

RAEM

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1994 Catalogue

RAFM Company Inc.

20 Parkhill Road E., Cambridge, Ont., Canada N1R 1P2
Tel. 1-519-623-4832 Fax 1-519-623-2795

We are pleased to present the **RAFM** 1994 Catalogue. Within these covers you will find miniatures that stand alone in their quality of detail and imagination, traditions you have grown to associate with the name "RAFM".

RAFM's 1994 release program will have exciting, new, state of the art miniatures. You will have a good year!

Robert Murch has presented designs for the 1994 program that are exceptional - a Murch rendition. Designs that are fresh and new. Who said he couldn't do it again? **GREAT STUFF!**

Stephen Koo is now developing miniatures that rank with the top five designers. The 1994 program he has planned will make dynamic miniatures available for your fantasy.

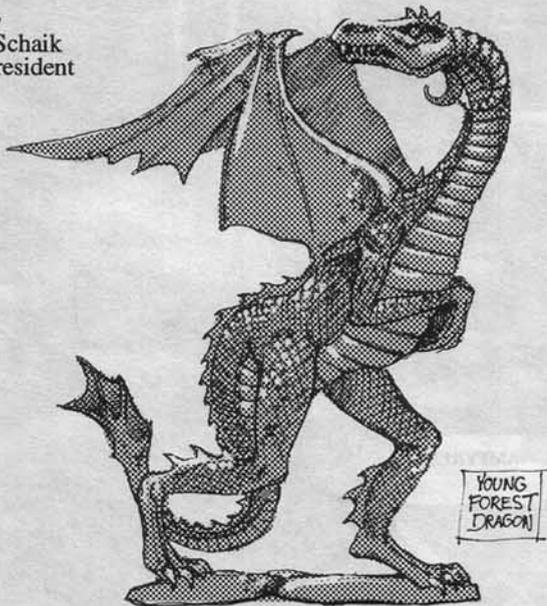
Historically speaking, Bill Schwartz's exceptional World War II equipment gets better, and better, and better. **AWESOME INDEED.**

We will be increasing our offerings from **PLATOON 20** and **FREI KORPS 15** - historical with a purpose.

At **RAFM**, we appreciate your patronage and look forward to a future of producing quality miniatures for you. Within these pages there is something for you.

ENJOY!

Sincerely,
Jack VanSchaik
RAFM President



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FANTASTIQUE NOIR
VAMPYRES



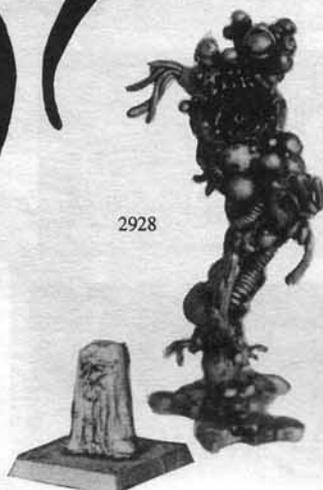
FANTASIQUE NOIR—VAMPYRES

by Bob Murch

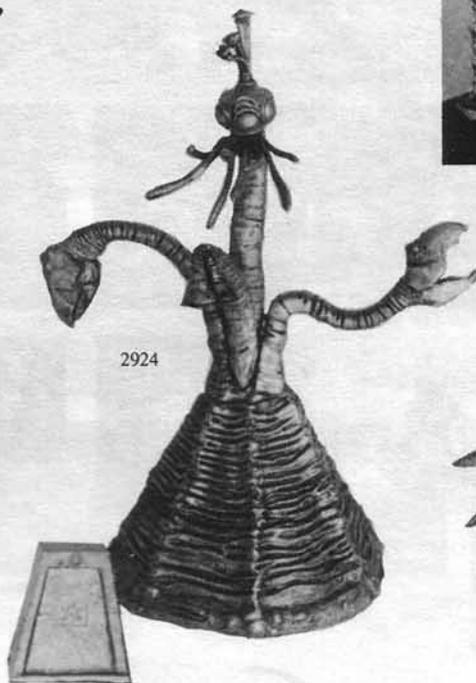
- 3957 The Innocents (2)
- 3958 The Rouge (2)
- 3959 The Beast (2)
- 3960 The Jester (2)
- 3961 The Warrior (2)
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CALL of THULHU

OFFICIAL MINIATURES
by RAFM *Sculpted by Bob Murch*



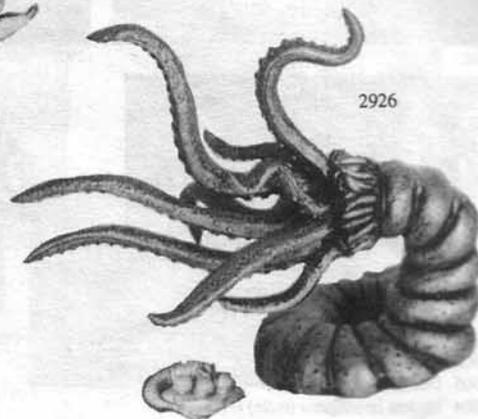
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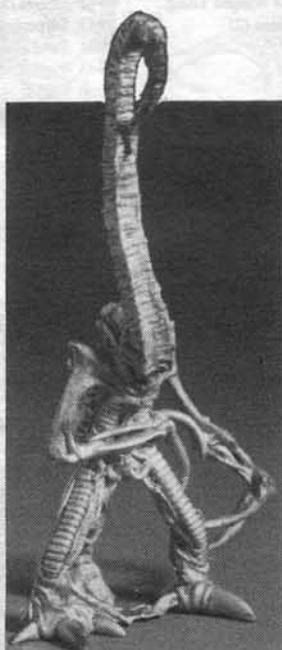
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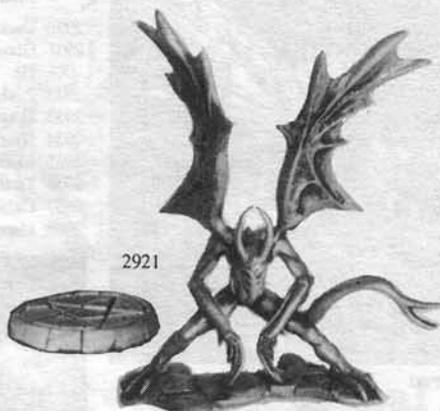
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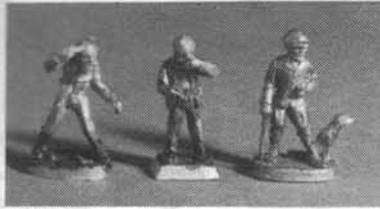
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- 2923 Dimensional Shamblers (2)
- 2923 Trancendental Alien Fiends
- 2924 Great Race of Yith
- 2924 Monstrous Alien Being
- 2925 Servitor of the Outer Gods
- 2925 Parasitic Entities
- 2926 Cthonian
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- 2927 Shoggoth
- 2927 Protoplasmic Horror
- 2928 Flying Polyp
- 2928 Aerial Horror
- 2929 Formless Spawn of Tsothogua
- 2929 Amorphous Guardian

GO
INSANE
with
3-Step PCs



2901



2902



2903



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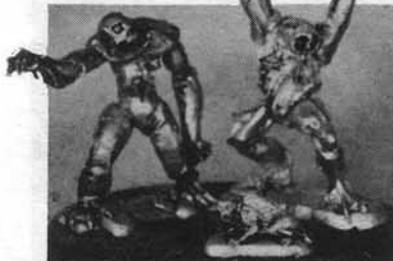
- Sane, Experienced & Insane PCs
- 2901 Doctor (male) (3)
 - 2902 Professor (male) (3)
 - 2903 Dilettante (female) (3)
 - 2904 Student Investigator (male) (3)
 - 2905 Parapsychologist (female) (3)
 - 2906 Journalist (3)
 - 2907 Priest / Exorcist (3)
 - 2908 Holy Sister (3)
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Monsters

- 2930 Dark Young of Shub-Niggurath
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- 2934 Nyarlathotep
- 2935 Elder Thing
- 2936 Tsuthoggua
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- 2939 Mi-Go
- 2940 Hunting Horror
- 2941 Moon Beast
- 2942 Ghosts (2)
- 2943 Serpentmen (3)
- 2944 Sand Dwellers (3)
- 2945 Yig
- 2946 Gug
- 2947 Lesser Other God



2923



2933



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2941

**CALL of
CTHULHU**

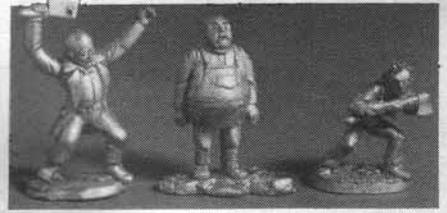
Yet More Unspeakable **HORROR!**



2936



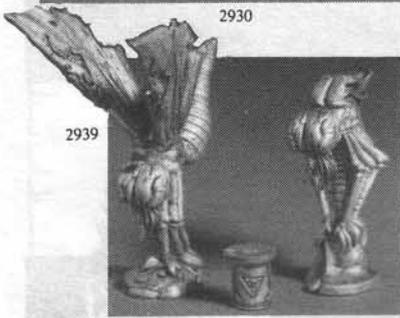
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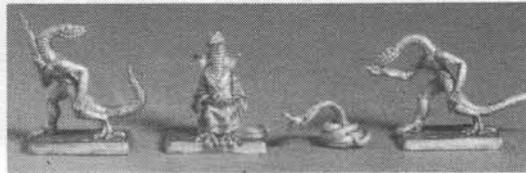


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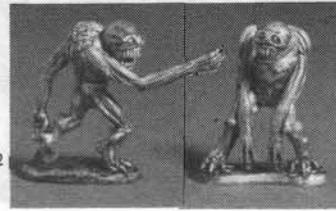
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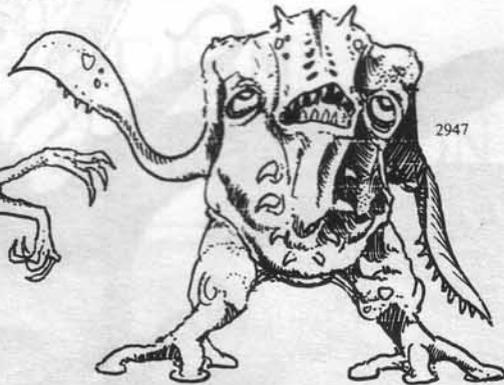


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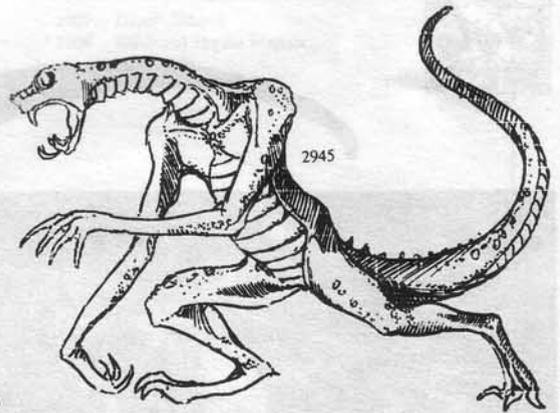
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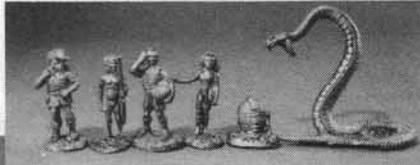
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2945

Join The Miskatonic University Archeological Expeditions

- 2970 M.U. Expedition to Egypt
- 2971 M.U. Expedition to Antarctica
- 2972 M.U. Expedition up the Amazon



2972

CALL OF CTHULHU



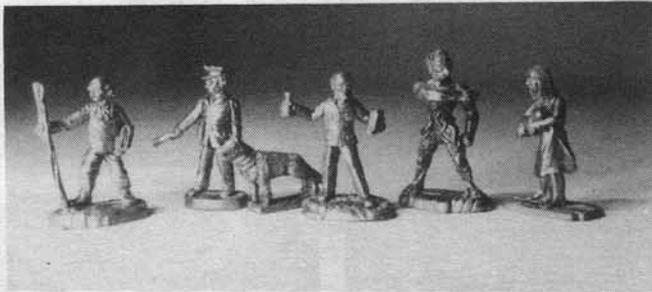
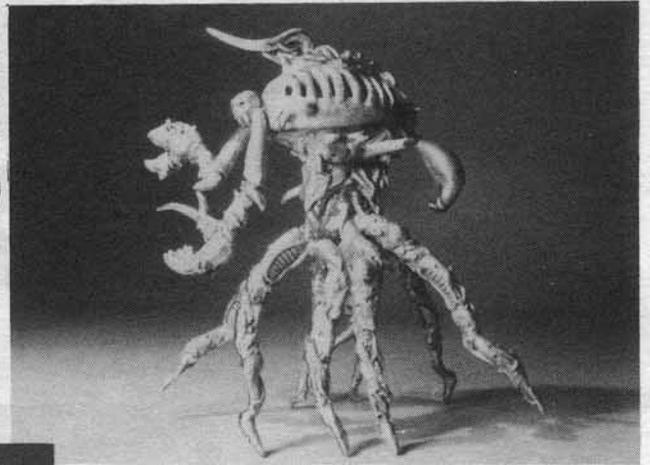
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CALL of CTHULHU

2012

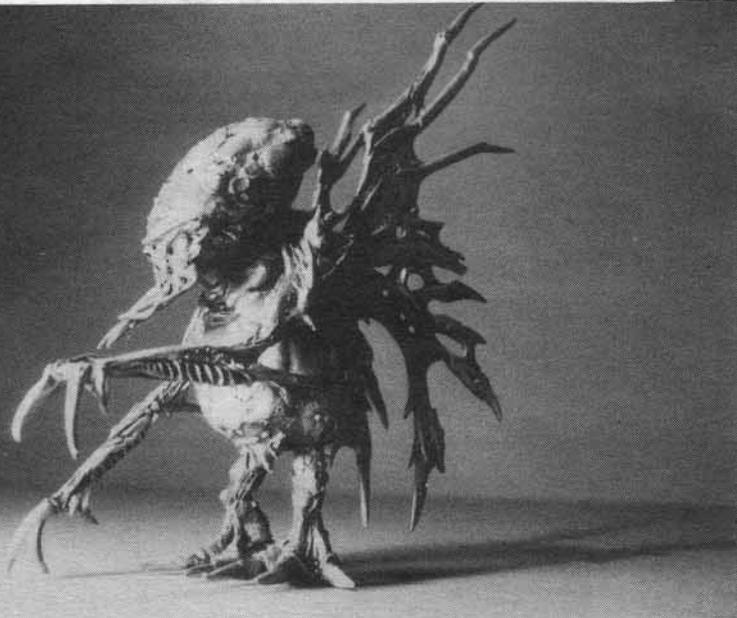


FANTASY BOXED SETS
2011 GREAT CTHULHU
2012 Lovecraft Country

DUNWICH



**GREAT
CTHULHU
BOX SET**



2011

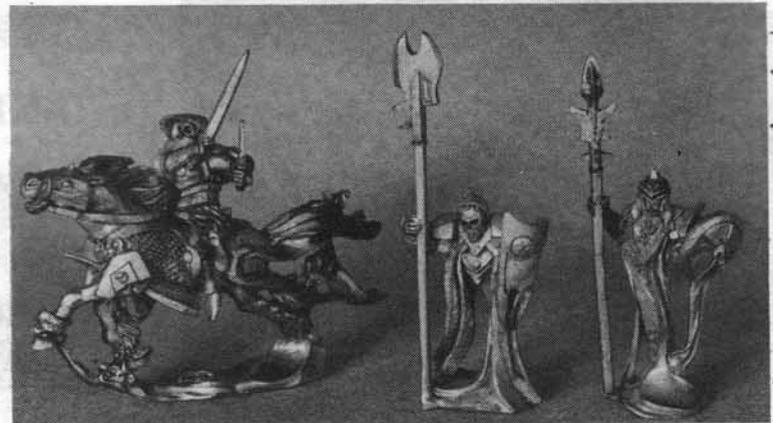
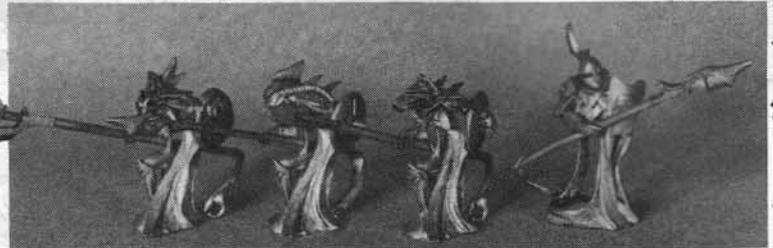
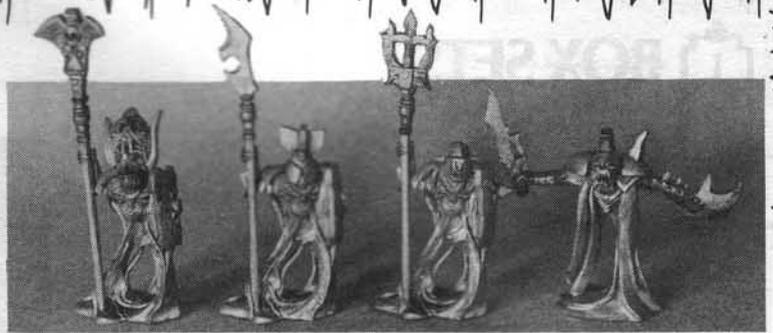
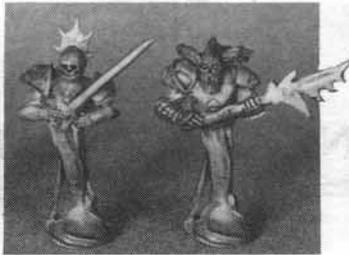


Fantasy BOX SETS

It's Time to Give Your Illusionist
the Full Measure of Power

DREAM WARRIORS

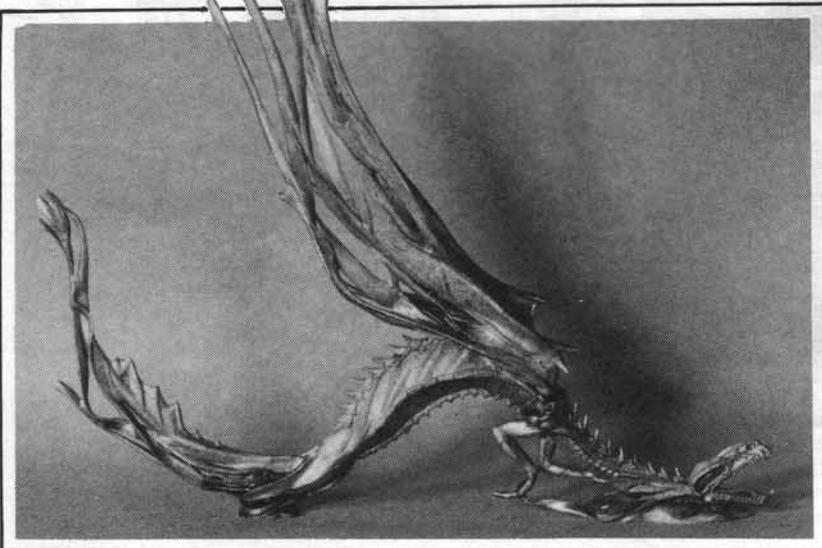
(16 Pcs.)



DREAM DRAGON

- 2007 Dream Dragon
- 2008 Illusionist-Dream Warrior Army (16)

Some Assembly Req'd
Modelling Skills Needed

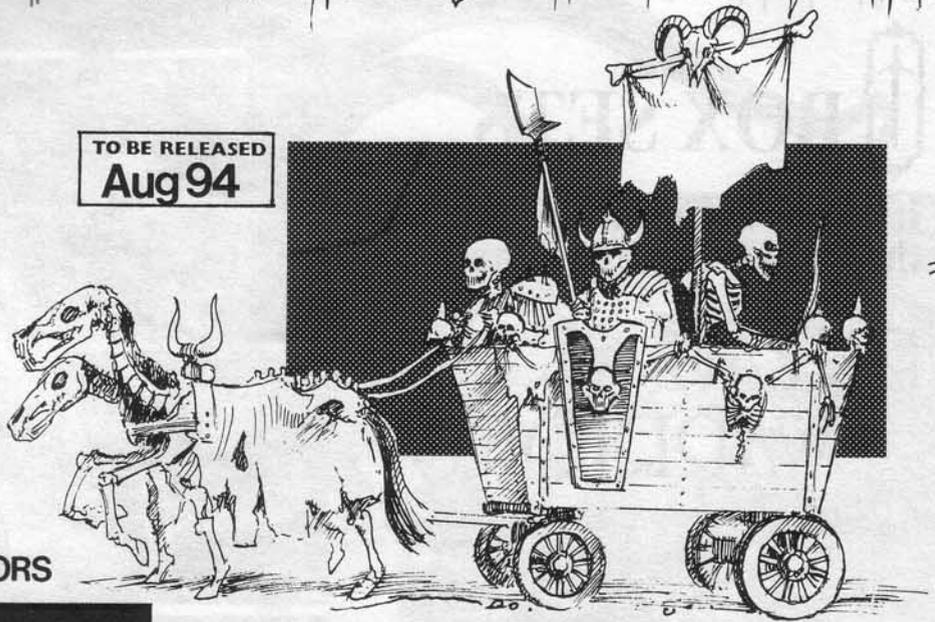




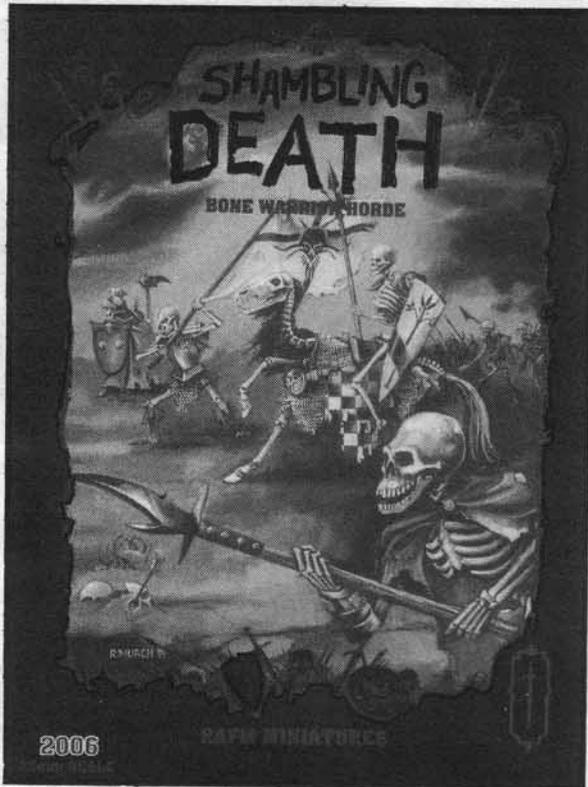
BOX SETS

by Bob Murch
2006 Bone Warriors, Army,
Shambling Death (18)
2010 Skeleton War Wagon

TO BE RELEASED
Aug 94



UP FROM THE BONE YARD
COME THE UNDEAD WARRIORS



SKELETON WAR WAGON



BONE WARRIORS ARMY



(18 pieces)



To be Released Box Sets;

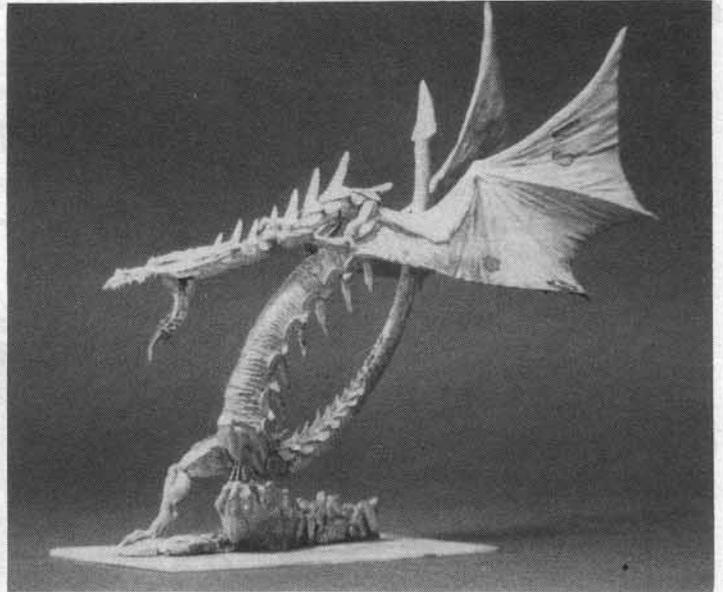
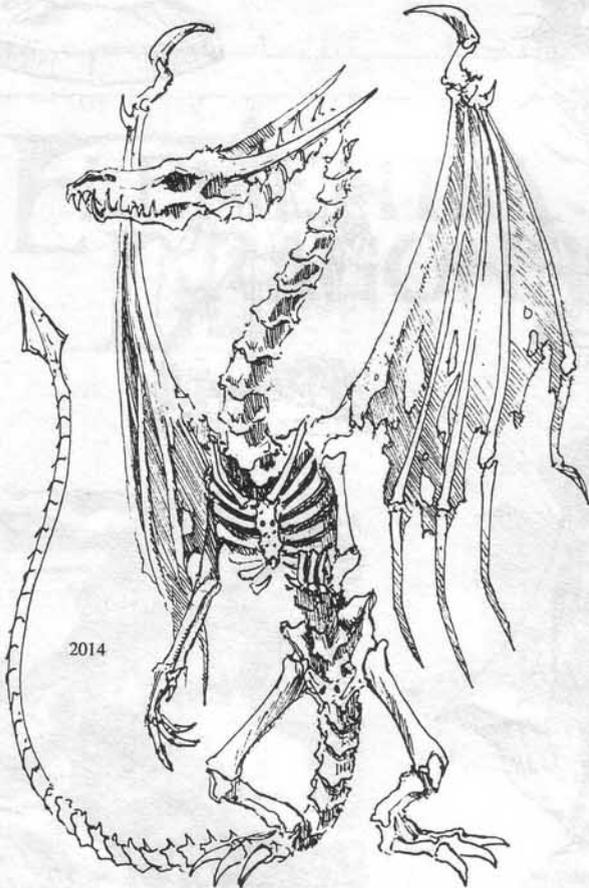
Necro Drake

Undead Dragon

2013 Fiery Serpent of Terror
2014 Necro Drake

Reptiliad King

Fiery Serpent of Terror



The Lich Kings

by Bob Murch

- 3733 Lich Summoning Demon
- 3734 Lich Sorceress
- 3735 Lich Mage/Death Worm
- 3736 Lamia
- 3737 Lich Magician
- 3738 Lich in Sepulchre
- 3739 Lich Enthroned
- 3740 Zombie Slaves
- 3741 Chaos Lich
- 3742 Lich Seer
- 3743 Lich Priest
- 3744 Bloated Vampire Lich



3736



3738



3743



3733



3737



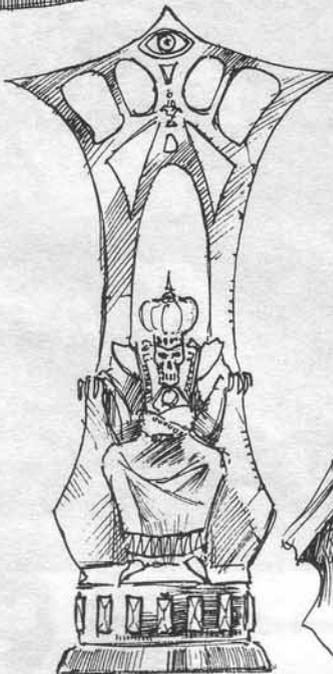
3742



3741



3744



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3740



3734



3735

Rafm Fantasy - 25 mm

Dwarves of the Flaming Forge



3090

3091

By Bob Murch

- 3090 Graff Hawksteel, Mtd & Dismtd
- 3091 Dwarf General Staff, Officer, Horn & Standard
- 3092 Iron Featers, Crossbows (3)
- 3093 Dwarf Bombard, The Thunder Buster
- 3094 Bumer Truppen, Hand Gunners (3)
- 3095 Stone Eagle Truppen, Spears (3)
- 3096 Trench Pounders, Dwarf Sappers (3)
- 3097 Auto Dart Thrower, The Nebbeldwarfer



3092



3093



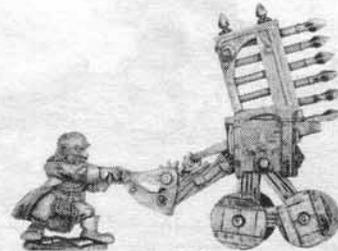
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ELEMENTAL DRAGONS

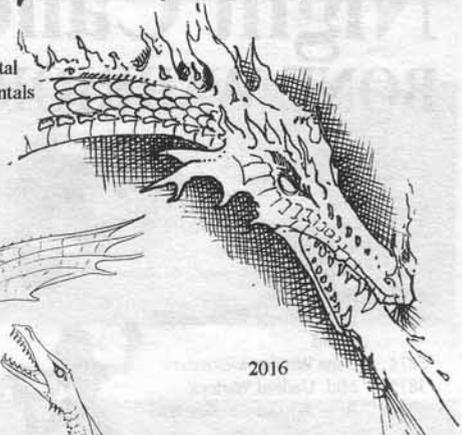
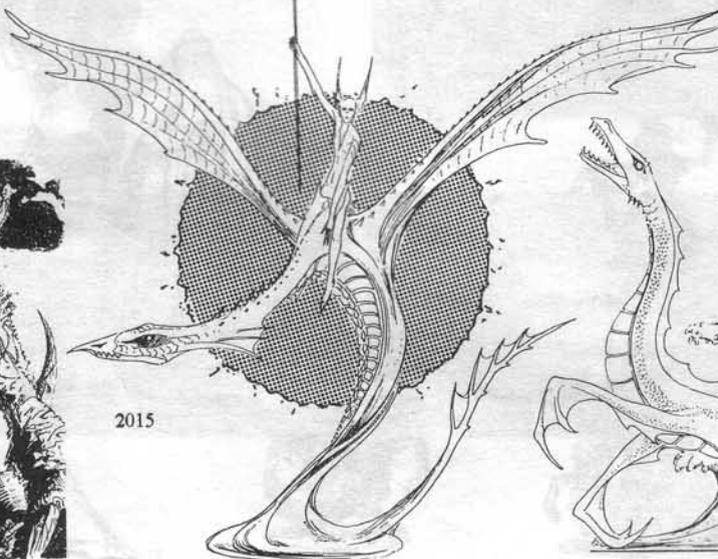
BOX SETS

by Bob Murch

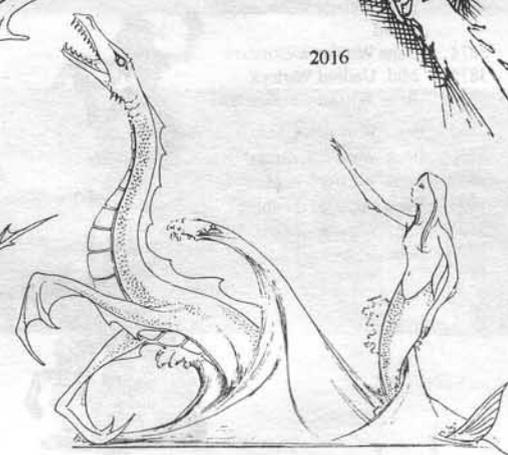
- 2015 Earth/Air Dragon Elemental
- 2016 Fire/Water Dragon Elementals



2015



2016



Barbarian Warriors

By Bob Murch

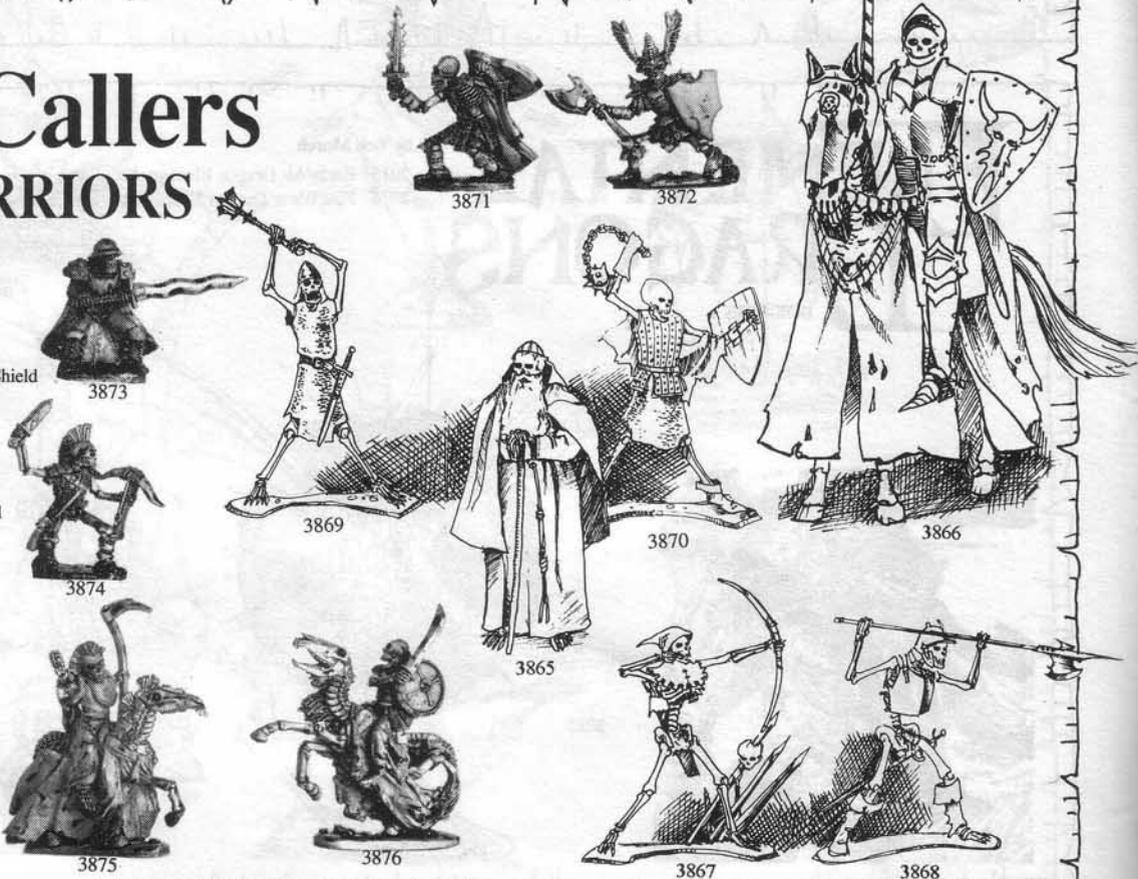
- 3821 Norse Fighter w/sword & shield
- 3822 Norse Fighter w/battle axe
- 3823 Norse Fighter w/2-handed sword
- 3824 Berserker
- 3825 Norse War Chief Mtd
- 3826 War-Wolf & Master



Night Callers BONE WARRIORS

By Bob Murch

- 3871 Bone Warrior w/sword & Shield
- 3872 Bone Warrior w/battle axe
- 3873 Bone Warrior w/2-handed sword
- 3874 Bone Warrior w/crossbow
- 3875 Mtd. Undead Warlock
- 3876 Bone Warrior Chieftan Mtd
- 3865 Bone Warrior - Cleric
- 3866 Bone Warrior - Knight
- 3867 Bone Warrior - Archer
- 3868 Bone Warrior - Halberd
- 3869 Bone Warrior - Mace
- 3870 Bone Warrior - Flail



FANTASY COMPANIES

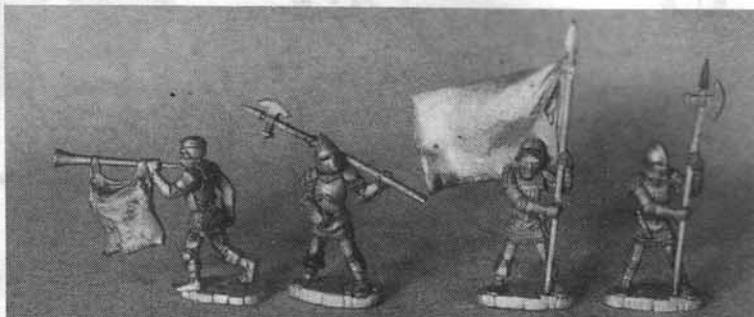
MEN AT ARMS

by Bob Murch

- 3060 General: MDT/DISMID
- 3061 Freelancers—Merc
Cav. (3)
- 3062 Bushmasters Merc Advg.
Scouts(6)
- 3063 Black Companions—
Spearmen (6)
- 3064 Silver Companions—
Sword (6)
- 3065 Elite Companions—
Mercenary Baner (6)
- 3066 The Iron Gauntlet
W/Mace And Axe (6)



3063



3065



3060



3061



3064



3066



3062

Rafm Fantasy - 25 mm

Knights of the Silver Sword

By Bob Murch

- 3050 Grand Master Mtd & Dismtd
- 3051 Heaven's Fist Cavalry (2)
- 3052 Faith's Blade Men at Arms (3)
- 3053 Swordsmen of the Red Gauntlet (3)
- 3054 Archers of Raven's Flight (3)
- 3055 Men of the White Heather (3)
- 3056 Castle Defenders (5)



3050

3051

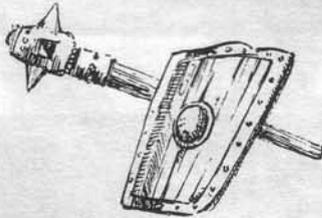


3052



3053

3054



3056

HIGH ELVEN LORDS

by Bob Murch

- 3837 High Elf-Lord Champion Mtd
- 3838 High Elf Master Magic User w/Servitor
- 3839 Elf-Lord Champion of the Blade
- 3840 Elf-Lord Master of Beasts
- 3841 High Elf Warrior Princess
- 3842 High-Elven Warrior King

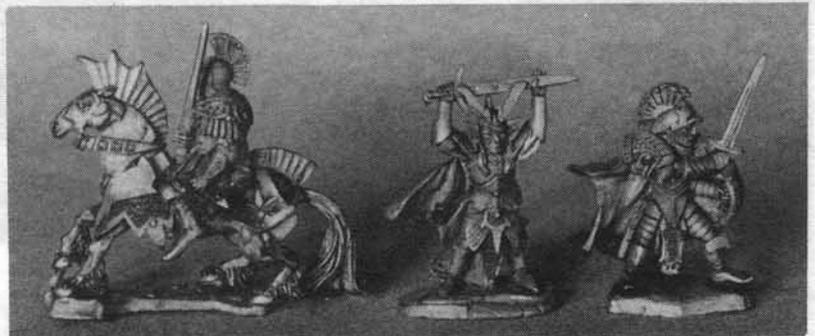


3840

3841



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Rafm Fantasy - 25 mm

Elves OF THE Isles

by Bob Murch



3070



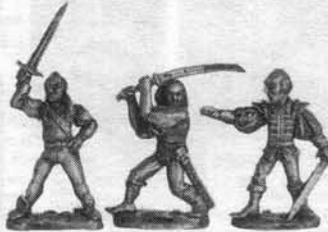
- 3070 Prince Sarnath-Mtd & Dismtd
- 3071 Elf Cavalry of the Wind
Riders (2)
- 3072 Elves of the Sylvan Swords (3)
- 3073 Archers of the Crystal
Flights (3)
- 3074 Spears of Strong Wood (3)
- 3075 Privateers (3)
- 3076 Elf Flame Cannon,
The Dragon's Tongue



3072



3073



3075



3076



3074

Dark Elves



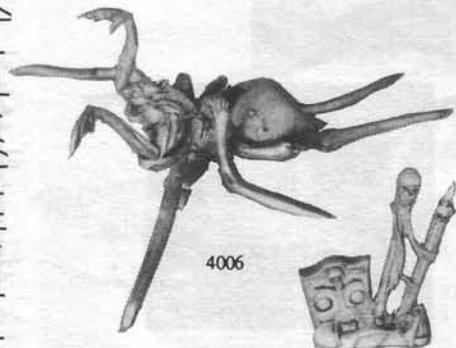
- 4001 Dark Elf Queen Arachnia
& Pet
- 4002 Dark Elf—Mage
- 4003 Dark Elf—Fighter
- 4004 Dark Elf—Thief
- 4005 Dark Elf—Female Warrior
- 4006 Dark Elf—Cursed One,
Spider Mutant



4001



4002



4006



4004



4003



4005

Dark Elf



Armies

by Bob Murch

- 3040 Dark Elf War Chiefs (3)
- 3041 Dark Elf Crossbows (3)
- 3042 Dark Elf Standard Party (3)
- 3043 Dark Elf Long Knife Warriors (3)
- 3044 Dark Elf Assassin Party (3)
- 3045 Dark Elf Spider Cavalry (1)



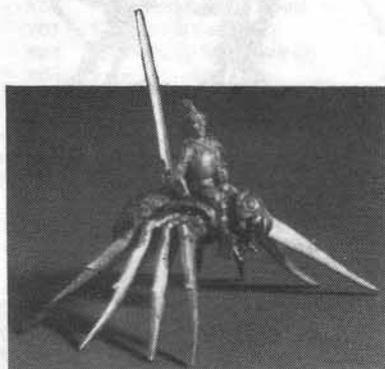
3044



3043



3041



3045



3042



3040

Gargoyles

by Bob Murch

- 3951 The Gargoyle King
- 3952 The Gargoyle Queen
- 3953 Gargoyle Beast Champion
- 3954 Gargoyle W/Sword
- 3955 Gargoyle Fiend
- 3956 Gargoyle W/Victim



3952



3956



3955



3951



3953



3954

FOR THOSE OF YOU, WHO HAVE YET TO MAKE A START AT THE ART OF
BURYING FINE CAST METAL MINIATURES UNDER LAYERS OF PAINT, HERE IS:

The Absolute Beginner's Guide To Painting Miniatures

by Tony Ackland

THINGS YOU WILL NEED.



Paint - of the wide variety of types that may be used I would recommend the humble tin of enamel, if only because of its availability. Be sure to purchase the matt type (although some gloss black will prove useful). Also, a spray can of matt white will be required.

Thinners - the above paint may be diluted with white spirit or turps substitute.

Brushes - rather than take out a mortgage on the best quality sable, a relatively inexpensive synthetic-sable mix will do to start with. Buy a brush with the longest bristles you feel you can cope with. The less steady your hands, the shorter the bristles should be.

Modelling knife - a modelling knife and some spare blades will be essential.

PREPARING THE MODEL



Remember that an inadequately prepared model will always result in an inferior finish.

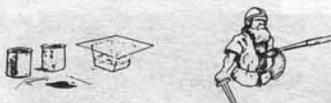
Carefully cut and scrape away any excess metal on the model.

Attach the model to some object that you can hold comfortably when you are painting it. One method is to use blu-tac, or similar, to attach it to the bottom of a paint tin.

Lightly undercoat the figure using the spray matt white. Do not try to achieve a brilliant white finish, you will only succeed in obliterating most of the detail on the model. A pale grey colour is all that is required.

PAINTING THE MODEL

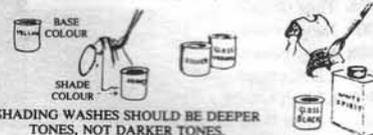
Do not use the paint directly from the tin. Mix the paint thoroughly (a match stick or cocktail stick is useful for this), and place a small amount on an old dish or similar. Dip your brush in thinners, then dip it into the paint. A bottle cap makes an excellent container for thinner and a bit of plastic is a good palette for mixing. Grip the brush *lightly* and, using only the tip of the bristles, apply the



paint to the model. Let the bristles follow the direction of any folds on the figure. Try to ensure that all your brush strokes are made in the same direction. It is far better to apply several thin coats of paint rather than one thick one, but leave sufficient time for each coat to dry thoroughly, as instead of applying a new layer of paint you will be merely lifting the previous coat off. If you wish to apply a light colour of paint over an area you have previously painted with a dark colour then undercoat that area with white paint first.

WASHES AND SHADING

Shading does not have to be difficult, and always improves the appearance of a model. First make a wash. All this consists of is a little paint mixed with some thinners. You will have to practice a while to get the correct proportion of paint to thinners. Washes are lightly brushed over the entire area to be shaded; the colour will run into any folds/creases and leave the raised areas clear. Even if you do not shade all of a figure it is well worth applying a brown wash over any flesh areas on a model, particularly the face. Leave the model to dry at least a full day before applying any washes.



SHADING WASHES SHOULD BE DEEPER TONES, NOT DARKER TONES.

IRON AND STEEL

To get a realistic look to areas that are meant to represent the above two metals, first mix some silver paint with some clear gloss varnish, and then paint on as per normal. When this is dry (leave it for at least a day) apply a wash of gloss black. You should have an effect similar to dull steel.

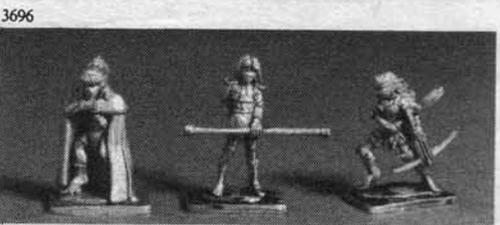
LAST WORDS

When painting fantasy models the actual choice of colours is very important. Try to get a look at some of the books of fantasy artwork that are available. Also, a good idea is to look through natural history books. A good many ideas can be obtained by observing the natural colours of living things. Above all try to avoid merely copying other figures you have seen.

WOMEN of the Ninth MERIDIAN

by Stephen Koo

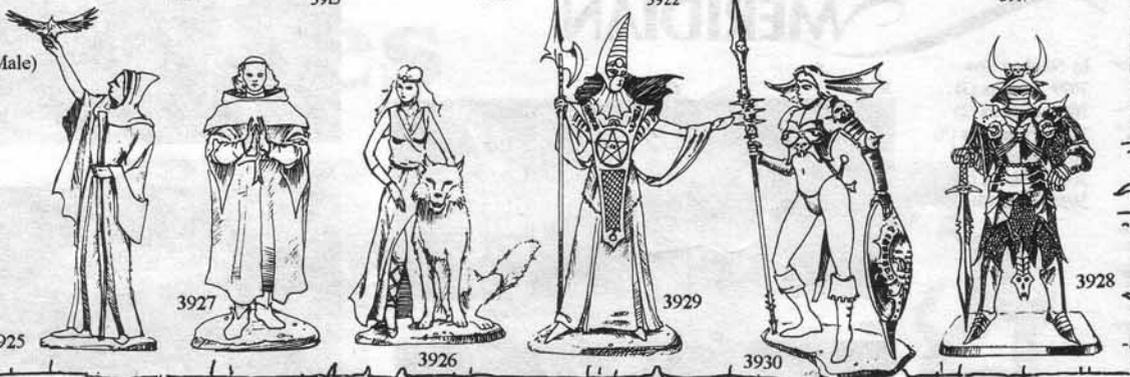
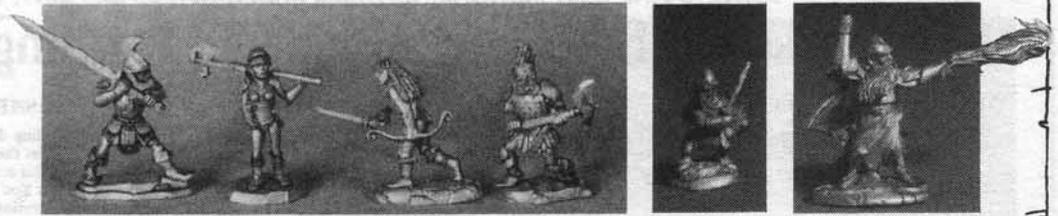
- 3699 Rangers (3) ...
- 3698 Fighters (3) ..
- 3697 Priestesses (3)
- 3696 Rogues (3) .
- 3695 Witches (3)
- 3694 Bards (3)



FANTASY PLAYER CHARACTERS

by Bob Murch

- 3901 Fighter W/Sword (male).
- 3902 Fighter W/Sword (female)
- 3903 Fighter W/2 Handed Sword (male)
- 3904 Fighter W/2 Handed Sword (female)
- 3905 Thief (male)
- 3906 Thief (female)
- 3907 Ranger (male)
- 3908 Ranger (female)
- 3909 Cleric (male)
- 3910 Cleric (female)
- 3911 Fighter W/Axe (male)
- 3912 Fighter W/Axe (female)
- 3913 Dwarf fighter w/ axe
- 3914 Dwarf fighter w/hammer
- 3915 Elf ranger—Male
- 3916 Elf ranger—Female
- 3917 Bard—Male
- 3918 Bard—Female
- 3919 Halfling Thief
- 3920 Gnome Illusionist
- 3921 Desert Warrior—Male
- 3922 Desert Warrior—Female
- 3923 Mage—Male
- 3924 Mage—Female
- 3925 Druid (Male)
- 3926 Druid (Female)
- 3927 Monk
- 3928 Half Orc Fighter
- 3929 Evil Cleric (Male)
- 3930 Evil Cleric (Female)
- 3931 Half Orc Brigand (Male)
- 3932 Brigand (Female)
- 3933 Pirate (Male)
- 3934 Pirate (Female)
- 3935 Evil Gothic Fighter (Male)
- 3936 Evil Fighter (Female)



WIZARDS of LAW

by Bob Murch

- 3827 Great Wizard w/Book
- 3828 Friendly Friar, Squire John & Dog
- 3829 High Priestess of the Wood
- 3830 Conjuring Illusionist w/Illusion
- 3831 Great Wizard Mtd
- 3832 Pilgram Priest & Beast of Burden



SCULPTORS at LARGE

BOB RIDOLPI FANTASY

- 3501 Small Cold Drake
- 3502 Giant
- 3503 Armoured Minotaur

TRICKETT'S FANTASY

- 3400 Black Dragon -Attacking
- 3401 Treasurer Dragon
- 3402 Dragon / Victim / Knight
- 3403 Wyvern
- 3430 Goddess on Dragon Throne
- 3431 Ancient Wizard w/ Chimera
- 3432 Wizard, Magic Carpet & Genie
- 3433 Levitating Wizard
- 3434 War Lizard w/rider
- 3480 Wizard with evil Lillith (cannte)
- 3481 Mercenary Captain—Plate Armour
- 3482 Mercenary Spy, Crossbow/Battle Axe
- 3483 Mercenary Warrior with Scimitar
- 3484 Martial Artist W/Sai Nunchaku



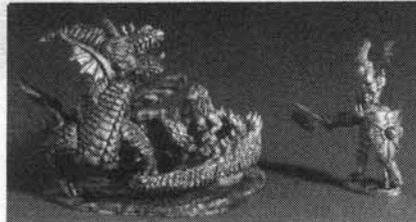
3503 3501



3502



3430



3402



3400



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3480



3432



3401



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3433

MONSTERS Do The Tokyo STOMP!

MONSTERS—DARK TOWER

by Stephen Koo

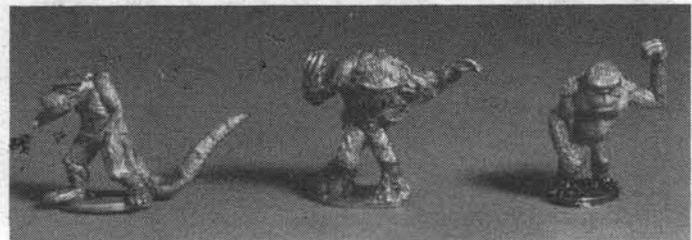
- 1801 Zigan
- 1802 Berserkoid
- 1803 Kreearg
- 1804 Zorg
- 1805 Raklon
- 1806 Slunder



1805

1802

1803



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1806

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GIANTS, DRAGONS

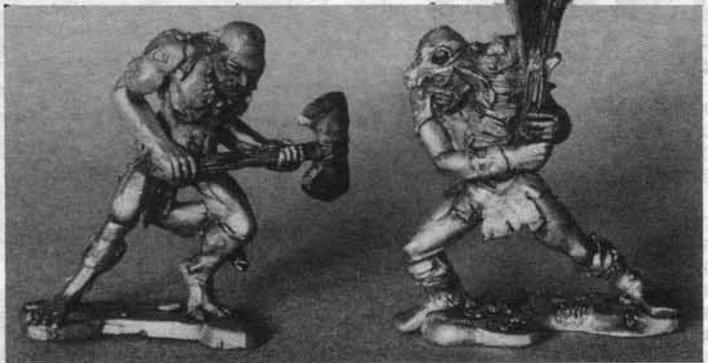
Bring On The Big Guys...

GIANTS

- 3713 Forest Giant W/Small Companions
- 3714 Cave Giant On Hunt

YOUNG DRAGONS

- 3720 Fire Dragon Yearling
- 3721 Ice Dragon Yearling
- 3725 Forest Dragon Yearling



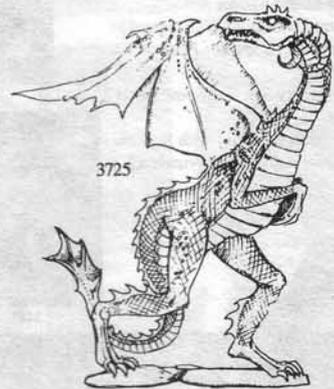
3714

3713



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3725

TROLL FIENDS

- 3722 Troll Chifetaim
- 3723 Troll Warrior
- 3724 Undead Troll

- 3719 Plague Troll
- 3726 Skeletal Troll
- 3727 Female Troll



3722



3723



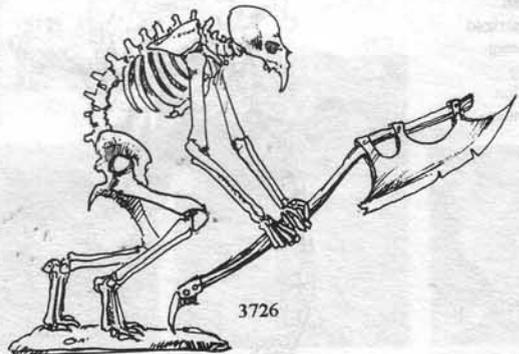
3724



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ELEMENTALS



by Bob Murch

- 3833 Fire Elemental & Fire Mage
- 3834 Water Elemental & Sea Witch
- 3835 Air Elemental & Summoning Wizard
- 3836 Earth Elemental & Earth Priestess



3833



3834



3835



3836



Tomb Denizens

by Bob Murch

- 3715 Giant Tomb Worm & Victim
- 3716 Tomb Wraith & Master
- 3718 Grave Lich
- 3717 Vapourous Grave Horrors



3718



3717



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3715

FOR THOSE WHO PREFER THE

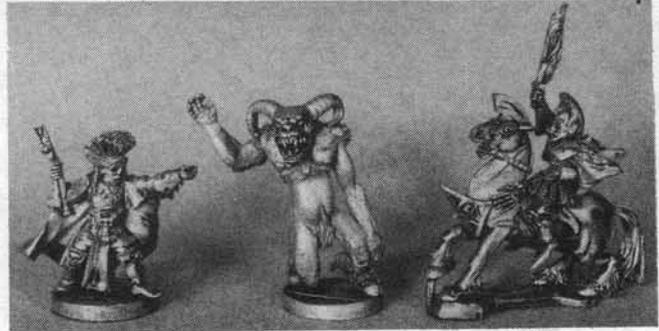
DARK SIDE



NECROMANCERS



3879



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3880



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3878

NECROMANCERS

by Bob Murch

- 3877 Grand Master of Darkness
- 3878 Dark Cleric
- 3879 Mistress of Darkness
- 3880 Nightmare Illusionist
- 3881 Mtd. Great Necromancer
- 3882 Doom Caller w/Demon

Vampyre Lords



VAMPYRE LORDS

by Bob Murch

- 3883 Dark Prince
- 3884 Vampyre Warlord Mtd
- 3885 Knight of the Undead
- 3886 The Unclean One, Degenerate Vampyre
- 3887 Gothic Vampyre
- 3888 Queen of the Damned



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3887



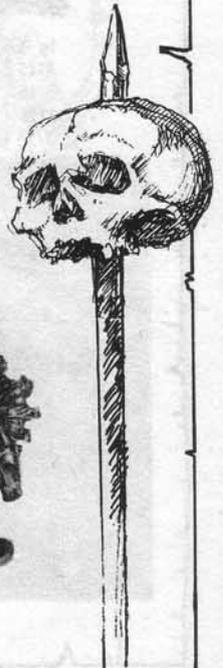
3886



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3884





CRYPT GHOULS

by Bob Murch

- 3889 Master of Ghouls
w/Tombstones
- 3890 Ghoul Scribe
- 3891 Ghoul Crawling from Crypt
- 3892 Ghoul w/Club
- 3893 Ghoul w/Sword
- 3894 Ghoul w/Axe



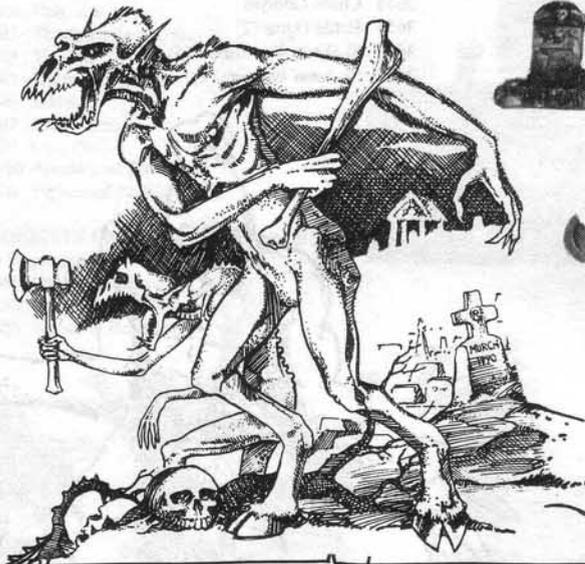
3891



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3894



3892



3893



DEATH ANGELS

by Bob Murch

- 3895 Angel of Death
- 3896 Winged Reaper
- 3897 Hell's Harbinger
- 3898 Spectre of Doom
- 3899 Faceless Guardian of the Void
- 4000 Nightmare Mounted Grim Reaper



3898



3898



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4000



3895



Rafm Fantasy - 25 mm MONSTERS of CHAOS

by Stephen Koo

- 3601 Spider Lord . . .
- 3602 Ogre w/Hammer
- 3603 Fighting Skeletons
- 3604 Rock Worms (2) . . .
- 3605 Mutant Giant w/Eye Patch .
- 3606 Dragonne
- 3613 Thrafgar's Body Guard (3) .
- 3614 Thrafgar the Giant
- 3615 Necromancers (3)
- 3616 Minotaur
- 3617 Death Dancer . .
- 3619 Orcs (3)
- 3620 Spectres of Darkness
- 3621 Fighters of the Ring (3) .

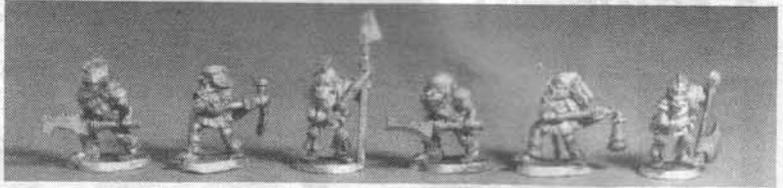
MONSTERS OF CHAOS—ARMY PACKS

by Stephen Koo

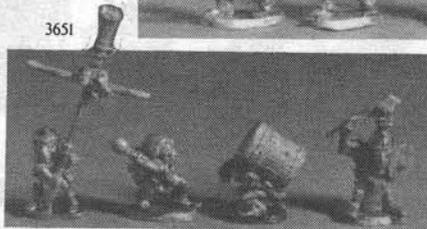
- 3651 Goblin Command
- 3652 Goblin Assault Troops .
- 3653 Beastmen Berserkers .



3653



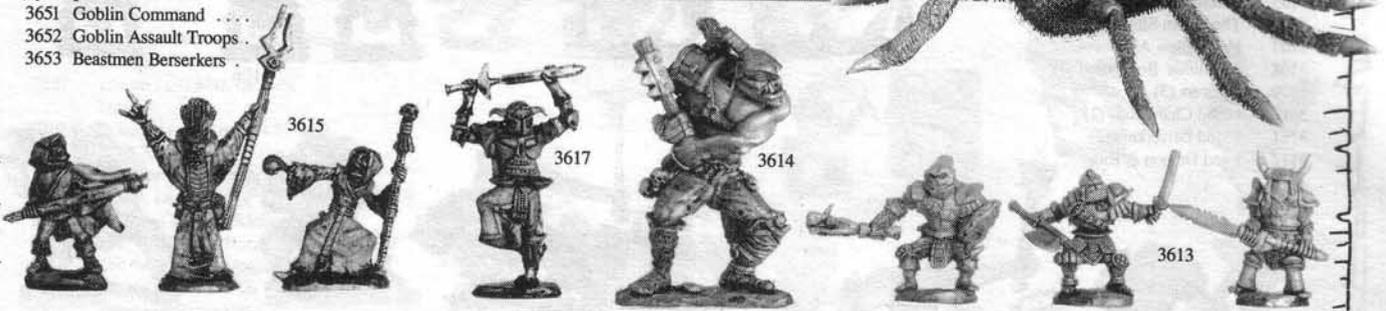
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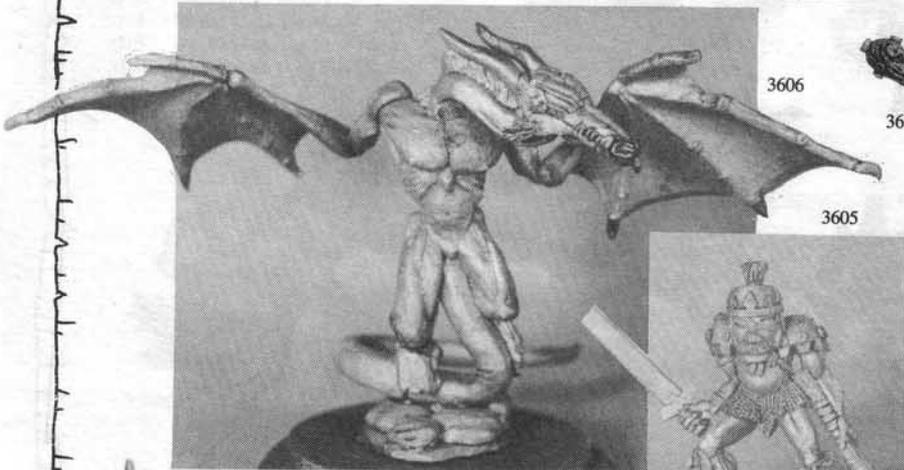


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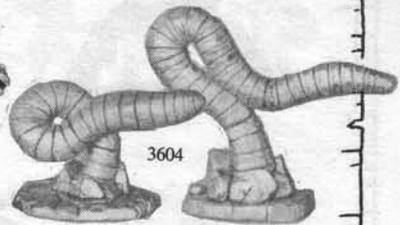


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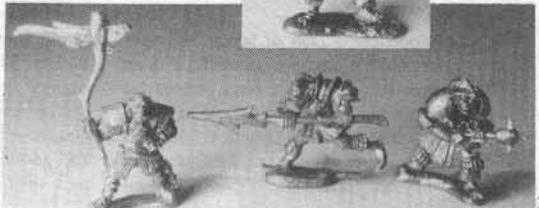
3604



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3602



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3603

The Dark Lords' Regiment of Blood



By Bob Murch

- 3101 Warlord Mtd & Dismtd
- 3102 Shining Death Cavalry (2)
- 3103 Iron Lords (3)
- 3104 Impalers (3)
- 3105 Skullsplitters (3)
- 3106 The Doom Singers (3)
- 3107 Hell's Claw Assassins (3)
- 3108 Darklords' Bodyguard (3)
- 3109 Cleavers (3)
- 3110 Blood Champions (2)
- 3111 Blood Berserkers (2)
- 3112 Land Dragon & Rider



3104



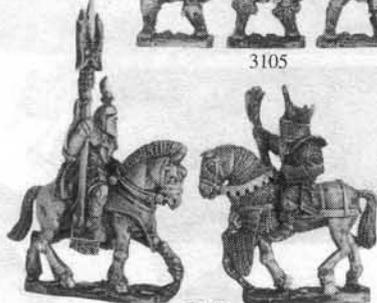
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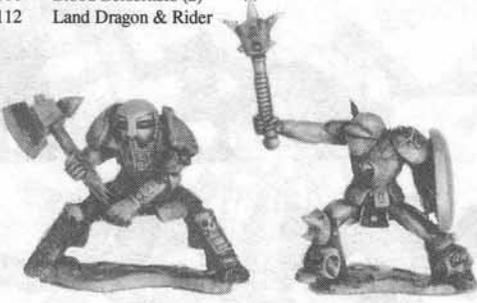
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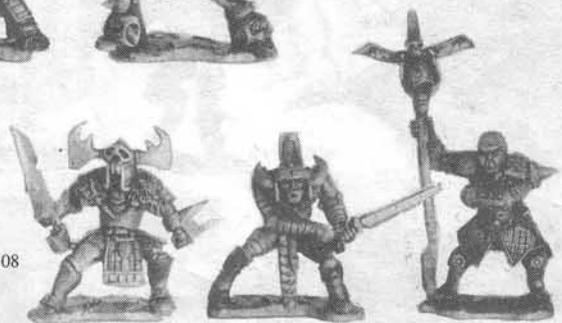
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The Blood are a race of larger, stronger human-orc hybrids, more powerful than an average half orc. They are a successful product of genetic engineering by the Dark Lords of Saraband, created to serve as elite, chaotic evil warriors in the armies of conquest. Intelligent and cunning, they are formidable opponents to all

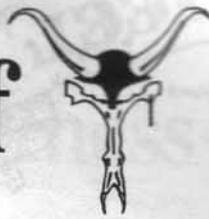
whom they would be sent against by their masters. The Regiment of Blood stands as the primary element of an army of the Dark Lords and serves as the rallying point for the more numerous but less intelligent components (orcs and goblins) of the force. These lesser beings look to the Blood for their instructions and

strategy. The Blood are as intelligent as humans, but having lost their free will, they desire only combat and glory in the service of their masters. The Blood look upon all enemies with equal antagonism except for one. They have been inbred with a fanatical hatred of their Lords' arch enemies, the Vampire kind.

Legions of Darkness ORCS

by Bob Murch

- 3201 Giant Orc General
- 3202 Orc Standard & Goblin Drummers
- 3203 Orc Warband w/ pole arms (2)
- 3204 Orc Warband w/ bows (3)
- 3205 Orc Warband w/ 2-handed weapons (3)
- 3206 Orc Crossbowmen (2) w/Goblin Mantlet
- 3207 Goblin Lord Mtd. on giant bird (2)
- 3208 Goblin Archer on giant bird (2)
- 3209 Orc Chieftans (3)
- 3210 Orc Heavy Inf w/ pikes (3)
- 3211 Goblin Light Inf (4)
- 3212 Orc Wolf Raider Chieftans (2)
- 3213 Orc Wolf Raider Warriors (2)
- 3214 Orc Wolf Raider Nomads (2)
- 3215 Giant Orc Champions (2)
- 3216 Giant Orc Berserkers (2)
- 3217 Mighty Orc Warlord
- 3218 Orc Catapult, The Head Banger
- 3219 Assault Unit, Orc Wall Crawlers



3201



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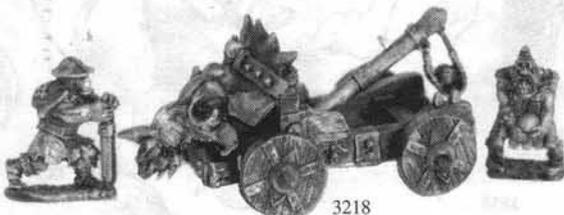
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SHADOWS & STEEL

Adventure Sets By Bob Murch

Rafm Fantasy
25 mm



3728



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3732

- 3728 Wizard's Adventure Party
- 3729 Vampire's Tomb
- 3730 Vampyres of Tandaloor
- 3731 The Iron Brotherhood
- 3732 Chaos Crusaders
- 3089 War/Guana & Crew
- 3099 Conquistador Dwarves



3730



3729

SCARECROWS

by Bob Murch

- 3854 Scarecrow w/Axe
- 3855 Scarecrow w/Scyth
- 3856 Shrieking Scarecrow
- 3857 Scarecrow Slasher
- 3858 Scarecrow w/Tombstone
- 3859 Headless Horseman



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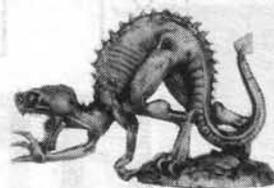
Demons of Darkness

by Bob Murch

- 3701 Doom Rider
- 3702 Dragon Lizard
- 3703 Marsh Demons (2)
- 3704 The Mummy's Tomb
- 3705 Chariot of the Apocalypse
- 3706 Armoured Minotaur
- 3707 Savage Minotaur
- 3708 Wizard's Travelling Wagon na
- 3709 Crodius the Fantastic w/flunkies (3)
- 3710 Winged Demon w/ Goulish Rider (2)
- 3711 Skracks, Birdmen Warriors (2)
- 3712 Minotaur King



3701



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3703



3704



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3707



3709



3710



3711



Rafm Fantasy - 25 mm

Wanderers and Warriors

By Bob Murch

- 3801 Adventurers (3)
- 3802 Dwarves (3)
- 3803 Rogues (3)
- 3804 Clerics (3)
- 3805 Elven Warriors (3)
- 3806 Bowmen (3)
- 3807 Female Warriors (3)
- 3808 Sorcerors (3)
- 3809 Armoured Fighters (3)



3801



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3803



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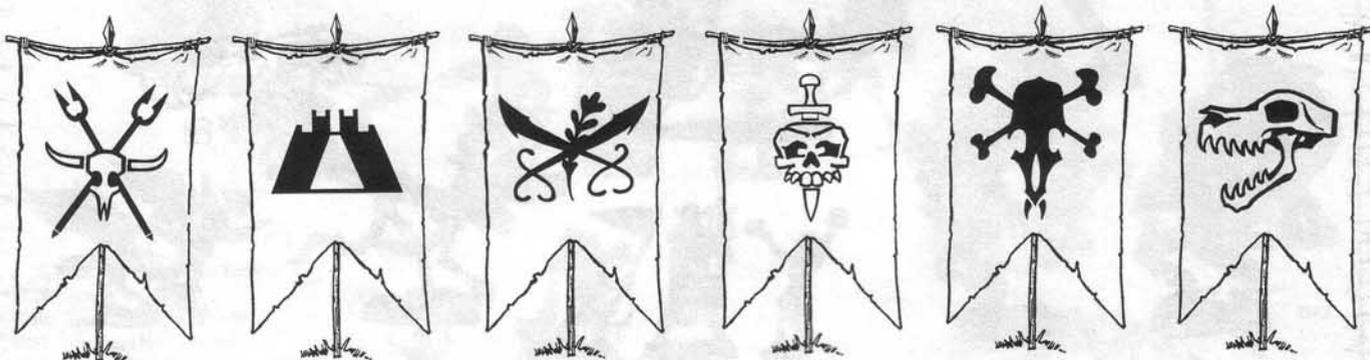


3809



THE WORLD OF REPAURIA

LAND OF REPTILIADS



Rafm Fantasy - 25 mm

Reptiliad BOX SETS

By Bob Murch

RE-10 War Turtle
RE-11 Rogue War Turtle

RAFM REPTILIAD PUBLICATIONS

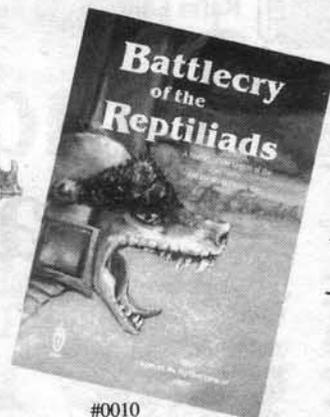
#0010 Battlecry of the Reptiliads
(Includes Lurpa Rules)

ORIGINAL REPTILIADS

by Bob Murch
3001 General w/Officers (3)
3002 Command Group (3)
3003 Flank Unit (3)
3004 Pike File (3)



RE-10



#0010



3001



3003



3004

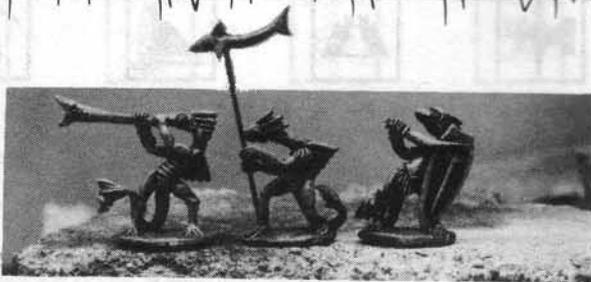


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RE-11

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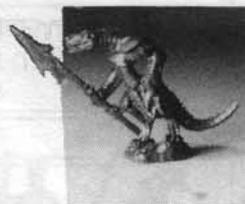


3011



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3005 Gilla Worm Command, Officers,
Horn & Standard (4)

3006 Gilla Worm Warriors(4)

3007 Gilla Worm w/Halbred

3008 Gilla Worm w/Bow (4)

3009 Gilla Worm on War Newt
w/Javelin (2)3010 Gilla Worm on War Newt w/Bow
(2)

3011 Adventurer, Gilla Worm & Scout



3007



RAFM Miniatures -
The Official Miniatures of your Imagination!

COLOUR GUIDE FOR REPTILIADS

CLAN	BASE COLOUR	MOTTLE	WEAPONS	ARMOUR	SHIELD	DETAIL
(1) HSIUNGA	Tan	Dk. Green	Iron	Iron	Yellow	Bronze
(2) CHINGIT	Yellow	Lt. Green	Iron	Coral	Green	Silver
(3) WANG-HU	Dk. Green	Dk. Green	Iron	Iron/Bronze	Red	Bronze
(4) HOOLIES	Brown	Lt. Green	Iron	Bronze	Green	Brass
(5) SHIMMEN	Dk. Green	Brown	Iron	Coral	Red	Bronze
(6) TWENO	Brick Red	Tan	Iron	Coral	Red	Brass
(7) KWAERD	Black	Dk. Green	Iron	Coral	Black	Silver
(8) SHUNIS	Dk. Green	Tan	Iron	Bronze	Red	Bronze
(9) TLANG	Dk. Green	Yellow	Iron	Bronze	Blue	Brass
(10) H'AMA	Brown	Yellow	Bone	Coral	Yellow	Brass
(11) QUEM	Brown	Dk. Green	Iron	Coral	Green	Bronze
(12) STIRSH	Black	Tan	Bronze	Iron/Bronze	Yellow	Bronze
(13) Y'MIRSH	Lt. Green	Brick Red	Iron	Iron	Black	Silver
(14) TAGNATHA	Lt. Green	Yellow	Bone	Coral	Green	Brass
(15) HOOMAN	Brick Red	Dk. Green	Iron	Iron	Red	Silver
(16) KWALASH	Brown	Tan	Bronze	Coral	Yellow	Bronze
(17) ASHMEN	Yellow	Brick Red	Bronze	Coral	Yellow	Brass
(18) T'ANTINATA	Yellow	Tan	Bronze	Coral	Black	Brass
(19) SCROGA	Tan	Brick Red	Bronze	Coral	Black	Bronze
(20) ALAMIN	Black	Brick Red	Iron	Coral	Black	Silver
(21) SORGOTH	Tan	Dk. Green	Bone	Coral	Green	Brass
(22) IMRAGA	Tan	Lt. Green	Bone	Coral	Yellow	Brass
(23) MARTHON	Black	Lt. Green	Iron	Iron	Red	Silver

NOTES TO COLOUR GUIDE:

(1) Armour colours refer to colouring of helmets, mail and plate armour. Where iron/bronze is mentioned, all mail is iron and all plate including helmets is bronze.

(2) Bronze varies in colour from a light brass to a deep gold.

(3) Coral is white with a pinkish hue.

(4) Bone is white with a yellowish hue.

(5) The clan standard is the same colour as clan shields.

(6) Detail includes design on shields and medallions worn with armour.



MILITARY HISTORY AND ORGANIZATION FOR REPTILIADS

Rafm Fantasy - 25 mm

Legion of the Iron Tanth

By Bob Murch

- 3012 Tanth Chiefs (3)
- 3013 Tanth Shaman Command Group (3)
- 3014 Tanth Legionaries (3)
- 3015 Tanthangists, Pole armed (3)
- 3016 Death Biters (3)
- 3017 Young War Turtle w/gilla worms
- 3018 War Dragon w/Handler
- 3019 Reptiliad Dart Thrower, The Rattler



3012



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3014



3016



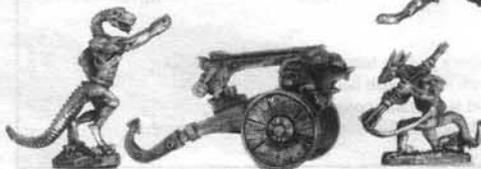
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The Reptiliad military system is based on the fact that every Reptiliad (male or female) is a warrior and expects to fight in their clan contingent of the national army. The clans each decide the extent of their commitment and each warrior willingly decides to participate. Tradition and the Dark Lords' armies have eliminated any warrior from wishing to abstain. No Reptiliad wants to miss a good fight anyway.

The practice of hiring units out as mercenaries is still a strong tradition that provides income and invaluable experience for their warriors.

The Reptiliads take years of training in various martial arts. This is one of the most prestigious studies for individual excellence in spear, battlefork, halberd, hand-to-hand combat, and formation techniques. The Reptiliads are formed into main core units and the gilla worms form the light auxiliary troops for the field army. The gilla worms are of smaller stature, less strength, and less intelligence than the Reptiliads. They are trained in the use of javelins, bows, and spears. For their role as cavalry units they learn to ride war-newts.

The Turtle Corps is a special heavy force that uses great War Turtles fitted with wooden howdah for battle. The beasts are bred in hatcheries by each clan. Each Turtle will be raised and trained by one Handler. The Handler devotes his life to the care and training of one particular Turtle. A crew for one fierce War Turtle consists of: The Handler (same as a mahout for elephants), a Commander (pike or bident), and one Gunner to operate the large crossbow mounted on the side of the howdah.

The Service Corps is the element of the field army that consists of shamans, commissary, clerks, baggage, and which often contains the headquarters. Shamans direct this unit, officiate at military/religious rituals, and advise the Commander. The shamans also run a field-spy organization that provides much valuable information. The basic structure of the field army is organized around groups of four plus one.

The smallest unit in the Reptiliad military structure is the Tanth (or hand) and consists of four warriors plus one officer. The officer is called a "Tantha".

This four plus one system is maintained through the Reptiliad military structure to the field army. The major sections of the army are spear units, light units, cavalry, and turtle sections. The single section is the Shaman commanded Service Corps with the support and transport elements of the field army (note charts for additional information).

The various components are of quite unequal size. The spear section consists of 60% of the total field army. This arm comprises the following:

- 40% - Pike Armed
- 30% - Halberd Armed
- 30% - Bident Armed

Auxiliary section is the light units and it is 20% of the total field army. This consists of gilla worms armed as follows:

- 40% - Bows
- 30% - Javelins
- 30% - Spears

The cavalry section is 10% of the total field army and is made up of gilla worms mounted on war newts. They are armed as follows:

- 50% - Pole arm
- 50% - Bow and Javelin

The turtle section and the service section are each



5% of the total strength of the field.

These percentages give you the ideal field army that is given in Reptiliad military doctrine but this is quite often altered to suit unit availability. Therefore, you should not be overly concerned at differences that will arise.

See "Chart A" (Right)

MILITARY RANK:

- Warrior - Silthana
- Corporal - Tantha
- Sergeant - Soulama
- Captain - Schirta-Tantha
- Colonel - Ulanta-Soulama
- Brigadier - Hlamata-Schirta
- Clan Chief - Hatha

Clans field these troop types:

- 1) Spear Troops - 60% of total
- 2) Light Troops - 20% of total
- 3) Mounted Troops - 10% of total
- 4) Turtle Riders - 5% of total
- 5) Shamans and support - 5% of total

ORGANIZATION OF THE IRON TANTH

Main Force:

- 1) Death Biters - 1000
- 2) Tanthangists - 4000
- 3) Bident Legionaries - 4000

Auxiliary Units Attached:

- Gilla worms: 10,000 (approximately)
- War newt Cavalry - 5%
- Light Troops (Bows & Javelins) - 25-30%
- Light Troops (Spear Armed) - 70-75%
- Turtle Corps: 100

THE CLANS

The Seven (Great) Clans in order of importance:

TITLE	TRANSLATION	SUB-CLANS	SPECIALITY
(1) HSIUNGA	Power-eaters	5	Government & Administration
(2) CHINGIT	Chosen Offspring	4	Animal Husbandry
(3) WANG-HU	Mighty Warriors	4	Metal Work
(4) HOOLIES	Beloved by the Gods	4	Engineering
(5) SHIMMEN	Ones of the Sea	2	Seafaring
(6) TWENO	The Careful	3	Sea Creatures
(7) KWAERD	Faithful	2	Marital Arts

The Sixteen (Lesser) Clans in order of importance:

(8) SHUNIS	Exalted Ones	1	Foreign Trade
(9) TLANG	Sharp Spears	2	Horticulture
(10) H'AMA	Strong Support	1	Music and Art
(11) QUEM	Banner Wavers	1	Cloth Making
(12) STIRSH	Steadfast	1	Transport
(13) Y'MIRSH	All-powerful	0	Knowledge of Foreign Lands
(14) TAGNATHA	Way of the Halberd	1	Bone-work
(15) HOOMAN	Dark Ones	0	Mining
(16) KWALASH	Smart	1	Home Utensils
(17) ASHMEN	Courageous Stewards	0	Book Bindings
(18) T'ANTINATA	Big Eaters	0	Leather Work
(19) SCROGA	Daggers in the Night	0	Objects of Art
(20) ALAMIN	Creators of Fear	0	Money Changing
(21) SORGOOTH	Gatherers of Seed	0	Medical Herbs
(22) IMRAGA	Mothers of All	0	Keepers of the Eggs
(23) MARTHON	The New Ones	0	Mathematics

MILITARY ORGANIZATION OF THE REPTILIADS

STRUCTURE OF THE ARMY

BASIC UNIT - TANTH (HAND)

LEADERS - 1 (TANTHA)

No. of TROOPS - 4

TOTAL No. of TROOPS

MANOUVRE UNIT

- SOULAM (WAR-BAND)

LEADERS - 1 (SOULAMA)

No. of BASIC UNITS - 4

TOTAL No. of TROOPS

COMPANY UNIT

- SCHIRT (WARRIOR GATHERING)

LEADERS - 1 (COMMAND TANTH)

No. of MANOUVRE UNITS - 4

TOTAL No. of TROOPS LEADER TANTHA OF SCHIRTA IS SCHIRTA TANTHA

BATTALION UNIT

- ULANT (CLAN FORCE)

LEADERS - 1 (COMMAND SOULAM)

No. of COMPANIES - 4

TOTAL No. of TROOPS LEADER ULANTA SOULAMA

BRIGADE UNIT

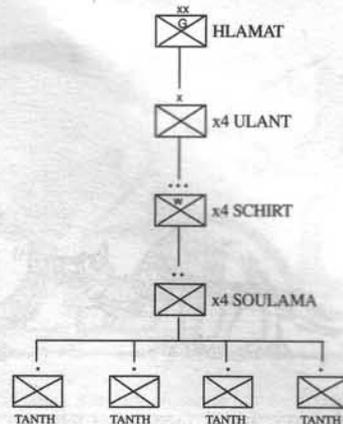
- HLAMAT (GREAT GATHERING)

LEADER - 1 (COMMAND SCHIRT)

No. of BATTALIONS - 4

TOTAL No. of TROOPS LEADER HLAMATA - SCHIRTA

ORDER OF THE REPTILIAD MILITARY FIELD FORCE



MILITARY RANKS

- WARRIOR - Silthana
- CORPORAL - Tantha
- SERGEANT - Soulama
- CAPTAIN - Shirta Tantha
- COLONEL - Ulanta Soulama
- BRIGADIER - Hlamata Schirta
- GENERAL - Hatha

% of TROOP TYPES

- Spear Troops - 60%
- Light Troops - 20%
- Mounted Troops - 10%
- Turtles - 5%
- Shamen & Command - 5%

AUXILIARIES

- Gilla worms - On war newts and as light infantry

Rattler Catapult
Um Cijo

WAR TURTLE CORPS

- These auxiliary units are determined by
1. Operation Requirements
 2. Availability

History has provided the Reptiliads with a trusted and valued ally in the Um Cijo both militarily and economically. They developed a relationship through trade necessities and because of the ever impending threat from the invading armies of the Dark Lord. Their bond, thus being sealed with the fire of survival, made the alliance with the Um Cijo a major pillar in Reptiliad Security.

The Um Cijo, under the guidance of the Great Chieftain Shuru, established a new and highly effective military system. The new system involves continual

drill and training of the warriors. Their main armament is short spears, axes, hammers, and bows. Their only protection is a large cow hide shield. They have no armor worth mentioning. They form into large, tight, cohesive formations that are very dense, but are extremely mobile and flexible because of their high state of training. The mass is comprised of small units of six to twelve warriors. These unit classifications are determined by weapon types and functions within the mass. The speed and flexibility of the mass in action gives the enemy the terrifying illusion of an oncoming tidal wave or impending disaster.



LURPA - THE BATTLE SPORT



Rafm Fantasy - 25 mm

Battle Sport Warriors

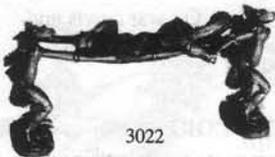
LURPA BALL PLAYERS

By Bob Murch

- 3021 Gilla Worm Cheering Section (3)
- 3022 Gilla Worm Stretcher Party (3)
- 3023 Owner, Coach & Referee (3)
- 3024 Heavy Line Packers (3)
- 3025 Medium Spoilers (3)
- 3026 Light Flankers (3)



3023



3022



3021



3025



3024



3026

Lurpa translates to the common tongue as "push of War". It's beginnings are buried deep in another exercise known to the Reptiliads as "Gump" which translates as "Throw Rock". This exercise was used to strengthen young Reptiliads in training. A team of fifteen youths were lined up behind a medium sized boulder. Each in turn bent low and heaved it towards the opponent's touch-line. All were allowed one throw and if they did not make it to the line, the other team would throw the rock from the point at which the final throw landed. This would continue until the master determined that enough exercise had been had.

During one of these exercises two rival gangs of students in a fit of high spirited antics argued over the lay of a boulder at the touch line. A fight broke out and before the students could be controlled the boulder was rolled the length of the field and Lurpa had been born.

Through generations the battle sport has evolved into the game seen today. The rock has been discarded in preference to an air filled sack. Many clan strategies and tactics have evolved. Positions have been created to encompass the many varying ideals of team organization.



Rafm Fantasy - 25 mm

Um Cijo

GRASSLAND WARRIORS

By Bob Murch

- 3030 Induna War Chiefs (3)
- 3031 Shaman in Sacred Litter
- 3032 Lion Regiment (3)
- 3033 Crocodile Regiment (3)
- 3034 Regiment of the Sacred Mask (3)
- 3035 Um-Cijo & Cliff Flyer



The Um Cijo are the Reptiliads' nearest neighbours and one of the few groups of humans they feel deserve their respect. Proud and fearless, these grassland warriors have been friendly rivals with the lizard tribes, any conflicts between the two being resolved without great spillage of blood. The Reptiliad territories are predominately wetlands, mountain and rainforest and so they do not find the dry land to the west at all enticing. Similarly, the Um Cijo have little desire to expand into an insect infested

swamp. Trade is the main means of interaction, with an occasional raid just to keep things interesting. The red meat of Um Cijo cattle is a choice delicacy to the Reptiliads, and the iron mined in Repauria is invaluable to the weaponsmiths of the Um Cijo. Thus when the Dark Lords' onslaught swept up through the grasslands on its way to Repauria it was natural for the two beleaguered peoples to unite.

In appearance, the Um Cijo are savagely flamboyant, dressed in the feathers and skins of

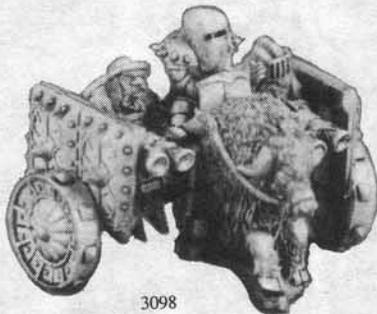
the local fauna. They are organized into regiments whose uniform might consist of the hide of a crocodile, retaining the head as a helmet, or the skin of a lion whose claws serve as deadly gauntlets. It is also rumoured that some of the Um Cijo have domesticated the great winged reptiles of the Uthulowana cliffs and can use them as flying mounts. With their tireless ability to run great distances and their ferocious desire to wash their spears in the blood of the foe, the Um Cijo are a valued ally.

Fantasy CHARIOTS

FANTASY CHARIOTS BOXED SETS

by Bob Murch

- 3057 Paladin's Chariot of Deliverance
- 3077 Elf White Wing Chariot
- 3098 Dwarf Ox-Chariot, Sturm-Wagonne Mk 1



3098



3057



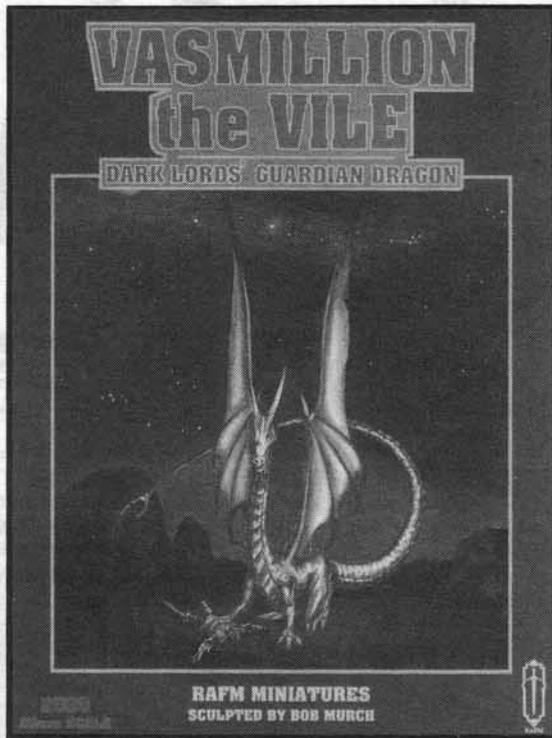
3077

FANTASY
BOX SETS

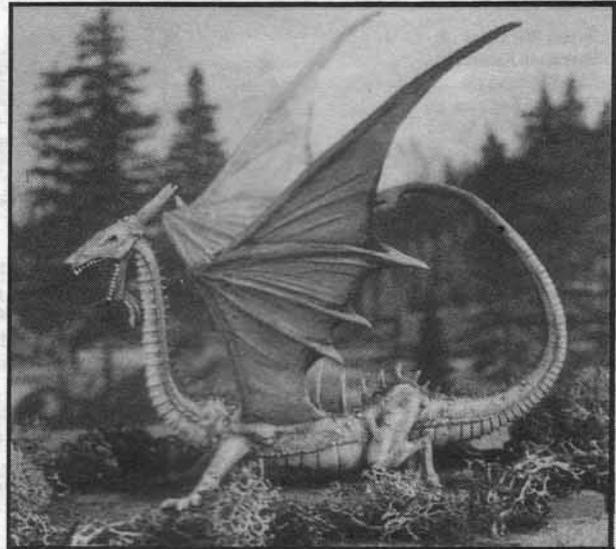
Some Assembly Req'd
Modelling Skills Needed

VASMILLION the VILE

DARKLORDS' GUARDIAN DRAGON

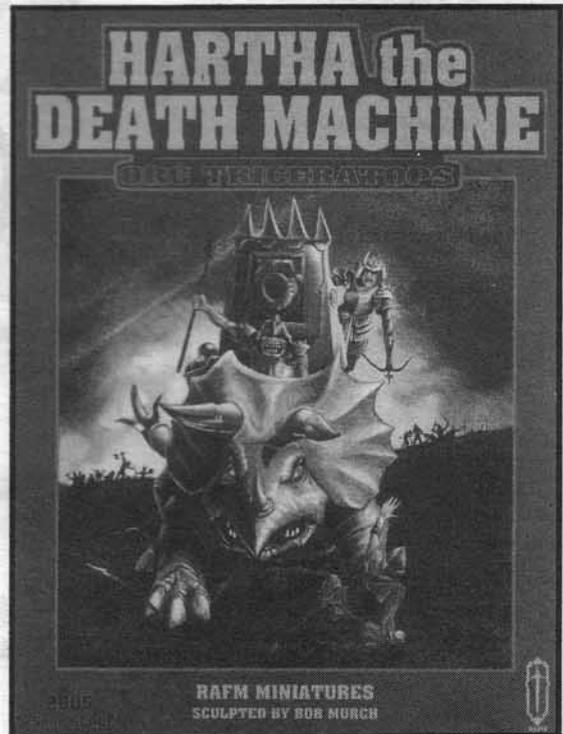


2009



2005

ORC TRICERATOPS



The Advanced Guide To Painting Your Miniatures

by Peter Armstrong

FOREWORD:

The techniques described in this article have been evolved over five or six years of painting figures. This article will be biased toward using these techniques. Feel free to experiment and find your own methods instead of those used here.

EQUIPMENT

Brush
Paint: Acrylic or Enamel
Colours: Red, Yellow, Blue, Green, Coffee Brown, White, Black
Thinners
Craft Knife

OPTIONAL EQUIPMENT

Primer Spray
Varnish

BRUSHES

Contrary to popular belief, you do not want a double or triple 'O' brush for painting 25mm or even 15mm figures. A best quality sable brush, either a '2' or '3' will be sufficient for most painting needs. Be sure you buy a good brush, though. Anything else will not give the consistent good results that are required. The brush I use is a Windsor & Newton series 3A. These brushes, at the cheaper end of the good brush ranges, are about \$3.50 from a good art shop. Don't be led into buying more than 1 good brush, but do buy a couple of cheap brushes; one for dry brushing and one for black washing. If you're going to use a brush primer, get a cheap brush for that too. Label the brushes for the purpose they are to be used, and be sure not to confuse the two. The good brush should, when wetted and shaped, have as good a point on it as any triple 'O' brush you'll ever find, and it will be able to hold a lot more paint into the bargain. If you're sure to clean the brush after every painting session, the brush should easily last a year.

PAINTS

The first rule of painting is never use gloss.

The chart below shows the relative strengths and weaknesses of the two paints most widely used for figure painting. Average costs of the two paints are: Enamels -70¢ and Acrylics \$3.00. The most expensive paints are usually the metallic and other 'special' colours. Acrylic paints, which are cheap and effective, are the ranges, available from most Hobby Stores. These retail for about \$1.25 a jar. I generally find that acrylics are the better paint because: a) they work out cheaper in the long run, b) they dry faster than enamels, c) because brushes are cleaned with water, they tend to keep their point longer, and d) they are a lot brighter than enamels. Do not mix enamels and acrylics if you have both, as the bases for these paints, oil and water respectively, do not mix. It is possible to put coats of the two different paints on top of each other, but be sure to wait the maximum drying time (as shown on the chart) before attempting to do this. Also, be sure if using both paints that you do not use the same brush for both.

KNIVES

Use a sharp cutting instrument such as the X-acto no. 1 knife. Be sure to have a collection of spare blades.

THINNERS

As mentioned in the Paints section, acrylics only need water, so that's fairly simple to get hold of. For enamels, use turpentine or white spirit (varsol).

WORK AREA

This is quite important. To achieve your best painting results, find somewhere out of the way of little hands or paws, where things can be left to dry and not be disturbed. Make sure you are comfortable. Switch on the radio or tape deck (not the record deck unless you want coloured vinyl records) and relax. The area need not be tidy but it should be well lit, you should have enough room to work and you should have all the things you're going to need within arm's reach. Lay several sheets of scrap paper (I use an old newspaper) on the area where you are going to paint. This serves three purposes: a) it stops your work surface from getting dirty, b) when you are cutting flash from your figures it saves your work surface from knife marks, and c) it can be used as your palette.

CLEANING YOUR FIGURES

When you purchase your miniatures, they may have a little extra metal on them around the figure in a line. This is called flash, and is caused by metal seeping out of the sides of the mould. Once a mould has been used a few times, this is impossible to prevent. Use a sharp knife to remove the flash, making sure not to obliterate or cut off

anything that belongs there. Always make sure the base is flat before painting the figure. Some castings may be darker than others. This doesn't mean there's anything wrong with figures, it's just the temperature of the metal when it is poured into the mould. If the temperature is a few degrees too high, the metal will come out darker. This will not affect the painting of your figure in the slightest. Once primed, all the figures are white anyway.

STARTING TO PAINT YOUR FIGURE

BLACK WASHING

If the figure you are painting is wearing a lot of armour, it is usually best to 'black wash' the figure before going on to the next stage of priming. This involves using varsol, enamel black and one of your cheaper brushes. If you've decided to use acrylics, and you don't want to go to the expense of buying the paint and the thinners and the extra cheap brush, then you can get a reasonable substitute with liquid boot polish. Wipe the boot polish onto the figure with a duster or tissue and wipe off the excess. If you're using the paint use the lid of the tin or an old bottle cap to get a thinned (half thinners, half paint) black spirit. Spread the paint liberally on the area to be black washed. Leave the figure for five minutes, then wrap it in a tissue and wipe off all the excess wash through the tissue. The resultant effect is of metal armour fading into black at the deepest points, and any detail the armour may have is clearly depicted. If you've used the boot polish method then you should have the same effect. If you don't have faith in your own ability to paint the other areas without splashing this area, varnish it now (see VARNISHING), as it's a lot easier to clean paint off a varnished surface than it is to clean a painted one. If you want the armour to have an extra shine, scrape the top layer of metal in the areas you require to be shiny.

PRIMING

If the figure you're painting has been black washed then use an enamel white for priming. Cover the parts which you don't want to show through as metal in white paint and leave it to dry. If you did not black wash the figure, either use the above method or use a spray white. This is necessary because unprimed figures give duller colours, and sometimes it can discolour the paint. Be sure no detail is obscured when you prime the figure. Leave the primer to dry for about a day.

BLOCKING

Blocking is the basic painting technique that everyone uses to paint figures. Dip your brush in the paint, going no more than halfway up the bristles of the brush, and pull your brush in light strokes across the surface of the figure. Never push your brush as this results in bent bristles. Again, make sure you don't obscure any surface detail. If you're painting anything organic, let the edges fade. If it's non organic, then keep the edges crisp and conform strictly to the detail of the figure. When blocking, use a darker shade than you require for the final effect. If you are unsure about what colours to use, consult the colour chart below.

DRY BRUSHING

This is where your second cheap brush comes into use. Dip it into the paint and then wipe most of it off again on your newspaper. Wipe it gently until the paint leaves no mark on the paper. Then wipe the brush across the area you wish to dry brush. This will deposit the lighter shade only on the raised areas of the figure. The edges of these areas, you will also find, have blended with the underlying colour. For this process to work, the coat below, that you wish to drybrush must be fully dry.

HIGHLIGHTING

Pick out the areas you wish to stand out. Usually these will be in the middle of the areas you have just dry-brushed. Mix your paint to a shade lighter than the one you have on the figure, and highlight that area, blending it at the edges with the colour below. This takes a bit of practice, but with time you should get the effect you require.

BLENDED

If you haven't obtained the effect you require using the above techniques, you can try to blend the paint while it's still wet. Put new coats of paint in the areas you require and blend them using your brush until you cannot see where one colour ends and the other begins.

BLACK LINING

If the creases and joins on the figure don't look dark enough, use your brush to finely line the creases and joins. This gives the effect of deepening the crease.

SPECIAL TECHNIQUES FOR SPECIFIC AREAS

FLESH

Flesh is a special case. The colour to use is buff or tan, and lighten it using white. Cover the flesh areas with this colour and, while still wet, add darker areas of pure buff and blend them in. Get a fully blended effect if possible.

THE FACE

Paint your face in basic flesh colour as described above. Then paint the rest of the head as follows:



Paint in the buff areas first. Then paint in the eye ovals in a very light grey (not white). Paint in the eyes in a dark blue or grey for humans, any colour for non-humans. Paint in the iris and spot the eye with white to show its reflective nature. If the monster is very magical, you may wish to paint it a pure white with black outlines. Highlight the cheeks and nose as shown and then put in the eyelids in light flesh, and underline the eyes in buff. Paint in the hair on the beard, moustache and eyebrows the same colour as the hair on the head. Don't forget to do any hair the figure may have on its arms and chest. Paint in the hair and drybrush it with a lighter colour as shown on the colour chart.

FINISHING OFF

VARNISHING

When the figure is completely dry, I would recommend a couple of coats of varnish if you intend to use the figure for gaming. If the figure is for display only, this is not required. The best finish is a matt finish, and for this you can use a spray, such as Testor's Dullcoat, which is very hardwearing and costs about \$3.00 a can. If you do use the brush-on varnish, be sure to wash your brush very thoroughly.

CLEANING

This is the single most important stage in the whole process. To ensure that your brushes last for a long time, you must wash your brushes thoroughly every time you change colour. Use a jar with a deep lid for your thinners, and empty a small amount of thinners into the lid. Use this rather than messing up your whole jar. Drown your brush, and then wipe it on the tissue until it is dry.

EPILOGUE

Just remember, the painter's watchword is EXPERIMENTATION.

TYPE OF PAINT	COST	PERIOD OF USE	DRYING TIME	THINNING AGENT
Enamel	\$.70 - \$2.50	2 - 3 months	1 - 6 hours	Thinners
Acrylic	\$1.20 - \$4.00	1 - 2 years	5 min. - 1 hour	Water

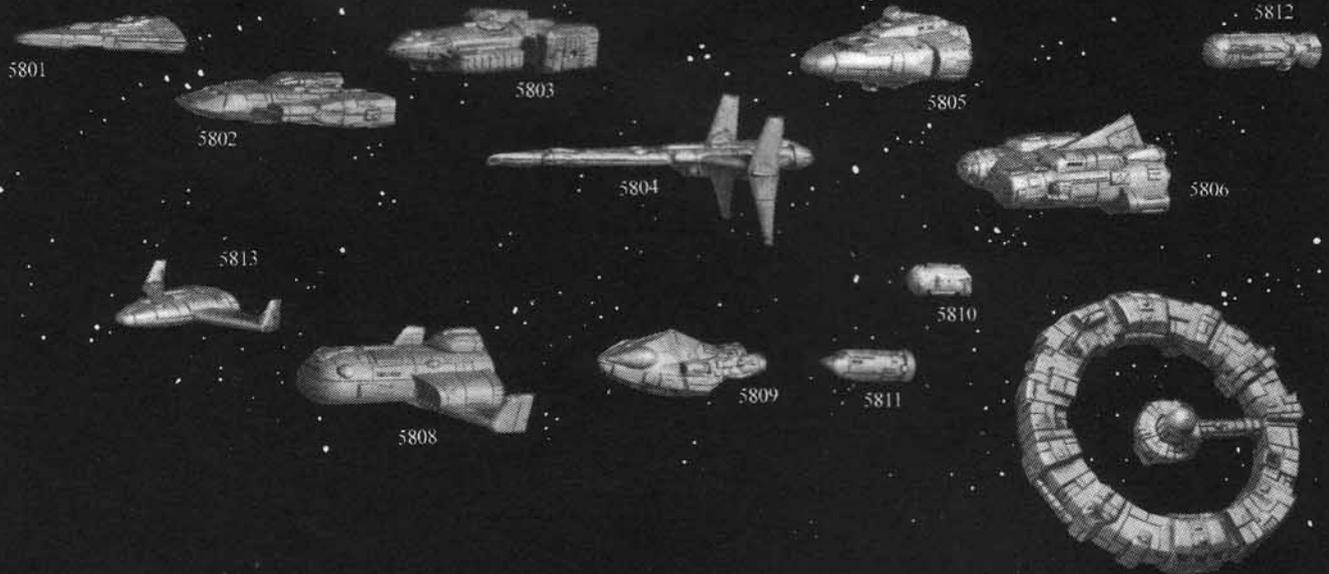
THE COLOUR CHART

COLOUR	BLACK	BROWN	PURPLE	BLUE	GREEN	YELLOW	ORANGE	RED	WHITE
FIRST COLOUR	Black	Dk Brown	Indigo	Navy Blue	Dk Green	Coffee	Brown	Crimson	Grey
DRY BRUSH	Grey	Brown	Purple	Blue	Green	Yellow	Orange	Red	White
HIGH LIGHT	White	Yellow White	White	White	White Yellow	White	White	Yellow	White

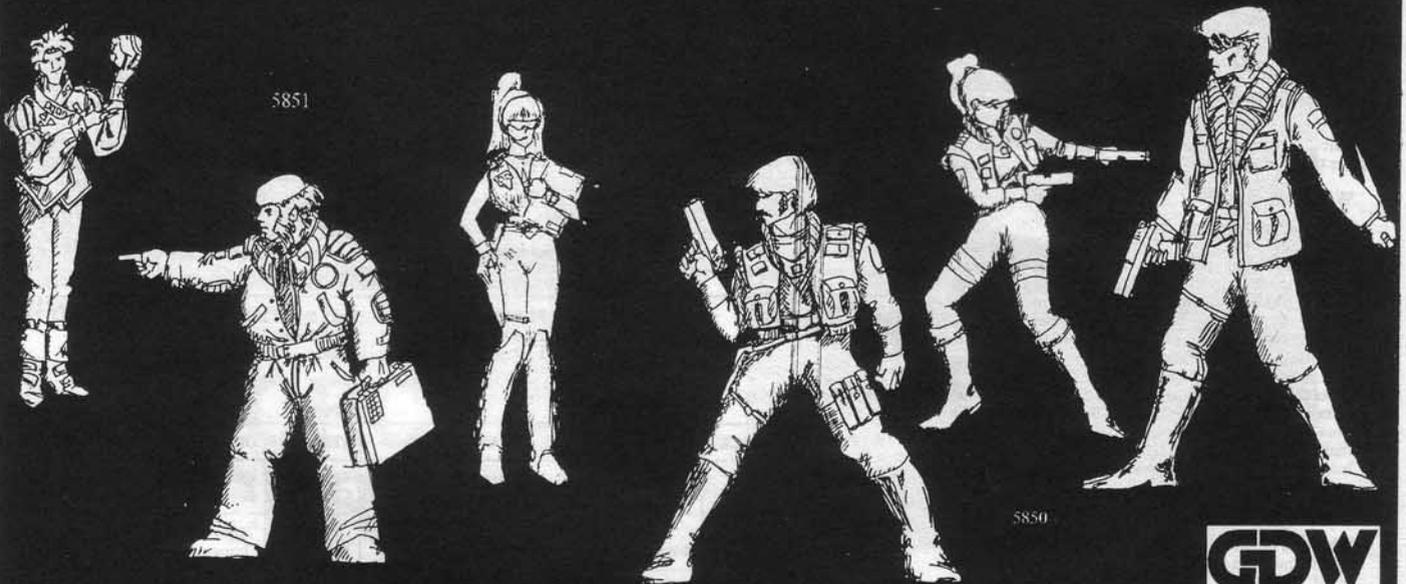
For highlighting, it is the base colour and the colour mentioned.

TRAVELLER®

The New Era



- | | | | |
|------|------------------------------|------|----------------------------|
| 5801 | Scout/Courier (2) | 5850 | Coalition/Ship's Crew (2) |
| 5802 | System Defense Boat (2) | 5851 | Traders & Merchants (3) |
| 5803 | Close Escort | 5852 | Technos (3) |
| 5804 | Patrol Cruiser (2) | 5853 | Technos (3) |
| 5805 | Free Trader (2) | 5854 | Mercenaries (3) |
| 5806 | Far Trader (2) | 5855 | Nobles (3) |
| 5807 | Lab Ship w/Research Pinnacle | 5956 | Scouts/Surveyors (3) |
| 5808 | Subsidized Merchant & Launch | 5857 | Planetary Grenadiers (3) |
| 5809 | Yacht (2) | 5858 | PR-317 Combat Robots (3) |
| 5810 | Launch (4) | 5859 | Aslan Mercenaries (3) |
| 5811 | Ship's Boat (4) | 5860 | Grave Bike & Rider |
| 5812 | Modular Cutter (4) | 5861 | Coalition Landing Team (3) |
| 5813 | Shuttle (3) | | |

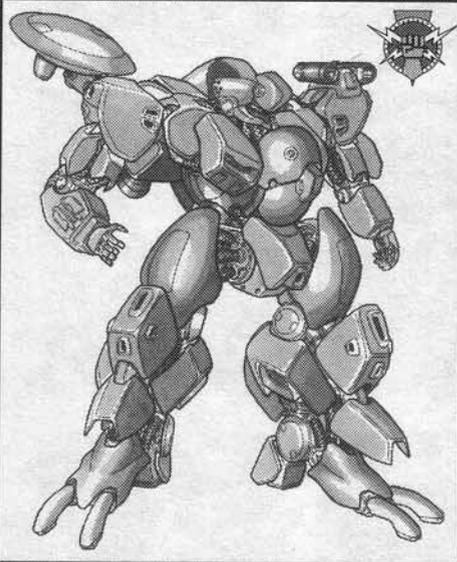


GDW

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• CHRONICLES

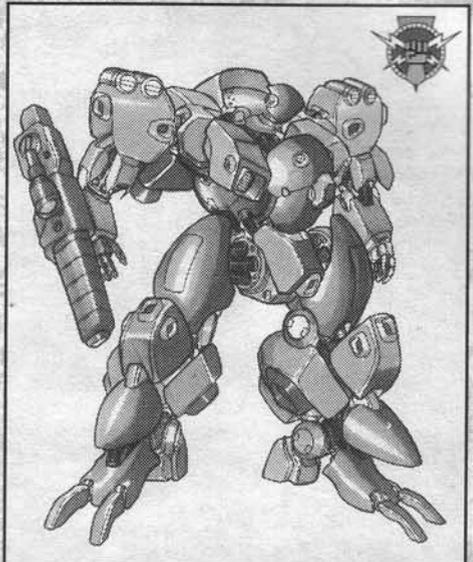


Pathfinder: Light but well-armored; standard Jovian Armed Forces exo-armor.

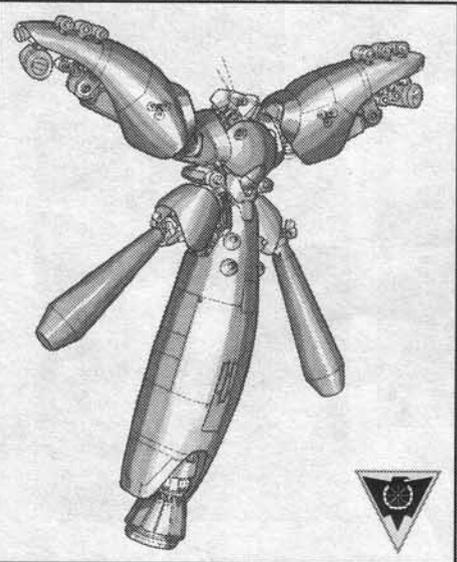
MINIATURES

By Stephen Koo

- 1070 Pathfinder EAL-04
- 1071 Retaliator EAM-03
- 1072 Syreen CEA-01
- 1073 Wyvern CEA-05
- 1074 Vindicator EAH-01
- 1075 ... Prometheus EAX-01
- 1076 Explorer MEAL-02
- 1077 Defender MEAM-01
- 1078 Sabertooth Tiger MP-21
- 1079 Sand Stalker HG-43
- 1080 Dragonstriker CEX-01
- 1081 Gnome CFB-10D



Retaliator: Sacrifice armor for speed; rapid interception unit.



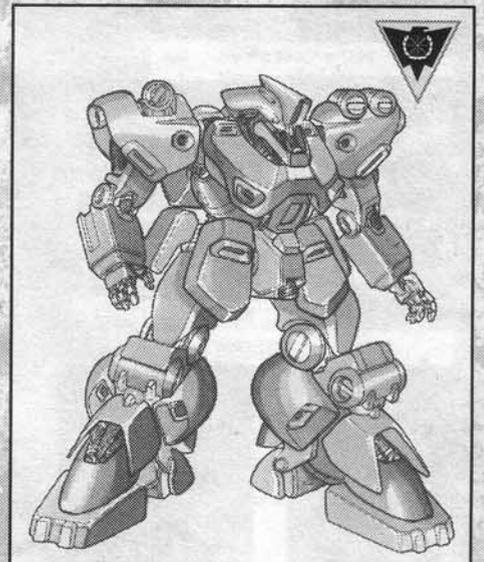
Syreen: Earth's first exo-armor design; fast and deadly, but cheap.



TO BE RELEASED IN
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Wyvern: Earth's answer to the Jovian Retaliator; fast and mean.

MEKTON™

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MEKTON

by Stephen Koo

- 1001 Vector: EMA-104
- 1002 Vigil: EMA-105
- 1003 Vantage: EMA-108
- 1004 Mauler: IMK-03
- 1005 Rampage: IMK-05
- 1006 Deathstalker: IMK-08
- 1007 Comet: EMA-216
- 1008 Turbo: EMA-216X
- 1009 Fireball: EMA-220X
- 1010 Hellwing: IMK-II
- 1011 Shaitan: IMK-17X
- 1012 Vengeance: IMK-30X
- 1013 Nova
- 1014 Pariah
- 1015 Rouge
- 1016 Vandal
- 1017 Crusader
- 1018 Warlord
- 1019 Moray
- 1020 Vortex
- 1021 Gadram



1008



1007



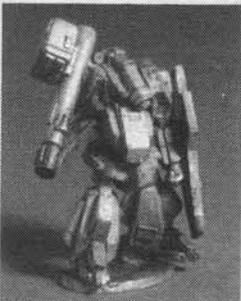
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1003



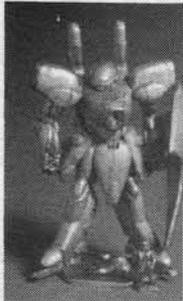
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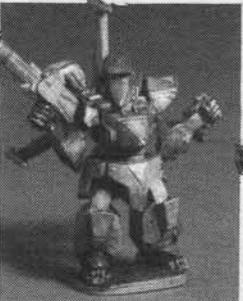
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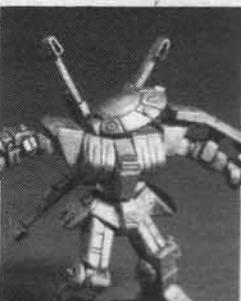
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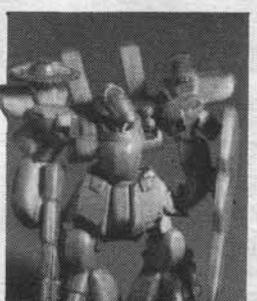
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1014



1017



1019



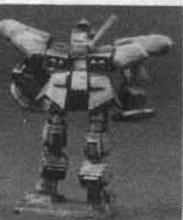
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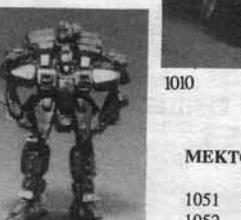
1015



1018



1020



1021

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Strider Mode (1) \$7.50
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- 1055 Larani (2) \$4.25
- 1056 Lord D (2) \$4.25



Rafm
Miniatures

STAR-KHAN TERRAN FED

REACTION MARINES

Sculpted by Bob Murch



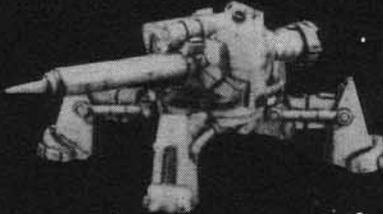
5011



5015



5013



5016



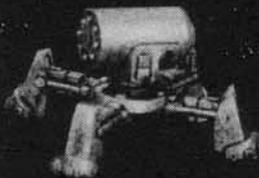
5014



5021



5012



5023



5022



5017



5018

- 5011 Marine Reaction Unit Command (3)
- 5012 Marine Recon Section (3)
- 5013 Marine Reaction Assault Section (3)
- 5014 Marine Reaction Special Weapons Section (3)
- 5015 Marine Reaction Heavy Weapons Specialists (2)
- 5016 Disruptor Force Cannon on Spider Mount w/opp.
- 5017 Marine Corpsman, Tech & RIO. (3)
- 5018 Flyer Marines w/Jet Wings (2)
- 5019 Uni-Wheel War Cycle, Torpedo Swift
- 5020 Uni-Wheel War Cycle, Recon/Attack Weapons
- 5021 Veteran Marines Old Salts (3)
- 5022 Flamer Marines (3)
- 5023 Missile Pod on Spider Mount w/opp.
- 5024 Universal Carrier w/Double Flex Gun & Opp.
- 5025 Universal Carrier w/Missile Pod



Rafm
Miniatures

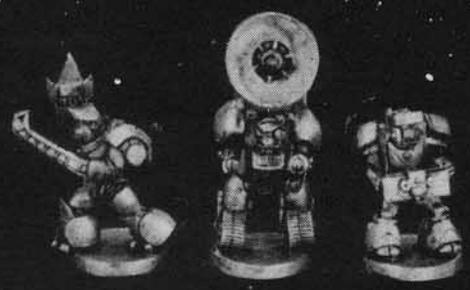
STAR-KHAN

CYB-ORCS

Sculpted by Bob Murch



5053



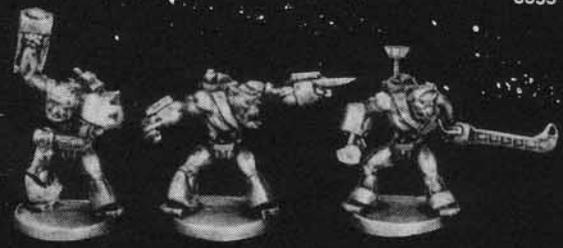
5051



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5036

- 5036 Cyb-Orc Destroyer-Mantis Shredder (2)
- 5037 Cyb-Orc Destroyer-Pile Driver (2)

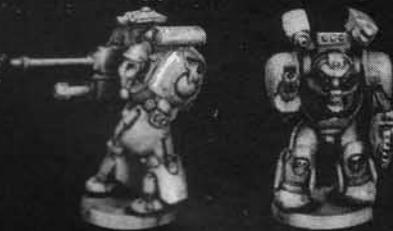
- 5051 CYB-ORC Command Group (3)
- 5052 CYB-ORC Scout Team (3)
- 5053 CYB-ORC Medium Attack Group (3)
- 5054 CYB-ORC Assault Team (3)
- 5055 CYB-ORC Heavy Support Team (2)
- 5056 CYB-ORC Mono-Tracked Assault Gun



DESTRUCTOR COMMANDOS



Sculpted by Bob Murch



5034

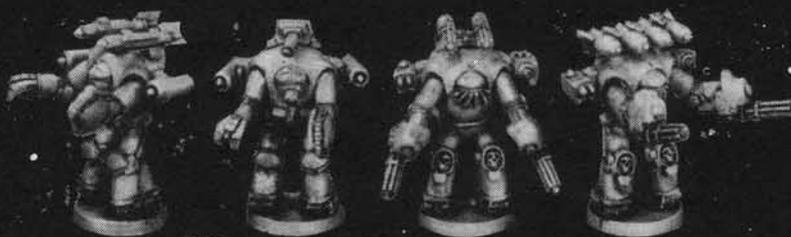
5030



5033

5031

- | | |
|------|-----------------------------|
| 5030 | Destroyer "Tempest" (2) |
| 5031 | Destroyer "Typhoon" (2) |
| 5032 | Destroyer "Black Widow" (2) |
| 5033 | Destroyer "Spitfire" (2) |
| 5034 | Destroyer "Hunter" (2) |
| 5035 | Destroyer "Fury" (2) |



5035

5032

MARINE VEHICLES



5019



5025



5020



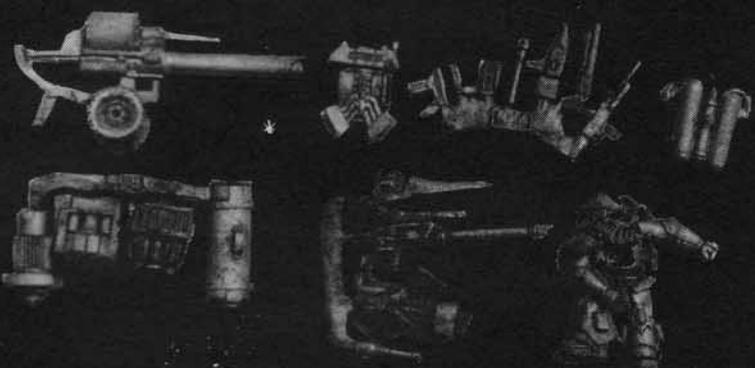
5024

STAR-KHAN



ACCESSORIES

- 5026 Universal Carrier Accessories
- 5027 Marine Weapons, Casualty
- 5028 Destructor X-tra Weapon Arms
- 5057 Cyb-Orc Weapons, Casualty
- 5058 Cyb-Orc X-tra Weapon Arms



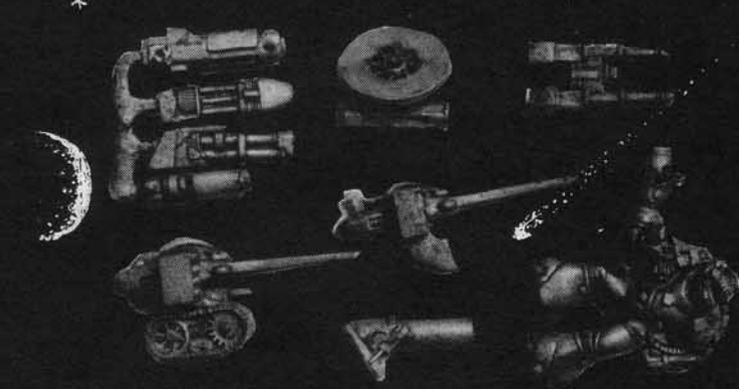
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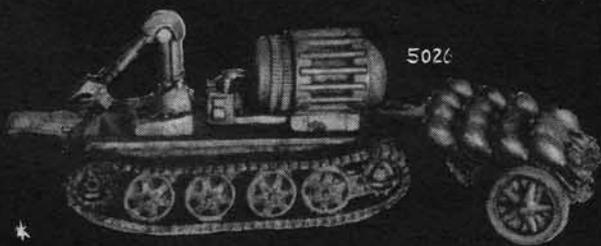
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5026

SPACE MERCS & PRIVATEERS



5065



5062



5066



5061



5063

SPACE MERCS & PRIVATEERS

by Bob Ridolfi

5061 Merc Command, Standards (3)

5062 Merc Assault Team (3)

5063 Merc Force Recon (3)

5064 Privateer Command, Standard (3)

5065 Privateer Boarding Party (3)

5066 Privateer Cut Throats (3)



5064

20mm WORLD WAR II ORDINANCE

by Bill Schwarz

- 6850 Re-Design-Bren Carrier
- 6851 British 6 lb MK-IV, Anti-Tank Gun(2)
- 6852 US Jeep
- 6853 US 3" Anti-Tank Gun
- 6854 US 105mm Howitzer
- 6855 US 57mm Anti-Tank Gun (2)
- 6856 British MK-VI b/c, Tank
- 6857 US M5 Stuart, Tank
- 6858 Stuart M8 GMC (75mm)
- 6859 RSO, German Tracked Truck
- 6860 75mm IG-18 German Infantry Gun(2)
- 6861 French H-39, Tank
- 6862 R-35 Renault, Tank
- 6863 Panzerjager RSO (7.5cm Rail 40)
- 6864 German 75mm Pak 40 (1)
- 6865 M8-LT Armourd Car W/37 mm Gun(2)
- 6866 M20 Utility Armourd Car (50 Cal.MG)
- 6867 German Anti-Tank Gun (50mm Pak 38)
- 6868 Staghound MK I
- 6869 Staghound MK III
- 6870 Autoblinda—MG
- 6871 Autoblinda—20mm Gun
- 6872 German 88mm Anti-Tank Gun (1)
- 6873 Panzer II L "Lynx"
- 6874 Italian 47 mm At Gun—M1935 (3)
- 6875 M3A3 British Stuart

★ COMMAND DECISION ★

Series Game



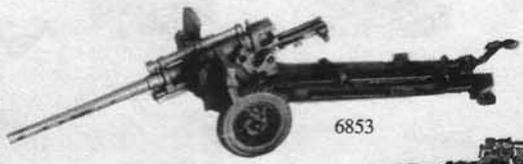
6850



6851



6852



6853



6876



6857

This equipment is 20mm in scale. Pictured kits are not necessarily shown in actual size. Assembly is required on these kits.



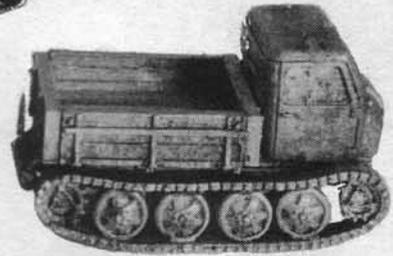
6856



(One Tank, Two Turrets per package)



6862



6859



6866



6861



6865



6860



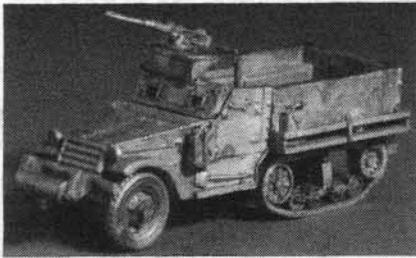
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6864



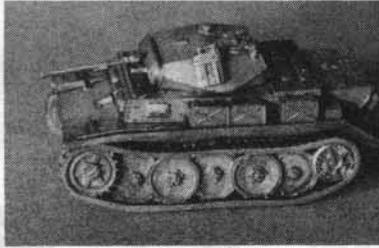
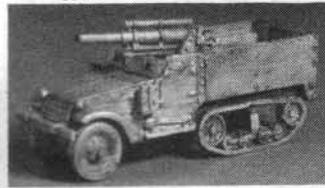
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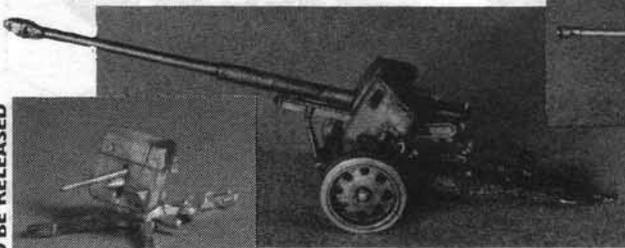
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6868



6881



6872



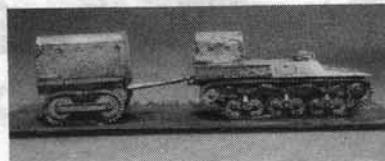
6867

COMMAND DECISION

Series Game

TO BE RELEASED

- 6876 British MK VI Anti-Aircraft Gun
- 6877 M5 Stuart British
- 6878 M5A1/E7-7 Stuart Flame Gun Tank
- 6879 M3 Half Track-T19 (105mm Howitzer)
- 6880 L6/40-Italian Lt. Tank
- 6881 40mm A.A. Gun (Bofors)
- 6882 M3A American Half Track
- 6883 M-18 Hell Cat
- 6884 Lorraine (Schlepper)
- 6885 Teech-38 T Tank
- 6886 Semovente DA 47/32 (Italian)
- 6887 AML 178 Panhard armour car (French) ..



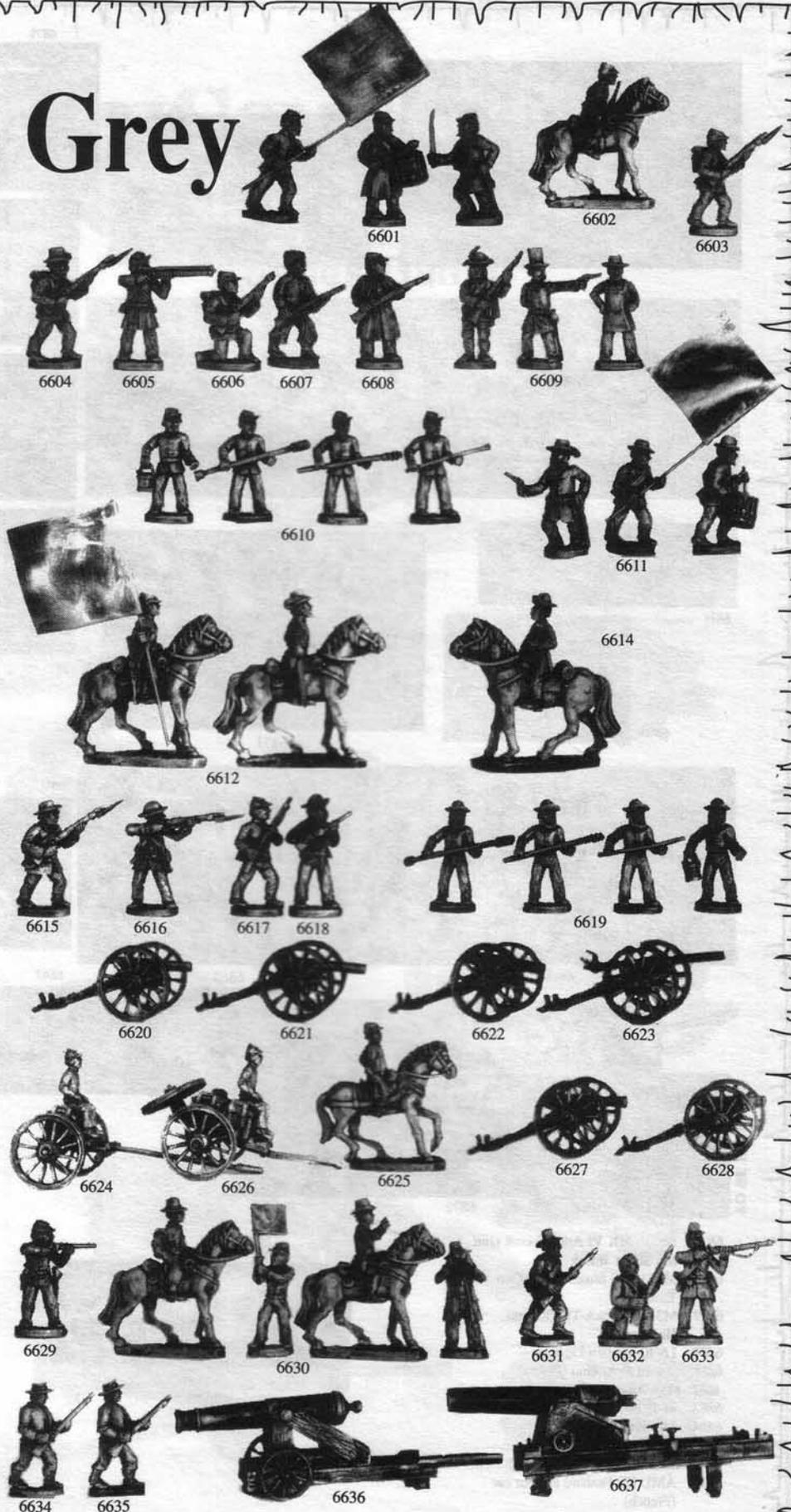
6884



Blue & Grey

By Bob Murch

- 6601 Union Foot Cmd Group, Officer (1)
Drummer (1) & Standards (2)
- 6602 Union Cav w/Carbine (3)
- 6603 Union Inf, Full Kit,
Advancing (6)
- 6604 Union Iron Brigade
Advancing (6)
- 6605 Union Berdan's
Sharpshooter (6)
- 6606 Union Inf Kneeling (6)
- 6607 Union Zouave Advancing (6)
- 6608 Union Inf in Greatcoat (6)
- 6609 Characters, Indian Scouts (2),
Duelists (2) & Doctors (2)
- 6610 Union Artillery Crew (4)
- 6611 Confederate Foot Cmd, Officer (1),
Drummer (1) & Standards (2)
- 6612 Confederate Cav Cmd, Officer (1),
Guidon (1) & Buglar (1)
- 6614 Confederate Cav w/Shotgun (3)
- 6615 Conf Inf, Slouch Hat,
Advancing (6)
- 6616 Conf Inf, Slouch Hat, Firing (6)
- 6617 Conf Inf in Kepi, Advancing (6)
- 6618 Missouri Guerilla (6)
- 6619 Conf Artillery Crew (4)
- 6620 12 lb 'Napoleon' Howitzer (2)
- 6621 10 lb (3") Parrot Rifle (2)
- 6622 3" Ordnance (Rodman)
Rifle (2)
- 6623 12 pdr Whitworth Breech Loading
Rifle (2)
- 6624 Artillery Limber (2)
- 6625 Artillery Horse Teams & Crew
(2 pair)
- 6626 Artillery Caisson (2)
- 6627 12 lb Napoleon w/Flared
Muzzle (2)
- 6628 12 lb Howitzer (2)
- 6629 Union Dismtd Cav Firing (6)
- 6630 ACW Artillery Signals &
Officers (4)
- 6631 ACW Inf, Assorted Heads &
Weapons (6)
- 6632 ACW Inf Kneeling, Assorted
Heads & Weapons (6)
- 6633 ACW Inf Firing, Assorted
Heads (6)
- 6634 Zouaves, Assorted Heads &
Weapons (6)
- 6635 Conf Louisiana Tiger
Zouaves (6)
- 6636 US 42 lb Smooth Bore on Wood
Barbette
- 6637 100 lb Parrot on Iron Barbette
- 6638 Naval Gun Crew (6)
- 6639 Naval Cmd Group (6)
- 6640 Armed Sailors (6)
- 6641 Union Cav Cmd (3)





Blue & Grey Cont'd



6640



6639



6638



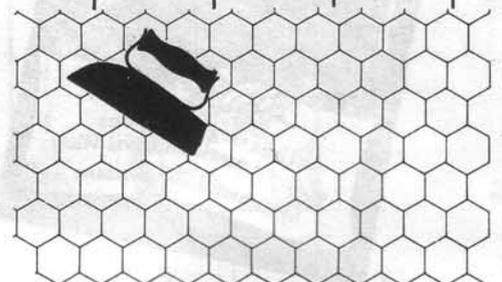
6641



Iron-On Hex Transfers

The iron-on transfers are for application of a hex pattern on cloth, wood or paper using an ordinary household iron. they are available in black or white.

- 1" Hexes: AS-1 Black
 White
- 2" Hexes: AS-2 Black
 White
- 3" Hexes: AS-3 Black
 White



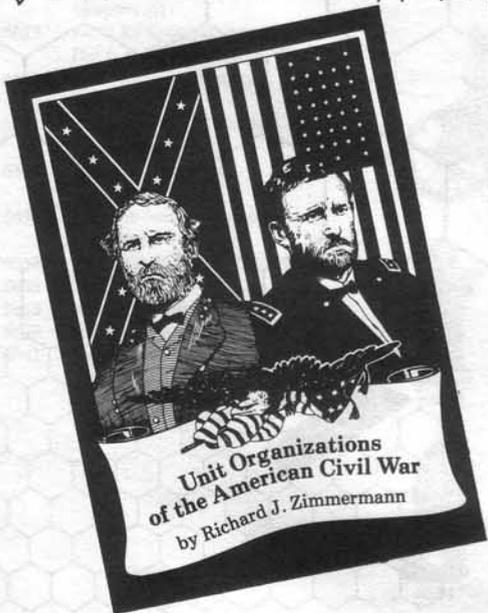
Rafm Historical - 25 mm

'Boots & Saddles'

PLAINS CAVALRY & INDIANS By Bob Murch

- 6700 U.S. Cavalry Command Mtd
- 6701 U.S. Cavalry Command Dismtd
- 6702 U.S. Cavalry Command Mtd & Fighting (3 Asstd)
- 6703 U.S. Cavalry Mtd (3)
- 6704 U.S. Cavalry on Foot (6)
- 6705 U.S. Cavalry Scouts (2 Mtd & 2 Dismtd) (4)
- 6706 Custer Mtd & Dismtd with Staff (4)
- 6707 Indians Mtd with Separate Weapons (3)
- 6708 Indians Dismtd (6)
- 6709 Indians Mtd (3)
- 6710 Indian Chiefs & Medicine Men (6)
- 6711 Gunslingers Dismtd (6)

*Each pack contains 3 poses (except for 6703).
3 figures per cavalry, 2 of each in a 6 figure infantry pack.*



Rafm Publications Unit Organizations of the American Civil War

By Richard J. Zimmermann

The official organizations for the Union Regular, Union Volunteer Armies and the Confederate Army that fought each other during the American Civil War. The organizations of fifteen historical units with strengths and organizational peculiarities, plus six selected orders of battle are included.

Richard Zimmermann has researched the Civil War in great detail to give us a precise and comprehensive study on the period. 72 Pages. (Reprint)

0002 Unit Organizations of the American Civil War

British Colonials

RIEL REBELLION 1885

By Bob Murch

- 6720 NWMP 1885 Mtd (3)
- 6721 NWMP - Command Pack
- 6722 Canadian Officers Mtd & Dismtd
- 6723 Canadian NCO Command
- 6724 Canadian Militia - Rifle Co. Advancing (6)
- 6725 Canadian Militia - Rifle Co. Assorted (6)
- 6726 Canadian Militia - Royal Grenadiers Assorted (6)
- 6727 Canadian Militia - Royal Grenadiers Advancing (6)
- 6728 Canadian Militia - Field Sun Helmet Advancing (6)
- 6729 Canadian Militia - Dress Sun Helmet Advancing (6)
- 6730 Metis on Foot (Multi-Part) (6)
- 6731 Riel, Dumont, Poundmaker
- 6732 Colt Gatling Gun w/Crewman



6720

6721



6722

6724



6723



6725



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6731



6732

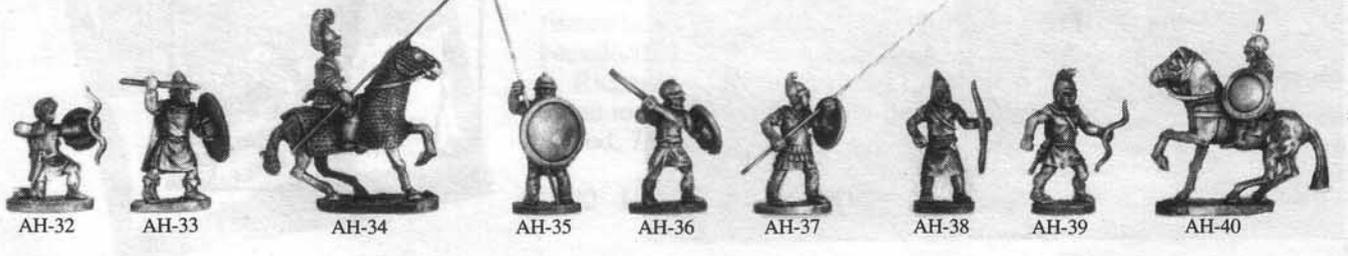
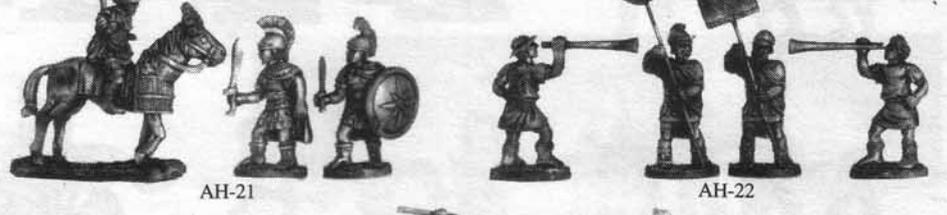
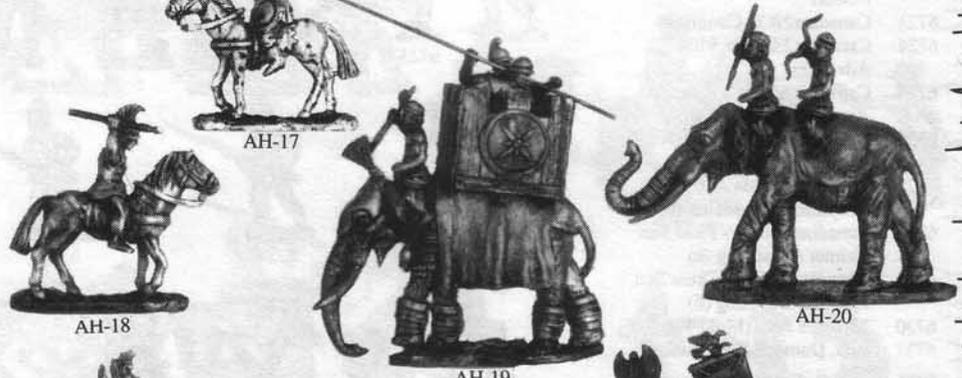
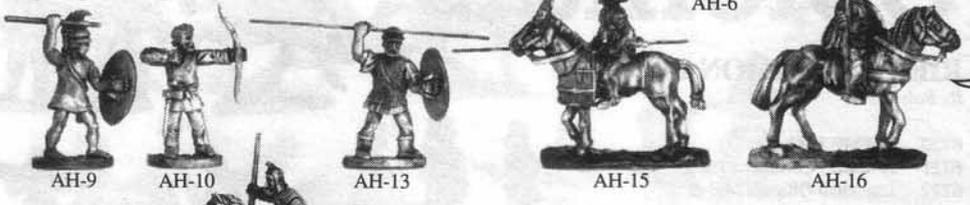


Armies of the Hellenistic Period

multi-part range
by Bob Murch

Successor Troops

- AH-1 Imitation Legionary, Thracian Helmet, Scutum, Pilum (6)
- AH-5 Pikeman, Quilted Armour, Aspis (6)
- AH-6 Pikeman, Asian Dress, Pilas Helmet, Aspis (6)
- AH-7 Kyrtii Slinger w/light shield (6)
- AH-8 Elite Guard Inf, w/spear & shield (6)
- AH-9 Illyrian Inf, javelin & Thureos (6)
- AH-10 Elymian Archer (6)
- AH-13 Thorakites, Chainmail, spear & Thureos (6)
- AH-15 Extra Heavy Companion Cav (3)
- AH-16 Agema medium Cav (3)
- AH-18 Illyrian light Cav (3)
- AH-17 Light Cavalry (3)
- AH-19 Armoured War Elephant w/Howdah, 2 Crew & Mahout
- AH-20 Indian Elephant w/Mahout
- AH-21 Cmd Group #1, Officers Mtd (1), Dismtd (2)
- AH-22 Cmd Group #2, foot Standards & Musicians (2ea)
- AH-23 Argyraspides Hypaspist (6)
- AH-24 Staff Slinger (6)
- AH-25 Greek Cav w/shield (3)
- AH-26 Gallatian Heavy Cav (3)
- AH-27 Gallatian Warrior (6)
- AH-28 Bosphoran Javelinman (6)
- AH-29 Scythed 2-Horse Chariot
- AH-30 Macedonian Prodromos Cav w/Kontos (3)
- AH-31 Neo-Cretan Archer (6)
- AH-32 Greek Kneeling Archer (6)
- AH-33 Mysian Peltast (6)
- AH-34 Seleucid Cataphract (3)
- AH-35 Greek Mercenary Hoplite (6)
- AH-36 Greek Mercenary Peltast (6)
- AH-37 Seleucid Phalangite in trousers (6)
- AH-38 Babylonian Levy Archer (6)
- AH-39 Arab Archer (6)
- AH-40 Seleucid Medium Cav (3)



Rafm Historical - 25 mm

Armies of the Hellenistic Period (Continued)



Macedonians

- AH-41 Macedonian Pikeman w/Quilted Armour (6)
- AH-42 Macedonian Pikeman, unarmoured (6)
- AH-43 Macedonian Hypaspist, leather Armour (6)
- AH-44 Macedonian Heavy Cav, Scale Corslet (3)

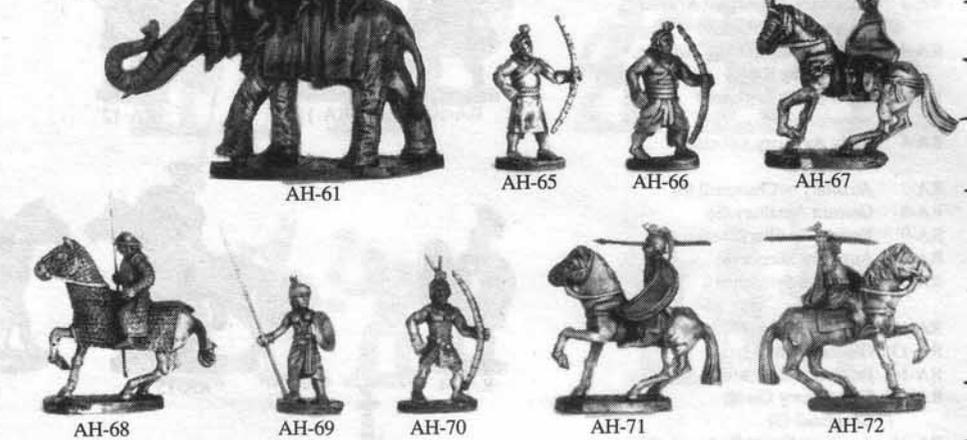


Maccabean Jewish

- AH-51 Maccabean Thureophoros (6)
- AH-53 Jewish Archer (6)
- AH-54 Jewish Javelinman (6)
- AH-55 Maccabean Light Cav (3)
- AH-56 Jewish Heavy Cav (3)

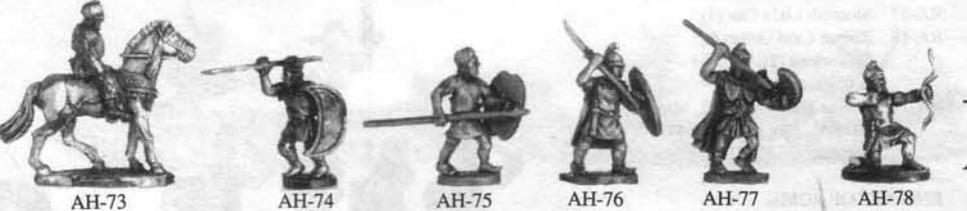
Indo-Bactrians

- AH-61 Indian Elephant w/Noble Crew
- AH-62 Bactrian Greek Cav (3)
- AH-63 Bactrian Phalangite (6)
- AH-64 Indian Javelinman (6)
- AH-65 Indian Longbowman (6)
- AH-66 Indian Armoured Inf w/Longbow (6)
- AH-67 Indian Light Cav (3)
- AH-68 Saka Armoured Cav (3)
- AH-69 Indian Palace Guardswoman (6)
- AH-70 Indian Forest Tribesman (6)



Thracians

- AH-71 Thracian Heavy Cav (3)
- AH-72 Thracian Light Cav (3)
- AH-73 Getic Horse Archer (3)
- AH-74 Early Persian Wars Thracian (6)
- AH-75 Thracian Spearman Advancing (6)
- AH-76 Thracian Thureophoros w/Rhompia (6)
- AH-77 Thracian Peltast w/Thracian Cloak (6)
- AH-78 Kneeling Thracian Archer (6)



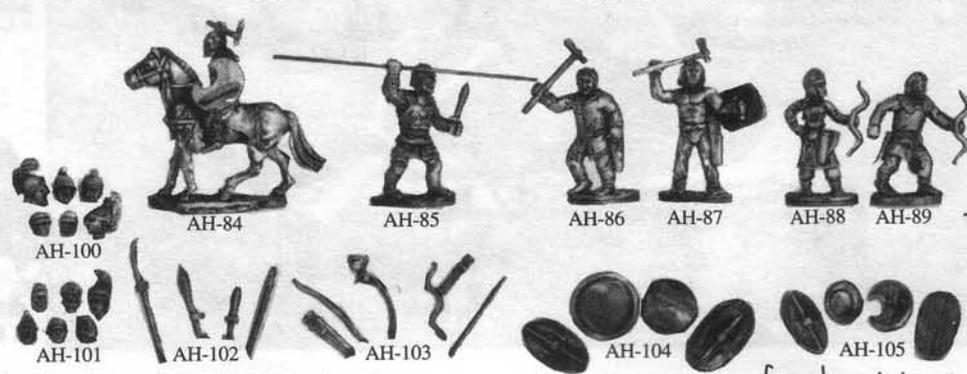
Scythians

- AH-81 Scythian Cmd Group Mtd,(3)
- AH-82 Scythian Horse Archer (3)
- AH-83 Scythian Noble Heavy Cav (3)
- AH-84 Scythian Mtd Warrior w/axe (3)
- AH-85 Scythian Foot Warrior w/spear (6)
- AH-86 Scythian Foot Axeman (6)
- AH-87 Maitian Inf w/axe (6)
- AH-88 Scythian Nobelwoman on foot w/bow (6)
- AH-89 Scythian Foot Archer (6)



Accessory Packs

- AH-100 Hellenistic Heads (36),6 types
- AH-101 Auxiliary Heads (36),6 types
- AH-102 Weapons (24),Kopis, Shortsword, Rhompia & Pilum
- AH-103 Missile Weapons (24), Javelin, Sling Stave Bow & Composite Bow
- AH-104 Heavy Shields (24), Aspis, Scutum, Hoplite & Thureos
- AH-105 Light Shields (24), Thureos, Small Round, Wicker & Crescent



Armies of the Caesars

By Bob Murch

Early Roman Empire

- RA-1 Augustan Legionary in Chainmail (6)
- RA-2 Early Imperial Legionary in Chainmail & Pteruges (6)
- RA-3 Legionary, Segmented Armour Advancing w/Pilum (6)
- RA-4 Legionary, Segmented Armour, w/Marching Kit (6)
- RA-5 Extra Heavy Legionary w/sword (6)
- RA-6 Early Auxiliary w/Leather Armour (6)
- RA-7 Auxiliary w/Chainmail (6)
- RA-8 German Auxiliary (6)
- RA-9 Eastern Auxiliary Archer (6)
- RA-10 Auxiliary Slinger (6)
- RA-11 Barbarian Symachiarii w/club (6)
- RA-12 Roman Marine (6)
- RA-13 Gladiators (6), 3 types
- RA-14 Praetorian Guard (6)
- RA-15 Early Heavy Cav in Chainmail (3)
- RA-16 Auxiliary Cav in Scalemail (3)
- RA-17 Moorish Light Cav (3)
- RA-18 Roman Cmd Group #1, Centurions (2), Signifer & Cornicum
- RA-19 Roman Cmd Group #2, Mtd General, Foot Officer & Mtd Standard

ENEMIES OF ROME

by Bob Murch

- RA-50 Barbarian Cmd Group (1 Mtd +2)
- RA-51 Early German Inf in loin cloth (6)
- RA-52 Early German Inf in trousers (6)
- RA-53 German Inf, fur clad (6)
- RA-54 Later German w/axe (6)
- RA-55 Dacian w/Falx (6)
- RA-56 Dacian Throwing Javelin (6)
- RA-57 Dacian Archer (6)
- RA-58 German Cav (3)
- RA-59 Heavy Sarmatian Cav (3)
- RA-60 Light Sarmatian Cav (3)



RA-1



RA-2



RA-3



RA-4



RA-5



RA-6



RA-7



RA-8



RA-9



RA-10



RA-11



RA-12



RA-13



RA-14



RA-15



RA-16



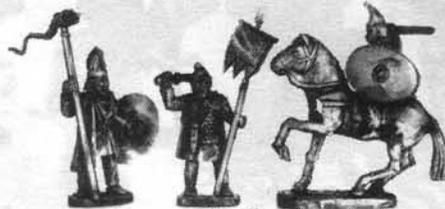
RA-17



RA-18



RA-19



RA-50



RA-51

RA-52

RA-53

RA-54



RA-55



RA-56



RA-57



RA-58



RA-59



RA-60

Flint and Feather

By Bob Murch

- IN-1 Great Lakes Indian Chiefs & Shamens (2 of Each)
- IN-2 Great Chiefs; Brant, Pontiac, Tecumseh
- IN-3 Huron Warriors (6 Assorted)
- IN-4 Iroquios Warriors with Assorted Weapons (6)
- IN-5 Iroquios Warriors with Assorted Muskets (6)
- IN-6 Frontiersmen: Boone, Rogers, Missionary (6)
- IN-12 Canoe with 2 Paddlers
- IN-13 Large Trade Canoe & Trade Goods with 2 Paddlers
- IN-14 Canoe with 2 White Men Paddlers & Trade Goods
- IN-17 French Canadian Militiaman with Musket (6)
- IN-18 Coureur des Bois with Musket (6)
- IN-19 Settler with Musket (6)
- IN-20 Rogers Ranger with Musket (6)
- IN-21 Goreham's Ranger with Musket (6)
- IN-26 Accessories - Fr. Muskets (6), Br. Muskets (6), Indian Weapons (6), Trade Goods (2)
- IN-27 British Light Infantry Advancing 1759 (6)
- IN-28 British Infantry in North American Kit, Firing 1759 (6)
- IN-29 British Infantry, Braddock Campaign 1755(6)
- IN-30 British North American Command Group 1759 (4)
- IN-31 American Infantry in Hunting Shirts 1759 (6)
- IN-32 American Infantry in Regimentals 1759 (6)
- IN-33 French Infantry in Waistcoat 1759 (6)
- IN-34 Compagnie Franche de la Marine 1759 (6)
- IN-35 French North American Command Group 1759 (4)
- IN-36 Female Settlers Firing (2), Loading (2), Unarmed
- IN-37 Scottish Highlanders 1759, Advancing
- IN-38 Scottish Highlanders Grenadier Company 1759
- IN-39 Scottish Highlanders Command Group 1759 (4)
- IN-40 British/American General Officers (Wolfe & Washington) 1759
- IN-41 French/Canadian General Officers (Montcalm & Captain) 1759
- IN-42 French Artillerists, 1759
- IN-43 British/American Artillerists, 1759
- IN-44 Colonial Infantry, Firing
- IN-45 French Cavalry in Bearskins 1759



IN-1



IN-2



IN-3



IN-4



IN-5



IN-6



IN-12



IN-13





IN-14



IN-17

IN-18

IN-19

IN-20

IN-21

IN-27

IN-28

IN-29



IN-26



IN-36



IN-30



IN-31



IN-32



IN-33



IN-34

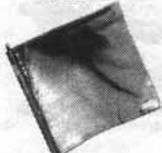


IN-35



IN-37

IN-38



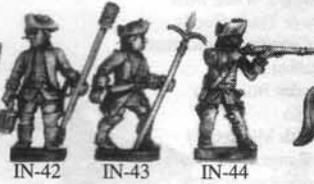
IN-39



IN-40



IN-41



IN-42

IN-43

IN-44



IN-45



Rafm Historical - 25 mm

ALL THE KING'S MEN

Seven Years War European
Artillery by Bill Schwarz

- 6151 British Line Inf 1759 (6)
- 6152 British Grenadier 1759 (6)
- 6153 British Line Cmd Group 1759 (4)
- 6154 French Line Inf 1759 (6) ..
- 6155 French Grenadier 1759 (6)
- 6156 British Line Inf 1759 (6) ..
- 6157 French Line Cmd Group 1759 (4)
- 6158 8 lb Artillery Piece, 1759
- 6159 4 lb Regimental Gun, 1759 ...
- 6160 Swivels & Hand Cannon, 1759
- 6161 6 lb Artillery Piece, 1759 ...
- 6162 British Galloper Gun, 1759



6152



6151



6153



6154



6158



6156



6155



6157



6161



6159



6162



6160

Basic Figure Conversions

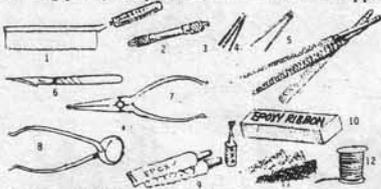
by Tony Ackland

No matter how vast the range of commercially available figures grows, there will always be gaps that the figure manufacturing industry will never be able to fill. The reasons for this vary from lack of commercial viability to the limitations inherent in the production process. If you are one of those people that require a specific figure that seems forever unobtainable, or a currently available figure in a different pose, then there are three options open to you:

- Build a figure from scratch
 - Convert from existing figures
 - Get someone else to do either a) or b)
- What follows is an introduction into option b).

ESSENTIAL TOOLS AND MATERIALS

Before you can do any converting, there are certain basic items which you will require. All of those that you will need are relatively inexpensive and quite easy to obtain. If your local model or hardware shop does not stock any of those given in the following list, look through the advertisements (including the classified columns) in the modelling press, and you will find a mail order supplier.



- 1) RAZOR SAW** - this is the best instrument for performing drastic surgery on white metal figures.
- 2) PIN VISE** - this tool is vital to the process of joining together those parts you have dismembered with the Razor Saw.
- 3) DRILLS FOR 2** - the sizes you will require are 1mm and .8mm diameter.
- 4) NEEDLES FOR 2** - these are ordinary household needles that you can steal or beg from Mother/Wife/Girlfriend.
- 5) A CHEAP SET OF NEEDLES FILES** - white metal clogs and eventually ruins fine files, so get a cheap set

that you won't mind replacing periodically.

- 6) MODELLING KNIFE**
- 7) NEEDLE NOSE PLIERS**
- 8) WIRE CUTTERS**
- 9) ADHESIVES** - the type of glue that you will require most is the Five Minute Two Part Epoxy Adhesive. You may also use Cyanoacrylate Adhesive (Superglue) but this is only effective when you have relatively large areas with good surface to surface contact to stick together.
- 10) FILLER** - the best filler is a two part epoxy putty. Such as Loctite Epoxy ribbon. It is also an excellent modelling compound.
- 11) SANDPAPER OR EMERY CLOTH** - a pack of mixed grades such as is available in most chain stores is quite adequate.
- 12) SOFT WIRE** - such as florists wire, brass pins, soft iron or brass wire is also good.

CHOP AND SWAP

The removal of a part from one figure and its replacement by a part from another figure is what forms the basis for the vast majority of figure conversions. The techniques involved in changing over bits of different figures are essentially the same, whether you are swapping over a hand or a complete upper torso. The same techniques can also be used to drastically change the pose that figures are in. The simplest things to swap are heads and hands, and it is the latter that I shall use as an example in technique.

STAGE 1 - Remove the hand that you wish to replace and score the surface of the cut with a modelling knife. Repeat the same operation on the hand that you are using as a replacement.

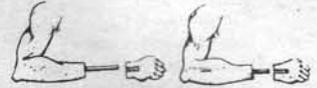


STAGE 2 - Drill a hole in the stub of the arm. If you make a small hole with a needle first this will make the drilling much easier. Using Five Minute Epoxy Glue affix a length of wire into the hole. At this stage the wire should be longer than needed. Repeat the drilling

operation on the replacement hand.



STAGE 3 - Trim down the wire in small stages, fitting the hand on the wire at each stage. When you are satisfied that the hand is in correct relationship to the wrist, glue it into position. Remember that when you removed the hands, excess material may have been lost, and that the correct place for the parts may not necessarily be where they are touching each other.



STAGE 4 - If you have been incredibly fortunate, everything will have fitted together perfectly and no more work will be required, but it's more likely that some filing and filling will be necessary. File the area around the joint and then score it as you did the cuts in Stage 1. Mix some Epoxy putty and apply it around the area of the joint. While the putty is still fresh, remove any excess



with a damp cloth. The setting time of the putty can be shortened by putting it in a warm place e.g. in front of a fire, or on top of a radiator. **DO NOT LET WHITE METAL FIGURES BECOME HOT AS THEY MELT AT QUITE LOW TEMPERATURES.**

STAGE 5 - It is best when swapping figure parts to make your cuts where surface detail is minimal, but the destruction of detail is sometimes unavoidable. The types of detail which are most often wiped out by converting are chain mail, hair and fur. These are quite simple to model using the putty you have used in Stage 4. The notes below are the best way of showing you how to achieve these textures on your figures.

MAIL -- Wait till putty has cured to a stiff consistency. Smooth the surface of the putty. Make a series of diagonal cuts. Make another series of cuts crossing the first series at 90 degrees. With a needle, make a series of holes in between the cuts; as you remove the needle, apply a slight amount of downwards pressure. This operation requires a very light touch, but with a little practice you should soon master it.



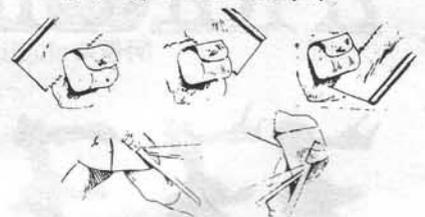
HAIR -- Simply make a series of long unbroken cuts in the direction the hair grows.

FUR -- As for hair, but shorten the cuts and pull upwards at the end of each cut.



ACCESSORIES

Such items as packs and weapons can usually be removed from one figure and applied to another without too much trouble. For larger items, a razor saw is the best implement to use. Do not try to remove the item with a cut from one direction, but rather make a series of cuts from different angles that will meet in the middle. Smaller items, such as sword scabbards, should be removed by a series of gentle cuts. Before affixing to another figure, clean up the edges of the cuts with a file or fine sandpaper. The adhesive to use for these purposes is the superglue type or Five Minute Epoxy.

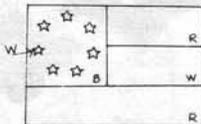


WARNING: Take care when using razor saws and scalpels as particularly nasty cuts can result (these items are very sharp) if you should slip.
REMEMBER: Make all cuts away from yourself.

CONFEDERATE REGIMENTAL FLAGS AMERICAN CIVIL WAR

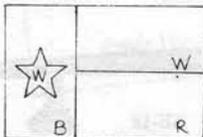
Flags:

Battle Flag
2nd. National Flag
Va. State Colour



B=Blue R=Red W=White

1st. National Flag

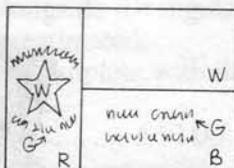


Texas State Colour

Flags:



Cavalry - South Carolina - State Colour



R=Red W=White
B=Blue G=Gold

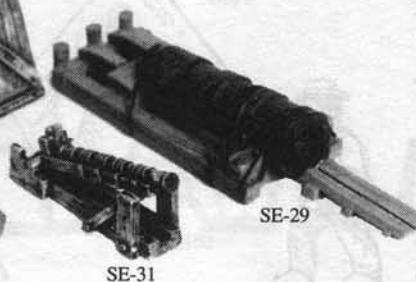
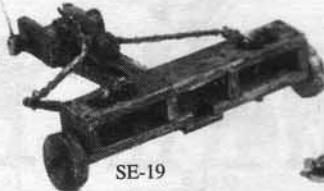
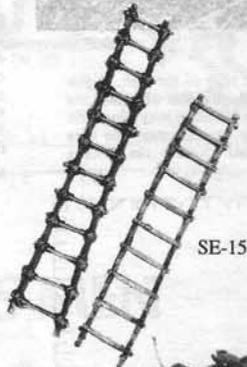
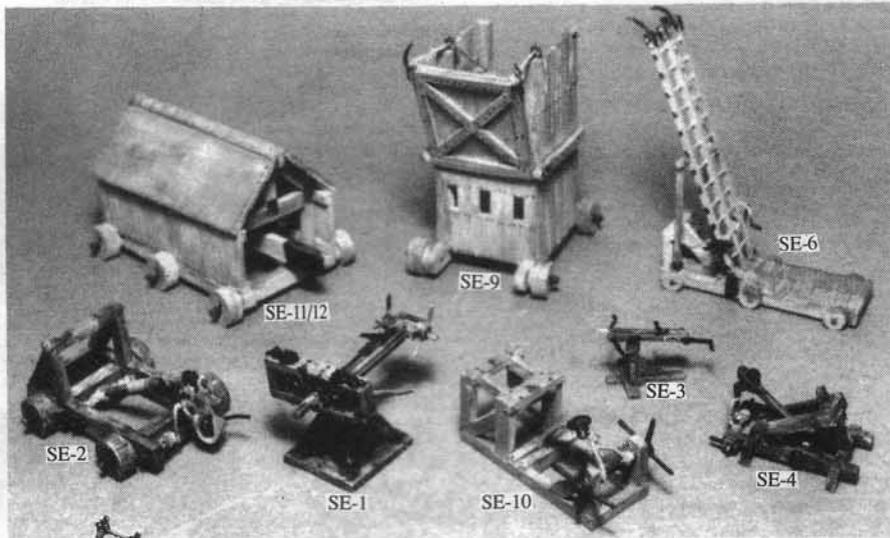
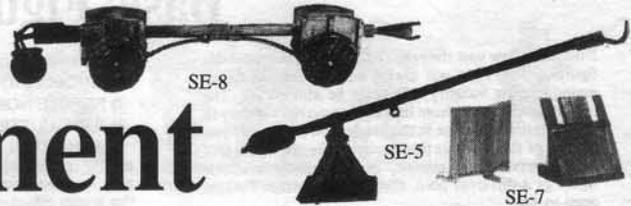
Cavalry - North Carolina - State Colour



Siege Equipment

by Bill Schwarz

- SE-1 Large Ballista
- SE-2 Large Catapult, Onager
- SE-3 Small Catapult, Dart Thrower (2)
- SE-4 Small Catapult, Onager
- SE-5/6 Crow, Heavy Scaling Ladder
- SE-7 Wheeled Siege Shields, Mantlets (3)
- SE-8 Fire Raiser
- SE-9 Small Siege Tower
- SE-10 Springal (Falarica)
- SE-11/12 Battering Ram & Frame Testudo
- SE-13 Medieval Cannons, Pot au Feu & Crecy Cannon
- SE-14 Trebuchet
- SE-15 Scaling Ladders, (3 Assorted)
- SE-16 Greek Fire Projector
- SE-17 Petary c. 130
- SE-18 Mole
- SE-19 Roman Ballista
- SE-20 Chinese Rope Catapult
- SE-23 Medieval Crew
- SE-24 Roman Crew
- SE-25 Greek Crew
- SE-26 Organ Gun
- SE-27 Early Bombard (2)
- SE-28 Hooped Bombard
- SE-29 Large Bombard
- SE-30 Swinging Mantlet
- SE-31 Medieval Breech Loading Cannon
- SE-32 Roman Scorpion Bolt Thrower (2)
- SE-33 Roman Carroballista Bolt Thrower (2)



The British Military 1803-1815

by S. J. Park and G. F. Nafziger

This book is a complete study of the British Military establishment as it existed in 1803-1815. It covers the internal structure of the British Army from the most junior drummer to the Duke of York, Commander in Chief of Army.

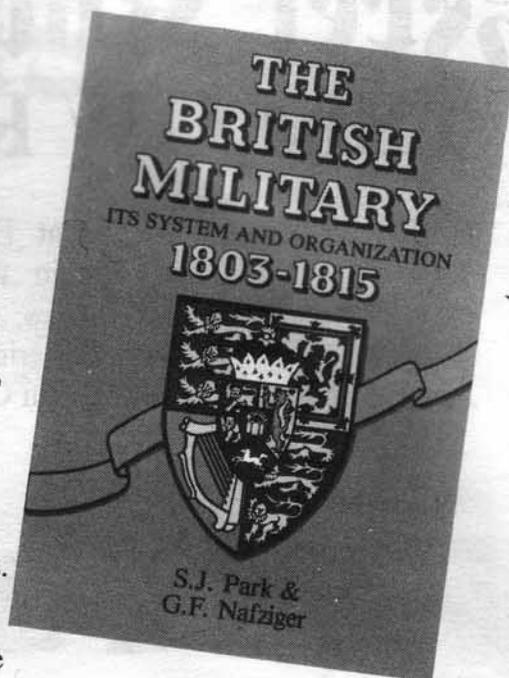
Not only does it cover the various military formations, but it also examines the operations of the cabinet posts and military bureaus that controlled the growth, evolution and daily functions of the British Military.

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It has the additional feature of providing a complete listing of the services of every cavalry and infantry regiment, plus all the artillery companies from 1803 to 1815.

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Prussian Landwehr and Landsturm 1813-1815

by Peter Hofschröder



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This book describes the organization of the Landwehr for each campaign season for each province. The strengths of Landwehr formations are given for August and December 1813 and June 1815. The Landwehr played a major role alongside the regulars of the Prussian Army, a contribution that is often underestimated.

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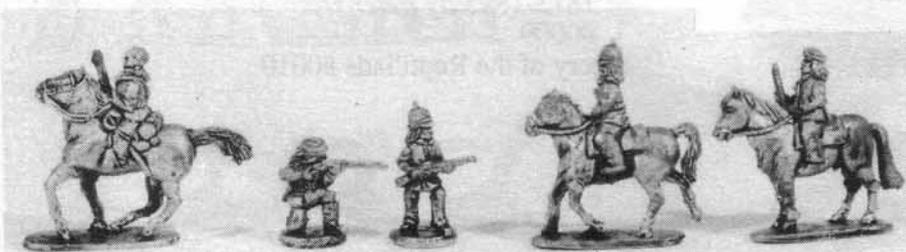
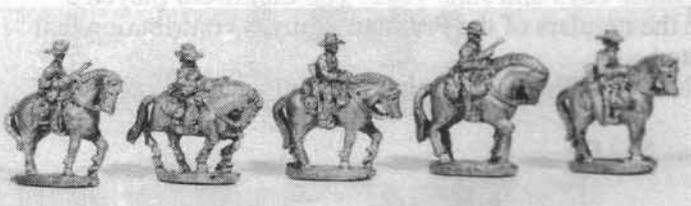
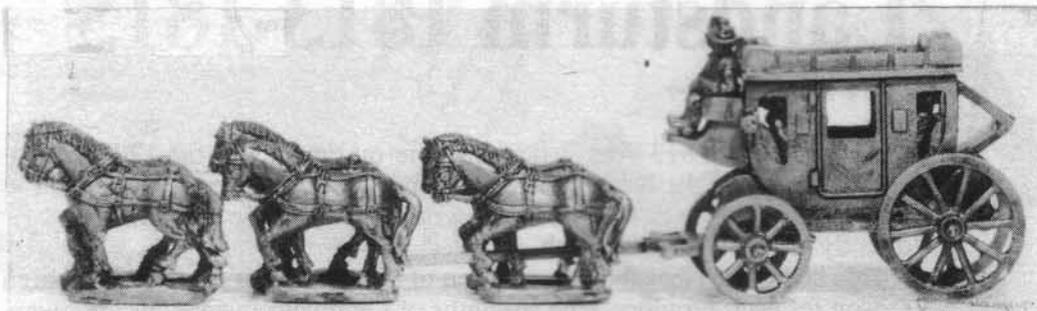
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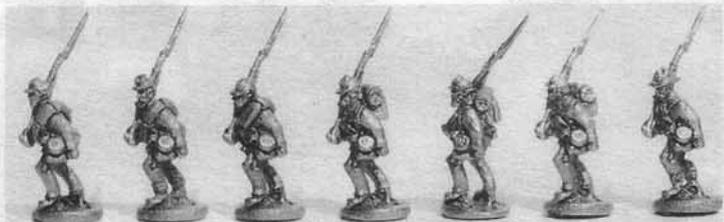


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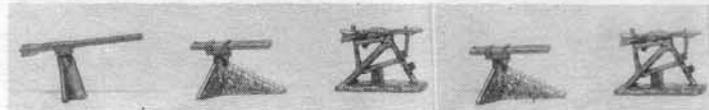
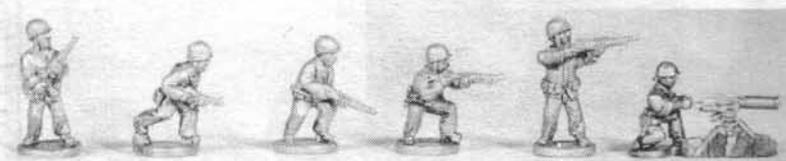
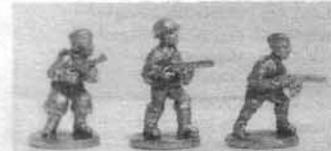


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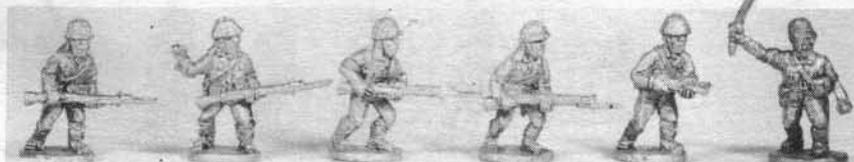
- 6901 Ger-Unit Attacking (9 assorted)
- 6902 Ger-Hvy Weapons (10 assorted)
- 6903 Ger-Unit Marching (9 assorted)
- 6904 Ger-Winter Gear (9 assorted)
- 6905 Ger-Unit Firing (9 assorted)
- 6906 Ger-Assault Engineers (9 assorted)
- 6907 Ger-Command (9 assorted)
- 6912 Amer-Unit Inf (9 assorted)
- 6913 Amer-Light Weapons (9 assorted)
- 6914 Amer-Hvy Weapons (10 assorted)
- 6915 Command/Anti-tank unit
- 6916 Fallschirmjagers, Ger-paras-advancing
- 6917 Fallschirmjagers, Ger-paras-firing
- 6918 Fallschirmjagers, Ger-paras-weapons
- 6920 Rus-Unit Inf (9 assorted)
- 6921 Rus-Inf/Great Coats (9 assorted)
- 6922 Rus-Sailors (9 assorted)
- 6923 Rus-Hvy Weapons (9 assorted)
- 6924 Rus-Specialist Unit (9 assorted)
- 6930 Command / Weapons—1944
- 6931 British Infantry—1944
- 6932 British Gunners—1944



WW2



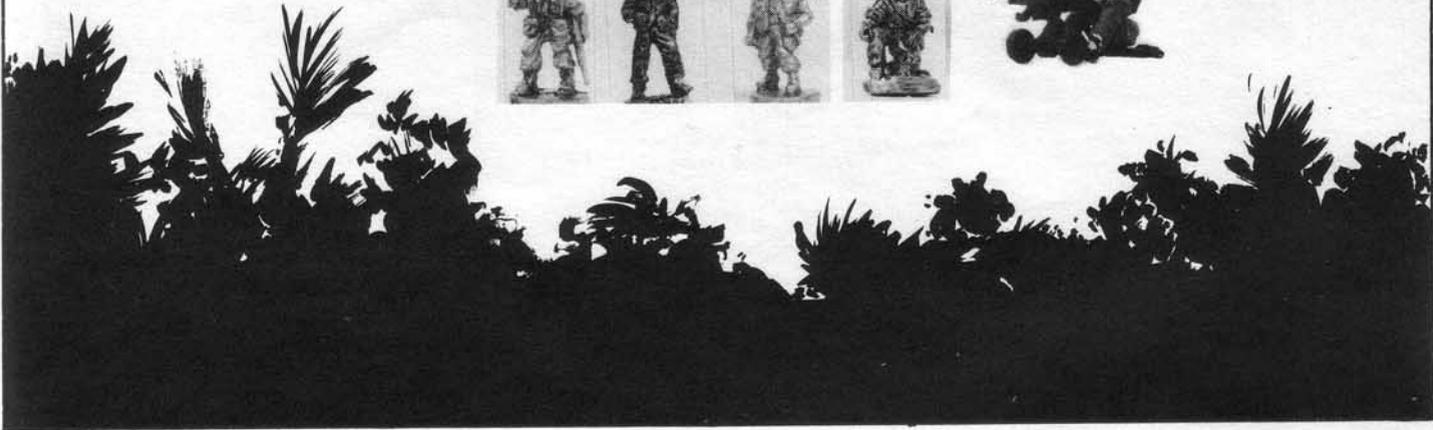
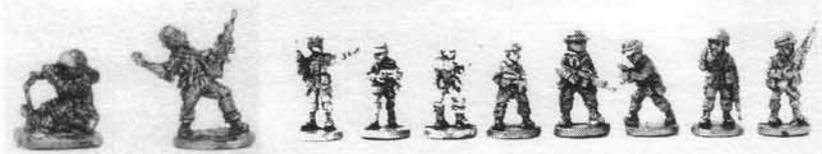
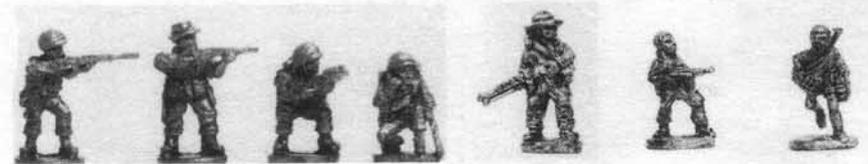
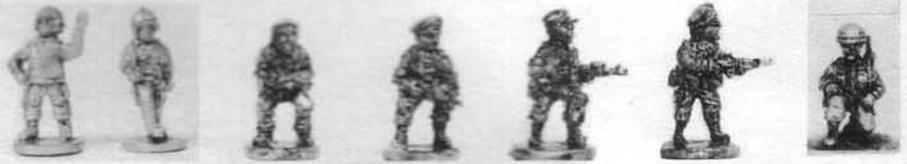
- 6940 Command / Weapons (10)
- 6941 Army Advancing (9)
- 6942 Army Attacking (9)
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- 6946 SNLF Attacking (9)



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- 6988 VC/NVA Weapons (7)
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Fiery Serpent of Terror

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