 |
| 53-768 Samurai, with spear or naginata 4.80 | 4.80 |
| 53-772 Samurai, with bow 4.80 | 4.80 |
| 53-775 Mounted Samurai, with spear or naginata 4.80 | 4.80 |
| 53-776 Mounted Samurai, with sword 4.80 | 4.80 |
| 53-777 Mounted Samurai, with bow 4.80 | 4.80 |
| 53-780 Samurai Commanders 4.80 | 4.80 |
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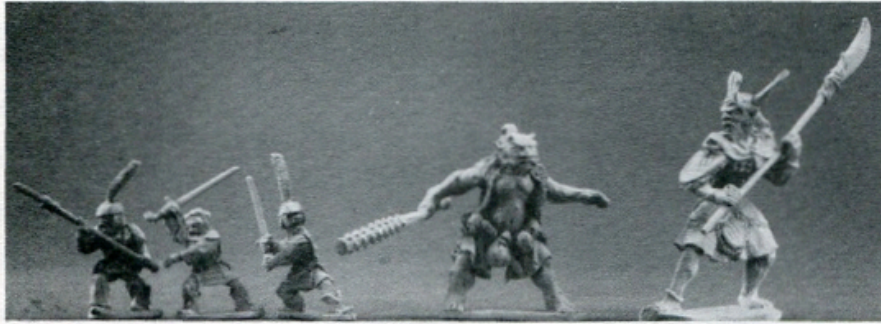
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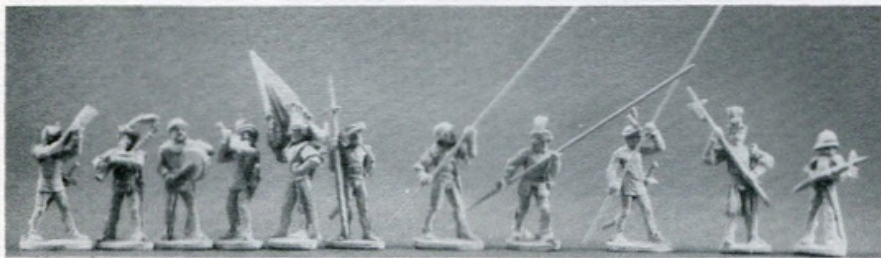
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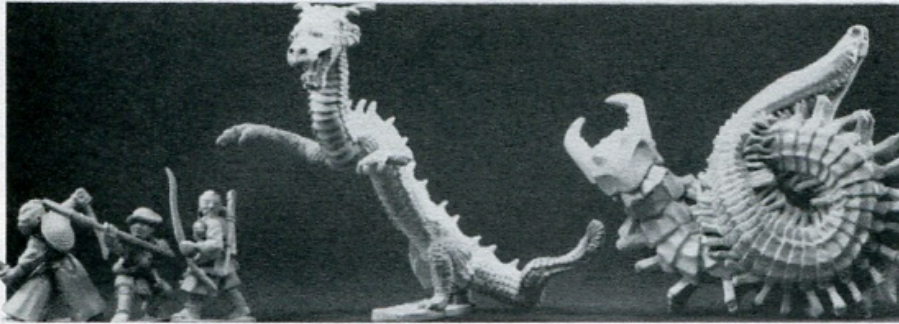
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| 88-016 Zulu umCijo Regt., advancing | 5.45 |
| 88-017 Zulu inGobamakhosi Regt., advancing | 5.45 |
| 88-018 Zulu umBonambi Regt., advancing | 5.45 |
| 88-019 Zulu uNokhenke Regt., advancing | 5.45 |
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| 88-021 Mounted Zulu | 5.45 |
| 88-022 91st Highlander in trows | 5.45 |
| 88-024 Natal Mounted Police | 5.45 |
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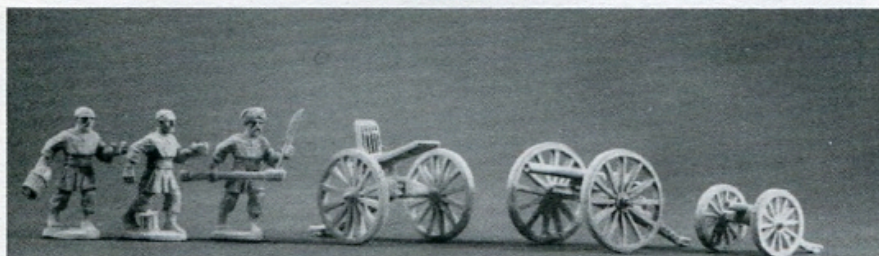
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- 88-037 Boers firing on foot 5.45
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- 88-039 Boer Artillery Crew and Mounted Officer 5.45

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- 88-117 Mounted Tribesmen 5.45
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- 88-209 Bashi Bazouk Cavalry 5.45
- 88-210 Egyptian Cuirassier Corps 5.45
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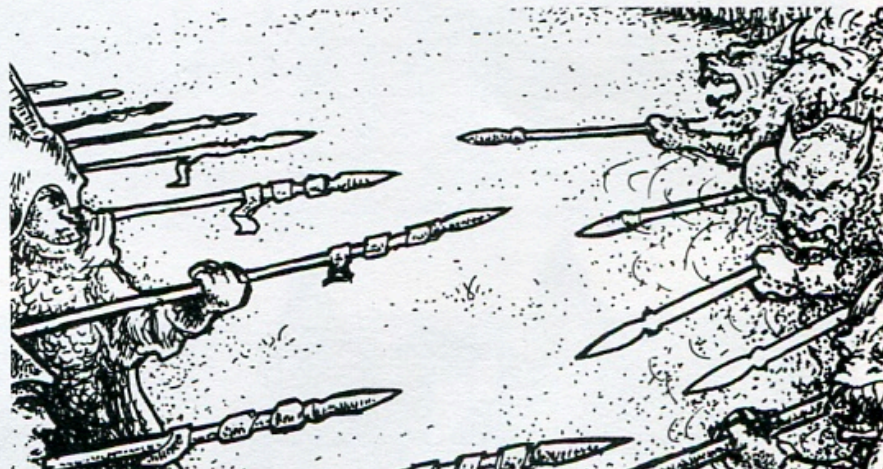
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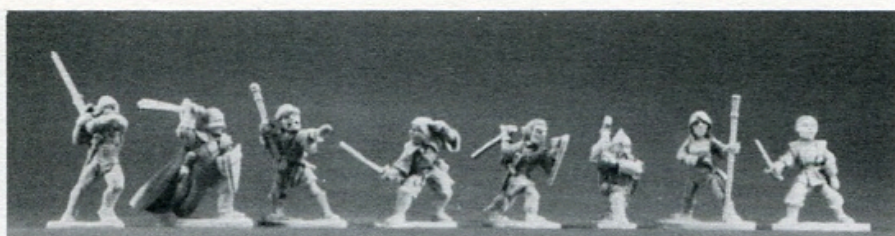


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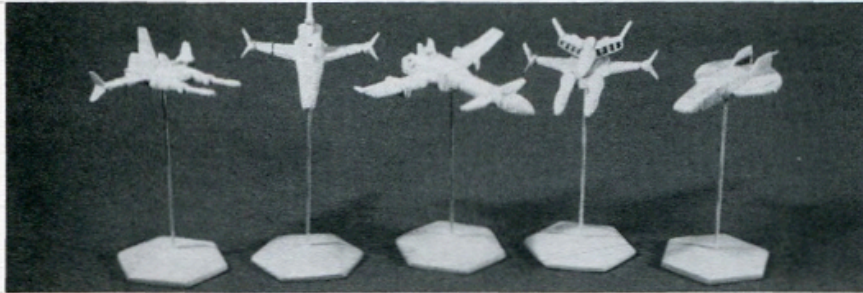
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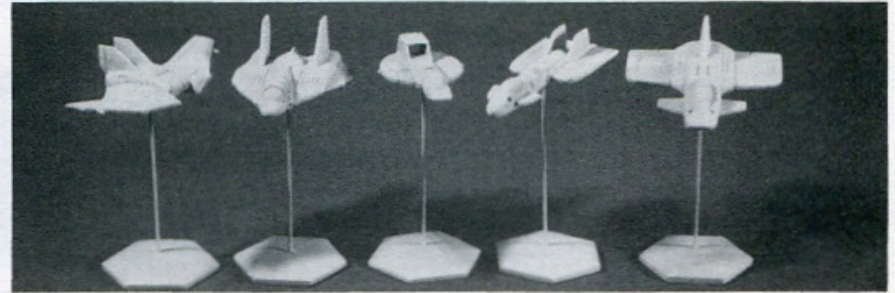
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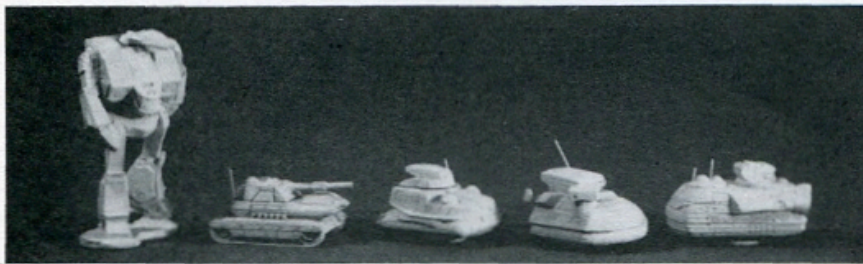
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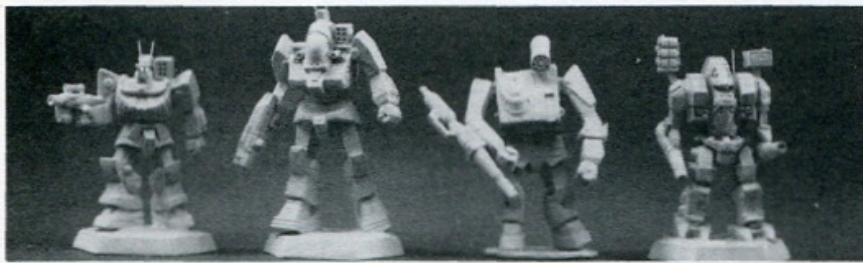
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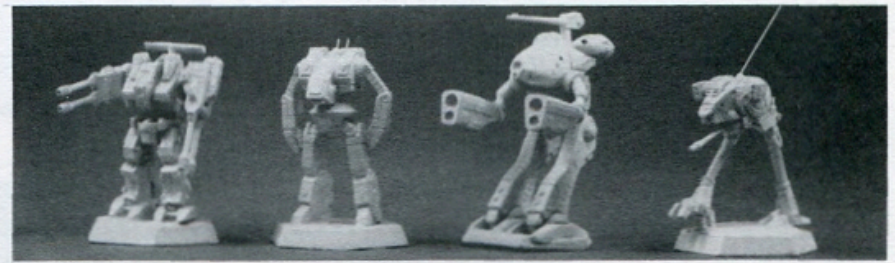
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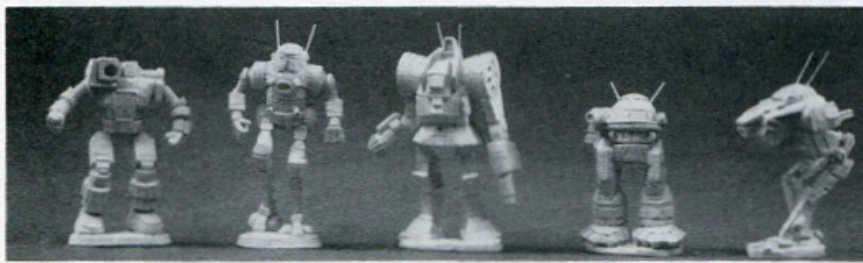
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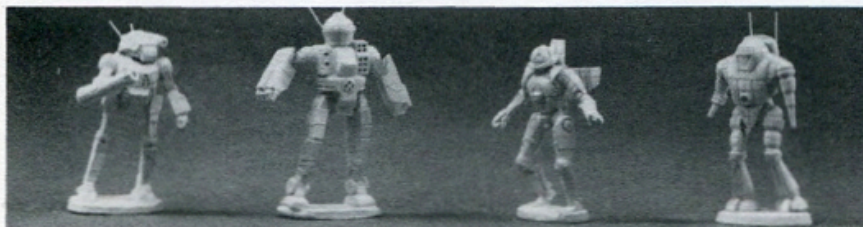
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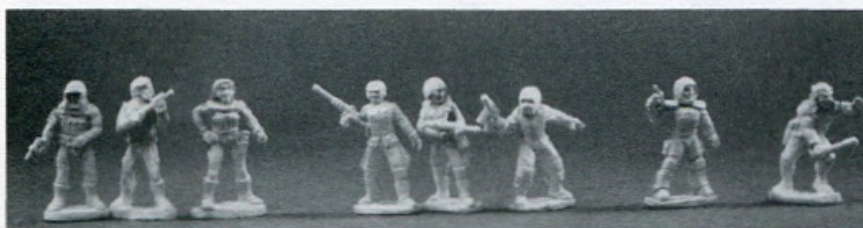
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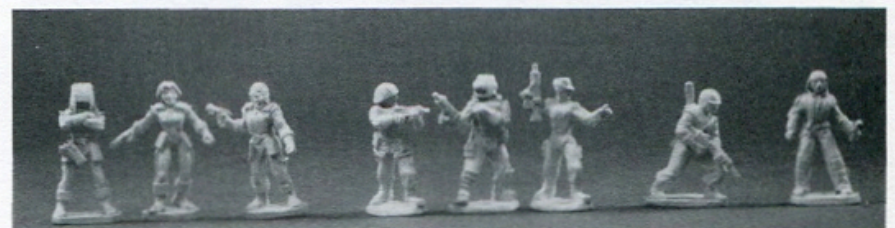
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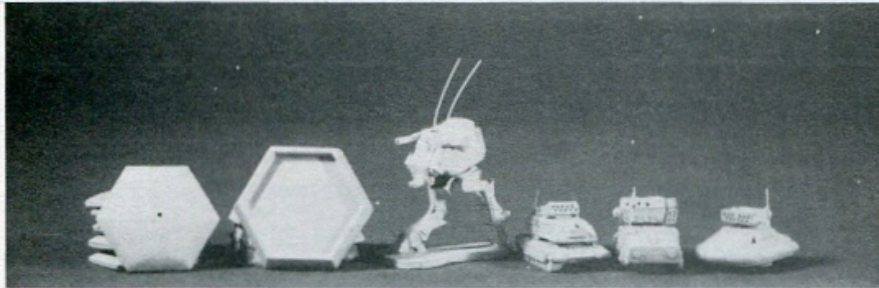
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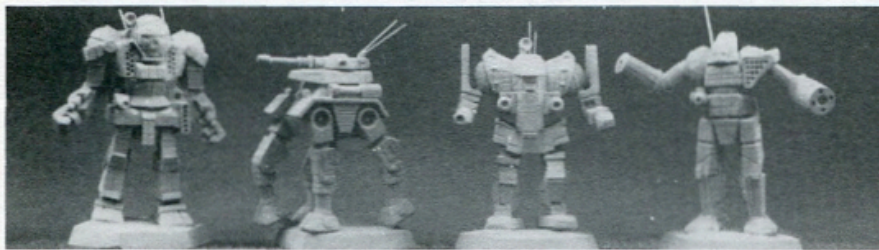
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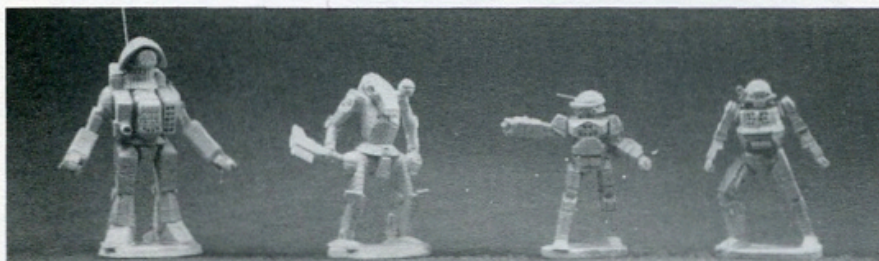
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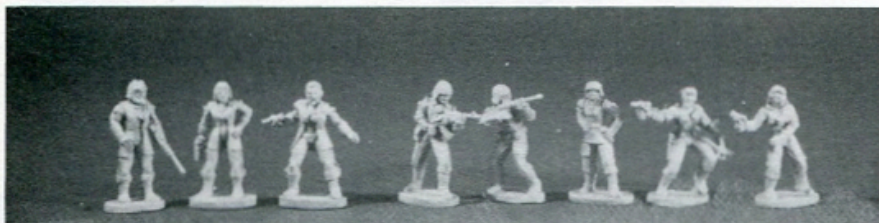
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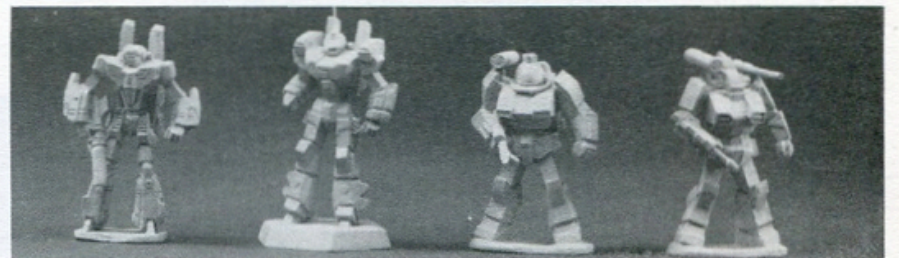
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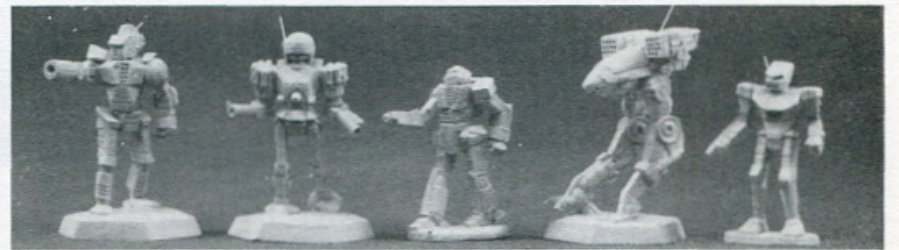
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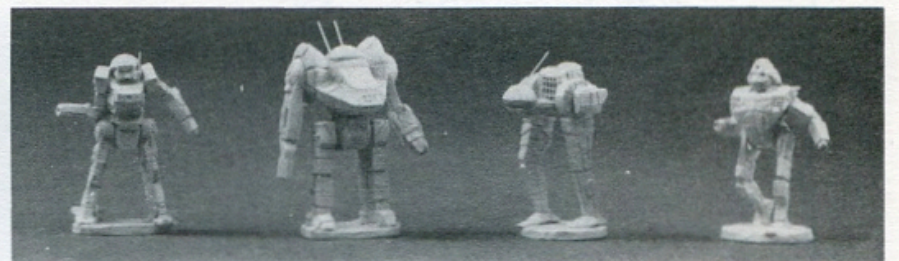
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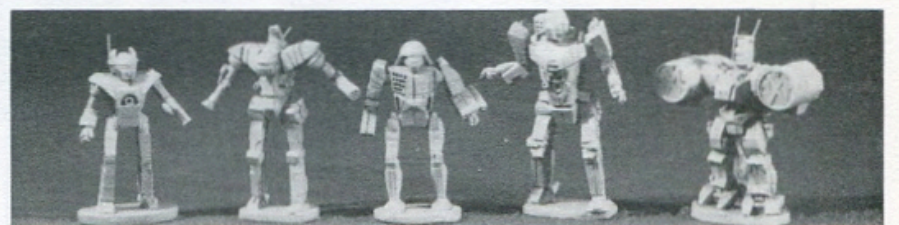
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3 Stage Player Characters

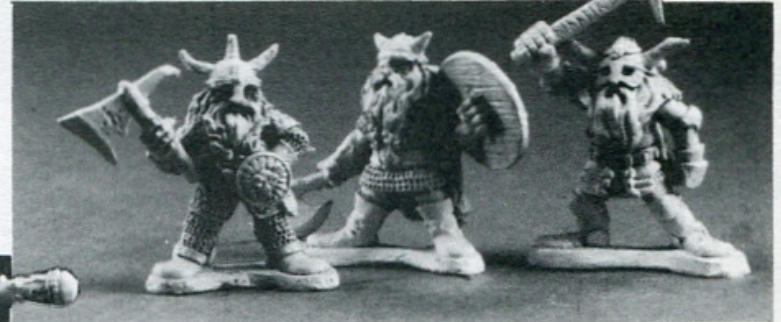
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Painting the

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FIGURE 1:

1. Clean the figure of all mold lines and prime white.
2. Paint all skin areas with Red Brown.
3. Mix a Dark Flesh (Flesh and Red Brown). Paint over the nose, cheeks, thumbs, and backs of the hands. Do not cover all the areas of Red Brown. Allow the Red Brown to show around the areas of Dark Flesh to form outlines.
4. Mix a Tan Flesh (Flesh and Red Brown). This shade should be between the previously mixed Dark Flesh and straight Flesh in color. Apply this color to the nose, cheeks, all fingers, and hands. Apply this to a smaller area than the previous Dark Flesh, thus allowing the Dark Flesh to show around the edges.
5. Add highlights to the nose, cheeks, and knuckles using straight Flesh.
6. Paint the eye sockets Dark Brown.
7. Add the whites of the eyes. Be sure to leave a fine line of Dark Brown at the bottom of the eyes.
8. Add the eyes by placing small dots of Dark Brown onto the whites of the eyes. Trim down the eyes by adding a fine line of Dark Brown along the top edge of the eye. Check the size and appearance of the eyes and size as required using Dark Flesh to narrow the Dark Brown edges of the eyes.
9. Paint the rings Dark Brown. After these are dry, paint the rings Silver and Gold.



FIGURE 2:

1. Paint the pants Blood Red.
2. Add Red to the major folds of the pants. Allow the Blood Red to show through from the deep areas of the folds and around the edges.
3. Add highlights to the folds with Orange.
4. Paint the boots Dark Brown.
5. Add Brown to the major folds of the boots. Allow the Dark Brown to show through from the deep areas.
6. Paint the boot flap Black. After allowing to dry, paint the flap Dunkel Brown. Allow the Black to show around the top and bottom of the flap.
7. Highlight the boot flap with Adobe Brown.
8. Paint the star on the boot White.

FIGURE 3:

1. Apply Black to the entire cape, inside of the sleeves, around the legs, and around the bottom of the tunic.
2. Apply Purple to the major folds areas of the cape. Allow the Black to show around the edges and in the deep folds. Do not paint the edging.
3. Mix a Light Purple (Purple and White). Apply this color to highlight the folds of the cape.

FIGURE 4:

1. Apply Autumn Gold to the tunic. Allow the Black to show around the legs, inside the sleeves, and at the bottom of the tunic.
2. Apply Yellow to the major fold areas of the tunic. Allow the Autumn Gold to show around the edges and in the deep folds.
3. Mix a Light Yellow (Yellow and White). Apply this color to highlight the folds of the tunic.
4. Apply Black to the belt, pouch and bottom edging of the tunic.
5. Apply Dunkel Brown to the belt and pouch. Allow the Black to show at the edges. Black should also show around the flap of the pouch.
6. Highlight the pouch and belt with Leather.
7. Paint the bottom edging of the tunic Blood Red.
8. Apply Red to the major fold areas of the tunic edging. Allow the Blood Red to show around the edges and in the deep folds.
9. Apply Orange to highlight the edging of the tunic.
10. Paint the bottom on the pouch Black. When dry, add Silver to the bottom.

FIGURE 5:

1. Paint the hair and staff Dark Brown.
2. Dry-brush the staff Dunkel Brown. Allow to dry and then dry-brush with Leather.
3. Dry-brush the hair Leather. Allow to dry and then dry-brush with Dun.
4. Paint the hat Black.
5. Apply Purple to the major fold areas of the hat. Allow the Black to show around the edges.
6. Mix a Light Purple (Purple and White). Apply this color to highlight the folds of the hat.

FIGURE 6:

1. Apply White to edging of the cape. Allow the Black to show through as outlines in the edging.
2. Paint the ribbons on the cape Grey.
3. Mix a light Grey (Grey and White). Apply this color to the major folds of the ribbons. Allow the Grey to show around the edges.
4. Apply White highlights to the ribbons of the cape.
5. Paint the ribbons on the hat Autumn gold.
6. Apply Yellow to the major fold areas of the hat ribbons. Allow the Autumn Gold to show around the edges and in the deep folds.
7. Mix a Light Yellow (Yellow and White). Apply this color to highlight the folds of the hat ribbons.





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