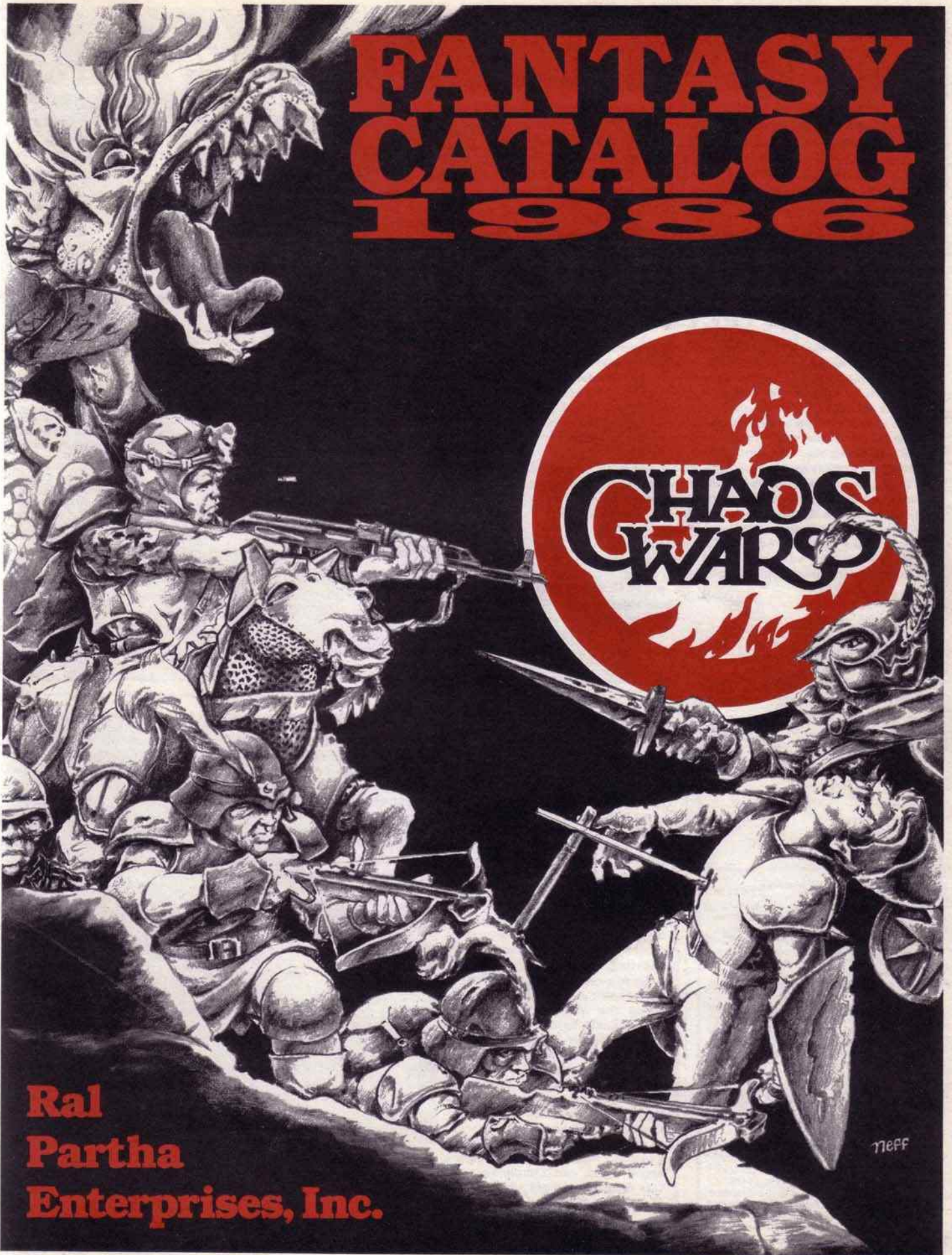


# FANTASY CATALOG 1986



CHAOS  
WARS

**Ral  
Partha  
Enterprises, Inc.**

77EFF



# WELCOME TO THE 1986 RAL PARTHA FANTASY CATALOG.

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

*Ral Partha*

## HERE BEGIN THE CHAOS WARS™.

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

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

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

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



## A Word About Ral.

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

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

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



## January 1986

### Designers

Bob Charrette  
Julie Guthrie  
Tom Meier  
Dennis Mize

Cover illustration by Willtam Neff.

The following trademarks are used under exclusive license:

Battletech™ is a registered trademark of FASA Corporation.

Lost Worlds™ is a registered trademark of Nova Games, Inc.

Bushido™ is a registered trademark of Fantasy Games Unlimited, Inc.

ElfQuest™ is a registered trademark of WaRP Graphics, Inc.

The Bronze Dragon of Pern™ is a trademark of Anne McCaffrey.

Runequest™ is a trademark of the Avalon Hill Game Company

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

Willtam Neff  
Keith Holmes

Ral Partha Enterprises, Inc.  
5938 Carthage Court • Cincinnati, Ohio 45212  
Toll Free 1 (800) 543-0272 • In Ohio 1 (513) 631-7335

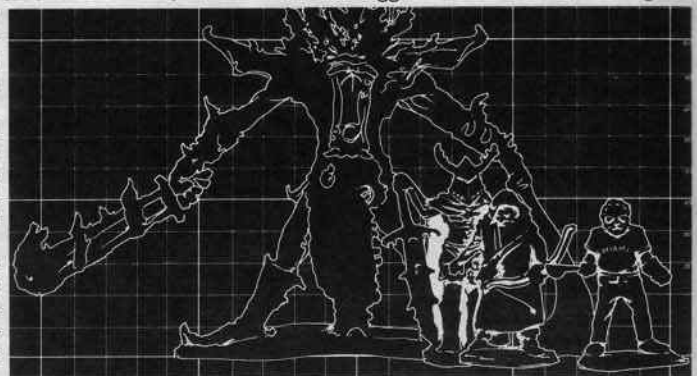
## A Word About the Size of Ral Partha Figures.

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

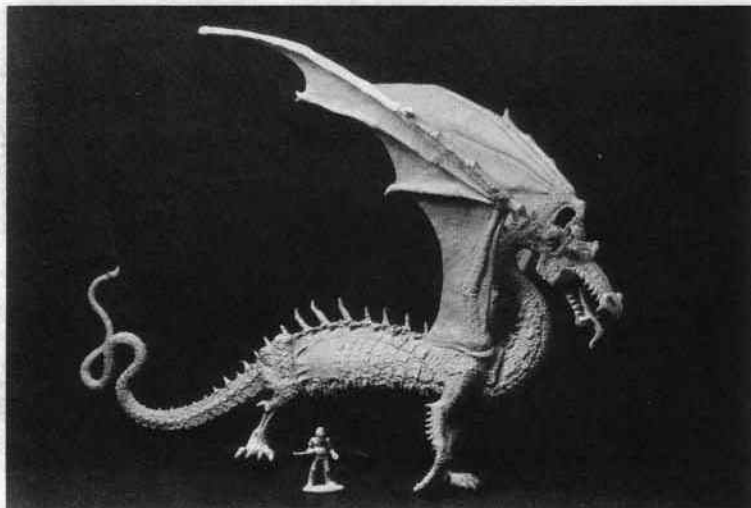
All Ral Partha figures work from a basic 25mm scale. However, there are figures which are intended as player-character pieces, and then there are figures which are primarily intended for use in "fleshing out" fantasy armies and campaigns - the Fantasy Collector Series army packs are a good example of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

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

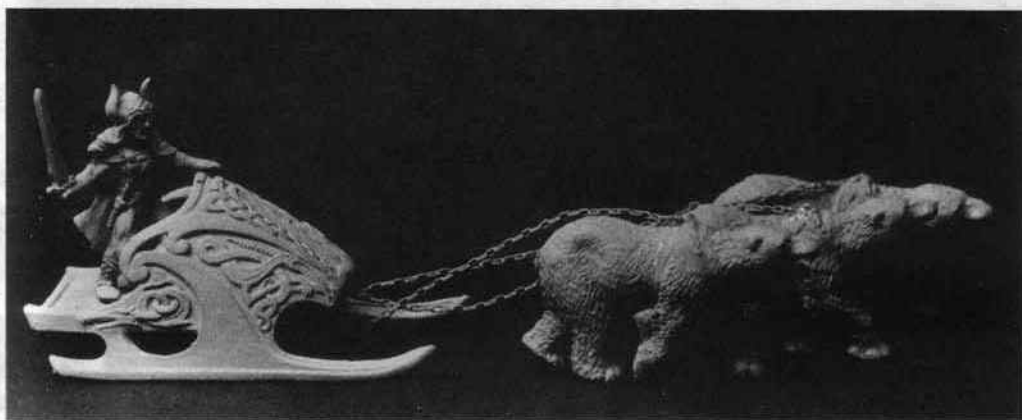
We will use this figure occasionally throughout the catalog to point out the sizes of various figures, whenever we've got a particularly large piece and we want to show you how it stacks up. Knowing how tall the Ral figure stands, you can simply refer to this diagram and get a better idea of scale.



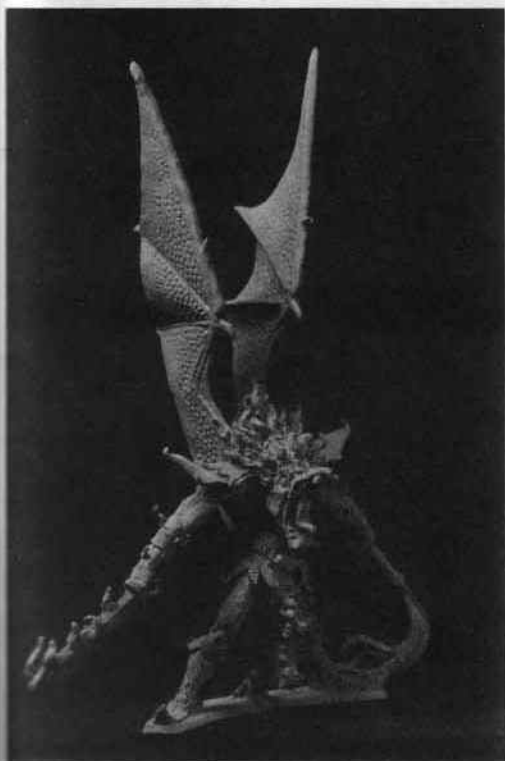
Shown in proportional size: "Ral," Lord of the Balrogs (10-412); Lord of Chaos (01-126); Ranger in mail (02-303); and the Lord Ral.



01-502



10-410



10-412

**Ral's  
Special Collection**

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

- 01-094 The Golden Dragon . . . 15.00
- 01-127 Chariot of Fear . . . . 15.00
- 01-501 Bronze Dragon of  
Pern . . . . . 30.00
- 01-502 Draco Dracorum . . . . 60.00
- 02-020 The Elf Chariot . . . . 10.00
- 02-030 Dwarf Steam  
Cannon . . . . . 15.00
- 02-078 The War Machine . . . . 20.00
- 10-410 Bear Chariot of the  
Icelands . . . . . 15.00
- 10-411 Wastelands Raider . . . . 15.00
- 10-412 "Ral," Lord of the  
Balrogs . . . . . 15.00
- 10-415 Skeleton Litter . . . . .
- 13-027 Great Dragon . . . . . 20.00
- 13-100 War Eagle . . . . . 15.00
- 13-101 Atlantean War  
Mastodon . . . . . 15.00

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

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

## Personalities

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

- 01-001 Evil Wizard, casting spell . . . . . 1.25
- 01-002 Super Hero, on Super Heavy Horse, with axe . . . . . 3.50
- 01-003 Balrog . . . . . 3.50
- 01-004 Cleric, cloaked, with staff . . . . . 1.25
- 01-005 Winged Gremlin . . . . . 1.25
- 01-006 Patriarch . . . . . 1.25
- 01-007 Winged Serpent . . . . . 2.50
- ▶ 01-009 Barbarian Hero . . . . . 1.25
- ▶ 01-010 Hill Troll . . . . . 2.50
- 01-011 Angel . . . . . 2.50
- 01-012 Archangel . . . . . 2.50
- 01-013 Assassin . . . . . 1.25
- 01-015 Super hero, with axe (dismounted 002) . . . . . 1.25
- 01-016 Beowulf (Nordic Hero) . . . . . 1.25
- 01-017 Pegasus, with rider . . . . . 4.50
- 01-018 Adventuress . . . . . 1.25
- 01-019 Angel of Death . . . . . 3.00
- 01-021 Elf Princess . . . . . 1.25
- 01-022 Elf Lord . . . . . 1.25
- ▶ 01-023 Shield Maiden . . . . . 1.25
- 01-024 "Foregum" Super Hero, barechested . . . . . 1.25
- 01-025 Super Hero, in plate armor, on Super Heavy Horse . . . . . 3.50
- 01-026 Adventuress, on horseback . . . . . 2.50
- 01-027 Ranger, mounted and on foot . . . . . 4.00
- 01-028 Gremlin War Party (3) . . . . . 3.50
- ▶ 01-030 Wraith . . . . . 1.25
- 01-031 Dwarf Lord . . . . . 1.25
- 01-032 Centaur, with spear . . . . . 2.50
- 01-034 Land Dragon, with Captain . . . . . 3.50
- 01-035 Land Dragon, with Lancer . . . . . 3.50
- 01-037 Monk . . . . . 1.25
- 01-038 Winged Panther . . . . . 3.50
- 01-040 Were Bear . . . . . 2.50
- 01-041 Wind Lord . . . . . 1.25
- 01-042 Paladin (dismounted) . . . . . 1.25
- 01-043 Armored Knight . . . . . 1.25
- 01-045 Earth Daemon (Elemental) . . . . . 4.50
- 01-047 Armored Centaur . . . . . 3.00
- 01-048 Demon of Evil Law . . . . . 1.25
- 01-050 Wyvern . . . . . 1.25
- 01-051 Griffon . . . . . 2.50
- 01-052 Hill Giant . . . . . 4.50
- 01-055 Enchantress . . . . . 1.25
- 01-056 Enchanter . . . . . 1.25
- 01-057 Frost Giant . . . . . 4.50

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



01-001

01-002

01-003



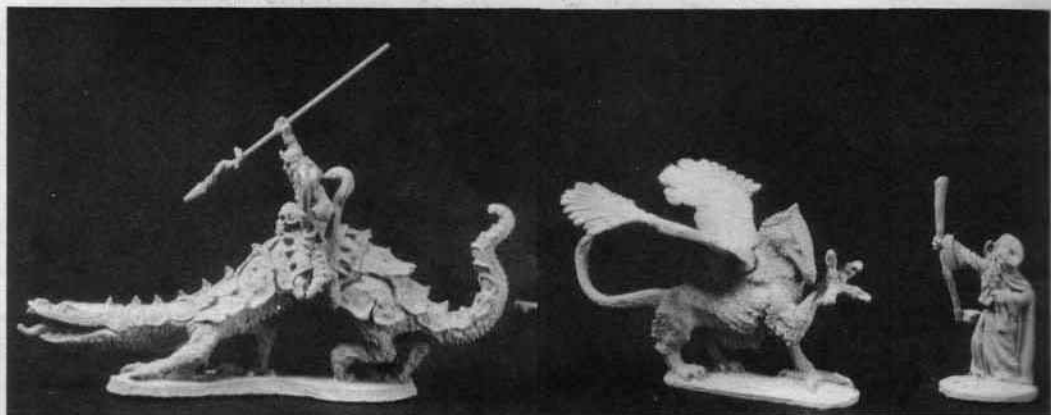
01-004

01-007

01-019

01-021

01-041



01-035

01-051

01-056

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

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

**Number Encountered:** 1 (unique)

**Hit Points:** 30 + 2d10 when encountered

**Armor:** +2 scale mail with +3 shield

**Weapons:** enchanted ax does double damage

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

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

**Ral's Battle Stats**

Armor	Magick	Prowess	Vitality	Move[er]	Cost
4	2*	8	4	14	9

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



# RAL PARTHA



01-059

01-066

01-067



01-082

01-089

01-090



01-091

01-099

01-058 Bard	1.25
01-059 Fire Giant	3.50
01-060 Dungeon Lady, with pet dragon	1.25
01-061 Werewolf	1.25
01-066 Necromancers (3)	3.50
01-067 Hecatron	3.50
01-068 Dragon	7.00
01-069 Djinn (2)	3.50
01-070 Dwarves (4)	3.50
01-071 Unicorn, with Princess Rider	3.50
▶ 01-072 Cold Drake (Dragon)	7.00
01-073 Clerics (3)	3.50
01-074 Ligard and Wraith Rider	4.50
01-075 Barbarian Heroes (3)	4.50
01-081 Armored Balrog	4.50
01-082 Black Prince, mounted on armored horse	3.50
01-083 War Dragon with Knight	9.00
01-084 Evil Lord on litter with bearers	9.00
01-086 Winged Beast with rider	4.50
01-088 Golems, Iron and Clay (2)	3.50
01-089 Witch King on Flying Charger	4.50
01-090 Storm Giant	4.50
01-091 Elf Hero, mounted and on foot	4.00
01-093 Anti-Paladin, mounted and on foot	4.00
01-094 The Golden Dragon	15.00
01-095 Jabberwock	4.50
01-096 Hippogriff	4.00
01-097 Grendel	2.50
01-098 Ogre	2.50
01-099 Armored Giant mounted on War Elephant	6.00
01-100 Wraith mounted on Hellhound, Wraith on foot	4.00
01-101 Mechanical Knight, mounted and on foot	4.00
01-102 Highwayman, mounted and on foot	4.00
01-103 Bugbears (3)	4.00

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

## 01-045 Earth Daemon

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

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

**Number Encountered:** 1-3

**Hit Points:** 45

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

**Weapons:** 2 fists (2d6 each)

**Attack Chance:** 60% for each fist

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

### Ral's Battle Stats

Armor	Magick	Prowess	Vitality	Move <sup>(*)</sup>	Cost
3	3*	6	8	6	11

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

# RAL PARTHA

- 01-104 Wizard on Flying Demon,  
Wizard on foot . . . . . 4.50
- 01-105 Three-Headed Troll . . . . 4.00
- 01-106 Half Elves (4) . . . . . 4.50
- 01-107 Briarose Knight mounted  
on Bumblebee, Knight  
on foot . . . . . 4.50
- 01-108 Titan . . . . . 4.50
- 01-109 Cloud Giant . . . . . 7.00
- 01-112 Paladin, mounted and  
on foot . . . . . 4.00
- 01-114 Thieves (4) . . . . . 4.50
- 01-115 Half Ores (4) . . . . . 4.50
- 01-120 Cutthroats (4) . . . . . 4.50
- 01-122 Bandersnatch and  
Jub Jub Bird . . . . . 4.00
- 01-123 Well Drakken . . . . . 3.50
- 01-124 Warriors of Chaos (4) . . 4.50
- 01-125 Champion of Chaos,  
mounted and on foot . . . . 4.00
- 01-126 Lord of Chaos, mounted  
and on foot . . . . . 4.00
- 01-127 The Black Prince's  
Chariot of Fear . . . . . 15.00
- 01-128 Brigands' Treasure  
Caravan . . . . . 7.00
- 01-129 Celestial Dragon (red copper  
Dragonscale™ creme  
included) . . . . . 7.00
- 01-130 Guardian Knights (2) . . 2.50
- 01-131 Lawful Brothers of  
Eaglesborne (2) . . . . . 2.50
- 01-132 The Chaotic Ones (2) . . 2.50
- 01-133 Guardians of Doom (2) . . 2.50
- 01-134 Lawful Fighting  
Companions (2) . . . . . 2.50
- 01-135 Lawful  
Swordmasters (2) . . . . . 2.50
- 01-136 Chaotic Knights Of  
The Doom Legion (2) . . . . 2.50
- 01-137 Chaotic Knights Of  
The Skull (2) . . . . . 2.50
- 01-138 Black Dragon . . . . . 8.00

Some figures may require assembly.



01-052



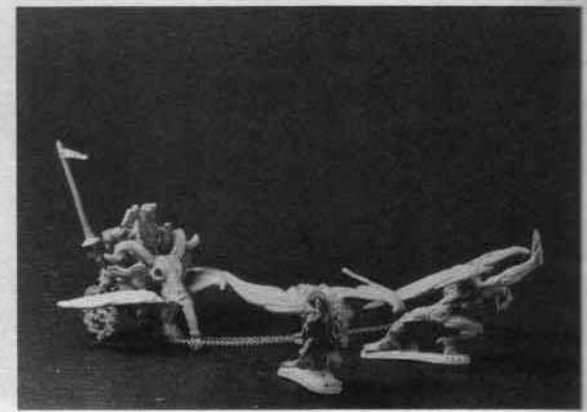
01-057



01-122



01-115



01-127

**01-082 Black Prince, mounted on armored horse**  
Scholars, sorcerers, military strategists, and worried townsfolk have speculated on the true nature of the Black Prince for decades uncounted. Even his true name is unknown. Only two things are certain: his lust for power (unequaled except by his skill in amassing it) and his apparent immunity to death (at least in the long term).

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

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

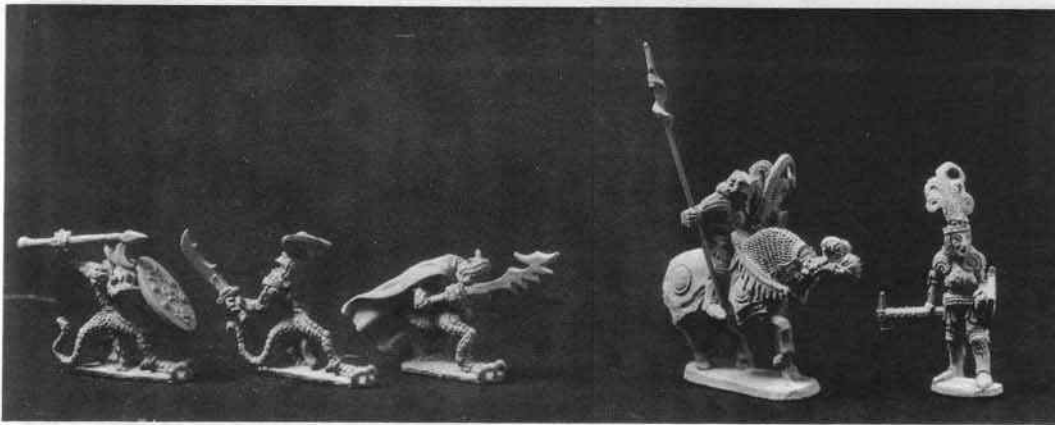
The Prince's great warhorse Ironhoof is known to be able to gallop in full armor and carrying the Prince as fast as the fastest unburdened wild horses. It is also said that, in the past, he has resurrected the beast from recovered parts of its corpse.

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

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

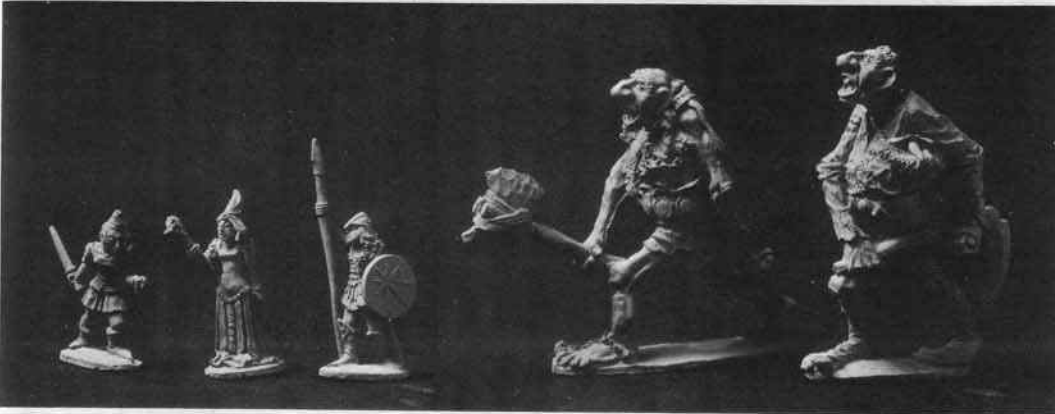
Ral's Battle Stats				
Armor	Magick	Prowess	Vitality	Move[ ]
4	3*1	6	4	14

Cost: 7fantasy + 2troop points  
Notes: The warhorse adds +1 to one of the Prince's melee Prowess dice. The demon axe counts as an enchanted weapon. The Black Prince counts as a Rank 1 wizard for casting spells but has defense magick abilities as a champion.



01-304

01-307



01-312

01-313



01-317

01-319



01-323

01-325

- 01-139 Blue Dragon (dark blue Dragonscale™ creme included) . . . . . 7.00
- ✓01-140 Undead Dragon . . . . . 8.00
- ✓01-141 The Black Prince's Orc Guard (2) . . . . . 2.50
- ✓01-142 The Black Prince's Elite Guardsmen (2) . . . . . 2.50
- ✓01-143 Malkotian Spearman (2) . . . . . 2.50
- ✓01-144 Black Falmyrian Guard Cavalry (1) . . . . . 2.50
- ✓01-145 Black Falmyrian Champion . . . . . 1.25
- ✓01-146 Forest Dragon . . . . . 8.00
- 01-301 Greater Troglodytes in chitin armor (2) . . . . . 3.00
- 01-302 Greater Troglodytes with swordstars (2) . . . . . 3.00
- 01-303 Greater Troglodytes Guardians w/ halberds (2) . . . . . 3.00
- 01-304 Troglodyte War Party I (3) . . . . . 3.00
- 01-305 Troglodyte War Party II (3) . . . . . 3.00
- 01-306 Troglodyte War Party III (3) . . . . . 3.00
- 01-307 Staridrim, the Drow Elf Lord mtd. & ft. . . . . 3.00
- 01-308 Artlyn, the Sylvan Thief mtd. & ft. . . . . 3.00
- 01-309 Esgalduin, the Sea Elf Guardian with magic swan shield mtd. & ft. . . . . 3.00
- 01-310 Fealor, the Grey Elf Warrior mtd. & ft. . . . . 3.00
- 01-311 Dwyndolyn, the Sylvan Elf Warrior mtd. & ft. . . . . 3.00
- 01-312 Ardriel, in three guises: Thief, Mage, Warrior (3) . . . . . 3.00
- 01-313 Troll Giant, you get one of two varieties . . . . . 3.00

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

## 3-Stage Characters

- 01-314 Brass Dragon . . . . . 8.00
- ✓01-315 Fighter . . . . . 3.50
- ✓01-316 Ranger . . . . . 3.50
- ✓01-317 Magic User . . . . . 3.50
- ✓01-318 Hobbit Thief . . . . . 3.50
- ✓01-319 Elf Thief . . . . . 3.50
- ✓01-320 Paladin . . . . . 3.50
- ✓01-321 Human Assassin . . . . . 3.50
- ✓01-322 Barbarian Fighter . . . . . 3.50
- ✓01-323 Dwarf Fighter . . . . . 3.50
- ✓01-324 Elf Fighter . . . . . 3.50
- ✓01-325 Druid . . . . . 3.50
- ✓01-326 Cleric . . . . . 3.50
- ✓01-327 Rearing Fire Drake . . . . . 3.50
- ✓01-328 Name and/or price to be announced.
- ✓01-329
- ✓01-330
- ✓01-331
- 01-501 Bronze Dragon of Pern . . . . . 30.00
- 01-502 Tenth Anniversary Limited Edition DRAGON . . . . . 60.00

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



## Warriors of Chaos

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

- 01-082 Black Prince, mounted on armored horse . . . . . 3.50
- 01-124 Warriors of Chaos (4) . 4.00
- 01-125 Champion of Chaos, mounted and on foot . . . . . 4.00
- 01-126 Lord of Chaos, mounted and on foot . . . . . 4.00
- 01-127 The Black Prince's Chariot of Fear . . . . . 15.00
- 01-130 Guardian Knights (2) . 2.50
- 01-131 Lawful Brothers of Eaglesborne (2) . . . . . 2.50
- 01-132 The Chaotic Ones (2) . 2.50
- 01-133 Guardians of Doom (2) . 2.50
- 01-134 Lawful Fighting Companions (2) . . . . . 2.50
- 01-135 Lawful Swordmasters (2) . . . 2.50
- 01-136 Chaotic Knights of the Doom Legion (2) . . . . . 2.50
- 01-137 Chaotic Knights of the Skull (2) . . . . . 2.50
- 01-141 The Black Prince's Orc Guard (2) . . . . . 2.50
- 01-142 The Black Prince's Elite Guardsmen (2) . . . . . 2.50
- 01-143 Malkottian Spearman (2) . . . . . 2.50
- 01-144 Black Falmyrian Guard Cavalry (1) . . . . . 2.50
- 01-145 Black Falmyrian Champion (1) . . . . . 1.25

Some figures may require assembly.



01-126



01-142



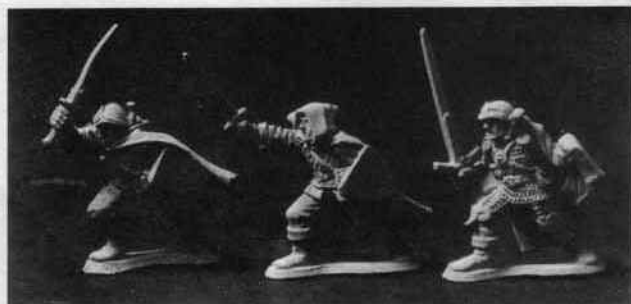
01-141



01-143



01-124



01-316



01-324

### 3-Stage Characters

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

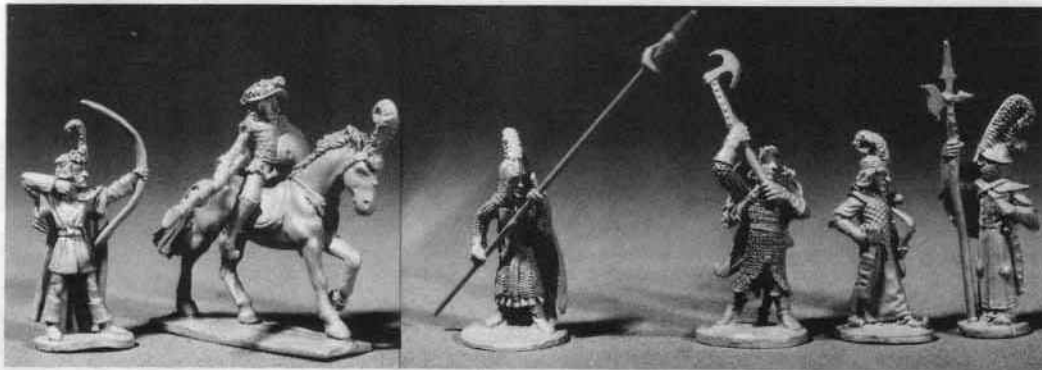
- 01-315 Fighter . . . . . 3.50
- 01-316 Ranger . . . . . 3.50
- 01-317 Magic User . . . . . 3.50
- 01-318 Hobbit Thief . . . . . 3.50
- 01-319 Elf Thief . . . . . 3.50
- 01-320 Paladin . . . . . 3.50
- 01-321 Human Assassin . . . . . 3.50
- 01-322 Barbarian Fighter . . . . . 3.50
- 01-323 Dwarf Fighter . . . . . 3.50
- 01-324 Elf Fighter . . . . . 3.50
- 01-325 Druid . . . . . 3.50
- 01-326 Cleric . . . . . 3.50
- 01-328
- 01-329
- 01-330 Name and/or price to be announced.
- 01-331



## Fantasy Collector Series

The troops to stock your fantasy armies, representing all the major fantasy races — complete with command groups. So detailed and full of personality, they even make great player character pieces.

### Fantasy Armies



02-003      02-005      02-007      02-009      02-021      02-023



02-014      02-019      02-304      02-301      02-302



02-031      02-032      02-036      02-039



02-042      02-043      02-041      02-044

#### Elves

- 02-002 Wood Elf, with bow and sword (6) . . . . . 4.50
- 02-003 Wood Elf, firing bow (6) . . . . . 4.50
- 02-004 Wood Elf, with pike (6) . 4.50
- 02-005 Wood Elf Cavalry, with spear (3) . . . . . 4.50
- 02-006 Sea Elf, upright pike (6) . . . . . 4.50
- 02-007 Sea Elf, advancing with pike (6) . . . . . 4.50
- 02-009 Sea Elf, striking with axe (6) . . . . . 4.50
- 02-014 High Elf, firing bow (6) . 4.50
- 02-015 High Elf Cavalry, with great sword (3) . . . . . 4.50
- 02-016 Elf Horse Archer (3) . . 4.50
- 02-019 Elf Command Group . 4.50
- 02-021 Deep Elf, firing bow (6) . 4.50
- 02-023 Deep Elf, with halberd (6) . . . . . 4.50
- 02-025 Deep Elf Cavalry, with lance (3) . . . . . 4.50

#### Halfings

- 02-029 Mounted Halfings, clubs, axes (4) . . . . . 4.50

#### Dwarves

- 02-031 Dwarf Axemen (6) . . . . 4.50
- 02-032 Elite Dwarf Axemen (6) . . . . . 4.50
- 02-033 Dwarf, with two-handed axe (6) . . . . . 4.50
- 02-036 Dwarf, striking with hammer (6) . . . . . 4.50
- 02-038 Dwarf, with crossbow (6) . . . . . 4.50
- 02-039 Dwarf Command Group . . . . . 4.50

All packs contain six identical figures.

# RAL PARTHA

## Skeletons

- ✓02-040 Skeleton Command Group (4) . . . . . 4.50
- ✓02-041 Mounted Skeletal Knight (3) . . . . . 4.50
- ✓02-042 Skeletal Knights (6) . . . . . 4.50
- ✓02-043 Skeletal Archers (6) . . . . . 4.50
- ✓02-044 Assorted Skeletal Melee Troops (6) . . . . . 4.50

## Orcs

- \* 02-050 Goblin - Imp Skirmishers (8) . . . . . 4.50
- \* 02-062 Orc Archers (6) . . . . . 4.50
- \* 02-065 Orc Melee Troops (6) . . . . . 4.50
- \* 02-070 Orc Spearmen (6) . . . . . 4.50
- \* 02-072 Orc Swordsmen (6) . . . . . 4.50
- 02-079 Orc Command Group . . . . . 4.50
- 02-093 Wolf Riders, mixed weapons (4) . . . . . 4.50
- 02-094 Wolf Riders, with bows (4) . . . . . 4.50

## Other Races

- ✓02-095 Centaur Skirmishers (3) . . . . . 4.50
- 02-096 Winged Demonoids (6) . . . . . 4.50
- 02-101 Lizard Riders (3) . . . . . 4.50
- ✓02-102 Hexatrix Riders (3) . . . . . 4.50

## Vehicles and Engines of War

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

## Player Characters

### Elves

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

### Halflings

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

### Dwarves

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

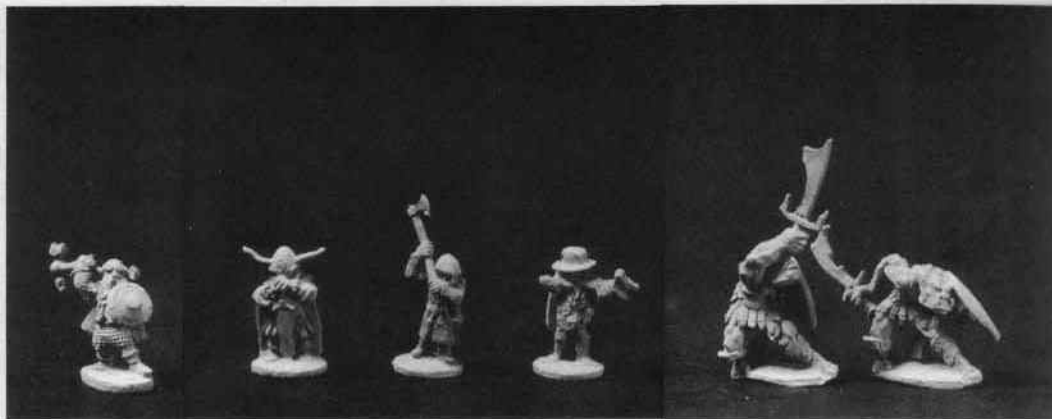
### Orcs

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

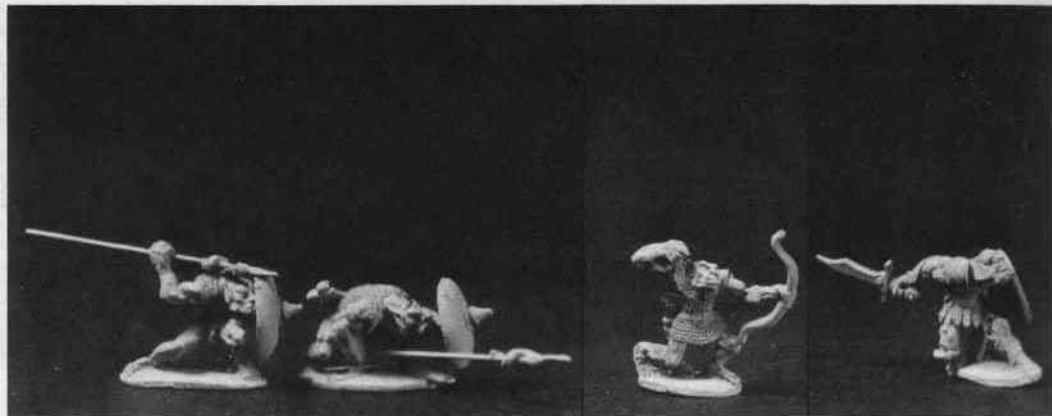
### Men

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

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



02-065



02-070

02-278

02-279



02-079



02-093





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

- ✓02-331 Master Thief ..... 1.25
- ✓02-332 Brigand Thief ..... 1.25
- ✓02-333 Acrobatic Thief ..... 1.25
- ✓02-334 Cloaked Assassin ..... 1.25
- ✓02-335 Ninja Assassin ..... 1.25
  
- ✓02-351 Wizard with Staff .... 1.25
- ✓02-352 Adventurer Wizard .... 1.25
- ✓02-353 Illusionist ..... 1.25
- ✓02-354 Evil Wizard ..... 1.25
- ✓02-355 Wizard with Mace and  
Runesword ..... 1.25

**Monsters**

- 02-401 Great Fire Dragon .... 8.00
- 02-402 Skeletons (2) ..... 2.00
- 02-403 Weretiger ..... 1.25
- 02-404 Gargoyle ..... 1.50
- 02-405 Demon ..... 1.50
- 02-406 Armored Minotaur ... 2.00

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



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

**02-211 Danlas Grimrede, High elf, sword**

Danlas Grimrede is the highest ranking survivor of a group of elves whose forest was burned and destroyed by legions of Chaos under command of Gevirtrion, the Champion of Chaos. He now leads the survivors across the ridge of the world, fighting chaos wherever they find it. Danlas has become an efficient and ruthless commander and has no time for frivolity. He thinks little of anyone not dedicated to stamping out the chaotic forces loose in the world.  
**Where Encountered:** anywhere Chaos may be attacked  
**Number Encountered:** 1 (unique) but with 40-60 horsemen and 200-240 archers.  
**Hit Points:** 20

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

**Weapons:** enchanted sword "Moonkiss" (2d6)

**Attack Chance:** 75% + 15% for the sword

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

**Ral's Battle Stats**

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

**Notes:** Danlas may lead any elf unit.



02-405                      02-403

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

**Ral's Battle Stats**

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

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

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

**Ral's Battle Stats**

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

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

## All Things Dark and Dangerous

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

- 02-901 Hydra . . . . . 4.00
- 02-902 Female Giant . . . . . 3.50
- 02-903 Armored Centaurs  
(male and female) . . . 4.00
- 02-904 Executioner, Victims (2),  
Guard and basket . . . 4.50
- 02-905 Saurian . . . . . 3.00
- 02-906 Ogre . . . . . 3.00
- 02-907 Two-Headed Ogre . . . 3.00
- 02-908 Manticore . . . . . 3.50
- 02-909 Unicorn . . . . . 2.50
- 02-910 Lions (male & female) . 3.00
- 02-911 Attack Dogs . . . . . 2.50
- 02-912 Giant Rats (5) . . . . . 2.50
- 02-913 Female Swashbuckler,  
mounted and on foot . 4.00
- 02-914 Rhino Rider, mounted  
and on foot . . . . . 4.00
- ▶ 02-915 Knight, mounted and  
on foot . . . . . 4.00
- 02-916 Fighters (3) . . . . . 3.50
- ▶ 02-917 Fighter Mages (3) . . . 3.50
- 02-918 Thieves (3) . . . . . 3.50
- 02-919 Wandering  
Adventurers (3) . . . . . 3.50
- 02-920 Lizard Men (4) . . . . . 4.50
- 02-921 Non-Human Warrior  
Thieves (4) . . . . . 4.00
- 02-922 Gnomes (4) . . . . . 3.50
- 02-923 Chimera . . . . . 3.50
- 02-924 Mage, mounted and  
on foot . . . . . 4.00
- 02-925 Rangers (3) . . . . . 3.50
- 02-926 Clerics (3) . . . . . 3.50
- 02-927 Female Warriors (3) . . 3.50
- 02-928 Wyvern . . . . . 3.50
- 02-929 Gnoles (4) . . . . . 4.50
- 02-930 Bison Rider, mounted  
and on foot . . . . . 4.00
- 02-931 Fighting Paladin . . . . . 1.25
- 02-932 Anti-Hero . . . . . 1.25
- 02-933 Half Elf Champion . . . 1.25
- 02-934 Barbarian Giant . . . . . 4.50
- 02-935 Dark Hag on  
Nightmare . . . . . 2.50
- 02-936 Armored Minotaur . . . 2.00
- 02-937 Fighting Pegasus . . . . 3.00
- 02-938 Skeleton Warriors (4) . . 4.50
- 02-939 Gnole Champion with Hench  
Beasts (3) . . . . . 3.50
- ✓ 02-940 Skeletal Giant . . . . . 4.50
- ✓ 02-941 Chaotic War Dragon &  
Rider . . . . . 7.00
- ✓ 02-942 Barbarians (3) . . . . . 3.50
- ✓ 02-943 Armored Ogre . . . . . 3.00
- ✓ 02-944 Dragonmen . . . . . 4.00
- ✓ 02-945 Sabertooth Tiger . . . . 2.00
- ✓ 02-946 Champions (3) . . . . . 3.50
- ✓ 02-947 Hero on Warhorse . . . 3.00

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



02-901

02-902

02-914



02-938

02-928



02-929

02-939



02-926

### 02-938 Doom Legion, Cohort XIII, Skeleton Warriors

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

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

**Number Encountered:** 3d6

**Hit Points:** 1d6 + 4

**Armor:** None natural but may wear any.

**Weapons:** any hand weapon (normal value)

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

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

#### Ral's Battle Stats

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

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



**Boxed Sets**

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

- 10-200 Ninja Hit Squad (6) ... 7.00
- ✓ 10-210 Guardian Dragon ... 8.00
- ✓ 10-211 Silver Dragon ... 8.00
- 10-212 Untitled Dragon ... 8.00
- 10-213 Untitled Dragon ... 8.00

**Free Companies of the Chaos Wars**

- 10-220 Brotherhood of the Ax (dwarves) ...
- 10-221 Dealers of Devastation (skeletons) ...
- 10-222 Fangs of Fury (beastmen) ...
- 10-223 Korg's Killers (orcs) ...
- 10-224 Starbrow's Select (elves) ...
- 10-225 The Steel Wind (centaurs) ...

**Best of Ral Partha**

Each Set Contains 10 Pieces

- 10-300 Personalities ... 8.00
- 10-301 Demons, Trolls, Orcs and Goblins ... 8.00
- 10-302 Angel, Elves and Elf Lords ... 8.00
- 10-303 "Children of the Night" ... 8.00
- 10-304 Dungeon Fiends ... 8.00
- 10-305 Adventure Fellowship ... 8.00
- 10-306 Fantasy Champions ... 8.00
- 10-307 Mystic Masters ... 8.00

**Masterpiece Collections**

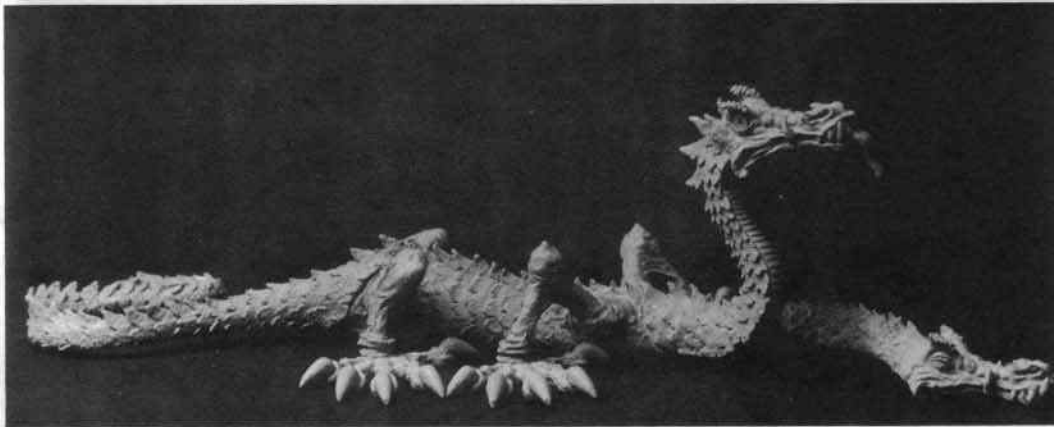
- 10-308 High Chivalry ... 8.00
- 10-309 Skeletal Legions Of The Liche King ... 8.00

**Rune Quest™**

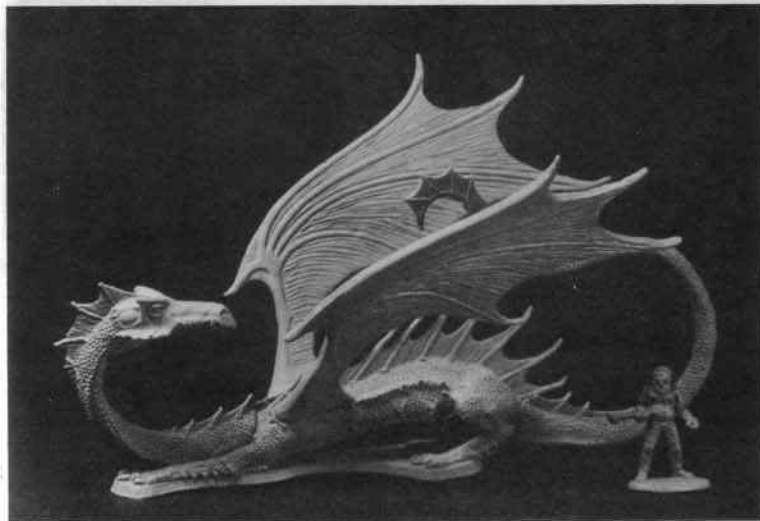
- 10-350 Viking Adventurers (6) ... 7.00
- 10-351 Denizens of the Viking Underworld (6) ... 7.00
- 10-400 Monster Coliseum (9) ... 9.00
- 10-401 Rune Questers (10) ... 9.00
- 10-402 Creatures of Glorantha (9) ... 9.00

**Collector Sets**

- 10-410 Bear Chariot of the Icelands ... 15.00
- 10-411 Wastelands Raider ... 15.00
- 10-412 "Ral" Lord Of The Balrogs ... 15.00
- ✓ 10-414 Warlords (10) ... 9.00
- ✓ 10-415 Skeleton Litter ...
- 10-416 Dueling Dragons ...



10-210



10-211



10-309

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

## Children of the Night

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

- 13-001 Small Cold Drake . . . . . 4.50
- 13-002 Hill Giant . . . . . 4.50
- 13-003 Trolls (2) . . . . . 4.50
- 13-015 Thieves (4) . . . . . 4.50
- 13-017 Giant in mail armor . . 4.50
- 13-020 Cyclops . . . . . 4.50
- 13-022 Undead (3) . . . . . 3.50
- 13-023 Assassins (3) . . . . . 3.50
- 13-025 Royal Dragon . . . . . 7.00
- 13-027 Great Dragon . . . . . 20.00
- 13-031 Two-Headed Ogre  
with Lunch . . . . . 4.50
- 13-033 Giant Doom Wurm . . . . 7.00
- 13-035 Samurai Player  
Characters (4) . . . . . 4.50
- 13-036 Thieves and  
Brigands (3) . . . . . 4.00
- 13-037 Priests and  
Sorcerers (4) . . . . . 4.50
- 13-038 Dwarf Player  
Characters (4) . . . . . 4.50
- 13-039 Japanese Ogre with  
naginata . . . . . 4.00
- 13-040 Women Magic-  
Users (4) . . . . . 4.00
- 13-041 Serpent Men  
Heroes (4) . . . . . 4.00
- 13-042 Atlantean Heroes (4) . . 4.00
- 13-043 Amphibian Berserker . . 3.50
- 13-044 Armored Amphibian  
Hero . . . . . 4.00
- 13-045 Ninja Assassins (3) . . 3.50
- 13-046 Oriental Dragon . . . . . 7.00
- 13-100 War Eagle . . . . . 15.00
- 13-101 Atlantean  
War Mastodon . . . . . 15.00

Some figures may require assembly.

### Worlds of **Runequest™**

... Ral Partha presents a selection of figures sculpted by Bob Charrette for use with the tremendously popular **RuneQuest™** fantasy role-playing game! Start by selecting from our boxed sets, to give yourself a good "base selection" of figures to populate your campaign. Then you can use our various blisterpacked creatures and characters to flesh out your adventures, easily and inexpensively, until all the excitement and adventure of **Runequest™** is yours!

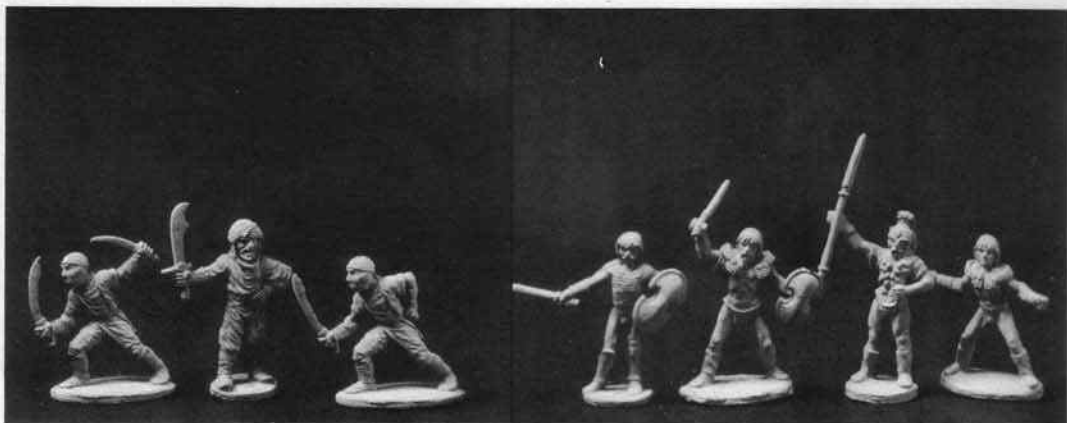
#### Boxed Sets

- 10-350 Viking  
Adventurers (6) . . . . . 7.00
- 10-351 Denizens of the Viking  
Otherworld (6) . . . . . 7.00



13-031

13-038



13-023

13-042



13-037

13-035

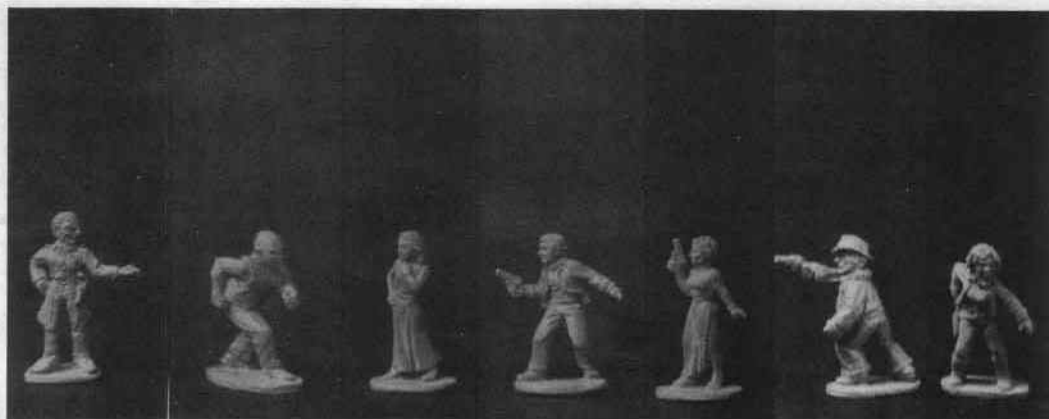


10-400



## 20th Century Plus

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



20-001      20-002      20-003      20-004      20-006      20-101      20-102



20-103      20-011      20-011      20-011      20-012      20-012



20-404



20-405

### 02-939 Gnole Champion, with Hench Beasts

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

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

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

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

**Number Encountered:** 1 (There's only one champion at any time)  
**Hit Points:** 30 + 1d10

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

**Weapons:** any hand weapon (+ 1d6 damage) 85%; Claw (1d8 + 1d6) 90%; Bite (1d10 + 1d6) 70%

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

### 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)	3.00
20-112 Police (3)	3.00

### 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)	3.00
20-012 Terrorists (3)	3.00

### 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

# RAL PARTHA

- 10-400 Monster  
Coliseum (9) . . . . . 9.00
- 10-401 RuneQuesters (10) . . . 9.00
- 10-402 Creatures of  
Glorantha (9) . . . . . 9.00

## Blisterpacks

- ✓ 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 Wyrms . . . . . 4.00
- ✓ 18-008 Orlanth Cultists (3) . . 3.50



10-402

## Battletech™

- 20-801 HRN-7T Hornet . . . . . 2.50
- 20-802 FLC-4N Falcon . . . . . 2.50
- 20-803 GLD-3R Gladiator . . . . . 2.50
- 20-804 FIR-7B Fire Bee . . . . . 2.50
- 20-805 FLE-15 Flea: A, B or C  
variant . . . . . 2.50
- 20-811 BTX-7K Battleax . . . . . 3.00
- 20-812 VLC-6N Vulcan . . . . . 3.00
- 20-813 XBW-9J Crossbow . . . . . 3.00
- 20-814 CST-3S Cestus . . . . . 3.00
- 20-815 ARC-4R Archer . . . . . 3.00
- 20-821 BHN-7H Behemoth . . . . . 7.00
- ✓ 20-831 STG-3R Stinger . . . . . 2.50
- ✓ 20-832 WSP-1A Wasp . . . . . 2.50
- ✓ 20-833 PXH-1 Phoenix Hawk . . . 3.00
- ✓ 20-834 CRD-3R Crusader . . . . . 3.00
- ✓ 20-835 GRF-1N Griffin . . . . . 3.00
- ✓ 20-836 SHD-2H Shadow  
Hawk . . . . . 3.00
- ✓ 20-837 WVR-6R Wolverine . . . . . 3.00
- ✓ 20-838 BLR-1G BattleMaster . . . 3.00
- ✓ 20-839 TDR-5S Thunderbolt . . . 3.00
- ✓ 20-840 WHM-6R Warhammer . . . 4.00
- ✓ 20-841 RFL-3N Rifleman . . . . . 4.00
- ✓ 20-842 ARC-3R Archer . . . . . 3.00
- ✓ 20-843 MAD-3R Marauder . . . . . 5.00
- ✓ 20-844 LCT-1V Locust . . . . . 3.00

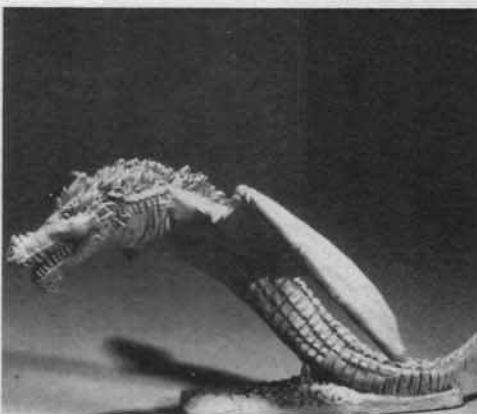
✓ Indicates a new release.  
Some figures may require assembly.

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



18-002

18-004



18-007



20-815



20-840



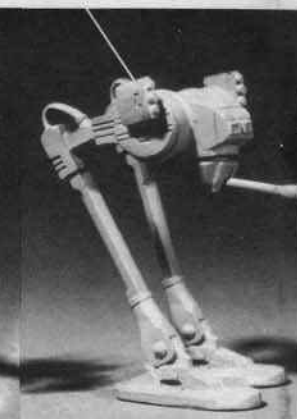
20-833



20-834



20-843



20-844



**BUSHIDO™**  
MINIATURES

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

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



53-901

53-902



53-903

53-905



53-906

53-907



53-908

53-911

- 53-901 Samurai and Ronin, (3) . . . . . 3.50
- 53-902 Samurai Bushi (3 with a selection of 6 different crests) . . . . . 3.50
- 53-903 Ninja (3) . . . . . 3.50
- 53-904 Budoka and Yakuza (3) . . . . . 3.50
- 53-905 Female Adventurers (Samurai Bushi, Shugenja, and Buddhist Gakusho) . . . . . 3.50
- 53-906 Gakusho Priest and 2 Shugenja Magicians . . . . . 3.50
- 53-907 Tengu (3) . . . . . 4.00
- 53-908 Oni Demons (2) . . . . . 3.00
- 53-909 Kappa (3) . . . . . 3.50
- 53-910 Shikome (3) . . . . . 3.50
- 53-911 Dai-Bakemono (1 with assorted weapons) . . . . . 4.00
- 53-912 Dai-Oni (1 holding sword or naginata) . . . . . 4.50

Some figures may require assembly.

## Dragonscale™

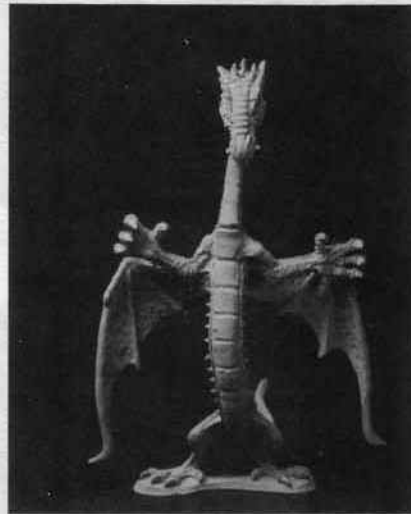
...DRAGONSCALE™ metallic cremes — a bold new stroke in figure finishing! These colorful, iridescent cremes give any surface the special glint of real scale metal. We chose colors for our range that are especially suited for finishing ultra-realistic Ral Partha Dragons such as the ones shown and listed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

Using our special sponge applicator, simply apply DRAGONSCALE™ creme lightly to your dragon's scales, and before you know it you'll have created a dragon that's more lifelike, terrifying, and fun than you've ever thought possible!

01-034 Land Dragon with Captain	3.50
01-035 Land Dragon with Lancer	3.50
01-068 Dragon	7.00
01-072 Cold Drake (Dragon)	7.00
01-083 War Dragon with Knight	9.00
01-094 The Golden Dragon	15.00
01-129 Celestial Dragon (with red-copper Dragonscale™)	7.00
01-138 Black Dragon	8.00
01-139 Blue Dragon	7.00
01-140 Undead Dragon	8.00
01-145 Forest Dragon	8.00
01-314 Brass Dragon	8.00
01-327 Rearing Fire Drake	8.00
01-501 Bronze Dragon of Pern	30.00
01-502 Draco Dracorum	60.00
02-401 Great Fire Dragon	8.00
02-928 Wyvern	3.50
02-941 Chaotic War Dragon & Rider	7.00
10-210 Guardian Dragon	8.00
10-211 Silver Dragon	8.00
10-416 Dueling Dragons	
13-027 Great Dragon	20.00



01-314



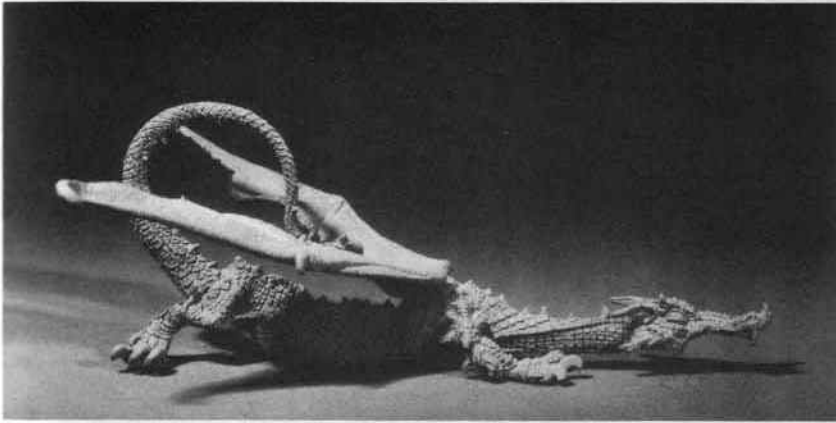
01-327



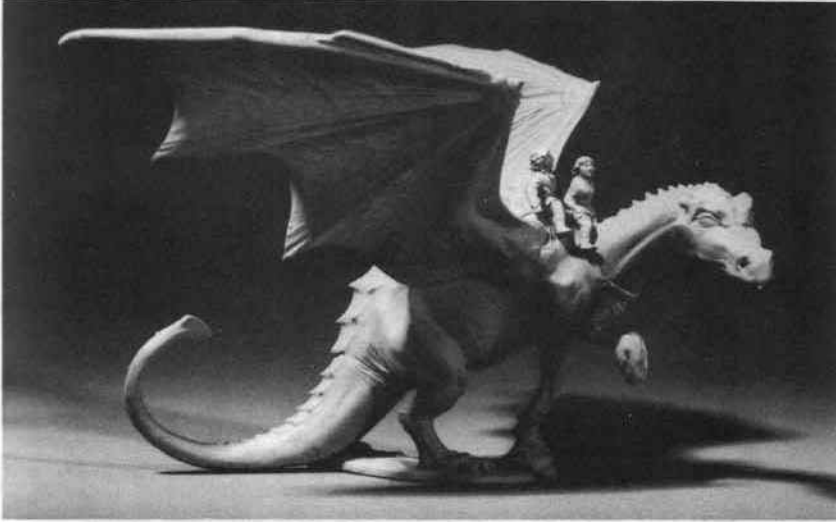
01-138



01-072



01-094



01-501



02-941

**Partha Paints**

... What could be better to add color to your collection of Ral Partha figures than Ral Partha's own colors?

77-701	Gold Metallic	.99
77-702	Silver Metallic	.99
77-703	Bronze Metallic	.99
77-704	Steel	.99
77-705	Flesh	.99
77-706	White	.99
77-707	Gray	.99
77-708	Black	.99
77-709	Shamrock Green	.99
77-710	Forest Green	.99
77-711	Dun	.99
77-712	Leather	.99
77-713	Red Brown	.99
77-714	Dark Brown	.99
77-715	Ivory	.99
77-716	Yellow	.99
77-717	Orange	.99
77-718	Red	.99
77-719	Sky Blue	.99
77-720	True Blue	.99
77-721	Dark Blue	.99
77-722	Copper Metallic	.99
77-723	Purple	.99
77-724	Partha Primer™	.99
77-725	Spray Partha Primer™ (6 oz.)	3.50
77-726	Spray Clear Matte Sealer (5.75 oz.)	3.50
77-727	Dragonscale™ Metallic Creme Kit (6 colors)	8.00
77-728	Brush Kit (sizes 2-0-5/0)	7.00
77-729	Sponge Applicator Brushes (3)	.99
77-730	Paint Kit	10.95



**Elfquest™**

... You can see your favorite ELFQUEST™ characters and sense their distinctive personalities in these 25mm sculptures by Julie Guthrie. WaRP Graphics' thrilling story comes alive in this series of metal figures!

- 96-001 Wolfriders I (8) . . . . . 9.00
- 96-002 Journey to Sorrow's End (9) . . . . . 9.00
- 96-003 Personalities (8) . . . . . 9.00
- 96-004 Wolfriders II (8) . . . . . 9.00
- 96-005 Quest to Blue Mountain (10) . . . . . 9.00
- 96-006 End of the Quest (10) . . . . . 9.00



96-001



96-002

**The Adventurers**

... Boxed sets of six or more figures, each centered around a basic theme. Whether you're looking for clerics or goblins, our Adventurers make it easy to choose a balanced, exciting selection.

- 98-001 Wizards and Clerics (8) . . . . . 7.00
- 98-002 Adventurers (8) . . . . . 7.00
- 98-003 Monsters (6) . . . . . 7.00
- 98-004 Goblins (8) . . . . . 7.00
- 98-005 Fantasy Knights (4) . . . . . 7.00
- 98-006 Dungeon Party (8) . . . . . 7.00
- 98-007 Rangers (4) . . . . . 7.00
- 98-008 Skeleton Warriors (6) . . . . . 7.00
- 98-009 Witch's Lair (8) . . . . . 7.00
- 98-010 Wizards and Clerics II (8) . . . . . 7.00
- ▶ 98-011 Monsters II (6) . . . . . 7.00
- 98-012 Dungeon Party II (8) . . . . . 7.00
- 98-013 Female Adventurers (8) . . . . . 7.00
- 98-014 Wizards' Room (8) . . . . . 7.00
- 98-015 Berserkers (8) . . . . . 7.00

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



98-002



98-012

## Fantasy Adventurers

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



FA1 FA2 FA3 FA4 FA5 FA6



FA7 FA8 FA9 FA11 FA12 FA15



FA16 FA17 FA18 FA21 FA22 FA23

FA1	Fighter in plate mail with sword	1.25
FA2	Wizard with staff	1.25
FA3	Cleric with cross and mace	1.25
FA4	Sneak Thief with dagger	1.25
FA5	Druid with sickle	1.25
FA6	Bard with sword and lute	1.25
FA7	Monk with staff	1.25
FA8	Ranger with sword and bow	1.25
FA9	Barbarian with two-handed sword	1.25
FA10	Paladin with sword	1.25
FA11	Illusionist	1.25
FA12	Ninja (Assassin) with sword	1.25
FA13	Manbeast (Weretiger)	1.25
FA14	Elven Hero with sword	1.25
FA15	Dwarf with two-handed hammer	1.25
FA16	Female Wizard with staff	1.25
FA17	Female Thief with dagger and sack	1.25
FA18	Female Cleric with mace	1.25
FA19	Female Cleric with sword	1.25
FA20	Houri with dagger	1.25
FA21	Evil Wizard	1.25
FA22	Evil Cleric	1.25
FA23	Evil Princess	1.25
FA24	Anti-Hero	1.25
FA25	Necromancer	1.25
FA26	Fighter in chainmail	1.25
FA27	Amazon with sword	1.25
FA28	Amazon Priestess	1.25

### 02-940 Skeletal Giant

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

**Where Encountered:** nearly anywhere.

**Number Encountered:** rarely more than 1

**Hit Points:** 60

**Armor:** scraps of armor equivalent to chain mail

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

**Attack Chance:** 55% with weapon

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

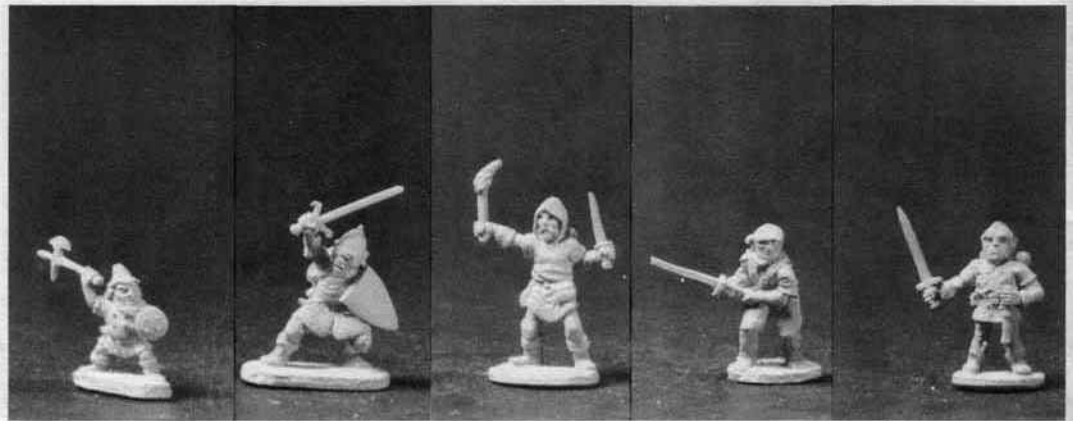
#### Ral's Battle Stats

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

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

# RAL PARTHA IMPORTS

- FA29 Dwarf Champion . . . . 1.25
- FA30 Female Ranger . . . . 1.25
- FA31 Paladin in full  
chainmail . . . . . 1.25
- FA32 Half-Orc of Grim  
Countenance . . . . . 1.25
- FA33 Evil Hero . . . . . 1.25
- FA34 Gnome Warrior-Thief . 1.25
- FA35 Mailed Half-Orc with  
shield and scimitar . . 1.25
- FA36 Singing Bard with  
enchanted lute . . . . 1.25
- FA37 Questing Ranger with  
torch and sword . . . . 1.25
- FA38 Ninja personality type  
with sword . . . . . 1.25
- FA39 Dwarf Hero . . . . . 1.25
- FA40 Dwarf Anti-Hero . . . . 1.25
- FA41 Adventuring Ranger with  
longbow . . . . . 1.25
- FA42 Female Paladin in plate  
armor with mace . . . . 1.25
- FA43 Barbarian Heroine  
with sword . . . . . 1.25
- FA44 Fighting Bard with  
sword . . . . . 1.25



FA34                      FA35                      FA37                      FA38                      FA39



FA40                      FA41                      FA42                      FA43                      FA44



## 02-091 Hydra

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

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

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

**Hit Points:** 35

**Armor:** as chainmail plus shield

**Weapons:** bite (1d8)

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

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

### Ral's Battle Stats

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

**Notes:** Each Vitality point lost reduces Prowess by 1.



No. 10-309 The Masterpiece Collection Ages 10 and up 25mm scale

# Skeletal Legions of the Liche King



RAL PARTHA

Presented by the sculptor of the figure for use with  
**ADVANCED DUNGEONS & DRAGONS®**  
role-playing game.

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

Ral Partha's extensive range of boxed sets and figures includes some of the best sculptures we make, in some of the most striking packaging you'll see anywhere. Boxed sets really get you into the world of Ral Partha, with artwork, painting instructions, monster stats, and all sorts of things thrown in along with the set. Now the creatures and characters involved in the Chaos Wars are becoming available in boxed sets too, such as the 10-414 Warlords shown here, and many others!

10-211 Ages 10 and up 25mm scale

## Silver DRAGON



A Fantasy Classics boxed set by Ral Partha, sculpted by Tom Meley. Suitable for use with fantasy armies and role-playing games. Includes complete painting instructions and monster stats.

10-414 Ages 10 and up 25mm scale

## WARLORDS



10-200 Ages 10 and up 25mm scale 6 pieces

## Ninja



Six members of feudal Japan's secret society of warrior-assassins, sculpted in 25mm scale by Dennis Mize and suitable for fantasy armies and role-playing games.

Presented by the sculptor of the figure for use with  
**ADVANCED DUNGEONS & DRAGONS®**  
role-playing game.

ADVANCED DUNGEONS & DRAGONS is a registered trademark of TSR, Inc. The use of TSR's trademark by Ral Partha Company is not an endorsement.

No. 10-412 Ages 10 and up 25mm scale

# "RAL" Lord of the Balrogs



Presented by the sculptor of the figure for use with  
**ADVANCED DUNGEONS & DRAGONS®**  
role-playing game.

10th Anniversary Commemorative Edition. Suitable for use with fantasy armies and role-playing adventure games. Sculpted by Tom Meley. Includes complete painting instructions and monster stats.

# RAL PARTHA IMPORTS

- FA45 Adventurer Monk . . . . . 1.25
- FA46 Mailed Warrior . . . . . 1.25
- FA47 Sorceress . . . . . 1.25
- FA48 Swashbuckler Thief . . 1.25
- FA49 Cleric, in mail, with  
mace . . . . . 1.25

**Boxed Set**

- FA300 Adventurer Encounter  
Set . . . . . 8.00

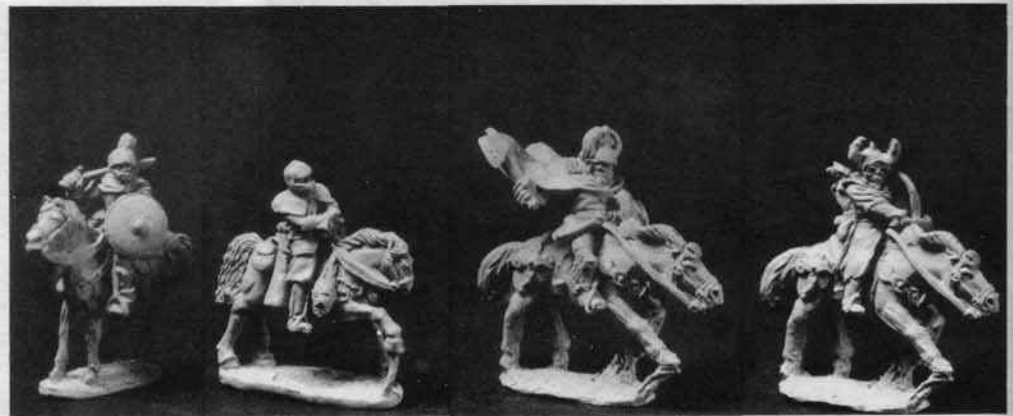


FA 300

## Mounted Fantasy Adventurers

. . . Greater flexibility in your role-playing adventures is now possible with these mounted Fantasy Adventurers.

- FAC1 Mounted Fighter in platemail with sword . . . . . 2.00
- FAC2 Mounted Wizard with staff . . . . . 2.00
- FAC3 Mounted Cleric with cross and mace . . . . . 2.00
- FAC7 Mounted Monk with staff . . . . . 2.00
- FAC10 Mounted Paladin with sword . . . . . 2.00
- FAC12 Mounted Ninja (Assassin) with sword . . . . . 2.00
- FAC14 Mounted Elven Hero with sword . . . . . 2.00
- FAC15 Mounted Dwarf with two-handed hammer . . 2.00
- FAC21 Mounted Evil Wizard . . 2.00
- FAC22 Mounted Evil Cleric . . . 2.00
- FAC24 Mounted Anti-Hero . . . . 2.00
- FAC26 Mounted Fighter in chainmail . . . . . 2.00
- FAC29 Mounted Dwarf Champion . . . . . 2.00
- FAC31 Mounted Paladin in full chainmail . . . . . 2.00
- FAC33 Mounted Evil Hero . . . . 2.00



FAC1

FAC12

FAC24

**02-923 Chimera**

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

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

**Hit Points:** 15

**Armor:** as studded leather

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

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

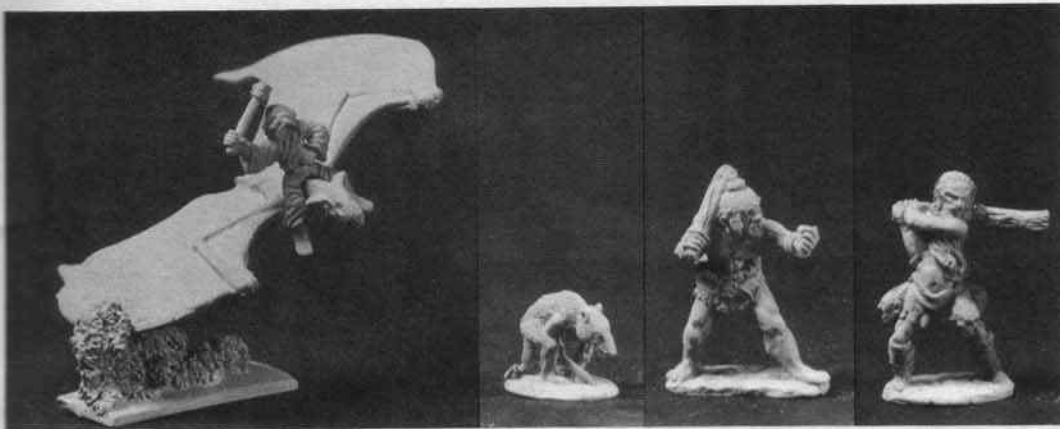
**Special Abilities:** flaming breath may only be used 4 times a day.

**Ral's Battle Stats**

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

**Notes:** serpent head breathes fire for archery prowess of 2

*Some figures may require assembly.*



FF4

FF13

FF14

FF15

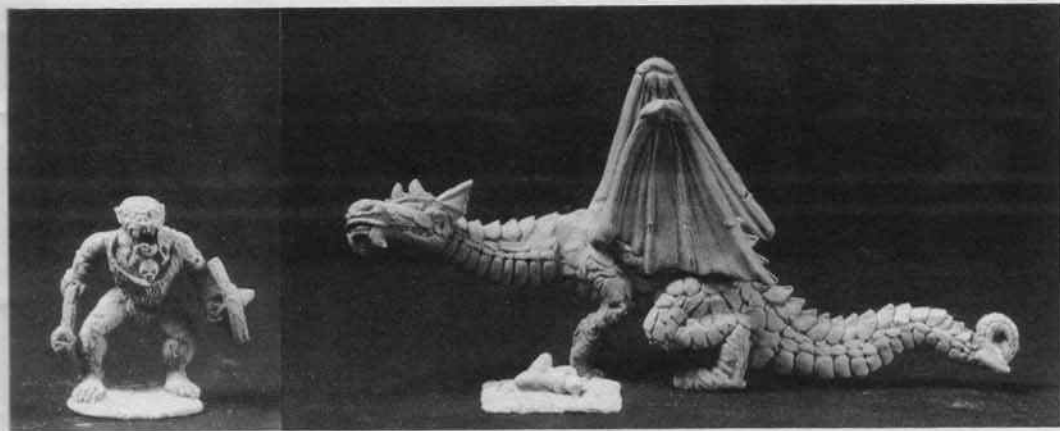


FF17

FF35

FF36

FF43



FF53

FF33

**Fiend Factory**

... A superb range of mythological and fictitious beasts — some of them strange enough for even the most daring dungeon master.

- FF1 The Fiend ..... 1.75
- FF2 Lord of Darkness ..... 1.75
- FF3 Wraith Rider on Undead Horse (2 pcs.) ..... 2.50
- FF4 Wraith Rider on Winged Mount (3 pcs.) ..... 5.00
- FF5 Winged Demon with sword and whip ..... 4.00
- FF6 Ghost ..... 1.25
- FF7 Ghoul ..... 1.25
- FF9 White Wizard ..... 1.25
- FF10 Eagle ..... 1.75
- FF11 Tree-Man ..... 2.50
- FF12 Mountain Giant with battle axe ..... 5.00
- FF13 Wererat ..... 1.25
- FF14 Cyclops ..... 1.75
- FF15 Hill Giant swinging club ..... 1.75
- FF17 Minotaur ..... 1.75
- FF18 Wraith ..... 1.25
- FF19 Werewolf ..... 1.25
- FF20 Goblins with swords and shields (3 figs.) ... 1.75
- FF21 Goblins attacking with axes (3 figs.) ..... 1.75
- FF22 Goblins firing bows (3 figs.) ..... 1.75
- FF23 Goblins advancing with spears (3 figs.) ... 1.75
- FF25 Red Orcs attacking with swords (3 figs.) ..... 1.75
- FF26 Red Orcs in armor with swords (3 figs.) ..... 1.75
- FF27 Red Orc with spear and shield on Giant Wolf (2 pcs.) . 1.50
- FF28 Red Orc in chainmail with axe on Giant Wolf (2 pcs.) . 1.50
- FF29 Red Orc in platemail with sword on Giant Wolf (2 pcs.) ..... 1.50
- FF30 Zombie ..... 1.25
- FF31 Reptile Warrior with sword ..... 1.25
- FF32 Golem ..... 1.25
- FF33 Great Fire Dragon (5 pcs.) ..... 8.00
- FF34 Chimera (4 pcs.) ..... 3.50
- FF35 Manticore (2 pcs.) ... 2.50
- FF36 Medusa ..... 1.25
- FF39 Amazon Berserker with dagger and axe ..... 1.25
- FF42 Bandit with sword and shield ..... 1.25
- FF43 Bandit in chainmail with sword and shield ..... 1.25
- FF44 Buccaneer with sword and axe ..... 1.25
- FF48 Desert Raider with sword ..... 1.25
- FF49 Giant Spider ..... 1.75
- FF50 Giant Scorpion (2 pcs.) ..... 1.75
- FF53 Ogre ..... 1.75
- FF55 Young Dragon (3 pcs.) . 3.00
- FF56 Giant Frog and Giant Snakes (3 figs.) ..... 1.75
- FF58 Vampire ..... 1.25
- FF59 Wight ..... 1.25

**01-125 Gevirtron, Champion of Chaos, mounted and on foot**

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

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

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

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

Where Encountered: anywhere

Number Encountered: 1 (unique)

Hit Points: 35

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

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

Attack Chance: 90% for all attacks

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

**Ral's Battle Stats**

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

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



# RAL PARTHA IMPORTS

FF60	Mummy	1.25
FF67	Centaur Chief and Goat-Headed Ogre (2 figs.)	3.00
FF69	Giant Wolf (2 pcs.)	1.75
FF70	Weretiger in Beast Form	1.25
FF77	Gila Marauders (3)	3.00
FF78	Lizard Lord with spear and shield	1.25
FF79	Lizard Lord with striking sword and shield	1.25
FF80	Lizard Lord with obsidian axe	1.25
FF81	Chaotic Monk blessing with mace	1.25
FF82	Kobold Hero with sword and shield	1.25
FF83	Kobold with club (2)	1.25
FF84	Kobold with swinging mace (2)	1.25
FF85	Shadow Elf Exiles (4)	4.50
FF86	Wraith collecting souls	2.00
FF87	Mindslayer	1.25
FF88	Bruise Brothers	3.50
FF89	Ogre with stone-axe	2.50
FF90	Giant Half-Troll Champion	5.00
FF91	White Knight	1.25
FF92	Black Knight	1.25
FF93	Carak, The Evil Prince	1.25
FF94	Kor, The Barbarian King	1.25
FF95	Princess Dar, Sorceress of Light	1.25
FF96	Slayai, Evil High Sorceress	1.25
FF97	Druid and Bear	2.50
FF98	Demon Beast	4.50

## MONSTER STATS FOR "RAL," LORD OF THE BALROGS

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

**NUMBER ENCOUNTERED:** 1 (Unique)

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

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

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

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

### SPECIAL ABILITIES:

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

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

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

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

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

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

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

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

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

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



FF86

FF87

FF88

FF89

## Fantasy Specials

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

FS1	Dungeon Doorway	3.00
FS2	Necromancer with Female Sacrifice on altar (3 pcs.)	4.00
FS3	Demon Doorway (Portal of Chaos)	3.50



FS2

FS3

FS5



FS15

FS16

FS17

FS18

FS19



FS75

FS76

FS77



FS78

- FS5 Old Wizard on Throne (3 pcs.) . . . . . 3.00
- FS6 Dungeon Torturess with Whip . . . . . 1.25
- FS11 Hunchback Beggar on crutch . . . . . 1.25
- FS12 Ornate Sarcophagus (2 pcs.) . . . . . 1.75
- FS14 Dungeon Debris (3 pcs.) . . . . . 1.75
- FS15 Robin Hood . . . . . 1.25
- FS16 Wandering Minstrel . . . . . 1.25
- FS17 The White Dwarf . . . . . 1.25
- FS18 Rasputin the Mad Monk . . . . . 1.25
- FS19 Soothsayer . . . . . 1.25
- FS22 Victim hanging from gibbet . . . . . 1.75
- FS23 Tavern Table and Benches (3 pcs.) . . . . . 1.75
- FS24 Large Tavern Bed, unmade . . . . . 2.50
- FS25 Tavern Accessories (7 pcs.) . . . . . 2.50
- FS27 Large Treasure Chest (2 pcs.) . . . . . 1.25
- FS28 Slain Adventurers (2 figs.) . . . . . 1.75
- FS29 Expedition Mule . . . . . 1.75
- FS31 Magic Fountain (2 pcs.) . . . . . 1.75
- FS32 Magic Items (7 pcs.) . . . . . 1.75
- FS34 Treasure Items (8 pcs.) . . . . . 1.75
- FS36 Gargoyle Statue . . . . . 1.75
- FS37 Round Table (2 pcs.) . . . . . 1.25
- FS38 Chair . . . . . 1.25
- FS55 Little Old Man . . . . . 1.25
- FS56 Village Idiot . . . . . 1.25
- FS57 Innkeeper . . . . . 1.25
- FS58 Innkeeper's Wife . . . . . 1.25
- FS59 Serving Wench . . . . . 1.25
- FS60 Villager . . . . . 1.25
- FS61 Villager's Wife . . . . . 1.25
- FS62 Village Children (2 figs.) . . . . . 1.25
- FS63 Store Keeper . . . . . 1.25
- \* FS65 Seductive Wench (seated) . . . . . 1.25
- \* FS66 Mysterious Stranger (seated) . . . . . 1.25
- \* FS67 Brawny Adventurer (seated) . . . . . 1.25
- \* FS68 Grumpy Old Boozier (seated) . . . . . 1.25
- FS69 Mounted Knight charging with lance (3 pcs.) . . . . . 2.50
- FS70 Brawny Adventurer . . . . . 1.25
- FS71 Zombie with cleaver . . . . . 1.25
- FS72 Zombie . . . . . 1.25
- FS75 Sinbad . . . . . 1.25
- FS76 Assassin Of The Brotherhood . . . . . 1.25
- FS77 Palace Guard . . . . . 1.25
- FS78 Warrior Monks (3) . . . . . 2.50
- FS79 Caravan Guard . . . . . 1.25

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

**01-101 Mechanical Knight, mounted and on foot**

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

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

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

**Hit Points:** 35

**Armor:** as plate and shield

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

**Attack Chance:** 60% with its weapon

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

**Ral's Battle Stats**

Armor	Magick	Prowess	Vitality	Move[ <sup>l</sup> ]	Cost
3	4*	6	7	8 (R) 10 (mid)	6 7

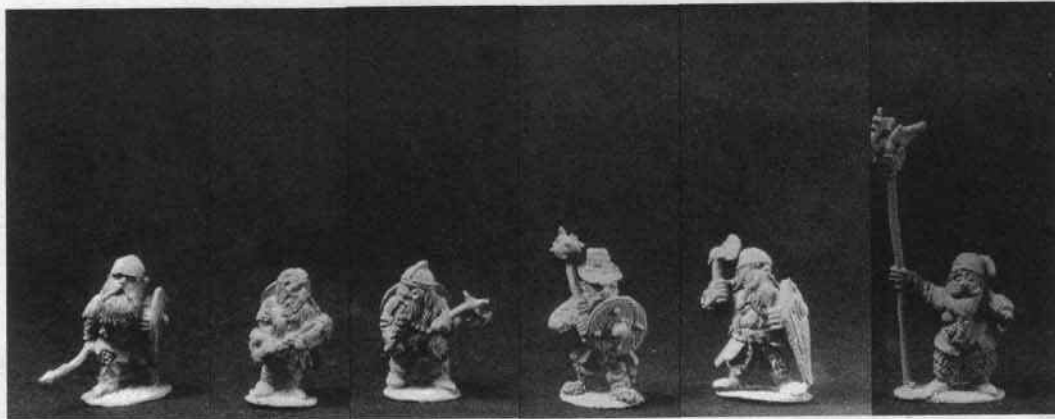
**Notes:** Morale failure on a mechanical knight indicates a failure in the mechanism. Fear spells have no effect. A mounted knight adds +1 to one of its melee prowess dice.

## The Fantasy Tribes

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

### Dwarves

- \* FTD1 Dwarf with spear and sword . . . . . 1.25
- \* FTD2 Dwarf with light crossbow and sword . . . . . 1.25
- \* FTD3 Dwarf with sword and pole arm . . . . . 1.25
- \* FTD4 Dwarf with mace and axe . . . . . 1.25
- \* FTD5 Dwarf with axe and heavy crossbow . . . . . 1.25
- \* FTD6 Dwarf with axe and hammer . . . . . 1.25
- \* FTD7 Dwarf with hammer and pick . . . . . 1.25
- \* FTD8 Dwarf Standard Bearer with axe . . . . . 1.25
- \* FTD9 Dwarf Chieftain in plate mail with sword . . . . . 1.25
- \* FTD10 Dwarf Trumpeter with sword . . . . . 1.25
- FTD11 Armored Female Dwarf Fighter . . . . . 1.25
- FTD14 Dwarf Stretcher Party (4 pcs.) . . . . . 2.50
- FTD15 Mounted Dwarf (2 pcs.) . . . . . 1.75
- FTD16 Dwarf War Engine (5 pcs.) . . . . . 4.00
- FTD17 Dwarf with light crossbow and axe . . . . . 1.25
- FTD18 Dwarf with axe and knife . . . . . 1.25
- FTD19 Dwarf Champion with two-handed axe . . . . . 1.25
- FTD20 Dwarf Champion in plate armor with two-handed sword . . . . . 1.25
- FTD21 Dwarf with spear . . . . . 1.25
- FTD22 Dwarf advancing with torch . . . . . 1.25
- FTD23 Dwarf with two-handed axe . . . . . 1.25
- FTD24 Dwarf striking with sword . . . . . 1.25
- FTD25 Dwarf with small axe . . . . . 1.25
- FTD26 Dwarf with studded club . . . . . 1.25



FTD1      FTD2      FTD3      FTD4      FTD5      FTD8



FTD16      FTD21      FTD17



FTD18      FTD19      FTD20      FTF35      FTF40

### Fighters

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

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



FTF41      FTF42      FTF43

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





FTF35      FTF40      FTF41      FTF42      FTF43



FTF44      FTF45      FTF46      FTF47      FTF50



FTF6      FTF7      FTF8      FTF26

- FTF30 Female Fighter with pack and sword ..... 1.25
- FTF31 Brunhilda Fat Lady Fighter ..... 1.25
- FTF32 Female Fighter in plate armour ..... 1.25
- FTF33 Olga Bone Crusher with club and cleaver ..... 1.25
- FTF34 Female Barbarian with sword and shield ..... 1.25
- FTF35 Lila the Swift with scimitar ..... 1.25
- FTF40 Dragon Knight of Chaos in plate armour ..... 1.25
- FTF41 Champion of Chaos ... 1.25
- FTF42 Female Chaos Warrior with sword, shield and bow . 1.25
- FTF43 Captain of Chaos with mace ..... 1.25
- FTF44 Chaotic Adventurer with sword and gauntlet knife ..... 1.25
- FTF45 Drok, Death Knight Of Chaos ..... 1.25
- FTF46 Termanant, Keeper Of Chaos ..... 1.25
- FTF47 Extor, Chaotic Hero ... 1.25
- FTF50 Adventurer with breastplate and sword ..... 1.25
- FTF51 Cloaked Adventurer with mace ..... 1.25
- FTF52 Adventurer in chainmail ..... 1.25
- FTF53 Unarmoured Adventurer in ambush ..... 1.25
- FTF54 Adventurer in leather armour ..... 1.25
- FTF55 Truk The Well Provided . 1.25

## Apocalypse Warriors

- FTF101 Mad Matt ..... 1.25
- FTF102 Gigantious ..... 1.25
- FTF103 Ironmask ..... 1.25
- FTF104 Huzz ..... 1.25
- FTF105 Crazy Alice ..... 1.25
- FTF106 "Spider" Dresden ... 1.25
- FTF107 Sgt. Block ..... 1.25
- FTF108 Big Jim Johnson ..... 1.25
- FTF109 Bobber Spumetti ... 1.25
- FTF110 Harley "D" ..... 1.25
- FTF111 "Wolf" ..... 1.25
- FTF112 The Evil 'Kneesplitter' ..... 1.25
- FTF113 Lawman Sturme .... 1.25

*These figures come with assorted weapons.*

## Boxed Sets

- FTF300 Defenders of Law (10) . 8.00
- FTF301 The Chaotic Band (10) ..... 8.00
- FTF302 Warriors of the World (10) ..... 8.00

## Orcs

- \* FT01 Orc advancing with mace and shield ..... 1.25
- \* FT02 Orc attacking with sword and shield ..... 1.25
- \* FT03 Orc advancing with sword, spear and shield ..... 1.25
- \* FT04 Orc charging with spear ..... 1.25

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

# RAL PARTHA IMPORTS

- \* FT05 Orc advancing with halberd ..... 1.25
- \* FT06 Orc swinging axe ..... 1.25
- \* FT07 Orc firing bow ..... 1.25
- \* FT08 Orc charging with polearm ..... 1.25
- \* FT010 Orc firing crossbow ... 1.25
- \* FT011 Orc chief with sword and flail ..... 1.25
- \* FT012 Orc Bodyguard with battleaxe ..... 1.25
- \* FT013 Orc riding Giant War Wyvern (5 pcs.) ... 8.00
- FT014 Ogron Foulbreath, Orc Champion (2 pcs.) ... 1.75
- FT015 Orc Bodyguard with Mace of Thunder and shield ... 1.25

## Goblins

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

## Skeletons

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



FT01 FT02 FT03 FTG1 FTG2



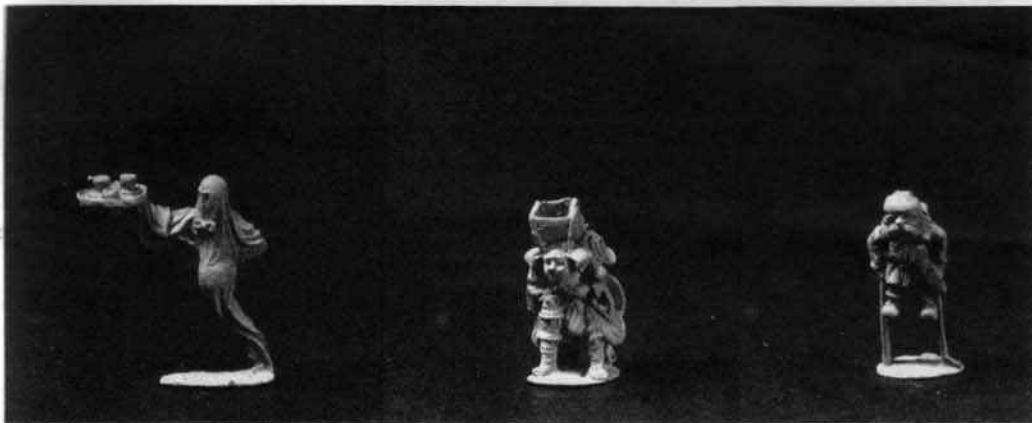
FTG3 FTG8 FTG9 FTG10



FTS7 FTS8 FTS10 FTS11 FTS13 FTS25



FTS18 FTS17 FTS9 FTS21 FTS20



WF 2

WF 3

WF 5



WF6

WF7

WF11

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

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

### Weird Fantasy

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

- WF1 "Kindly" Old Wizard . . . 1.25
- WF2 Aerial Servant . . . . . 1.25
- WF3 The Complete Adventurer . . . . . 1.25
- WF4 Spaced-Out Druid . . . 1.25
- WF5 Dwarf with Inferiority Complex . . . . . 1.25
- WF6 The Grateful Undead . . . 4.50
- WF7 Samurai Night Fever . . . 1.25
- WF10 Vorpal Kitty . . . . . 1.25
- WF11 The Dwarf with No Name (Western Tribe) . . . . . 1.25
- WF13 Petrified Gnome Being Taken For a Ride . . . . . 2.00
- WF14 Goblin "Carney" Queen with meat hook . . . . . 1.25
- WF15 "X" The Unknown Adventurer . . . . . 1.25
- WF16 Midlands Troll . . . . . 2.50

### Historical Adventurers



*. . . Many gamers choose to use figures from Ral Partha's Historical lines in their fantasy campaigns, for which they're well suited. A selection of the most popular of these figures is presented here.*

- 42-107 Viking, swinging sword (6) . . . . . 4.50
- 42-115 Charging Norman Knight (3) . . . . . 4.50
- 42-121 English Longbowman (6) . . . . . 4.50
- 42-125 Charging English Knight (3) . . . . . 4.50
- 42-142 German Foot Knight, with mace (3) . . . . . 4.50
- 42-151 French Foot Knight, with sword (6) . . . . . 4.50
- 42-155 French Knight, with Lance (3) . . . . . 4.50
- 42-189 Byzantine Extra Heavy Cavalry Kiblanophros on Extra Armored Horse (3) . . . . . 4.50
- 53-745 Ninja, with sword (6) . . . 4.50
- 53-747 Ninja, with short-bow (6) . . . . . 4.50
- 53-748 Ninja, with kusarigama (6) . . . . . 4.50
- 53-780 Samurai Commanders (4 different figures) . . . 4.50
- 54-524 Mounted Gendarme with plume (3) . . . . . 4.50
- 54-525 Mounted Gendarme (3) . . . . . 4.50
- 54-578 Mounted Polish Winged Hussar (3) . . . . . 4.50
- DA58 Viking Looters (2) . . . 2.00
- DA78 Dark Ages Adventurers (3) . . . . . 2.00
- M14 Longbowman (3) . . . . . 2.00
- M110 Knight, with lance . . . 1.50
- M111 Knight, with lance, on armored horse . . . . . 1.50
- M112 Knight, with lance, on caparisoned horse . . . 1.50
- SAM1 Samurai, striking with sword . . . . . 1.25
- SAM2 Samurai, swinging sword . . . . . 1.25
- SAM3 Samurai, drawing bow . . . . . 1.25
- SAM4 Ashigaru Archer, firing bow . . . . . 1.25
- SAM8 Mounted Samurai, with spear . . . . . 2.49
- SAM11 Samurai, with spear . . . 1.25
- SAM12 Warrior Monk, with naginata . . . . . 1.25
- SAM13 Ashigaru, with sword . . . 1.25



# The Complete, Total Ral Partha Fantasy Figure Index.

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

## A) Player Characters & Non-Player Characters

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

## J) Monsters

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

