



Ral Partha

AWARDS

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 1982

H. G. Wells Award
Best Fantasy Figure Series
Personalities
Origins 1983

January 1984

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

Contents

fantasy	2 Major Boxed Sets
	5 Personalities
	13 Personalities Sets
	14 Collector Series
	18 Collector Series Sets
	18 Collector Series Single Piece Blister Packs
	19 All Things Dark and Dangerous
	22 The Best of Ral Partha
	30 "Children of the Night"
	32 Lost Worlds
	34 ElfQuest
	37 Dungeon Accessories and Weapons
	38 The Adventurers
historical	42 The Hoplites
	44 1200 A.D.
	48 The Samurai
	49 The Condottieri
	50 Colonials

Designers

Personalities Tom Meier
Collector Series Tom Meier
All Things Dark and Dangerous Julie Guthrie
Best of Ral Partha Tom Meier, Dennis Mize, Julie Guthrie
"Children of the Night" Dennis Mize
Lost Worlds Tom Meier, Dennis Mize, Julie Guthrie
ElfQuest Julie Guthrie
The Adventurers Tom Meier, Dennis Mize, Julie Guthrie
The Hoplites Tom Meier, Dennis Mize, Bob Charrette
1200 A.D. Tom Meier, Dennis Mize, Bob Charrette
The Samurai Dennis Mize
The Condottieri Tom Meier
Colonials Tom Meier

All figures are 25mm scale.

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

Some figures may require assembly.

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: 01-095 JABBERWOCK

MAJOR BOXED SETS

The sight of the great tusks and huge, crushing bulk of the **ATLANTEAN WAR MASTODON** would, in itself, be enough to test the nerve of most Hyborean armies. An enemy that would be hard-pressed enough when put up against the heavy infantry legions of ancient Atlantis will be in a bad spot indeed when you move support units equipped with these great, shaggy beasts into the line! The Mastodon comes complete with shielded howdah, spear bearer and archer. Two remnants of a forgotten age — the mastodon and the Atlanteans themselves — come to life for you in this magnificent piece by Dennis Mize.

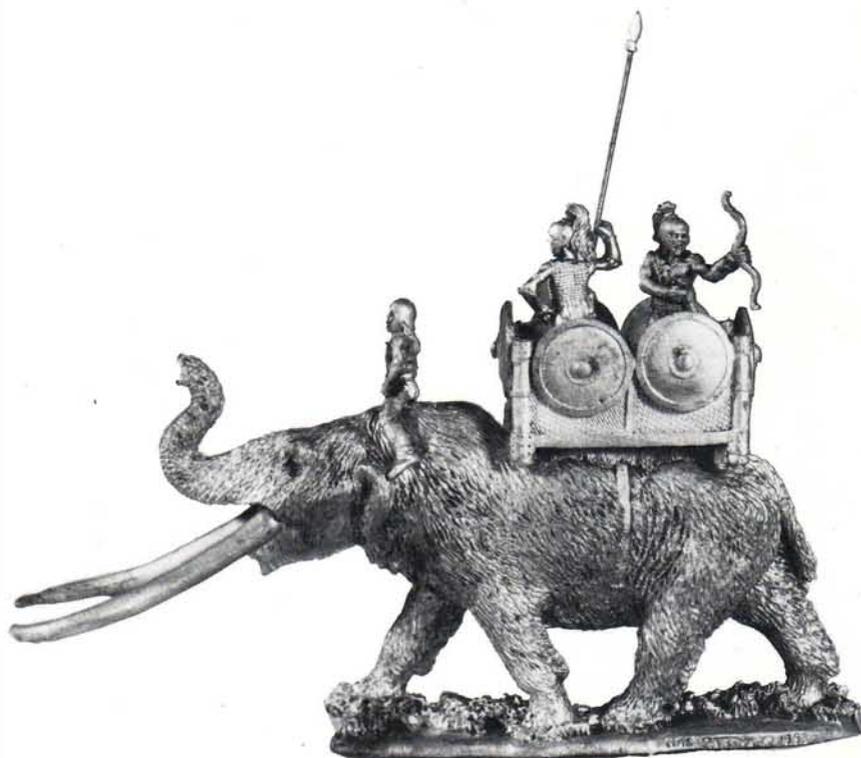
13-101 ATLANTEAN WAR MASTODON
\$15.00

NEW BOXED SETS COMING IN 1984.

BRONZE DRAGON OF PERN

BLACK PRINCE'S CHARIOT OF FEAR

BRIGANDS' TREASURE CARAVAN



13-101 ATLANTEAN WAR MASTODON

*Breed riders, strong and daring
Dragon-loving, born as hatched
Flights of hundreds soaring skyward
Man and dragon fully matched . . .*

— Dragonflight

From the breathtaking adventure series *Dragonriders of Pern*, by Anne McCaffery, Ral Partha presents the first in a series of 25mm sculpted figures by Julie Guthrie. Julie has selected the **BRONZE DRAGON OF PERN** — modeled after the Weyrleader F'lar's noble mount, Mnemeth — as the subject of her new piece. The huge bronzes from the backbone of the humans' fleet of dragons as they wheel through the sky, scorching the deadly alien Threads with their fiery breath and keeping Pern safe for humankind!

01-501 BRONZE DRAGON OF PERN

Tom Meier is applying his unique imagination and unmistakable sculpting style to two new major pieces to be released in 1984.

First to be released will be the **01-127 BLACK PRINCE'S CHARIOT OF FEAR**. This set will feature an ominous-looking chariot, sculpted into the form of a crouching beast and being drawn — none too willingly — by two full-size balrogs harnessed with heavy chains. This frightening conveyance will be driven by the Black Prince himself, accompanied by two manlike demons who serve as his spear-carrier and shield-bearer.

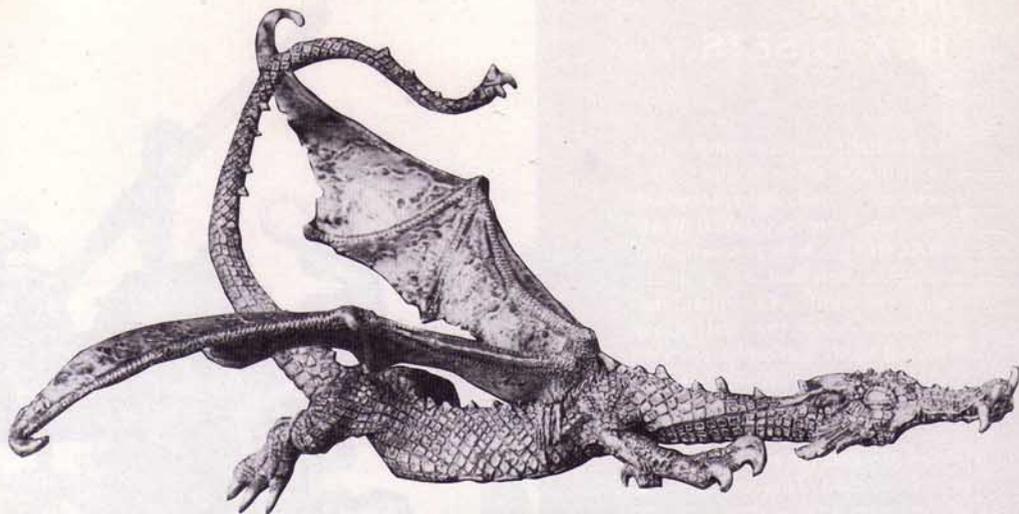
01-127 BLACK PRINCE'S CHARIOT OF FEAR

Later in the year, we'll be releasing the second set, the **01-128 BRIGANDS' TREASURE CARAVAN**. For this large piece, Tom envisions a group of heavily laden camels and mules, bearing the plundered wealth of countless cities and villages and accompanied by cloaked and heavily-armed brigands. A variety of accessories will be included in the set to allow you to form several different dioramas with these pieces.

01-128 BRIGANDS' TREASURE CARAVAN

As complex and delicate as it is grotesque and terrifying — a fantasy dragon presents a compelling paradox that has captivated writers, artists and gamers for generations. **THE GOLDEN DRAGON**, sculpted by Tom Meier, captures the many different facets of this fantastic creature as only Ral Partha can, through the use of delicate shades of expression and detail. The addition of this terrifying legendary beast will lend animation imagination and a touch of excellence to your campaign or collection.

01-094 THE GOLDEN DRAGON
\$15.00



01-094 THE GOLDEN DRAGON

Born of legendary dwarvish metalworking skill, **THE STEAM CANNON** is the end result of bravery in battle combined with a tinkering nature. The cannon rumbles onto the battlefield powered by its churning engine, shielded by heavy armor plate and manned by three burly, resolute dwarves . . . A war engine to strike terror into the stoutest hearts!

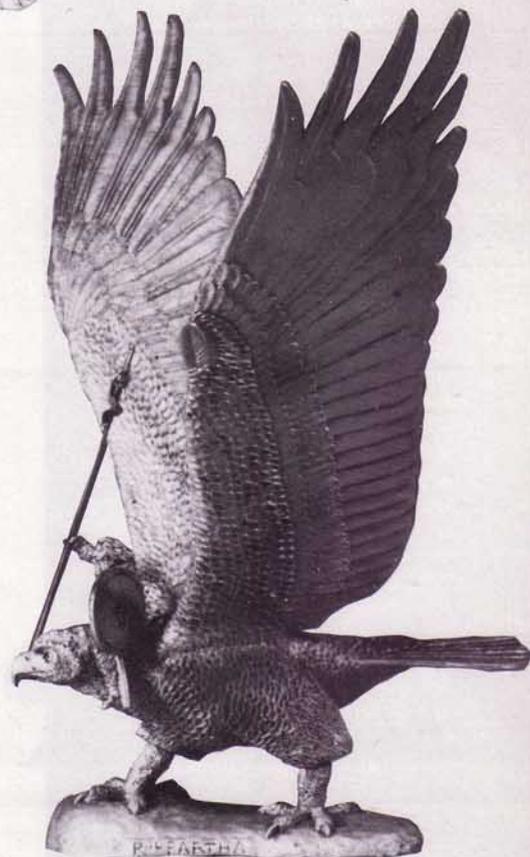
02-030 THE STEAM CANNON \$15.00



02-030 THE DWARF STEAM CANNON

Alert, poised and ready to beat skyward on massive wings, **THE WAR EAGLE** from Ral Partha is at once the advance scout and rallying standard of your fantasy legions. Mount your champions more gloriously than any simple cavalryman — allow the eyes of your army to see beyond the farthest horizon! This is all possible when you include this magnificent avian among your forces. With this unequalled example of imagination and unbroken spirit, Dennis Mize has created the most impressive of all the "Children of the Night."

13-100 THE WAR EAGLE \$15.00



13-100 THE WAR EAGLE

MAJOR BOXED SETS. . .

In Ral Partha's continuing series of fantasy siege engines, the orcs are formidably represented by Tom Meier's 02-078 **WAR MACHINE**. A heavy, wheeled catapult shielded by a grisly dragon skull, the machine rumbles onto the battlefield hauled by six sub-orc slaves who strain under the lash of their terrifying orc captain. Also included with the catapult, to provide covering fire, are two orc archers in chainmail. This set forms a complete unit — the artillery support for the orcs' mechanized infantry!

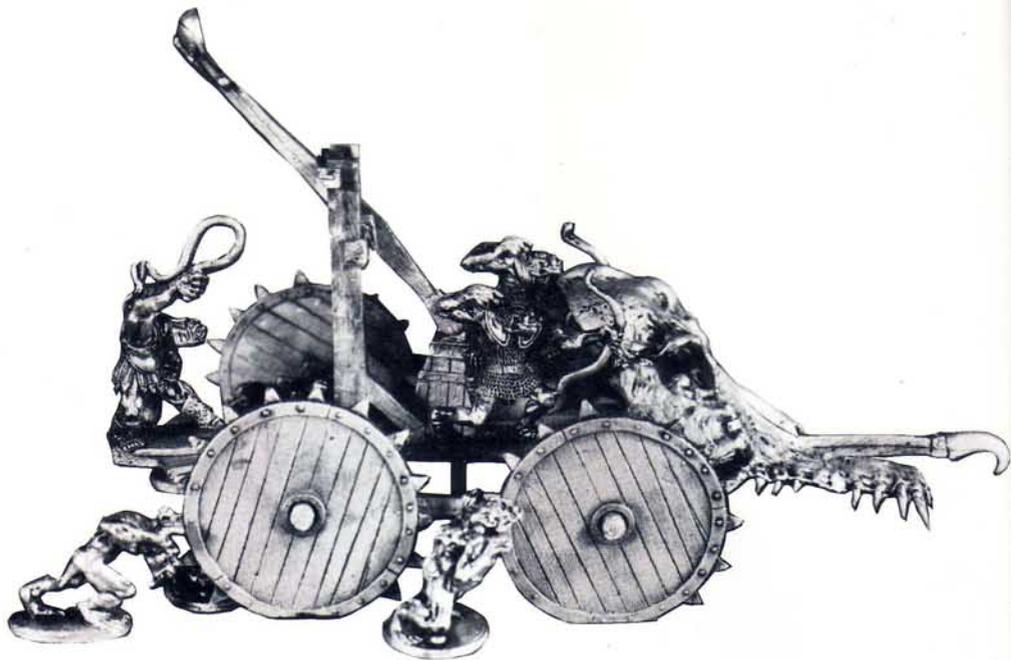
02-078 THE WAR MACHINE \$20.00

THE ELF CHARIOT features the airy and delicate styling distinctive of the elves, masterfully sculpted in 25mm by Tom Meier. The chariot, manned by an elf lord and musician/driver, captures the essence of elfin beauty and mystery as it glides through sunny valleys and cool, dark forests at the head of your army.

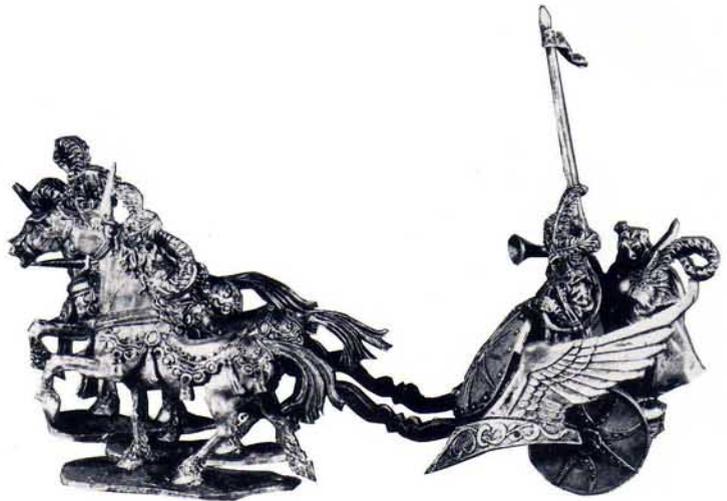
02-020 THE ELF CHARIOT \$10.00

Bathed in the blue swamp mists, nourished by prey both large and small, **THE GREAT DRAGON** has grown to nightmarishly huge proportions in the solitude of its marshy home. Strength it has developed, but fear it has never known — and now, grown to terrifying adulthood, the monster seeks bigger prey. Will YOU be the one to stand in its way? Dennis Mize's boxed addition to his "Children of the Night" line holds an adventure not many will take lightly, but that all will enjoy.

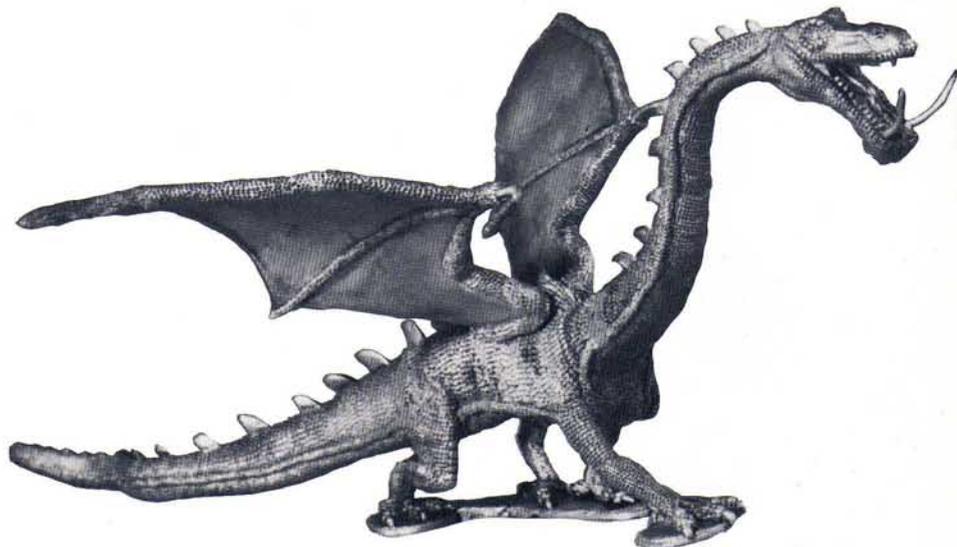
13-027 THE GREAT DRAGON \$20.00



02-078 THE WAR MACHINE



02-020 THE ELF CHARIOT



13-027 THE GREAT DRAGON

PERSONALITIES AND THINGS THAT GO BUMP IN THE NIGHT

SCULPTED BY
TOM MEIER

The line that began it all — the line that first offered the most complete and satisfying selection of fantasy role-playing figures in the world! Ral Partha's **PERSONALITIES AND THINGS THAT GO BUMP IN THE NIGHT**, sculpted by Tom Meier, continues to offer the finest figures available anywhere, no matter what character you're playing or what dreadful monster may lurk in your darkest dungeon. High priests, witches, wizards, dragons, champions, demons and giants are just a few of the incredible variety of figures available for painting, collecting and fantasy gaming.

- 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
- 01-015 Super Hero, with axe (dismounted 002) 1.25



01-001 Evil Wizard, casting spell



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



01-004 Cleric, cloaked, with staff



01-005 Winged Gremlin



01-007 Winged Serpent



01-010 Hill Troll



01-011 Angel



01-012 Archangel



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

PERSONALITIES . . .

- 01-016 Beowulf (Nordic Hero) . . .1.25
- 01-017 Pegasus, with rider . . .4.50
- 01-018 Adventuress1.25
- 01-019 Angel of Death3.00
- 01-021 Elf Princess1.25
- 01-022 Elf Lord1.25
- 01-023 Shield Maiden1.25
- 01-024 "Foregum" Super Hero,
barechested1.25
- 01-025 Super Hero, in plate
armor, on Super
Heavy Horse3.50
- 01-026 Adventuress,
on horseback2.50
- 01-027 Ranger, mounted
and on foot4.00
- 01-028 Gremlin War Party (3) . . .3.50
- 01-030 Wraith1.25
- 01-031 Dwarf Lord1.25
- 01-032 Centaur, with spear2.50
- 01-034 Land Dragon,
with Captain3.50
- 01-035 Land Dragon,
with Lancer3.50
- 01-037 Monk1.25
- 01-038 Winged Panther3.50
- 01-040 Were Bear2.50
- 01-041 Wind Lord1.25
- 01-042 Paladin (dismounted) . . .1.25
- 01-043 Armored Knight1.25
- 01-045 Earth Demon
(Elemental)4.50
- 01-047 Armored Centaur3.00
- 01-048 Demon of Evil Law1.25
- 01-050 Wyvern1.25
- 01-051 Griffon2.50
- 01-052 Hill Giant4.50
- 01-055 Enchantress1.25



01-017 Pegasus,
with rider



01-019 Angel of Death



01-021 Elf Princess



01-028 Gremlin War Party (3)



01-038 Winged Panther



01-041 Wind Lord



01-042 Paladin (dismounted)



01-022 Elf Lord



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



01-027 Ranger,
mounted and on foot



01-030 Wraith



01-032 Centaur,
with spear



01-035 Land Dragon,
with Lancer



01-047 Armored Centaur



01-048 Demon of Evil Law



01-051 Griffon



01-055 Enchantress

PERSONALITIES . . .

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	Werewolf	1.25
01-065	Demon	2.50
01-066	Necromancers (3)	3.50
01-067	Hecatron	3.50
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
01-080	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
01-086	Winged Beast with rider	4.50



01-056 Enchanter



01-057 Frost Giant



01-059 Fire Giant



01-068 Dragon



01-073 Clerics (3)



01-081 Armored Balrog



01-065 Demon



01-066 Necromancers (3)



01-067 Hecatron



01-069 Djinn (2)



01-071 Unicorn,
with Princess Rider



01-072 Cold Drake (Dragon)



01-082 Black Prince,
mounted on armored horse



01-083 War Dragon with Knight



01-086 Winged Beast with rider

PERSONALITIES . . .

01-088	Golems, Iron and Clay (2)	3.50
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
01-093	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



01-088 Golems Iron & Clay (2)



01-089 Witch King on Flying Charger



01-090 Storm Giant



01-096 Hippogriff



01-097 Grendel



01-098 Ogre



01-101 Mechanical Knight, mounted and on foot



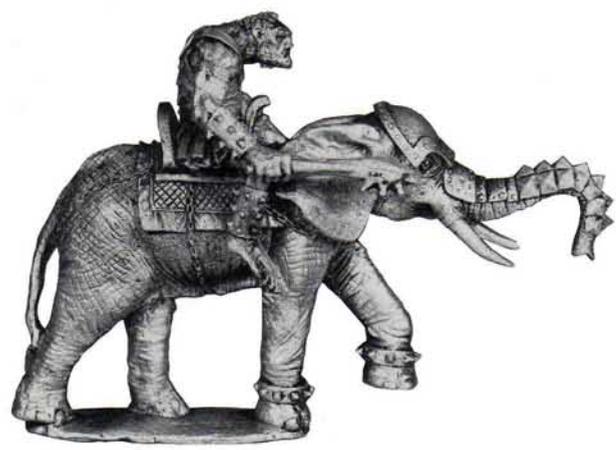
01-091 Elf Hero, mounted and on foot



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)

PERSONALITIES . . .

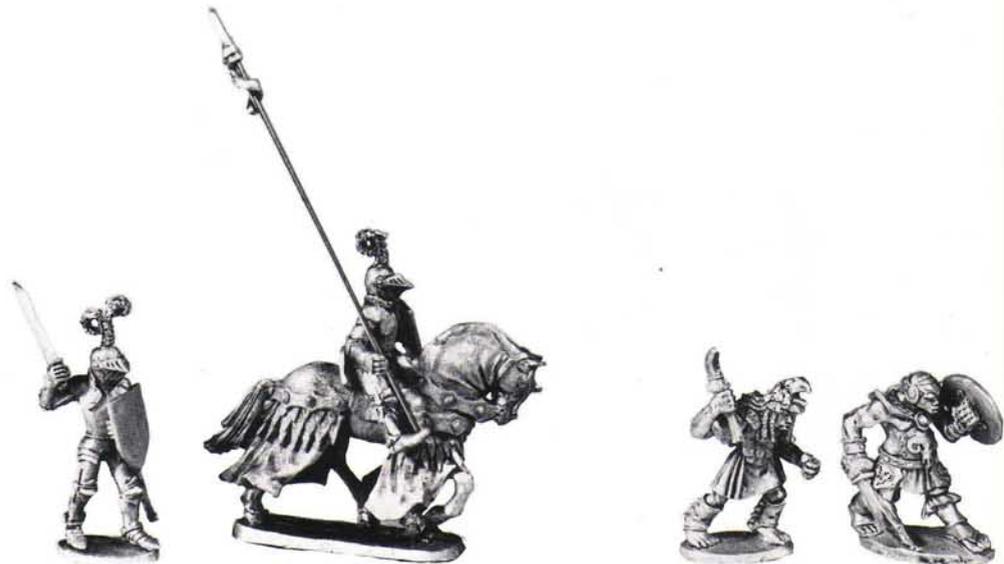
- 01-104 Wizard on Flying Demon,
Wizard on foot4.50
- 01-105 Three-Headed Troll4.00
- 01-106 Half Elves (4)4.50
- 01-107 Briarose Knight
mounted on Bumblebee,
Knight on foot4.50
- 01-108 Titan4.50
- †01-109 Cloud Giant7.00
- †01-110 Devils (3) with separate
heads (4)4.50
- †01-111 Demons (3) with separate
heads (4)4.50
- †01-112 Paladin, mounted and
on foot4.00
- †01-113 Gargoyles (3)5.00
- †01-114 Thieves (4)4.50
- †01-115 Half Orcs (4)4.50
- †01-116 Belladona Knight on
Plague Fly,
Knight on foot5.00
- †01-117 Boogie Men (3)4.00
- †01-118 Giant Werebear
and Manform4.50
- †01-119 Oriental Wrecreatures -
Weretiger, Manform,
and Fox Spirit4.50
- 01-120 Cutthroats (4)4.50
- †01-121 Hill Giant4.50
- 01-122 Bandersnatch and
Jub Jub Bird4.00
- †01-123 Well Drakken3.50
- 01-124 Warriors of Chaos (4)
- 01-125 Champion of Chaos,
mounted and on foot
- 01-126 Lord of Chaos,
mounted and on foot
- 01-127 The Black Prince's
Chariot of Fear
- 01-128 Brigands' Treasure
Caravan

†Represents a new release.
•Represents a new release coming in early
1984.
Some figures may require assembly.



01-107 Briarose Knight on Bumblebee,
Knight on foot

01-106 Half Elves (4)



01-112 Paladin,
mounted and on foot

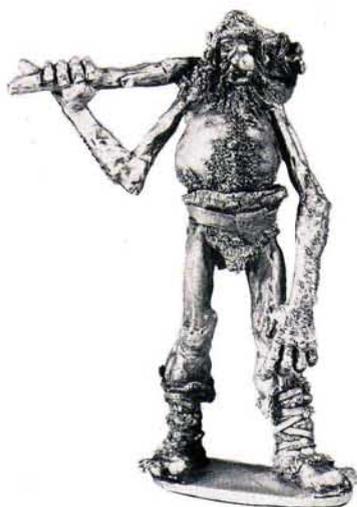
01-115 Half Orcs (4)

"PERSONALITIES" SETS

- 01-201 001-004-006-0374.00
- 01-202 004-036-055-0564.00
- 01-203 014-020-036-0614.00
- 01-204 009-015-016-0244.00
- 01-205 011-0124.00
- 01-206 018-021-023-0604.00
- 01-207 022-031-042-0434.00
- 01-208 026-0274.00
- 01-209 005-007-033-0134.50
- 01-210 040-0474.50
- 01-211 010-041-0484.00
- 01-212 050-048-0194.50
- 01-213 048-005-0074.00
- 01-214 029-055-060-0584.00
- 01-215 001-030-031-0614.00



01-118 Giant Werebear and Manform



01-109 Cloud Giant



01-110 Devils (3),
with separate heads (4)
(2 heads and 2 bodies shown)



01-111 Demons (3),
with separate heads (4)
(2 heads and 2 bodies shown)



01-117 Boogie Men (3)



01-119 Oriental Wercreatures



01-121 Hill Giant



01-123 Well Drakken

FANTASY COLLECTOR SERIES

SCULPTED BY TOM MEIER

Tom Meier's **FANTASY COLLECTOR SERIES** represents a sort of "advanced course" in creative fantasy. The "Personalities" line provides an expansive, opulent overview of all sorts of fantasy creatures. The Collector Series allows you to explore the world of the elves, halflings, orcs and dwarves in greater depth, offering the most intricately detailed selection of these types of figures available today.



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



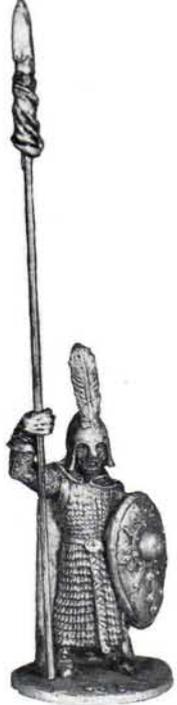
02-025 Deep Elf Cavalry, with lance



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 . . .

DWARVES

- 02-030 Dwarf Steam Cannon 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



02-031 Dwarf striking with spear

02-033 Dwarf with two-handed axe

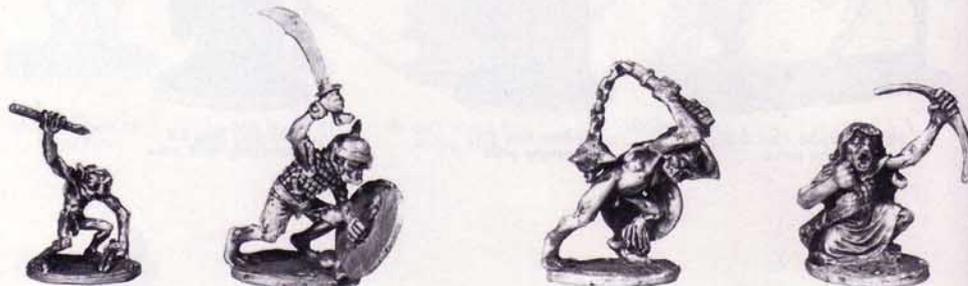
02-034 Dwarf with two-handed sword

02-035 Dwarf striking with axe

02-036 Dwarf striking with hammer

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 Orc, with spear overhead 4.00
- 02-072 Orc, with sword 4.00
- 02-073 Orc, with spear 4.00
- 02-075 Orc, with mace 4.00
- 02-078 War Machine 20.00
- 02-079 Orc 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



02-053 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



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 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

Some figures may require assembly.



SINGLE PIECE BLISTER PACKS

As a way of providing collectors with the option of purchasing single figures only, instead of complete units, we have specially re-packaged the figures in the Fantasy Collector Series into these single-figure packs.

- 02-201 Wood Elf, bow1.10
- 02-202 Wood Elf, bow, sword . . .1.10
- 02-203 Wood Elf, bow1.10
- 02-204 Wood Elf, pike1.10
- 02-205 Wood Elf Cavalry2.00
- 02-206 Sea Elf, pike1.10
- 02-207 Sea Elf, pike1.10
- 02-208 Sea Elf, sword1.10
- 02-209 Sea Elf, axe1.10
- 02-210 High Elf, sword1.10
- 02-211 High Elf, sword1.10
- 02-212 High Elf, spear1.10
- 02-214 High Elf, bow1.10
- 02-215 High Elf Cavalry2.00
- 02-216 Elf Horse Archer2.00
- 02-217 Elf, horn1.10
- 02-219 Elf Leader1.10
- 02-221 Deep Elf, bow1.10
- 02-223 Deep Elf, halberd1.10
- 02-225 Deep Elf Cavalry2.00
- 02-226 Halflings, spear, scythe (2)1.10
- 02-227 Halflings, bow, sling (2)1.10
- 02-228 Halfling, axe, shield (2)1.10
- 02-229 Mounted Halfling, club . . .1.10
- 02-230 Mounted Halfling, axe . .1.10
- 02-231 Dwarf, spear1.10
- 02-233 Dwarf, axe1.10
- 02-234 Dwarf, sword1.10
- 02-235 Dwarf, axe1.10
- 02-236 Dwarf, hammer1.10
- 02-237 Dwarf, mattock1.10
- 02-238 Dwarf, crossbow1.10
- 02-239 Dwarf Leader1.10
- 02-240 Dwarf, trumpet1.10
- 02-241 Dwarf Drummer1.10
- 02-242 Dwarf Standard Bearer . . .1.10
- 02-250 Goblin-Imp, sword (2) . . .1.10
- 02-251 Goblin-Imp, spear (2) . .1.10
- 02-252 Goblin-Imp, sword, wolfhide (2)1.10
- 02-253 Goblin-Imp, spear (2) . .1.10
- 02-254 Goblin-Imp, halberd (2)1.10
- 02-255 Goblin-Imp Archer (2) . . .1.10
- 02-257 Goblin Standard Bearer1.10
- 02-258 Goblin, horn1.10
- 02-259 Goblin Beater1.10

- 02-260 Goblin, scimitar1.10
- 02-261 Goblin, mace1.10
- 02-262 Armored Goblin Archer1.10
- 02-263 Goblin Archer1.10
- 02-264 Goblin Archer1.10
- 02-265 Goblin, sword1.10
- 02-266 Goblin, axe1.10
- 02-267 Goblin, club1.10
- 02-268 Goblin, halberd1.10
- 02-269 Goblin Leader1.10
- 02-270 Orc, spear1.10
- 02-272 Orc, sword1.10
- 02-273 Orc, spear1.10
- 02-275 Orc, mace1.10
- 02-276 Orc Beater1.10
- 02-277 Orc, horn1.10
- 02-278 Orc Archer1.10
- 02-279 Orc Leader1.10
- 02-290 Great Wolf1.10
- 02-293 Great Wolf, Rider, javelin1.10
- 02-294 Great Wolf, Rider, bow1.10
- 02-295 Great Wolf, Rider, sword1.10
- 02-296 Great Wolf, Rider, spear1.10

Some figures may require assembly.



Collector Series
**ALL THINGS DARK
 AND DANGEROUS —**

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 Hydra 4.00
- 02-902 Female Giant 3.50
- 02-903 Centaurs (male and female) 4.00
- 02-904 Executioner, Victims (2), Guard and basket 4.50
- 02-905 Saurian 3.00
- 02-906 Ogre 3.00



02-901 Hydra



02-902 Female Giant



02-903 Centaurs (male and female)



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



02-905 Saurian



02-906 Ogre



02-907 Two-Headed Ogre

ALL THINGS . . .

- 02-907 Two-Headed Ogre 3.00
- 02-908 Manticore 3.50
- 02-909 Unicorn 2.50
- 02-910 Lions (male & female) . . 3.00
- 02-911 Attack Dogs 2.50
- 02-912 Giant Rats 2.50
- 02-913 Female Swashbuckler,
mounted and
on foot 4.00
- 02-914 Rhino Rider, mounted
and on foot 4.00
- 02-915 Knight, mounted and
on foot 4.00
- 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
- 02-921 Non-Human Warrior
Thieves (4) 4.00
- 02-922 Gnomes (4) 3.50
- 02-923 Chimera 3.50
- 02-924 Mage, mounted and
on foot 4.00
- 02-925 Rangers (3) 3.50
- 02-926 Clerics (3) 3.50
- 02-927 Female Warriors (3) . . . 3.50
- 02-928 Wyvern 3.50
- 02-929 Gnolls (4) 4.50
- 02-930 Bison Rider, mounted
and on foot 4.00

- Represents a new release in March, 1984.
- Represents a new release in June, 1984.

Some figures may require assembly.



02-908 Manticore



02-909 Unicorn



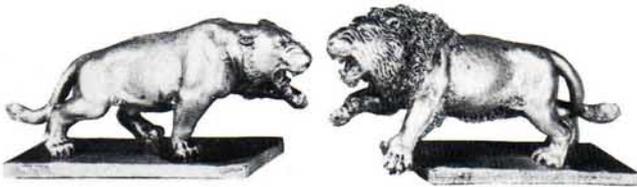
02-915 Knight,
mounted and on foot



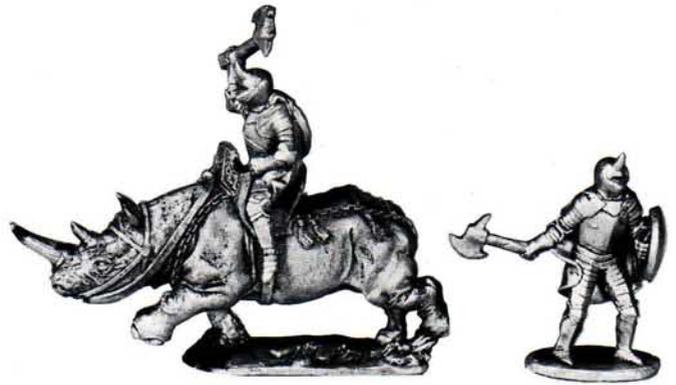
02-917 Fighter Mages (3)



02-921 Non-Human Warrior Thieves (4)



02-910 Lions (male & female)



02-914 Rhino Rider, mounted and on foot



02-916 Fighters (3)



02-918 Thieves (3)

02-920 Lizard Men (4)



02-922 Gnomes (4)



02-925 Rangers (3)

BEST OF RAL PARTHA

PERSONALITIES

SCULPTED BY
TOM MEIER

From the varied and colorful "Personalities and Things That Go Bump In the Night" line, Ral Partha has selected these best-selling figures to represent the finest in fantasy gaming miniatures.

10-300 PERSONALITIES \$8.00



Super Hero



Wizard



Wind Lord



Paladin



Cleric



Elf Super Hero



Ranger



Elf Lord



Anti-Paladin



Wraith



BEST OF RAL PARTHA

DEMON, TROLLS,
ORCS AND GOBLINS

SCULPTED BY
TOM MEIER

The darker side of fantasy roleplaying miniatures, the dangerous and evil creatures from your imagination, come to life in this selection from "The Best of Ral Partha."

10-301 DEMON, TROLLS, ORCS
& GOBLINS
\$8.00



Orc Archer



Goblin Archer



Orc Drummer



Goblin,
with two-handed axe



Orc,
with mace



Demon of Evil Law



Orc,
with sword



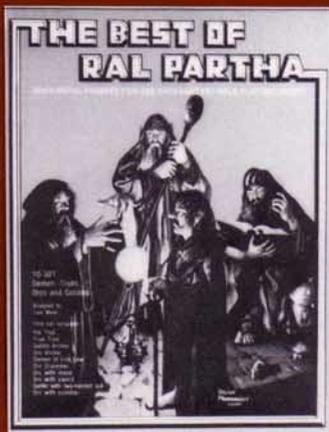
True Troll



Orc,
with scimitar



Hill Troll



BEST OF RAL PARTHA

ANGEL, ELVES AND ELF LORDS

SCULPTED BY
TOM MEIER

Fantasy role-playing miniatures for the discerning gamer who seeks quality as well as high adventure . . . The best from Ral Partha's award-winning Personalities and Collector Series.

10-302 ANGEL, ELVES AND
\$8.00 ELF LORDS



Elf Lord,
with map



Wood Elf,
with bow



High Elf,
with sword



High Elf,
with spear



High Elf,
with sword



Elf Lord,
with sword



High Elf,
with bow



Sea Elf,
with great sword



Archangel



Sea Elf,
with axe



BEST OF RAL PARTHA

"CHILDREN OF THE NIGHT"

SCULPTED BY
DENNIS MIZE

The best and most exciting figures from Dennis Mize's mysterious "Children of the Night" . . . Guaranteed to add danger and adventure to your campaign!

10-303 "CHILDREN OF THE NIGHT"
\$8.00



Shadow Elf Sorcerer



Assassin



Wereboar



Insect Man



Troll



Dark Undead



Shadow Elf Sorcerer



Lesser Demon



Werewolf



Thief

BEST OF RAL PARTHA

DUNGEON FIENDS

SCULPTED BY
TOM MEIER
DENNIS MIZE AND
JULIE GUTHRIE

A new collection of the monsters, goblins and other horrors to be found in the darkest corridors of only the most discerning dungeon master.

10-304 DUNGEON FIENDS \$8.00



Bellicose
The Dark Hero



"Gooseflesh Gus"
The Ghoul



Shira Ratu
The Liche



Sargoth
The Greater Demon



Bugbear



Skeleton



Lodoc
The Lesser Demon



Hecatron



Wraith



Gremlin

BEST OF RAL PARTHA

ADVENTURE FELLOWSHIP

SCULPTED BY
TOM MEIER,
DENNIS MIZE AND
JULIE GUTHRIE

Every sort of personality is included in this selection of thieves, paladins, rangers and other adventurers drawn from Ral Partha's most popular figures. Adventures leap to mind as you look through this exciting collection!

10-305 ADVENTURE FELLOWSHIP
\$8.00



Cleric



Dwarven
Warrior



"Cutpurse"
Dark Lotus



Elvin Hero



Atvar
The Berserker



Bill
The Halfling Burglar



Half Orc
Thug



Chevalier



Footfall
The Tracker



Magician

BEST OF RAL PARTHA

FANTASY CHAMPIONS

SCULPTED BY
TOM MEIER AND
DENNIS MIZE

If you're looking to solve those problems which negotiation will not solve, or to add some weight to the lineup of your adventure party, look to this collection of the brave, the redoubtable, and the heavily-armed from Ral Partha.

10-306 FANTASY CHAMPIONS \$8.00



Swordsman
of Khaldir,
Super Hero



Champion



Vortex
The Barbarian Lord



Paladin



Farkirk
The Dwarven Myrmidon



Merri Thyme
Halfling Rogue



Shield Maiden



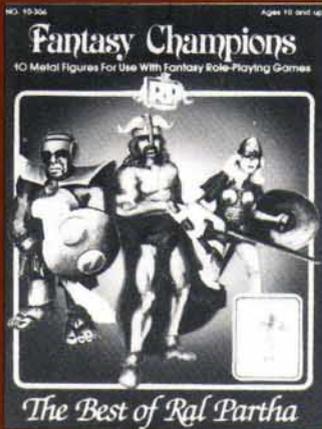
Half Orc
Warrior



Knight-Ranger



Adrian
Guardian of Good



BEST OF RAL PARTHA

MYSTIC MASTERS

SCULPTED BY
TOM MEIER AND
DENNIS MIZE

Where a stout heart is no protection and pure brute strength cannot prevail — the forces of sorcery must be called into play. For this role, the Mystic Masters have trained their whole lives, immersing themselves in the ephemeral world of magic and sorcery.

10-307 MYSTIC MASTERS \$8.00



Simon
Patriarch of Law



JuWana Onot
Witch Doctor



Half Elf
Conjurer



Arch Mage



Mierra
The Witch



Warlock



Dwarven Curate



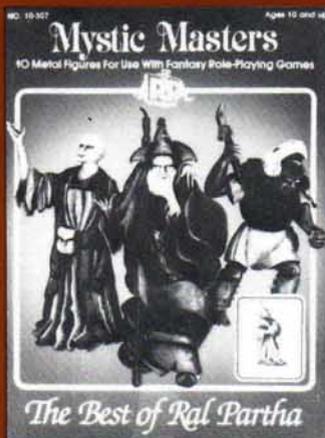
Artimus
High Priest of Chaos



Half Orc
Priest



Illusionist



"CHILDREN OF THE NIGHT" SCULPTED BY DENNIS MIZE

The ancient scholars first investigated the origins of "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".



13-002 Hill Giant



13-003 Trolls



13-013 Were Creatures



13-017 Giant in Mail Armor



13-020 Cyclops

- ▶ 13-001 Small Cold Drake4.50
- 13-002 Hill Giant4.50
- 13-003 Trolls (2)4.50
- ▶ 13-010 Insect Men
Warriors (3)3.50
- 13-011 Lesser Demons (4)4.50
- 13-012 Manticore4.50
- 13-013 Were Creatures (4)4.50
- 13-015 Thieves (4)4.50
- 13-016 Shadow Elf
Sorcerers (4)4.50
- 13-017 Giant in mail armor4.50
- 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
- 13-025 Royal Dragon7.00
- 13-027 Great Dragon20.00
- 13-028 Giant Fire
Salamander3.50
- 13-029 War Dog and Handler3.50
- 13-031 Two-Headed Ogre
with Lunch4.50
- 13-033 Giant Doom Wurm7.00



13-011 Lesser Demons

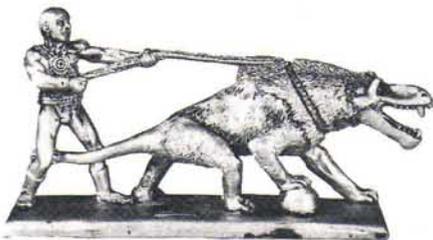


13-012 Manticore



13-015 Thieves

13-016 Shadow Elf Sorcerers



13-029 War Dog and Handler



13-033 Giant Doom Würm

CHILDREN . . .

- 13-034 Harpies (2) 4.00
- 13-035 Samurai Player Characters (4) 4.50
- 13-036 Thieves and Brigands (3) 4.00
- 13-037 Priests and Sorcerers (4) 4.50
- 13-038 Dwarf Player Characters (4) 4.50
- 13-039 Japanese Ogre with naginata 4.00
- 13-040 Women Magic-Users (3) 4.00
- 13-041 Serpent Men Heroes (3) 4.00
- 13-042 Atlantean Heroes (3) 4.00
- 13-043 Amphibian Berserker 3.50
- 13-044 Armored Amphibian Hero 4.00
- 13-045 Ninja Assassins (3) 4.00
- 13-046 Oriental Dragon 7.00
- 13-100 War Eagle 15.00
- 13-101 Atlantean War Mastodon 15.00

• Represents a new release in April, 1984.
 ▶ Represents a remake to be released in April, 1984.
 Some figures may require assembly.



13-035 Samurai Player Characters (4)



13-038 Dwarf Player Characters (4)

LOST WORLDS

Nova Games' "Lost Worlds" series adapts the revolutionary "play book" concept to hand-to-hand fighting, using Ral Partha figures as models for the diagrams in the playbook. Now, Ral Partha offers the figures used in the "Lost Worlds" game, specially packaged for separate purchase. Be sure to use the special discount coupon that you receive when you purchase the "Lost Worlds" game!



13-041 Serpent Men Heroes (3)

- 95-001 Man in chainmail with sword and shield 1.10
- 95-002 Skeleton with scimitar and shield 1.10
- 95-003 Dwarf in chainmail with two-handed axe 1.10
- 95-004 Armored Giant Goblin with mace and shield 1.10
- 95-005 Woman in scale with sword and shield 1.10
- 95-006 Hill Troll with club 2.50
- 95-007 Barbarian with two-handed sword 1.10
- 95-008 Fighter Mage with magic sword 1.10
- 95-009 Wraith 1.10



95-001 Man in chainmail with sword and shield 95-002 Skeleton with scimitar and shield 95-003 Dwarf in chainmail with two-handed axe



13-036 Thieves and Brigands (3)



13-037 Priests and Sorcerers (4)



13-039 Japanese Ogre, with naginata



13-040 Women Magic Users (3)



13-042 Atlantean Heroes (3)
(2 of 3 shown)



95-004 Armored Giant Goblin with mace and shield



95-005 Woman in scale with sword and shield



95-006 Hill Troll with club



95-007 Barbarian with two-handed sword



95-008 Fighter Mage with magic sword



95-009 Wraith

ELFQUEST

WOLFRIDERS I

SCULPTED BY
JULIE GUTHRIE

The passing of the generations and the relentless, unreasoning hatred of Mankind have made the Wolfriders very different from their ancestors, the High Elves who originally descended from the stars. The same blood-bond with the powerful, savage wolves that has diminished the elves' physical stature, has at the same time caused their spirit and courage to grow to meet the challenge of an embattled world without fear.

The chief of the Wolfriders is CUTTER®, in whose veins runs the blood of ten Wolfrider chiefs before him, tempering his headstrong nature with wisdom beyond his years. His closest friend and confidant is SKYWISE®, keeper of the tribe's good luck charm, the lodestone. Skywise, carefree and mischievous, has a courageous heart and a fascination for the lights that twinkle in the night sky.

At Cutter's side as the Wolfriders strike out from their forest home are: TREESTUMP, Cutter's uncle, the redoubtable "old warrior" of the Wolfriders; Treestump's daughter DEWSHINE, Cutter's adventurous cousin; SCOUTER, whose youthful zest for danger and perfect vision make him the advance scout of the group, though at times he has eyes only for Dewshine; STRONGBOW, the impatient, easily-angered archer, who seldom speaks, preferring to communicate using the elves' special telepathic power; MOONSHADE, his life-mate; and PIKE, whose light-hearted (and occasionally lightheaded) nature belie an amazing insight for the truth.

96-001

WOLFRIDERS I

\$8.00



Skywise



Strongbow



Cutter®



Treestump



Pike



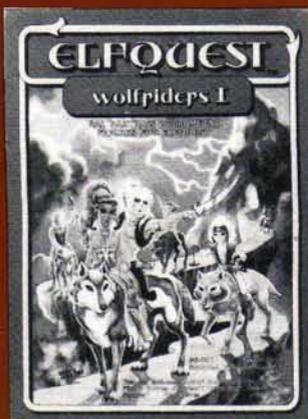
Scouter



Dewshine



Moonshade



ELFQUEST

JOURNEY TO SORROW'S END

SCULPTED BY
JULIE GUTHRIE

The Wolfriders call the oasis at the end of their desert trek SORROW'S END. Here they find rest and shelter and the first kindness they have ever known from strangers, in this place where a semblance of High Elfin civilization and magical powers yet survive.

The darkly beautiful and alluring LEETAH'S® command of strange empathic powers makes her the village's healer; her frustrated suitor, RAYEK, uses his own hypnotic and telekinetic magic to serve, for a time, as the village's protector. Leetah's father, the SUN-TOUCHER, is the village seer — and yet is himself blind. He uses his immense age and wisdom to let his heart see deeper than any eyes.

The heart and soul of Sorrow's End is SAVAH, the Mother of Memory, who has lived for thousands of years — long enough to remember the original High Elves, who descended from the stars.

Leetah's union with the Wolfrider chief, Cutter, produces a rarity among elves: twin children, SUNTOP and EMBER. In Suntop are embodied the qualities of the Sorrow's End villagers: a love for the Day Star, and surprising psychic ability. Ember, meanwhile, wears the emblem and stamp of the wolfriders and already plays with a wolf friend, CHOPLICKER.

Arriving with the Wolfriders at Sorrow's End, yet fitting in well with the villagers are REDLANCE, in whom the ancient power of tree-shaping has survived, and his lifemate, NIGHTFALL, Leetah's special friend.

In keeping with the atmosphere of strange majesty and peacefulness that pervades the village of Sorrow's end, the tall, dignified ZWOOTS serve as the pack animals and chief form of transport for the villagers as they go about their day-to-day existence.

96-002

JOURNEY TO SORROW'S END

\$8.00



Nightfall



Sun-Toucher



Leetah®



Ember
with Choplicker



Rayek



Zwoot
and rider



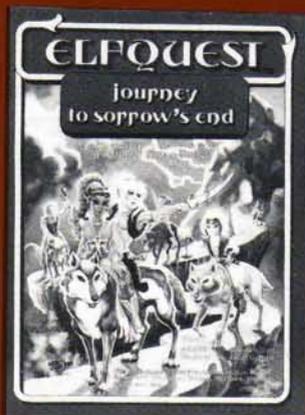
Savah



Suntop



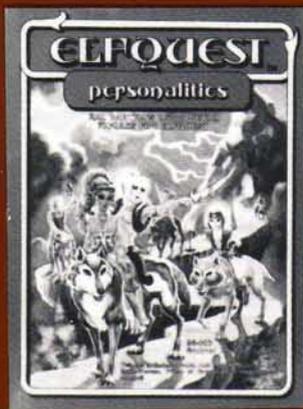
Redlance



ELFQUEST

PERSONALITIES

SCULPTED BY
JULIE GUTHRIE



From flashbacks, reminiscences and interludes in the ELFQUEST story comes this collection of unique and pivotal characters who play important roles in the elves' adventures.

Included are BEARCLAW and JOYLEAF, the stout-hearted former chief and chieftess of the Wolfriders. It was their deaths — at the hands of MADCOIL, the nightmarish monster born of twisted elfin magic — that made their son CUTTER leader of the tribe.

Also included are five humans whose attitudes run the full course of human emotion: from the fanatical BONEWOMEN, and the PRIEST OF GOTARA, whose thirst for revenge results in the burning of the Wolfriders' entire forest; to OLBAR MOUNTAIN-TALL, whose violent actions are motivated by his superstitious beliefs and his love for his daughter; to the exiled couple, NONNA and ADAR, the first truly harmless and well-meaning humans the elves have ever encountered.

96-003 PERSONALITIES \$8.00



Priest of Gotara



Bone-Woman



Joyleaf



Bearclaw



Adar



Olbar Mountain-Tall



Nonna

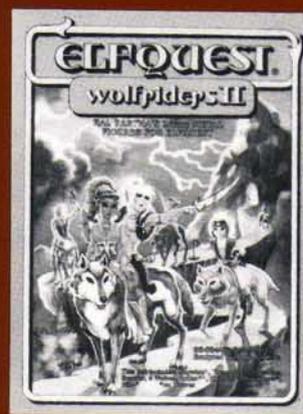


Madcoil

ELFQUEST

WOLFRIDERS II

SCULPTED BY
JULIE GUTHRIE



To round out your Wolfrider collection and to complement the set 96-001, WOLFRIDERS I, we present WOLFRIDERS II. This set includes mounted versions of CUTTER®, PIKE, STRONGBOW and NIGHTFALL; and standing versions of SKYWISE®, TREESTUMP, DEWSHINE and SCOUTER, who were mounted in the previous set. Now your Wolfriders are ready to face all the adventure and excitement on their quest!

96-004 WOLFRIDERS II \$8.00



Cutter®



Strongbow



Nightfall



Dewshine



Treestump



Scouter



Skywise®

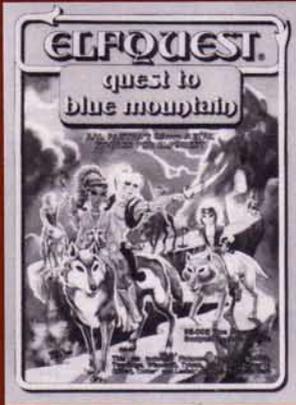


Pike

ELFQUEST

QUEST TO BLUE MOUNTAIN

SCULPTED BY
JULIE GUTHRIE



DUNGEON ACCESSORIES AND WEAPONS

- 97-001 Shields (12) 3.50
- 97-002 Scrolls, Books
and Wands (5) 3.50
- 97-003 Treasure Maps and
Treasure (2) 3.50
- 97-004 Shields (12) 3.50
- 97-006 Dungeon
Accessories (5) 3.50
- 97-008 The Rack with
an Executioner (4) 3.50
- 97-010 Female Captive slung
over Horse (4) 3.50
- 97-502 Piano-wire Greek Spears
with Cast Metal
Tips, 2" (12) 4.00
- 97-507 Piano-wire decorated
Spears with Cast Metal
Tips, 1 1/2" (12) 4.00
- 97-508 Piano-wire Pikes
with Cast Metal
Tips, 2 1/2" (12) 4.00
- 97-511 Roman Swords (24) . . . 3.50
- 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

Some figures may require assembly.

As Cutter and the elves near Blue Mountain and the end of their quest, they find answers to many questions concerning their beginnings, their destinies, and their very nature.

Along the way they encounter the treacherous troll PICKNOSE and his greedy companions, MAGGOTY and ODDBIT. These trolls tell the story of the legendary TWO-EDGE — the half-troll, half-elf swordsmith who produced New Moon, Cutters' own blade.

Finally, the elves encounter the Gliders — tall elves with great powers, the first-generation descendants of the original High Elves who descended from the stars. Their leader, LORD VOLL, feels kindly towards the Wolfriders, but must overcome the ill will and treachery of another Glider, WINNOWILL. Winnowill holds no sympathy for CUTTER®, LEETAH® or their quest.

Skywise finds a new friend among the Gliders in AROREE, a graceful elf who immediately attaches herself to the adventurous Wolfrider. A more serious attachment develops between the young Wolfrider Dewshine and the Glider TYLDAK, bizarre and birdlike, who "recognizes" Dewshine as his intended mate!

96-005

QUEST TO BLUE MOUNTAIN

\$8.00



Oddbit Picknose Maggoty Two-Edge Cutter®



Tyldak Aroree Lord Voll Leetah® Winnowill

THE ADVENTURERS

SCULPTED BY
TOM MEIER,
DENNIS MIZE AND
JULIE GUTHRIE

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 heroes 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.

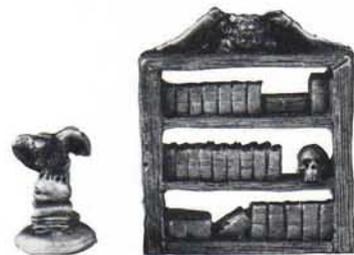


98-001 Wizards and Clerics



98-007 Rangers

- 98-001 Wizards and Clerics (8)7.00
- 98-002 Adventurers (8)7.00
- 98-003 Monsters (6)7.00
- 98-004 Goblins (8)7.00
- 98-005 Fantasy Knights (4) . . .7.00
- 98-006 Dungeon Party (8)7.00
- 98-007 Rangers (4)7.00
- 98-008 Skeleton Warriors (6) . . .7.00
- 98-009 Witch's Lair (8)7.00
- 98-010 Wizards and Clerics II (8)7.00





98-006 Dungeon Party



98-008 Skeleton Warriors



98-009 Witch's Lair



98-010 Wizards and Clerics II

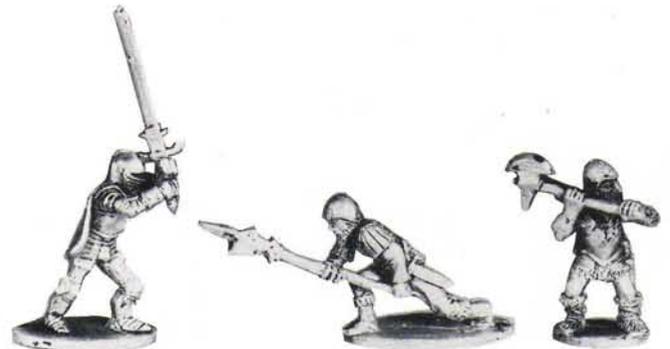
THE ADVENTURERS . . .

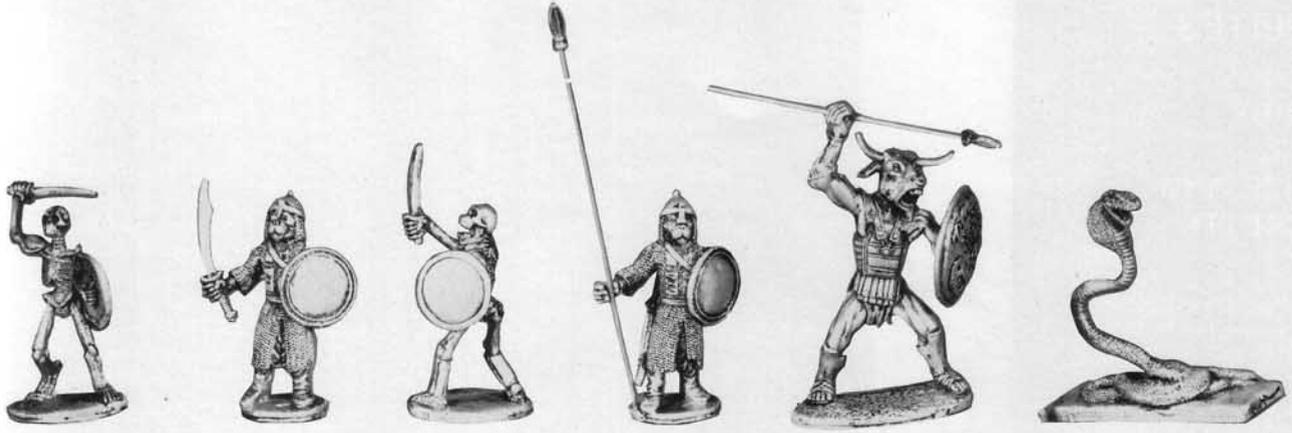
- 98-011 Monsters II (6)7.00
- 98-012 Dungeon Party II (8) . . .7.00
- 98-013 Female Adventurers (8) .7.00
- 98-014 Wizards' Room (8)7.00
- 98-015 Berserkers (8)7.00

Some figures may require assembly.



98-013 Female Adventurers





98-011 Monsters II



98-014 Wizard's Room



98-015 Berserkers

THE HOPLITES

SCULPTED BY
TOM MEIER,
DENNIS MIZE AND
BOB CHARRETTE

Man was taking his last steps in antiquity; In another two or three centuries, the Christian era would dawn in Palestine and break across Europe. The convulsions that racked the nations of the earth in these tense times gave rise to great armies and sparked many savage confrontations. Now you can re-enact the bloody, pivotal battles of early Rome, late Carthage and their contemporaries with **THE HOPLITES**, sculpted in exuberant detail by Tom Meier, Dennis Mize and Bob Charrette.

GREECE

- 35-010 Command Group4.50
- *35-100 Elite Hoplite, thrusting with spear4.00
- *35-101 Elite Hoplite, with spear, in reserve4.00
- *35-102 Hoplite, crouching to receive cavalry4.00
- *35-110 Lacedaemonian Hoplite (Spartan), in reserve4.00
- *35-111 Lacedaemonian Hoplite, draped shield, in reserve4.00
- *35-120 Theban Hoplite, naked, 4th rank4.00
- *35-130 Illyrian Hoplite, 3rd rank4.00
- *35-140 Corinthian Hoplite, spear across chest4.00
- *35-150 Attic Hoplite, marching order4.00
- *35-151 Attic Hoplite, thrusting with spear4.00
- 35-160 Cretan Archer4.00
- *35-161 Greek Slinger4.00
- 35-170 Peltast, throwing javelin4.00
- 35-171 Thracian Peltast, advancing4.00
- *35-172 Thureophorus with javelin and long spear4.00
- *35-173 Thracian Heavy Peltast4.00
- *35-179 Thracian Light Cavalry with javelin4.50
- 35-180 Heavy Cavalry, scale cuirass4.50
- *35-181 Thessalian Heavy Cavalry4.50
- 35-190 Medium Cavalry4.50



35-020 Persian Command Group



35-030 Roman Command Group



35-100 Elite Hoplite, thrusting with spear



35-140 Corinthian Hoplite, spear across chest



35-161 Greek Slinger



35-170 Peltast, throwing javelin



35-173 Thracian Heavy Peltast



35-179 Thracian Light Cavalry, with javelin



35-300 Triaria, with spear

PERSIA

- 35-020 Command Group4.50
- 35-200 Immortal Spearman, in line, attacking4.00
- * 35-201 Royal Guard, with spear4.00
- 35-202 Immortal Archer4.00
- 35-205 Persian Swordsman, swinging sword4.00
- 35-210 Elite Phrygian Axeman, attacking4.00
- 35-215 Median Spearman, attacking4.00
- 35-220 Anatolian Swordsman, with pointed hat, swinging sword4.00
- 35-250 Heavy Persian Cavalry4.50
- * 35-270 Light Persian Cavalry4.50
- 35-275 Sythian Horse Archer, firing bow4.50

REPUBLICAN ROME

- 35-030 Command Group4.50
- 35-300 Triaria, with spear4.00
- 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
- 35-310 Velites, throwing javelin4.00
- * 35-320 Italian Ally, thrusting spear4.00
- * 35-321 Etruscan Light Infantry with javelin4.00
- * 35-322 Etruscan Heavy Infantry with pilum and long spear4.00
- 35-340 Auxiliary Slinger4.00
- 35-341 Asian Archer, firing4.00
- 35-350 Roman Cavalry4.50
- * 35-360 Allied Light Cavalry4.50
- * 35-361 Etruscan Heavy Cavalry4.50

CARTHAGE

- 35-040 Command Group4.50
- * 35-400 Citizen Spearman, advancing4.00
- * 35-401 Citizen Spearman, attacking4.00
- * 35-410 African Ally, advancing with spear4.00
- 35-420 Spanish Infantry, throwing javelin4.00
- * 35-421 Spanish Spearman, attacking4.00
- * 35-430 Lybian Spearman, advancing4.00
- 35-440 Baleric Slinger4.00
- * 35-450 Citizen Cavalry, thrusting spear4.50
- * 35-451 Citizen Cavalry, holding spear4.50
- 35-460 Spanish Cavalry4.50
- 35-470 Numidian Cavalry4.50
- * 35-480 War Elephant6.00

GAUL

- 35-050 Command Group4.50
- 35-500 Naked Gaul Spearman, thrusting4.00
- 35-501 Swordsman, striking overhead4.00
- 35-502 Swordsman, advancing4.00
- 35-503 Skirmisher, throwing javelin4.00
- 35-504 Swordsman, striking overhead4.00
- 35-505 Archer4.00
- 35-506 Naked Gaul with sword and shield (Gaesati)4.00
- * 35-507 Armored Gaul with spear and shield4.00
- * 35-550 Cavalry, charging4.50
- 35-551 Mounted armored Gaul with sword4.50
- * 35-552 Mounted armored Gaul with spear4.50

MACEDONIA

- ▶ 35-060 Command Group4.50
- 35-061 Generals (2) and Standards (6)4.50
- ▶ * 35-600 Phalangite (Alexandrian), pike raised4.00
- ▶ * 35-601 Phalangite (Successor), pike raised4.00
- ▶ * 35-602 Phalangite (Bactrian), pike raised4.00
- * 35-610 Hypaspist4.00
- 35-620 Staff Slinger4.00
- 35-621 Archer4.00
- 35-630 Illyrian Light Infantry with javelin and light spear4.00
- 35-631 Greek Mercenary Peltast4.00
- ▶ 35-650 Companion Cavalry4.50
- 35-651 Arachosian Light Cavalry with javelin and light spear4.50
- 35-652 Bactrian Light Cavalry with javelin and light spear4.50
- 35-653 Prodromoi Light Cavalry with lance4.50
- 35-654 Paionian Light Cavalry with javelin and light thrusting spear4.50

• Represents a new release coming in early 1984.

▶ Represents a remade figure.

* These figures come with the Ral Partha special tipped spear. Some assembly may be required.

Packages of infantry contain six figures.

Packages of cavalry contain three figures and three horses.



35-301 Triaria, thrusting with short sword



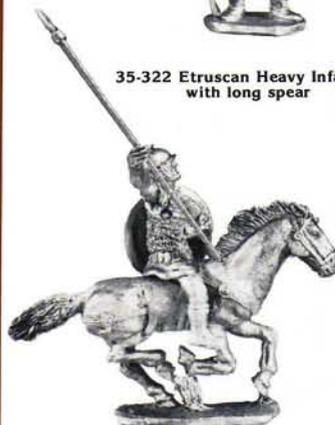
35-307 Hastati/Principes, advancing



35-322 Etruscan Heavy Infantry, with long spear



35-340 Auxiliary Slinger



35-361 Etruscan Heavy Cavalry



35-400 Citizen Spearman, advancing



35-410 African Ally, advancing with spear



35-420 Spanish Infantry throwing javelin

1200 A.D.

SCULPTED BY
TOM MEIER,
DENNIS MIZE AND
BOB CHARRETTE

The next great age of warfare in human history is the subject Tom Meier's 1200 A.D., the second in Ral Partha's panoramic historical series. The major armies of the late Medieval period are represented, from the English, French and Spanish armies of Europe to the Asian forces of the Chinese, Mongols and Byzantines.

NORMAN AND FRANKISH CRUSADERS

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

VIKINGS

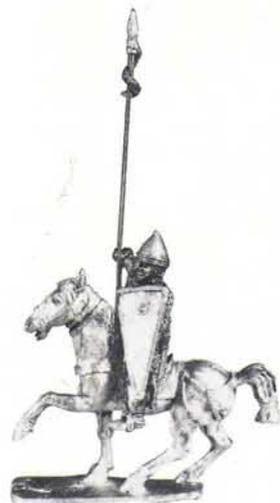
- 42-101 Viking swinging axe . . . 4.00
- 42-102 Viking, with axe 4.00
- 42-103 Viking, throwing spear . . . 4.00
- 42-106 Viking Archer 4.00
- 42-107 Viking, swinging sword 4.00
- 42-108 Viking, striking with axe 4.00
- 42-111 Viking, striking with two-handed sword 4.00



42-083 Italian Heavy Infantry, with spear



42-091 Anglo Norman Knight, with lance, on horse



42-092 Mounted Sergeant, with lance, on horse



42-094 Knight of St. John, on horse



42-102 Viking, with axe



42-111 Viking, striking with two-handed sword



42-115 Norman Knight, on charging horse



42-117 Saxon Housecarle Infantry

SAXONS

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

ENGLISH

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



42-118 Saxon Fyrdmen

SCOTS

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



42-119 Armed Peasant Levy



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

GERMANS

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

FRENCH

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

SPANISH

- 42-160 Spanish Armored Infantry, with sword 4.00
- 42-161 Spanish Armored Infantry, with hand-and-a-half sword 4.00
- 42-165 Catalian 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

MOORS

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



42-142 German Foot Knight, swinging mace

42-143 Teutonic Knight Infantry (shown with variable heads)



42-145 Teutonic Knight Cavalry (shown with 3 of 5 variable heads)



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



42-156 Crossbowman, on horseback



42-160 Spanish Armored Infantry, with sword

BYZANTINES

- *42-180 Byzantine Command Group4.50
- *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 spear4.00
- 42-184 Pslio Light Infantry, with bow4.00
- 42-185 Rus Mercenary Infantry, with axe4.00
- *42-186 Byzantine Heavy Cavalry Archer4.50
- *42-187 Byzantine Light Cavalry4.50
- *42-188 Byzantine Heavy Cavalry, with spear4.50
- *42-189 Kiblanophros Extra Heavy Cavalry on Extra Armored Horse4.50



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

MONGOLS

- 42-200 Mongol Horse Archer . . .4.50
- *42-201 Mongol Medium Cavalry, with spear4.50
- *42-202 Mongol Medium Cavalry, with spear4.50
- *42-203 Mongol Medium Cavalry, with spear4.50
- 42-204 Mongol Medium Cavalry, with mace4.50
- *42-205 Mongol Heavy Cavalry, with spear4.50
- 42-206 Mongol Horse Archer . . .4.50
- 42-209 Mongol Auxiliary Archer4.00
- 42-210 Mongol Auxiliary Infantry, with spear4.00



42-181 Byzantine (Scutari) Infantry, with spear



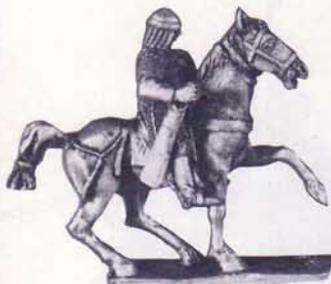
42-182 Varangian Guard, in battle dress, with axe



42-185 Rus Mercenary Infantry, with axe

SUNG CHINESE

- *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 Crossbowman4.00



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 RULES ACCORDING TO RAL FOR MEDIEVALS25c

Ask for your free copy with any order of
Medievals over \$30.00

†Represents a new release.

*Represents a new release coming in 1984.

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

Some assembly may be required.

Packages of infantry contain six figures.

Packages of cavalry contain three figures and three horses.

THE SAMURAI

SCULPTED BY DENNIS MIZE

The picturesque cities and countryside of 17th-century feudal Japan are a giant political chessboard, complete with pieces just waiting for a powerful hand to direct them. For the overlord who can most effectively use the strengths of his own personal samurai, the free-wheeling ronin, and the deadly, secretive ninja, the road to power lies open and can lead far indeed. Perhaps even to the coveted Shogunate!

- 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
- 53-756 Ashigaru, with sword . . . 4.00
- *53-757 Ashigaru, with spear . . . 4.00
- 53-758 Ashigaru, with naginata 4.00
- 53-759 Ashigaru, with arquebus, standing 4.00
- 53-761 Ashigaru, with arquebus, kneeling 4.00
- 53-762 Gun Shield for Arquebusier (12) 4.00
- 53-765 Samurai, with sword . . . 4.00
- 53-767 Samurai, with sword . . . 4.00
- *53-768 Samurai, with spear . . . 4.00
- 53-770 Samurai, with naginata 4.00
- 53-772 Samurai, with bow 4.00
- 53-773 Samurai, firing bow . . . 4.00
- *53-775 Mounted Samurai, with spear 4.50
- 53-776 Mounted Samurai, with sword 4.50
- 53-777 Mounted Samurai, with bow 4.50
- 53-780 Samurai Commanders . . 4.00
- 53-786 Infantry Standards 4.00

Some figures may require assembly. Packages of infantry contain six figures. Packages of cavalry contain three figures and three horses.



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 Standards

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

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

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



54-494 Swiss Halberdier



54-499 Swiss Mounted Arquebusier



54-502 Arquebusier, firing



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



54-603 Dellis



54-606 Jannissary Arquebusier



54-608 Turkish Archer

COLONIALS

SCULPTED BY TOM MEIER

The sun may never have set on the British Empire in the latter half of the 19th century, but the Pax Britannica was not without its less-than-peaceful moments. In 1879, Queen Victoria's Imperial troops collided with the Zulu of King Cetshwayo, and the result was the bloody Zulu War.

Ral Partha allows you to re-enact the entire conflict, from the initial Zulu success at Isandlwana to the bitter end at Ulundi, using the finest Colonials available anywhere.

ZULU WAR

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



88-001 British Infantry, firing



88-002 British Infantry, advancing



88-003 British Infantry Officers and Buglers



88-004 Naval Brigade, advancing



88-005 Naval Brigade Officers and Gunners



88-008 Frontier Light Horse



88-011 Field Gun (2) shown with 88-005 for scale



88-012 Natal Native Infantry, advancing



88-015 Zulu uVe Regt., advancing



88-017 Zulu inGobamakhosi Regt., advancing



88-019 Zulu uNokhenke Regt., advancing



88-022 91st Highlander in trows

Tom Meier has created the **NORTHWEST FRONTIER** line as a supplement to his critically-acclaimed **COLONIALS**, allowing you to expand the scope of your battles on the frontiers of the British Empire.

In 1878, forces of the Empire clashed with the ruthless, courageous Pathan tribesmen from the Afghan mountains northwest of India. Now, you can re-enact those battles, and with these troops be prepared to fight other scenarios in the colorful history of British Imperialism!

NORTHWEST FRONTIER

- 88-101 Indian Infantry, advancing 4.00
- 88-102 Indian Infantry, firing *4.00
- 88-103 Indian Command Group (1 mtd., 6 foot) 4.00
- 98-104 Bengal Lancer 4.00
- 88-105 Indian Artillery Crew . . . 4.00
- 88-106 Screw Gun (2) 4.00
- 88-107 Artillery Pack Mules (6) 4.00

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



88-020 Induna, signaling



88-021 Mounted Zulu



88-023 Mounted British Officer, in sun helmet



88-024 Natal Mounted Police



88-025 Mounted Boers (3 of 4)



88-104 Bengal Lancer



88-105 Indian Artillery Crew

COLONIALS...

- 88-108 Highlander, advancing . . .4.00
- 88-109 Highlander Command Group
(1 mtd., 6 foot)4.00
- 88-110 Gurkhas4.00
- 88-111 Pathan firing jezall4.00
- 88-112 Pathan firing rifle4.00
- 88-113 Pathan advancing
with rifle4.00
- 88-114 Pathan advancing with
melee weapons
(left foot)4.00
- 88-115 Pathan advancing with
melee weapons
(right foot)4.00
- 88-116 Pathan Chieftains
(1 mtd., 6 foot)4.00
- 88-117 Mounted Tribesmen . . .4.00
- 88-118 Northwest Frontier
Weapons Pack4.00

THE RULES ACCORDING TO RAL FOR COLONIALS25c

Ask for your free copy with any order of
Colonials over \$30.00.
Packages of infantry contain ten figures.
Packages of cavalry contain four figures
and four horses.
Some assembly may be required.



88-111 Pathan,
firing jezall



88-112 Pathan,
firing rifle



88-101 Indian Infantry Advancing



88-113 Pathan,
advancing with rifle



88-114 Pathan,
advancing with melee weapons



88-115 Pathan,
advancing with melee weapons



88-116 Pathan Chieftains



88-117 Mounted Tribesmen

Coming in May
Tom Meier's Colonials
THE SUDAN CAMPAIGN



Ral Partha Enterprises, Inc. • 5938 Carthage Ct., • Cincinnati, Ohio 45212