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Is Again Loose Upon
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* RAL'S BATTLE STATS
Armor Prowess Vitality Magick Move Cost
3 2/6 6 2 8" 5



01-045 Earth Daemon
Terrestrial Elemental



01-132 The Chaotic Ones

* These Statistics Are For Use With The Acclaimed "Rules According To Ral For Fantasy Battles" (99-001).

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March 1988

Designers

Bob Charrette
Julie Guthrie

Tom Meier
Dennis Mize
Chub Pearson

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Ral Partha figures are generally scaled to 25 m.m., and are pictured smaller than actual size.

Although some figures pictured are painted with Partha Paints, all Ral Partha figures are sold as unfinished castings.

Some figures may require assembly.*

Catalog prices are subject to change.

Ral Partha figures contain LEAD and should not be chewed or swallowed. Not suitable for children under 10 years of age.

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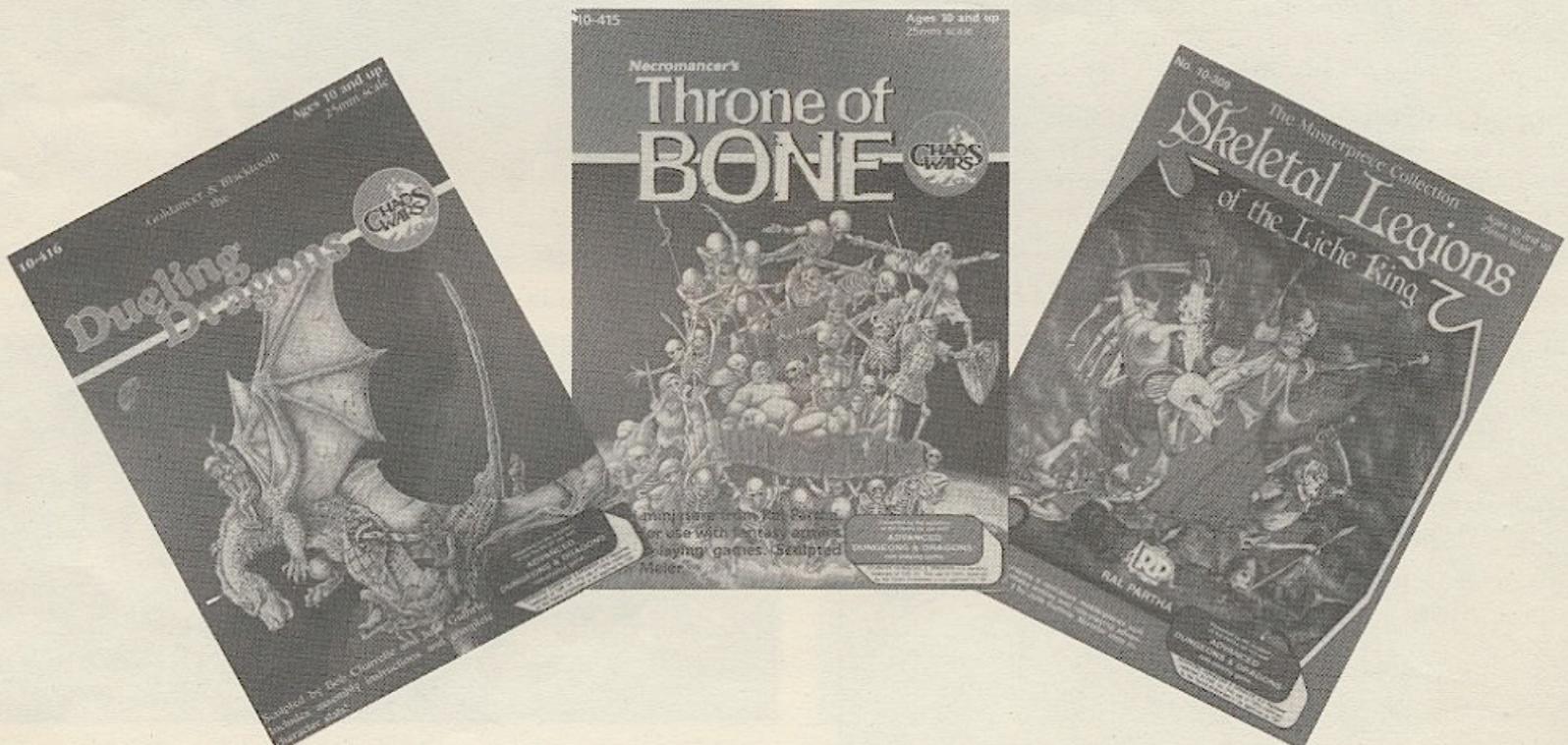
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Ral Partha boxed sets are great gift items . . . to give and receive!

BE PREPARED

(a complete dissertation on the preparation of Ral Partha Miniatures)

By our master figure cleaner and innovator of the **Atomic Clean** method.

"I'm sorry. I tried and tried, but couldn't verbalize myself. You don't know how hard I tried — — — I'm sorry."

A filler article by the catalog staff:

The figure painters who believe figure preparation is a waste of time often end up wasting their time slapping on the paint. Here are several common questions concerning figure preparation and their answers.

What Tools do I need?

Your initial purchase of tools will be small. You will need a straight edged hobby knife, a few needle files (flat and semi-round), an old tooth brush, and glues for affixing metal sections to each other, and to bases.

What glue is best for metal figures?

We recommend that you use a super glue with filler, a five minute epoxy, or Duco cement on your metal figures.

What's the best way to prep my figure for painting?

First, study the figure carefully. You will see a flash line running vertically around the figure. All figures have some flash because of the casting methods used in manufacturing although better quality figures have very small amounts. Check under the chin, arms and between the legs. Gently remove flash using needle files or a hobby knife. Always cut away from yourself. Take care not to destroy figure detail or your fingers.

(Should you notice a chalk-like dust residue on the figure, don't be alarmed. This is Talc used for separation and metal flow. Use that old tooth brush, dampened with water, to scrub it away.)

After you have removed the flash, attach the figure to a strip of cardboard with a dab of white glue. This will make it easier to handle while painting. After the figure is done and has been sealed, you can pop it off the cardboard strip. You may wish to paint a group of figures at the same time. That way you can paint a figure while the last color dries on another figure. Caution! Don't start so many figures that you become bewitched or bewildered.

For simple figure conversion start by articulating the casting beyond it's two dimensional pose. Use the needle-nose pliers sparingly. Avoid putting too much pressure (stress) at any one point. If you are leaving nick marks you may be in trouble.

Remember that limbs have joints. Instead of bowing the arm unnaturally cut a V notch at the appropriate joint; bend slightly, then redefine by filling in with filler putty.

To reinforce a metal section, or replace a spear, use a hobby pin vise. First drill a hole, then set a piece of steel piano wire into the metal section with glue. The steel insert will strengthen the joint. A spot of putty will cover any cracks to conceal the joint.

The care used in figure preparation will pay off when the figure is painted.

(For painting tips turn to page 16)



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RAL PARTHA

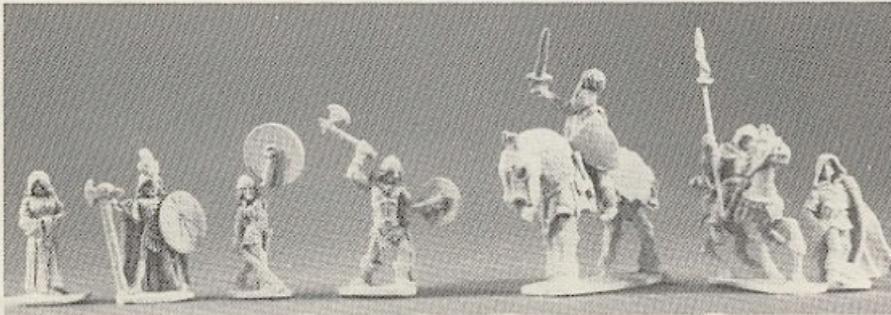
Personalities

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

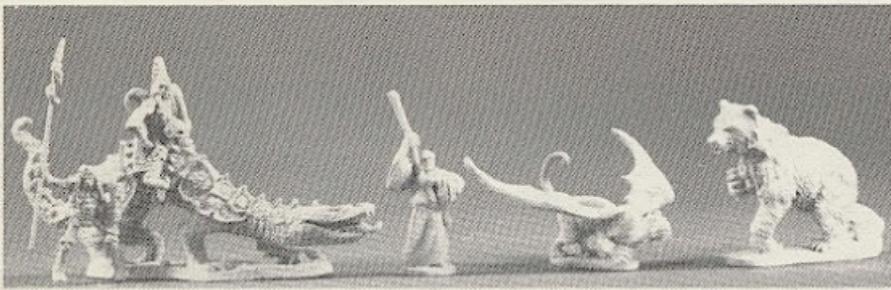
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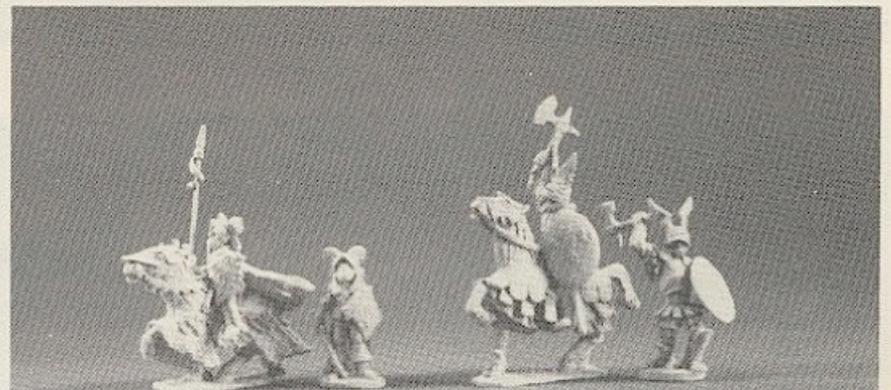
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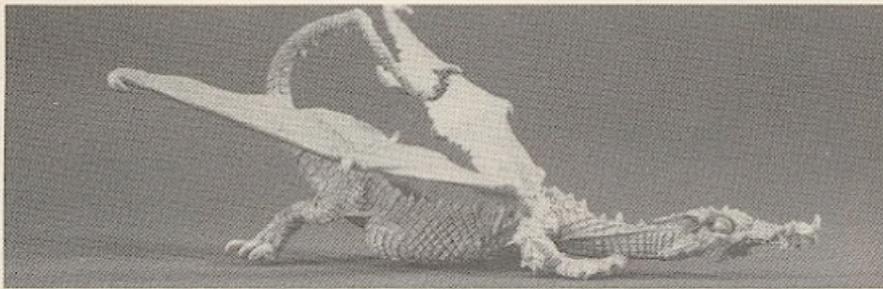
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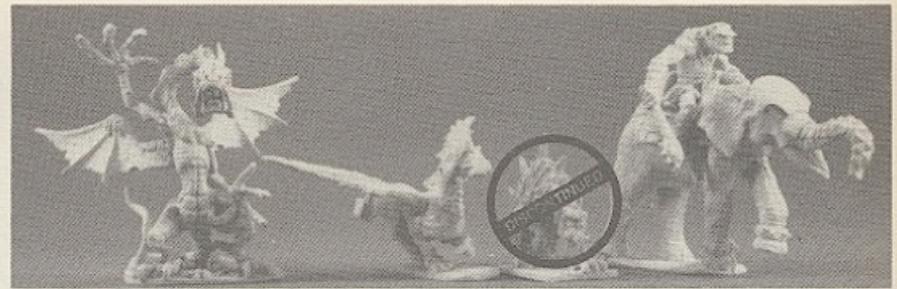
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Hill
Troll



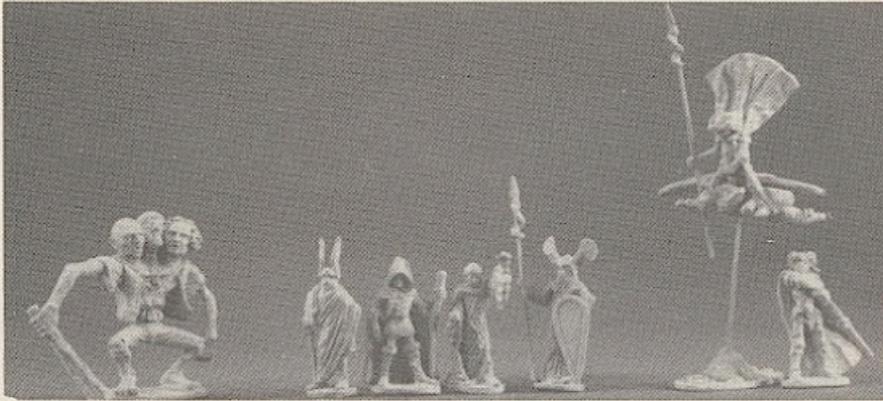
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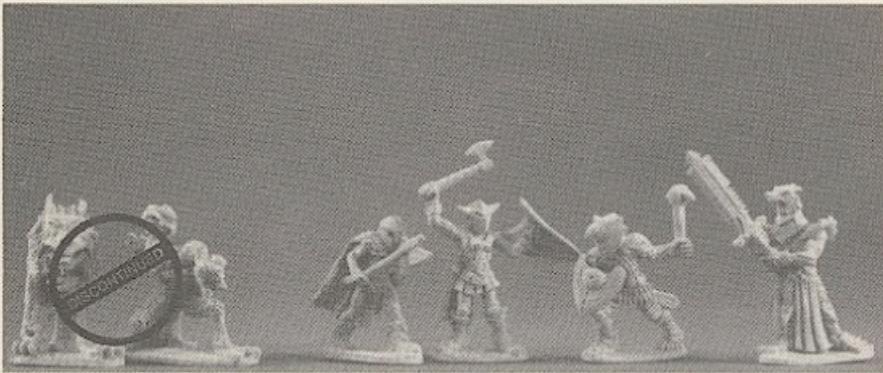


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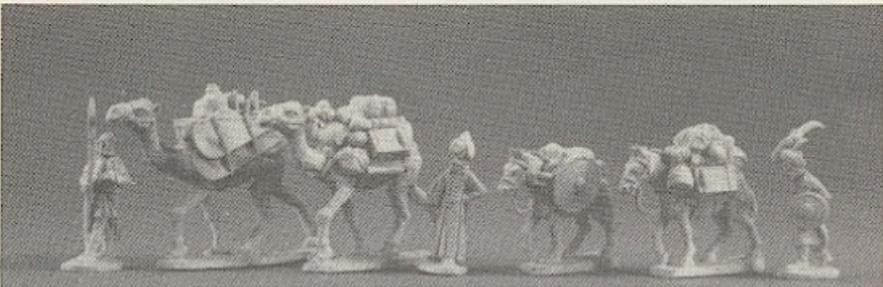


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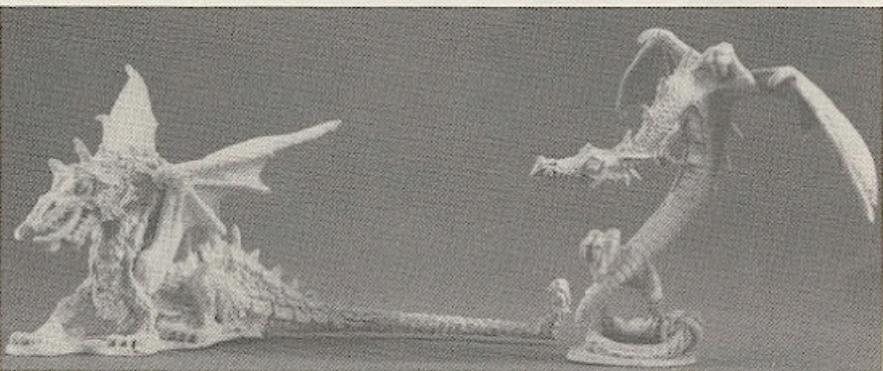
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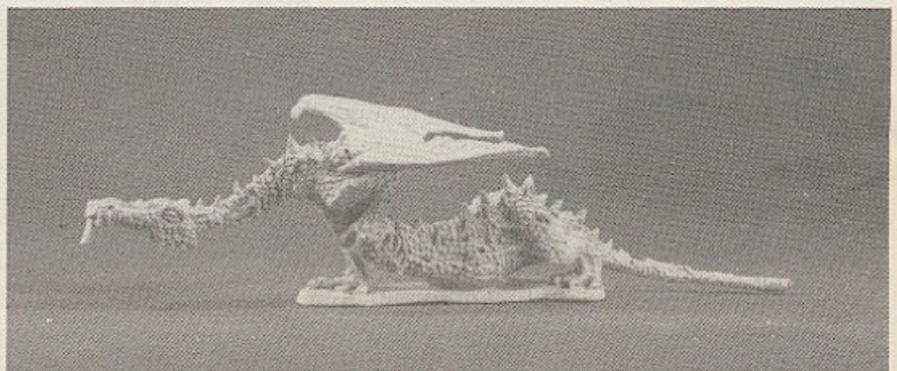
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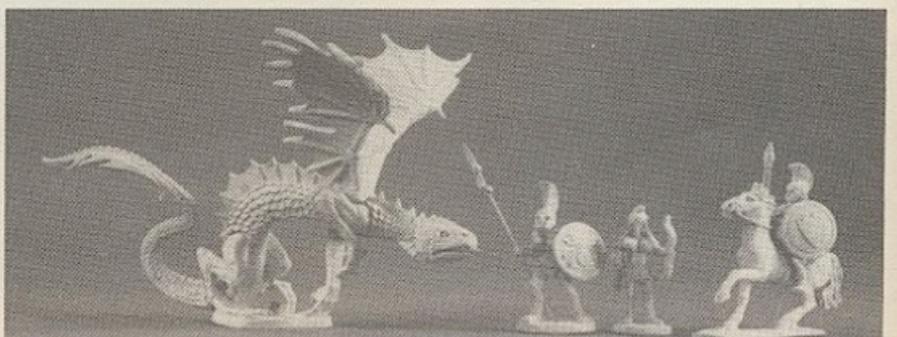


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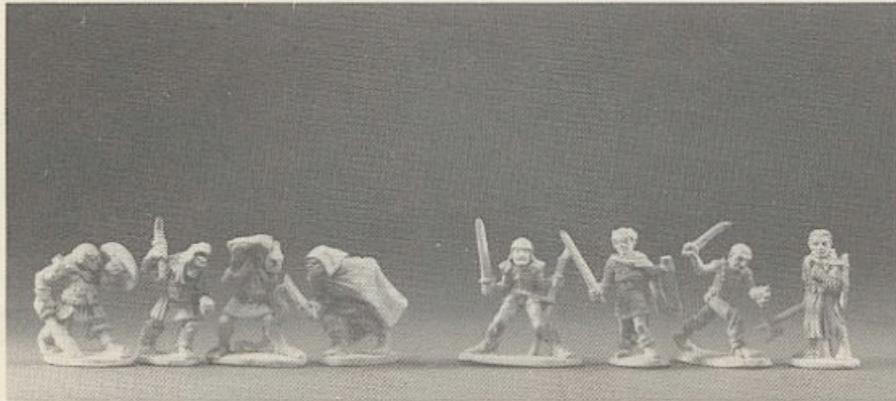
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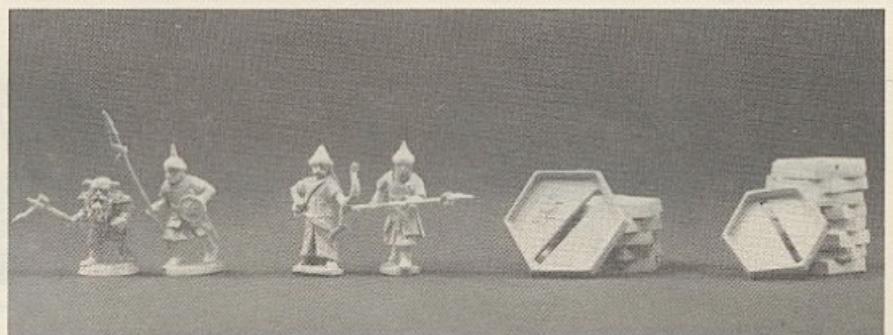
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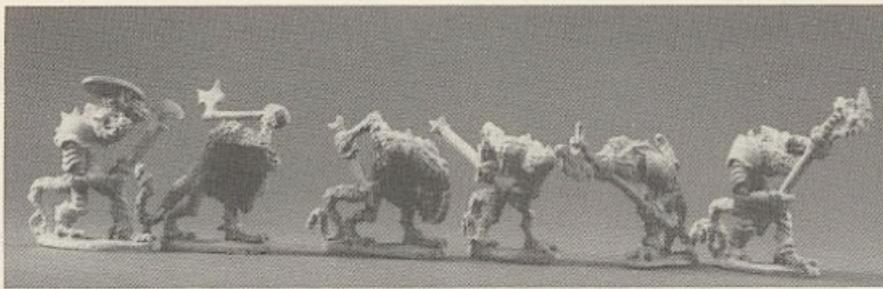
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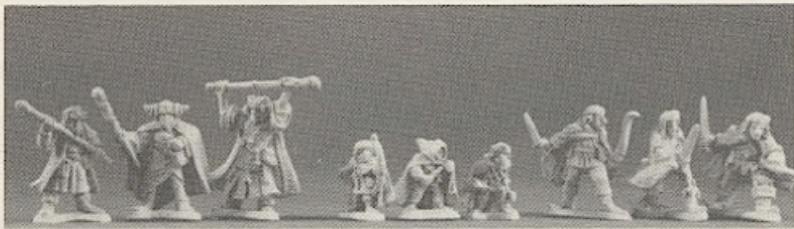
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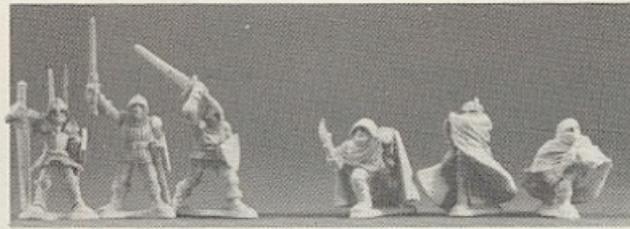
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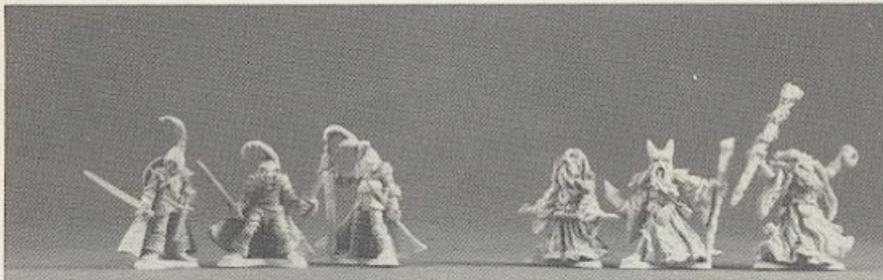
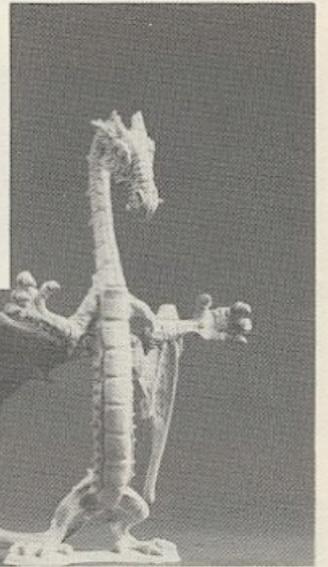
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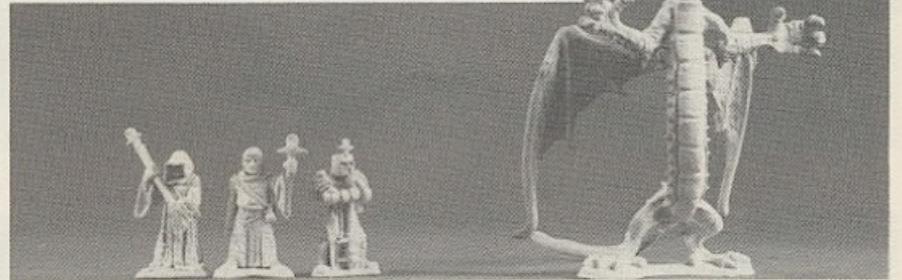
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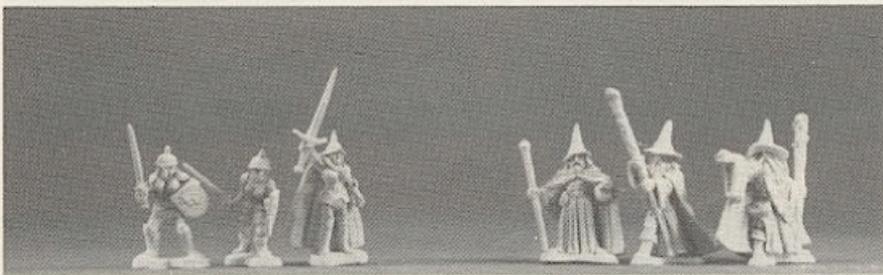
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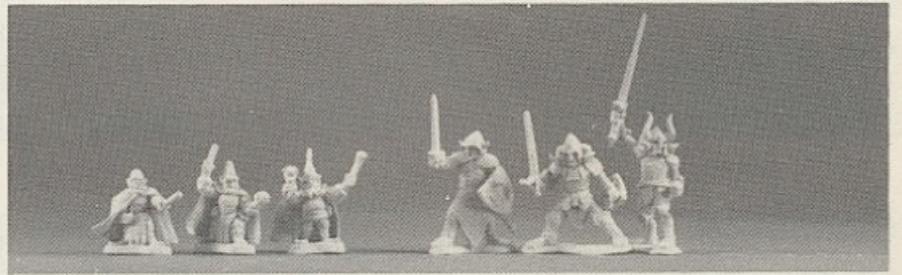
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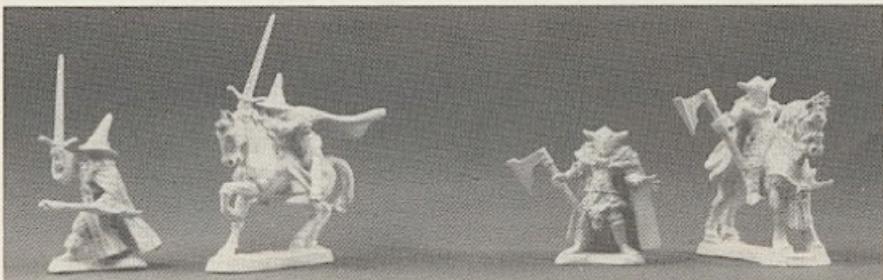
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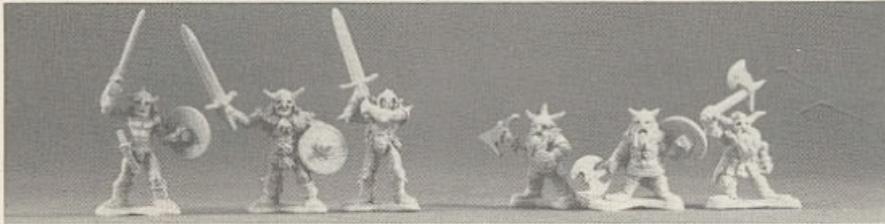
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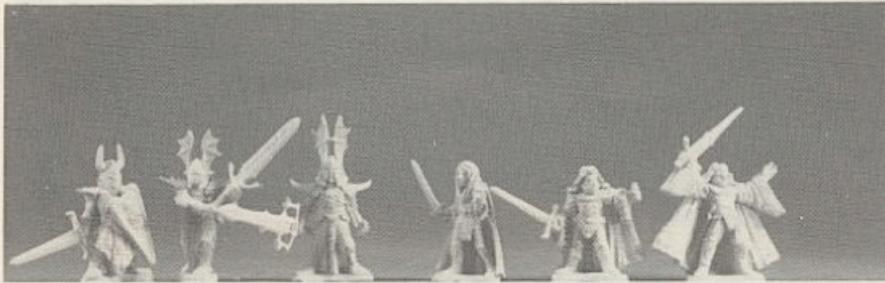
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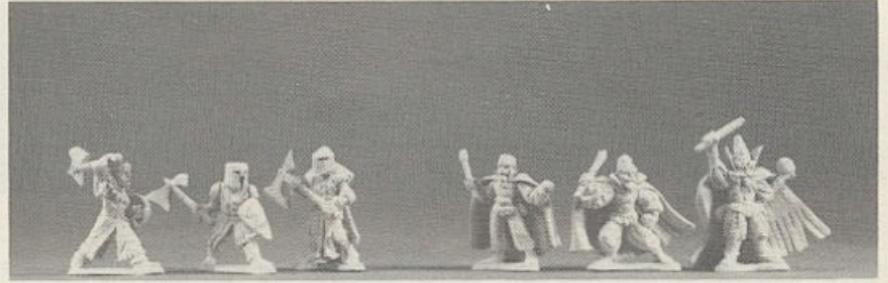
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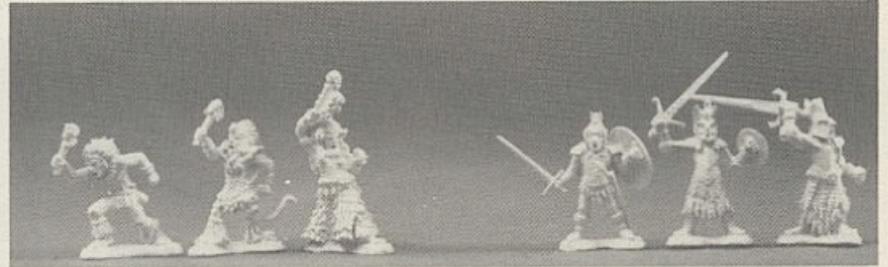
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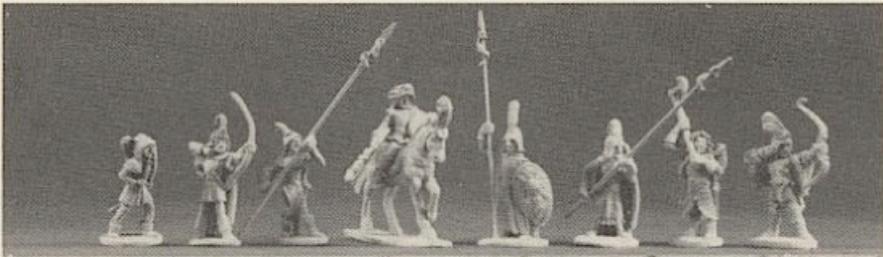
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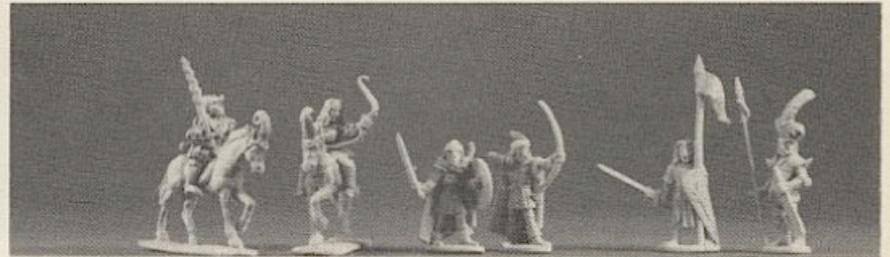
Ral Partha figures are generally scaled to 25 m.m., and are pictured smaller than actual size.

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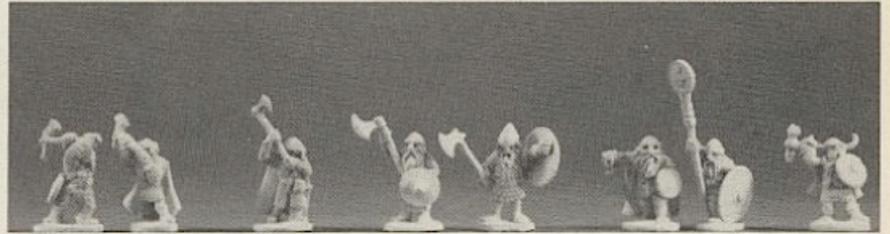
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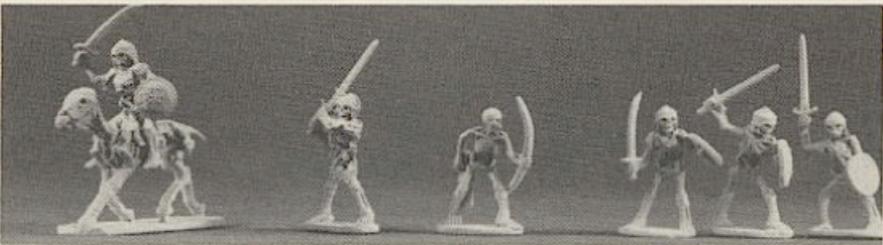
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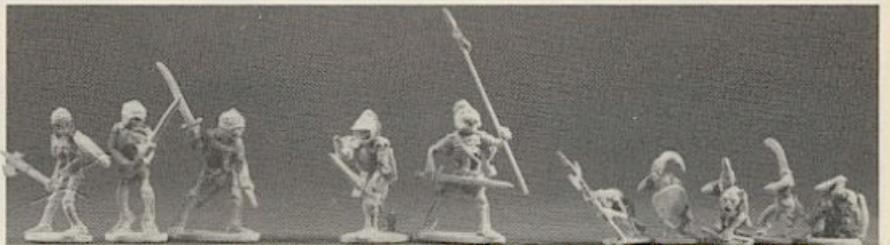
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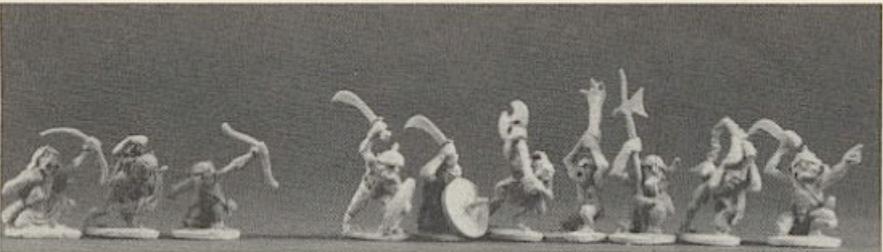
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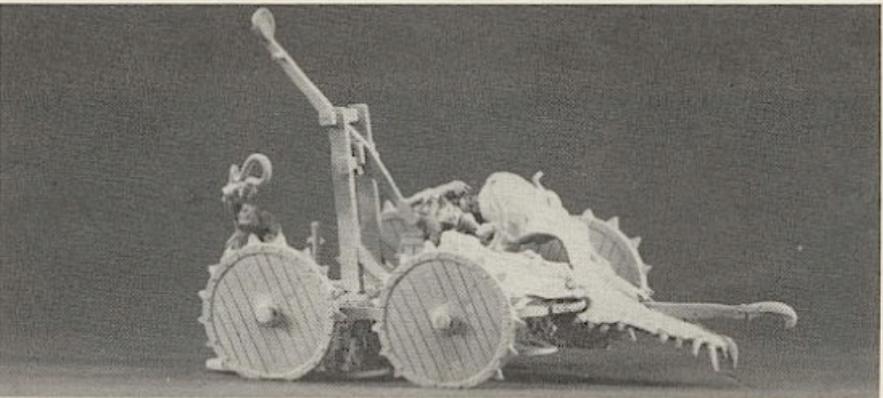
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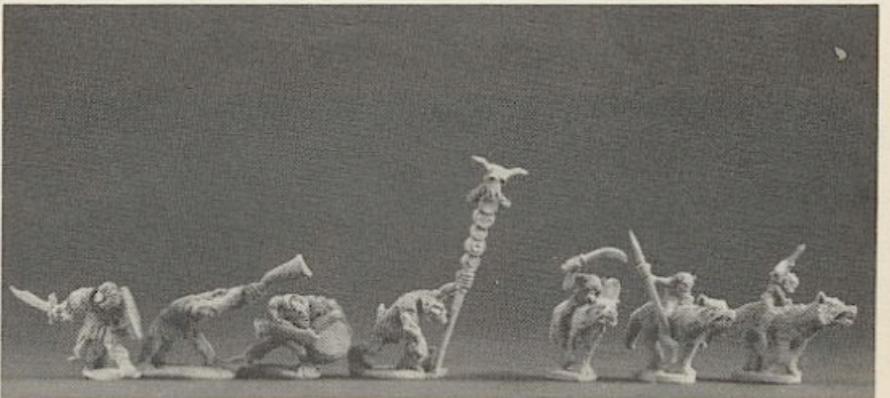
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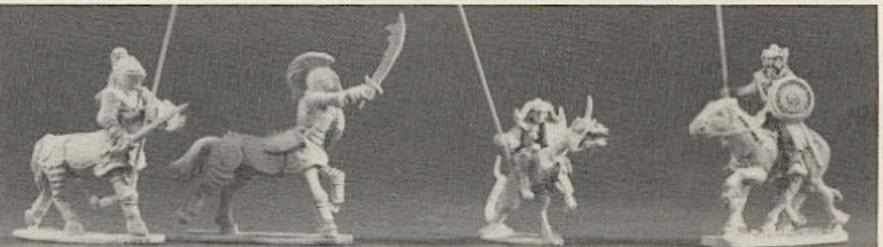
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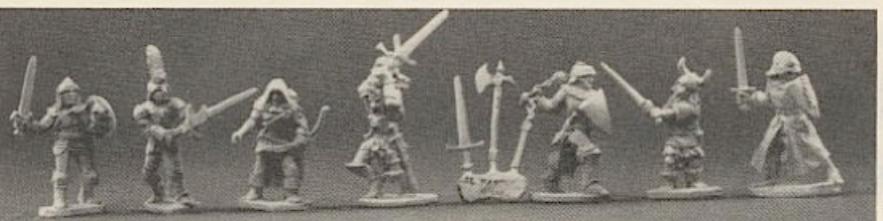
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02-308 02-309 02-310 02-331 02-332 02-333 02-334 02-335

Fantasy Collector Series

Elfs, Dwarves, Skeletons, Beastmen, Orcs, and Humans – all of the major races needed for exotic fantasy units! Select the perfect playing piece for your character! Be it magic user, fighter, or specialist; within these pages Ral Partha offers you figures deserving of your character's reputation.



02-019

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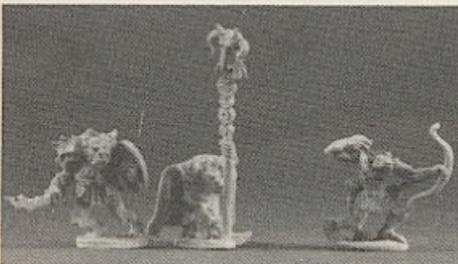
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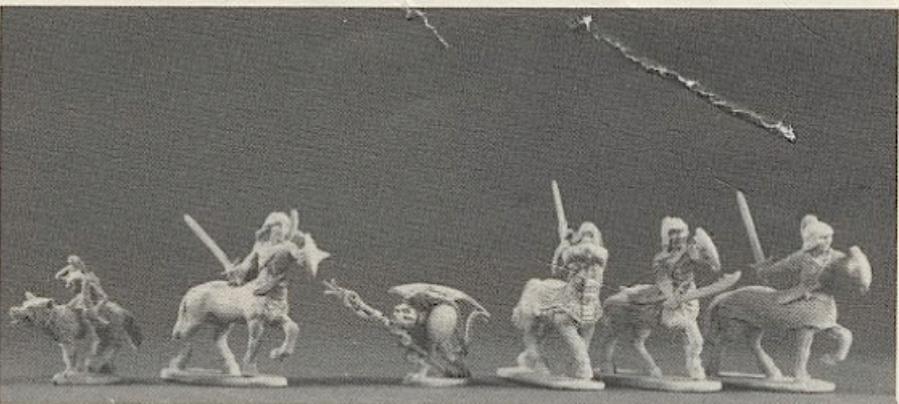
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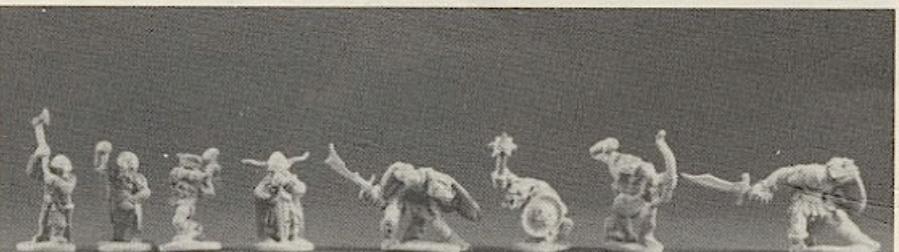


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02-373 02-374 02-375

FANTASY ARMIES

- 02-002 Wood Elf, with bow and sword (6) 4.50
- 02-003 Wood Elf, firing bow (6) 4.50
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- 02-032 Elite Dwarf Axemen (6) 4.50
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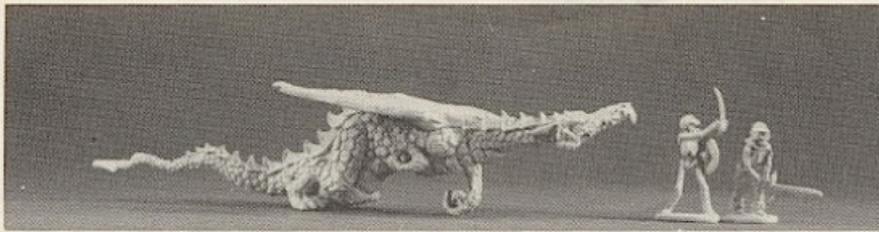
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- 02-020 The Elf Chariot 10.00
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PLAYER CHARACTERS

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- 02-210 High Elf, sword 1.25
- 02-211 High Elf, sword 1.25
- 02-212 High Elf, spear 1.25
- 02-214 High Elf, bow 1.25
- 02-219 Elf Mage 1.25
- 02-227 Halflings, bow, sling (2) 1.25
- 02-228 Halflings, axe, shield (2) 1.25
- 02-233 Dwarf, axe 1.25
- 02-234 Dwarf, sword 1.25
- 02-235 Dwarf, axe 1.25
- 02-239 Dwarf Leader 1.25
- 02-272 Orc, sword 1.25
- 02-275 Orc, mace 1.25
- 02-278 Orc Archer 1.25
- 02-279 Orc Leader 1.25
- 02-301 Fighter, with platemail, runesword and shield 1.25
- 02-302 Paladin, with great sword 1.25
- 02-303 Ranger in mail, with bow 1.25
- 02-304 Chaotic Warrior, with greatsword 1.25
- 02-305 Fighter, charging (assorted weapons) 1.25
- 02-306 Barbarian, swinging with two-handed sword 1.25
- 02-307 Heroic Knight 1.25
- 02-308 Fighter with Longbow 1.25
- 02-309 Anti-Hero 1.25
- 02-310 Female Fighter 1.25
- 02-311 Cavalier Knight 1.25
- 02-312 Warrior Lord 1.25
- 02-331 Master Thief 1.25
- 02-332 Brigand Thief 1.25
- 02-333 Acrobatic Thief 1.25
- 02-334 Cloaked Assassin 1.25
- 02-335 Ninja Assassin 1.25
- 02-336 Rogue Thief 1.25
- 02-351 Wizard with Staff 1.25
- 02-352 Adventurer Wizard 1.25
- 02-353 Illusionist 1.25
- 02-354 Evil Wizard 1.25
- 02-355 Wizard with Runesword 1.25
- 02-356 Female Magic User 1.25
- 02-371 Cleric 1.25
- 02-372 Armored Cleric 1.25
- 02-373 Druid 1.25
- 02-374 Evil High Priest 1.25
- 02-375 Inquisitor with Sword of Justice 1.25
- 02-376 Female Cleric 1.25
- 02-391 Bard 1.25



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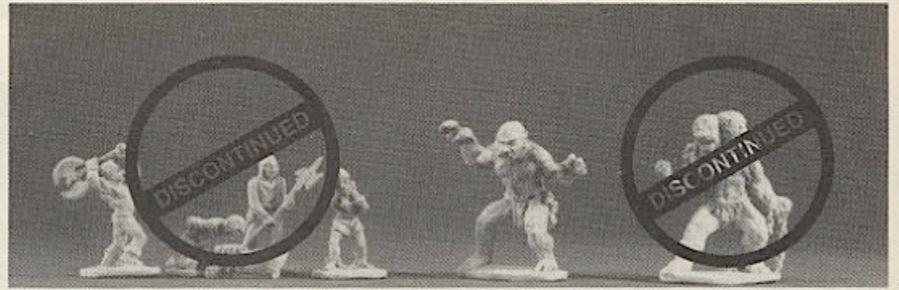
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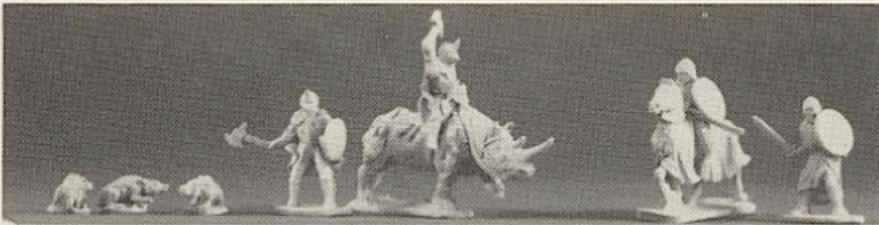
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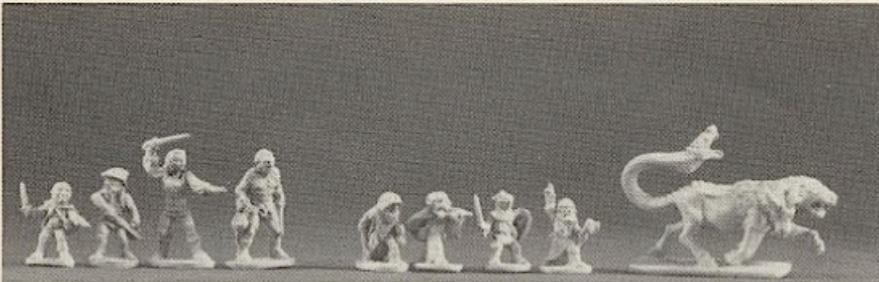
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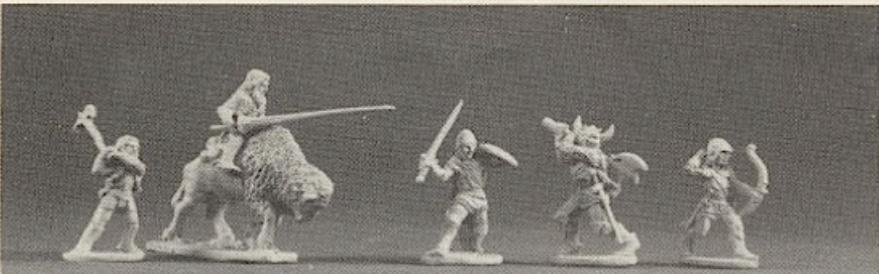
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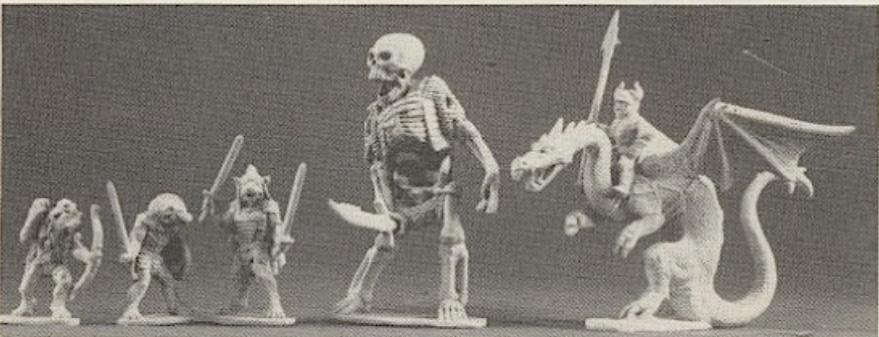
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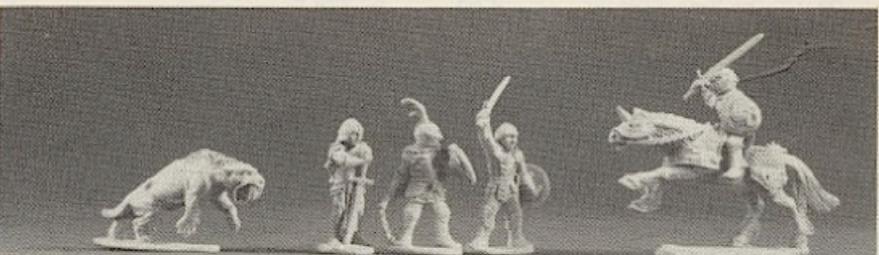
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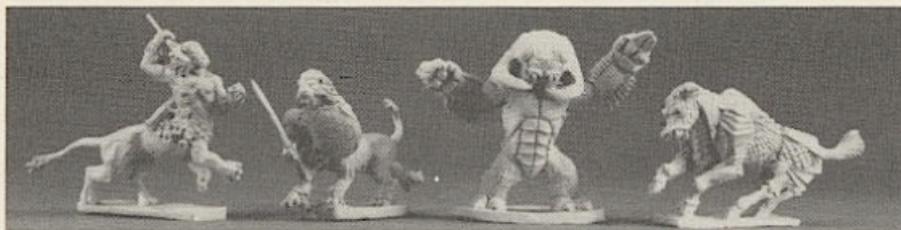
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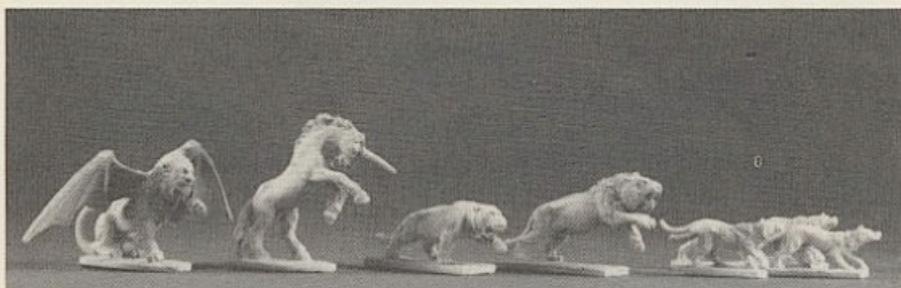
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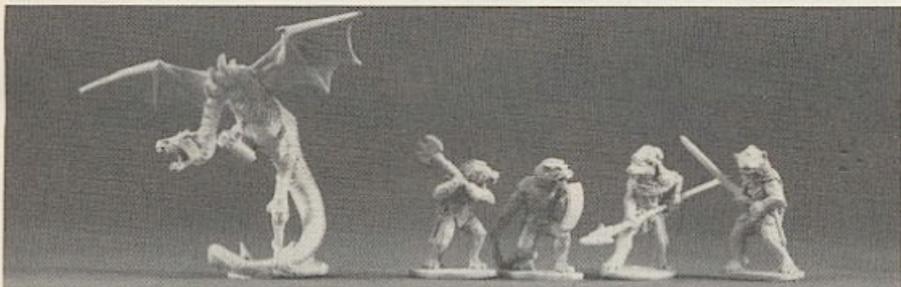
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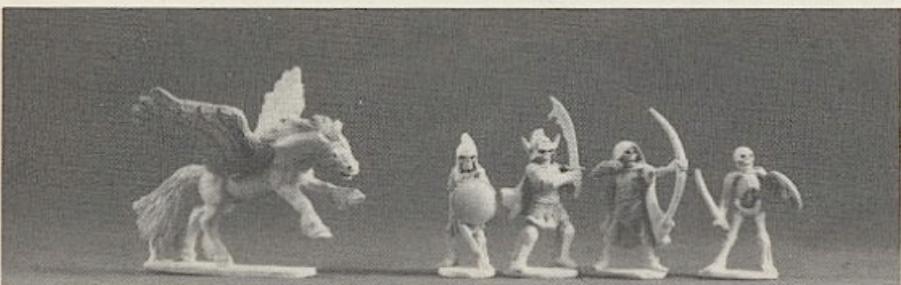
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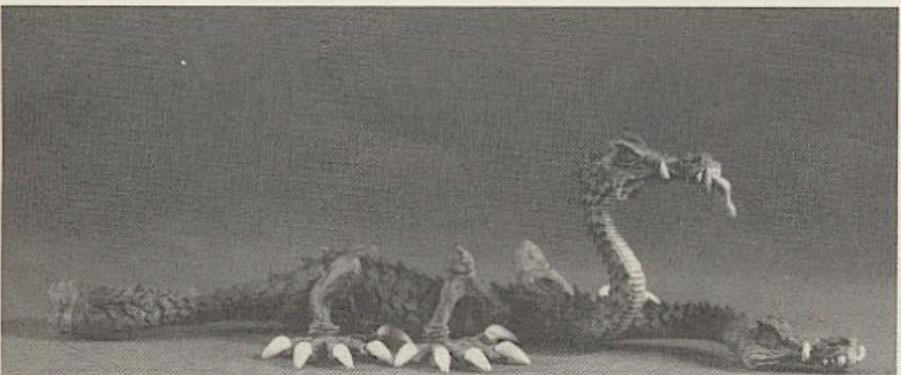


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RAL PARTHA

MONSTERS

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- 02-404 Gargoyle 1.50
- 02-405 Demon 1.50
- 02-406 Armored Minotaur 2.00
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All Things Dark and Dangerous

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

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- 02-936 Armored Minotaur 3.00
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...The best from Ral Partha's original releases, along with the hottest new additions, all boxed for special release.

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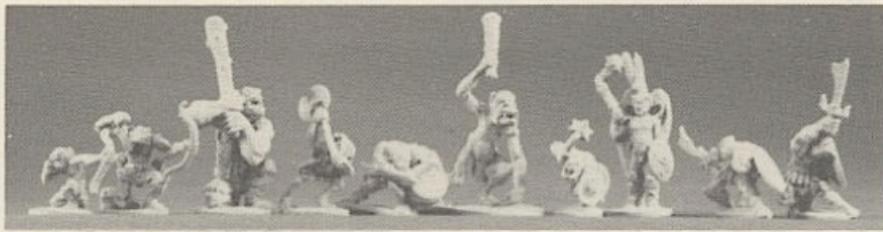
SOME FIGURES MAY REQUIRE ASSEMBLY.



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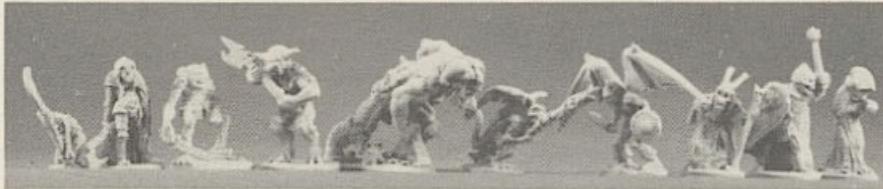
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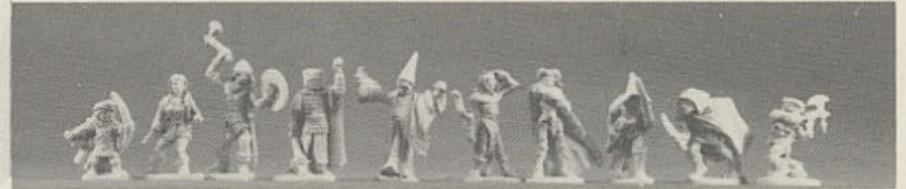
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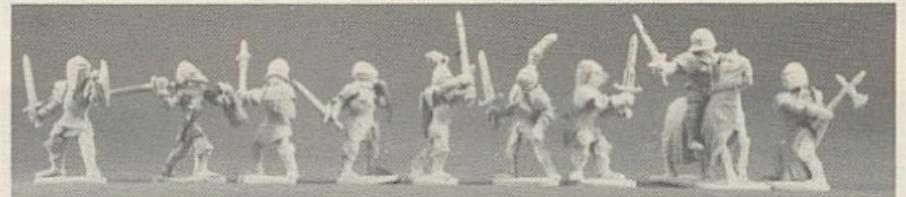
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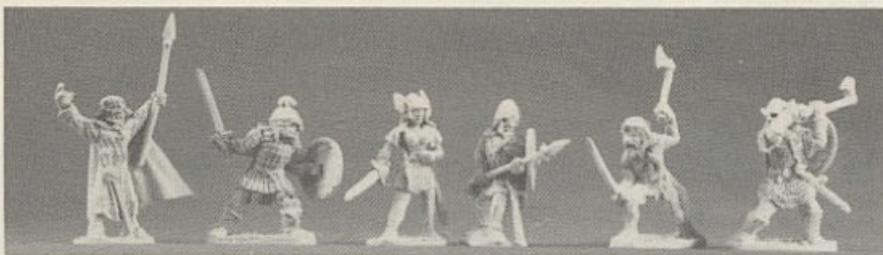
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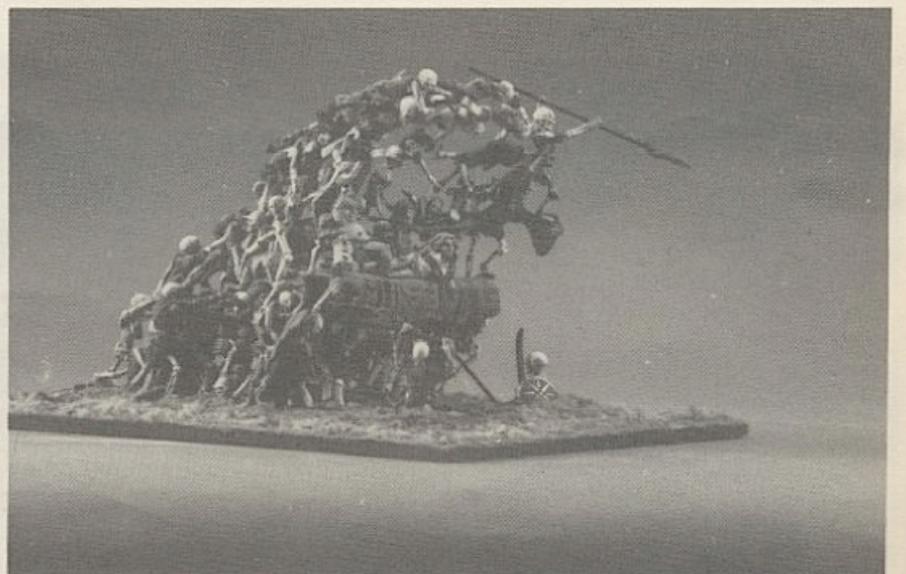
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RAL PARTHA

BEST OF RAL PARTHA

- 10-301 Demons, Trolls, Orcs and Goblins 9.00
- 10-302 Angel, Elves and Elf Lords 9.00
- 10-303 "Children of the Night" 9.00
- 10-304 Dungeon Fiends 9.00
- 10-305 Adventure Fellowship 9.00
- 10-306 Fantasy Champions 9.00
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- 10-308 High Chivalry 9.00
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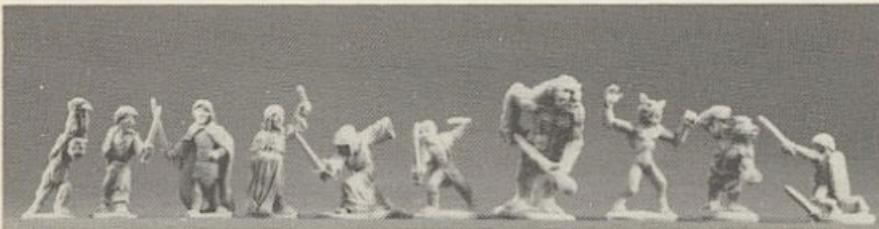
Runequest™

- 10-350 Viking Adventurers (6) 7.00
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Collector Sets

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

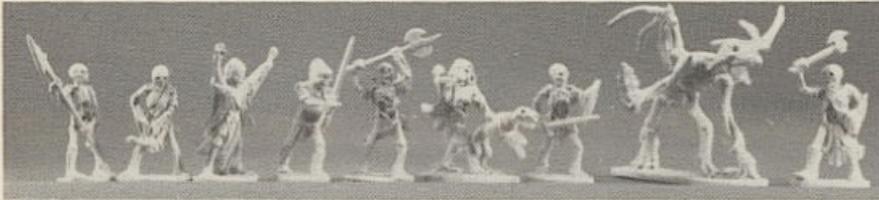
- 10-410 Bear Chariot of the Icelands 15.00
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- 10-417 Hydra 16.00
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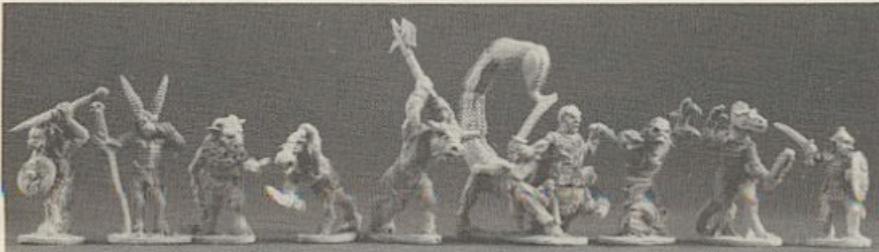
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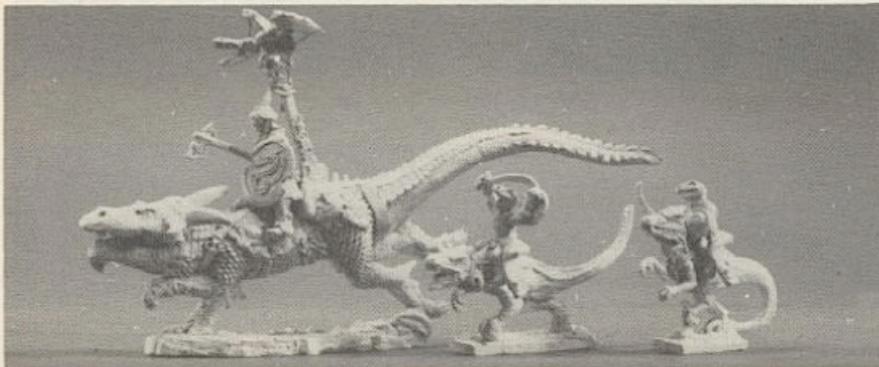
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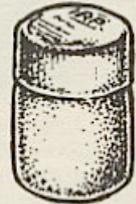


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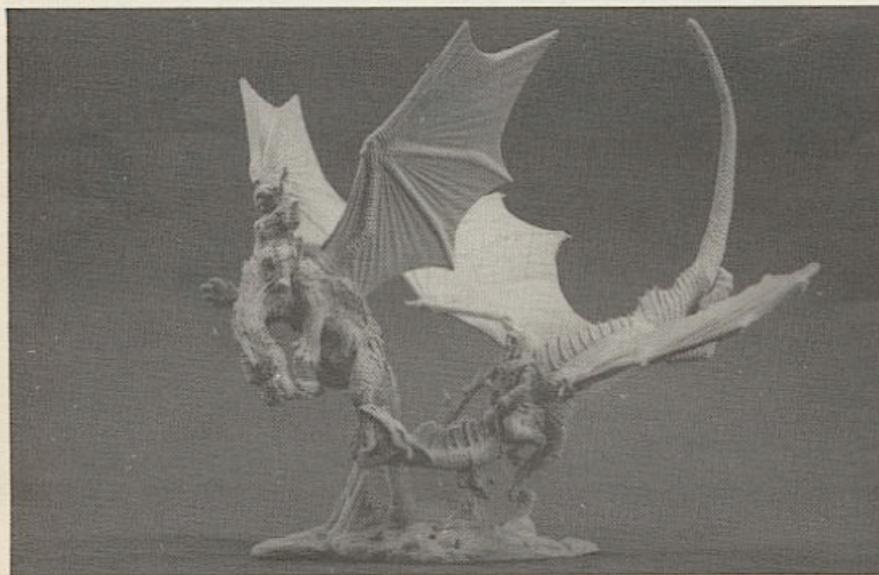


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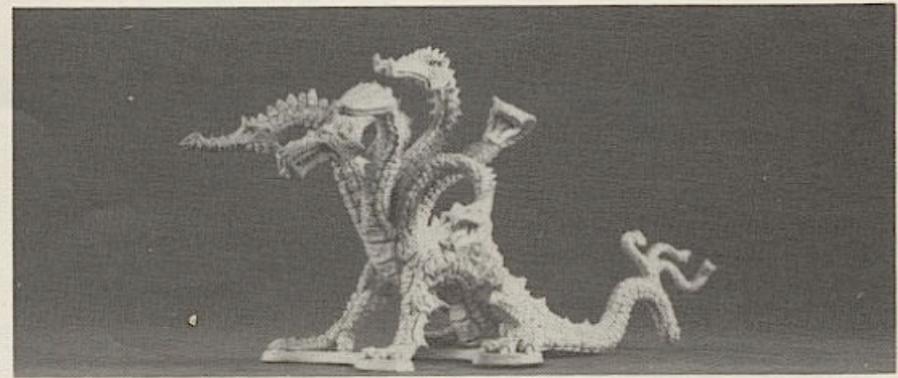
Although some catalog figures pictured painted with Partha Paints, Ral Partha Figures are sold as unfinished casting.



"Give your figures the finish they deserve." Partha Paints

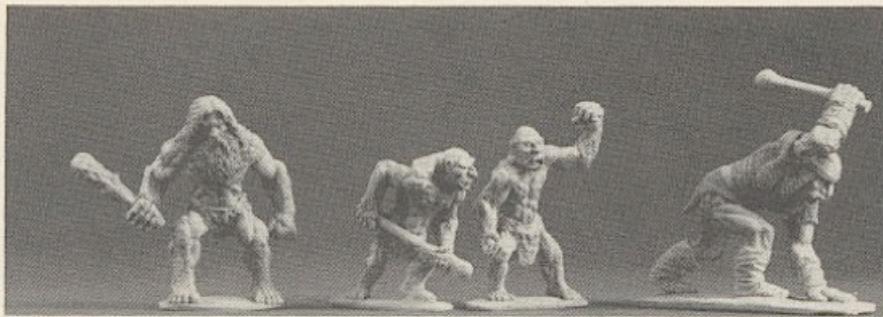


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10-417 HYDRA





13-002

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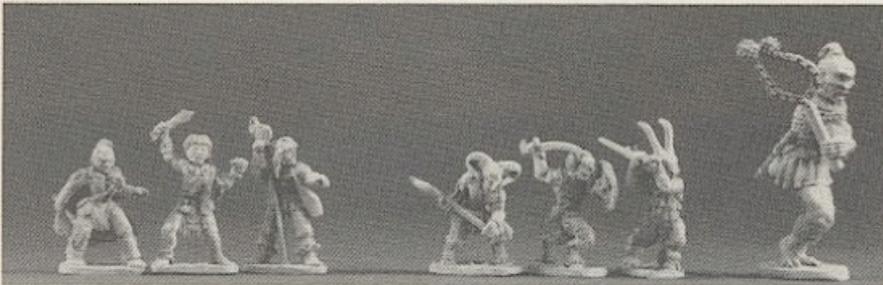
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PAINTED FIGURES GET EXTRA MILEAGE....

(Out of cold storage and into hot competition)

Gamers often inquire about the tools needed to finish, and the best way to paint Ral Partha figures. Here are the most common questions and the answers to those questions.

HOW DO I KNOW WHICH TYPE OF PAINT TO BUY?

There are many hobby paints available to the gamer, but they can be grouped into two basic categories: solvent based paints and water based or acrylic paints. Solvent based paints require a special thinner for cleaning brushes or thinning paint. Water based paints such as **PARTHA PAINTS™** clean up with tap water, which can also be used to thin the paints. They are less toxic, dry fairly fast and are excellent for most hobby applications.

CAN I MIX SOLVENT AND WATER BASED PAINT?

No. Their different chemical composition prevents mixing them. However, paints with the same base can be mixed so that you can blend colors and experiment with new colors. Also, if you permit a layer of paint to dry, you can frequently paint over it with paint of a different type.

WHAT COLORS DO I NEED TO START?

We recommend that you start with the following Partha Paints: Dark Blue (77-721), Red (77-718), Yellow (77-716), White (77-706), Shamrock Green (77-709), Black (77-708), Flesh (77-705), Silver (77-702), and Gold (77-701).

SHOULD I BUY QUALITY BRUSHES?

The better your brushes, the better your painting will be. You only need a few brushes to obtain good results and you can use a large cheap brush to prime your figures. Partha's **Golden Takalon Brush Kit** (77-728) is designed for use with Partha Paints and other acrylic paints. If you use a solvent based paint, we recommend pure Red Sable brushes.

HOW DO I TAKE CARE OF MY BRUSHES?

Remember two points when painting. Dip only the point of the brush in the paint. If you saturate the brush with paint, the bristles will clog and separate, ruining the brush.

After using each color, wash your brush completely in the proper thinner. Change your thinner if it gets cloudy or dirty. After each painting session wash your brushes by

running some warm tap water over them. Next, take some soap and shape the point of the brush. Better brushes come with a plastic cover for the top of the brush. Use the cover because it protects the bristles from bending or breaking.

SHOULD I PRIME A FIGURE?

Yes. The primer will provide a binding surface for your paints. A light color primer makes the best base because it will intensify bright colors such as yellow or red. It also makes an excellent base for washes (thinned paints). We recommend the **Spray White Primer** (77-725) available from Partha Paints. On large, detailed pieces some painters use a black primer or base coat which is covered with a series of dry-brush coats of paint ranging from medium to light.

Once primed, look at the figure once more before painting. Choose your colors before starting and make sure that a bare arm doesn't get painted as a sleeve by accident.

WHAT'S THE BEST WAY TO DO BASIC PAINTING?

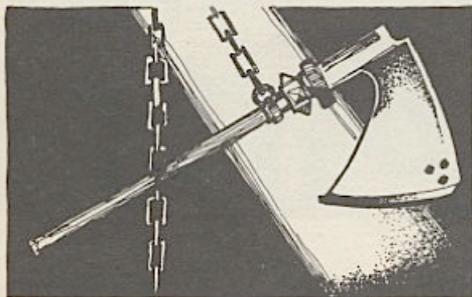
There are several ways of applying paint with a brush; straight application, wash (stain), or dry-brushing (highlighting). Putting paint on straight from the bottle is fine for straps, sword blades and other narrow or small spaces. Washes are an easy way to do basic shading. Dry-brushing is great for highlighting raised detail.

To apply a wash of paint, first thin a small amount, usually 3 parts thinner to 1 part paint, then brush it onto the area desired. Gravity will collect the concentrations of pigment in the low areas of the figure. The high spots will retain a thin coating of the wash with the undercoat showing through. If the mixture leaves no color trace as it runs off, it is too thin. Brush in a dab of paint to thicken the wash. If the wash is too thick and hardly running anywhere, thin it out a bit more. Washes are a great way to bring up the detail on a Ral Partha figure.

To dry-brush, first dip your brush in the paint, then wipe the paint tip against a towel or paper to remove the excess paint and liquid. The paint remaining on the brush should be pigment heavy and should not flow if applied. Apply the paint over the surface to be highlighted using light dusting strokes. The paint will adhere to the raised surfaces and texturize the finish of the prior coats of paint. A wide tip is fine for dry-brushing since it covers a larger area than a pointed tip.



13-045



13-100

Children of the Night

13-002 Hill Giant	4.50
13-003 Trolls (2)	4.50
13-017 Giant in mail armor	4.50
13-020 Cyclops	4.50
13-033 Giant Doom Wurm	7.00
13-039 Japanese Ogre with naginata	4.00
13-045 Ninja Assassins (3)	3.50
13-100 War Eagle	15.00

Runequest™

18-001 Shamans (3)	3.50
18-002 Broo (3)	3.50
18-003 Fachan	2.50
18-004 Spirits & Ghosts (3)	3.50
18-005 Headhanger	4.00
18-006 Lunar Troopers (3)	3.50
18-007 Wurm	4.00
18-008 Orlanth Cultists (3)	3.50



18-006

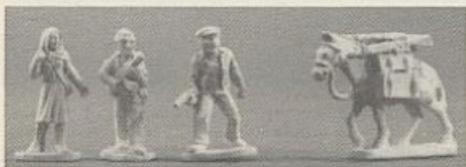
18-007



18-008



20-101 20-102 20-103 20-104 20-105 20-106 20-107 20-108 20-109



20-406

20-407
A VARIATION

Ral Partha figures are generally scaled to 25 m.m., and are pictured smaller than actual size.



20th Century Plus

SPIES

20-001 Criminal Mastermind	1.25
20-002 Dangerous Henchman	1.25
20-003 Seductive Woman	1.25
20-004 Clandestine Agent	1.25
20-005 Clandestine Female Agent	1.25
20-006 Elegant Female Secret Agent	1.25
20-007 Debonnaire Secret Agent	1.25
20-008 KGB Agent	1.25
20-009 CIA Agent	1.25
20-010 Bureau Chief	1.25
20-011 Paramilitary Operations (3)	3.50
20-012 Terrorists (3)	3.50

20'S AND 30'S ADVENTURERS

20-101 Adventurer	1.25
20-102 Adventuress	1.25
20-103 Aviator	1.25
20-104 Private Investigator	1.25
20-105 Detective	1.25
20-106 G-Man	1.25
20-107 Ace Reporter	1.25
20-108 Gang Boss	1.25
20-109 Moll	1.25
20-110 Professor	1.25
20-111 Gangsters (3)	3.50
20-112 Police (3)	3.50

SURVIVORS AND SOLDIERS

20-401 Commando, NBC gear	1.50
20-402 Tanker/Vehicle Crewman	1.50
20-403 Female Trooper/Medic	1.50
20-404 U.S. Combat Group (3)	3.50
20-405 Soviet Bloc Combat Group (3)	3.50
20-406 Civilian Survivors/Irregulars (3)	3.50
20-407 Pack Mule, weapons and gear	3.50

(Painted Figures Get Extra Mileage cont.)

Combine the three techniques of straight application, washes and dry-brushing to your advantage. Always paint a figure from the skin out as if you were dressing it.

DOES SHADING REALLY IMPROVE A FIGURE?

Shading adds depth to a figure and makes it look more natural. Washes help to achieve shading. Several darker shades of the same color can also be brushed on to create line shading. **Black** (77-708) can be used to darken cool colors such as blue or green. **Dark Brown** (77-714) is best for warm colors such as yellow or red. To increase the depth of a figure, dry-brush with a lighter shade of the base color after the shaded wash-coat dries. Ral Partha figures are especially good for these techniques because of their deep, crisp detail.

HOW DO I PAINT THE FACE?

Painting the face is easier than most people think. A good face brings out the personality of the figure. First, paint the face with **Flesh** (77-705) and allow it to dry. Next apply a light wash of red brown to the face. Remember that you can always add a second wash to the face if the first isn't dark enough.

Once the wash has dried, it is time to paint the eyes. Begin by painting the eye sockets white. Don't worry if they are too large because they will be trimmed and shaped later. When the white is dry, paint a thin vertical strip of **Blue** (77-720) or **Green** (77-709) from the top to the bottom of the white, slightly inside the center point of the eye. When dry, paint balanced curved horizontal lids across the lower edge of the whites with **Flesh** (77-705), then paint curved horizontal upper lids with **Leather** (77-712).

WHAT COLORS SHOULD I USE?

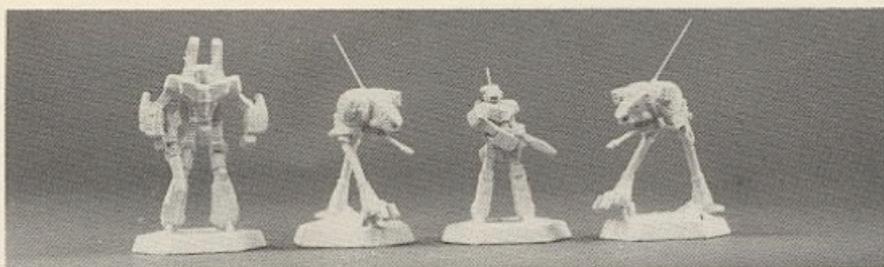
Observe the world around you. Use contrasts and complementary colors to the best advantage. Many books contain color illustrations which can be used as guides. Fur can be colored **Black** (77-708) and dry-brushed **Gray** (77-707), or colored brown and dry-brushed **Dun** (77-111), or colored **Gray** (77-707) and dry-brushed **Ivory** (77-715). **Steel** can be colored **Black** (77-708) or **Steel** (77-704) and dry-brushed with **Silver** (77-702).

HOW CAN I PROTECT THE PAINTED FINISH ON MY FIGURES?

Lock them away in a vault. However, if like most adventure gamers, you paint your figures to use them in your games, may I suggest Partha Paint™ **Clear Matte Sealing Spray** (77-726). This protective sealing spray finishes the figure with a clear light sheen. It does not dull a metallic gleam or cause flesh tones to glisten with polish. Try a light dusting on your next painted figure.

FOR MORE INFORMATION ABOUT PARTHA PAINTS™ CHECK WITH YOUR LOCAL STORE. RAL PARTHA SPONSORS MANY PAINTING SEMINARS AND COMPETITIONS DURING THE YEAR AT GAMING CONVENTIONS AND LOCAL HOBBY STORES. WE HOPE TO SEE YOU AT ONE SOON.

See Partha Paint Listing on Page 27.



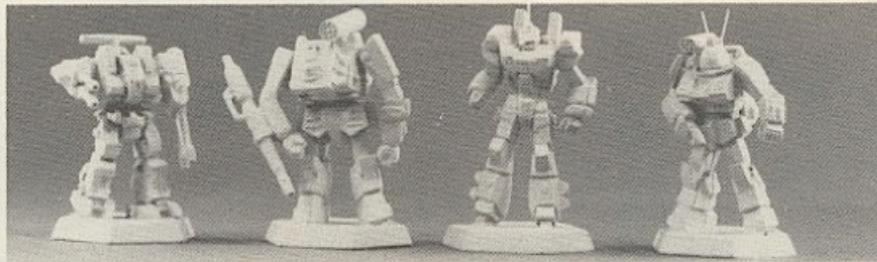
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20-807

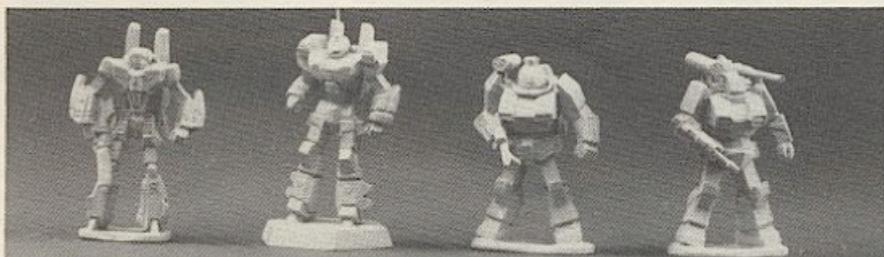
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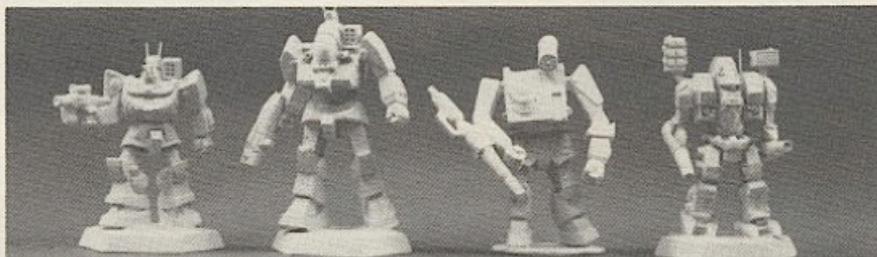


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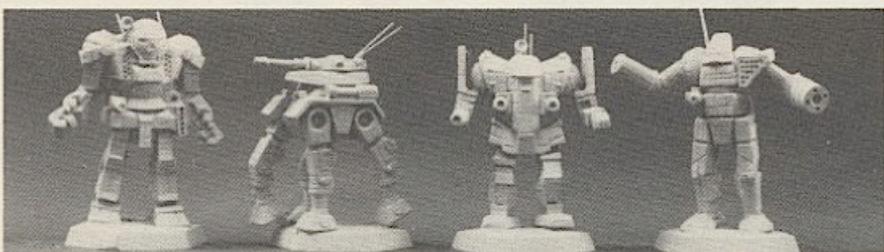


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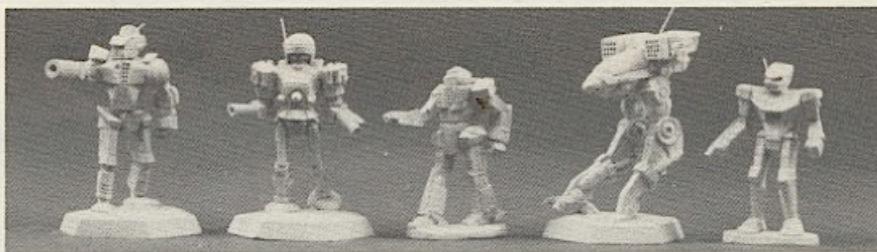


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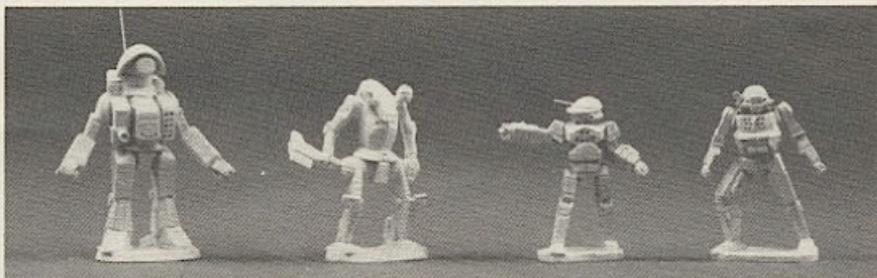


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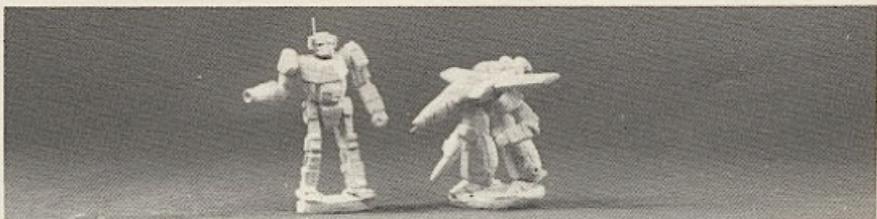


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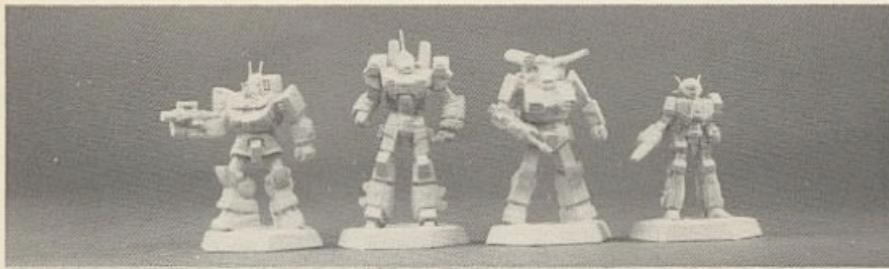
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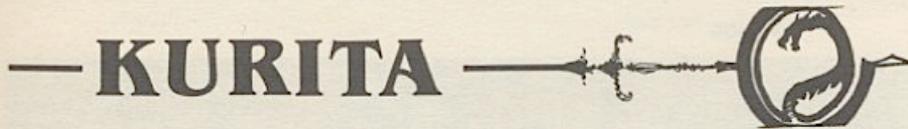
BATTLETECH[®]



10-803



10-806



20-823
84/PACK

20-824
84/PACK

20-831

20-832

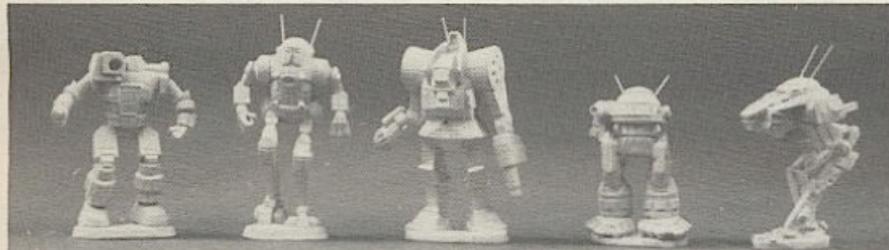


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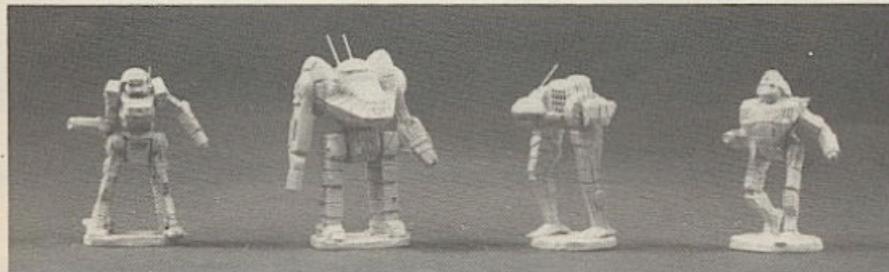
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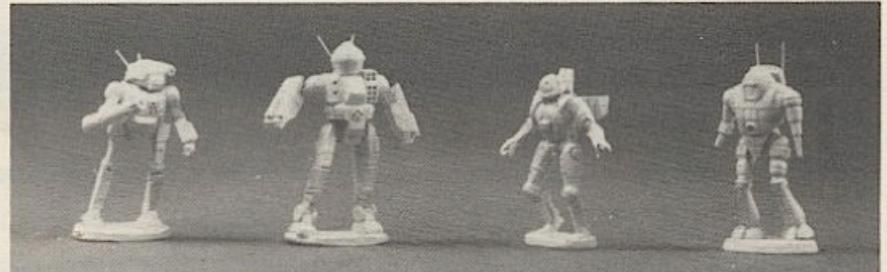


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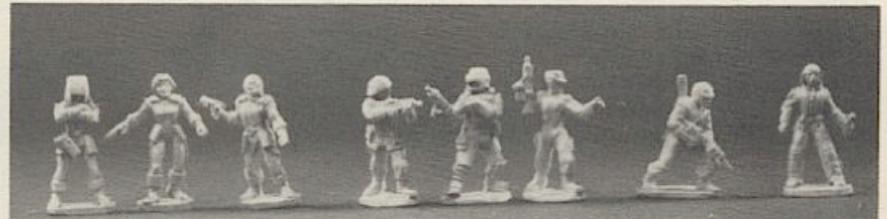


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"BATTLETECH BOXED SETS"

10-801 Recon Lance	11.00
10-802 Light Lance	11.00
10-803 Medium Lance	12.00
10-804 Fire Lance	13.00
10-805 Heavy Lance	13.00
10-806 Assault Lance	16.00

"AEROSPACE FIGHTERS"

20-701 SPR-H5 Sparrowhawk	3.00
20-702 CSR-V12 Corsair	3.50
20-703 STU-K5 Stuka	4.50
20-710 SL-25 Samurai	3.50

"MECHS"

20-800 Hex Bases (4)	3.00
20-802 FLC-4N Falcon	2.50
20-805 FLE-15 Flea: A, B or C variant	2.50
20-806 Hunter, 35 Ton Missile Tank (2)	3.50
20-807 Striker Armored Car (2)	3.50
20-808 Pegasus Lt. Hover Tank (2)	3.50
20-811 BTX-7K Battleax	3.00
20-814 CST-3S Cestus	3.00
20-815 ARC-4R Archer	4.00
20-816 Vedette, 50 Ton Tank (2)	4.50
20-822 Demolisher, Super Heavy Tank	4.00
20-823 Kurita Infantry (8 MM) 84 pieces	8.00
20-824 Davion Infantry (8 MM) 84 pieces	8.00
20-831 STG-3R Stinger	2.50
20-832 WSP-1A Wasp	2.50
20-833 PHX-1 Phoenix Hawk	3.50
20-834 CRD-3R Crusader	3.50
20-835 GRF-1N Griffin	3.50
20-836 SHD-2H Shadow Hawk	3.50
20-837 WVR-6R Wolverine	3.50
20-838 BLR-1G BattleMaster	4.00
20-839 TDR-5S Thunderbolt	3.50
20-840 WHM-6R Warhammer	4.00
20-841 RFL-3N Rifleman	4.00
20-842 ARC-3R Archer	4.00
20-843 MAD-3R Marauder	5.00
20-844 LCT-1V Locust	3.00
20-845 AS-7D Atlas	5.00
20-846 GOL-1H Goliath	4.00
20-847 AWS-8Q Awesome	4.00
20-848 ON1-K Orion	4.00
20-849 CN9-A Centurion	3.00
20-850 FS9-H Firestarter	3.00

20-851 VLR-1A Valkyrie	3.00
20-852 CPT-1 Catapult	4.00
20-853 PNT-9R Panther	3.00
20-854 HBC-4G Hunchback	3.50
20-855 OTL-4D Ostsol	4.00
20-856 ZEU-6S Zeus	4.50
20-857 UMR-60 Urbanmech	2.50
20-858 CDA-2A Cicada	3.00
20-859 SCP-1N Scorpion	4.00
20-860 VTR-9B Victor	4.50
20-861 JMR-6S Jager Mech	4.00
20-862 STK-3F Stalker	4.50
20-863 CP10-Z Cyclops	5.00
20-864 HCT-3F Hatchetman	3.50
20-865 COM-2D Commando	3.00
20-866 JYN-1ON Javelin	3.00
20-867 ENF-4R Enforcer	3.50
20-868 DRG-1N Dragon	4.00
20-869 JR7-D Jenner	3.00
20-870 WTH-1 Whitworth	3.50
20-871 VND-1R Vindicator	3.50
20-872 QKD-4G Quickdraw	4.00
20-873 SDR-5V Spider	3.00
20-874 OTT-7J Ostscout	3.00
20-875 ASN-21 Assassin	3.50
20-876 DV-6M Dervish	3.50
20-877 OSR-2C Ostroc	4.00
20-878 STG-A5 Stinger Lam	3.50
20-879 CLNT - 2 - 3T Clint	3.50
20-880 BJ - 1 Blackjack	3.50
20-881 CGR - 1A1 Charger	4.50
20-882 BNC - 3E (BNC - S) Banshee	5.00
20-883 WSP - 105 Wasp Lam	3.50
20-884 PHX - HK2 Phoenix Hawk Lam	4.00
20-885 HER-2S Hermes II	3.50
20-886 VL2T Vulcan	3.50
20-887 TBT-5N Trebuchet	3.50
20-888 GHR-5H Grasshopper	4.00
20-889 LGB-OW Longbow	4.50

"BATTLETECH MECHWARRIORS"

20-900 Mechwarriors: Stiner (3)	3.50
20-901 Ground Troopers: Stiner (3)	3.50
20-902 Aerospace Pilot: Stiner	1.25
20-903 Security Guard: Stiner	1.25
20-920 Mechwarriors: Kurita (3)	3.50
20-921 Ground Troopers: Kurita (3)	3.50
20-922 Special Forces - Death Squad Assassin: Kurita	1.25
20-923 Mech Tech: Kurita	1.25



25-036

Set 25-036 contains: mounted C in C, 24 phalangites, 11 Companion cavalry, 11 Thessalian cavalry, 6 Prodromoi cavalry, 12 Hypaspists, 12 javelinmen, 6 Cretan archers, and bonus command figures and standards.

Set 25-500 contains: 84 battle hardened infantry, 6 heavy shock cavalry, one of the Black Prince's personal armored Balrogs, and the great Black Prince himself.

Set 25-501 contains: Leonaran's Golden Horde of 72 unblemished foot warriors, 12 stalwart knights, Tör-ak the guardian Minotaur, and Leonaran mounted on Goldancer.

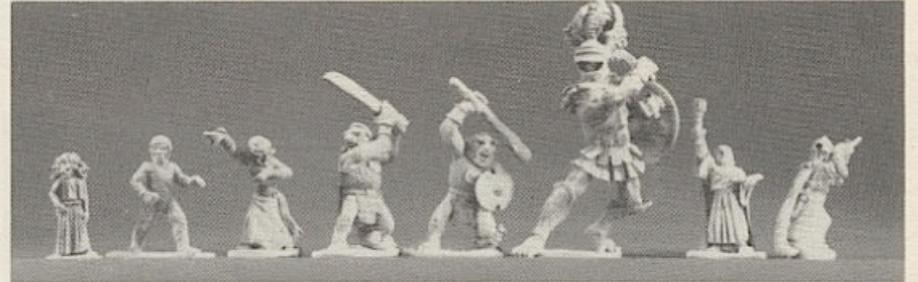
ARMY CORE PACKS



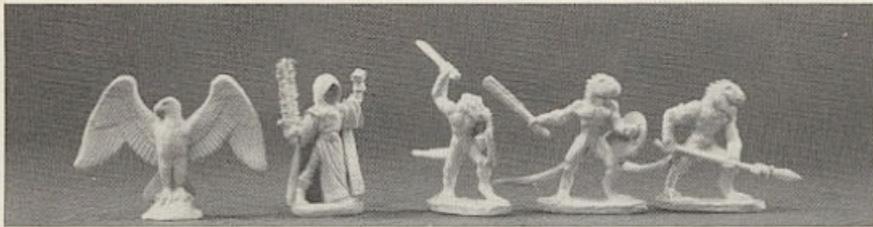
25-500



31-001 31-002 31-003 31-004 31-005 31-006 31-007



31-008 31-009 31-010 31-011 31-012 31-013 31-014



31-021 31-022 31-023



32-001 32-003 32-004 32-005 32-006 32-007 32-008



32-011 32-012 32-013 32-014 32-015



32-016

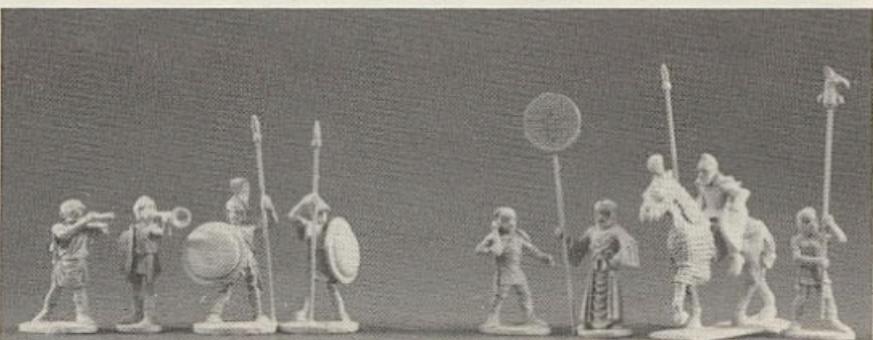


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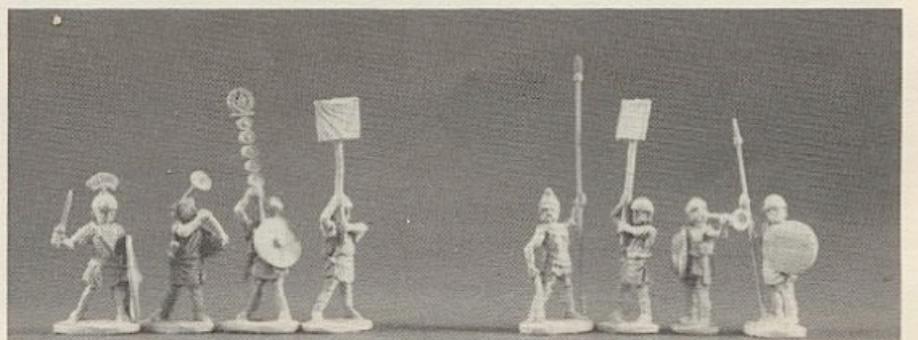


34-008 34-009 34-010 34-011 34-012 34-013

Command packs shown below. A complete listing of the 35 line (The Hoplites) appears on page 23.



35-010 35-020



35-030 35-040/060

Army Core Packs

25-036 Macedonian	50.00
25-127 Japanese (1050 AD to 1542 AD)	40.00
25-134 Anglo Norman (1072 AD to 1181 AD)	36.00
25-500 Black Prince's Chaotic Army	100.00
25-501 Leonaran's Golden Horde	100.00



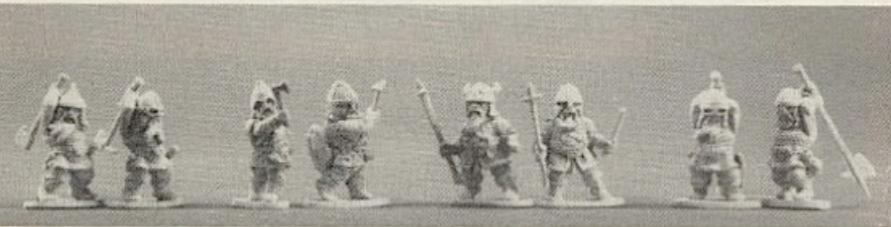
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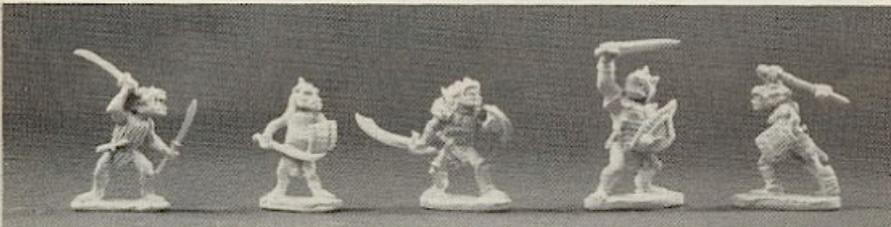
31-015 31-016 31-017 31-018 31-019 31-020



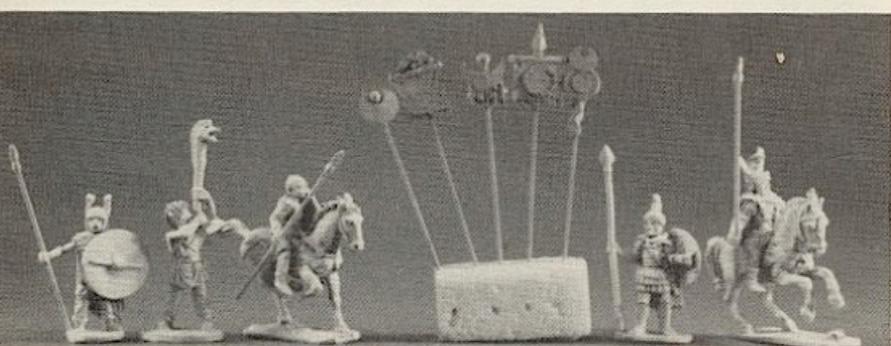
32-009 32-010



33-030 VARIATIONS 33-031 VARIATIONS 33-033 VARIATIONS 33-034 VARIATIONS



34-014 34-015 34-016 34-017 34-018



35-050 35-061

FIEND FACTORY

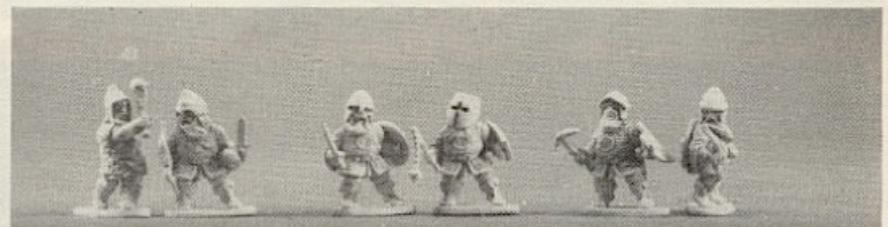
31-001 Lord of Darkness	1.75
31-002 Wraith Rider on Winged Mount (3 pcs.)	5.00
31-003 Ghost	1.25
31-004 Ghoul	1.25
31-005 Minotaur	1.75
31-006 Werewolf	1.25

FANTASY SPECIALS

32-001 Necromancer with Female Sacrifice on altar (3 pcs.)	4.00
32-003 Robin Hood	1.25
32-004 Soothsayer	1.25
32-005 The White Knight	1.25
32-006 Black Knight	1.25
32-007 Kor, The Barbarian King	1.25
32-008 Princess Dar, Sorceress of Light	1.25

31-007 Zombie	1.25
31-008 Medusa	1.25
31-009 Mummy	1.25
31-010 Mindslayer	1.25
31-011 Bruise Brothers	3.50
31-012 Giant Half-Troll Champion	5.00
31-013 Chaotic Monk blessing with Mace	1.25
31-014 Carak, The Evil Prince ..	1.25
31-015 Slayai, Evil High Sorceress	1.25
31-016 Druid and Bear	2.50
31-017 Demon Beast	4.50
31-018 Screaming Ogre with Tree Stump	3.00
31-019 Horned Cyclops	3.00
31-020 Wererat	1.25
31-021 Eagle	2.50
31-022 Wraith	1.25
31-023 Lizardmen (3 Different Figures) ..	3.50

32-009 Magic Items (7 pcs.) ..	2.00
32-010 Treasure Items (8 pcs.)	2.00
32-011 Sinbad	1.25
32-012 Palace Guard	1.25
32-013 Assassin Of The Brotherhood	1.25
32-014 Warrior Monks (3)	3.50
32-015 Caravan Guard	1.25
32-016 Gladiators (2 Different Figures) ..	2.50



33-035 VARIATIONS 32-036 VARIATIONS 33-032 33-037

DENIZEN IMPORTS

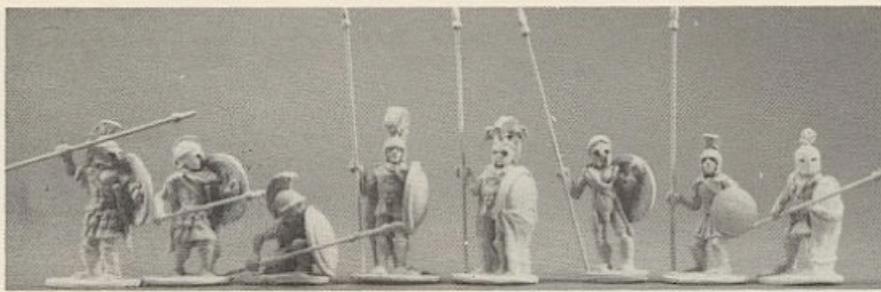
33-030 Dwarf, Scale Armor, with Mattock or Axe	1.25
33-031 Dwarf, Leather Armor, with Mattock or Axe	1.25
33-032 Dwarf, Chainmail, with Crossbow	1.25
33-033 Dwarf, Chainmail, Slung Shield and Spear	1.25

33-034 Dwarf, Scale Armor, with Sword or Halbard	1.25
33-035 Dwarf, Leather Armor, with Sword or Club	1.25
33-036 Dwarf, Chainmail, with Sword or Morning Star	1.25
33-037 Dwarf, Chainmail, with Bow	1.25

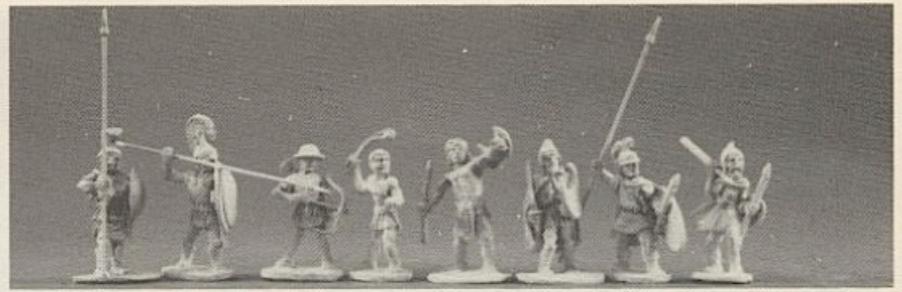
ORCS

34-001 Orc advancing with mace and shield	1.25
34-002 Orc attacking with sword and shield	1.25
34-003 Orc advancing with sword, spear and shield	1.25
34-004 Orc charging with spear	1.25
34-005 Orc advancing with halberd	1.25
34-006 Orc swinging axe	1.25
34-007 Orc firing bow	1.25
34-008 Orc charging with polearm	1.25
34-009 Orc firing crossbow	1.25
34-010 Orc chief with sword and flail	1.25

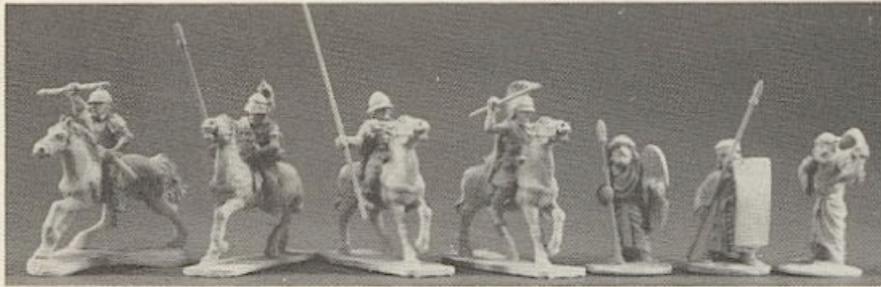
34-011 Orc Bodyguard with battleaxe	1.25
34-012 Ogron Foulbreath, Orc Champion (2 pcs.)	1.75
34-013 Orc Bodyguard with Mace of Thunder and shield	1.25
34-014 Orc Berserker with Two Swords	1.25
34-015 Sly Half Orc Hero	1.25
34-016 Sty the Synister High Chieftan with Runic Scimitar	1.25
34-017 Darco - Orc Lord	1.25
34-018 Orc Hero with Mace of Souls	1.25



35-100 35-101 35-102 35-110 35-111 35-120 35-130 35-140



35-150 35-151 35-160 35-161 35-170 35-171 35-172 35-173



35-179 35-180 35-181 35-190 35-200 35-201 35-202



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35-300 35-301 35-305 35-306 35-307 35-310 35-320 35-321



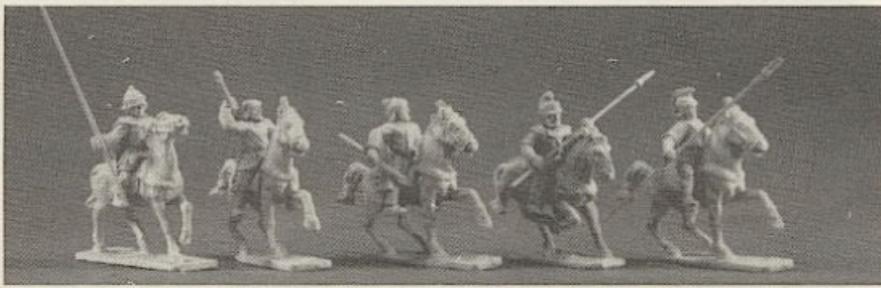
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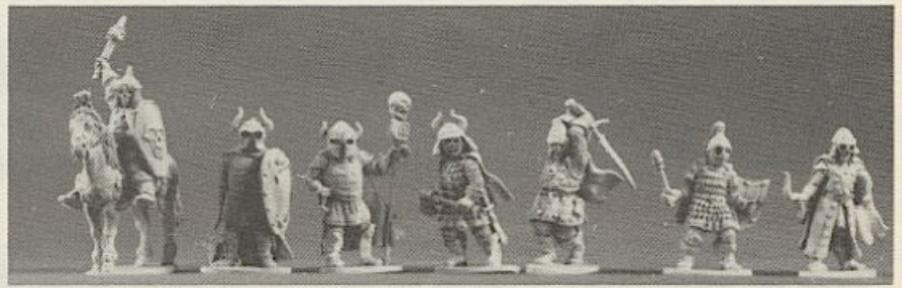
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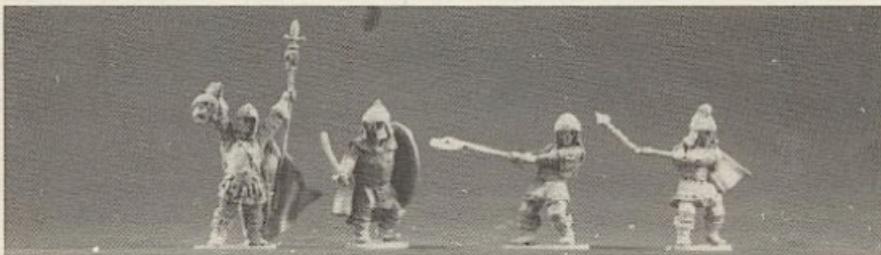
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35-650 35-651 35-652 35-653 35-654



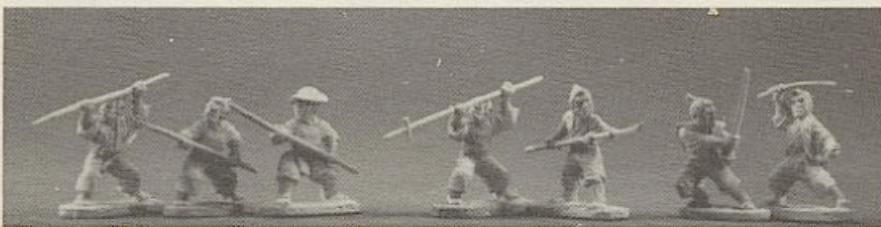
36-030 36-031 36-032 36-033 36-034 36-035 36-036



36-037 36-038 36-039 36-040



36-101 36-102 36-103 36-104



37-025
VARIATIONS

37-026
VARIATIONS

37-027
VARIATIONS



37-028
VARIATIONS

37-029

The Hoplites

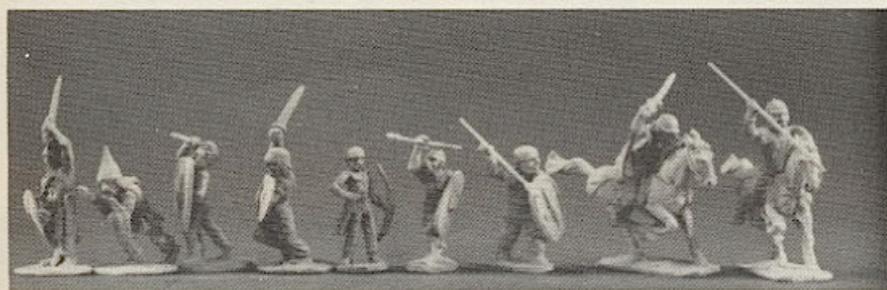
35-010 Command Group	4.50
35-100 Elite Hoplite, thrusting with spear	4.50
35-101 Elite Hoplite, with spear, in reserve	4.50
35-102 Hoplite, crouching to receive cavalry	4.50
35-110 Lacedaemonian Hoplite (Spartan), in reserve	4.50
35-111 Lacedaemonian Hoplite, draped shield, in reserve	4.50
35-120 Theban Hoplite, naked, 4th rank	4.50
35-130 Illyrian Hoplite, 3rd rank	4.50
35-140 Corinthian Hoplite, spear across chest	4.50
35-150 Attic Hoplite, marching order	4.50
35-151 Attic Hoplite, thrusting with spear	4.50
35-160 Cretan Archer	4.50
35-161 Greek Slinger	4.50
35-170 Peltast, throwing javelin	4.50
35-171 Thracian Peltast, advancing	4.50
35-172 Thureophorus with javelin and long spear	4.50
35-173 Thracian Heavy Peltast	4.50
35-179 Thracian Light Cavalry with javelin	4.50
35-180 Heavy Cavalry, scale cuirass	4.50
35-181 Thessalian Heavy Cavalry	4.50

35-190 Medium Cavalry	4.50
35-020 Command Group	4.50
35-200 Immortal Spearman, in line, attacking	4.50
35-201 Royal Guard, with spear	4.50
35-202 Immortal Archer	4.50
35-205 Persian Swordsman, swinging sword	4.50
35-210 Elite Phrygian Axeman, attacking	4.50
35-215 Median Spearman, attacking	4.50
35-220 Anatolian Swordsman, with pointed hat, swinging sword	4.50
35-250 Heavy Persian Cavalry	4.50
35-270 Light Persian Cavalry	4.50
35-275 Sythian Horse Archer, firing bow	4.50
35-030 Command Group	4.50
35-300 Triaria, with spear	4.50
35-301 Triaria thrusting with short sword	4.50
35-305 Hastati/Principes, throwing pilum	4.50
35-306 Hastati/Principes, slashing with short sword	4.50
35-307 Hastati/Principes, advancing	4.50
35-310 Velites, throwing javelin	4.50
35-320 Italian Ally, thrusting spear	4.50
35-321 Etruscan Light Infantry with javelin	4.50
35-322 Etruscan Heavy Infantry with pilum and long spear	4.50

35-340 Auxiliary Slinger	4.50
35-341 Asian Archer, firing	4.50
35-350 Roman Cavalry	4.50
35-360 Allied Light Cavalry	4.50
35-361 Etruscan Heavy Cavalry	4.50
35-400 Hellenistic Command Group	4.50
35-400 Citizen Spearman, advancing	4.50
35-401 Citizen Spearman, attacking	4.50
35-410 African Ally, advancing with spear	4.50
35-420 Spanish Infantry, throwing javelin	4.50
35-421 Spanish Spearman, attacking	4.50
35-430 Lybian Spearman, advancing	4.50
35-431 Lybian Infantry, with javelin	4.50
35-440 Baleric Slinger	4.50
35-450 Citizen Cavalry, thrusting spear	4.50
35-451 Citizen Cavalry, holding spear	4.50
35-460 Spanish Cavalry	4.50
35-470 Numidian Cavalry	4.50
35-480 War Elephant	6.00
35-050 Command Group	4.50
35-501 Swordsman, striking overhead	4.50
35-502 Swordsman, advancing	4.50
35-503 Swordsman, throwing javelin	4.50
35-504 Swordsman, striking overhead	4.50
35-505 Archer	4.50

35-506 Naked Gaul with sword and shield (Gaesati)	4.50
35-507 Armored Gaul with spear and shield	4.50
35-550 Mounted armored Gaul	4.50
35-060 Hellenistic Command Group	4.50
35-061 Generals (2) and Standards (6)	4.50
35-600 Phalangite (Alexandrian), pike raised	4.50
35-601 Phalangite (Successor), pike raised	4.50
35-602 Phalangite (Bactrian), pike raised	4.50
35-610 Hypaspist	4.50
35-620 Staff Slinger	4.50
35-621 Archer	4.50
35-630 Illyrian Light Infantry with javelin and light spear	4.50
35-631 Greek Mercenary Peltast	4.50
35-650 Companion Cavalry	4.50
35-651 Arachosian Light Cavalry with javelin and light spear	4.50
35-652 Bactrian Light Cavalry with javelin and light spear	4.50
35-653 Prodromoi Light Cavalry with lance	4.50
35-654 Paonian Light Cavalry with javelin and light thrusting spear	4.50

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



35-501 35-502 35-503 35-504 35-505 35-506 35-507 35-550 VARIATIONS

DENIZEN IMPORTS, "LEGION OF THE DAMNED"

36-030 Mounted Warlord	3.00
36-031 Axeman with Shield	1.25
36-032 Standard Bearer	1.25
36-033 Axeman in Scale Armor	1.25
36-034 Skeleton wielding "Mancleaver"	1.25
36-035 Legionaire with Mace in Scale Armor	1.25
36-036 Bowman in Leather Armor	1.25

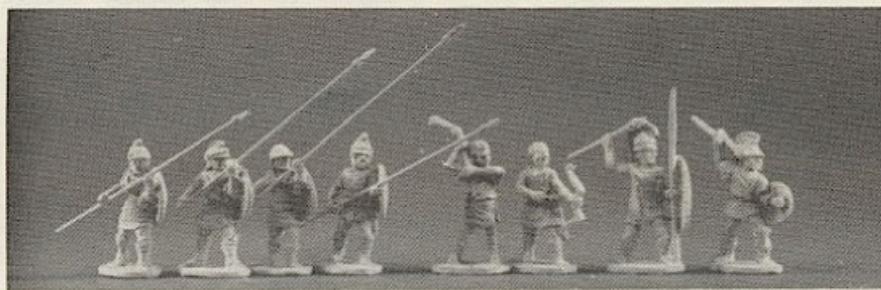
36-037 Legion Pikeman	1.25
36-038 Swordsmen w/shield	1.25
36-039 Guard Swinging Halberd or Axe	1.25
36-040 Captain of the Guard with Mace or Sword	1.25

SKELETONS

36-101 Shogun Skeleton Lord	1.25
36-102 Grim Reaper	1.25
36-103 Legion of Hell Standard Bearer	1.25
36-104 Skeleton Rider on Horse of Hell	2.00



37-021 37-022 VARIATIONS 37-023 37-024



35-600 35-601 35-602 35-610 35-620 35-621 35-630 35-631

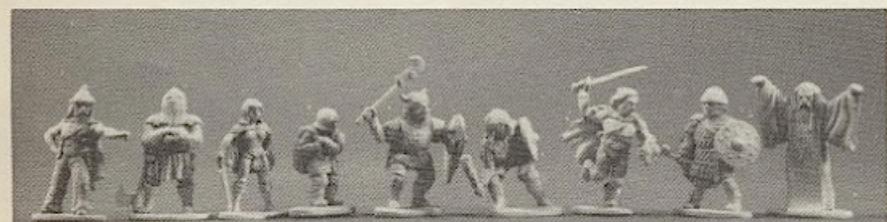
"SHOGUN HARD GUYS," THE NEW SAMURAI

37-021 Mounted Samurai	2.50
37-022 Armored Samurai with Sword (1 of 2)	1.25
37-023 Armored Samurai with Naginata	1.25
37-024 Armored Samurai with Bow	1.25
37-025 Light Samurai with Polearm (1 of 3)	1.25
37-026 Samurai/Ronin with Polearm	1.25
37-027 Samurai/Ronin with Sword	1.25
37-028 Samurai/Ronin with Two Swords	1.25
37-029 Samurai/Ronin with No-Dachi (Great Sword)	1.25

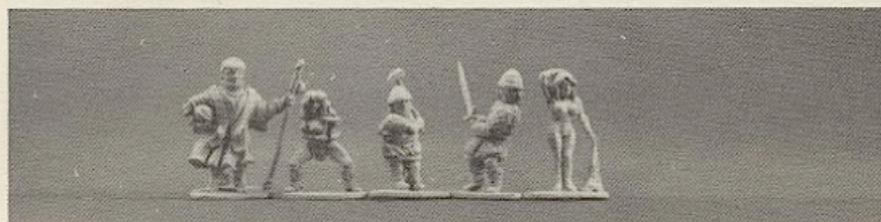
DENIZEN FANTASTIC ADVENTURERS

39-001 Thief, pointing	1.25
39-002 Headman with Axe	1.25
39-003 Elf Maiden	1.25

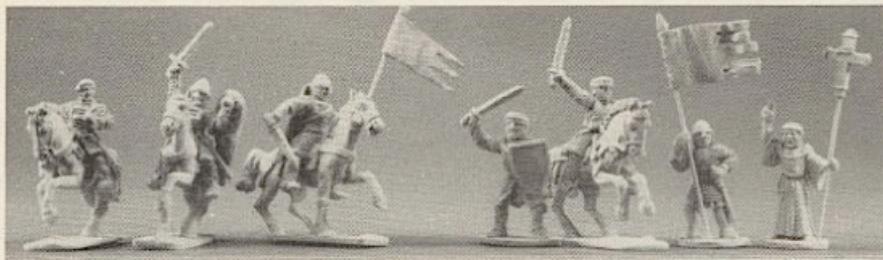
39-004 Dwarf carrying sack	1.25
39-005 Orc with billhook & shield	1.25
39-006 Orc with Club & shield	1.25
39-007 Hero charging with Sword	1.25
39-008 Fighter with Mace and shield	1.25
39-009 Mage casting Spell	1.25
39-010 Cleric with Flail	1.25
39-011 Female Assassin	1.25
39-012 Dwarf with Hammer	1.25
39-014 Fighter with Two Handed Sword	1.25
39-015 Enchantress	1.25
39-016 Goblin with Axe	1.25
39-017 Wraith	1.25
39-018 Orc with Mace	1.25
39-019 Reptile	1.25
39-022 Heroine with Sword	1.25
39-023 Hero with Sword and Shield	1.25
39-024 Paladin, drawing Sword	1.25



39-001 39-002 39-003 39-004 39-005 39-006 39-007 39-008 39-009



39-010 39-011 39-012 39-014 39-015

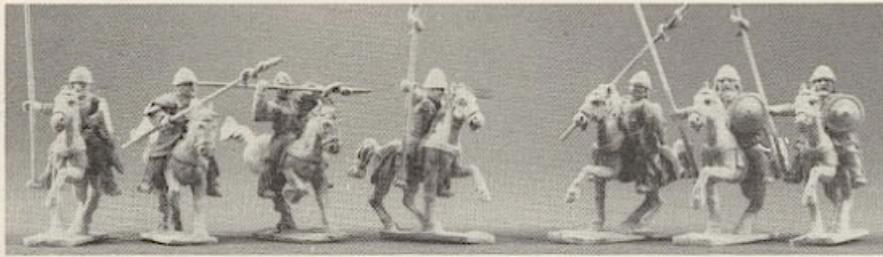


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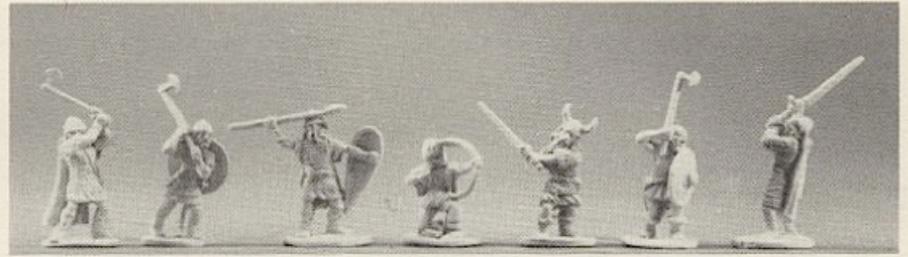


42-082 42-083 42-084 42-085 42-086 42-090 42-091 42-092

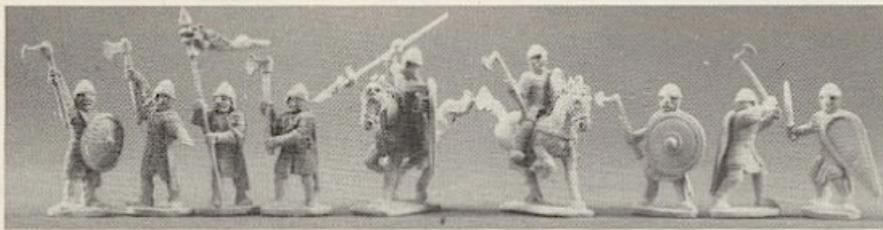


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VARIATIONS



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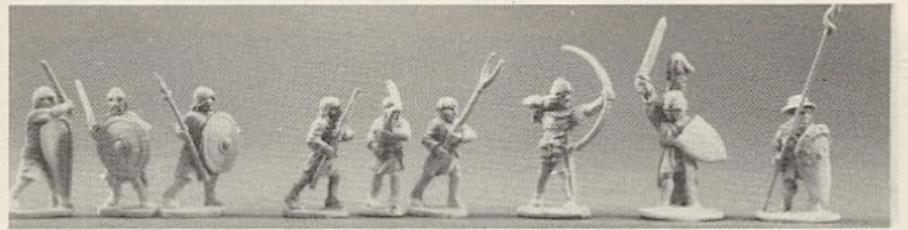


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VARIATIONS



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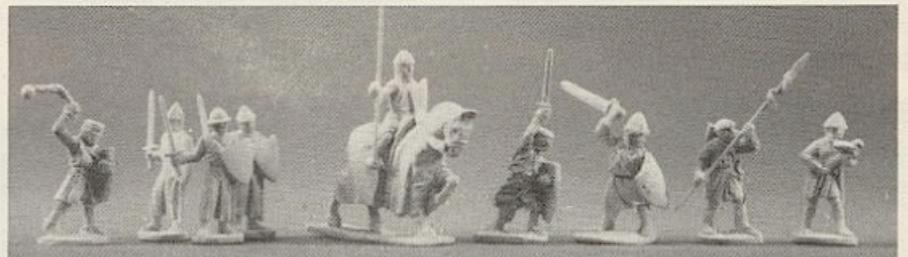
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VARIATIONS

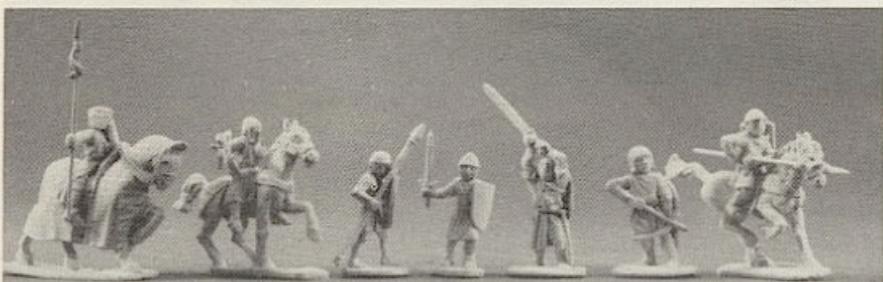
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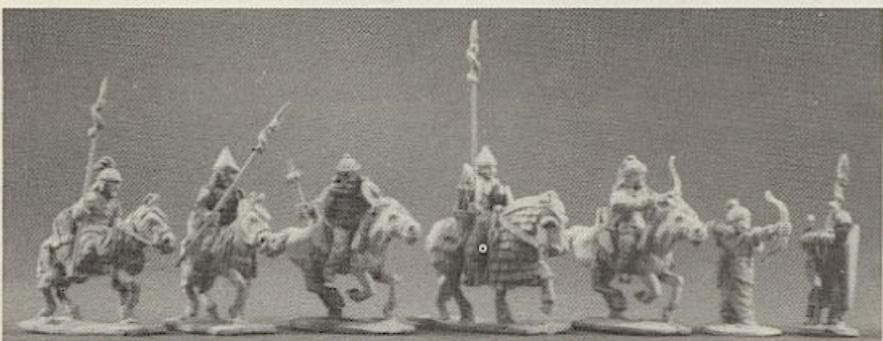
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VARIATIONS

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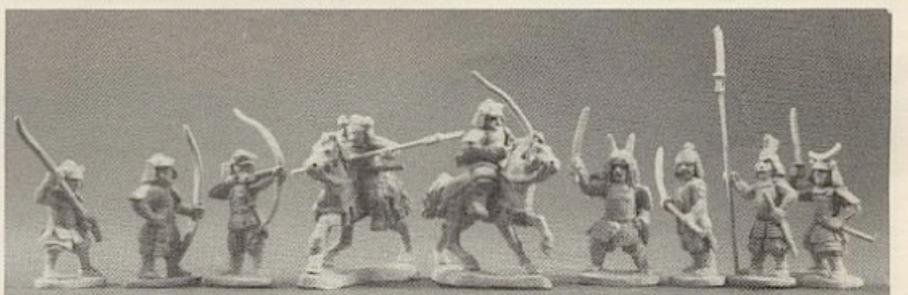


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VARIATIONS

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VARIATIONS



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VARIATIONS

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RAL PARTHA

1200 A.D.

42-080 Norman Command Set	4.50
42-081 Frankish Command Set	4.50
42-082 Norman Heavy Infantry with spear	4.50
42-083 Italian Heavy Infantry with spear	4.50
42-084 Norman Light Archer	4.50
42-085 Heavy Crossbowman	4.50
42-086 Maronite/Syrian Archer	4.50
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
42-101 Viking swinging axe	4.50
42-102 Viking, with axe	4.50
42-103 Viking, throwing spear	4.50
42-106 Viking Archer	4.50
42-107 Viking, swinging sword	4.50
42-108 Viking, striking with axe	4.50
42-111 Viking, striking with two-handed sword	4.50
42-114 Saxon Command Set	4.50
42-116 Saxon Housecarle Cavalry	4.50

42-117 Saxon Housecarle Infantry	4.50
42-118 Saxon Fyrdmen (assortment of 3)	4.50
42-119 Armed Peasant Levy (assortment of 3)	4.50
42-121 English Longbowman	4.50
42-122 English Foot Knight	4.50
42-123 English Pikeman	4.50
42-125 English Knight, with sword, on galloping horse	4.50
42-128 English Man-At-Arms, with sword	4.50
42-129 English Man-At-Arms, with axe	4.50
42-131 Scottish Warrior, in hooded cloak, with axe	4.50
42-132 Scottish Man-At-Arms, with axe	4.50
42-133 Scottish Pikeman, advancing	4.50
42-134 Scottish Archer, running	4.50
42-135 Scottish Knight, with axe, on horse	4.50
42-142 German Foot Knight, swinging mace	4.50
42-143 Teutonic Knight Infantry (with variable heads)	4.50
42-145 Teutonic Knight Cavalry (with variable heads)	4.50
42-151 French Foot Knight	4.50
42-152 French Man-At-Arms, with sword	4.50
42-153 French Man-At-Arms, with spear	4.50
42-154 French Crossbowman	4.50
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	4.50
42-160 Spanish Armored Infantry, with sword	4.50
42-161 Spanish Armored Infantry, with hand-and-a-half sword	4.50
42-165 Catalian Archer	4.50
42-166 Spanish Cavalry, with lance	4.50
42-167 Spanish Cavalry, striking with sword	4.50
42-168 Spanish Cavalry, with sword	4.50
42-171 Moorish Archers	4.50
42-172 Moor, with spear and shield, advancing	4.50
42-175 Moorish Cavalry, with scimitar	4.50
42-176 Moorish Cavalry, with spear	4.50
42-177 Moorish Horse Archer	4.50
42-180 Byzantine Command Group	4.50
42-181 Byzantine (Scutari) Infantry, with spear	4.50
42-182 Varangian Guard, in battle dress, with axe	4.50
42-183 Byzantine Infantry, with spear	4.50
42-184 Pslio Light Infantry, with bow	4.50
42-185 Rus Mercenary Infantry, with axe	4.50
42-186 Byzantine Heavy Cavalry Archer	4.50
42-187 Byzantine Light Cavalry	4.50
42-188 Byzantine Heavy Cavalry, with spear	4.50
42-189 Kiblanophros Extra Heavy Cavalry on Extra Armored Horse	4.50

42-200 Mongol Horse Archer	4.50
42-201 Mongol Medium Cavalry, with spear	4.50
42-202 Mongol Medium Cavalry, with spear	4.50
42-203 Mongol Medium Cavalry, with spear	4.50
42-204 Mongol Medium Cavalry, with mace	4.50
42-205 Mongol Heavy Cavalry, with spear	4.50
42-206 Mongol Horse Archer	4.50
42-209 Mongol Auxiliary Archer	4.50
42-210 Mongol Auxiliary Infantry, with spear	4.50
42-211 Sung Chinese Heavy Cavalry, with spear	4.50
42-213 Sung Chinese Light Cavalry, with bow	4.50
42-214 Sung Chinese Light Cavalry, with spear	4.50
42-215 Sung Chinese Heavy Infantry, with spear	4.50
42-216 Sung Chinese Heavy Infantry, with sword	4.50
42-217 Sung Chinese Light Infantry, with spear	4.50
42-218 Sung Chinese Crossbowman	4.50

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

THE RULES ACCORDING TO RAL FOR MEDIEVALS 25¢

Also look for 99-001 "Chaos Wars, Rules According to Ral for Fantasy Battles" on page 31.



42-180 42-181 42-182 42-183 42-184 42-185



42-186 42-187 42-188 42-189 42-200 42-201

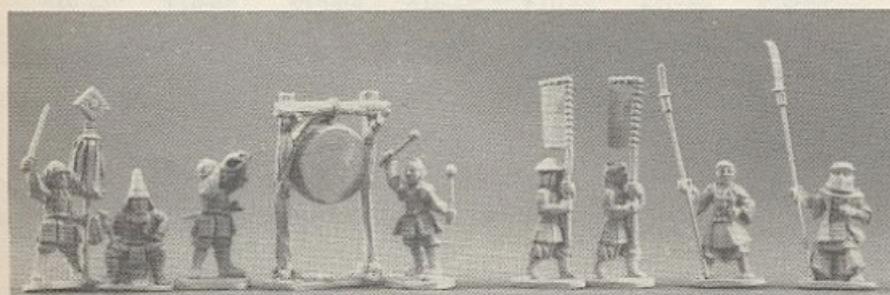


53-745 53-746 53-751 53-752 53-755 53-756

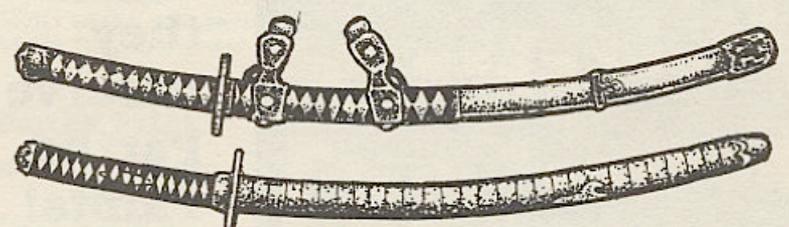
SAMURAI

53-745 Ninja, with sword	4.50
53-746 Ninja Raiders	4.50
53-751 Ronin, with sword	4.50
53-752 Ronin, with spear or naginata	4.50
53-755 Ashigaru, Archer	4.50
53-756 Ashigaru, with sword	4.50
53-757 Ashigaru, with spear or naginata	4.50
53-760 Ashigaru Arquebusier, with gun shield	4.50
53-763 Chugen Auxiliary	4.50
53-767 Samurai, with sword	4.50
53-768 Samurai, with spear or naginata	4.50

53-772 Samurai, with bow	4.50
53-775 Mounted Samurai, with spear or naginata	4.50
53-776 Mounted Samurai, with sword	4.50
53-777 Mounted Samurai, with bow	4.50
53-780 Samurai Commanders	4.50
53-781 General and Command Group	5.00
53-786 Infantry Standards	4.50
53-789 Yamabushi, with spear or naginata	4.50
53-791 Yamabushi, in armor with spear or naginata	4.50



53-781 53-786 53-789 53-791





53-901

53-902

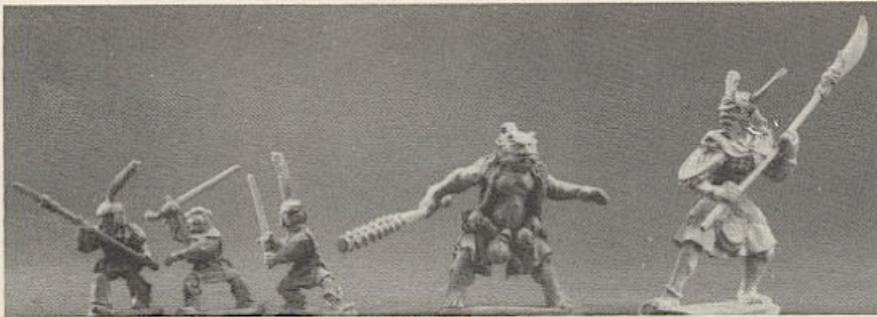
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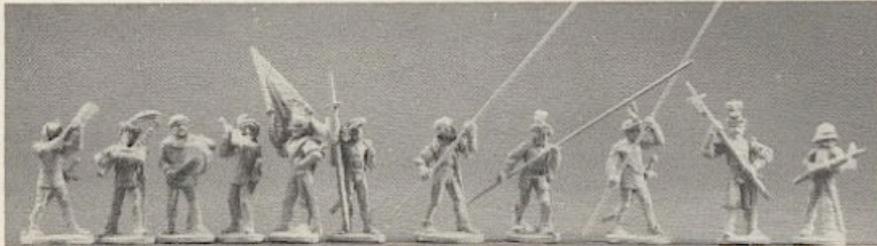
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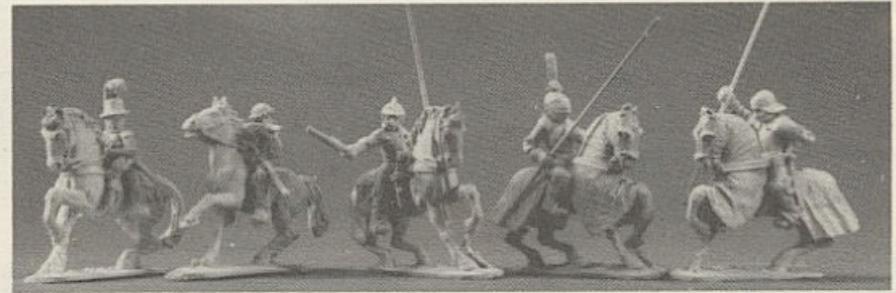
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88-001

88-002

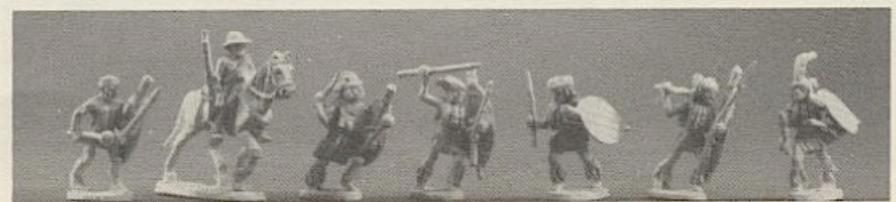
88-003

88-004

88-005
VARIATIONS



Give
your
figures
the
finish
they
deserve...
Partha
Paints!



88-012

88-013

88-014

88-015

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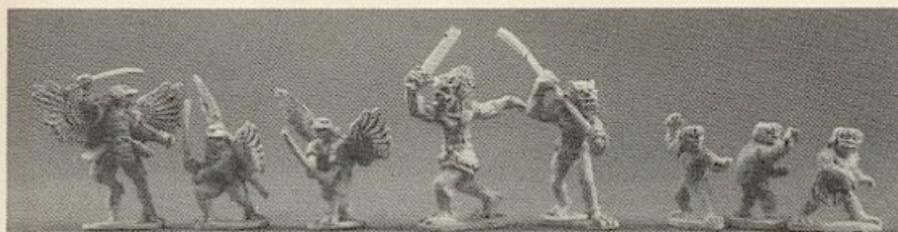
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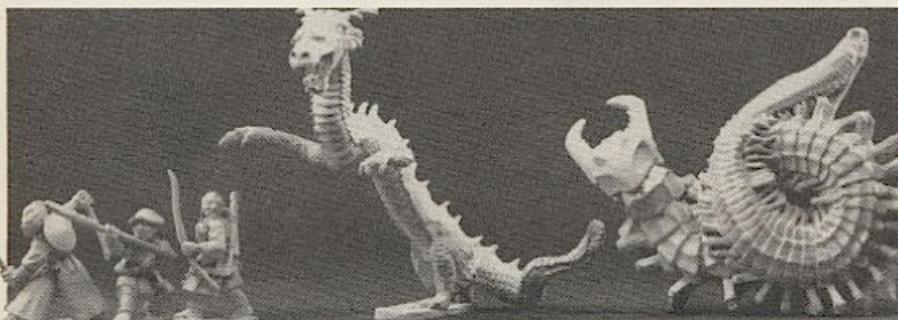
RAL PARTHA



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Bushido™

53-901 Samurai and Ronin, (3)	3.50
53-902 Samurai Bushi (3)	3.50
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53-917 Tatsu Dragon	7.00
53-918 Mukade Centipede	5.00

The Condottieri

54-490 Swiss Command	4.50
54-491 Swiss Pikeman	4.50
54-494 Swiss Halberdier	4.50
54-496 Swiss Crossbowman	4.50
54-498 Swiss Arquebusier	4.50
54-499 Swiss Mounted Arquebusier	4.50
54-500 Imperialist Officers	4.50
54-501 Standards and Musicians	4.50
54-502 Arquebusier, firing	4.50
54-508 Pikeman, armored, leveled pike	4.50
54-509 Pikeman, half-armored, leveled pike	4.50
54-510 Pikeman, unarmored, leveled pike	4.50
54-511 Pikeman, unarmored, raised pike	4.50
54-512 Pikeman, armored, raised pike	4.50
54-513 Pikeman, half-armored, raised pike	4.50
54-514 Halberdier, half-armored, attacking	4.50
54-515 Halberdier, armored, attacking	4.50
54-518 Swordsman, with great sword, attacking	4.50
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
54-572 Polish Arquebusier	4.50
54-576 Polish Halberdier	4.50
54-578 Polish Winged Hussar, with lance	4.50
54-600 Household Spahi	4.50
54-601 Turkish Spahi	4.50
54-603 Dellis	4.50
54-606 Jannissary Arquebusier	4.50
54-607 Jannissary Spearman	4.50
54-608 Turkish Archer	4.50
54-609 Turkish Spearman	4.50
54-610 Turk, with scimitar and buckler	4.50
54-611 layalar, with sword	4.50
54-619 Turkish Mounted Command	4.50

Partha Paint

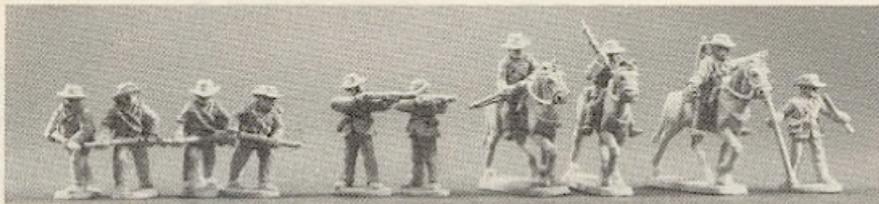
77-700 Ral Partha Paint Rack	326.40
77-701 Gold Metallic	1.10
77-702 Silver Metallic	1.10
77-703 Bronze Metallic	1.10

77-704 Steel	1.10
77-705 Flesh	1.10
77-706 White	1.10
77-707 Gray	1.10
77-708 Black	1.10
77-709 Shamrock Green	1.10
77-710 Forest Green	1.10
77-711 Dun	1.10
77-712 Leather	1.10
77-713 Red Brown	1.10
77-714 Dark Brown	1.10
77-715 Ivory	1.10
77-716 Yellow	1.10
77-717 Orange	1.10
77-718 Red	1.10
77-719 Sky Blue	1.10
77-720 True Blue	1.10
77-721 Dark Blue	1.10
77-722 Copper Metallic	1.10
77-723 Purple	1.10
77-731 Khaki	1.10
77-725 Spray Partha Primer™ (6 oz.)	3.50
77-726 Spray Clear Matte Sealer (5.75 oz.)	3.50
77-728 Brush Kit (sizes 2-0-5/0)	7.00
77-729 Sponge Applicator Brushes (3)	1.10
77-730 Paint Kit (8)	10.95
77-740 Battletech Autumn Colors (6)	6.50
77-741 Battletech Summer Colors (6)	6.50
77-750 Chaos War Colors (6)	6.50

Colonials

ZULU WAR

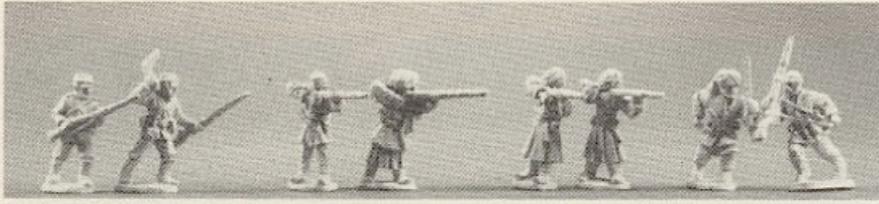
88-001 British Infantry, firing	5.00
88-002 British Infantry, advancing	5.00
88-003 British Command Group	5.00
88-004 Naval Brigade, advancing	5.00
88-005 Naval Brigade Officers and Gunners	5.00
88-006 British Lancer	5.00
88-007 British Regular Cavalry	5.00
88-008 Frontier Light Horse	5.00
88-009 British Artillery Crew	5.00
88-010 Gatling Gun (2)	5.00
88-011 Field Gun (2)	5.00
88-012 Natal Native Infantry, advancing	5.00
88-013 Natal Native Cavalry	5.00
88-014 Zulu uThulwana Regt., advancing	5.00
88-015 Zulu uVe Regt., advancing	5.00
88-016 Zulu umCijo Regt., advancing	5.00
88-017 Zulu inGobamakhosi Regt., advancing	5.00
88-018 Zulu umBonambi Regt., advancing	5.00
88-019 Zulu uNokhenke Regt., advancing	5.00
88-020 Induna, signaling (2 cavalry, 5 infantry)	5.00
88-021 Mounted Zulu	5.00
88-022 91st Highlander in trows	5.00
88-024 Natal Mounted Police	5.00
88-025 Mounted Irregulars	5.00
88-026 Dismounted British Cavalry	5.00
88-031 British Infantry- Post 1897	5.00
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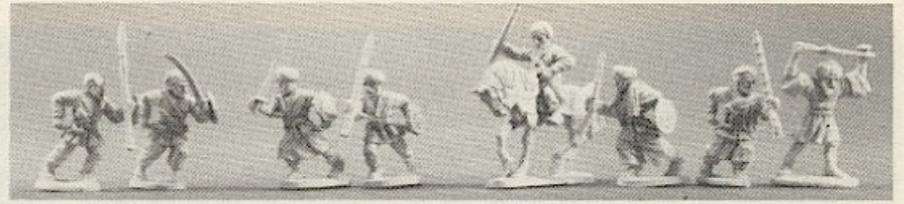
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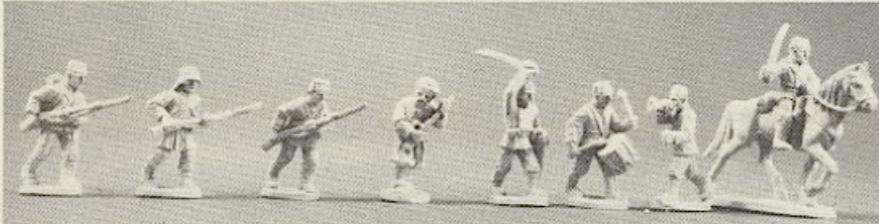
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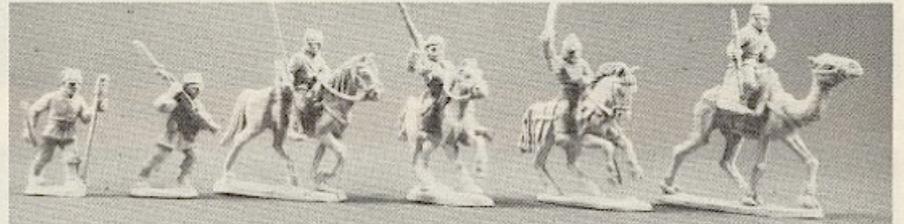
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88-114* 88-115* 88-116*
VARIATIONS



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A VARIATION



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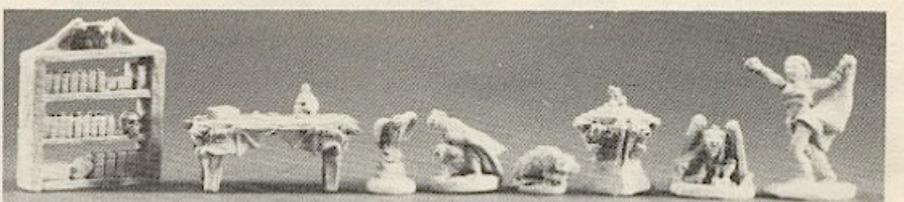
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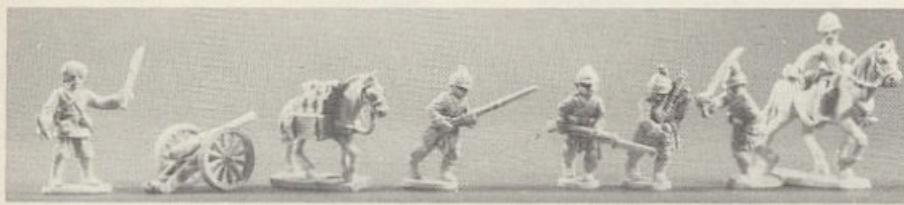


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RAL PARTHA



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A VARIATION



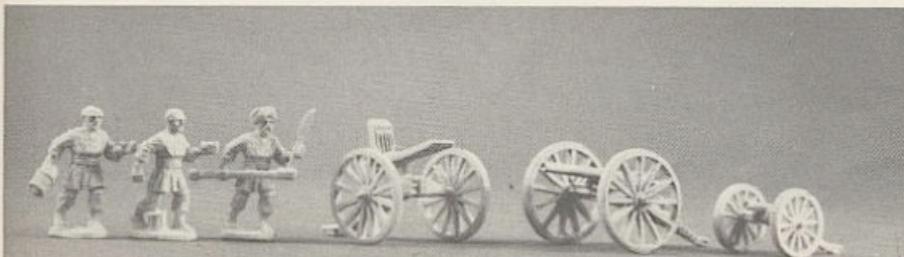
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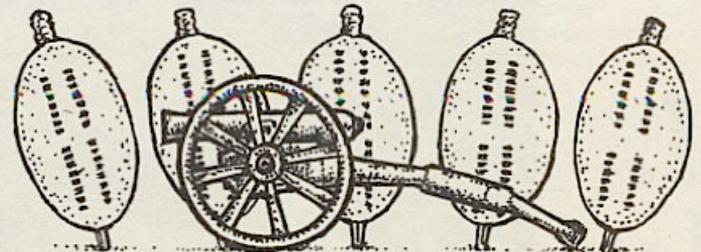
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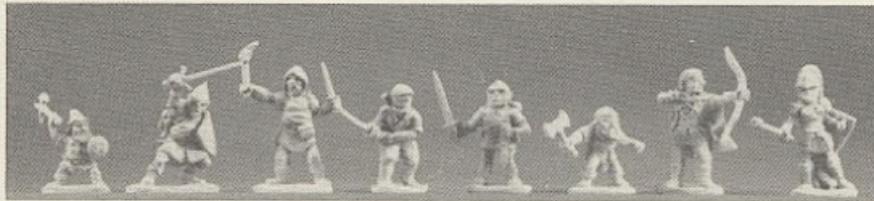
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RULES
ACCORDING
TO RAL
FOR
MINIATURE
FANTASY
BATTLES**



FA1 FA2 FA3 FA4 FA5 FA6 FA7 FA8



FA18 FA19 FA20 FA21 FA22 FA23 FA24 FA25



FA34 FA35 FA37 FA38 FA39 FA40 FA41 FA42



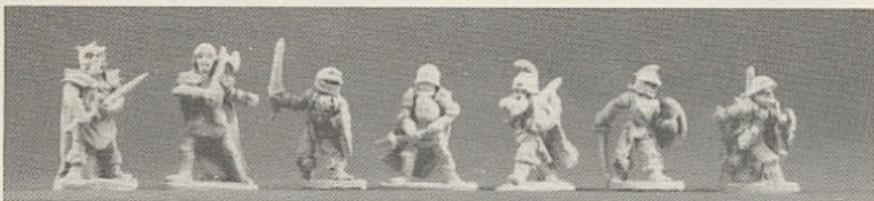
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FTF300

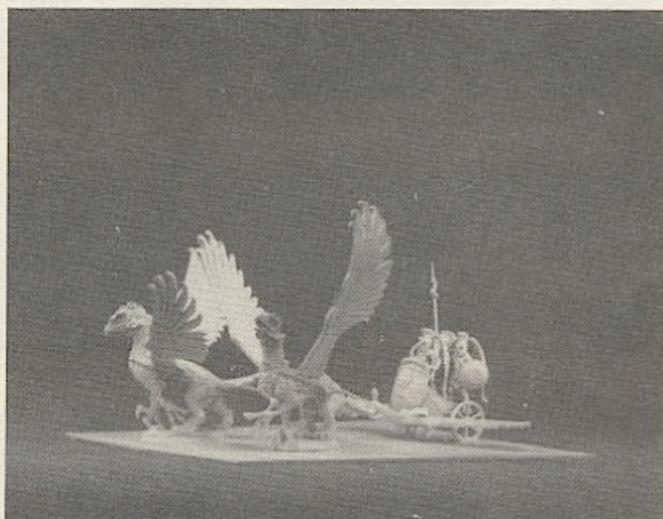


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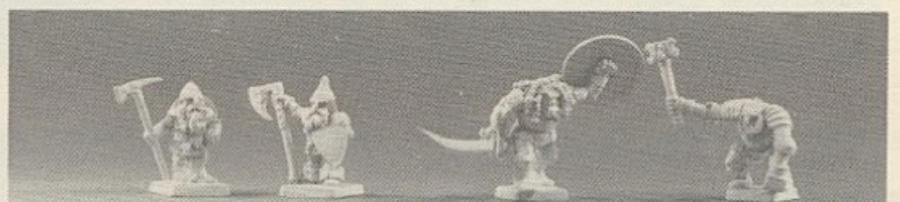
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10-418
GRIFFIN CHARIOT

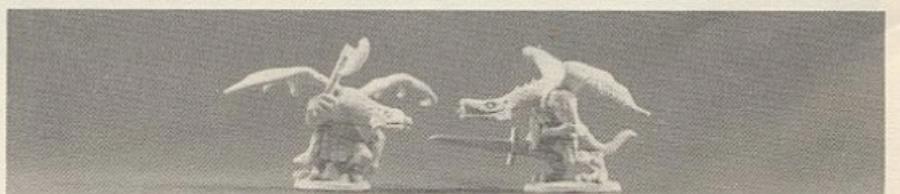


20-822 DEMOLISHER TANK



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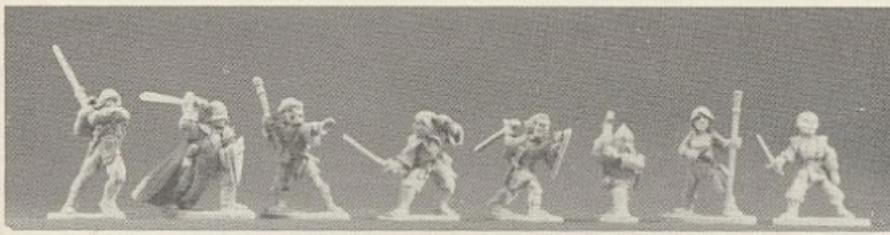
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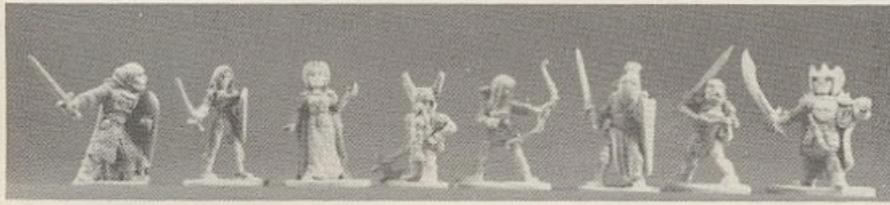
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**Take to the Skies with the
GRIFFIN CHARIOT!**

RAL PARTHA



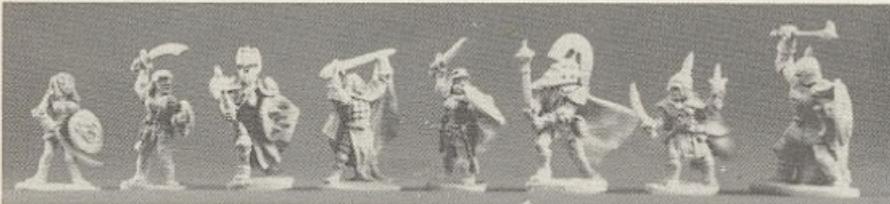
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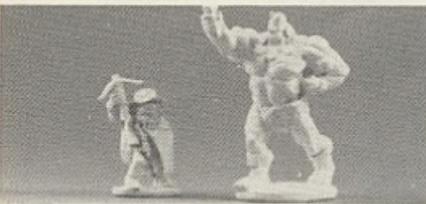
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FTF301



WF11 WF14



WF13
PALADIN

Gray Death Legion

Command Lance
20-843 Marauder
20-836 Shadow Hawk
20-837 Wolverine
20-841 Rifleman
Fire Lance
20-840 Warhammer
20-842 Archer
20-834 Crusader
20-836 Shadow Hawk
Recon Lance
20-835 Griffin
20-833 Phoenix Hawk
20-831 Stinger
20-831 Stinger

Black Widow

Command Lance
20-840 Warhammer
20-843 Marauder
20-834 Crusader
20-835 Griffin
Fire Lance
20-842 Archer
20-842 Archer
20-832 Wasp
20-831 Stinger
Recon Lance
20-841 Rifleman
20-833 Phoenix Hawk
20-831 Stinger
20-831 Stinger

The Fox's Teeth

Command Lance
20-843 Marauder
20-840 Warhammer
20-833 Phoenix Hawk
20-831 Stinger
Medium Lance
20-834 Crusader
20-833 Phoenix Hawk
20-841 Rifleman
20-832 Wasp
Recon Lance
20-835 Griffin
20-836 Shadow Hawk
20-832 Wasp
20-831 Stinger

Cranston Snord's Irregulars

Command Lance
20-842 Archer
20-840 Warhammer
20-839 Thunderbolt
20-837 Wolverine
Attack Lance
20-841 Rifleman
20-833 Phoenix Hawk
20-834 Crusader
Recon Lance
20-833 Phoenix Hawk
20-832 Wasp
20-832 Wasp
20-844 Locust

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Chronicles of Romanni The Wanderer

It began innocently, quietly, and as a result of the diligence of a well-intentioned priest. Brother Thaddeus unriddled the hiding place of the long-lost Chalice of Lentagern from certain obscure passages in Zentarch's Great Book of Thaumaturgy. Desirous of gaining the beneficial powers of the artifact, Thaddeus urged his master, the powerful border princeling High Lord Roderick, to mount an expedition to recover it. That lord, seeing only good to come of it, agreed.

As is the way of the world, word was spread. It soon came to the ears of Duke Torin, Roderick's chief rival and a greedy and conquest-hungry man. He desired the Chalice for himself and set out to beat Roderick to the site.

The gods were kind at that time, for Torin did not outpace Roderick. Their forces met in the Valley of Cumbernd in pitched battle. With the aid of the Chalice's guardians, Roderick defeated and scattered the Black Duke's troops. Torin himself escaped to plan further evil although the battle cost him allies and the services of his henchman Sir Butkel, said to have been slain by Roderick in hand to hand combat.

After the battle, the Chalice was carried to Lord Roderick's castle. For months, Brother Thaddeus puzzled over the runes given on its surface. He was unable to discover how to utilize the Chalice's reported powers. At last, he asked Roderick to send the Chalice to the Abbey of Calthway, center of the Cherrionite Order of the God of Knowledge, that its secrets might be unlocked. The High Lord, his lands peaceful and bountiful these many months, was content to agree.

As it was agreed, it was done. Still, the trip was not without its dangers and excitements. Excited by the challenge of discovery, the Cherrionite priests set to their task with a right good will. Unknown to them, there stirred a Power intrigued by the Chalice's reappearance in the world.

Deep within his otherworld palace, Ral Lord of the Balrogs sat brooding. Minor demons and air sprites slipped between pillars of chalcedony and lapis lazuli and flitted up the carved bone steps of his throne to whisper in his ear. They brought tales of battles and dark deeds from the mundane world and the dark places underground. One spoke of a battle in the Valley of Cumbernd. And so Ral learned of the gaining of the Chalice. Another spoke of great excitement among the Cherrionites and of swellings of mystical forces around their holy place. And so Ral learned of the Chalice's whereabouts.

The Lord of the Balrogs conceived a desire to possess the Chalice of Lentagern and add its power to his own considerable store. He rose from his throne, the flicking whip "Tangler" scattering servitors, and spread his wings. Ral's mighty pinions beat and carried him up, out of his palace, and into the glittering darkness between the dimensions. As he flew, he sang a Song of Power to call air spirits to guide him to the Abbey of Calthway.

At the Abbey, the Cherrionite priests sensed a disturbance in the order of the world. Auguries and omens were dark, ominous, and confusing. A lay brother went into a fit and prophesied a great doom to come before falling forever silent. Ibranham, Grandmaster of the Order, called his followers together. He set the martial brothers to preparing for war and the mystic brothers to strengthening their magical defenses. He ordered the Chalice of Lentagern carried to the deepest cellars of the Abbey. When all left to carry out his orders, he stood alone with his fears for what was to come.

Resenting the resistance posed by the Order's preparations, the Lord of the Balrogs swept down upon the Abbey in full power and fury. The physical defenses he swept away. The magical defenses merely slowed him. His laughter echoed through the Abbey's halls as terrified priests struggled to flee. Ibranham realized that only the Chalice could have attracted Ral to the Abbey and feared its use in the demon's hands. He gathered his inner circle of wizard-priests and rushed to defend it.

The final confrontation occurred in the lowest chamber of the Abbey's cellars. Ral, sensing victory near, battered at the magical shields of the last survivors of the inner circle. Ibranham, watching his wizard-priests crumble one by one, knew defeat was soon to come. Hating himself for deserting his charges, he decided to use his own magic to teleport away with the Chalice to try to take it somewhere safe from the Lord of the Balrogs.

As Ibranham began to weave his spell, Ral sensed the swelling of magic and discerned the nature of the spell. Thinking it would be a fine just to have the Grandmaster teleport into his arms rather than to the intended destination, the Balrog Lord reached out with his magic-warping ability. The energies of demon's power and priest's spell began to twine about each other. Both suddenly whirled into a vortex as a third source of magical energy joined them.

Wind swept the chamber, the sound of its passage drowned out by a clear ringing from the chalice. As the wind died the ringing rose higher and higher in pitch until, with a sound as of a thousand windows shattering, the chalice vanished from sight. In its place was a swelling spot of darkness shot through with lightnings and otherworldly colors.

Ibranham, lying battered and half-conscious against one wall, heard the Lord of the Balrogs scream with rage and frustration. He saw the demon gaze into the darkness and lash his terrible whip at it. Ral roared again but this time the sound carried what in a lesser being might have been described as a tinge of fear. The demon started to turn from the growing blot and vanished in a wild crackle of energy.

The Grandmaster stood and gazed into the darkness himself. What he saw there no man knows; but he began his own spells to disperse it. The blot moved away from Ibranham. It passed straight through the ceiling, leaving a hole with edges rimed with ice. Peering after it, he saw it disperse in the gathering gloom of the approaching night.

Ibranham examined the spot where the thing had appeared. On the floor, damp from the frost that had covered them, lay an odd collection of objects. Some he recognized although they seemed made of unknown materials; others, while made of common substances, were of unknown use. The Grandmaster began to understand the nature of what had happened. A rift to other dimensions and realities had been created... a rift which was growing. Trembling with fear for the world, Ibranham cursed the Lord of the Balrogs and swore to devote himself to the destruction of that creature.

The Chaos Wars had begun.

CHAOS WARS RULES — CHARACTER CONVERSION AND SURVIVAL

CONVERSION OF ROLE PLAYING CHARACTERS

Ral's rules for the Chaos Wars are free wheeling, hack and slash action battle rules. There is little room for the subtleties and finely detailed characters and magics of a typical role playing game. But don't despair: your favorite hero can still participate personally and lead armies to glory!

Most role playing systems can be divided into two types. The first uses a "level" system to measure a character's progress. Such games also usually have a "character class" system as well. Such role playing systems are the easiest to translate into Chaos Wars terms. The second type of role playing system has neither levels or character classes and uses values for skills to measure success. Characters from such game systems are somewhat hard to translate.

Characters From "Level" Systems

To use a character from a "level" system use the chart below to determine the rank of an individual. The translated character's point cost is the same as a normal individual of the appropriate type. Your side must "pay" for your character from its starting pool of fantasy points.

If the character has any kind of a magical weapon, staff, or wand, his attacks will count as magical attacks when fighting beings vulnerable only to magical attacks. The "pluses" or special effects of such magical items normally have no effect in Chaos Wars battles. You may, of course, work out specific rules to allow special effects . . . be sure everyone playing knows what they are and agrees that they are reasonable.

If your character has magical armor or magical items which are defensive in nature, add 1 to his Armor Rating.

A character's "charisma" (or some such similar attribute) is usually a value between 3 and 18 (you should adjust values to correspond to this range if you use another one). This value acts as a measure for the number of troops the character has as a body guard of loyal followers. Double the character's charisma value in troop points may be used to form a unit. Only one unit may be formed and any extra points are lost. The unit of followers may be a partial unit. This does NOT count as the one partial unit allowed to any army — it is an extra one. The character will always function as a leader for that unit for no extra point cost. If you wish your character to be able to lead other troops, you must use points to purchase leadership capability for him just as you would for any other individual.

LEVEL SYSTEM CHARACTER CONVERSION CHART

		CWRank:							
			1	2	3	4	5	6	7 etc.
Character Type	CWType	Armor							
fighter	champion	3	1-2	3-4	5-6	7-10	11-16	17-26	27-42
magical	wizard	2	1-2	3-4	5-6	7-10	11-16	17-26	27-42
clerical	priest	3	1-2	3-4	5-6	7-10	11-16	17-26	27-42
other	champion	2	1-3	4-6	7-9	10-15	16-24	25-39	40-61

Characters From "Skill" Systems

To use a character from a "skill" system you must decide which of the three classifications of individuals used in the Chaos Wars rules is closest to the nature of your character. In other words your character must be classified as a champion, wizard, or priest for the duration of the battle. Use the character's best fighting skill (if a champion) or his ability to cast magic (if a wizard) to determine his rank from the chart below. If your character is classed as a priest you may use whichever skill is greater to determine his rank. The translated character's point cost is the same as a normal individual of the appropriate type. Your side must "pay" for your character from its starting pool of fantasy points.

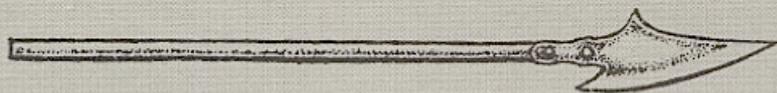
If the character has any kind of a magical weapon, staff, or wand, his attacks will count as magical attacks when fighting beings vulnerable only to magical attacks. If the item increases the character's chance to hit with his principal skill, add the percentage increase to his skill before determining his rank. The special effects of such magical items normally have no effect in Chaos Wars battles. You may, of course, work out specific rules to allow special effects . . . be sure everyone playing knows what they are and agrees that they are reasonable.

If your character has magical armor or magical items which are defensive in nature, add 1 to his Armor Rating.

A character's "charisma" (or some such similar attribute) may be used in the same fashion as for a "level" system character. If your system does not have such an attribute for characters, some form of leadership or strategy skill may be substituted. Divide the percentile value or the skill by 2 for the number of troop points available for the character's bodyguard. All the bodyguard/leadership rules for "level" system characters apply.

SKILL SYSTEM CHARACTER CONVERSION CHART

	CWRank:					
	1	2	3	4	5	6 etc.
% value of skill	01-20	21-40	41-60	61-100	101-160	161-260



A NOTE ON MAGIC IN CHAOS WARS

The battle spells used in Chaos Wars may be used by any character from any game system who qualifies as a spellcaster under the Chaos Wars rules. These spells are from a special grimoire of tried and tested battle spells. Each is designed to have minimal disruptive effects from the large quantities of iron (weapons and armor) and magical energy (all that blood, the psychic pain of the wounded, dying, and those raging spirits of the newly dead, you know) which fill battlefields and disrupt, warp, or negate all of the normal spells an adventurer is used to using.

You may wish to develop "battle grimoire" versions of spells other than those found in the Chaos Wars rules. As always make sure all the players agree on such new rules before the battle.

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Each With It's Own Special Flavor And Modifiers

#25-500

THE BLACK PRINCE'S ARMY

Ratings for Rules According to Ral

	Armor	Magick	Prowess	Vitality	Move	Fantasy Pts.	Costs Troop Pts.
The Black Prince Army Commander	4	3	10	5	14"	16	0

Special: The demon axe counts as a +2 enchanted weapon in the Black Prince's hands. The Black Prince counts as a rank 1 wizard for casting spells.

Armored Balrog

	Armor	Magick	Prowess	Vitality	Move	Costs
Armored Balrog	4	8	13	10	10"	None*

*Special: This Balrog was summoned by, and is controlled by the Black Prince. It has all special Demon powers and may not be dispelled as long as the Prince is present. If the Prince is removed, the Balrog is automatically removed.

Troops	Type	Unit Size	Armor	Melee Modifiers	Morale Modifiers	Missile Range	Move	Cost of Unit
Black Halbardiers**	Mtd. Knights	12	3	+3***	0	N/A	6"	84 pts.
Jyllaran Fast Heavy Crossbows	Ft. Knights	12	3	+1	0	12"	6"	60 pts.
Orcs of the Red Guard	Ft. Knight Fanatics	12	3	+2***	0	N/A	8"	60 pts.
Orc Commandos****	Ft. Yeomen	12	2	0	0	12"	8"	48 pts.
2 Units of Malkoshian Spearmen	Ft. Yeomen Fanatics	12	2	0	+1	N/A	9"	36 pts. ea.
Black Falmearian Foot	Ft. Knights	12	3	+2***	0	N/A	6"	60 pts.
Black Falmearian Cavalry	Mtd. Knight	6	3	+3***	0	N/A	10"	42 pts.

** The Black Halbardiers are so ferocious that even though they are on foot, they are treated as Mounted Knights in all respects except movement and unit size.

*** Units so marked have magical Runic Weapons. When characters and creatures are attacked by units armed with these weapons, divide the melee die by the individuals armor rating minus one. This special ability is in addition to any other effects attributed to enchanted or magic weapons.

**** The Orc Commandos suffer no penalties in the woods and therefore use their normal movement and morale when in the woods. Also while in the woods they will suffer no minus due to the effect of light on the Orcs.

#25-501

LEONARANS GOLDEN HORDE

	Armor	Magick	Prowess	Vitality	Move	Cost
Leonaran Army Commander — Leonaran may lead any non-chaotic unit.	3	5*	10	5	8"	6

	Armor	Magick	Prowess	Vitality	Move	Cost
Dragon Goldancer Colonel of Dragon Knights	4	6	12	10	6/12"	

Note: Archery prowess of 4
Special Abilities: Flame does full damage no matter what type of protection its target has.

Tör-ak Guardian of Leonaran Captain of the Rangers

	Armor	Magick	Prowess	Vitality	Move	Cost
Tör-ak Guardian of Leonaran Captain of the Rangers	3	1*	5	4	8"	3

As Leonarans bodyguard, Tör-ak never checks morale if within 12" of Leonaran. If Leonaran falls, Tör-ak will move to recover Leonarans body, then leave the field with it.

Troops	Type	Unit Size	Armor	Melee Modifiers	Missile Range	Move	Cost	Fantasy Pts.
Dragon Knights of Leonaran	Mtd. Knight	6	4*	+2	N/A	10"	48	1
Brothers of the Pegasus	Mtd. Knight	6	3	+2	N/A	12"	42	
Keepers of the Phoenix	Ft. Knight	12	4*	+1	N/A	6"	60	1

*Dragon Knights and Keepers of the Phoenix are equipped with special Dwarven Dragonscale armor. This armor halves all damage inflicted by magical missiles or dragon's breath.

Blessed Cherubs
The Blessed Cherubs treat their weapons as enchanted vs. undead, and force all undead types to break and run during post melee morale.

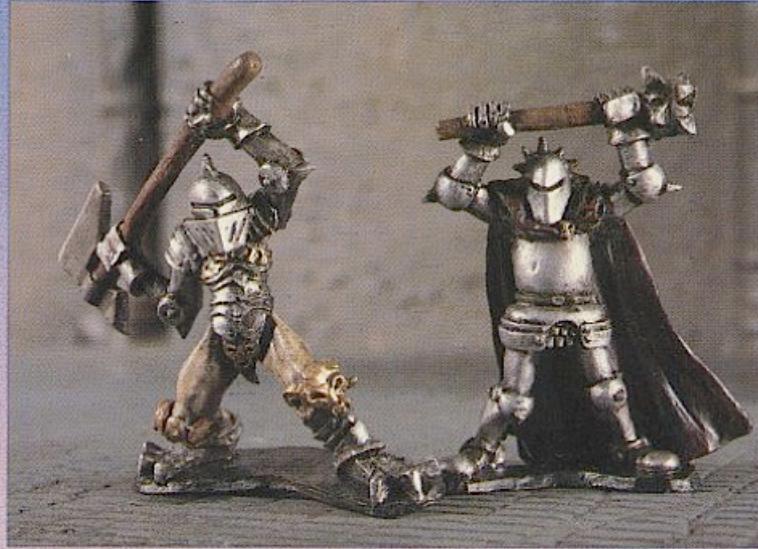
Troops	Type	Unit Size	Armor	Melee Modifiers	Missile Range	Move	Cost
Sister Knights	Ft. Knights	12	3	+1	N/A	8"	72
The Sisters Keepers	Ft. Yeoman	12	2	+1	N/A	9"	60

Must stay within 9" of the Sister Knights unless broken. If Sister Knights are destroyed they will move to where the last one fell and fight to the death with no morale checks.

Ranges of Tör-ak	Ft. Yeomen Fanatics	12	2	0	12"	9	60
Goldancers	Ft. Knights	12	3	+1	13"	6"	72
Elven Protectors							

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* RAL'S BATTLE STATS

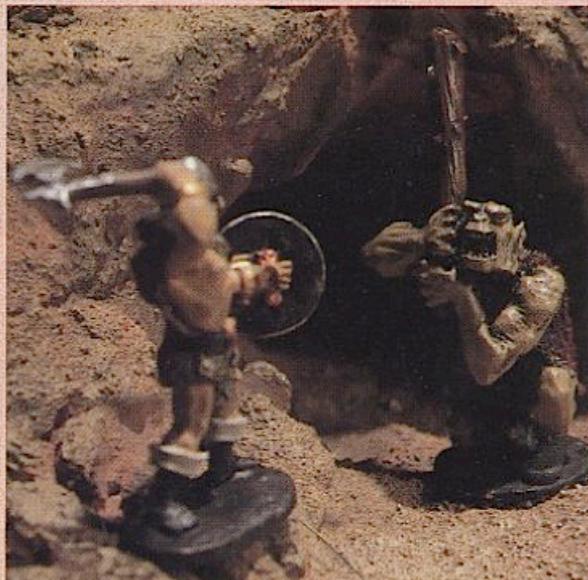
Armor	Prowess	Vitality	Magick	Move	Cost
2	0/2	2	0	8"	1



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