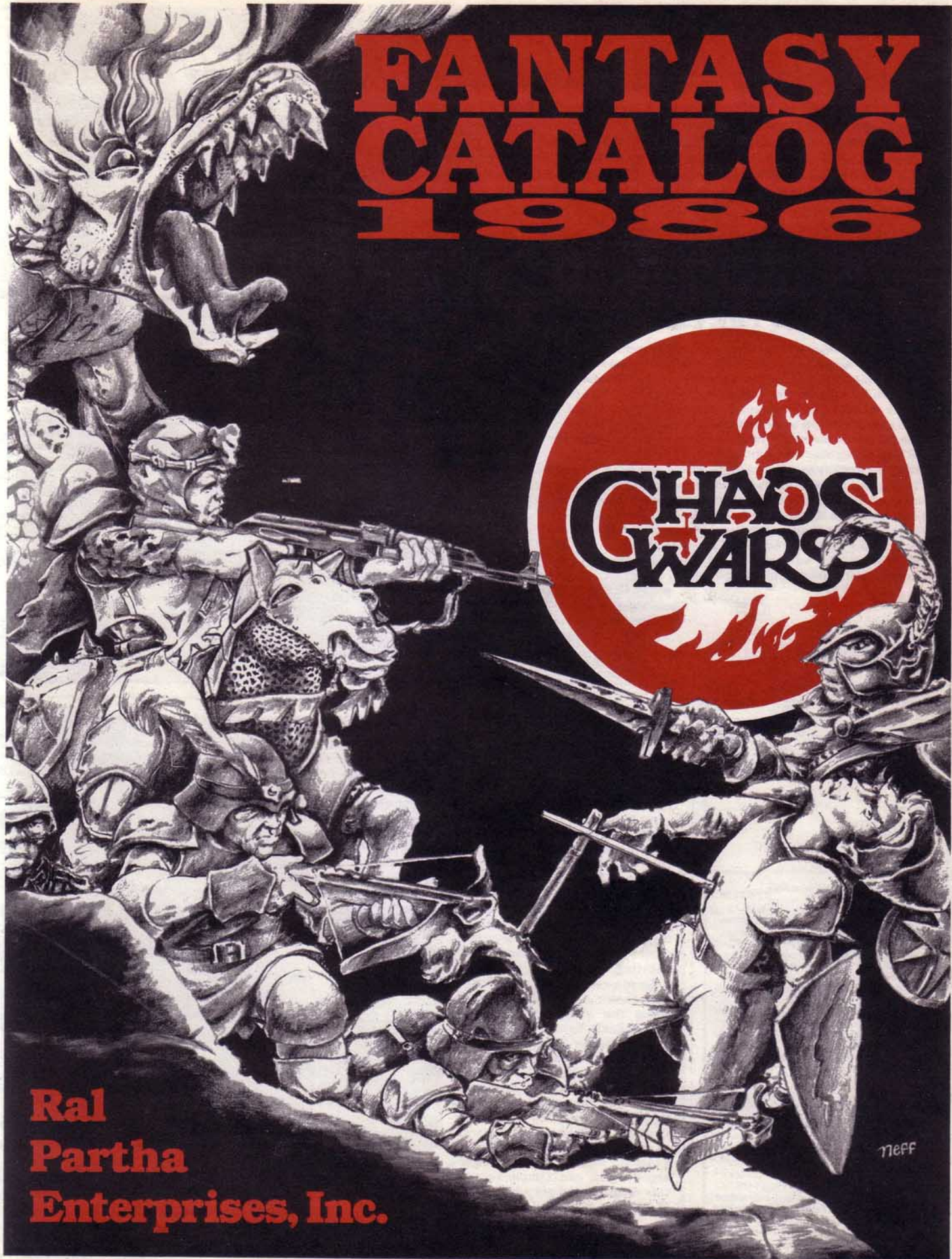
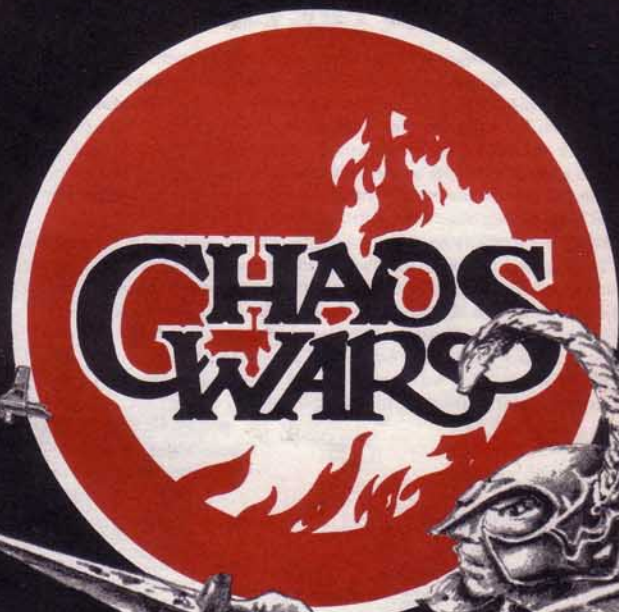


FANTASY CATALOG 1986



**Ral
Partha
Enterprises, Inc.**

77EFF

WELCOME TO THE 1986 RAL PARTHA FANTASY CATALOG.

This year promises to be the most exciting year in Ral Partha Enterprises history. I, Ral the Mighty, have decreed it! And in keeping with this spirit of enthusiasm, I have also decreed that my graphic design slaves put together a completely re-designed catalog, with all my splendid figures photographed in a graphic new style. Many prospective designs have crossed my desk, but I - Ral the Discerning - have seen fit to approve *only* the masterpiece you now see before you. In a year in which our new releases are more captivating than ever, a year in which the Chaos Wars™ campaign promises endless hours of thrilling tabletop and role-playing gaming action - what's the sense in settling for anything less than the most fantastic catalog yet?

Ral Partha

HERE BEGIN THE CHAOS WARS™.

The prime elements that set these momentous events in motion are the curiosity of a group of well-meaning humans, and the power-lust of the supremely ambitious Ral, Lord of the Balrogs. Seeking the magical power of the legendary and enigmatic Chalice of Lentagern, the evil balrog lord unleashes forces which even he cannot understand or control, and the result is a huge, widening rift between dimensions! Objects, magical forces, even whole armies can now be sucked into this maelstrom and deposited on another dimensional plane without notice, whether they like it or not. The Chalice of Lentagern must be recovered. . . . "Ral" the balrog must be neutralized. . . . The world must be saved from engulfing chaos and the possibilities for conflict are endless as different times, places, and armies converge!

Throughout the year, Ral Partha will be generating new ideas and new scenarios, new ways in which the Chaos Wars can touch your own fantasy campaigns. We'll be releasing scores of figures designed specifically to fit in with the story (though they'll also be useful for many other purposes, of course). Your key to the whole program is the *War Bulletin* - five action-packed issues of an exciting new newsletter, giving you character sketches, battle scenarios, unit breakdowns, and all sorts of other interesting ideas and hints for fantasy tabletop and role-playing gaming. Five dollars is all it takes to start the flow of genius from the cavernous, torch-lit halls of Ral Partha's fantasy command post, directly into your gameroom! Simply fill out the form you receive with this catalog and mail it to:

Ral Partha Enterprises
Chaos Wars™ Command Post
5938 Carthage Court
Cincinnati, OH 45212

(A photocopied facsimile of this form will serve, if you do not wish to cut up the Mighty Ral's splendid catalog.)



A Word About Ral.

Throughout the year, you're going to be hearing a great deal about two characters that are pretty important in the world of Ral Partha. In all their characteristics they're easily distinguishable, except in one: they're both named Ral.

When we talk about the Mighty Ral, the Great Beneficent Ral, Ral the Discerning, Ral the Imperious - we're discussing Ral the Casting Chief, our glorious leader. This is the one you're writing to when you write your "Letters to Ral" (which the Great One welcomes).

This is altogether a different creature from "Ral," Lord of the Balrogs, who occupies such an important place in the Chaos Wars story. That Ral is a massive, evil, ambitious magical creature, possessed of awesome powers and great genius. He's also one of the finest boxed figures in the entire Ral Partha range. He will always be referred to in our literature as "Ral," Lord of the Balrogs. We regret any confusion this similarity in names may cause, but the sheer magical force behind this single syllable makes it an irresistible choice for a name!



January 1986

Designers

Bob Charrette
Julie Guthrie
Tom Meier
Dennis Mize

Cover illustration by William Neff.

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For their service in producing the 1986 Ral Partha Fantasy Catalog, the Mighty Ral would like to thank his P.L. Graphics comrades;

William Neff
Keith Holmes

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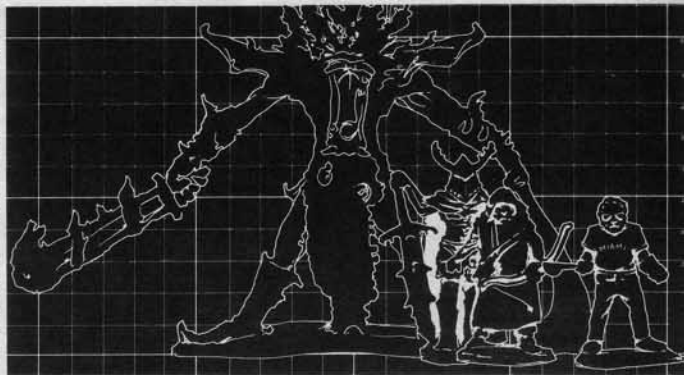
A Word About the Size of Ral Partha Figures.

We realize that in nearly every fantasy campaign, it's the player-characters who are the "stars of the show." The figures you and your players use to represent these characters should be easily recognizable and should really "stand out in the crowd" on your gaming table, since they are the heroes of the campaign. For that reason, you'll find many heroically proportioned figures in Ral Partha's lines, offered primarily as player-character pieces.

All Ral Partha figures work from a basic 25mm scale. However, there are figures which are intended as player-character pieces, and then there are figures which are primarily intended for use in "fleshing out" fantasy armies and campaigns - the Fantasy Collector Series army packs are a good example of this. (Of course, many gamers use these figures - some of the best-detailed and beautiful in any of our lines - as player-character pieces as well.) Bob Charrette's *Bushido* figures, for instance, or the Chaos Warriors in Tom Meier's *Personalities* line, all stand a little bigger and taller than average figures. This reflects their status as the centerpieces of role-playing campaigns, and it makes it easier to add personal touches in painting, too.

As you can see, the figure of Ral - the caster, not the balrog - represents the standard Ral Partha 25mm scale figure. He measures almost exactly 25mm from head to foot, not counting the base.

We will use this figure occasionally throughout the catalog to point out the sizes of various figures, whenever we've got a particularly large piece and we want to show you how it stacks up. Knowing how tall the Ral figure stands, you can simply refer to this diagram and get a better idea of scale.

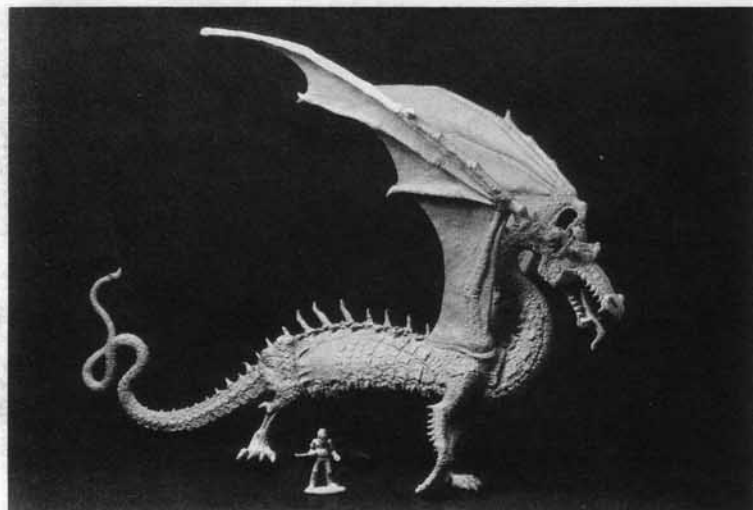


Shown in proportional size: "Ral," Lord of the Balrogs (10-412); Lord of Chaos (01-126); Ranger in mail (02-303); and the Lord Ral.

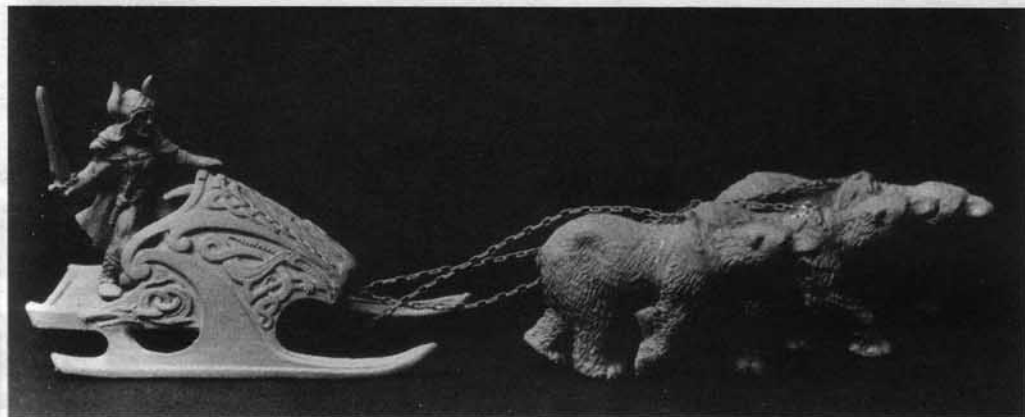
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Special Collection**

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

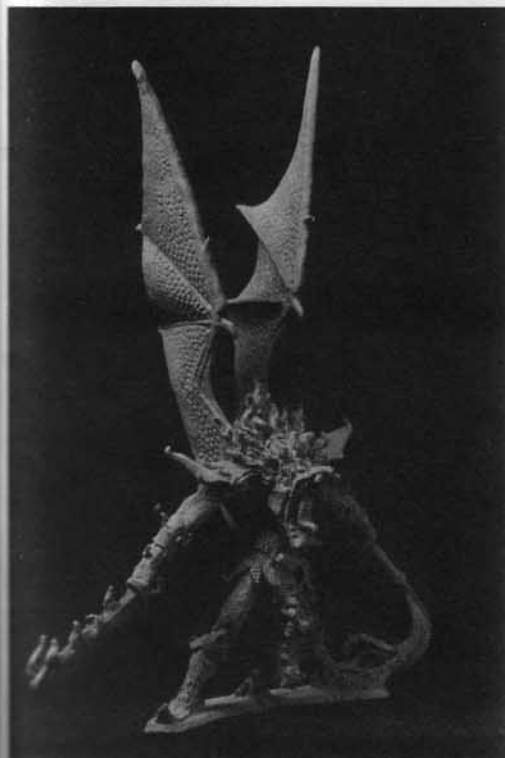
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- 01-127 Chariot of Fear 15.00
- 01-501 Bronze Dragon of
Pern 30.00
- 01-502 Draco Dracorum . . . 60.00
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- 02-078 The War Machine . . . 20.00
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- 13-027 Great Dragon 20.00
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- 13-101 Atlantean War
Mastodon 15.00



01-502



10-410



10-412

Ral Partha often releases remade versions of already existing figures. This is an ongoing process of improving the figures in all our lines, and in fact, some of the figures pictured here might be remade by the time you see this catalog. So — if the figure you buy doesn't exactly match the photograph, it's because we reserve the right to make these changes unexpectedly.

CONTENTS

Ral Partha:

- Ral's Special Collection 3
- Personalities 4
- Fantasy Collector Series 9
- All Things Dark
and Dangerous 12
- Boxed Sets 13
- Children of the Night 14
- Runequest™ 14
- 20th Century Plus 15
- Battletech™ 16
- Dragonscale™ Metallic
Cremes 18
- Partha Paints 19
- Bushido™ 17
- ElfQuest™ 20
- The Adventurers 20
- Ral Partha Imports**
- Fantasy Adventurers 21
- Mounted Fantasy
Adventurers 24
- Fiend Factory 25
- Fantasy Specials 27
- Fantasy Tribes 28
- Weird Fantasy 31
- Combined Lines:**
- Historical
Adventurers 31

Personalities

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

- 01-001 Evil Wizard, casting spell 1.25
- 01-002 Super Hero, on Super Heavy Horse, with axe 3.50
- 01-003 Balrog 3.50
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- 01-006 Patriarch 1.25
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- ▶ 01-009 Barbarian Hero 1.25
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- 01-012 Archangel 2.50
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- 01-022 Elf Lord 1.25
- ▶ 01-023 Shield Maiden 1.25
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- ▶ 01-030 Wraith 1.25
- 01-031 Dwarf Lord 1.25
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- 01-047 Armored Centaur 3.00
- 01-048 Demon of Evil Law 1.25
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- 01-056 Enchanter 1.25
- 01-057 Frost Giant 4.50

▶ Indicates a Lost Worlds™ figure. Some figures may require assembly.



01-001

01-002

01-003



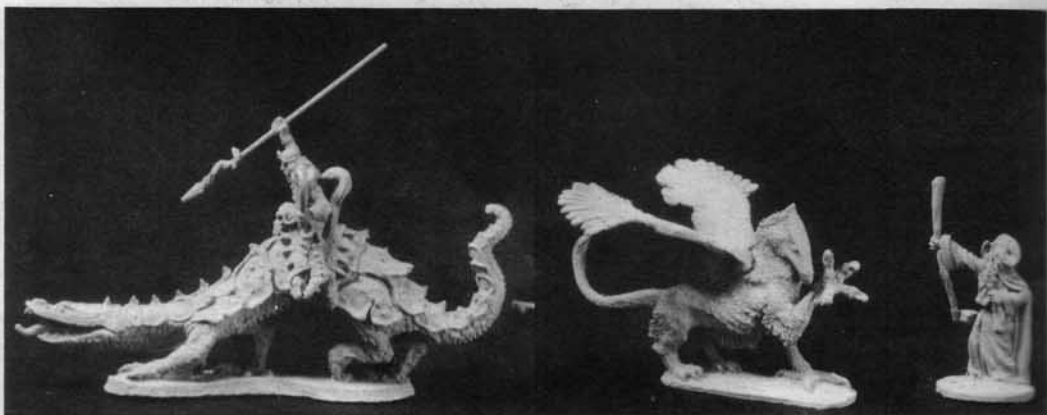
01-004

01-007

01-019

01-021

01-041



01-035

01-051

01-056

01-002 Huigrim Life-taker Superhero, on super heavy horse, with axe
 Huigrim originally came from the frozen wastes of the north. A life of plundering and reaving have endeared him to chaotic gods favoring destruction. These demented beings have granted Huigrim his arms and armor as well as his special ability. To aid him in spreading his mayhem as widely as possible, they have gifted him with Star-strider. Star-strider is a giant warhorse capable of riding between the planes of reality once a week.

Where Encountered: anywhere his horse takes him, but he prefers cold climates.

Number Encountered: 1 (unique)

Hit Points: 30 + 2d10 when encountered

Armor: +2 scale mail with +3 shield

Weapons: enchanted ax does double damage

Attack Chance: 95% with axe; 90% with other weapons

Special Abilities: Each being he kills adds 1 to his hit points up to a maximum of 75. This excess vitality is lost in about a day. Any damage done to him comes from the excess vitality before any of his own hit points are used up.

Ral's Battle Stats

Armor	Magick	Prowess	Vitality	Move(°)	Cost
4	2	8	4	14	9

Notes: each individual or troop figure killed by Huigrim will restore 1 of his Vitality points. Extra movement ability is due to Star-strider who also adds +2 to one of Huagrims's melee prowess dice because of its nature as a large warhorse.



01-059

01-066

01-067



01-082

01-089

01-090



01-091

01-099

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- 01-059 Fire Giant 3.50
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pet dragon 1.25
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- 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

▶ Indicates a Lost Worlds™ figure.
Some figures may require assembly.

01-045 Earth Daemon

Earth Daemons are independently motivated embodiments of the earth. They are of low intelligence but great power.

Where Encounted: wild places or where the earth is threatened.

Number Encountered: 1-3

Hit Points: 45

Armor: immune to non-magical weapons; as plate to magical weapons.

Weapons: 2 fists (2d6 each)

Attack Chance: 60% for each fist

Special Abilities: Earth daemons may form projectiles to throw from any source of dirt or rock (50% chance to hit for 2d10 damage) once per turn. They may freely pass through any amount of soil or rock at half their normal speed. Earth daemons may shatter construction of earthen or stone materials with a touch.

Ral's Battle Stats

Armor	Magick	Prowess	Vitality	Move(")	Cost
3	3*	6	8	6	11

Notes: Archery prowess of 3; effectively has 150% of current vitality when matched against air elements of djinn (if reduced below 0 but victorious the earth daemon remains on the table with a Vitality of 1)

RAL PARTHA

- 01-104 Wizard on Flying Demon, Wizard on foot 4.50
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Some figures may require assembly.



01-052



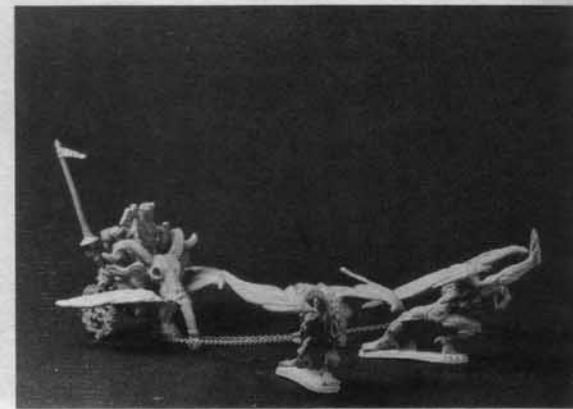
01-057



01-122



01-115



01-127

01-082 Black Prince, mounted on armored horse

Scholars, sorcerers, military strategists, and worried townsfolk have speculated on the true nature of the Black Prince for decades uncounted. Even his true name is unknown. Only two things are certain: his lust for power (unequaled except by his skill in amassing it) and his apparent immunity to death (at least in the long term).

His magical skills are not precise or easily defined. He is unexcelled at the binding of War Demons. In fact, his war axe is a demon bound into the shape of a weapon. (The axe has the power to fly from his hand and fight as if the Prince still held it.) A perfect example of his skill, power, and confidence in this area is his Chariot of Fear service which is composed of the fleshly form and magic of three servitor balrogs whose service was bartered from Ral, Lord of the Balrogs.

The Black Prince's greatest asset is his spiritual detachment from his body. Through ancient pacts with dark forces, his very life-force is bound into the walls of his mountain stronghold. Thus, if his body is "slain", the Prince will return to life within its walls. It is believed that the only way he may be permanently killed is by destroying the castle stone by stone — a process unlikely to be idly observed by the Prince.

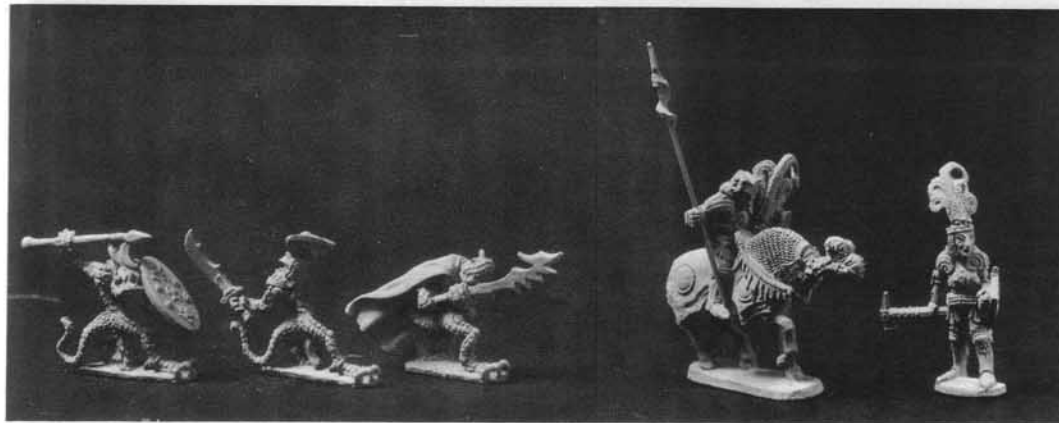
The Prince's great warhorse Ironhoof is known to be able to gallop in full armor and carrying the Prince as fast as the fastest unburdened wild horses. It is also said that, in the past, he has resurrected the beast from recovered parts of its corpse.

Where Encountered: anyplace he has conquered or intends to conquer.
Number Encountered: 1 (unique)
Hit Points: 35

Armor: +3 black mitril chain mail and shield
Weapons: Axe (2d8 + 4); he can use any weapon at +2 damage
Attack Chance: 90% for all weapons.

Ral's Battle Stats					
Armor	Magick	Prowess	Vitality	Move[er]	Cost
4	3*/1	6	4	14	7 fantasy + 2 troop points

Notes: The warhorse adds +1 to one of the Prince's melee Prowess dice. The demon axe counts as an enchanted weapon. The Black Prince counts as a Rank 1 wizard for casting spells but has defense magick abilities as a champion.



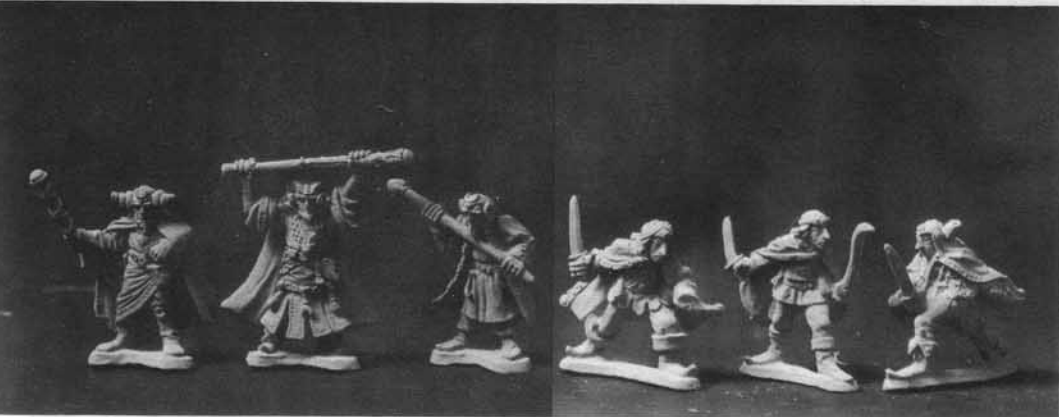
01-304

01-307



01-312

01-313



01-317

01-319



01-323

01-325

- 01-139 Blue Dragon (dark blue Dragonscale™ creme included) 7.00
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✓ Indicates a new release.
Some figures may require assembly.

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- ✓01-329
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- 01-501 Bronze Dragon of Pern 30.00
- 01-502 Tenth Anniversary Limited Edition DRAGON 60.00

✓ Indicates a new release.
Some figures may require assembly.

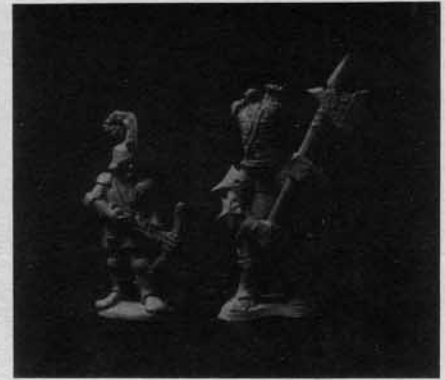
Warriors of Chaos

... From the wreckage-littered fields of the Black Prince's Falmyrth campaigns, to any battlefield you choose—these are the hardy warriors who spearhead the Chaos Wars™! Use them as the elite troops of any army—look for them wherever you see the Chaos Wars™ symbol.

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- 01-127 The Black Prince's Chariot of Fear 15.00
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- 01-131 Lawful Brothers of Eaglesborne (2) 2.50
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- 01-143 Malkotian Spearman (2) 2.50
- 01-144 Black Falmyrian Guard Cavalry (1) 2.50
- 01-145 Black Falmyrian Champion (1) 1.25



01-126



01-142



01-141

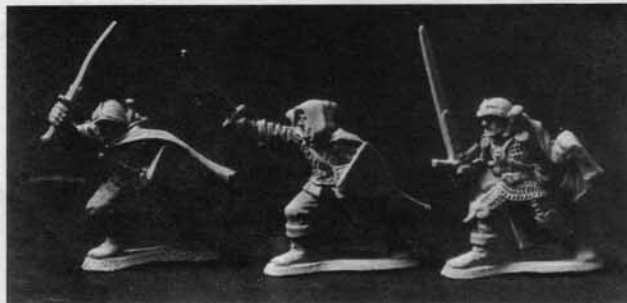


01-143



01-124

Some figures may require assembly.



01-316



01-324

3-Stage Characters

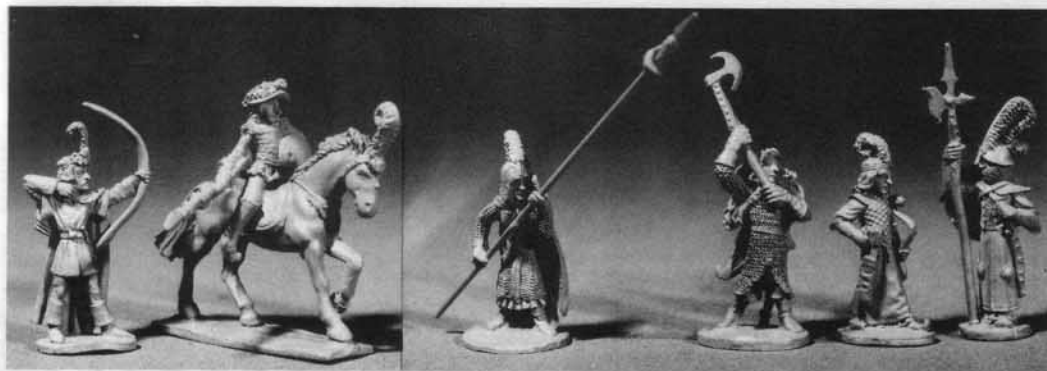
... They're for those of you who have always wished that your character's metal figure could "grow" as your character grew, increasing in size, wealth, and strength. Now it's possible! Each Ral Partha "3-Stage Character" comes in 3 different, successive versions of the same character, representing 3 stages in his or her career.

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- 01-320 Paladin 3.50
- 01-321 Human Assassin 3.50
- 01-322 Barbarian Fighter 3.50
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- 01-330 Name and/or price to be announced.
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The troops to stock your fantasy armies, representing all the major fantasy races — complete with command groups — complete with personality, they even make great player character pieces.

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02-003

02-005

02-007

02-009

02-021

02-023



02-014

02-019

02-304

02-301

02-302



02-031

02-032

02-036

02-039



02-042

02-043

02-041

02-044

Elves

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Halflings

- 02-029 Mounted Halflings, clubs, axes (4) 4.50

Dwarves

- 02-031 Dwarf Axemen (6) . . . 4.50
- 02-032 Elite Dwarf Axemen (6) 4.50
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- 02-038 Dwarf, with crossbow (6) 4.50
- 02-039 Dwarf Command Group 4.50

All packs contain six identical figures.

RAL PARTHA

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- ✓02-040 Skeleton Command Group (4) 4.50
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Orcs

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Other Races

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Vehicles and Engines of War

- 02-020 The Elf Chariot 10.00
- 02-030 The Dwarf Steam Cannon 15.00
- 02-078 The War Machine 20.00

Player Characters

Elves

- 02-201 Wood Elf, bow 1.25
- 02-208 Sea Elf, sword 1.25
- 02-210 High Elf, sword 1.25
- 02-211 High Elf, sword 1.25
- 02-212 High Elf, spear 1.25
- 02-214 High Elf, bow 1.25
- 02-219 Elf Mage 1.25

Halflings

- 02-227 Halflings, bow, sling (2) 1.25
- 02-228 Halflings, axe, shield (2) 1.25

Dwarves

- 02-233 Dwarf, axe 1.25
- 02-234 Dwarf, sword 1.25
- 02-235 Dwarf, axe 1.25
- 02-239 Dwarf Leader 1.25

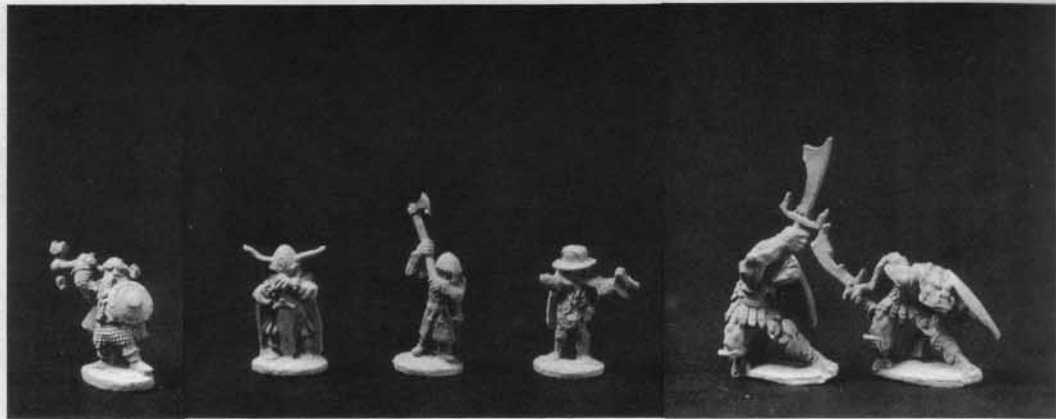
Orcs

- 02-272 Orc, sword 1.25
- 02-275 Orc, mace 1.25
- 02-278 Orc Archer 1.25
- 02-279 Orc Leader 1.25

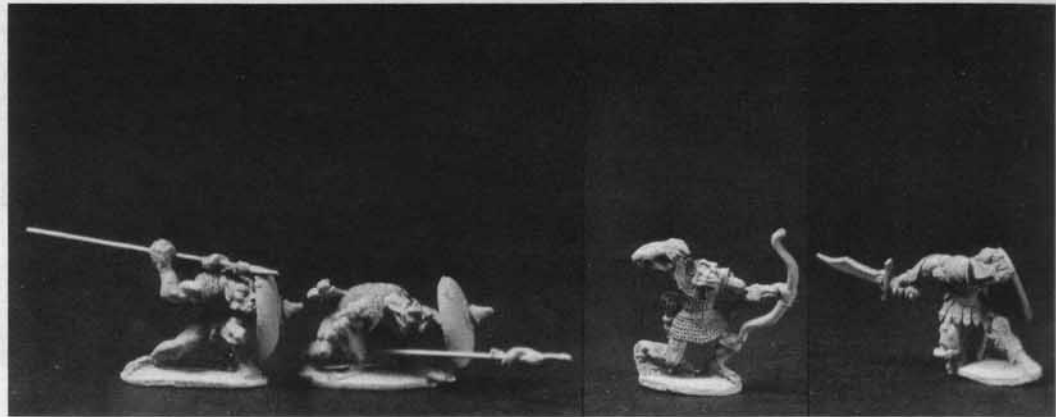
Men

- 02-301 Fighter, with platemail, runesword and shield 1.25
- 02-302 Paladin, with great sword 1.25
- 02-303 Ranger in mail, with bow 1.25
- 02-304 Chaotic Warrior, with greatsword 1.25
- 02-305 Fighter, charging (assorted weapons) 1.25
- 02-306 Barbarian, swinging with two-handed sword 1.25

✓ Indicates a new release.
 * Indicates the pack contains a mixed assortment of figures.
 Some figures may require assembly.



02-065



02-070

02-278

02-279



02-079



02-093



02-331 02-332 02-333 02-335 02-351

- ✓/02-331 Master Thief 1.25
- ✓/02-332 Brigand Thief 1.25
- ✓/02-333 Acrobatic Thief 1.25
- ✓/02-334 Cloaked Assassin 1.25
- ✓/02-335 Ninja Assassin 1.25

- ✓/02-351 Wizard with Staff 1.25
- ✓/02-352 Adventurer Wizard 1.25
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Runesword 1.25

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- 02-403 Weretiger 1.25
- 02-404 Gargoyle 1.50
- 02-405 Demon 1.50
- 02-406 Armored Minotaur 2.00

✓ Indicates a new release.
 * Indicates the pack contains a mixed assortment of figures.
 Some figures may require assembly.



02-352 02-353 02-355 02-354 02-302

02-211 Danlas Grimrede, High elf, sword

Danlas Grimrede is the highest ranking survivor of a group of elves whose forest was burned and destroyed by legions of Chaos under command of Gevirtrion, the Champion of Chaos. He now leads the survivors across the ridge of the world, fighting chaos wherever they find it. Danlas has become an efficient and ruthless commander and has no time for frivolity. He thinks little of anyone not dedicated to stamping out the chaotic forces loose in the world.

Where Encountered: anywhere Chaos may be attacked
Number Encountered: 1 (unique) but with 40-60 horsemen and 200-240 archers.

Hit Points: 20

Armor: elven chain under the tattered remains of his high court garb.

Weapons: enchanted sword "Moonkiss" (2d6)

Attack Chance: 75% + 15% for the sword

Special Abilities: Danlas has learned a smattering of magic, mostly concealment and location spells.

Ral's Battle Stats

Armor	Magick	Prowess	Vitality	Move(")	Cost
3	2*	6	6	8	3

Notes: Danlas may lead any elf unit.



02-405 02-403

02-014 Danlas Grimrede's High Elf Archers, firing bow (6)

Ral's Battle Stats

Armor	Move(")	Type	Cost
2	8	Foot Yeoman Archers	48 troop points

Notes: +1 on morale rolls when attacked by chaotic troops or creatures.

02-025 Danlas Grimrede's Deep Elf Calvary, with lance (3)

Ral's Battle Stats

Armor	Move(")	Type	Cost
3	10	Mounted Knights	42 troop points

Notes: +1 on morale rolls when attacked by chaotic troops or creatures.

All Things Dark and Dangerous

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

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02-901

02-902

02-914



02-938

02-928



02-929

02-938



02-926

02-938 Doom Legion, Cohort XIII, Skeleton Warriors

The Doom Legion marches at the behest of the primal lords of Chaos, spreading destruction, terror, and despair to the far corners of the multiverse. Among the most feared units of the Legion is Cohort XIII which is composed of the living dead — the doomed among the doomed. Cohort XIII recruits from among the slain foes of the Doom Legion.

Where Encountered: anywhere at night; anytime in tombs, graveyards, or in the presence of a necromancer.

Number Encountered: 3d6

Hit Points: 1d6+4

Armor: None natural but may wear any.

Weapons: any hand weapon (normal value)

Attack Chance: chance to hit with weapon is hit points x 5

Special Abilities: immune to sleep, emotion and mind controlling magics.

Ral's Battle Stats

Armor	Move(")	Type	Cost
2	8	Foot Yeoman	36
2	8	Foot Yeoman Archers	48
3	6	Foot Knights	60

Notes: Units of Cohort XIII receive +1 to morale die rolls when faced with priests or angels. Cohort XIII usually fields 1 unit of yeomen, 1 of yeomen archers and two of knights.

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

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Masterpiece Collections

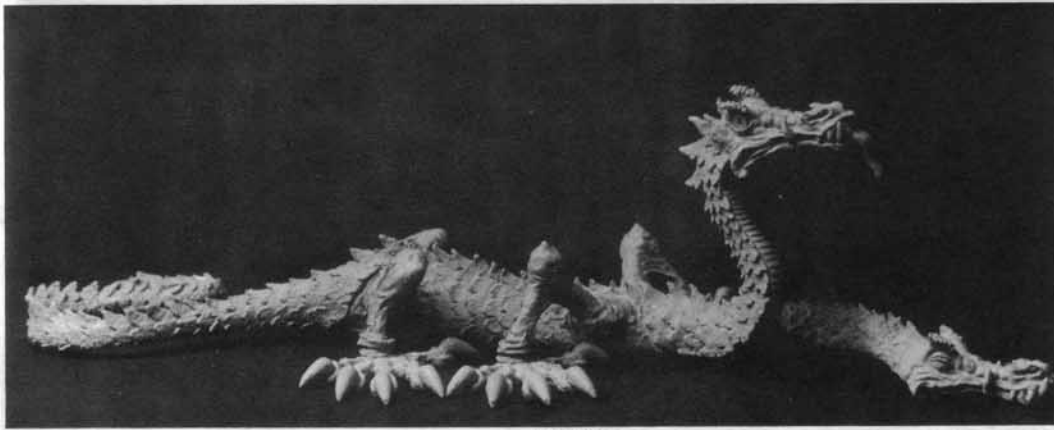
- 10-308 High Chivalry 8.00
- 10-309 Skeletal Legions Of The Liche King 8.00

Rune Quest™

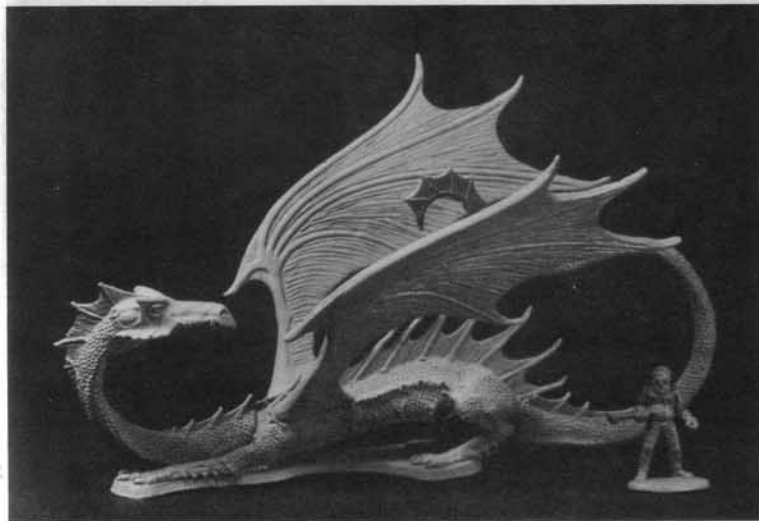
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- ✓ 10-415 Skeleton Litter
- 10-416 Dueling Dragons



10-210



10-211



10-309

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Children of the Night

... From the stark and vivid imaginings of Dennis Mize comes this collection of the beautiful and the horrible, the bold and the stealthy — an incredibly varied selection of fantasy figures.

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War Mastodon 15.00

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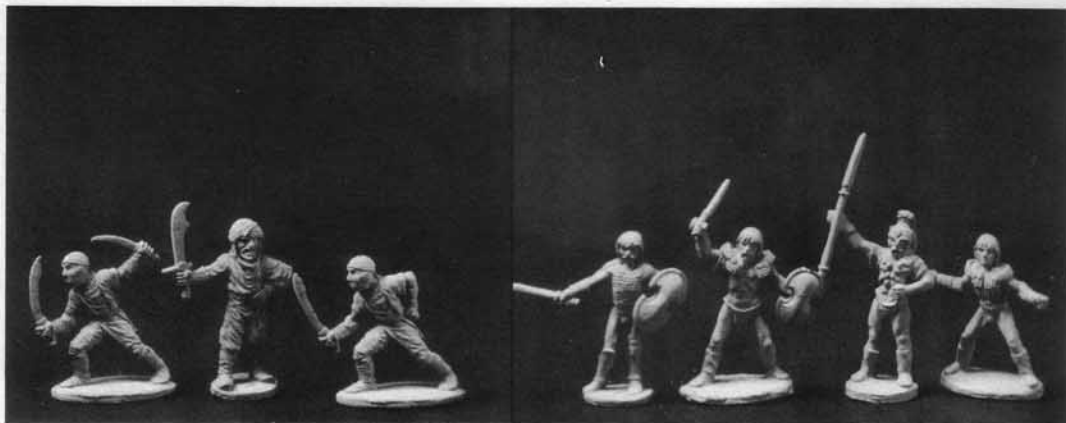
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Otherworld (6) 7.00



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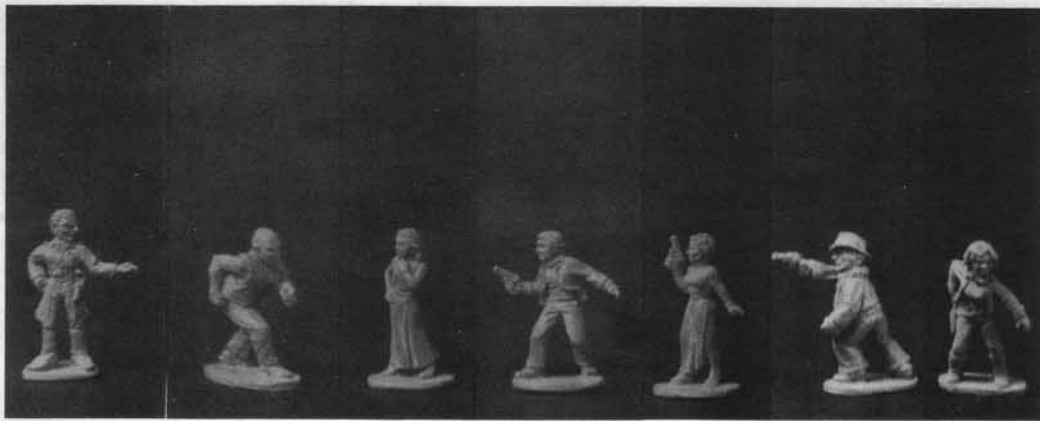
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20th Century Plus

... Ral Partha's newest sculptor, Bob Charrette, offers a selection of characters and killer robots from the twentieth century — and beyond!



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02-939 Gnome Champion, with Hench Beasts

... A given gnome tribe will usually have one or two exceptionally massive specimens. At some point, one or another of these monstrosities will seek out the hidden lair of the gnome king, and attempt to gain the only true position of honor in what the gnomes laughingly call society.

To become champion of the king, however, one must slay the current champion on a not-very-fair fight.

The typical gnome champion is huge, unsavory, sneaky, carnivorous, and hot-tempered - and far tougher than any normal man or gnome. It is assumed that these horrors are devoutly loyal to the gnome king, but most gnomes can be bought if the price is right. . . .

Where Encountered: anywhere, but usually forests and grasslands where gnomes range.

Number Encountered: 1 (There's only one champion at any time)

Hit Points: 30 + 1d10

Armor: hide as scale; may wear any made for him.

Weapons: any hand weapon (+ 1d6 damage) 85%; Claw (1d8 + 1d6) 90%;

Bite (1d10 + 1d6) 70%

Special Abilities: Can sniff out a hidden being's location or trail 65% of the time.

RAL PARTHA

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10-402

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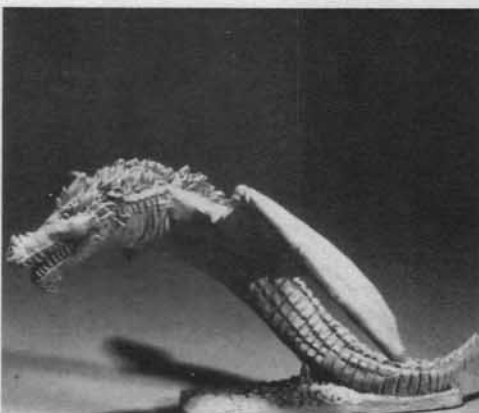
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Watch for upcoming information on
complete Battletech lances — coming
soon!



18-002

18-004



18-007



20-815



20-840



20-833



20-834



20-843



20-844

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MINIATURES

...Tense action and high adventure set in the mysterious world of the Far East! BUSHIDO™ is an advanced and versatile role-playing system that allows you to explore this strange world, where the monsters and demons of Japanese legends move among the brave and colorful warriors of Japanese history! A world where a man's honor and fame are at least as important as the number of enemies he has slain.

These figures are sculpted by Bob Charrette, one of the co-designers of the BUSHIDO™ game, and represent a unique fusion of fantasy and historical figure design. They're the only official BUSHIDO™ figures available in the United States!

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53-901



53-902



53-903



53-905



53-906



53-907



53-908



53-911

Dragonscale™

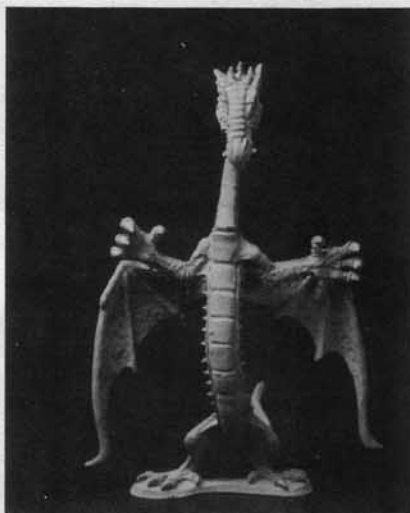
... DRAGONSCALE™ metallic cremes — a bold new stroke in figure finishing! These colorful, tridescent cremes give any surface the special glint of real scale metal. We chose colors for our range that are especially suited for finishing ultra-realistic Ral Partha Dragons such as the ones shown and listed on this page.

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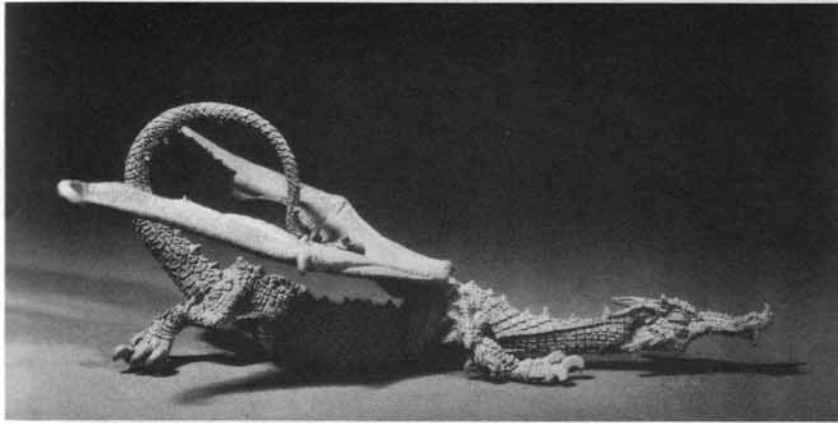
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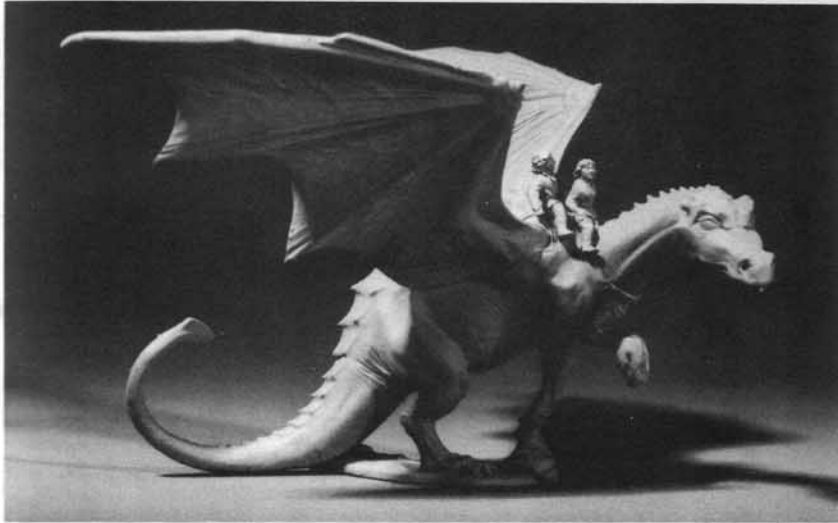
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01-072



01-094



01-501



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Partha Paints

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96-001



96-002

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98-002



98-012

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Fantasy Adventurers

... Striking out in search of adventure, experience, and profit—a range that includes every character imaginable!



FA1 FA2 FA3 FA4 FA5 FA6



FA7 FA8 FA9 FA11 FA12 FA15



FA16 FA17 FA18 FA21 FA22 FA23

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FA2	Wizard with staff	1.25
FA3	Cleric with cross and mace	1.25
FA4	Sneak Thief with dagger	1.25
FA5	Druid with sickle	1.25
FA6	Bard with sword and lute	1.25
FA7	Monk with staff	1.25
FA8	Ranger with sword and bow	1.25
FA9	Barbarian with two-handed sword	1.25
FA10	Paladin with sword	1.25
FA11	Illusionist	1.25
FA12	Ninja (Assassin) with sword	1.25
FA13	Manbeast (Weretiger)	1.25
FA14	Elven Hero with sword	1.25
FA15	Dwarf with two-handed hammer	1.25
FA16	Female Wizard with staff	1.25
FA17	Female Thief with dagger and sack	1.25
FA18	Female Cleric with mace	1.25
FA19	Female Cleric with sword	1.25
FA20	Houri with dagger	1.25
FA21	Evil Wizard	1.25
FA22	Evil Cleric	1.25
FA23	Evil Princess	1.25
FA24	Anti-Hero	1.25
FA25	Necromancer	1.25
FA26	Fighter in chainmail	1.25
FA27	Amazon with sword	1.25
FA28	Amazon Priestess	1.25

02-940 Skeletal Giant

Skeletal giants can appear anywhere. Although usually under the direct command of a powerful necromancer, these massive undead creatures have been encountered creating wide swaths of destruction on their own. Scholars theorize that such independent monsters have slain the necromancer who raised them and now wander, venting their rage at their unnatural state.

Where Encountered: nearly anywhere.
Number Encountered: rarely more than 1

Hit Points: 60

Armor: scraps of armor equivalent to chain mail

Weapons: sword (2d6) or spiked club (3d4)

Attack Chance: 55% with weapon

Special Abilities: Immune to sleep, emotion or mind controlling magicks.

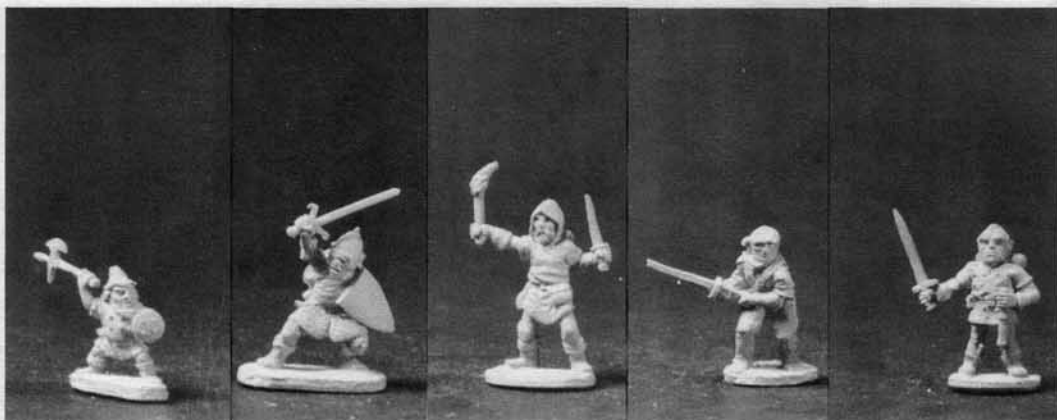
Ral's Battle Stats

Armor	Magick	Prowess	Vitality	Move(")	Cost
3	2*	6	12	8	13

Notes: Archery Prowess of 2 with range equal to 1/2 Vitality.

RAL PARTHA IMPORTS

- FA29 Dwarf Champion 1.25
- FA30 Female Ranger 1.25
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- FA33 Evil Hero 1.25
- FA34 Gnome Warrior-Thief . 1.25
- FA35 Mailed Half-Orc with shield and scimitar . . 1.25
- FA36 Singing Bard with enchanted lute 1.25
- FA37 Questing Ranger with torch and sword 1.25
- FA38 Ninja personality type with sword 1.25
- FA39 Dwarf Hero 1.25
- FA40 Dwarf Anti-Hero 1.25
- FA41 Adventuring Ranger with longbow 1.25
- FA42 Female Paladin in plate armor with mace 1.25
- FA43 Barbarian Heroine with sword 1.25
- FA44 Fighting Bard with sword 1.25



FA34 FA35 FA37 FA38 FA39



FA40 FA41 FA42 FA43 FA44



02-091 Hydra

Hydra are renowned in legend and myth as guardians of great treasures.

Where Encountered: usually in swamps, marshes, or ruined areas; sometimes as a guardian beast for a wizard.

Number Encountered: usually 1; in their natural habitat as many as 3-5 at once.

Hit Points: 35

Armor: as chainmail plus shield

Weapons: bite (1d8)

Attack Chance: 35% with each head, each active head may attack each melee round.

Special Abilities: Each 5 points of damage kills one head.

Ral's Battle Stats

Armor	Magick	Prowess	Vitality	Move(")	Cost
3	0	7	7	4	5

Notes: Each Vitality point lost reduces Prowess by 1.

No. 10-309

The Masterpiece Collection

Ages 10 and up
25mm scale

Skeletal Legions of the Liche King



RAL PARTHA

This collection contains 9 miniature masterpieces suitable for use with fantasy armies and role-playing adventure games. Sculpted by Julie Guthrie. Monster stats included.

Presented by the sculptors of the figures for use with
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10-211

Ages 10 and up
25mm scale

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10-414

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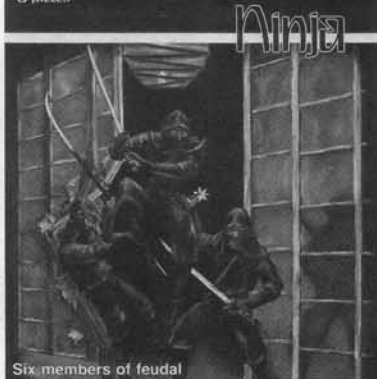
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No. 10-412

Ages 10 and up
25mm scale

"RAL" Lord of the Balrogs



RAL PARTHA

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FA 300

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FAC1

FAC12

FAC24

02-923 Chimera

Chimera are chaotic beasts of foul temperament. They kill wantonly without any regard for their dietary requirements.

Where Encountered: usually in wild and desolate places
Number Encountered: a lone individual or a pack of 1d3+2.

Hit Points: 15

Armor: as studded leather

Weapons: 3 Bites (1d6 each); 2 Claws (1d6); flaming breath (1d10)

Attack Chance: 50% with bite; 60% with claws; 70% with breath.

Special Abilities: flaming breath may only be used 4 times a day.

Ral's Battle Stats

Armor	Magick	Prowess	Vitality	Move(")	Cost
2	0	3	3	6	4

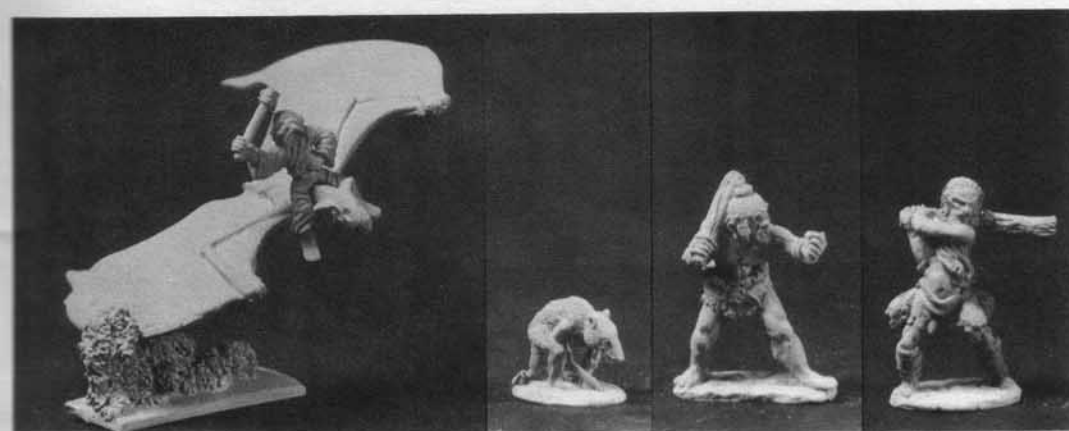
Notes: serpent head breathes fire for archery prowess of 2

Some figures may require assembly.

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FF4

FF13

FF14

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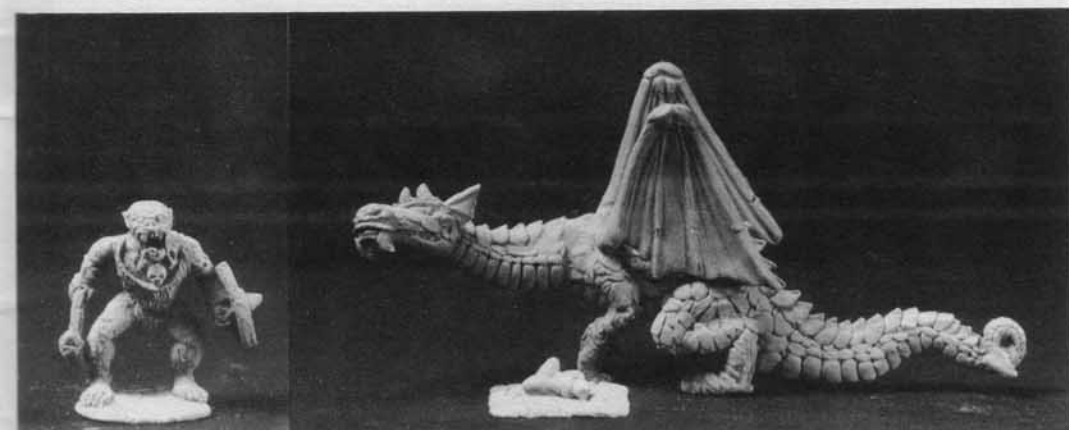


FF17

FF35

FF36

FF43



FF53

FF33

01-125 Gevirtrion, Champion of Chaos, mounted and on foot

Gevirtrion is a master of the legions of Chaos, able to calm, regiment, and direct even the notoriously testy, volatile, and independent creatures of Chaos.

In service to Chaos for uncountable years, he is no longer quite human. He is also more than a little mad. He rides and slays at Chaos' command and no longer knows or cares why.

Gevirtrion's armor protects him as normal plate armor and is enchanted to sustain him through any battle, healing up to 10 points of damage every melee round. He no longer removes it and none living is sure what he looks like underneath. Most folks don't want to know.

The Champion of Chaos was one of the first of the extra-planar beings to appear in the Chaos Wars. At first alone or with small bands of indigenous beings, he raided and spread destruction. As the dimensional rifts increased in size and frequency, the forces he led swelled, reaching the size of armies.

Where Encountered: anywhere

Number Encountered: 1 (unique)

Hit Points: 35

Armor: hide as leather + 1; magical plate (see above)

Weapons: claw (1d6 + 3); great axe (2d8 + 3)

Attack Chance: 90% for all attacks

Special Abilities: 30% chance to pervert the nature of any spell cast at him (GM's discretion as to the nature of the perversion).

Ral's Battle Stats

Armor	Magick	Prowess	Vitality	Move(')	Cost
3	8*	8	7	8 or 12	7fantasy + 2troop points (if mounted)

Notes: If a spell fails against his magick, roll 2d6. If the result is less than 8, the spell will be perverted. The magic armor restores 2 Vitality points per turn. Gevirtrion may serve as a leader for any creature or unit allied with Chaos and adds an additional +1 to morale and rally die rolls. When mounted he adds +1 to one of his melee prowess dice.

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FF96	Slayai, Evil High Sorceress	1.25
FF97	Druid and Bear	2.50
FF98	Demon Beast	4.50

MONSTER STATS FOR "RAL," LORD OF THE BALROGS

WHERE ENCOUNTERED: wherever his chaotic whim takes him, which is usually where he is least wanted.

NUMBER ENCOUNTERED: 1 (Unique)

HIT POINTS: 100 + 1d100, variable due to energy in his manifestation.

ARMOR: enchanted armor equivalent to plate armor; immune to all non-magic weapons which melt upon touching him.

WEAPONS: Flaming Sword, "Holocaust" 3d6 + 6; Whip of Binding, "Tangler" 2d8, there is a 30% chance that it entangles target and exposes the victim to flame for 4d6 points of damage per melee round; Bite 2d6 + 6; 2 Claws 2d6 each.

ATTACK CHANCE: 150% chance with whip or sword; 90% with Bite or Claw.

SPECIAL ABILITIES:

Flamebolt: inflicts damage equal to his current hit points; usable once every five melee rounds.

Magic: commands all the normal magic of a balrog at twice the proficiency and strength.

Magic Resistance: 100% resistance against magical spells; 30% resistance against clerical spells.

Warp Magic: any spell resisted (as above) can be warped by Ral into some form to suit his caprice and sent back at the spellcaster or his friends.

Control Balrogs: Ral may command all balrogs. His power overcomes any other spells on a balrog.

Summon Balrog: Ral may call 1d12 normal balrogs into his presence per day.

Immunity to Flame: works against even magical and dragon flame.

Ral, mighty Lord of the Balrogs, dwells in an extra-dimensional place beyond the planes of man. He exercises complete control over all balrogs and may from his throne room, see and hear all that any balrog sees and hears.

Lord Ral may appear on the material planes at whim or when called upon by the greatest of the chaotic clerics or champions. His manifestation is never perfect, hence his variable hit points. As such a semi-material being, he can never be truly slain. If his hit points are eliminated, he dematerializes and returns to his palace; there to plot revenge or to toast his vanquishers among his demon servitors.

Ral is truly chaotic. He may fight a party or grant a request depending on his whim of the moment. He admires independence, courage, ruthlessness, and sheer destructive power. Anyone demonstrating one or more of those qualities might amuse the Lord Ral, Lord of the Balrogs.



FF86

FF87

FF88

FF89

Fantasy Specials

... Round out your game and give it added realism with these dungeon accessories, tavern articles and other items, including some rather bizarre characters!

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FS78

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- FS59 Serving Wench 1.25
- FS60 Villager 1.25
- FS61 Villager's Wife 1.25
- FS62 Village Children (2 figs.) 1.25
- FS63 Store Keeper 1.25
- * FS65 Seductive Wench (seated) 1.25
- * FS66 Mysterious Stranger (seated) 1.25
- * FS67 Brawny Adventurer (seated) 1.25
- * FS68 Grumpy Old Boozier (seated) 1.25
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- FS71 Zombie with cleaver 1.25
- FS72 Zombie 1.25
- FS75 Sinbad 1.25
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- FS77 Palace Guard 1.25
- FS78 Warrior Monks (3) 2.50
- FS79 Caravan Guard 1.25

* Indicates the pack contains a mixed assortment of figures. Some figures may require assembly.

01-101 Mechanical Knight, mounted and on foot

Mechanical knights are produced by dwarves (or those selected few master mechanicians taught by them) as guardians and war machines. The intricacy of the work and the time required to produce them make them fairly rare. Faulty mechanical knights have been known to wander the world for quite some time, in an aimless berserker fashion, until their mechanisms run down.

Where Encountered: in dwarven holdings and armies; berserk knights may be found almost anywhere.

Number Encountered: usually 1 but armies and large delves have many.

Hit Points: 35

Armor: as plate and shield

Weapons: dwarven warhammer (1d12) or lance (1d10)

Attack Chance: 60% with its weapon

Special Abilities: Mechanical knights are, of course, immune to sleep, emotion, or mind controlling magic; the large amounts of iron in them gives a magical resistance of 20%.

Ral's Battle Stats

Armor	Magick	Prowess	Vitality	Move["]	Cost
3	4*	6	7	8 (ft) 10 (mtd)	6 7

Notes: Morale failure on a mechanical knight indicates a failure in the mechanism. Fear spells have no effect. A mounted knight adds +1 to one of its melee prowess dice.

The Fantasy Tribes

... Tribes of fighters, goblins, dwarves, and even skeletons — along with one of the most complete ranges of fighter types you'll see anywhere.

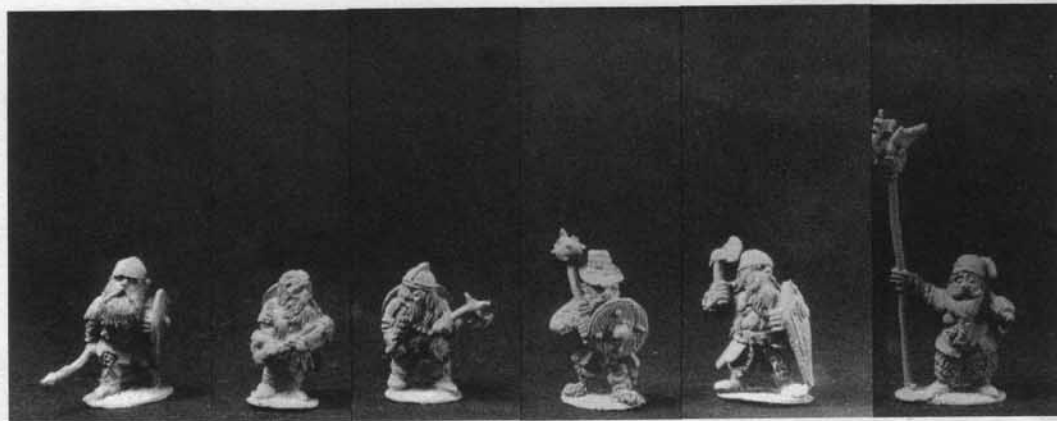
Dwarves

- * FTD1 Dwarf with spear and sword 1.25
- * FTD2 Dwarf with light crossbow and sword . 1.25
- * FTD3 Dwarf with sword and pole arm 1.25
- * FTD4 Dwarf with mace and axe 1.25
- * FTD5 Dwarf with axe and heavy crossbow 1.25
- * FTD6 Dwarf with axe and hammer 1.25
- * FTD7 Dwarf with hammer and pick 1.25
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- * FTD9 Dwarf Chieftain in plate mail with sword 1.25
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- FTD23 Dwarf with two-handed axe 1.25
- FTD24 Dwarf striking with sword 1.25
- FTD25 Dwarf with small axe 1.25
- FTD26 Dwarf with studded club 1.25

Fighters

- FTF1 Fighter with hammer and buckler 1.25
- FTF2 Unarmoured Fighter with sword and bow 1.25
- FTF3 Fighter in plate armour 1.25
- FTF4 Barbarian Fighter with two handed sword . . . 1.25
- FTF5 Fighter in full helm with crest 1.25
- FTF6 Eastern Fighter with scimitar 1.25

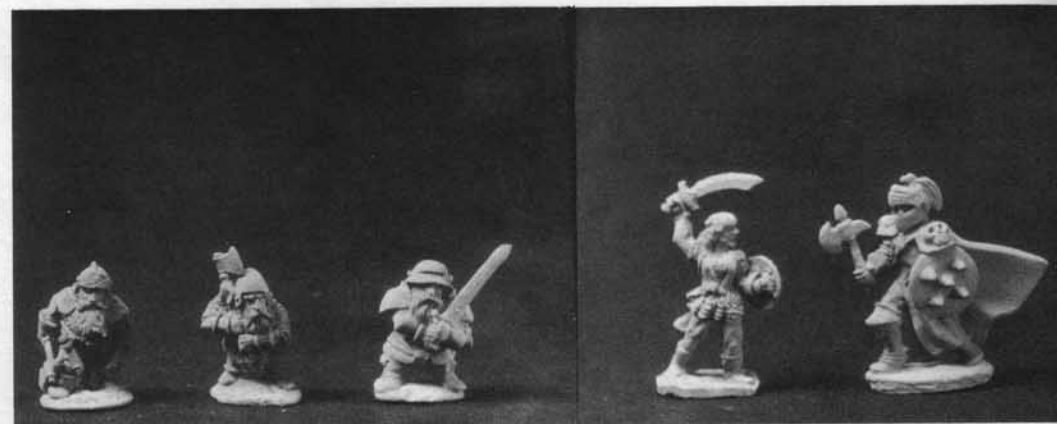
* Indicates the pack contains a mixed assortment of figures.
Some figures may require assembly.



FTD1 FTD2 FTD3 FTD4 FTD5 FTD8



FTD16 FTD21 FTD17



FTD18 FTD19 FTD20 FTF35 FTF40



FTF41 FTF42 FTF43

- FTF7 The Cimmerian 1.25
- FTF8 Death Knight 1.25
- FTF9 Slaytor, Ranger with sword and bow . 1.25
- FTF20 Impoverished Paladin . 1.25
- FTF21 Paladin with mace . . . 1.25
- FTF22 Paladin with hand axe . 1.25
- FTF23 Paladin with full pack gear 1.25
- FTF24 Royal Paladin 1.25
- FTF25 Paladin on Quest 1.25
- FTF26 Chevalier Paladin 1.25



FTF35 FTF40 FTF41 FTF42 FTF43



FTF44 FTF45 FTF46 FTF47 FTF5



FTF6 FTF7 FTF8 FTF26

- FTF30 Female Fighter with pack and sword 1.25
- FTF31 Brunhilda Fat Lady Fighter 1.25
- FTF32 Female Fighter in plate armour 1.25
- FTF33 Olga Bone Crusher with club and cleaver 1.25
- FTF34 Female Barbarian with sword and shield 1.25
- FTF35 Lila the Swift with scimitar 1.25
- FTF40 Dragon Knight of Chaos in plate armour 1.25
- FTF41 Champion of Chaos .. 1.25
- FTF42 Female Chaos Warrior with sword, shield and bow . 1.25
- FTF43 Captain of Chaos with mace 1.25
- FTF44 Chaotic Adventurer with sword and gauntlet knife 1.25
- FTF45 Drok, Death Knight Of Chaos 1.25
- FTF46 Termanant, Keeper Of Chaos 1.25
- FTF47 Extor, Chaotic Hero .. 1.25
- FTF50 Adventurer with breast-plate and sword 1.25
- FTF51 Cloaked Adventurer with mace 1.25
- FTF52 Adventurer in chainmail 1.25
- FTF53 Unarmoured Adventurer in ambush 1.25
- FTF54 Adventurer in leather armour 1.25
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Apocalypse Warriors

- FTF101 Mad Matt 1.25
- FTF102 Gigantious 1.25
- FTF103 Ironmask 1.25
- FTF104 Huzz 1.25
- FTF105 Crazy Alice 1.25
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- FTF108 Big Jim Johnson 1.25
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These figures come with assorted weapons.

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- * FT02 Orc attacking with sword and shield 1.25
- * FT03 Orc advancing with sword, spear and shield 1.25
- * FT04 Orc charging with spear 1.25

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- * FT013 Orc riding Giant War Wyvern (5 pcs.) . . . 8.00
- FT014 Ogron Foulbreath, Orc Champion (2 pcs.) 1.75
- FT015 Orc Bodyguard with Mace of Thunder and shield . . . 1.25

Goblins

- * FTG1 Goblin with pole arm . . . 1.25
- * FTG2 Goblin attacking with hand weapon 1.25
- * FTG3 Goblin standing with hand weapon 1.25
- * FTG6 Great Goblin Halberdier 1.25
- * FTG7 Great Goblin with hand weapon 1.25
- * FTG8 Great Goblin on Giant War Boar (2 pcs.) 1.75
- * FTG9 Goblin on Giant War Boar (2 pcs.) 1.75
- FTG10 Two Drunken Goblins . . . 1.75
- FTG13 Goblin King's Chariot, with Crew and Giant War Boars (11 pcs.) 8.00
- FTG14 Gilbert the Goblin Hero 1.25
- FTG15 Goblin Priest with mace 1.25
- FTG16 Goblin with short sword and shield 1.25
- FTG17 Goblin Archer 1.25
- FTG18 Great Goblin with halberd and shield 1.25
- FTG19 Lancer on Giant War Boar 1.75

Skeletons

- * FTS1 Skeleton advancing with sword and shield 1.25
- FTS2 Skeleton attacking with scimitar 1.25
- * FTS3 Skeleton attacking with sword 1.25
- * FTS4 Skeleton charging with spear 1.25
- * FTS5 Skeleton attacking with axe and shield 1.25
- FTS6 Skeleton with bow 1.25
- * FTS7 Skeleton swinging club 1.25
- * FTS8 Skeleton advancing with trident 1.25
- * FTS9 Skeleton attacking with dagger 1.25
- FTS10 Skeleton hacking with sword 1.25
- FTS11 Dwarf Skeleton with axe and shield 1.25
- FTS12 Halfling Skeleton with dagger and shield 1.25
- FTS13 Skeleton King 1.25
- FTS14 Skeleton Priest 1.25
- FTS15 Slain Skeleton 1.25
- FTS16 Shogun Skeleton Lord . . . 1.25
- FTS17 Grim Reaper 1.25
- FTS18 Legion of Hell Standard Bearer 1.25



FT01

FT02

FT03

FTG1

FTG2



FTG3

FTG8

FTG9

FTG10



FTS7

FTS8

FTS10

FTS11

FTS13

FTS25



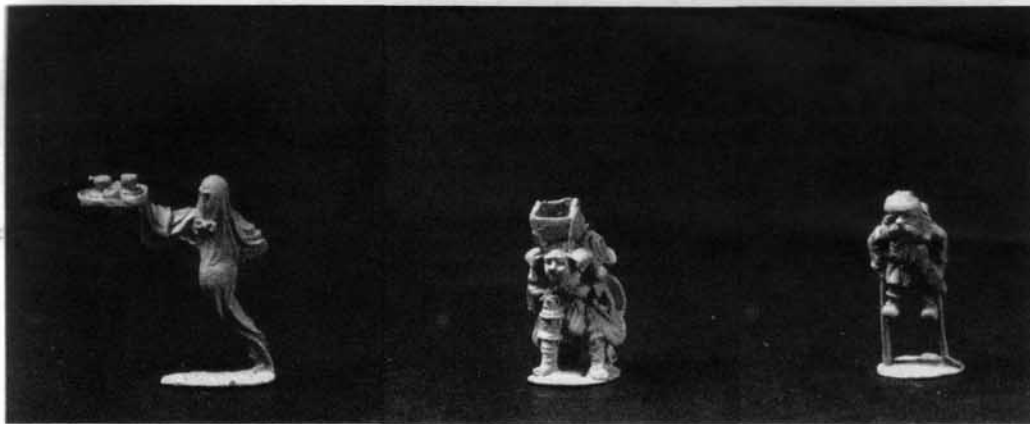
FTS18

FTS17

FTS9

FTS21

FTS20



WF 2

WF 3

WF 5



WF6

WF7

WF11

- FTS19 Skeleton with sickle . . . 1.25
- FTS20 Skeleton stalking in chain mail, with sword and shield 1.25
- FTS21 Skeleton Warrior 1.25
- FTS22 Skeleton Rider on Horse of Hell (2 pcs.) . . 2.00
- FTS23 Skeleton Baron in plate on Zombie Horse 2.00
- FTS24 Skeleton Warrior with bone crusher mace and shield 1.25
- FTS25 Skeleton Champion with haunted axe and laughing shield 1.25

Indicates the pack contains a mixed assortment of figures. Some figures may require assembly.

Weird Fantasy

. . . Amusing characters designed to bring a smile and an element of surprise to any role-playing game. Think they make interesting NPC's? For a real challenge, try one as a character.

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- WF2 Atrial Servant 1.25
- WF3 The Complete Adventurer 1.25
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- WF5 Dwarf with Inferiority Complex 1.25
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- WF10 Vorpal Kitty 1.25
- WF11 The Dwarf with No Name (Western Tribe) 1.25
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- WF15 "X" The Unknown Adventurer 1.25
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. . . Many gamers choose to use figures from Ral Partha's Historical lines in their fantasy campaigns, for which they're well suited. A selection of the most popular of these figures is presented here.

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- 42-125 Charging English Knight (3) 4.50
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- SAM3 Samurai, drawing bow 1.25
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- SAM11 Samurai, with spear . . 1.25
- SAM12 Warrior Monk, with naginata 1.25
- SAM13 Ashigaru, with sword . . 1.25

The Complete, Total Ral Partha Fantasy Figure Index.

...A handy guide to practically all Ral Partha's figures, permitting you to locate the exact figure you need according to the category of Player-Character, NPC, Monster or other pieces to which it belongs.

A) Player Characters & Non-Player Characters

- 1.) **Bushido™ Characters**; 53-901 thru 906
 - 2.) **Clerics**; 01-009,073,326, 02-926, 98-001, FA-3,22,45, FTF-21,43,51
 - A) **Druids**; 01-325, FA-5, WF-4, FF-97
 - B) **Women**; 01-060, 02-927, 98-013, FA-18, 28,42
 - 3.) **ElfQuest™ Characters**; 96-001 thru 006
 - 4.) **Fighters**; 01-002,015,025,043,107,315, 02-301,305,915, 916, 10-308,307, FA-1,26,46, FAC-1,26, FTF-1,2,3,5,50, 51,52,54,55,300, FF-91, FTF-302
 - A) **Barbarian**; 01-009,024,322, 02-306,930,942, FA-9, FTF-4,7,302, FF-94
 - B) **Chaotic Evil**; 01-082,086,124,125,132,133,136, 137, 02-304, FA-33, FAC-33, FF-92,93, FTF-8,40,41, 43,44,301
 - C) **Anti-Paladin**; 01-093,328
 - D) **Anti-Hero**; 02-932, FA-24
 - 5.) **Paladins**; 01-042,112,320, 02-302,931, FA-10,31, FF-91, FTF-21,22,23,24,25,26,91,300, FA-42
 - A) **Lawful Champions**; 01-130,131,134,135, FTF-300
 - 6.) **Rangers**; 01-027,316, 02-303,925, FA-8,30,37,41
 - 7.) **Women**; 01-023, 02-927, FA-19,27,30,42,43, FTF-30,32, 34,35,42, 98-013
- B) **Hirelings & Henchmen**; 01-114,120, 02-918,919,FS-65,66, 67,75,77,79, FTF-6, 01-102,128
- 1.) **Houri**; FA-20
 - 2.) **Mechanical Knight**; 01-101
- C) **Magic Users**; 01-001,056,066,084, 01-317, 02-917,351,352, 354,355, 10-307, 98-001,014, 02-922, FA-2,21,25, FF-9, WF-1
- 1.) **Illusionist**; 02-353, 02-922, FA-11
 - 2.) **Non-Human**; 01-106,312, 02-219, 02-920
 - 3.) **Women**; 01-312, 13-040, 98-009, FA-16,23,47
- D) **Mixed Adventurer Sets**; 02-919, 10-305,401, 98-002,006,013, FA-300
- E) **Monks**; 01-037, FA-7, FF-81, FS-18,78
- F) **Non-Human Characters**
- 1.) **Dwarfs**; 01-031, 01-323, 02-233,243,235,239,921, FA-15,29,39,40, FTD-1 thru 25, WF-11
 - 2.) **Elves**; 01-091, 01-319, 324,307 thru 312, 02-201,208,210, 211,212,214,219, FA-14
 - 3.) **Half-Elves**; 01-106, 02-921,933
 - 4.) **Shadow Elves**; 01-307, FF-85
 - 5.) **Gnomes**; 02-922, FA-34
 - 6.) **Gnoles**; 02-929,939
 - 7.) **Halflings**; 02-227,228,01-318, 02-921
 - 8.) **Lizardmen**; 01-301,302,303,304,305,306, 02-920, FF-78,80
 - 9.) **Orcs**; 02-272,275,278,279, FTO-1 thru 15
 - 10.) **Goblins**; 98-004, FTG-1,2,3,8,10,13,14
 - 11.) **Half-Orcs**; 01-115, 02-921, FA-32,35
- G) **Runequest™ Characters**; 10-350, 10-401, 18-001,002,006, 008
- H) **Thieves**; 01-102, 01-114, 02-331,332,333,918, FA-4
- 1.) **Assassins & Ninja**; 01-013,321,02-334,335, 13-023,045, 10-200, FA-12, FA-38
 - 2.) **Bards**; FA-6, 36, 44, FS-16
 - 3.) **Non-Human**; 01-115, 01-308,312,318,319, 02-921,922
 - 4.) **Women**; 01-018,312,918,98-013, FA-17
- I) **Dungeon & Adventure Accessories**
- 1.) **Furnishings**; 98-009,084, FS-2,3,5,6,12,23,24,25,31, 36,37,38
 - 2.) **Pack Animals**; 01-128, FS-29, DA-11
 - 3.) **Treasures & Findings**; FS-14, 22,27,28,32,34

J) Monsters

- 1.) **Angels**; 01-011,012
 - A) **Angel of Death**; 01-019
 - 2.) **Bushido™ Monsters**; 53-907 thru 912
 - 3.) **Demons**; 01-045,069,097, 02-080,405, FF-5,98
 - 4.) **Balrogs**; 01-003,081, 10-412
 - A) **Black Prince's Chariot of Fear**; 01-127
 - 5.) **Dragons**; 01-068,072,083,094,129,138,139,140,146,314, 327,501,502, 02-401,941, FF-38,55
 - A) **Land Dragons**; 01-034,035
 - B) **Lizards**; 01-007, 02-101, 10-411
 - C) **Wurm**; 13-033
 - D) **Wyverns**; 01-050, 02-928, FTO-13
 - 6.) **Fliers; See Dragon, See Demon, See Angels**
 - A) **Eagle**; 13-100, FF-10
 - B) **Gremlin**; 01-005,028
 - C) **Griffon**; 01-051
 - D) **Hippogriff**; 01-096
 - E) **Jabberwock**; 01-095
 - F) **Fegasus**; 01-017, 02-937
 - G) **Wind Lord**; 01-041
 - H) **Winged Beast**; 01-086
 - I) **Winged Panther**; 01-038
 - 7.) **Giants**; 01-052,057,059,067,090,099,108,109, 02-902, 934,940, 13-002,017, FF-12,90,15
 - A) **Cyclops**; 13-020, FF-14
 - 8.) **Legendary Creatures**
 - A) **Bug Bears**; 01-103
 - B) **Djinn**; 01-069
 - C) **Grendel**; 01-097
 - D) **Jabberwock**; 01-095
 - E) **Bandersnatch & Jub Jub Bird**; 01-122
 - F) **Dark Hag on Nightmare**; 02-935
 - G) **Were Bear**; 01-040
 - H) **Wererat**; FF-13
 - I) **Werewolf**; FF-19
 - 9.) **Mythological Creatures**
 - A) **Centaur**; 01-032,047, 02-903, FF-67
 - B) **Chimera**; 02-923, FF-34
 - C) **Griffon**; 01-051
 - D) **Hippogriff**; 01-096
 - E) **Hydra**; 02-901, 10-212
 - F) **Manticore**; FF-35, 02-908
 - G) **Minotaur**; 02-936, FF-17
 - H) **Pegasus**; 01-017, 02-937
 - I) **Unicorn**; 01-071, 02-909
 - 10.) **Runequest™ Creatures**; 10-351,400,402, 18-002,003, 004,005,007
 - 11.) **Trolls**; 01-010, 13-003, FF-88
 - 12.) **Ogres**; 02-906,907, 13-031, FF-53,89, 01-097
 - 13.) **Undead Creatures**
 - A) **Mummy**; FF-60
 - B) **Skeletons**; 02-938,040,041,042,043,044, 10-309, FTS-1 thru 25
 - C) **Wights**; FF-59
 - D) **Wraiths**; 01-030,100, FF-2,3,4,18,86
 - E) **Zombies**; FF-30
- K) **Fantasy Vehicles & Transport**
- 1.) **Bear Chariot**; 10-410
 - 2.) **Chariot of Fear**; 01-127
 - 3.) **Dwarf Steam Cannon**; 02-030
 - 4.) **Elf Chariot**; 02-020
 - 5.) **Orc War Machine**; 02-078
 - 6.) **Skeletal Litter**; 10-415
 - 7.) **War Eagle**; 13-100