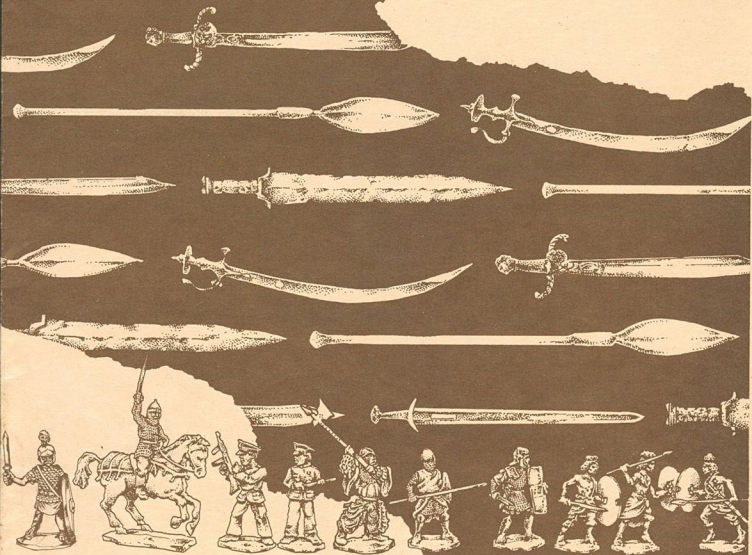


FIGURES FROM HISTORY



1985 HISTORICAL FIGURES CATALOG
RAL PARTHA ENTERPRISES / RAL PARTHA IMPORTS



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Designers

Bob Charrette
Tom Meier
Dennis Mize

Ral Partha Enterprises, Inc.

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15-036 Macedonian, WRG Army Core Pack containing all the mandatory troop purchases for WRG Army #306 plus bonus figures to total 89 figures \$48.00
See page 3 of this catalog for complete listings.

15-064 Early Imperial Rome, WRG Army Core Pack containing all the mandatory troop purchases for WRG Army #064 plus bonus figures to total 75 figures \$38.00
See page 5 of this catalog for complete listings.

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15-134 Anglo Norman 1072 A.D. to 1181 A.D., WRG Army Core Pack containing all the mandatory troop purchases for WRG Army #134 plus bonus figures to total 41 figures \$34.00
See page 9 of this catalog for complete listings.



Wealthy, well-born, violently courageous, at times calmly meditative, scholarly, and deeply religious, **Scipio Africanus Major** believed himself close to the gods and is said to have walked through life as though he were in a dream. At the age of nineteen, already a veteran military officer, he rallied the dispirited remnants of the Roman army following the disastrous battle of Cannae in 216 B.C.; thirteen years later, as a consul, he defeated the great Hannibal at the North African town of Zama and earned for himself the title *Africanus*. Scipio worshipped the ancient Greek ideals of piety and intellect to such an extent that his conservative political opponents called him more Greek than Roman; and although these same opponents were to finally bring about his downfall in Rome, the accomplishments of this brilliant soldier and statesman would remain an inspiration throughout the centuries of Roman history that were yet to come.

THE HOPLITES

Sculpted by
Tom Meier,
Dennis Mize and
Bob Charrette

GREECE

- 35-010 Command Group 4.50
- ◆ 35-100 Elite Hoplite, thrusting with spear 4.00
- ◆ 35-101 Elite Hoplite, with spear, in reserve 4.00
- ◆ 35-102 Hoplite, crouching to receive cavalry 4.00
- ◆ 35-110 Lacedaemonian Hoplite (Spartan), in reserve 4.00
- ◆ 35-111 Lacedaemonian Hopite, draped shield, in reserve 4.00
- ◆ 35-120 Theban Hoplite, naked, 4th rank 4.00
- ◆ 35-130 Illyrian Hoplite, 3rd rank 4.00
- ◆ 35-140 Corinthian Hoplite, spear across chest 4.00
- ◆ 35-150 Attic Hoplite, marching order 4.00
- ◆ 35-151 Attic Hoplite, thrusting with spear 4.00
- 35-160 Cretan Archer 4.00
- 35-161 Greek Slinger 4.00
- 35-170 Pelast, throwing javelin 4.00
- 35-171 Thracian Pelast, advancing 4.00
- ◆ 35-172 Threoporus with javelin and long spear 4.00
- 35-173 Thracian Heavy Pelast 4.00
- 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



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35-160



35-171



35-130



35-161



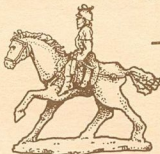
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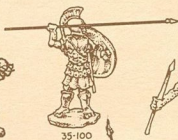
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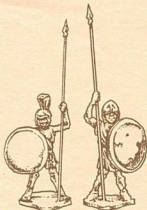
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35-170



35-120



35-010
(2 of 4)



35-150



35-190



35-180



35-181

NOW AVAILABLE!
WRG Army Core Pack
for The Hoplites.
Contains all mandatory
troop purchases for WRG
Army #036.

15-036 MACEDONIAN \$48.00

1	Mounted Commander In Chief (HC)	35-061
11	Companion Heavy Cavalry	35-650 & 35-181
6	Prodromoi Light Cavalry	35-653
11	Thessalian Medium Or Heavy Cavalry	35-180, 35-190, & 35-654
12	Hypaspists (LMI Or MI)	35-610
24	Phalangites Medium Infantry	35-690
12	Greek Javelinmen (LJ)	35-631
6	Cretan Archers (LI)	35-160
2	Foot Officers		
2	Standard Bearers		
2	Hellenistic Foot		



35-173



35-101

PERSIA

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

REPUBLICAN ROME

35-030	Command Group	4.50
35-300	Triaria, with spear	4.00
35-301	Triaria thrusting with short sword	4.00
35-305	Hastati/Principes, throwing pilum	4.00
35-306	Hastati/Principes, slashing with short sword	4.00
35-307	Hastati/Principes, advancing	4.00
35-310	Velites, throwing javelin	4.00
◆ 35-320	Italian Ally, thrusting spear	4.00
35-321	Etruscan Light Infantry with javelin	4.00
◆ 35-322	Etruscan Heavy Infantry with pilum and long spear	4.00
◆ 35-340	Auxiliary Slinger	4.00
35-341	Asian Archer, firing	4.00
35-350	Roman Cavalry	4.50
◆ 35-360	Allied Light Cavalry	4.50
35-361	Etruscan Heavy Cavalry	4.50

CARTHAGE

35-040	Command Group	4.50
◆ 35-400	Citizen Spearman, advancing	4.00
◆ 35-401	Citizen Spearman, attacking	4.00
◆ 35-410	African Ally, advancing with spear	4.00
35-420	Spanish Infantry, throwing javelin	4.00
◆ 35-421	Spanish Spearman, attacking	4.00
◆ 35-430	Lybian Spearman, advancing	4.00
35-431	Lybian Infantry, with javelin	4.00
35-440	Baleric Slinger	4.00
◆ 35-450	Citizen Cavalry, thrusting spear	4.50
◆ 35-451	Citizen Cavalry, holding spear	4.50
35-460	Spanish Cavalry	4.50
35-470	Numidian Cavalry	4.50
35-480	War Elephant	6.00

GAUL

35-050	Command Group	4.50
◆ 35-500	Naked Gaul Spearman, thrusting	4.00
35-501	Swordsman, striking overhead	4.00
35-502	Swordsman, advancing	4.00
35-503	Swordsman, throwing javelin	4.00
35-504	Swordsman, striking overhead	4.00

35-505	Archer	4.00
35-506	Naked Gaul with sword and shield (Gaesati)	4.00
◆ 35-507	Armored Gaul with spear and shield	4.00
◆ 35-550	Cavalry, charging	4.50
35-551	Mounted armored Gaul with sword	4.50
◆ 35-552	Mounted armored Gaul with spear	4.50

MACEDONIA

35-060	Command Group	4.50
35-061	Generals (2) and Standards (6)	4.50
◆ 35-600	Phalangite (Alexandrian), pike raised	4.00
◆ 35-601	Phalangite (Successor), pike raised	4.00
◆ 35-602	Phalangite (Bactrian), pike raised	4.00
◆ 35-610	Hypaspist	4.00
35-620	Staff Slinger	4.00
35-621	Archer	4.00
35-630	Illyrian Light Infantry with javelin and light spear	4.00
35-631	Greek Mercenary Peltast	4.00
◆ 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

◆ These figures come with the *Ral Partha* special tipped spear.
 Some assembly may be required.
 Packages of infantry contain six figures.
 Packages of cavalry contain three figures and three horses.



35-020
(1 of 4)



35-400



35-504



35-506



35-620



35-505



35-610



35-200



35-430



35-410



35-600



35-300



35-350



35-201



35-650



35-275



35-621



35-307

NOW AVAILABLE!
WRG Army Core Pack
 for the Romans.
 Contains all mandatory
 troop purchases for
 WRG Army #064.

**15-064 EARLY IMPERIAL
 ROME \$38.00**

- 1 Mounted Commander In Chief, HC ARC-1
- 3 Centurians 1 Each AR-1A, AR-1B, & AR-1C
- 30 Legionaries, HI AR-2A, AR-2B, & AR-2C
- 12 Equites Alares, HC ARC-3, & ARC-4
- 24 Auxiliary Infantry, LHI AR-6
- 5 Additional Figures: Aquifer, Signifer, Musician, Standard Bearer, & Auxiliary

ROMANS

INFANTRY

AR1a	Centurion	1.10
AR1b	Centurion	1.10
AR1c	Centurion	1.10
AR2a	Legionary (3 figs.)	2.00
AR2b	Legionary (3 figs.)	2.00
AR2c	Legionary (3 figs.)	2.00
AR3	Aquifer	1.10
AR4	Signifer	1.10
AR5	Musician	1.10
AR6	Auxiliary Javelineers (3 figs.)	2.00
AR7	Auxiliary Archers-Western (3 figs.)	2.00
AR8	Auxiliary Archers-Eastern (3 figs.)	2.00
AR9	Praetorian Guardsmen (3 figs.)	2.00
AR10	Super Heavy Legionary with swords (3 figs.)	2.00
<input checked="" type="checkbox"/> AR11	Vexillum PA Standard	1.10

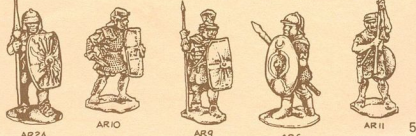
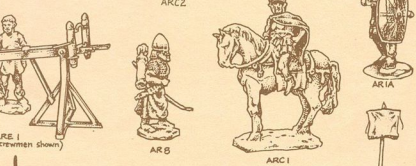
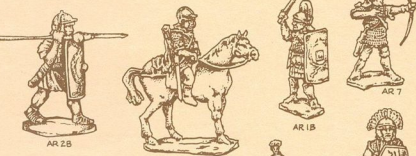
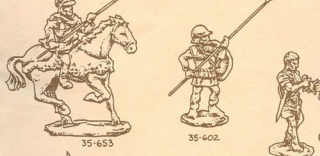
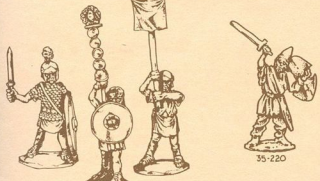
CAVALRY

ARC1	Mounted Officer (2 pcs.) ..	1.50
ARC2	Horse Archer (2 pcs.)	1.50
ARC3	Auxiliary Heavy Cavalry with oval shield (2 pcs.)	1.50
ARC4	Auxiliary Heavy Cavalry with hexagonal shield (2 pcs.) ..	1.50

EQUIPMENT

ARE1	Ballista and Crew (5 pcs.) ..	4.00
ARE2	Roman Cart with two horses (6 pcs.)	5.00
<input checked="" type="checkbox"/> ARE3	Artillery Crew	2.00

Indicates a new figure available now.



DARK AGES

DA1	Arab Cavalry Spearman (3)	4.50
DA2	Arab Cavalry Swordsman (3)	4.50
DA3	Arab Heavy Cavalry (3)	4.50
DA4	Arab Extra Heavy Cavalry (3)	4.50
DA5	Arab Horse Archer (3)	4.50
DA6	Arab Spearman (6)	4.00
DA7	Arab Javelinman (6)	4.00
DA8	Arab Slinger (6)	4.00
DA9	Arab Camel Archer (2)	4.00
DA10	Arab "Ghazl" Fanatic Infantry (6)	4.00
DA11	Pack Camel (1)	1.50
DA12	Byzantine Heavy Cavalry (3)	4.50
DA13	Byzantine Heavy Cavalry Bowman (3)	4.50
DA14	Byzantine Extra Heavy Cavalry (3)	4.50
DA15	Byzantine Extra Heavy Cavalry (3)	4.50
DA16	Byzantine Cataphract (3)	4.50
DA17	Trapezite Light Cavalry (3)	4.50
DA18	Byzantine Heavy Infantry (6)	4.00
DA19	Byzantine Front Rank Heavy Infantry (6)	4.00
DA20	Archer (6)	4.00
DA21	Crossbowman (6)	4.00
DA22	Javelinman (6)	4.00
DA23	Staff Slinger (6)	4.00
DA24	Norman Heavy Cavalry (3)	4.50
DA25	Turkish Cavalry (3)	4.50
DA26	Pecheneg Light Cavalry (3)	4.50
DA27	Rus Heavy Infantry (6)	4.00
DA28	Slav Infantry (6)	4.00
DA29	Varangian Guardsman in full armour (6)	4.00
DA30	Arab Archer (6)	4.00
DA31	Byzantine Heavy Infantry Archer (6)	4.00
DA32	Byzantine Foot Command (2 Officers, 2 Standards)	4.00
DA34	Byzantine Mounted Command (Officer, Standard, General)	4.00
DA37	Arab Foot Command (2 Officers, 2 Standards)	4.00
DA40	Arab Mounted Command (Officer, Standard, General)	4.00
DA43	Viking Command (Mtd Chieftain, Foot Officer, Foot Standard)	4.00
DA45	Viking Berserker with axe (6)	4.00
DA46	Viking Berserker with sword and knife (6)	4.00
DA47	Viking Heavy Infantry with axe (6)	4.00
DA48	Viking Heavy Spearman (6)	4.00
DA49	Viking Axeman (6)	4.00
DA50	Viking Spearman (6)	4.00
DA51	Viking Javelinman (6)	4.00
DA52	Viking Archer (6)	4.00
DA53	Viking Slinger (6)	4.00
DA54	Viking Swordsman standing (6)	4.00
DA55	Viking Swordsman charging (6)	4.00
DA57	Viking Cavalryman (3)	4.50
DA58	Viking Looter (2)	2.00
DA59	Carolingian Heavy Cavalry (3)	4.50

NOW AVAILABLE!
WRG Army Core Pack
 for Dark Ages.
 Contains all mandatory troop purchases for WRG Army #066.

15-086 EARLY BYZANTINE \$24.00

- 1 Mounted Commander in Chief, HC, L, B, Sh ... DA-34, DA-34, Horse
- 12 Kataphraktoi, HC, L, B, Sh on a Half-Armored Horse ... DA-15 Rider & 35-250
- 3 Kataphraktoi, HC, L, B, Sh on an Unarmored Horse ... DA-15 Rider & Fach-7
- 8 Kataphraktoi, HC, B, on an Unarmored Horse ... DA-13 Rider & Fach-7

- DA60 Carolingian Guard Cavalry (3) 4.50
- DA61 Carolingian Medium Cavalry (3) 4.50
- DA62 Breton Light Cavalry (3) ... 4.50
- DA63 Lombard Heavy Cavalry (3) 4.50
- DA64 Lombard Medium Cavalry with kontos (3) 4.50
- DA65 Lombard Medium Cavalry with javelins (3) 4.50
- DA66 Magyar Light Cavalry with bow, javelin and shield (3) 4.50
- DA67 Carolingian Mounted Command (Officer, Standard, General) 4.00
- DA70 Saxon Archer (6) 4.00
- DA71 Staff Slinger (6) 4.00
- DA72 Crossbowman (6) 4.00
- DA73 Lombard Archer (6) 4.00
- DA74 Carolingian Heavy Infantry (6) 4.00
- DA75 Carolingian Medium Infantry (6) 4.00
- DA76 Carolingian Foot Command (2 Officers, 2 Standards) ... 4.00
- DA78 Dark Ages Adventures (3 assorted) 2.00

Some figures may require assembly.

The figures shown for this range are representative of the figures available within each code number and description. There are as many as 6 variations for some of these figures; each pack will contain a mixture of these.



DA 52



DA 32
Officer



DA 27



DA 3



DA 54



DA 8



DA 23



DA 43
Foot Officer



DA 37



DA 22



DA 6



DA 59



DA 37
Standard



DA 43
Standard



DA 23



DA 55



DA 7
(2 of 4 poses)



DA 1



DA 53



DA 52



DA 43
Mounted Chieftain

1200 A.D.

Sculpted by
Tom Meier,
Dennis Mize and
Bob Charrette

**NORMAN AND FRANKISH
CRUSADERS**

- 42-080 Norman Command Set 4.50
- 42-081 Frankish Command Set 4.50
- ▶ 42-082 Norman Heavy Infantry
with spear 4.00
- ▶ 42-083 Italian Heavy Infantry
with spear 4.00
- 42-084 Norman Light Archer 4.00
- 42-085 Heavy Crossbowman 4.00
- 42-086 Maronite/Syrian Archer 4.00
- ▶ 42-115 Norman Knight, on charging
horse 4.50
- ▶ 42-090 Early Norman Knight with
mace, on horse 4.50
- ▶ 42-091 Anglo Norman Knight with
lance, on horse 4.50
- ▶ 42-092 Mounted Sergeant with
lance, on horse 4.50
- ▶ 42-093 Knight Templar, on horse 4.50
- ▶ 42-094 Knight of St. John, on
horse 4.50
- 42-095 Breton Light Cavalry 4.50
- ▶ 42-096 Norman Heavy Cavalry Knight
in hauberk, on horse 4.50
- ▶ 42-097 Turcopole with lance,
on horse 4.50

VIKINGS

- 42-101 Viking swinging axe 4.00
- 42-102 Viking, with axe 4.00
- 42-103 Viking, throwing spear 4.00
- 42-106 Viking Archer 4.00
- 42-107 Viking, swinging sword 4.00
- 42-108 Viking, striking with axe 4.00
- 42-111 Viking, striking with two-
handed sword 4.00

SAXONS

- 42-114 Saxon Command Set 4.50
- 42-116 Saxon Housecarle Cavalry 4.50
- 42-117 Saxon Housecarle Infantry 4.00
- 42-118 Saxon Fyrdmen
(assortment of 3) 4.00
- 42-119 Armed Peasant Levy
(assortment of 3) 4.00

NOW AVAILABLE!
WRG Army Core Pack
for 1200 A.D. and
Dark Ages. Contains
all mandatory troop purchases
for WRG Army # 106.

**15-106 VIKING 790 AD
TO 1070 AD . \$33.00**

- 2 Cin C's, LHI, 2HCW, Sh.
(1)Fl., (1)Mtd. Please use the
one you like best
Mtd is DA-43; Ft. 42-114
- 1 Raven PA Standard &
Besarar DA-43
- 14 Huscarl LHI, 2HCW,
Sh 42-101 & 42-102
- 60 Bondi Spearman
LMI 42-103, DA-50, & DA-51
- 6 Beserks LMI, 2SA DA-46
- 40 Javelin and/or Lt. Spears 97-507



42-114



42-083



42-117



42-106



42-111



42-101



42-103



42-085



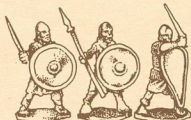
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42-082



42-102



42-118



42-084



42-091



42-081
(2 of 3)



42-108



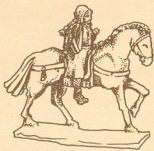
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42-119

ENGLISH

- 42-121 English Longbowman 4.00
- 42-122 English Foot Knight 4.00
- ◆ 42-123 English Pikeman 4.00
- 42-125 English Knight, with sword,
on galloping horse 4.50
- 42-128 English Man-At-Arms,
with sword 4.00
- 42-129 English Man-At-Arms,
with axe 4.00



42-156



42-175

SCOTS

- 42-131 Scottish Warrior, in hooded
cloak, with axe 4.00
- 42-132 Scottish Man-At-Arms,
with axe 4.00
- ◆ 42-133 Scottish Pikeman,
advancing 4.00
- 42-134 Scottish Archer, running ... 4.00
- ◆ 42-135 Scottish Knight, with axe,
on horse 4.50



42-122



42-129



42-123

GERMANS

- 42-142 German Foot Knight,
swinging mace 4.00
- 42-143 Teutonic Knight Infantry
(with variable heads) 4.00
- ◆ 42-145 Teutonic Knight Cavalry
(with variable heads) 4.50



42-128



42-161



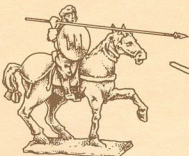
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FRENCH

- 42-151 French Foot Knight 4.00
- 42-152 French Man-At-Arms, with
sword 4.00
- ◆ 42-153 French Man-At-Arms, with
spear 4.00
- 42-154 French Crossbowman 4.00
- ◆ 42-155 French Knight, with lance, on
galloping horse 4.50
- 42-156 Crossbowman, on
horseback 4.50
- 42-157 French Man-At-Arms,
with spear 4.00



42-176



42-145



42-142

SPANISH

- 42-160 Spanish Armored Infantry,
with sword 4.00
- 42-161 Spanish Armored Infantry, with
hand-and-a-half sword 4.00
- 42-165 Catalan Archer 4.00
- ◆ 42-166 Spanish Cavalry,
with lance 4.50
- 42-167 Spanish Cavalry, striking
with sword 4.50
- 42-168 Spanish Cavalry,
with sword 4.50



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MOORS

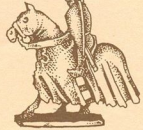
- 42-171 Moorish Archer 4.00
- 42-172 Moor, with spear and shield,
advancing 4.00
- 42-173 Moorish Archer, kneeling,
firing 4.00
- 42-175 Moorish Cavalry,
with scimitar 4.50
- ◆ 42-176 Moorish Cavalry,
with spear 4.50
- 42-177 Moorish Horse Archer 4.50



42-160



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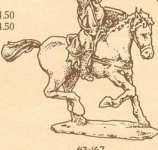
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42-173



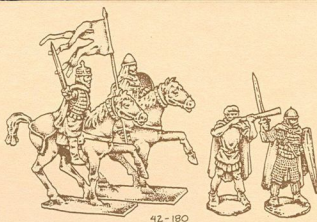
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BYZANTINES

- ◆ 42-180 Byzantine Command Group 4.50
- ◆ 42-181 Byzantine (Scutari) Infantry, with spear 4.00
- 42-182 Varangian Guard, in battle dress, with axe 4.00
- ◆ 42-183 Byzantine Infantry, with spear 4.00
- 42-184 Psilo Light Infantry, with bow 4.00
- 42-185 Rus Mercenary Infantry, with axe 4.00
- ◆ 42-186 Byzantine Heavy Cavalry Archer 4.50
- ◆ 42-187 Byzantine Light Cavalry Archer 4.50
- ◆ 42-188 Byzantine Heavy Cavalry, with spear 4.50
- ◆ 42-189 Kiblanophros Extra Heavy Cavalry on Extra Armored Horse 4.50



42-180

NOW AVAILABLE!
WRG Army Core Pack for 1200 A.D. Contains all mandatory troop purchases for WRG Army #134.
15-134 ANGLO NORMAN 1072 AD TO 1181 AD \$34.00

- 1 MTD Commander in Chief 42-135 Rider & 54-526 Horse 42-080
- 1 P Standard 42-091 & 42-093
- 29 MTD Knights 42-091 & 42-093
- 10 Archers 42-134

MONGOLS

- 42-200 Mongol Horse Archer 4.50
- ◆ 42-201 Mongol Medium Cavalry, with spear 4.50
- ◆ 42-202 Mongol Medium Cavalry, with spear 4.50
- ◆ 42-203 Mongol Medium Cavalry, with spear 4.50
- 42-204 Mongol Medium Cavalry, with mace 4.50
- ◆ 42-205 Mongol Heavy Cavalry, with spear 4.50
- 42-206 Mongol Horse Archer 4.50
- 42-209 Mongol Auxiliary Archer 4.00
- 42-210 Mongol Auxiliary Infantry, with spear 4.00



42-195



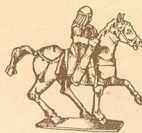
42-184



42-183



42-192



42-196



42-213



42-210

SUNG CHINESE

- ◆ 42-211 Sung Chinese Heavy Cavalry, with spear 4.50
- ◆ 42-213 Sung Chinese Light Cavalry, with bow 4.50
- ◆ 42-214 Sung Chinese Light Cavalry, with spear 4.50
- ◆ 42-215 Sung Chinese Heavy Infantry, with spear 4.00
- 42-216 Sung Chinese Heavy Infantry, with sword 4.00
- ◆ 42-217 Sung Chinese Light Infantry, with spear 4.00
- 42-218 Sung Chinese Crossbowman 4.00



42-209



42-215



42-181



42-216



42-182

THE RULES ACCORDING TO RAL FOR MEDIEVALS 25¢
 Ask for your free copy with any order of Medieval over \$30.00

- ◆ These figures come with the Ral Partha special tipped spear.
- Some assembly may be required.
- Packages of infantry contain six figures.
- Packages of cavalry contain three figures and three horses.



42-171



42-172



42-214



42-217



42-210

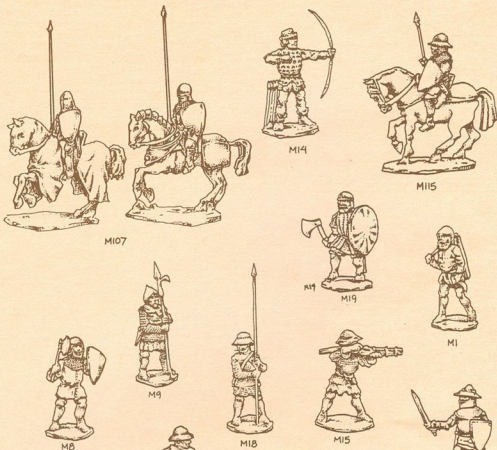


42-218

MEDIEVALS

INFANTRY

M1	Peasants marching (3 figs.)	2.00
M2	Peasants advancing (3 figs.)	2.00
M3	Light Swordsmen (3 figs.)	2.00
M4	Light Infantry with polearms (3 figs.)	2.00
M5	Swordsmen in Aketon (3 figs.)	2.00
M6	Infantry with two-handed weapons in Gambeson (3 figs.)	2.00
M7	Infantry in Aketon with hand weapons (3 figs.)	2.00
M8	Armored Infantry in Aketon with hand weapons (3 figs.)	2.00
M9	Armored Halberdiers (3 figs.)	2.00
M10	Armored Swordsmen (3 figs.)	2.00
M11	Knights with swords (3 figs.)	2.00
M12	Knights with two-handed weapons (3 figs.)	2.00
M13	Knights with hand weapons (3 figs.)	2.00
M14	Longbowmen (3 figs.)	2.00
M15	Armored Handgunners (3 figs.)	2.00
M17	Foot Officer (3 figs.)	2.00
M18	Foot Standard Bearers (3 figs.)	2.00
M19	Medieval Adventurers (3 figs.)	2.00



CAVALRY

M101	14thC Knight with sword (2 pcs.)	1.50
M102	14thC Knight with sword on Armored Horse (2 pcs.)	1.50
M103	14thC Knight with sword on Caparisoned Horse (2 pcs.)	1.50
M104	14thC Knight with hand weapons (2 pcs.)	1.50
M105	14thC Knight with hand weapons on Armored Horse	1.50
M106	14thC Knight with hand weapons on Caparisoned Horse	1.50
M107	14thC Knight with lance on (2 pcs.)	1.50
M108	14thC Knight with lance on Armored Horse (2 pcs.)	1.50
M109	14thC Knight with lance on Caparisoned Horse (2 pcs.)	1.50
M110	14thC Knight with couched lance (2 pcs.)	1.50
M111	14thC Knight with couched lance on Armored Horse (2 pcs.)	1.50
M112	14thC Knight with couched lance on Caparisoned Horse (2 pcs.)	1.50
M113	Mounted Bowman (2 pcs.)	1.50
M114	Mounted Armored Swordsmen (2 pcs.)	1.50
M115	Mounted Armored Spearman (2 pcs.)	1.50
M116	Mounted Armored Infantry with handweapons (2 pcs.)	1.50



Some figures may require assembly.

The figures shown for this range are representative of the figures available within each code number and description. There are as many as 6 variations for some of these figures; each pack will contain a mixture of these.

The personality of **Tokugawa Iyeyasu** looms large in Japanese history, casting a shadow that covers centuries. The founder of one of the longest and most powerful dynasties the world has ever seen, arguably the greatest field commander and government administrator in Japanese history — for a naturally cautious and circumspect man, Iyeyasu's impact on the evolution of modern Japan is tremendous and amazing. The rule of the Tokugawa shogunate effectively began in the year 1600 when the factions opposed to Iyeyasu were crushed in the battle of Sekigahara; it would continue, in a reign of almost unbroken isolation and peace, for a period of more than two and a half centuries. Iyeyasu and his successors practically eliminated all contact with the European nations during this time, a policy of national seclusion that was to have far-reaching consequences — and in this way as well as many others, "Tokugawa Japan" gave shape to the Japan of today.



NOW AVAILABLE!
WRG Army Core Pack for
The Samurai. Contains
all mandatory troop purchases
for WRG Army # 127.

15-127 JAPANESE 1050 AD TO
1542 AD \$38.00

- 1 Commander In Chief Mounted SAM-7
- 1 Commander In Chief Foot 53-780
- 17 Mounted Samurai 53-777
- 17 Foot Samurai 53-772
- 2 Standards 53-786 & 53-786
- 30 Followers Or Ashigaru 53-757, 53-758, SAM-6, SAM-13
- 20 Naginata Naginata Weapons
- 20 Yari 97-507 With 97-502 Tips

SAMURAI Sculpted by Dennis Mize

MOMOYAMA/TOKUGAWA

- 53-745 Ninja, with sword 4.00
- 53-746 Ninja Raiders 4.00
- 53-751 Ronin, with sword 4.00
- ◆ 53-752 Ronin, with spear or naginata 4.00
- 53-755 Ashigaru, Archer 4.00
- 53-756 Ashigaru, with sword 4.00
- 53-757 Ashigaru, with spear or naginata 4.00
- 53-760 Ashigaru Arquebusier, with gun shield 4.00
- 53-763 Chugen Auxiliary 4.00
- 53-765 Samurai, with sword 4.00
- 53-767 Samurai, with sword 4.00
- ◆ 53-768 Samurai, with spear or naginata 4.00
- 53-772 Samurai, with bow 4.00
- ◆ 53-775 Mounted Samurai, with spear or naginata 4.50
- 53-776 Mounted Samurai, with sword 4.50
- 53-777 Mounted Samurai, with bow 4.50
- ◆ 53-780 Samurai Commanders 4.00
- 53-781 General and Command Group 5.00
- 53-786 Infantry Standards 4.00
- 53-789 Yamabushi, with spear or naginata 4.00
- 53-791 Yamabushi, in armor with spear or naginata 4.00

□ Indicates a new release coming in 1985.

◆ These figures come with the *Rai Partha* special tipped spear. Some figures may require assembly.

SAMURAI

- SAM1 Samurai striking with sword 1.10
- SAM2 Samurai swinging sword 1.10
- SAM3 Samurai drawing bow 1.10
- SAM4 Ashigaru Archer firing bow 1.10
- SAM8 Mounted Samurai with spear 2.50
- SAM11 Samurai with spear 1.10
- SAM12 Warrior Monk with naginata 1.10
- SAM13 Ashigaru with sword 1.10



53-750 (3 of 4)



53-765



53-756



53-767



53-752



53-751



53-772



53-768



53-757



53-775



53-745



53-786



53-773



53-760 (1 of 2 Poses)



53-746



53-753



53-759



53-776



Bartolomeo Colleoni had a shrewd eye for his own immortality when he asked for a statue of himself to be put up in Venice. Although the laws of the Serene Republic denied him the site he would have preferred, in St. Mark's Square, enough tourists seek out Verrocchio's masterpiece in the quieter setting of San Giovanni e Paolo to make sure that the condottiere's name and features are still known throughout the world.

A complicated man born into a complicated time, Colleoni used his imagination, determination and sheer toughness to battle his way to the top of the 15th century Italian world. By the time Colleoni retired from a mercenary career spent largely in the service of Venice, his fame and reputation had spread far beyond the borders of Italy.

THE CONDOTTIERI

Sculpted by Tom Meier

SWISS

54-490	Swiss Command	4.50
◇ 54-491	Swiss Pikeman	4.00
◇ 54-492	Swiss Pikeman	4.00
◇ 54-493	Swiss Pikeman	4.00
54-494	Swiss Halberdier	4.00
54-495	Swiss Halberdier	4.00
54-496	Swiss Crossbowman	4.00
54-497	Swiss Crossbowman	4.00
54-498	Swiss Arquebusier	4.00
54-499	Swiss Mounted Arquebusier	4.50



54-490



54-499

IMPERIALISTS

54-500	Officers	4.50
54-501	Standards and Musicians	4.50
54-502	Arquebusier, firing	4.00
54-503	Arquebusier, firing	4.00
54-504	Arquebusier, firing	4.00
54-505	Arquebusier, loading	4.00
54-506	Arquebusier, loading	4.00
54-507	Arquebusier, loading	4.00
◇ 54-508	Pikeman, armored, leveled pike	4.00
◇ 54-509	Pikeman, half-armored, leveled pike	4.00
◇ 54-510	Pikeman, unarmored, leveled pike	4.00
◇ 54-511	Pikeman, unarmored, raised pike	4.00
◇ 54-512	Pikeman, armored, raised pike	4.00
◇ 54-513	Pikeman, half-armored, raised pike	4.00
54-514	Halberdier, half- armored, attacking	4.00
54-515	Halberdier, armored, attacking	4.00
54-518	Swordsman, with great sword, attacking	4.00
54-519	Swordsman, with great sword, attacking	4.00
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
◇ 54-578	Polish Winged Hussar, with lance	4.50



54-505



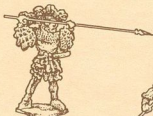
54-496



54-515



54-514



54-509



54-491



54-493



54-508



54-500



TURKS

◇ 54-600	Household Spahi	4.50
◇ 54-601	Turkish Spahi	4.50
◇ 54-603	Dellis	4.50
◆ 54-606	Jannissary Arquebusier	4.00
◆ 54-607	Jannissary Spearman	4.00
54-608	Turkish Archer	4.00
54-609	Turkish Spearman	4.00
54-610	Turk, with scimitar and buckler	4.00
54-611	layalar, with sword	4.00
◆ 54-619	Turkish Mounted Command	4.50

◇ These figures come with wire spears.
◆ These figures come with the Rat Partha special
tipped spear.
Some figures may require assembly.



54-502



54-503



54-510



54-504



54-498



54-492



54-501
(2 of 5)



54-497



54-511



54-503



54-507



54-608



54-506



54-493



54-495



54-494



54-607



54-512



54-518



54-519



54-611



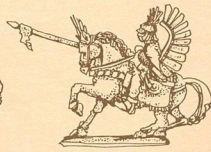
54-491



54-609



54-619



54-578



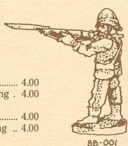
It was partly due to his status as a popular hero in the eyes of the ever-vocal British public that **Charles George "Chinese" Gordon** — soldier, adventurer, agent of British imperialism — was sent to the Sudan in 1884. His instructions upon arrival in Khartoum were vague; he was to oversee the evacuation of British and Egyptian troops in the face of the successful rebellion of the Mahdi, and at the same time, he was to leave behind him an organized government in Khartoum. Hardly the docile subordinate by nature, Gordon made few moves to follow these guidelines, instead proceeding to proclaim the Sudan's independence, demand Turkish troops to assist him in his fight against the Mahdi, and request the presence of Zobeir Pasha, a notorious slave dealer, to form an alternative leadership to the renegade, self-proclaimed Moslem messiah. Gordon's forceful personality continued to have an influence even after he himself was beheaded by the Mahdi's Ansar tribesman on January 26, 1885; his death caused a popular outcry in England and contributed strongly to the collapse of Gladstone's Liberal government that year.

COLONIALS

Sculpted by
Tom Meier

ZULU WAR

88-001	British Infantry, firing	4.00
88-002	British Infantry, advancing	4.00
88-003	British Infantry Officers	
	and Buglers	4.00
88-004	Naval Brigade, advancing	4.00
88-005	Naval Brigade Officers	
	and Gunners	4.00
88-006	British Lancer	4.00
88-007	British Regular Cavalry	4.00
88-008	Frontier Light Horse	4.00
88-009	British Artillery Crew	4.00
88-010	Gatling Gun (2)	4.00
88-011	Field Gun (2)	4.00
88-012	Natal Native Infantry,	
	advancing	4.00
88-013	Natal Native Cavalry	4.00
88-014	Zulu uThulwana	
	Regt., advancing	4.00
88-015	Zulu uVe Regt.,	
	advancing	4.00
88-016	Zulu umCijo Regt.,	
	advancing	4.00
88-017	Zulu InGobamakhosi Regt.,	
	advancing	4.00
88-018	Zulu umBonambi Regt.,	
	advancing	4.00
88-019	Zulu uNokhenke Regt.,	
	advancing	4.00
88-020	Induna, signaling	
	(2 cavalry, 5 infantry)	4.00
88-021	Mounted Zulu	4.00
88-022	91st Highlander in tress	4.00
88-023	Mounted British Officer in	
	sun helmet	4.00
88-024	Natal Mounted Police	4.00
88-025	Mounted Natal	
	Irregulars	4.00



88-001



88-017



88-105



88-023



88-002



88-113
(1 of 2)



88-019



88-101



88-201



88-022



88-114
(1 of 2)



88-207



88-203



88-025 A



88-116



88-114
(1 of 2)



88-206



88-025 D



88-111



88-024

88-116
Chieflain (1 of 4)

NORTHWEST FRONTIER

88-101	Indian Infantry, advancing	4.00
88-102	Indian Infantry, firing	4.00
88-103	Indian Command Group (1 mtd., 6 foot)	4.00
88-104	Bengal Lancer	4.00
88-105	Indian Artillery Crew	4.00
88-106	Screw Gun (2)	4.00
88-107	Artillery Pack Mules (6)	4.00
88-108	Highlander, advancing	4.00
88-109	Highlander Command Group (1 mtd., 6 foot)	4.00
88-110	Gurkhas	4.00
88-111	Pathan firing jezail	4.00
88-112	Pathan firing rifle	4.00
88-113	Pathan advancing with rifle	4.00
88-114	Pathan advancing with melee weapons (left foot)	4.00
88-115	Pathan advancing with melee weapons (right foot)	4.00
88-116	Pathan Chieftains (1 mtd., 6 foot)	4.00
88-117	Mounted Tribesmen	4.00
88-118	Northwest Frontier Weapons Pack	4.00



88-210



88-212
(camel not shown)



88-202



88-205



88-211



THE SUDAN CAMPAIGN

88-201	Egyptian Infantry in summer uniform	4.00
88-202	Egyptian Infantry, early Sudan Campaign uniform	4.00
88-203	Sudanese Infantry, blue jersey	4.00
88-204	Bashi Bazouk Infantry	4.00
88-205	Egyptian Command	4.00
88-206	Egyptian Artilleryman	4.00
88-207	Gordon's Sudanese	4.00
88-208	Egyptian Cavalry	4.00
88-209	Bashi Bazouk Cavalry	4.00
88-210	Egyptian Cuirassier Corps	4.00
88-211	Egyptian Camel Corps	4.00
88-212	Egyptian Camel Corps, dismounted	4.00
88-213	Ansars with swords and spears	4.00
88-214	Ansars with rifles	4.00
88-215	Ansar Command	4.00
88-216	Beja Tribesmen	4.00
88-217	Ansar Cavalry	4.00
88-218	Ansar Camel Riders	4.00
88-219	Beja Carmel Riders	4.00
88-220	Ansar Artillerymen	4.00
88-221	Gardner Machinegun	4.00
88-222	6.5 cm Krupp Field Gun	4.00
88-223	Small Brass Mountain Gun	4.00
88-224	British Guard Camel Corps	4.00
88-225	British Guard Camel Corps, dismounted	4.00



88-004



88-012
(1 of 2)



88-011
(Shown with 88-005)



88-024



88-224



88-012



88-216



88-225



88-219



88-025
(2 of 4)



88-025 B
(1 of 4)



88-021

Packages of infantry contain ten figures.
Packages of cavalry contain four figures and four horses.

Packages of camels contain three men and three camels.

Some figures may require assembly.

THE ROARING TWENTIES

Sculpted by Bob Charrette

20-105	Detective	1.10
20-106	G-Man	1.10
20-111	Gangsters (3)	2.50
20-112	Police (3)	2.50

WEAPONS PACKS AND ACCESSORIES

97-521	Swords (24)	3.50
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97-523	Crossbows (24)	3.50
97-524	Lanceheads and Spearheads (no wire) (24)	3.50
97-525	2½" wire (24)	3.50
97-526	2" wire (24)	3.50
97-527	1½" wire (24)	3.50
97-528	Ancient Shields (24)	3.50
97-529	Medieval Shields (24)	3.50
FS-23	Tavern Table and Benches (3 pcs.)	1.75
FS-25	Tavern Accessories (7 pcs.)	2.50
FS-29	Pack Mule	1.75
FS-37	Round Table (2 pcs.)	1.10
FS-38	Chairs (2)	1.10

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