

REAL PARTHA



REAL
PARTHA

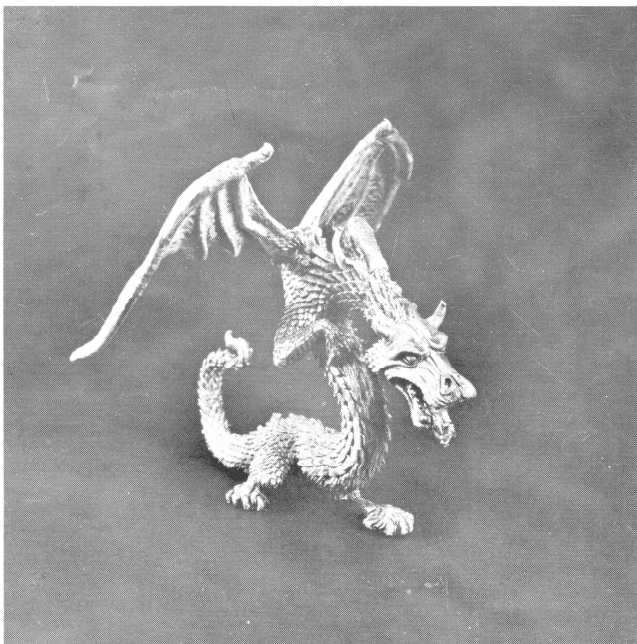
5938 Carthage Court • Cincinnati, Ohio 45212 • 513-631-7335
Authorized Canadian Agents: RAFM Co., Box 62, Paris, Ont. N3L3E5
Winner of two "H. G. Wells Awards" at Origins '79

Personalities And Things That Go Bump In The Night

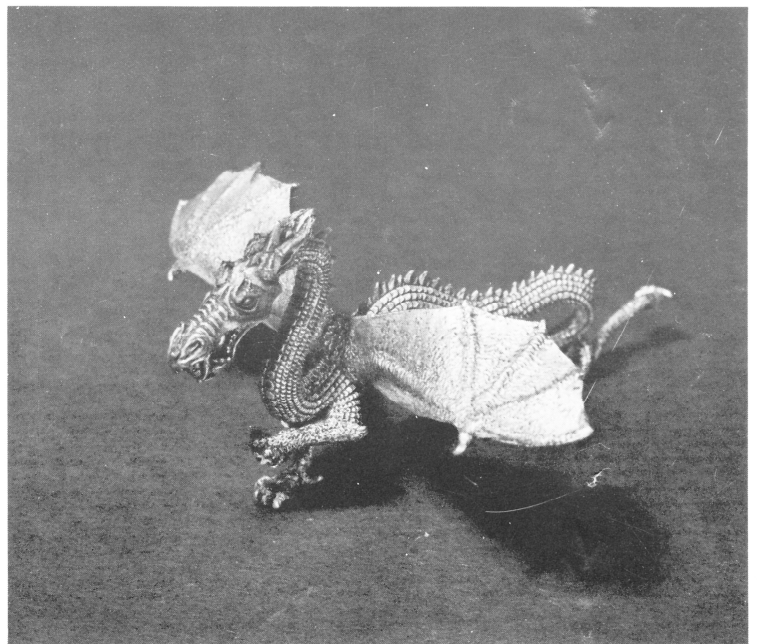
25mm Designer: Tom Meier



01-066



01-072



01-068

**TRAL
PARTHA**

Personalities And Things That Go Bump In The Night

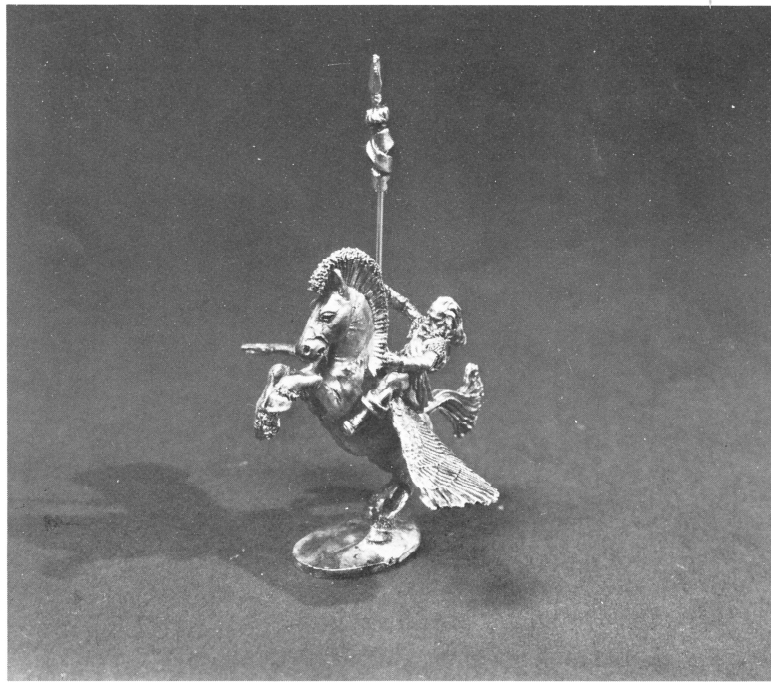
25 mm Designer: Tom Meier

Code #	Description	Price
01-001	Evil Wizard, casting spell	.85
01-002	Super Hero, on Super Heavy Horse, with axe	3.29
01-003	Balrog	3.29
01-004	Cleric, cloaked, with staff	.85
01-005	Winged Gremlin	.85
01-006	Patriarch	.85
01-007	Serpent Creeper	.85
01-008	Zaftig Maiden	.85
01-009	Barbarian Hero	.85
01-010	Hill Troll	1.79
01-011	Vallor, Warrior of the Gods	.85
01-012	Vallor, Captain	.85
01-013	Assassin	.85
01-014	Vampire (Count Dracula)	.85
01-015	Super Hero, with axe (dismounted 002)	.85
01-016	Beowulf (Nordic Hero)	.85
01-017	Pegasus, with rider	3.98
01-018	Adventuress	.85
01-019	Angel of Death	2.49
01-020	Mummy	.85
01-021	Elf Princess	.85
01-022	Elf Lord	.85
01-023	Shield Maiden	.85
01-024	"Foregum" Super Hero, bare-chested	.85
01-025	Super Hero, in plate armor, on Super Heavy Horse	3.29
01-026	Adventuress, on horseback	2.49
01-027	Mounted Ranger	2.49
01-028	Gremlin War Party (3)	3.29
01-029	Sorceress	.85
01-030	Wraith	.85
01-031	Dwarf Lord	.85
01-032	Centaur Archer	2.49
01-033	Satyr (Pan)	.85
01-034	Land Dragon, with Captain	3.29
01-035	Land Dragon, with Lancer	3.29
01-036	Witch	.85
01-037	Monk	.85
01-038	Sprite War Band (4)	2.49
01-039	Imp War Party (3)	2.49
01-040	Were Bear	2.49
01-041	Wind Lord	1.79
01-042	Paladin (dismounted)	.85
01-043	Armored Knight (dismounted)	.85

Code #	Description	Price
01-044	Rooman War Party (3)	2.49
01-045	Earth Demon (Elemental)	3.98
01-046	Undead War Band (3)	3.29
01-047	Armored Centaur	2.49
01-048	Demon of Evil Law	1.79
01-049	Tree Shepherd	3.29
01-050	Wyvern	.85
01-051	Griffon	1.79
01-052	Hill Giant	3.98
01-053	Siren	.85
01-054	Ghoul	.85
01-055	Enchantress	.85
01-056	Enchanter	.85
01-057	Frost Giant	3.98
01-058	Bard	.85
01-059	Fire Giant	3.29
01-060	Dungeon Lady, with pet dragon	.85
01-061	Were Wolf	.85
01-062	Trill (2)	3.29
01-063	True Troll (2)	3.29
01-064	Air Elemental	1.79
01-065	Demon	3.29
01-066	Necromancers (3)	3.29
01-067	Hecatron	3.29
01-068	Dragon	6.49
01-069	Djinn (2)	3.29
01-070	Dwarves (4)	3.29
01-071	Unicorn, with Princess Rider	3.29
01-072	Cold Drake (Dragon)	6.49
01-073	Clerics (3)	3.29
01-074	Ligard and Wraith Rider	3.98
01-077	Female Demons (3)	3.29

"Personalities" Sets

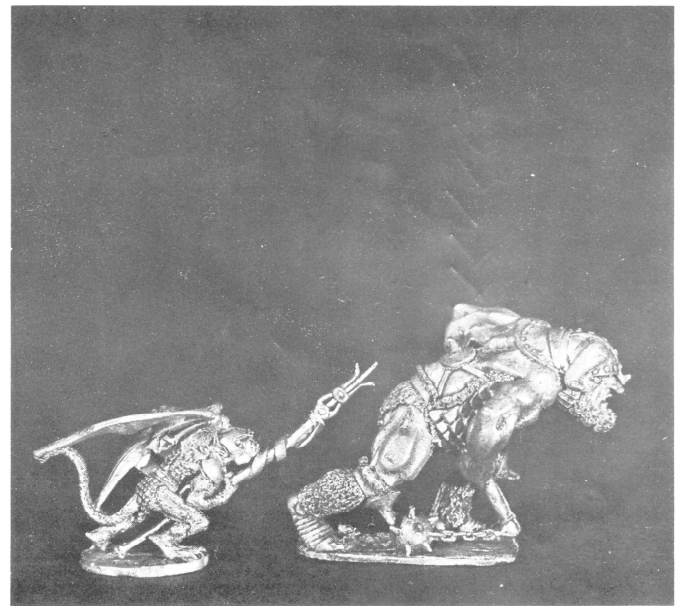
Code #	Each Set Contains One of the Following:	Price
01-201	001 — 004 — 006 — 037	3.29
01-202	036 — 053 — 055 — 056	3.29
01-203	014 — 020 — 054 — 061	3.29
01-204	009 — 015 — 016 — 024	3.29
01-205	011 — 012 — 041	3.29
01-206	008 — 018 — 021 — 023	3.29
01-207	022 — 031 — 042 — 043	3.29
01-208	026 — 027	3.29
01-209	005 — 007 — 033 — 013	3.29
01-210	040 — 047	3.98
01-211	010 — 041 — 048	3.98
01-212	050 — 051 — 019	3.98
01-213	031 — 048 — 005	3.29
01-214	029 — 055 — 060 — 058	3.29
01-215	001 — 030 — 054 — 061	3.29



01-017



01-069



01-065

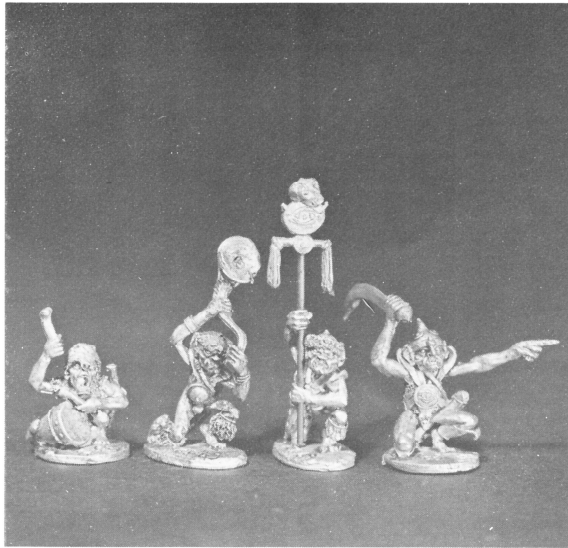
01-067

TRAL PARTHA

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Fantasy Collector Series

25mm Designer: Tom Meier



02-069



02-068

02-065

02-060

02-064



02-009

02-014



02-038

02-034



02-016

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Elves

Code #	Description	Price
02-001	Wood Elf, with bow	3.69
02-002	Wood Elf, with bow and sword	3.69
02-004	Wood Elf, with pike	3.69
02-005	Wood Elf Cavalry, with spear	3.98
*02-006	Sea Elf, upright pike	3.69
*02-007	Sea Elf, advancing with pike	3.69
02-008	Sea Elf, with great sword	3.69
02-009	High Elf, striking with axe	3.69
02-010	High Elf, with sword	3.69
02-011	High Elf, advancing with sword	3.69
02-012	High Elf, with spear	3.69
02-014	High Elf, firing bow	3.69
02-015	High Elf Cavalry, with great sword	3.98
02-016	Elf Horse Archer	3.98
02-019	Elfin Command Group	3.98
02-021	Deep Elf, firing bow	3.69
02-022	Deep Elf, with halberd	3.69
02-025	Deep Elf Cavalry, with lance	3.98

Dwarves

Code #	Description	Price
02-031	Dwarf, striking with spear	3.69
02-034	Dwarf, with two-handed sword	3.69
02-035	Dwarf, striking with axe	3.69
02-036	Dwarf, striking with hammer	3.69
02-037	Dwarf, striking with mattock	3.69
02-038	Dwarf, with crossbow	3.69
02-039	Dwarf Command Group	3.98

Goblins

Code #	Description	Price
02-060	Goblin, with scimitar and shield	3.69
02-061	Goblin, with mace and chain	3.69
02-062	Armored Goblin Archer	3.69
02-063	Goblin Archer, loading	3.69
02-064	Goblin Archer, firing	3.69
02-065	Goblin, sword, armored	3.69
02-066	Goblin, with two-handed axe	3.69
02-067	Goblin, with club	3.69
02-068	Goblin, with halberd	3.69
02-069	Goblin Command Group	3.98
02-090	Great Wolf	3.98

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

Wizards, Warriors, And Warlocks

25 mm Designer: Ral Partha



03-655



03-900



03-654

03-653



03-902

03-901

Wizards, Warriors, And Warlocks Sets

Code # Each Set Contains One of the Following: Price

03-001	111 — 112 — 213 — 311 — 312 — 313	3.98
03-002	211 — 212 — 213 — 231 — 232 — 511	3.98
03-003	611 — 612 — 613 — 621 — 622 — 623	3.98
03-004	631 — 632 — 651 — 652 — 641 — 691	3.98

RAL PARTHA

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Forces of Good

Code #	Description	Price
03-111	Halfling Esquire	2.98
03-112	Wizard, with staff	3.49
03-150	Fairy Spearman (12 figures per pack)	3.49
03-151	Fairy Archer (12 figures per pack)	3.49
03-152	Fairy Slinger (12 figures per pack)	3.49
03-153	Fairy Command (15 figures per pack)	3.98
03-211	Wood Elf, firing bow	3.49
03-212	Wood Elf, receiving with spear	3.49
03-213	Wood Elf, in reserve, with spear	3.49
03-214	Wood Elf, with sword and shield	3.49
03-215	Wood Elf Command Group	3.98
03-231	Sea Elf, in reserve, chainmail	3.49
*03-232	Sea Elf, attacking, chainmail	3.49
03-241	Elf Maiden, with shield and spear	3.49
03-311	Dwarf of the Anvil, striking with mattock	3.49
03-312	Dwarf of the Anvil, with mattock	3.49
03-313	Dwarf of the Blue Mountains, swinging axe	3.49
03-314	Dwarf of the Blue Mountains, with two-handed axe	3.49
03-315	Dwarf Command Group	3.98
03-316	Dwarf Maiden	3.49
03-511	Guard of the Citadel	3.49
03-541	Lancer of the March, swinging sword	3.98
03-542	Lancer of the March, upright lance	3.98
03-591	Knight of the Dragon Lord	3.98

Forces of Evil

Code #	Description	Price
03-551	Southron Heavy Spearman, advancing	3.49
03-611	Goblin of the North, with scimitar, advancing	3.49
03-612	Goblin of the North, swinging spiked club	3.49
03-613	Goblin of the North, firing bow	3.49
03-621	Goblin of the Night , with scimitar, advancing	3.49
03-622	Goblin of the Night, with axe, advancing	3.49
03-623	Goblin of the Night, with bow	3.49
03-624	Goblin of the Night, with spear	3.49
03-625	Goblin of the Night, Command Group	3.98
03-631	Goblin of the South, swinging axe	3.49
03-632	Goblin of the South, with hollow scimitar	3.49
03-633	Goblin of the South, with spear	3.49
03-634	Goblin of the South, with two-handed scimitar	3.49
03-641	Wolf Rider of the Night, with axe, riding wolf	3.49
03-642	Wolf Rider of the Night, with spear and shield, riding wolf	3.49
03-651	Giant Goblin, in heavy armor, with sword	3.49
03-652	Giant Goblin, in heavy armor, with spear	3.49
03-653	Giant Goblin, in heavy armor, with pike	3.49
03-654	Giant Goblin Archer, in heavy armor	3.49
03-655	Giant Goblin Command Group	3.98
03-691	Great Wolf of the Night, without rider	3.49
03-711	Scuzbek Heavy Cavalry	3.98
03-900	Troll with club	3.49
03-901	Armored Troll with club	3.49
03-902	Troll with metal tipped club	3.49

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

Royal Armies Of The Hyborean Age

25 mm Designer: Dennis Mize



04-323

04-325

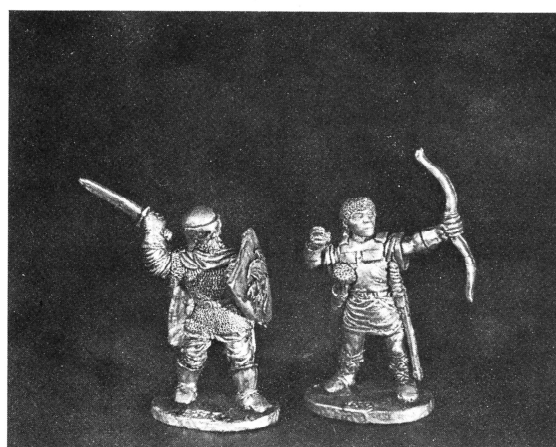
04-322



04-031

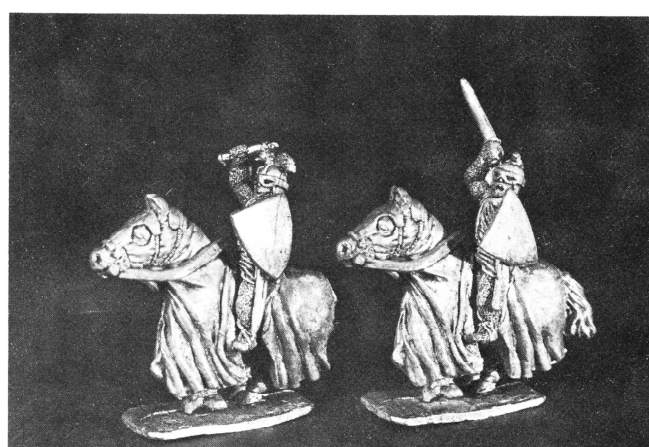
04-047

04-022



04-307

04-336



04-312

04-313

Aquilonia

Code #	Description	Price
04-101	Black Dragon Cavalry, with lance	3.98
04-102	Black Dragon Cavalry, with sword	3.98
04-106	Black Legion, with spear	3.49
04-107	Black Legion, with sword	3.49
04-111	Aquilonian Cavalry, with lance	3.98
04-112	Aquilonian Cavalry, with sword	3.98
04-113	Poitainian Cavalry, with lance	3.98

**TRIAL
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04-114	Poitainian Cavalry, with two-handed sword	3.98
04-121	Heavy Infantry, with sword	3.49
*04-122	Heavy Infantry, with spear	3.49
*04-124	Gunderman Pikeman, pike leveled	3.49
*04-125	Gunderman Pikeman, pike upright	3.49
04-136	Bossonian Archer	3.49
04-141	Cavalry Command	3.98
04-143	Infantry Command Group	3.98
04-144	Gunderman Command Group	3.98

Personalities

Code #	Description	Price
04-001	Hero	3.49
04-021	Female Warrior	3.49
04-022	Female Priestess	3.49
04-023	Female Thief	3.49
04-031	Red Priest	3.49
04-047	Ape	3.49
04-090	001 — 021 — 022 — 031 — 047 (one of each)	3.98

Turan

Code #	Description	Price
04-201	Elite Heavy Cavalry, with lance	3.98
04-202	Elite Heavy Cavalry, with two-handed scimitar	3.98
*04-206	Immortal Infantry, with spear	3.49
04-207	Immortal Infantry, with two-handed scimitar	3.49
04-211	Heavy Cavalry, with lance	3.98
04-212	Heavy Cavalry, with scimitar	3.98
04-221	Infantry, with spear	3.49
04-222	Infantry, with scimitar	3.49
*04-223	Infantry, throwing spear	3.49
04-231	Horse Archer	3.98
04-235	Levy Archer	3.49
04-241	Cavalry Command Group	3.98
04-246	Infantry Command Group	3.98

Nemedia

Code #	Description	Price
*04-306	Royal Guard, with spear	3.49
04-307	Royal Guard, with sword	3.49
04-312	Knight, with mace	3.98
04-313	Knight, with sword	3.98
04-314	Mounted Adventurer, with two-handed sword	3.98
*04-321	Nemedian Foot, with spear	3.49
04-322	Nemedian Foot, with sword	3.49
04-323	Nemedian Foot, with mace	3.49
*04-324	Adventurer, with spear	3.49
04-325	Adventurer, with two-handed sword	3.49
04-336	Archer	3.49
04-341	Infantry Command Group	3.98

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

Legions of The Petal Throne.

25mm



06-207

06-504

06-204

Priests

Code #	Description	Price
06-101	Priest of Hr'ry (evil)	3.49
06-102	Priestess of Avanthé (good)	3.49
06-103	Priestess of Dlanesh (evil)	3.49

Mu'ugalavya

06-201	Heavy Infantry Spearman	3.49
06-202	Medium Infantry, swinging war hammer	3.49
06-203	Medium Infantry, with spear	3.49
06-204	Heavy Infantry, swinging two-handed axe	3.49
06-205	Archer, reaching for arrow	3.49
06-206	Slinger	3.49
06-207	Command Group	3.00

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Yan Kor

Code #	Description	Price
06-301	Command Group	3.00
06-302	Heavy Infantry Pikeman	3.49
06-303	Heavy Infantry Archer	3.49
06-304	Dharu Medium Infantry, with axe	3.49
06-305	Medium Infantry Swordsman, supporting 304	3.49
06-306	Light Infantry Skirmisher, with axe	3.49
06-307	Makhis Light Infantry Archer	3.49
06-308	Hlikku Desert Warriors	3.49
06-309	Crossbowman	3.49
06-310	N'lyss Medium Infantry, swinging two-handed sword	3.49

Tsolyanu

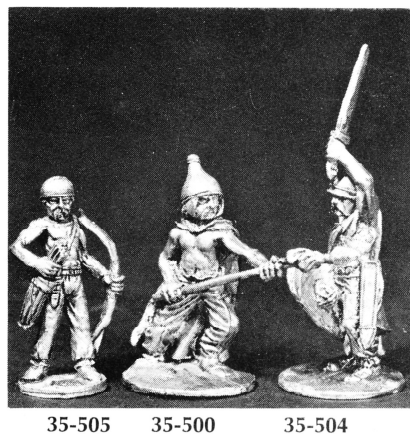
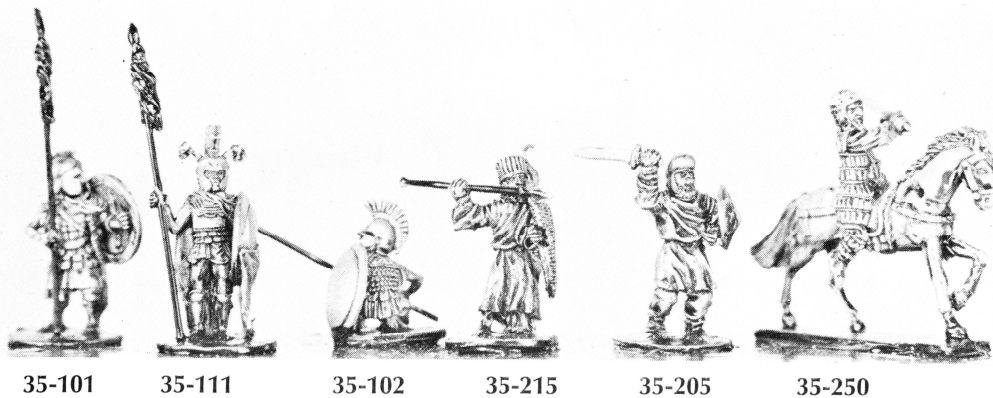
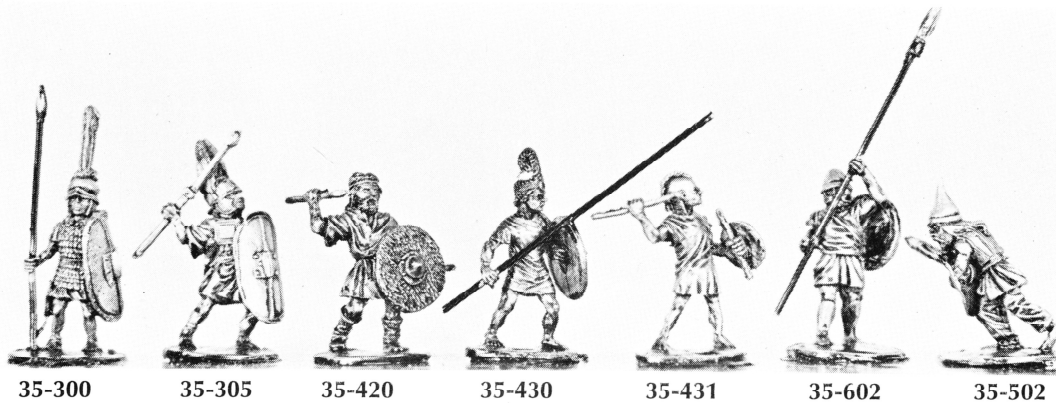
06-401	Command Group	3.00
06-402	Heavy Infantry Pikeman	3.49
06-403	Heavy Infantry Archer	3.49
06-404	Legion of Red Devastation, with two-handed sword	3.49
06-405	Warrior Priest of Fire, with great mace and dagger	3.49
06-406	Sokatis Medium Infantry, demon shield	3.49
06-407	Aridani Light Infantry Girl, with spear and shield	3.49
06-408	Ura Light Infantry Slingers	3.49
06-409	Crossbowman	3.49
06-410	Light Infantry, with spear	3.49

Non-Human Allies & Enemies

06-501	Shen (reptilian), with spear and shield	3.49
06-502	Ssu (four legs, two arms), with shield and sword	3.49
06-503	Hlaka (winged creature), with javelins and firepots	3.49
06-504	Ahoggya (four legs, four arms), three weapons	3.49
06-505	Great Sro (dragon), with sword	18.98
06-506	Shen, in full armor	3.49
06-507	Black Ssu	3.49
06-508	Pachi Lei, unarmored	3.49
06-509	Mihalli, magic user	3.49
06-510	Mihalli, warrior	3.49
06-511	Pe Choi, unarmored	3.98
06-512	Pe Choi, armored	3.98

The Hoplites

25 mm Designer: Tom Meier



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Greece

Code #	Description	Price
35-010	Command Group	3.98
*35-100	Elite Hoplite, thrusting with spear	3.49
*35-101	Elite Hoplite, with spear, in reserve	3.49
*35-102	Hoplite, crouching to receive cavalry	3.49
*35-110	Lacedaemonian Hoplite (Spartan), in reserve	3.49
*35-111	Lacedaemonian Hoplite, draped shield, in reserve	3.49
*35-120	Theban Hoplite, naked, 4th rank	3.49
*35-130	Illyrian Hoplite, 3rd rank	3.49
*35-140	Corinthian Hoplite, spear across chest	3.49
*35-150	Attic Hoplite, marching order	3.49
*35-151	Attic Hoplite, thrusting with spear	3.49
35-160	Cretan Archer	3.49
35-170	Peltast, throwing javelin	3.49
35-171	Thracian Peltast, advancing	3.49
35-180	Heavy Cavalry, scale cuirass	3.98
35-190	Medium Cavalry	3.98

Persia

Code #	Description	Price
35-200	Immortal Spearman, in line, attacking	3.49
*35-201	Royal Guard, with spear	3.49
35-202	Immortal Archer	3.49
35-205	Persian Swordsman, swinging sword	3.49
35-210	Elite Phrygian Axman, attacking	3.49
35-215	Median Spearman, attacking	3.49
35-220	Anatolian Swordsman, with pointed hat, swinging sword .	3.49
35-250	Heavy Persian Cavalry	3.98
35-270	Light Persian Cavalry	3.98
35-275	Sythian Horse Archer, firing bow	3.98

Republican Rome

Code #	Description	Price
35-030	Command Group	3.98
35-300	Triaria, with Pilum	3.49
35-301	Triaria, slashing with short sword	3.49
35-305	Hastati/Principles, throwing pilum	3.49
35-306	Hastati/Principles, thrusting	3.49
35-307	Hastati/Principles, advancing	3.49
35-310	Velites, throwing javelin	3.49
*35-320	Italian Ally, thrusting spear	3.49
35-340	Auxiliary Slinger	3.49
35-341	Asian Archer, firing	3.49
35-350	Roman Cavalry	3.98
35-360	Allied Light Cavalry	3.98

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

Carthage

Code #	Description	Price
35-040	Command Group	3.98
*35-400	Citizen Spearman, advancing	3.49
*35-401	Citizen Spearman, attacking	3.49
35-410	African Ally, advancing with spear	3.49
35-420	Spanish Infantry, throwing javelin	3.49
35-421	Spanish Spearman, attacking	3.49
*35-430	Lybian Spearman, advancing	3.49
35-431	Lybian, throwing javelin	3.49
35-440	Baleric Slinger	3.49
35-450	Citizen Cavalry, thrusting spear	3.98
35-451	Citizen Cavalry, holding spear	3.98
35-460	Spanish Cavalry	3.98
35-470	Numidian Cavalry	3.98

Gaul

Code #	Description	Price
35-050	Command Group	3.98
35-500	Spearman, thrusting	3.49
35-501	Swordsman, striking overhead	3.49
35-502	Swordsman, advancing	3.49
35-503	Skirmisher, throwing javelin	3.49
35-504	Swordsman, striking overhead	3.49
35-505	Archer	3.49
35-550	Cavalry, charging	3.98

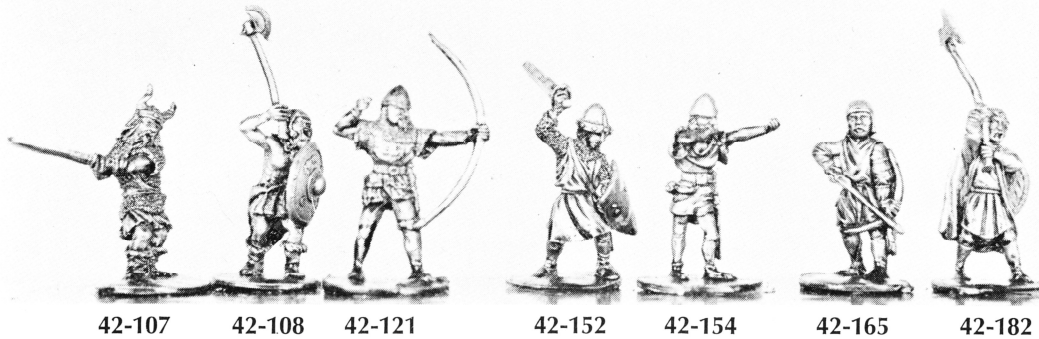
Macedonia

Code #	Description	Price
35-060	Command Group	3.98
*35-600	Phalangite, 1st rank, pike leveled	3.49
*35-601	Phalangite, 2nd rank, pike raised	3.49
*35-602	Phalangite, 3rd rank, pike at ready	3.49
*35-610	Hypaspist	3.49
35-620	Staff Slinger	3.49
35-650	Companion Cavalry	3.98

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

1200 A.D.

25 mm Designer: Tom Meier



TRAIL PARTHA

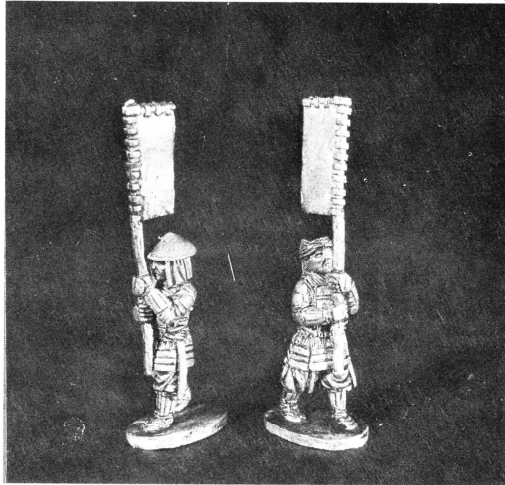
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Code #	Description	Price
42-101	Viking, swinging axe	3.49
42-103	Viking, throwing spear	3.49
42-106	Viking Archer	3.49
42-107	Viking, swinging sword	3.49
42-108	Viking, striking with axe	3.49
42-111	Viking, striking with two-handed sword	3.49
42-115	Norman Knight, on charging horse	3.98
42-121	English Longbowman	3.49
42-122	English Foot Knight	3.49
*42-123	English Pikeman	3.49
42-125	English Knight, with sword, on galloping horse	3.98
42-129	English Man-At-Arms, with sword	3.49
42-142	German Foot Knight, swinging mace	3.49
42-151	French Foot Knight	3.49
42-152	French Man-At-Arms, with sword	3.49
42-153	French Man-At-Arms, with spear	3.49
42-154	French Crossbowman	3.49
42-155	French Knight, with lance, on galloping horse	3.98
42-156	Crossbowman, on horseback	3.98
42-160	Spanish Armored Infantry, with sword	3.49
42-161	Spanish Armored Infantry, with hand and a half sword ..	3.49
42-165	Catalian Archer	3.49
42-166	Spanish Cavalry, with lance	3.98
42-167	Spanish Cavalry, striking with sword	3.98
42-168	Spanish Cavalry, with sword	3.98
42-171	Moorish Archer	3.49
42-172	Moor, with spear and shield, advancing	3.49
42-173	Moorish Archer, kneeling, firing	3.49
42-175	Moorish Cavalry, with scimitar	3.98
42-176	Moorish Cavalry, with spear	3.98
42-177	Moorish Horse Archer	3.98
*42-181	Byzantine Infantry, with spear	3.49
42-182	Varangian Guard, with two-handed axe	3.49
42-186	Byzantine Heavy Cavalry Archer	3.98
42-188	Byzantine Heavy Cavalry, with spear	3.98
42-200	Mongol Horse Archer	3.98
42-201	Mongol Medium Cavalry, with spear	3.98
42-202	Mongol Medium Cavalry, with spear	3.98
42-203	Mongol Medium Cavalry, with spear	3.98
42-204	Mongol Medium Cavalry, with mace	3.98
42-205	Mongol Heavy Cavalry, with spear	3.98
42-206	Mongol Horse Archer	3.98
42-209	Mongol Auxiliary Archer	3.49
*42-210	Mongol Auxiliary Infantry, with spear	3.49
42-211	Sung Chinese Heavy Cavalry, with spear	3.98
42-213	Sung Chinese Light Cavalry, with spear	3.98
42-214	Sung Chinese Light Cavalry, with spear	3.98
*42-215	Sung Chinese Heavy Infantry, with spear	3.49
42-216	Sung Chinese Heavy Infantry, with sword	3.49
*42-217	Sung Chinese Light Infantry, with spear	3.49
42-218	Sung Chinese Crossbowman	3.49

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

The Samurai

25 mm



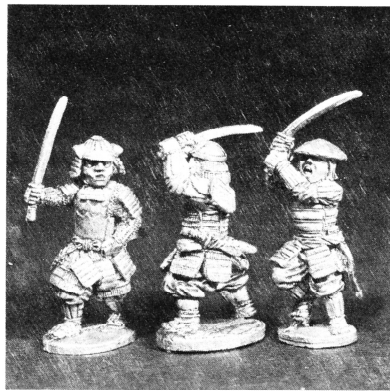
53-786



53-751

53-770

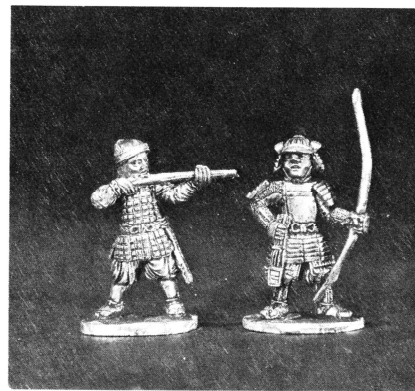
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53-765

53-767

53-756



53-759

53-772

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The Samurai

25mm Designer: Dennis Mize

Code #	Description	Price
53-745	Ninja, with sword	3.69
53-751	Ronin, with sword	3.69
*53-752	Ronin, with spear	3.69
53-756	Ashigaru, with sword	3.69
*53-757	Ashigaru, with spear	3.69
53-759	Ashigaru, with arquebus, standing	3.69
53-765	Samurai, with sword	3.69
53-767	Samurai, with sword	3.69
*53-768	Samurai, with spear	3.69
53-770	Samurai, with naginata	3.69
53-772	Samurai, with bow	3.69
53-775	Mounted Samurai, with spear	3.98
53-777	Mounted Samurai, with bow	3.98
53-780	Samurai Commanders	3.69
53-786	Infantry Standards	3.69

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

Desert Rats

15 mm

Code #	Description	Price
94-100	Afrika Korps (3 poses)	3.98
94-101	Afrika Korps (3 poses)	3.98
94-150	Afrika Korps Heavy Machine Gun Team	3.98
94-151	Afrika Korps Mortar Team	3.98
94-201	Italians (3 poses)	3.98
94-202	Italians (3 poses)	3.98
94-250	Italian Heavy Machine Gun Team	3.98
94-301	British Eighth Army (5 poses)	3.98
94-350	British Eighth Army Heavy Machine Gun Team	3.98
94-400	Australians (5 poses)	3.98
94-450	Australian Heavy Machine Gun Team	3.98
94-500	French 1940 (4 poses)	3.98

The Condottieri

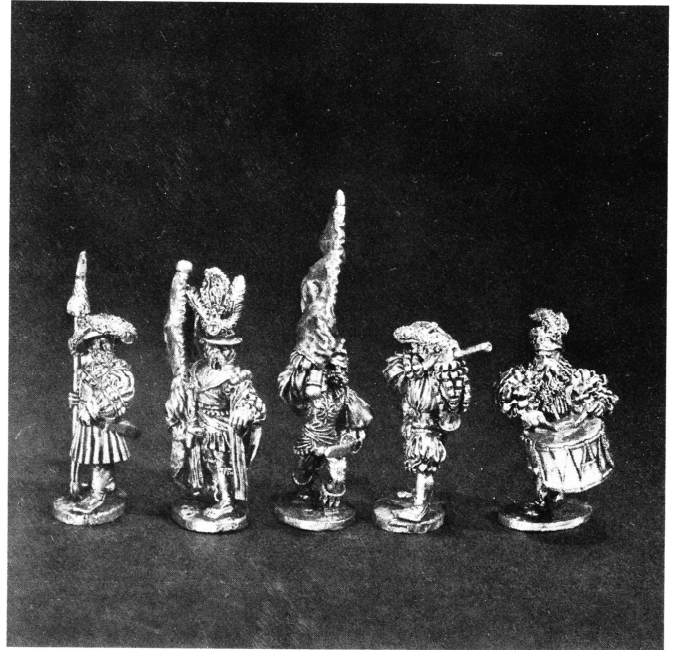
25mm Designer: Tom Meier



54-518

54-502

54-515



54-501



54-506

54-503

54-505

54-507

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The Condottieri

25mm Designer: Tom Meier

Landsknechts

Code #	Description	Price
54-500	Officers	3.98
54-501	Standards and Musicians	3.98
54-502	Harquebusier, firing	3.69
54-503	Harquebusier, firing	3.69
54-504	Harquebusier, firing	3.69
54-505	Harquebusier, loading	3.69
54-506	Harquebusier, loading	3.69
54-507	Harquebusier, loading	3.69
54-508	Pikeman, armored, leveled pike	3.69
54-509	Pikeman, half-armored, leveled pike	3.69
54-510	Pikeman, unarmored, leveled pike	3.69
54-511	Pikeman, unarmored, raised pike	3.69
54-512	Pikeman, armored, raised pike	3.69
54-513	Pikeman, half-armored, raised pike	3.69
54-514	Halberdier, half-armored, attacking	3.69
54-515	Halberdier, armored, attacking	3.69
54-518	Swordsman, with great sword, attacking	3.69
54-519	Swordsman, with great sword, attacking	3.69
54-520	Reiter, firing pistol	3.98
54-522	Mounted Aquebusier	3.98
54-523	Lancer, firing pistols	3.98
54-524	Gendarme, with plume, on rearing horse	3.98
54-525	Gendarme, on rearing horse	3.98

Days of the Empire

1803-1815

15 mm



81-121

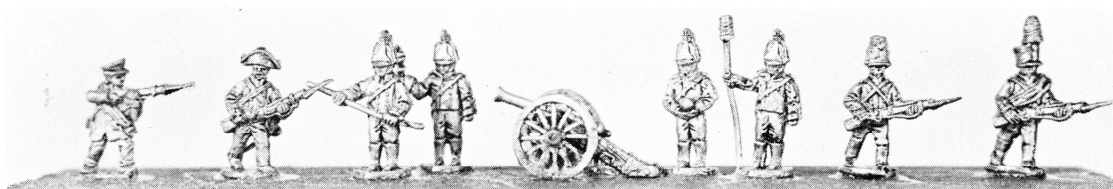
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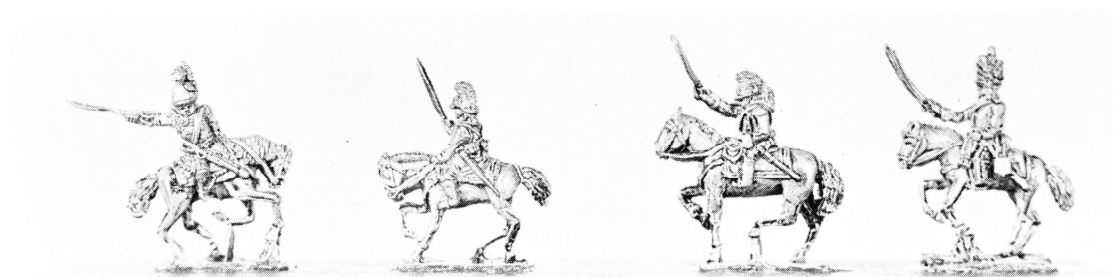
81-472

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France

Code #	Description	
81-101	Old Guard, in reserve	3.98
81-102	Old Guard, attacking	3.98
81-110	Foot Artillery Crew	3.98
81-111	Horse Artillery Crew	3.98
81-112	Guard Foot Artillery Crew	3.98
81-119	Fusilier, in bicorn, firing	3.98
81-121	Fusilier, in bicorn, advancing	3.98
81-123	Line Fusilier/ Voltigeur, advancing	3.98
81-124	Line Fusilier/ Voltigeur, attacking	3.98
81-125	Line Fusilier/ Voltigeur, firing	3.98
81-126	Line Fusilier/ Voltigeur, in reserve	3.98
81-128	Line Fusilier/ Voltigeur, advancing	3.98
81-142	Legere, in busby, advancing, skirmishing	3.98
81-143	Legere Carabineer, in bearskin, kneeling, firing	3.98
81-144	Legere, in shako, skirmishing	3.98
81-145	Legere, in bicorn, firing	3.98
81-146	Legere, in bicorn, advancing	3.98
81-151	Line Grenadier, advancing	3.98
81-154	Line Grenadier, firing	3.98
81-155	Line Grenadier, advancing	3.98
81-160	Cuirassier, charging	3.98
81-161	Cuirassier, charging	3.98
81-162	Carabineer-a-cheval (1806) in melee	3.98
81-163	Carabineer-a-cheval (1812) slashing	3.98
81-166	Dragoon, holding musket, mounted picket	3.98
81-167	Dragoon, attacking	3.98
81-171	Hussar, charging	3.98
81-172	Hussar, in pursuit	3.98
81-173	Chasseur-a-cheval (1806), in pursuit	3.98
81-180	Infantry Command, in bearskin	3.98
81-187	General and Aides on horseback	3.98

Austria

81-210	Foot Artillery Crew, in overcoat	3.98
81-219	Austrian Musketeer, in shako, firing	3.98
81-221	Austrian Musketeer, in shako, on guard	3.98
81-222	Austrian Musketeer, in helmet, firing	3.98
81-223	Austrian Musketeer, in helmet, attacking	3.98
81-224	Austrian Musketeer, in helmet, on guard	3.98
81-226	Hungarian Musketeer, in helmet, on guard	3.98
81-227	Hungarian Musketeer, in helmet, advancing	3.98
81-229	Hungarian Musketeer, in shako, attacking	3.98
81-231	Hungarian Musketeer, in shako, on guard	3.98
81-241	Tyrolean Jager, advancing	3.98
81-243	Grenzer, advancing	3.98
81-251	Hungarian Grenadier, on guard	3.98
81-252	Hungarian Grenadier, advancing	3.98
81-253	Austrian Grenadier, firing	3.98
81-254	Austrian Grenadier, advancing	3.98
81-255	Austrian Grenadier, on guard	3.98
81-261	Cuirassier, at rest	3.98
81-262	Cuirassier, advancing	3.98
81-266	Dragoon, thrusting sword downward	3.98
81-271	Hussar, charging	3.98
81-273	Ulhan, lance lowered	3.98
81-280	Infantry Command, in helmet	3.98
81-289	Generals and Aides on horseback	3.98

England

Code #	Description	Price
81-301	Guard advancing	3.98
81-310	Foot Artillery Crew	3.98
81-311	Royal Horse Artillery Crew	3.98
81-320	Line Infantry (1812-15), advancing	3.98
81-323	Line Infantry (1812-15), firing	3.98
81-340	Light Infantry/1808 Line, on guard	3.98
81-341	Light Infantry/1808 Line, advancing	3.98
81-342	Light Infantry/1808 Line, firing	3.98
81-343	Rifle Regiment, firing	3.98
81-344	Light Infantry/1808 Line, advancing, musket across chest	3.98
81-351	Highlander, advancing	3.98
81-352	Highlander, attacking	3.98
81-353	Fusilier, attacking	3.98
81-362	Horse Guard, in helmet, advancing	3.98
81-366	Scots Grey, advancing	3.98
81-367	Dragoon/Dragoon Guard, advancing	3.98
81-371	Hussar, in busby, charging	3.98
81-372	Light Dragoon, Tarleton Helmet, advancing	3.98
81-373	Light Dragoon, in shako, charging	3.98
81-374	Light Dragoon, in shako, in pursuit	3.98
81-380	Infantry Command (1812-15)	3.98
81-382	Light Infantry/1808 Line Command	3.98

Prussia 1806

81-410	Foot Artillery Crew	3.98
81-425	Musketeer, advancing	3.98
81-426	Musketeer, firing	3.98
81-427	Musketeer, on guard	3.98
81-428	Musketeer, attacking	3.98
81-441	Fusilier, skirmishing	3.98
81-451	Grenadier, firing	3.98
81-452	Grenadier, on guard	3.98
81-453	Grenadier, attacking	3.98
81-461	Cuirassier/Dragoon, attacking	3.98
81-471	Hussar, wing shako, advancing	3.98
81-472	Hussar, death head shako, attacking	3.98
81-475	Lancer, lance upright	3.98
81-480	Infantry Command	3.98
81-487	Generals and Aides, on horseback	3.98

Prussia 1813-1815

81-412	Foot Artillery Crew	3.98
81-421	Infantry, firing	3.98
81-423	Infantry, on guard	3.98
81-424	Infantry, advancing	3.98
81-431	Landwehr, advancing	3.98
81-432	Landwehr, firing	3.98
81-454	Grenadier, attacking	3.98
81-455	Grenadier, firing	3.98
81-462	Cuirassier, in melee	3.98
81-466	Dragoon, attacking	3.98
81-473	Hussar, death head shako, charging	3.98
81-476	Landwehr Lancer, lance lowering	3.98

Russia 1805-1807

Code #	Description	Price
81-510	Foot Artillery Crew	3.98
81-511	Horse Artillery Crew	3.98
81-521	Musketeer, firing	3.98
81-522	Musketeer, advancing	3.98
81-523	Musketeer, attacking	3.98
81-524	Musketeer, on guard	3.98
81-541	Chasseur, skirmishing	3.98
81-542	Chasseur, advancing	3.98
81-555	Grenadier, advancing	3.98
81-556	Pavlov Grenadier, advancing	3.98
81-557	Grenadier, attacking	3.98
81-558	Grenadier, firing	3.98
81-559	Grenadier, on guard	3.98
81-561	Cuirassier, in melee	3.98
81-571	Hussar, in pursuit	3.98
81-575	Cossack, on pony, with lance and bow	3.98
81-576	Ulhan, lance upright	3.98
81-580	Infantry Command	3.98
81-587	Generals and Aides on horseback	3.98

Russia 1812-1815

81-551	Infantry, advancing	3.98
81-552	Infantry, firing	3.98
81-553	Infantry, on guard	3.98
81-554	Infantry, attacking	3.98
81-556	Pavlov Grenadier, advancing	3.98
81-562	Cuirassier, in melee	3.98
81-565	Dragoon, charging	3.98
81-566	Dragoon, on picket duty	3.98
81-575	Cossack, on pony, with lance and bow	3.98
81-576	Ulhan, lance upright	3.98

Bavaria

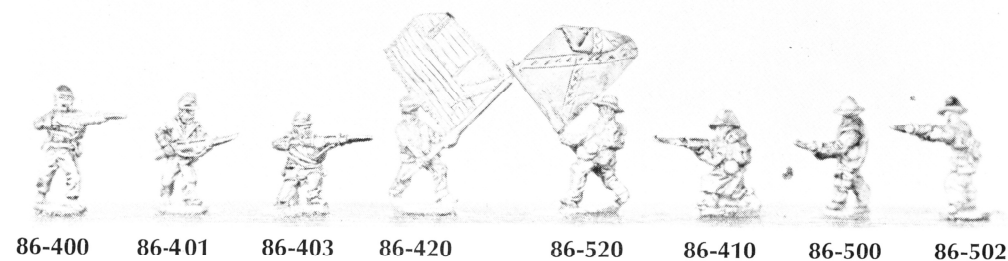
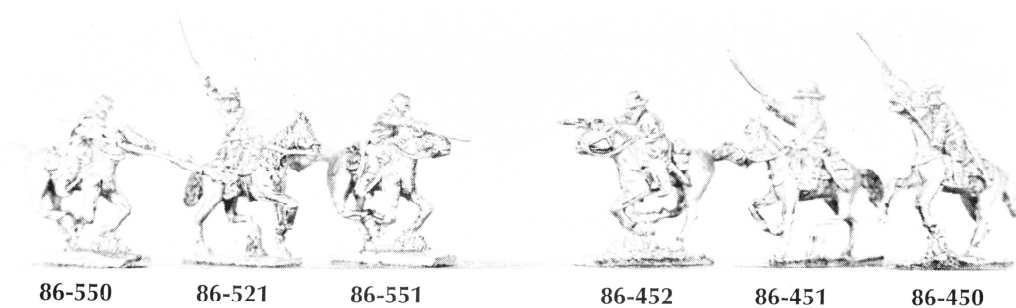
81-740	Infantry, advancing	3.98
81-741	Infantry, firing	3.98
81-743	Dragoon/Chevau-leger, charging	3.98
81-744	Foot Artillery Crew	3.98
81-745	Light Infantry, skirmishing	3.98
81-780	Infantry Command	3.98

Artillery

81-901	English 6-lb. gun	3.98
81-902	English 9-lb. gun	3.98
81-903	English 12-lb. gun	3.98
81-904	English 8" howitzer	3.98
81-911	Continental 4-lb. gun	3.98
81-912	Continental 8-lb. gun	3.98
81-913	Continental 12-lb. gun	3.98
81-914	Continental 6" howitzer	3.98
81-915	Continental 6-lb. gun	3.98

American Civil War

15 mm



Code #	Description	Price
86-400	Union Infantry, firing	3.98
86-401	Union Infantry, attacking	3.98
86-402	Union Infantry, firing	3.98
86-403	Union Infantry, firing	3.98
86-405	Berdan Sharpshooter, firing	3.98
86-410	Iron Brigade, firing	3.98
86-411	Garibaldi Guard, firing	3.98
86-420	Union Command Group	3.98
86-421	Union Cavalry Command	3.98
86-430	Union Artillery Crew	3.98
86-431	Gatling Gun Crew	3.98
86-440	Union Dismounted Cavalry, firing	3.98
86-450	Union Cavalry, charging	3.98
86-451	Union Cavalry, slashing	3.98
86-452	Lancer in kepi, thrusting lance	3.98
86-500	Confederate, in slouch hat, attacking	3.98
86-501	Confederate, in kepi, attacking	3.98
86-502	Confederate, in slouch hat and long coat, firing	3.98
86-503	Confederate, firing	3.98

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86-504	Confederate, advancing	3.98
86-505	Confederate Sharpshooter	3.98
86-520	Confederate Command Group	3.98
86-521	Confederate Cavalry Command	3.98
86-530	Confederate Artillery Crew	3.98
86-550	Confederate Cavalry, charging, firing shotgun	3.98
86-551	Confederate Cavalry, charging, with sword	3.98
86-560	Dismounted Confederate Cavalry, firing shotgun	3.98
86-600	Volunteer in long coat, full gear, firing	3.98
86-601	Volunteer in long coat, full gear, attacking	3.98
86-700	Zouave, attacking	3.98
86-901	6-lb. Howitzer	3.98
86-902	12-lb. Howitzer	3.98
86-903	24-lb. Howitzer	3.98
86-904	12-lb. M1857 Napoleon	3.98
86-905	3" Rodman	3.98
86-906	10-lb. Parrott	3.98
86-907	20-lb. Parrott	3.98
86-908	Gatling Gun	3.98



97-402



97-401

Partha Personalities

Code #	Description	Price
97-401	54mm Barbarian Hero, on carnage pile	8.98
97-402	54mm Elven Lord, in armor	5.98
97-403	54mm Berserker, striking with sword	5.98
97-404	54mm Halfling Esquire	2.49
97-405	25mm Space Drone	3.49
97-406	30mm French Foreign Legion, 1890, on guard	2.49

Dungeon Accessories

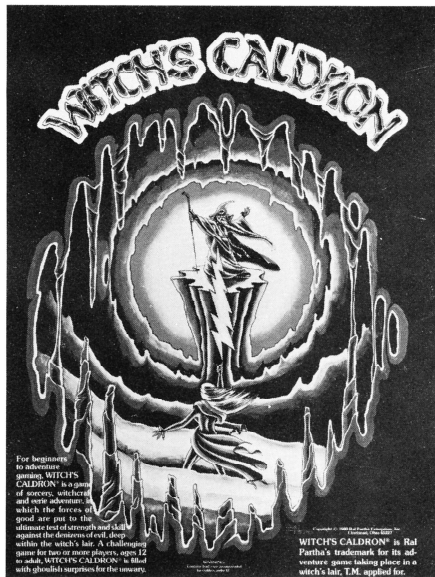
Code #	Description	Price
97-001	Shields (12)	2.98
97-002	Scrolls, Books and Wands (10)	2.98
97-003	Treasure Maps and Treasure (10)	2.98
97-006	Dungeon Accessories	2.98
97-008	The Rack with an Executioner	2.98
97-010	Female Captive slung over Horse	2.98
97-011	Female Captive slung over Land Dragon	2.98

TRAL
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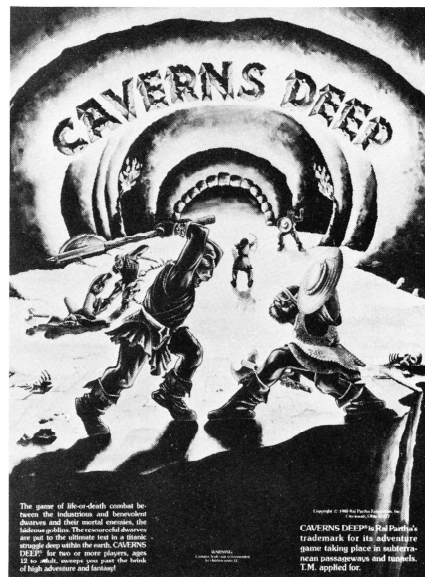
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Weapons

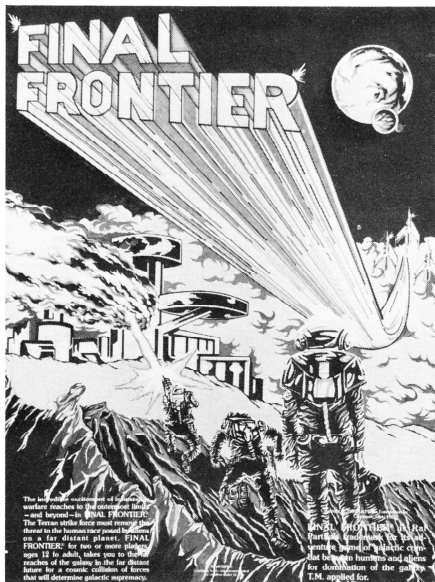
Code #	Description	Price
97-502	Piano-wire Greek Spears with Cast Metal Tips, 2" (12)	3.49
97-506	Casualty Caps (25)	2.98
97-507	Piano-wire decorated Spears with Cast Metal Tips 1½" (12)	3.49
97-508	Piano-wire Pikes with Cast Metal Tips, 2½" (12)	3.49
97-509	Piano-wire Tsolyanu Spears with Cast Metal Tips (12)	3.49
97-510	Piano-wire Yan Korani Spears with Cast Metal Tips (12)	3.49
97-511	Roman Swords (24)	2.98
97-512	Two-Handed Swords (24)	2.98
97-513	Striking Swords (24)	2.98
97-514	Two-Handed Viking Axes (24)	2.98
97-515	Double-Headed Axes (24)	2.98
97-516	Throwing Hatchets (24)	2.98
97-517	Crossbows (24)	2.98
97-518	Crossbows with Handles (24)	2.98
97-519	Scythes (24)	2.98



99-001



99-002



99-003



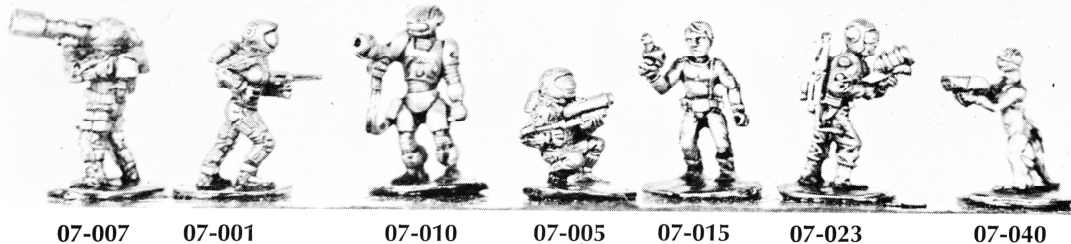
99-004

Games

Code #	Description	Price
99-001	Witch's Caldron®	15.95
99-002	Caverns Deep®	15.95
99-003	Final Frontier®	15.95
99-004	Galactic Grenadiers®	15.95

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Strike Team Alpha

25mm Designer: Tom Meier

Code #	Description	Price
07-001	Infantry, advancing, with Megawatt Laser	3.49
07-003	Infantry, prone, with Semi-portable Laser	3.49
07-005	Infantry, with Automatic Grenade Launcher	3.49
07-007	Infantry, standing, with Automatic Missile Launcher	3.49
07-010	Power Armor Infantry, standing, with Sun Gun	3.49
07-011	Power Armor Infantry, prone, with Sun Gun	3.49
07-015	Crewman, standing, with Laser Pistol	3.49
07-020	Mercenary, standing, with Assault Rifle	3.49
07-023	Mercenary, advancing, with Grenade Launcher	3.49
07-030	Shoantra (Humanoid), standing, with Needle Gun	3.49
07-040	T'Rana (Reptilian), advancing	3.49
07-041	T'Rana (Reptilian), running, firing Hand Weapon	3.49
07-050	Alien, standing, with Hand Gun	3.49

**TRAL
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FA2



FA3



FA4

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FA2	Wizard w/staff	0.85
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FA7	Monk w/staff	0.85
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FA9	Barbarian w/two-handed sword	0.85
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FA14	Elven Hero w/sword	0.85
FA15	Dwarf w/two-handed hammer	0.85
FA16	Female Wizard w/dagger & staff	0.85
FA17	Female Thief w/dagger & sack	0.85
FA18	Female Cleric w/mace	0.85
FA19	Female Fighter w/breastplate & sword	0.85
FA20	Houri with Dagger	0.85
FA21	Evil Wizard	0.85
FA22	Evil Cleric	0.85
FA23	Evil Priestess	0.85
FA24	Anti-Hero	0.85
FA25	Necromancer	0.85
FA26	Fighter in Chain Mail	0.85
FA27	Amazon w/sword	0.85
FA28	Amazon Priestess	0.85

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FS4	Living Wall	3.19
FS5	Old Wizard on Throne	3.99
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Michael
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Price
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THE NEW CITADEL CAROLINGIAN RANGE

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DA28



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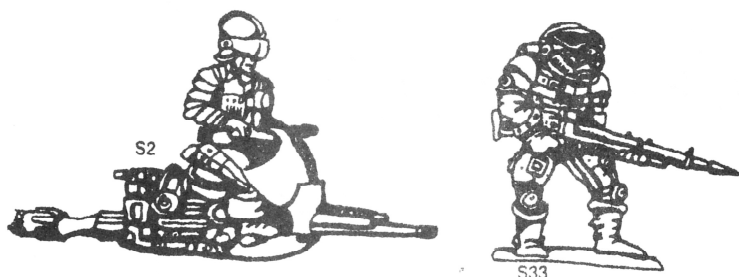
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