

RAL PARTHA

January 1983

Ral Partha Enterprises, Inc.
5938 Carthage Court
Cincinnati, Ohio 45212
513-631-7335
toll free outside of Ohio:
1-800-543-0272

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

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

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

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

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

The Courier Award
Best Historical Miniature Line
Condottieri 1979

H. G. Wells Award
Best Fantasy/Science Fiction
Pacific Origins 1980

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

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

Pacific Origins
In Appreciation
1981

H. G. Wells Award
Best Historical Figure Series
Condottieri
Origins 1981

Designers

Personalities _____	Tom Meier
Collector Series _____	Tom Meier
All Things Dark and Dangerous _____	Julie Guthrie
"Children of the Night" _____	Dennis Mize
The Adventurers _____	Tom Meier, Dennis Mize, Julie Guthrie
The Hoplites _____	Tom Meier and Dennis Mize
1200 A.D. _____	Tom Meier
The Condottieri _____	Tom Meier
Colonials _____	Tom Meier
The Samurai _____	Dennis Mize

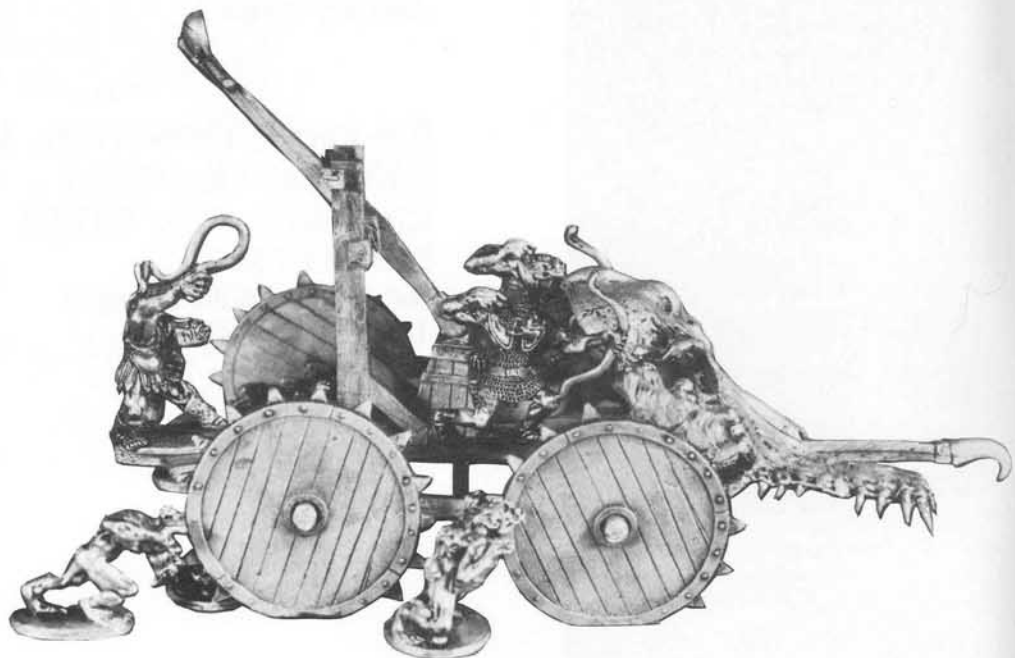
Figures pictured in this catalog are not necessarily shown actual size.

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

SHOWN ON COVER: THE WAR EAGLE 13-100

This finely detailed **WAR MACHINE** is a premier piece of fantasy sculpture suitable for both the gamer and the collector. Intricately designed, this armored battle wagon features a moving catapult.

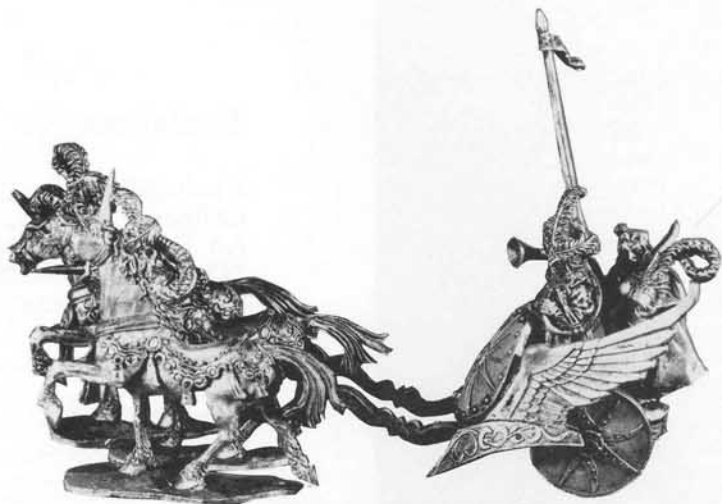
02-078 THE WAR MACHINE \$20.00



02-078 THE WAR MACHINE

We present **THE ELF CHARIOT** as an extension of Ral Partha's award winning Fantasy Collector Series. The chariot, bearing an elvin lord and drawn by three plumed horses, is guided through wooded realms of fantasy by an elf driver with cornu.

02-020 THE ELF CHARIOT \$10.00



02-020 THE ELF CHARIOT

Of all the beasts of the night, most fearsome is **THE GREAT DRAGON**. A solitary hunter, no enemy is a threat and no prey is too large for this awesome creature.

Sculpture Dennis Mize has selected this monster for the subject of the first boxed addition to Ral Partha's "Children of the Night" line.

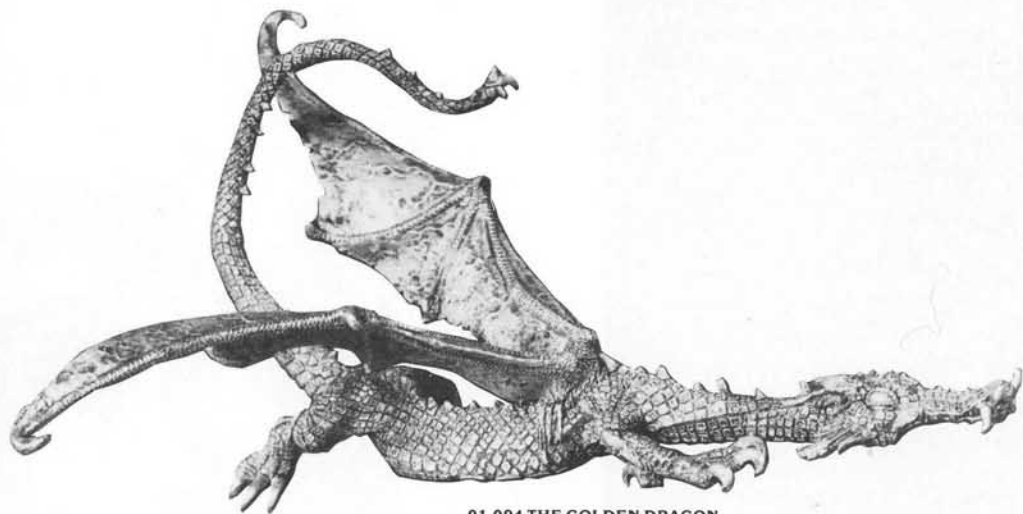
13-027 THE GREAT DRAGON \$20.00



13-027 THE GREAT DRAGON

Ral Partha proudly presents **THE GOLDEN DRAGON**. This terrifying beast of scales and fire is an important addition of fantasy and legend to our "Personalities and Things That Go Bump in the Night."

01-094 THE GOLDEN DRAGON \$15.00



01-094 THE GOLDEN DRAGON

THE DWARF STEAM CANNON is an awesome addition to Ral Partha's line of fantasy war engines. The cannon is a steam-driven, self propelled engine of war, manned by a crew of three burly dwarves. Sculpted by Tom Meier, the cannon is a unique piece of machinery designed to wage battle against the most imaginative and wily of enemies.

02-030 THE STEAM CANNON \$15.00

(Available March, 1983)



02-030 THE STEAM CANNON

The elite scouts of the Legendary Age were the riders of **THE WAR EAGLE**. Now Ral Partha has captured the power and spirit of these magnificent avians. This incredible winged beast is poised for flight and bears a noble warrior rider. With this unequaled example of imagination and unbroken spirit, Dennis Mize has created the most impressive of all the "Children of The Night" — **THE WAR EAGLE**.

13-100 THE WAR EAGLE \$15.00

(Available April 1983)



13-100 THE WAR EAGLE

PERSONALITIES AND THINGS THAT GO BUMP IN THE NIGHT

SCULPTED BY
TOM MEIER

Now you can collect many a famous battle hardened hero and grisly beast of legend and fantasy. Ral Partha's **PERSONALITIES AND THINGS THAT GO BUMP IN THE NIGHT** line is second to none in imagination, quality, and design. High priests, witches, wizards, dragons, champions, demons and giants are just a few of the many different figures available for painting, collecting and fantasy gaming. Look closely at our personalities and compare them to any other 25mm figures. You'll find that with Ral Partha's figures your armies come to life!



01-001 Evil Wizard, casting spell



01-002 Super Hero, on Super Heavy Horse, with axe



01-004 Cleric, cloaked, with staff

- 01-001 Evil Wizard, casting spell 1.25
- 01-002 Super Hero, on Super Heavy Horse, with axe 3.50
- 01-003 Balrog 3.50
- 01-004 Cleric, cloaked, with staff 1.25
- 01-005 Winged Gremlin 1.25
- 01-006 Patriarch 1.25
- †01-007 Winged Serpent 2.50
- 01-009 Barbarian Hero 1.25
- 01-010 Hill Troll 2.50
- †01-011 Angel 2.50
- †01-012 Archangel 2.50
- 01-013 Assassin 1.25
- 01-014 Vampire (Count Dracula) 1.25
- 01-015 Super Hero, with axe (dismounted 002) 1.25
- 01-016 Beowulf (Nordic Hero) 1.25
- 01-017 Pegasus, with rider 4.50
- 01-018 Adventuress 1.25
- 01-019 Angel of Death 3.00
- 01-020 Mummy 1.25
- 01-021 Elf Princess 1.25
- 01-022 Elf Lord 1.25
- 01-023 Shield Maiden 1.25
- 01-024 "Foregum" Super Hero, barechested 1.25
- 01-025 Super Hero, in plate armor, on Super Heavy Horse 3.50
- 01-026 Adventuress, on horseback 2.50
- †01-027 Ranger, mounted and on foot 4.00
- 01-028 Gremlin War Party (3) 3.50
- 01-029 Sorceress 1.25
- 01-030 Wraith 1.25
- †01-031 Dwarf Lord 1.25
- 01-032 Centaur, with spear 2.50



01-012 Archangel



01-015 Super Hero, with axe (dismounted 002)



01-017 Pegasus, with rider



01-026 Adventuress, on horseback



01-027 Ranger, mounted and on foot





01-005 Winged Gremlin



01-007 Winged Serpent



01-010 Hill Troll



01-011 Angel



01-019 Angel of Death



01-021 Elf Princess



01-022 Elf Lord



01-025 Super Hero,
in plate armor, on Super Heavy Horse



01-028 Gremlin War Party (3)



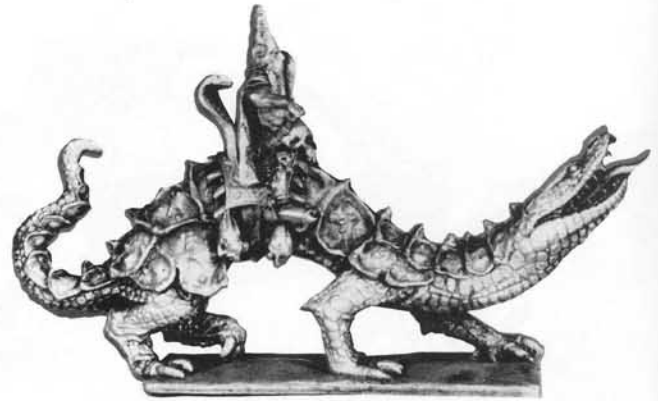
01-030 Wraith



01-032 Centaur,
with spear

PERSONALITIES . . .

- 01-033 Satyr (Pan) 1.25
- 01-034 Land Dragon,
with Captain 3.50
- 01-035 Land Dragon,
with Lancer 3.50
- 01-036 Witch 1.25
- 01-037 Monk 1.25
- †01-038 Winged Panther 3.50
- 01-039 Imp War Party (3) 3.00
- 01-040 Were Bear 2.50
- 01-041 Wind Lord 1.25
- 01-042 Paladin (dismounted) 1.25
- 01-043 Armored Knight 1.25
- 01-045 Earth Demon
(Elemental) 4.50
- 01-046 Undead War Band (3) 3.50
- 01-047 Armored Centaur 3.00
- 01-048 Demon of Evil Law 1.25
- 01-050 Wyvern 1.25
- 01-051 Griffon 2.50
- 01-052 Hill Giant 4.50
- 01-055 Enchantress 1.25
- 01-056 Enchanter 1.25
- 01-057 Frost Giant 4.50
- 01-058 Bard 1.25
- 01-059 Fire Giant 3.50
- 01-060 Dungeon Lady, with
pet dragon 1.25
- 01-061 Were Wolf 1.25
- 01-063 True Troll (2) 3.50
- 01-064 Air Elemental 2.50
- 01-065 Demon 2.50
- 01-066 Necromancers (3) 3.50
- 01-067 Hecatron 3.50



01-034 Land Dragon,
with Captain



01-042 Paladin (dismounted)



01-047 Armored Centaur



01-048 Demon of Evil Law



01-059 Fire Giant



01-063 True Troll (2)





01-035 Land Dragon,
with Lancer



01-038 Winged Panther



01-041 Wind Lord



01-051 Griffon



01-055 Enchantress



01-056 Enchanter



01-057 Frost Giant



01-065 Demon



01-066 Necromancers (3)



01-067 Hecatron

PERSONALITIES . . .

- 01-068 Dragon 7.00
- 01-069 Djinn (2) 3.50
- 01-070 Dwarves (4) 3.50
- 01-071 Unicorn, with
Princess Rider 3.50
- 01-072 Cold Drake (Dragon) . . . 7.00
- 01-073 Clerics (3) 3.50
- 01-074 Ligard and
Wraith Rider 4.50
- 01-075 Barbarian Heroes (3) . . . 4.50
- 01-076 Elvin
Personalities (4) 4.50
- 01-077 Female Demons (3) 3.50
- 01-078 Hillmen (3) 4.50
- 01-079 Heroines (3) 4.50
- 01-080 Lizard and Rider 3.50
- 01-081 Armored Balrog 4.50
- 01-082 Black Prince, mounted
on armored horse 3.50
- 01-083 War Dragon
with Knight 9.00
- 01-084 Evil Lord on litter
with bearers 9.00
- 01-085 Amazons (3) 4.50
- 01-086 Winged Beast
with rider 4.50
- 01-087 Female Creatures (3) . . . 3.50
- 01-088 Golems, Iron
and Clay (2) 3.50



01-068 Dragon



01-073 Clerics (3)

01-076 Elvin Personalities (4)



01-085 Amazons (3)



01-069 Djinn (2)



01-071 Unicorn,
with Princess Rider



01-072 Cold Drake (Dragon)



01-081 Armored Balrog



01-082 Black Prince,
mounted on armored horse



01-083 War Dragon with Knight



01-086 Winged Beast with rider



01-087 Female Creatures (3)



01-088 Golems Iron & Clay (2)

PERSONALITIES . . .

01-089	Witch King on Flying Charger	4.50
01-090	Storm Giant	4.50
01-091	Elf Hero, mounted and on foot	4.00
01-092	Servants	4.00
01-093	Anti-Paladin, mounted and on foot	4.00
01-094	The Golden Dragon	15.00
01-095	Jabberwock	4.50
01-096	Hippogriff	4.00
01-097	Grendel	2.50
01-098	Ogre	2.50
†01-099	Armored Giant mounted on War Elephant	6.00
†01-100	Wraith mounted on Hellhound, Wraith on foot	4.00
†01-101	Mechanical Knight, mounted and on foot	4.00
†01-102	Highwayman, mounted and on foot	4.00
†01-103	Bugbears (3)	4.00
†01-104	Flying Demon with Wizard, mounted and on foot	4.50
†01-105	Three-Headed Troll	4.00
†01-106	Half Elves	4.50
†01-107	Briarose Knight mounted on Bumblebee, Knight on foot	4.50
†01-108	Titan	4.50

•Represents a remade figure.
†Represents an all new figure.



01-089 Witch King on Flying Charger



01-090 Storm Giant

“PERSONALITIES” SETS

01-201	001-004-006-037	4.00
01-202	004-036-055-056	4.00
01-203	014-020-036-061	4.00
01-204	009-015-016-024	4.00
01-205	011-012	4.00
01-206	018-021-023-060	4.00
01-207	022-031-042-043	4.00
01-208	026-027	4.00
01-209	005-007-033-013	4.50
01-210	040-047	4.50
01-211	010-041-048	4.00
01-212	050-048-019	4.50
01-213	048-005-007	4.00
01-214	029-055-060-058	4.00
01-215	001-030-031-061	4.00



01-096 Hippogriff



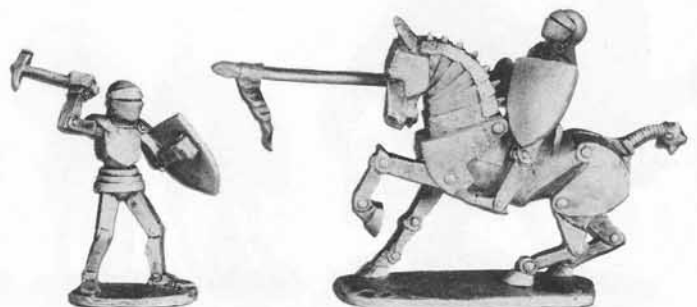
01-097 Grendel



01-098 Ogre

DUNGEON ACCESSORIES

97-001	Shields (12)	3.50
97-002	Scrolls, Books and Wands (10)	3.50
97-003	Treasure Maps and Treasure (10)	3.50
97-006	Dungeon Accessories	3.50
97-008	The Rack with an Executioner	3.50
97-010	Female Captive slung over Horse	3.50



01-101 Mechanical Knight, mounted and on foot



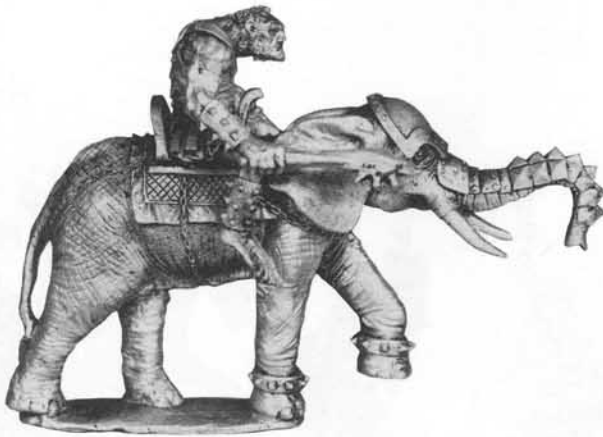
01-091 Elf Hero,
mounted and on foot



01-093 Anti-Paladin,
mounted and on foot



01-095 Jabberwock



01-099 Armored Giant mounted on War Elephant



01-100 Wraith mounted on Hellhound,
Wraith on foot



01-102 Highwayman,
mounted on foot



01-103 Bugbears (3)

FANTASY COLLECTOR SERIES

SCULPTED BY TOM MEIER

There was a time of legendary confrontation, an era that predates the chronicles of civilized man. This was the age of good versus evil; order versus chaos. It was a time of heroic personalities, of stalwart adventurers and notoriously infamous villains. Glorious victories were won and ignoble defeats were suffered; songs were sung and legends made. This is the spirit of Ral Partha's award-winning FANTASY COLLECTORS SERIES.



02-001 Wood Elf, with bow



02-002 Wood Elf, with bow and sword



02-003 Wood Elf, firing bow



02-004 Wood Elf, with pike

ELVES

- 02-001 Wood Elf, with bow . . . 4.00
- 02-002 Wood Elf, with bow and sword 4.00
- 02-003 Wood Elf, firing bow . . . 4.00
- 02-004 Wood Elf, with pike . . . 4.00
- 02-005 Wood Elf Cavalry, with spear 4.50
- *02-006 Sea Elf, upright pike . . . 4.00
- *02-007 Sea Elf, advancing with pike 4.00
- 02-008 Sea Elf, with great sword 4.00
- 02-009 Sea Elf, striking with axe 4.00
- 02-010 High Elf, with sword . . . 4.00
- *02-011 High Elf, advancing with sword 4.00
- 02-012 High Elf, with spear . . . 4.00
- 02-014 High Elf, firing bow . . . 4.00
- 02-015 High Elf Cavalry, with great sword 4.50
- 02-016 Elf Horse Archer 4.50
- 02-019 Elf Command Group . . . 4.50
- 02-020 Elf Chariot 10.00
- 02-021 Deep Elf, firing bow . . . 4.00
- 02-023 Deep Elf, with halberd . . 4.00
- 02-025 Deep Elf Cavalry, with lance 4.50



02-010 High Elf, with sword



02-012 High Elf, with spear



02-014 High Elf, firing bow

HALFLINGS

- 02-026 Halflings, spears, scythes (8) 4.00
- 02-027 Halflings, bows, slings (8) 4.00
- 02-028 Halflings, axes, swords (8) 4.00
- 02-029 Mounted Halflings, clubs, axes (4) 4.50



02-023 Deep Elf, with halberd



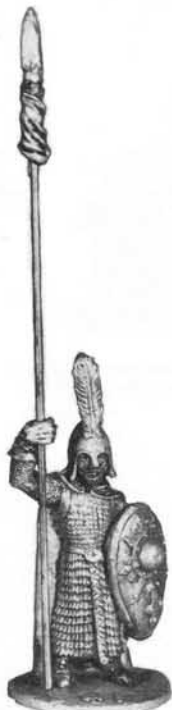
02-025 Deep Elf Cavalry, with lance



02-026 Halflings, spears, scythes (8)



02-005 Wood Elf Cavalry, with spear



02-006 Sea Elf, upright pike



02-007 Sea Elf advancing with pike



02-008 Sea Elf, with great sword



02-009 Sea Elf, striking with axe



02-015 High Elf Cavalry, with great sword



02-019 Elf Command Group



02-021 Deep Elf, firing bow



02-027 Halflings, bows, slings (8)



02-028 Halflings, axes, swords (8)



02-029 Mounted Halflings, clubs, axes (4)



COLLECTOR SERIES . . .

GOBLINS

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



02-031 Dwarf, striking with spear



02-033 Dwarf with two-handed axe



02-034 Dwarf with two-handed sword



02-035 Dwarf, striking with axe



02-036 Dwarf, striking with hammer



02-053 Goblin-Imp, throwing spear (8)



02-060 Goblin, with scimitar and shield



02-061 Goblin, with mace and chain



02-062 Armored Goblin Archer



02-069 Goblin Command Group

DWARVES

- 02-030 Steam Cannon (available March, 1983) 15.00
- 02-031 Dwarf, striking with spear 4.00
- 02-033 Dwarf, with two-handed axe 4.00
- 02-034 Dwarf, with two-handed sword 4.00
- 02-035 Dwarf, striking with axe 4.00
- 02-036 Dwarf, striking with hammer 4.00
- 02-037 Dwarf, striking with mattock 4.00
- 02-038 Dwarf, with crossbow . . 4.00
- 02-039 Dwarf Command Group 4.50



02-079 Giant Goblin Command Group



02-037 Dwarf, striking with mattock

02-038 Dwarf with crossbow

02-039 Dwarf Command Group

02-050 Goblin-imp, with sword (8)

02-051 Goblin-imp, advancing with spear (8)



02-063 Goblin Archer, loading

02-064 Goblin Archer, firing

02-065 Goblin, sword, armored

02-066 Goblin, with two-handed axe

02-067 Goblin, with club

02-068 Goblin, with halberd



02-070 Giant Goblin, with spear overhead

02-072 Giant Goblin, with sword

02-075 Giant Goblin, with mace



02-090 Great Wolf

02-093 Wolf Rider & wolf, with javelin (4)

02-094 Wolf Rider & wolf, with bow (4)

02-095 Wolf Rider & wolf, with sword (4)

02-096 Wolf Rider & wolf, with spear (4)

Collector Series

ALL THINGS DARK AND DANGEROUS —

Available March, 1983

SCULPTED BY JULIE GUTHRIE

The spirit of Ral Partha's award winning Fantasy Collector Series is rekindled with the addition of ALL THINGS DARK AND DANGEROUS, designed by Julie Guthrie. Relive the days of yore as you go adventuring with the characters and monsters from the Collector Series.

- 02-901 Hydra4.00
- 02-902 Female Giant3.50
- 02-903 Centaurs (male and female)4.00
- 02-904 Executioner, Victims (2) Guard and basket4.50
- 02-905 Saurian3.00
- 02-906 Ogre3.00
- 02-907 Two-Headed Ogre3.00
- 02-908 Manticore3.50
- 02-909 Unicorn2.50
- 02-910 Lions (male & female)3.00
- 02-911 Attack Dogs2.50
- 02-912 Giant Rats2.50
- 02-913 Female Swashbuckler, mounted and on foot4.00
- 02-914 Rhino Rider, mounted and on foot4.00
- 02-915 Knight, mounted and on foot4.00
- 02-916 Fighters (3)3.50
- 02-917 Fighter Mages (3)3.50
- 02-918 Thieves (3)3.50
- 02-919 Wandering Adventurers (3)3.50
- 02-920 Lizard Men (4)4.50



02-901 Hydra



02-902 Female Giant



02-905 Saurian



02-906 Ogre



02-908 Manticore



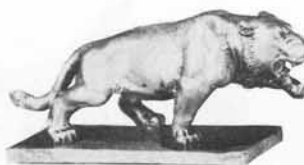
02-907 Two-Headed Ogre

COLLECTOR SERIES SETS

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



02-909 Unicorn



02-910 Lions (male & female)



02-903 Centaurs (male and female)



02-904 Executioner
(Executioner, 2 victims, basket, guard)



02-917 Fighter Mages (3)



02-918 Thieves (3)



02-920 Lizard Men (4)

**"CHILDREN OF THE NIGHT"
SCULPTED BY DENNIS MIZE**

The ancient scholars first investigated the origins of the "CHILDREN OF THE NIGHT". After much examination, these sages realized that the classification "CHILDREN OF THE NIGHT" had little to do with age or stature. The idea "CHILDREN OF THE NIGHT" was conceived when man's concealed terror of the night — that bleak sense of the unknown — governs thoughts of unexplained doom and dread. Those ancient scholars agreed, "What man cannot see, he contrives and if this contrivance is beyond his conception, he will devise a new reality." Furthermore, these same scholars concluded, "After this unnatural phenomenon there will come a new truth, and what was once before cannot always apply."

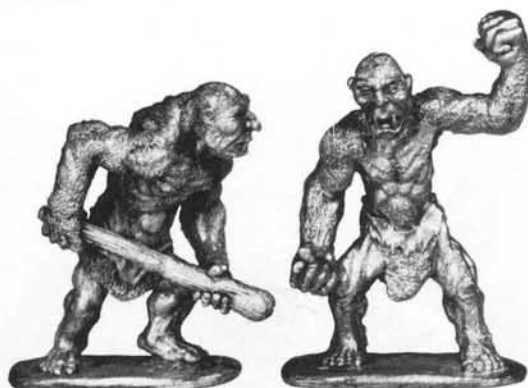
In this spirit of man's unlimited imagination of what is beyond the known, Dennis Mize has created the "CHILDREN OF THE NIGHT".



13-001 Small Cold Drake



13-002 Hill Giant



13-003 Trolls

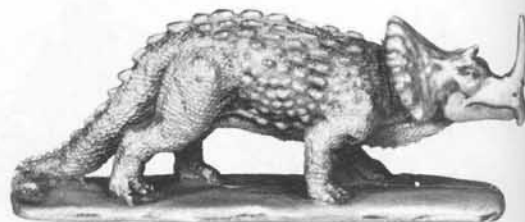
- 13-001 Small Cold Drake4.50
- 13-002 Hill Giant4.50
- 13-003 Trolls4.50
- 13-004 Small Carnosaurs4.50
- 13-005 Megalosaurus4.50
- 13-006 Monoclonius
- Agathaumas4.50
- 13-007 Victims4.50
- 13-008 Vampire Lord Set3.50
- 13-009 Voodoo Man Set4.50
- 13-010 Insect Men Warriors3.50
- 13-011 Lesser Demons4.50
- 13-012 Manticore4.50
- 13-013 Were Creatures4.50
- 13-014 Slimes and Jellies4.50
- 13-015 Thieves4.50



13-004 Small Carnosaurs



13-005 Megalosaurus



13-006 Monoclonius Agathaumas



13-009 Voodoo Man Set



13-010 Insect Men Warriors



13-011 Lesser Demons



13-012 Manticore



13-013 Were Creatures



13-014 Slimes and Jellies



13-015 Thieves

CHILDREN . . .

- 13-016 Shadow Elf Sorcerers . . .4.50
- 13-017 Giant in mail armor . . .4.50
- 13-018 Allosaurus Fragilis . . .7.00
- 13-019 Brontotherium
and Rider7.00
- 13-020 Cyclops4.50
- 13-021 Werewolves (3)3.50
- 13-022 Undead (3)3.50
- 13-023 Assassins (3)3.50
- 13-024 Hunchbacks (3)3.50
- 13-025 Royal Dragon7.00
- 13-026 Diatryma
and Phororhachus3.50
- † 13-027 Great Dragon20.00
- † 13-028 Fire-Breathing
Salamander3.50
- † 13-029 Gorgonopsian
War Dog3.50
- † 13-030 Ceratosaurus
nasicornis4.00
- † 13-031 Two-Headed Ogre
with Lunch4.50
- † 13-032 Therapsid
Carnivores (2)4.00
- † 13-033 Würm7.00
- † 13-034 Harpies (2)4.00
- † 13-100 War Eagle (Available
April 1983)15.00

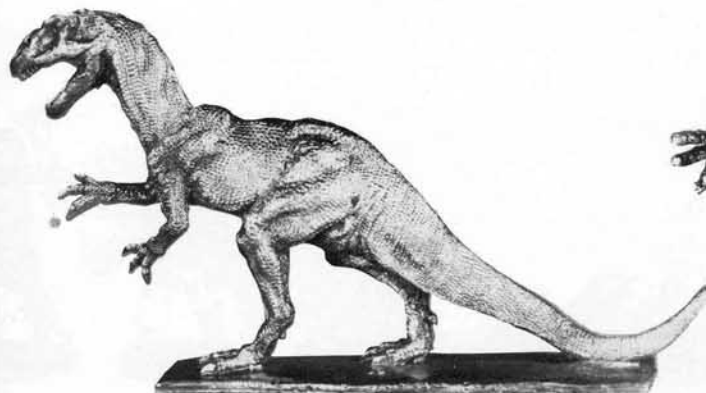
† Represents all new figures, available summer 1983.



13-016 Shadow Elf Sorcerers



13-017 Giant in Mail Armor



13-018 Allosaurus Fragilis



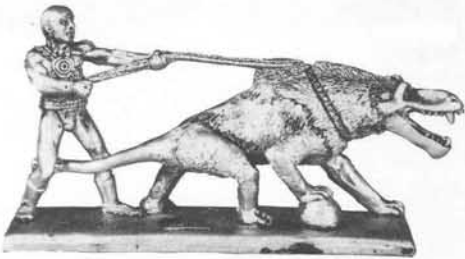
13-020 Cyclops



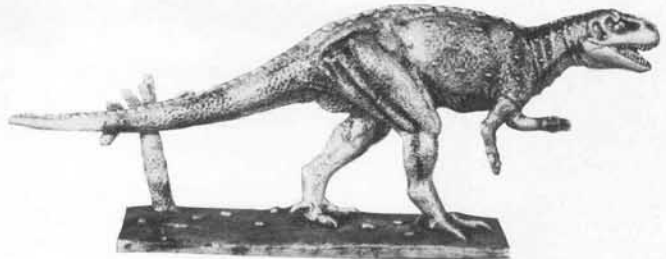
13-026 Diatryma and Phororhachus



13-028 Fire-Breathing Salamander



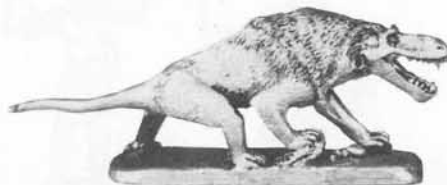
13-029 Gorgonopsian War Dog



13-030 Ceratosaurus nasicornis



13-031 Two-Headed Ogre with Lunch



13-032 Therapsid Carnivores (2)

THE ADVENTURERS

SCULPTED BY
TOM MEIER,
DENNIS MIZE AND
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THE ADVENTURERS introduce a special concept in gaming. Each boxed set of six or more figures has a common theme. If you're not sure what heros to choose, where to go to select your dungeon party, or what to include, **THE ADVENTURERS** make it simple. Our initial release of six sets offered the gamer both variety and quality. Our newest five **ADVENTURER SETS** are an expansion of those qualities that you've come to expect from Ral Partha.

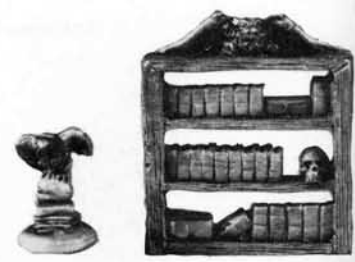


98-001 Wizards and Clerics



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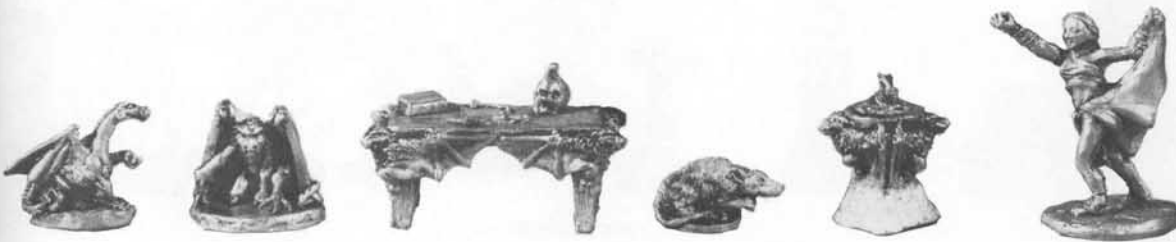




98-006 Dungeon Party



98-008 Skeleton Warriors



98-009 Witch's Lair



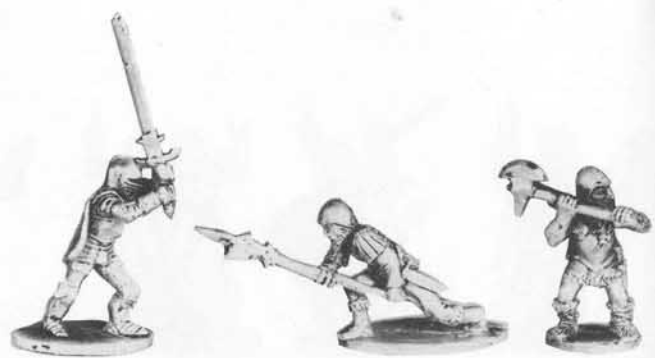
98-010 Wizards and Clerics II

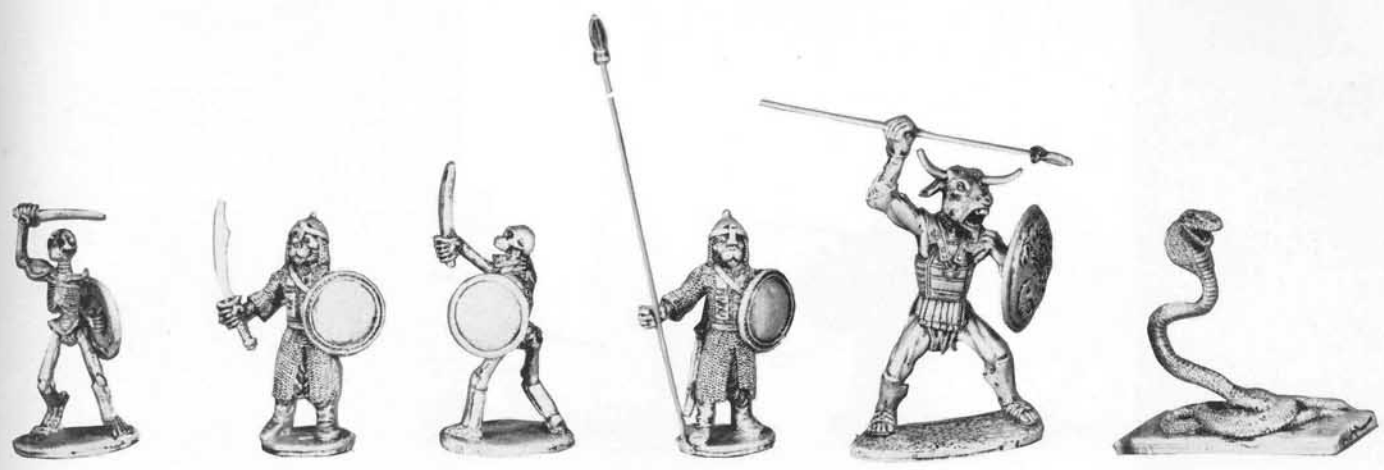
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98-013 Female Adventurers





98-011 Monsters II



98-014 Wizard's Room



98-015 Berserkers

THE HOPLITES

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GREECE

- 35-010 Command Group4.50
- *35-100 Elite Hoplite, thrusting with spear4.00
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- *35-140 Corinthian Hoplite, spear across chest4.00
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- *35-151 Attic Hoplite, thrusting with spear4.00
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- 35-170 Peltast, throwing javelin4.00
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- 35-180 Heavy Cavalry, scale cuirass4.50
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PERSIA

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- 35-220 Anatolian Swordsman, with pointed hat, swinging sword4.00
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- 35-270 Light Persian Cavalry . .4.50
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REPUBLICAN ROME

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- 35-301 Triaria, thrusting with short sword4.00
- 35-305 Hastati/Principes, throwing pilum4.00
- 35-306 Hastati/Principes, slashing with short sword4.00
- 35-307 Hastati/Principes, advancing4.00



35-100 Elite Hoplite, thrusting with spear



35-140 Corinthian Hoplite, spear across chest



35-170 Peltast, throwing javelin



35-020 Persian Command Group



35-300 Triaria, with spear



35-301 Triaria, thrusting with short sword



35-307 Hastati/Principes, advancing

- 35-310 Velites, throwing javelin 4.00
- *35-320 Italian Ally, thrusting spear 4.00
- 35-340 Auxiliary Slinger 4.00
- 35-341 Asian Archer, firing 4.00
- 35-350 Roman Cavalry 4.50
- 35-360 Allied Light Cavalry 4.50

CARTHAGE

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

GAUL

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

MACEDONIA

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



35-340 Auxiliary Slinger 35-400 Citizen Spearman, advancing 35-410 African Ally, advancing with spear 35-420 Spanish Infantry, throwing javelin



35-050 Gallic Command Group



35-030 Roman Command Group

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

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

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- 42-101 Viking, swinging axe . . . 4.00
- 42-102 Viking, with axe 4.00
- 42-103 Viking, throwing spear . 4.00
- 42-106 Viking Archer 4.00
- 42-107 Viking, swinging sword . 4.00
- 42-108 Viking, striking
with axe 4.00
- 42-111 Viking, striking with
two-handed sword 4.00
- *42-115 Norman Knight, on
charging horse 4.50
- 42-121 English Longbowman . . 4.00
- 42-122 English Foot Knight . . . 4.00
- *42-123 English Pikeman 4.00
- 42-125 English Knight,
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on galloping horse 4.50
- 42-128 English Man-At-Arms,
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- 42-129 English Man-At-Arms,
with axe 4.00
- 42-131 Scottish Warrior,
in hooded
cloak, with axe 4.00
- 42-132 Scottish Man-At-Arms,
with axe 4.00
- *42-133 Scottish Pikeman,
advancing 4.00
- 42-134 Scottish Archer,
running 4.00
- *42-135 Scottish Knight, with
axe, on horse 4.50
- 42-142 German Foot Knight,
swinging mace 4.00
- 42-151 French Foot Knight . . . 4.00
- 42-152 French Man-At-Arms,
with sword 4.00
- *42-153 French Man-At-Arms,
with spear 4.00
- 42-154 French Crossbowman . . 4.00
- *42-155 French Knight, with
lance, on
galloping horse 4.50
- 42-156 Crossbowman, on
horseback 4.50
- 42-157 French Man-At-Arms,
with spear 4.00
- 42-160 Spanish Armored Infantry,
with sword 4.00
- 42-161 Spanish Armored Infantry,
with hand-and-a
half sword 4.00
- 42-165 Catalan Archer 4.00
- *42-166 Spanish Cavalry,
with lance 4.50

- 42-167 Spanish Cavalry, striking
with sword 4.50
- 42-168 Spanish Cavalry,
with sword 4.50
- 42-171 Moorish Archer 4.00
- 42-172 Moor, with spear and
shield, advancing 4.00
- 42-173 Moorish Archer,
kneeling, firing 4.00
- 42-175 Moorish Cavalry,
with scimitar 4.50
- *42-176 Moorish Cavalry,
with spear 4.50
- 42-177 Moorish Horse Archer . . 4.50
- *42-180 Byzantine Command
Group 4.50
- *42-181 Byzantine (Scutari)
Infantry, with spear 4.00
- 42-182 Varangian Guard, in
battle dress,
with axe 4.00
- *42-183 Byzantine Infantry,
with spear 4.00
- 42-184 Psilio Light Infantry,
with bow 4.00
- 42-185 Rus Mercenary Infantry,
with axe 4.00
- *42-186 Byzantine Heavy
Cavalry Archer 4.50
- *42-187 Byzantine Light
Cavalry 4.50
- *42-188 Byzantine Heavy Cavalry,
with spear 4.50
- *42-189 Kiblanophros Extra Heavy
Cavalry on Extra
Armored Horse 4.50
- 42-200 Mongol Horse Archer . . 4.50
- *42-201 Mongol Medium Cavalry,
with spear 4.50
- *42-202 Mongol Medium Cavalry,
with spear 4.50
- *42-203 Mongol Medium Cavalry,
with spear 4.50
- 42-204 Mongol Medium Cavalry,
with mace 4.50
- *42-205 Mongol Heavy Cavalry,
with spear 4.50
- 42-206 Mongol Horse Archer . . 4.50
- 42-209 Mongol Auxiliary
Archer 4.00
- 42-210 Mongol Auxiliary Infantry,
with spear 4.00



42-102 Viking, with axe



42-111 Viking, striking with two-handed sword



42-115 Norman Knight, on charging horse



42-122 English Foot Knight



42-125 English Knight, with sword, on galloping horse



42-131 Scottish Warrior, in hooded cloak, with axe



42-134 Scottish Archer, running



42-142 German Foot Knight, swinging mace

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



42-155 French Knight, with lance, on galloping horse



42-156 Crossbowman, on horseback



42-160 Spanish Armored Infantry, with sword

1200 A.D. SETS

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



42-165 Catalan Archer



42-167 Spanish Cavalry, striking with sword



42-172 Moor, with spear and shield, advancing



42-173 Moorish Archer kneeling, firing



42-181 Byzantine (Scutari) Infantry, with spear



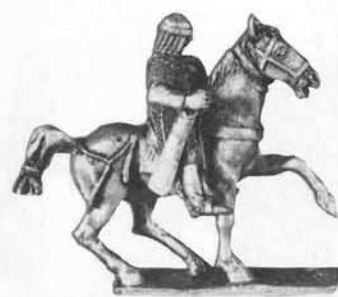
42-182 Varagian Guard, in battle dress, with axe



42-185 Rus Mercenary Infantry, with axe

Unless otherwise indicated, packages of infantry contain six figures. Packages of cavalry contain three figures and three horses.

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



42-186 Byzantine Heavy Cavalry Archer



42-189 Kiblanophros Extra Heavy Cavalry on Extra Armored Horse



42-217 Sung Chinese Light Infantry, with spear

THE CONDOTTIERI

SCULPTED BY
TOM MEIER

SWISS

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



54-494 Swiss Halberdier



54-499 Swiss Mounted Arquebusier



54-502 Arquebusier, firing

IMPERIALISTS

54-500	Officers	4.50
54-501	Standards and Musicians	4.50
54-502	Arquebusier, firing	4.00
54-503	Arquebusier, firing	4.00
54-504	Arquebusier, firing	4.00
54-505	Arquebusier, loading	4.00
54-506	Arquebusier, loading	4.00
54-507	Arquebusier, loading	4.00
54-508	Pikeman, armored, leveled pike	4.00
54-509	Pikeman, half-armored, leveled pike	4.00
54-510	Pikeman, unarmored, leveled pike	4.00
54-511	Pikeman, unarmored, raised pike	4.00
54-512	Pikeman, armored, raised pike	4.00
54-513	Pikeman, half-armored, raised pike	4.00
54-514	Halberdier, half-armored, attacking	4.00
54-515	Halberdier, armored, attacking	4.00
54-518	Swordsman, with great sword, attacking	4.00
54-519	Swordsman, with great sword, attacking	4.00
54-520	Reiter, firing pistol	4.50
54-522	Mounted Arquebusier	4.50
54-523	Lancer, firing pistols	4.50
54-524	Mounted Gendarme, with plume	4.50
54-525	Mounted Gendarme	4.50
54-526	Imperial Stradio	4.50
54-578	Polish Winged Hussar	4.50



54-505 Arquebusier, loading



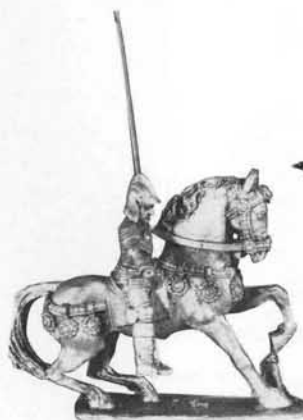
54-510 Pikeman, unarmored, leveled pike



54-514 Halberdier, half-armored, attacking



54-518 Swordsman, with great sword, attacking



54-523 Lancer, firing pistols



54-578 Polish Winged Hussar

TURKS

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



54-603 Dellis



54-606 Jannissary Arquebusier



54-608 Turkish Archer

THE SAMURAI

SCULPTED BY
DENNIS MIZE

- 53-745 Ninja, with sword 4.00
- 53-747 Ninja, with short bow . . 4.00
- 53-748 Ninja,
with kusarigama 4.00
- 53-751 Ronin, with sword 4.00
- 53-752 Ronin, with spear 4.00
- 53-753 Ronin with naginata . . . 4.00
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- 53-757 Ashigaru, with spear . . . 4.00
- 53-758 Ashigaru,
with naginata 4.00
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standing 4.00
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kneeling 4.00
- 53-762 Gun Shield for
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- 53-767 Samurai, with sword . . . 4.00
- 53-768 Samurai, with spear . . . 4.00
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with naginata 4.00
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spear 4.50
- 53-776 Mounted Samurai,
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- 53-777 Mounted Samurai,
with bow 4.50
- 53-780 Samurai Commanders . . 4.00
- 53-786 Infantry Standards . . . 4.00

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

WEAPONS

- 97-502 Piano-wire Greek Spears
with Cast Metal
Tips, 2" (12) 4.00
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Spears with Cast Metal
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with Cast Metal
Tips, 2 1/2" (12) 4.00
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- 97-512 Two-Handed
Swords (24) 3.50
- 97-513 Striking swords (24) . . . 3.50
- 97-514 Two-Handed
Viking Axes (24) 3.50
- 97-515 Double-Headed
Axes (24) 3.50
- 97-516 Throwing
Hatchets (24) 3.50
- 97-517 Crossbows (24) 3.50
- 97-518 Crossbows with
Handles (24) 3.50
- 97-519 Scythes (24) 3.50
- 97-520 Medieval Lance (12) . . . 3.50



53-745 Ninja, with sword

53-747 Ninja, with short bow

53-748 Ninja, with kusarigama

53-752 Ronin, with spear



53-761 Ashigaru, with arquebus, kneeling

53-765 Samurai, with sword

53-770 Samurai, with naginata



53-772 Samurai, with bow

53-775 Mounted Samurai with spear

53-777 Mounted Samurai, with bow



53-780 Samurai Commanders

53-786 Infantry Standard

COLONIALS

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- 88-001 British Infantry, firing . . .4.00
- 88-002 British Infantry, advancing4.00
- 88-003 British Infantry Officers and Buglers4.00
- 88-004 Naval Brigade, advancing4.00
- *88-005 Naval Brigade Officers and Gunners4.00
- 88-006 British Lancer4.00
- 88-007 British Regular Cavalry4.00
- 88-008 Frontier Light Horse . . .4.00
- 88-009 British Artillery Crew . .4.00
- 88-010 Gatling Gun (2)4.00
- *88-011 Field Gun (2)4.00
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- 88-013 Natal Native Cavalry . . .4.00
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- 88-015 Zulu uVe Regt., advancing4.00
- 88-016 Zulu umCijo Regt., advancing4.00
- 88-017 Zulu inGobamakhosi Regt., advancing4.00
- 88-018 Zulu umBonambi Regt., advancing4.00
- 88-019 Zulu uNokhenke Regt., advancing4.00
- 88-020 Induna, signaling4.00

*not available with initial release

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



88-001 British Infantry, firing



88-002 British Infantry, advancing



88-003 British Infantry Officers and Buglers



88-004 Naval Brigade, advancing



88-008 Frontier Light Horse



88-012 Natal Native Infantry, advancing



88-015 Zulu uVe Regt., advancing



88-017 Zulu inGobamakhosi Regt., advancing



88-019 Zulu uNokhenke Regt., advancing



88-020 Induna, signaling

