March 1987

Designers

Bob Charrette
Julie Guthrie
Tom Meier
Dennis Mize
Chuck Pearson

Cover Illustration by Douglas Mize

Interior Art by Douglas Mize
William 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 ofWaRP Graphics, Inc.
Runquest™ is a trademark of the Avalon Hill Game Company

Ral Partha often reworks existing figures. This is an ongoing process of improving the figures in our lines, and in fact, some of the figures pictured here might be remade during 1987. We reserve the right to make these necessary changes.

Ral Partha figures are generally scaled to 25 mm. 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.

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

Ral Partha, The “Undead” Company
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.

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, robed, with staff ................................. 1.25
01-005 Winged Gremlin .................................................. 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 Superhero, with axe (dismounted 002) ........... 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, barchingeaded ........... 1.25
01-025 Super Hero, in plate armor, on Super Heavy Horse .. 3.50
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 Captian ............................... 3.50
01-035 Land Dragon, with Lancer or Captain .......... 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
01-050 Wyvern .............................................................. 1.25
01-051 Griffin ............................................................... 2.50
01-052 Hill Giant ............................................................ 4.50
01-056 Enchanter ............................................................ 1.25
01-057 Frost Giant .......................................................... 4.50
01-059 Fire Giant ........................................................... 3.50
01-060 Dungeon Lady, with pet dragon .................. 1.25
01-066 Necromancers (3) ............................................. 3.50
01-067 Hecatron ............................................................ 3.50
01-068 Dragon .............................................................. 7.00
01-069 Djinn (2) ............................................................ 3.50
01-071 Unicorn, with Princess Rider ....................... 3.50
01-072 Cold Drake (Dragon) ...................................... 7.00
01-073 Clerics (3) ........................................................... 3.50
01-081 Armored Balrog .................................................. 4.50
01-082 Black Prince, mounted on armored horse ........ 3.50
01-083 War Dragon with Knight ................................... 9.00
01-084 Evil Lord on litter with bearers ..................... 9.00
01-086 Winged Beast with rider .................................. 4.50
01-089 Witch King, with Flying Charger ................. 4.50
01-090 Storm Giant .......................................................... 4.50
01-091 Elf Hero, mounted on foot .............................. 4.00
01-093 Anti-Paladin, mounted on foot ...................... 4.00

01-007 Winged Serpent

01-007 Winged Serpent
RAL PARTHA

01-094 The Golden Dragon . 15.00
01-095 Jabberwock . 4.50
01-096 Hippogryph . 4.00
01-097 Grendel . 2.50
01-099 Armored Giant mounted on War Elephant . 6.00
01-101 Mechanical Knight, mounted and on foot . 4.00
01-102 Highwayman, mounted and on foot . 4.00
01-103 Bugbears (3) . 4.00
01-105 Three-Headed Troll . 4.00
01-106 Half Elves (4) . 4.50
01-107 Briarrose 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 Orcs (4) . 4.50
01-120 Cutthroats (4) . 4.50
01-122 Bandersnatch and Jup Jup Bird . 4.00
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 Dragon Scale cream 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 Swordsmasters (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
01-139 Blue Dragon (dark blue Dragon Scale cream 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 Spearmen (2) . 2.50
01-144 Black Falmarian Guard . 3.00
01-145 Black Falmarian Champion . 1.25
01-146 Forest Dragon . 8.00
01-147 Boar, mtd. Death Rider of Chaos . 3.00
01-148 Perfidon, mtd. Knight of the Chaos Lords . 3.00
01-149 Mounted Chaos Knight . 3.00
01-150 Mounted Chaos Knight (b) . 3.00
01-151 Sea Dragon . 8.00
01-152 Amazon Temple Guard (2) . 2.50
01-153 Amazon Guard . 2.50
01-154 Amazon Slave . 7.00
### TROOPS

<table>
<thead>
<tr>
<th>Kingdom/Unit</th>
<th>Armor</th>
<th>Move</th>
<th>Modifier</th>
<th>Troop</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foot knights (orc)</td>
<td>3</td>
<td>6</td>
<td>+1</td>
<td>48</td>
</tr>
<tr>
<td>Foot peasants (orc)</td>
<td>2</td>
<td>8</td>
<td>0</td>
<td>24</td>
</tr>
<tr>
<td>Foot nobles (orc)</td>
<td>2</td>
<td>8</td>
<td>-1</td>
<td>12</td>
</tr>
<tr>
<td>Foot peasants (orcs)</td>
<td>2</td>
<td>8</td>
<td>0</td>
<td>36</td>
</tr>
<tr>
<td>Mounted peasants (warg)</td>
<td>2</td>
<td>12</td>
<td>+1</td>
<td>24</td>
</tr>
<tr>
<td>Mounted peasants (warg)</td>
<td>2</td>
<td>12</td>
<td>+0</td>
<td>18</td>
</tr>
<tr>
<td>Fangs of Fury</td>
<td>3</td>
<td>6</td>
<td>+1</td>
<td>60</td>
</tr>
</tbody>
</table>

**Foot knights (beastmen)**

<table>
<thead>
<tr>
<th>Armor</th>
<th>Move</th>
<th>Modifier</th>
<th>Troop</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>+1</td>
<td></td>
<td>2</td>
</tr>
</tbody>
</table>

### THE INDIVIDUAL AND UNIT STATISTICS BELOW ARE FOR

<table>
<thead>
<tr>
<th>Name</th>
<th>Rank</th>
<th>Type</th>
<th>Armor</th>
<th>Magick</th>
<th>Prowess</th>
<th>Vitality</th>
<th>Move</th>
<th>Cost</th>
<th>Fantasy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Korg (orc)</td>
<td>2</td>
<td>Champion army leader</td>
<td>3</td>
<td>1°</td>
<td>4</td>
<td>2</td>
<td>8</td>
<td>Free</td>
<td>2</td>
</tr>
<tr>
<td>Bung (orc)</td>
<td>1</td>
<td>Champion colonel of orcs</td>
<td>3</td>
<td>1°</td>
<td>2</td>
<td>1</td>
<td>8</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Bri's (beastmen)</td>
<td>3</td>
<td>Champion captain of Fangs of Fury</td>
<td>3</td>
<td>2°</td>
<td>6</td>
<td>3</td>
<td>8</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Stardrim (mounted elf)</td>
<td>**</td>
<td>Drow elf captain to his retainers</td>
<td>4</td>
<td>3°</td>
<td>6</td>
<td>3</td>
<td>12</td>
<td>2</td>
<td>5</td>
</tr>
<tr>
<td>Weg (orc)</td>
<td>2</td>
<td>Wizard</td>
<td>2</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>8</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>Slayer</td>
<td>3</td>
<td>Greatsword</td>
<td>3</td>
<td>1°</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>Krom (giant)</td>
<td>2</td>
<td>Greatsword</td>
<td>2</td>
<td>1°</td>
<td>4</td>
<td>4</td>
<td>8</td>
<td>8</td>
<td>5</td>
</tr>
<tr>
<td>War Machine</td>
<td>3</td>
<td>Archery prowess of 1</td>
<td>3</td>
<td>0°</td>
<td>4</td>
<td>8</td>
<td>6</td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>Gestrinus (mounted)</td>
<td></td>
<td>General to Chaos</td>
<td>3</td>
<td>8°</td>
<td>8</td>
<td>7</td>
<td>12</td>
<td>6</td>
<td>30</td>
</tr>
</tbody>
</table>
Ral Partha figures are generally scaled to 25mm and are pictured smaller than actual size.

**THE DESTRUCTION OF BENDEN WOODS** SCENARIO FEATURED ON THE REAR COVER.

<table>
<thead>
<tr>
<th>Name</th>
<th>Rank Type</th>
<th>Armor</th>
<th>Magick</th>
<th>Prowess</th>
<th>Vitality</th>
<th>Move</th>
<th>Copt</th>
<th>Fantasy</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ewyndolin</td>
<td>3 champion, mounted army leader</td>
<td>3</td>
<td>3*</td>
<td>6</td>
<td>3</td>
<td>12</td>
<td>2</td>
<td>3</td>
</tr>
<tr>
<td>Atyne</td>
<td>2 champion, colonel of drakes</td>
<td>3</td>
<td>2*</td>
<td>4</td>
<td>2</td>
<td>8</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Danias</td>
<td>2 champion, colonel of drakes</td>
<td>3</td>
<td>2*</td>
<td>4</td>
<td>2</td>
<td>8</td>
<td>4</td>
<td>2</td>
</tr>
<tr>
<td>Fesor</td>
<td>3 champion</td>
<td>3</td>
<td>3*</td>
<td>6</td>
<td>3</td>
<td>8</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>Zentazz</td>
<td>champion, colonel of knights, has magic sword</td>
<td>3</td>
<td>2*</td>
<td>5</td>
<td>2</td>
<td>10/16</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>Leoril</td>
<td>3 wizard</td>
<td>2</td>
<td>7</td>
<td>3</td>
<td>3</td>
<td>8</td>
<td></td>
<td>9</td>
</tr>
<tr>
<td>Zelf/chariot</td>
<td>3 chariot / pony</td>
<td>3</td>
<td>1</td>
<td>6</td>
<td>3</td>
<td>10</td>
<td>18</td>
<td></td>
</tr>
<tr>
<td>Unicorn</td>
<td></td>
<td>2</td>
<td>3*</td>
<td>6</td>
<td>4</td>
<td>14</td>
<td>287</td>
<td>6/49</td>
</tr>
</tbody>
</table>

**TROOPS**

- Staradin's retainers: 3 mounted eft knights: 3, 10, +2, 42
- Benden Elves: foot knights, 3, 6, +1, 60
- 2 foot yeoman archers, 2, 8, +9, 96
- 2 foot peasant archers, 2, 8, -1, 72
- Allies: 3 Horned Knights: 3, 10, +2, 42
- 2 mounted longbowmen: 3, 10, +2, 42

(Ral Partha has ever produced, and we're not producing very many of them — only 5,000, to be exact. And of those, there are already fewer left than you might think! The endless, fascinating detail and strength of character that you've always seen in Ral Partha figures is carried to new, dizzying heights in this easy-to-assemble but monstrously proportioned masterpiece by Tom Meier. It measures a full foot in length; each wing is nearly eight inches long; and if you don't order early, you may never see its like again!)

01-502 DRACO DRACORUM, "Dragon of Dragons" $60.00

(Each DRACO DRACORUM boxed figure comes complete with assembly & painting instructions and an official certificate of authenticity to mark it as one of a limited collector's release!)
RAL PARTHA

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

- 02-002 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
- 02-017 Starbrow’s Select (6) 4.50
- 02-018 Starbrow’s Command (6) 4.50
- 02-019 Elf Command Group 4.50
- 02-020 The Elf Chariot 10.00
- 02-021 Deep Elf, firing bow (6) 4.50
- 02-022 Deep Elf, with halberd (6) 4.50
- 02-025 Deep Elf Cavalry, with lance (3) 4.50
- 02-029 Mounted Halflings, clubs, axes (4) 4.50
- 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
- 02-034 Brotherhood of the Axe (6) 4.50
- 02-035 Brotherhood of the Axe Command (4) 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
- 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
- 02-045 Deaters of Devastation (6) 4.50
- 02-046 Deaters of Devastation Command (4) 4.50
- 02-050 Goblin - Imp Skirmishers (8) 4.50
- 02-058 Fangs of Fury (6) 4.50
- 02-059 Fangs of Fury Command (4) 4.50
- 02-062 Lesser Orc Archers (6) 4.50
- 02-065 Lesser Orc Melee Troops (6) 4.50
- 02-070 Orc Spearmen (6) 4.50
- 02-072 Orc Swordsmen (6) 4.50
- 02-073 Korg’s Killers (6) 4.50
- 02-074 Korg’s Killers Command (4) 4.50
- 02-077 Orc Archers (6) 4.50
- 02-078 The War Machine 20.00
- 02-079 Orc Command Group 4.50
- 02-083 Wolf Riders, mixed weapons (4) 4.50
- 02-094 Wolf/Riders, with bows (4) 4.50
- 02-095 Centaur Skirmishers (3) 4.50
- 02-096 Winged Demons (6) 4.50
- 02-097 The Steel Wind Command (2) 4.50
- 02-101 Lizard Riders (3) 4.50
- 02-102 Hexafrin Riders (3) 4.50

Player Characters

- 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
- 02-227 Halflings, bow 1.25
- 02-228 Halflings, axe, shield (2) 1.25
- 02-233 Dwarf, axe 1.25
- 02-234 Dwarf, spear 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 plate mail, sword, 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-hand sword 1.25
- 02-331 Master Thief 1.25
- 02-332 Brigand Thief 1.25
- 02-333 Acrobat 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 Runesword 1.25

Ral Partha - unrivaled ranges for quality and variety. Elves, 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.
RAL PARTHA

Monsters
02-401 Great Fire Dragon  .  8.00
02-402 Skeletons (2) .  2.50
02-403 Weretiger .  1.25
02-404 Gargoyle .  1.50
02-405 Demon .  1.50
02-406 Armored Minotaur .  2.00
02-407 Hellhounds (3) .  3.50
02-408 Lion-Centaur (2) .  4.00
02-409 Lumbering Hulk .  3.50
02-410 Gorgonian Brass
   Bull .  3.00

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 .  4.00
02-903 Armored Centaurs
   (male and female) .  4.00
02-904 Executioners, Victims (2),
   Guard and basket .  4.50
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
02-914 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 Chimeras .  3.50
02-925 Rangers (3) .  3.50
02-926 Clerics (3) .  3.50
02-927 Female Warriors (3) .  3.50
02-928 Wyvern .  4.50
02-929 Gnomes (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 Hagen
   Nightmare .  2.50
02-936 Armored Minotaur .  3.00
02-937 Fighting Pegasus .  4.00
02-938 Skeleton Warriors (4) .  4.50
02-939 Gnome-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
02-948 Archers (3) .  3.50
02-949 Grey Wizard .  1.25
02-950 Undead Ninja .  1.25
02-951 Ki-Rin .  2.50

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 Rugon.
   Balrog-Dragon .  8.00

SOME FIGURES MAY REQUIRE ASSEMBLY.
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
10-307 Mystic Masters .......... 9.00
10-308 High Chvalry .......... 9.00
10-309 Skeletal Legions Of The
Liche King .......... 9.00
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

Collectors 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 Icetops .......... 15.00
10-411 Wastelands Raider .......... 15.00
10-412 "Ral" Lord of The
Bairges .......... 15.00
10-414 Warlords (10) .......... 9.00
10-415 Throne of Bone .......... 20.00
10-416 Dueling Dragons .......... 20.00

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
*ON 20-800 BASE

Battletech™ miniatures are scaled 33.5 m.m. = 1 m
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
13-023 Assassins (3) ............. 3.50
13-031 Two-Headed Ogre ......... 4.50
with Lunch ....................... 4.50
13-033 Giant Doom Wurm ....... 7.00
13-035 Samurai Player........... 4.50
Characters (4) ................. 4.50
13-037 Priests and ......... 4.50
Sorcerers (4) .................. 4.50
13-038 Dwarf Player ............ 4.50
Characters (4) ................. 4.50
13-039 Japanese Ogre with .... 4.00
naginata ...................... 4.00
13-040 Women Magic- ......... 4.00
Users (4) ..................... 4.00
13-042 Atlantean Heroes (4) .... 4.00

20th Century Plus
20-001 Criminal Mastermind .... 1.25
20-002 Dangerous ............... 1.25
Henchman .................... 1.25
20-003 Seductive Woman ....... 1.25
20-004 Clandestine Agent ..... 1.25
20-005 Clandestine ............ 1.25
Female Agent ............... 1.25
20-006 Elegant Female ......... 1.25
Secret Agent ............... 1.25
20-007 Debonnaire ............. 1.25
Secret Agent ............... 1.25
20-008 RGB Agent ............. 1.25
20-009 CIA Agent ............. 1.25
20-010 Bureau Chief .......... 1.25
20-011 Paramilitary .......... 1.25
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

BattleTech™
20-800 Hex Bases (4) .......... 3.00
20-801 HRN-7T Hornet ........ 2.50
20-802 FLC-4N Falcon .......... 2.50
20-803 GDL-3R Gladiator ...... 2.50
20-804 PFL-7B Fire Bee ....... 2.50
20-805 FIE-15 Flea: A, B or C varian .... 2.50
20-806 Hunter, 35 Ton ......... 3.50
20-807 Stricker Armored Car (2) .......... 3.50
20-808 Pegasus Lt. Hover Tank (2) .......... 3.50
20-811 PX-7K Battlecat ....... 3.00
20-812 VLN-6N Vulcan ........ 3.00
20-813 XHW-9J Crossbow ....... 3.00
20-814 CST-3S Cestus .......... 3.00
20-815 ARC-4R Archer ...... 3.50
20-816 Vedette, 50 Ton Tank (2) .......... 4.50
20-821 BHN-7H Behemoth .... 7.00
20-822 Demolisher, Super Heavy Tank .......... 4.00
20-831 STG-3R Stinger ...... 2.50

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 ........ 1.50
Crewman ..................... 1.50
20-403 Female Trooper/Medic .. 1.50
20-404 U.S. Combat Group (3) .... 1.50

20-405 Soviet Bloc Combat Group (3) .... 1.50
20-406 Civilian Survivors/ Irregulars (3) .... 1.50
20-407 Pack Mule, weapons and gear .......... 1.50

BattleTech™ miniatures are scaled 33.5 m.m. = 1 m
Set 25-036 contains: mounted C-in-C phalanx, 11 Companion cavalry, 11 Thessalian cavalry, 6 Prodrumoi cavalry, 12 Hypaspists, 12 javelinmen, 6 Cretan archers, and bonus command figures and standards.

*ON 20-800 BASE

Command packs shown below. A complete listing of the 35 line (The Hoplites) appears on page 19.
RAI PARTHA

Battletech
20-842 ARC-3R Archer 3.00
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 Goliathe 4.00
20-847 AWS-8Q Awesome 4.00
20-848 ONI-1K Orion 4.00
20-849 CN9-A Centurion 3.00
20-850 PSO-H Firestarter 3.00
20-851 VLS-QA Valkyrie 3.00
20-852 CLFT-1C Catapult 4.00
20-853 FNT-9R Panther 3.00
20-854 HHR-4G Hunchback 3.50
20-855 OLT-AD Otsool 4.00
20-856 ZEU-6S Zeus 4.50
20-857 UMR-60 Urbanmech 2.50
20-858 CDA-0A Cicada 3.00
20-859 SCR-1N Scorpion 4.00
20-860 VTR-8B Victor 4.50

Army Core Packs
25-036 Macedonian 50.00
25-127 Japanese (1050 AD to 1542 AD) 40.00
25-500 Black Prince's Chaotic Army 10.00

Fiend Factory
31-001 Lord of Darkness 1.75
31-002 Wraith Rider on Winged Mount (3 pcs.) 5.00
31-003 Ghoul 1.25
31-004 Ghost 1.25
31-005 Minotaur 1.75
31-006 Werewolf 1.25
31-007 Zombie 1.25
31-008 Ghoulish 1.25
31-009 Mummy 1.25
31-010 Mindslayer 1.25
31-011 Bruise Brothers 5.50
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 Slavay, 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

Fantasy Specials
32-001 Necromancer with Female Sacrifice on altar
32-002 Dungeon Tortures with Whip 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
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

Denizen Imports
33-030 Dwarf, Scale Armor, with Mallet or Axe 1.25
33-031 Dwarf, Leather Armor, with Mallet 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 halbard 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 shield 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

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.
| 42-118 | Saxon Pyrmens       | (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 |
| 42-126 | 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 Infantry, 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 | French 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 | Catalan 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 | Moorish, 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 | Palio 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 | Rhythonopchos 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 |
| 42-203 | Mongol Medium Cavalry, with spear | 4.50 |
| 42-204 | Mongol Heavy Cavalry, with spear | 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 spear | 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.

Also watch for 99-001 "Chaos Wars, Rules According to Rail for Fantasy Battles" coming this summer.
Give your figures the finish they deserve . . .
Partha Paints
RAL PARTHA

BUSHIDO

53-901 Samurai and Ronin, (3) 3.50
53-902 Samurai Bushi (3) 3.50
53-903 Ninja (3) 3.50
53-904 Budoka and Yakuza (3) 3.50
53-905 Female Adventurers 3.50
53-906 Gakushu Priest and 2 Shugenja Mages 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 4.00
53-912 Dai-Oni 4.50
53-913 Armored Ninja (3) 3.50
53-914 Ninja with Gimmick Weapons 3.50
53-915 Armored Samurai (3) 3.50
53-916 Samurai Adventurers (3) 3.50

THE CONDOTIERI

54-499 Swiss Command 4.50
54-491 Swiss Pikemen 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 Imperial Officers 4.50
54-501 Standards and Musicians 4.50
54-502 Arquebusier, firing 4.50
54-508 Pikeman, armored, leveded pike 4.50
54-509 Pikeman, half-armed, leveded pike 4.50
54-510 Pikeman, unarmored, leveded pike 4.50
54-511 Pikeman, unarmored, raised pike 4.50
54-512 Pikeman, armored, raised pike 4.50
54-513 Pikeman, half-armed, raised pike 4.50
54-514 Halberdier, half-armed, attacking 4.50
54-515 Halberdier, armored, attacking 4.50
54-518 Swordman, with great sword, attacking 4.50
54-519 Swordman, 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 Stradho 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 Deldis 4.50
54-606 Janissary Arquebusier 4.50
54-607 Janissary 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 Laiar, with sword 4.50
54-619 Turkish Mounted Command 4.50

Partha Paint

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/Anodizing .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 6-Color 2.0-5/6 7.00
77-729 Sponge Applicator Brushes (3) .99
77-730 Paint Kit 10.95

COLONIALS

ZULU WAR

88-001 British Infantry. Advancing .50
88-002 British Infantry. Group .50
88-003 British Command Group .50
88-004 Naval Brigade, advancing .50
88-005 Naval Brigade Officers and Gunners .50
88-006 British Lancer .50
88-007 British Regular Cavalry .50
88-008 Frontier Light Horse .50
88-009 British Artillery Crew .50
88-010 Gatling Gun (2) .50
88-011 Field Gun (2) .50
88-012 Natal Native Infantry, advancing .50
88-013 Natal Native Cavalry .50
88-014 Zulu uThulwana Regt., advancing .50
88-015 Zulu uMhlaba Regt., advancing .50
88-016 Zulu umd Ludzana Regt., advancing .50
88-017 Zulu umGhamakhosi Regt., advancing .50
88-018 Zulu uMbonambi Regt., advancing .50
88-020 Induna, signaling (2 cavalry, 5 infantry) .50
88-021 Mounted Zulu .50
88-022 9th Highlander in trews .50
88-023 Naval Mounted Police .50
88-025 Mounted Irregulars .50
88-026 Dismounted British Cavalry .50
88-031 British Infantry - Post 1897 .50
88-032 British Cavalry - Post 1897 .50
88-033 Dismounted British Cavalry .50
88-034 Command Group .50
88-035 British Artillery Crew .50

23
RAL PARTHA

88-036 Boers advancing on foot .................. 5.00
88-037 Boers firing on foot .................... 5.00
88-038 Mounted Boers ......................... 5.00
88-039 Boer Artillery Crew and Mounted Officer .......... 5.00

NORTHWEST FRONTIER

88-101 Indian Infantry, advancing ................... 5.00
88-102 Indian Infantry, firing ...................... 5.00
88-103 Indian Command Group (1 mtd., 6 foot) ............ 5.00
88-104 Bengal Lancer ................... 5.00
88-105 Indian Artillery Crew ...................... 5.00
88-106 Screw Gun (2) ...................... 5.00
88-107 Artillery Pack Mules (6) .................... 5.00
88-108 Highlander, advancing ....................... 5.00
88-109 Highlander, Command Group (1 mtd., 6 foot) ....... 5.00
88-110 Gurkhas ..................... 5.00
88-111 Pathan firing jezail ...................... 5.00
88-112 Pathan firing rifle ...................... 5.00
88-113 Pathan advancing with rifle .......... 5.00
88-114 Pathan advancing with melee weapons (left foot) . 5.00
88-115 Pathan advancing with melee weapons (right foot) 5.00
88-116 Pathan Chieftains (1 mtd., 6 foot) ............... 5.00
88-117 Mounted Tribesmen ......................... 5.00
88-119 Dismounted Bengal Lancer ................... 5.00

THE SUDAN CAMPAIGN

88-201 Egyptian Infantry in summer uniform .............. 5.00
88-202 Egyptian Infantry, early Sudan Campaign uniform .... 5.00
88-203 Sudanese Infantry, blue jersey .................. 5.00
88-204 Bashfi Bazouk Infantry ...................... 5.00
88-205 Egyptian Command ......................... 5.00
88-206 Egyptian Artilleryman ....................... 5.00
88-207 Gordon's Sudanese ......................... 5.00
88-208 Egyptian Cavalry ......................... 5.00
88-209 Bashfi Bazouk Cavalry ...................... 5.00
88-210 Egyptian Cuirassier Corps .................. 5.00
88-211 Egyptian Camel Corps ..................... 5.00
88-212 Egyptian Camel Corps, dismounted .............. 5.00
88-213 Ansars with swords and spears .................. 5.00
88-214 Ansars with rifles ......................... 5.00
88-215 Ansar Command ......................... 5.00
88-216 Beja Tribesmen ......................... 5.00

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 figurines!

96-001 Wolfriders I (8) .................. 9.00
96-002 Journey to Sorrow's End (9) .... 9.00
96-003 Personajes (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

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) .............. 8.00
98-002 Adventurers (8) .................. 8.00
98-004 Goblins (8) .................. 8.00
98-006 Dungeon Party (8) .................. 8.00
98-008 Skeleton Warriors (6) .............. 8.00
98-009 Witch's Lair (8) .................. 8.00
98-011 Monsters II (6) .................. 8.00
M.I.A.'s

13-100 WAR EAGLE
See complete 13 Line Listing on page 15.

20-822 DEMOLISHER TANK

Complete BATTLETECH listing begins on page 15.

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

<table>
<thead>
<tr>
<th>Item Code</th>
<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>98-012</td>
<td>Dungeon Party II (8)</td>
<td>8.00</td>
</tr>
<tr>
<td>98-013</td>
<td>Female Adventures (8)</td>
<td>8.00</td>
</tr>
<tr>
<td>98-014</td>
<td>Berserkers (8)</td>
<td>8.00</td>
</tr>
<tr>
<td>FTP1</td>
<td>Fighter with hammer and buckler</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP2</td>
<td>Unarmoured Fighter with sword and bow</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP3</td>
<td>Fighter in plate armour</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP4</td>
<td>Barbarian Fighter with two-handed sword</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP5</td>
<td>Fighter in full helm with crest</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP6</td>
<td>Eastern Fighter with scimitar</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP7</td>
<td>The Cimmerian</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP8</td>
<td>Death Knight</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP9</td>
<td>Skylor, Ranger</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP21</td>
<td>Paladin with mace</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP22</td>
<td>Paladin with hand axe</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP23</td>
<td>Paladin with full pack gear</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP24</td>
<td>Royal Paladin</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP25</td>
<td>Paladin on Quest</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP26</td>
<td>Chevalier Paladin</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP30</td>
<td>Female Fighter with pack and sword</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP31</td>
<td>Female Fighter in plate armour</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP32</td>
<td>Female Barbarian with sword and shield</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP33</td>
<td>Lila the Swift with scimitar</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP40</td>
<td>Dragon Knight of Chaos in plate armour</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP41</td>
<td>Champion of Chaos</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP42</td>
<td>Female Chaos Warrior with sword, shield and bow</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP43</td>
<td>Captain of Chaos</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP44</td>
<td>Chaotic Adventurer with sword and gauntlet knife</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP45</td>
<td>Drok, Death Knight</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP46</td>
<td>Termanant, Keeper Of Chaos</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP47</td>
<td>Extor, Chaotic Hero</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP50</td>
<td>Adventurer with breast-plate and sword</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP51</td>
<td>Cloaked Adventurer</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP52</td>
<td>Adventurer in chainmail</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP54</td>
<td>Adventurer in leather armour</td>
<td>1.25</td>
</tr>
<tr>
<td>FTP55</td>
<td>Tukh The Well</td>
<td>1.25</td>
</tr>
</tbody>
</table>

**Boxed Sets**

<table>
<thead>
<tr>
<th>Item Code</th>
<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>FTP300</td>
<td>Defenders of the Law (10)</td>
<td>9.00</td>
</tr>
<tr>
<td>FTP301</td>
<td>The Chaotic Barbarian (10)</td>
<td>9.00</td>
</tr>
<tr>
<td>FTP302</td>
<td>Warriors of the World (10)</td>
<td>9.00</td>
</tr>
</tbody>
</table>

**Weird Fantasy**

<table>
<thead>
<tr>
<th>Item Code</th>
<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>WF1</td>
<td>&quot;Kindly&quot; Old Wizard</td>
<td>1.25</td>
</tr>
<tr>
<td>WF2</td>
<td>Aerial Servant</td>
<td>1.25</td>
</tr>
<tr>
<td>WF3</td>
<td>The Complete Adventurer</td>
<td>1.25</td>
</tr>
<tr>
<td>WF4</td>
<td>Spaced-Out Druid</td>
<td>1.25</td>
</tr>
<tr>
<td>WF5</td>
<td>Dwarf with Incompleteness</td>
<td>1.25</td>
</tr>
<tr>
<td>WF6</td>
<td>The Grateful Undead</td>
<td>4.90</td>
</tr>
<tr>
<td>WF7</td>
<td>Sorrowful Night Fighter</td>
<td>1.25</td>
</tr>
<tr>
<td>WF11</td>
<td>The Dwarf With No Name (Western Tribe)</td>
<td>1.25</td>
</tr>
</tbody>
</table>

**Gray Death Legion**

<table>
<thead>
<tr>
<th>Item Code</th>
<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>20-843</td>
<td>Marauder</td>
<td></td>
</tr>
<tr>
<td>20-836</td>
<td>Shadow Hawk</td>
<td></td>
</tr>
<tr>
<td>20-837</td>
<td>Wolverine</td>
<td></td>
</tr>
<tr>
<td>20-838</td>
<td>Stinger</td>
<td></td>
</tr>
<tr>
<td>20-839</td>
<td>Medium Lance</td>
<td></td>
</tr>
<tr>
<td>20-840</td>
<td>Warhammer</td>
<td></td>
</tr>
<tr>
<td>20-833</td>
<td>Phoenix Hawk</td>
<td></td>
</tr>
<tr>
<td>20-831</td>
<td>Archer</td>
<td></td>
</tr>
</tbody>
</table>

**Fire Lance**

<table>
<thead>
<tr>
<th>Item Code</th>
<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>20-841</td>
<td>Phoenix Hawk</td>
<td></td>
</tr>
<tr>
<td>20-832</td>
<td>Weep</td>
<td></td>
</tr>
<tr>
<td>20-835</td>
<td>Griffin</td>
<td></td>
</tr>
<tr>
<td>20-833</td>
<td>Shadow Hawk</td>
<td></td>
</tr>
<tr>
<td>20-831</td>
<td>Stinger</td>
<td></td>
</tr>
</tbody>
</table>

**Black Widow**

<table>
<thead>
<tr>
<th>Item Code</th>
<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>20-843</td>
<td>Marauder</td>
<td></td>
</tr>
<tr>
<td>20-836</td>
<td>Shadow Hawk</td>
<td></td>
</tr>
<tr>
<td>20-837</td>
<td>Wolverine</td>
<td></td>
</tr>
<tr>
<td>20-838</td>
<td>Stinger</td>
<td></td>
</tr>
<tr>
<td>20-839</td>
<td>Medium Lance</td>
<td></td>
</tr>
<tr>
<td>20-840</td>
<td>Warhammer</td>
<td></td>
</tr>
<tr>
<td>20-833</td>
<td>Phoenix Hawk</td>
<td></td>
</tr>
<tr>
<td>20-841</td>
<td>Phoenix Hawk</td>
<td></td>
</tr>
<tr>
<td>20-832</td>
<td>Weep</td>
<td></td>
</tr>
<tr>
<td>20-831</td>
<td>Stinger</td>
<td></td>
</tr>
</tbody>
</table>

**Cranston Snord's Irregulars**

<table>
<thead>
<tr>
<th>Item Code</th>
<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>20-843</td>
<td>Archer</td>
<td></td>
</tr>
<tr>
<td>20-840</td>
<td>Warhammer</td>
<td></td>
</tr>
<tr>
<td>20-839</td>
<td>Thunderbolt</td>
<td></td>
</tr>
<tr>
<td>20-837</td>
<td>Wolverine</td>
<td></td>
</tr>
<tr>
<td>20-841</td>
<td>Phoenix Hawk</td>
<td></td>
</tr>
<tr>
<td>20-833</td>
<td>Shadow Hawk</td>
<td></td>
</tr>
<tr>
<td>20-834</td>
<td>Crusader</td>
<td></td>
</tr>
<tr>
<td>20-835</td>
<td>Griffin</td>
<td></td>
</tr>
<tr>
<td>20-833</td>
<td>Phoenix Hawk</td>
<td></td>
</tr>
<tr>
<td>20-832</td>
<td>Weep</td>
<td></td>
</tr>
<tr>
<td>20-831</td>
<td>Stinger</td>
<td></td>
</tr>
</tbody>
</table>

These Battletech™ unit organizations are taken from modules of the same name with the permission of FASA Corp.
From the Chronicles of Romani the Wanderer.

Annsansar the trader was the first of the Bendon Elves to perceive the danger. His caravans reported increased unrest among the always-hostile orcs in the neighboring hills. Raids were more frequent, as if the orcs had some bold new leader — yet captured raiders reported their chief still to be Korg.

Annsansar felt something was amiss. The trader brought his fears before the Council. The elder elves dismissed his concerns in their pride. The princeling Danlas Highbrok spoke to support Annsansar, however: he reported tales of a tall stranger in the camps of the orcs and warned that war would come to the forest if the orcs were not exterminated. The Lords of Bendon chided him for his anxiety and dubbed him "Grimrede" in jest.

It came to pass that the grim counsel of Danlas was good counsel. Shortly after the solstice, war riders were encountered in the woods — harbingers of woe to come.

The Destruction of Bendon Woods recreates the battle which shattered the power of the Lords of Bendon. It is notable in the Chronicles of the Chaos Wars as it was the first full fledged battle involving Gevrion, the Champion of Chaos. Here, too, was seen the first of the dimension-roving mercenary bands known as the Free Companies.

"The battlefield, except for the indicated clearings and water features, is considered to be wooded. The woods have the following effects:

Low light conditions: orcs operate without morale minus.

Archery range reduction: Chaos 6

Elves 8

Each 1\" of woods thus counts as 2\" of range for firing into woods. Archery fire may not be directed against aerial units except in clearings.

The clearings have light, so any orc unit at least partially in a clearing suffers daylight penalties.

Ten "Heart-Trees" are indicated. These are the receptacles of evem magic and centers of evem religion. The Great Tree is the heart-tree of the community as a whole. The Chaos forces must destroy the trees to break elvish power in the are.

The Great Tree is worth 10 points. Each heart-tree is worth at least 1 point. The elf player(s) secretly assigns point values to each heart-tree from a pool of 25 points. Each tree must have no less than one point and no more than 3 points assigned to it.

The Chaos player may destroy a tree and gain its victory point if he can attack it during the melee phase with an un molested unit or individual. The destruction of the tree is uncontested if no elf unit is in contact with the tree or the unit attempting the tree's destruction.

Here are the actual Ral Partha figures used to represent the characters in this Battle Scenario.

KORG and BUNG
01-114 The Black Prince's Orc Guard (2) ..................... 2.50

STARDRIM
01-307 Stardrime, the Drow Elf Lord, mounted and on foot .......... 3.50

WEG the orc
11-30 Half Orcs (4) ........................................ 4.50

SLASHER
01-097 Grendel ........................................... 2.50

KRUM
01-052 Hill Giant ........................................... 4.50

WAR MACHINE
02-078 The War Machine ..................................... 20.00

GEVRIORION, the Chaos general
01-125 Champion of Chaos, mounted and on foot ................. 4.00

ORC FOOT KNIGHTS
02-072 Orc swordsmen (6) .................................. 4.50

ORC FOOT PEASANTS
02-065 Orc Melee Troops (6) ................................ 4.50

ORC ARCHERS
02-050 Goblin-Imp skirmishers (6) ... 4.50

MOUNTED ORCS
02-093 Wolf Riders (4) ..................................... 4.50

BENDON ELF KNIGHTS
02-208 Sea Elf with sword ................. 1.25

BENDON ELF ARCHERS
02-201 Wood Elf with bow ................. 1.25

02-014 High Elf, firing bow (6) ............... 4.50

02-003 Wood Elf, firing bow (6) ............... 4.50

AERIAL KNIGHTS
01-107 Briarose Knight, mounted on bumblebee and on foot ..... 4.50

DWYNDOLIN
02-311 Dwyndolin, the Sylvan Elf Warrior, mounted and on foot .... 3.50

ARTLYN
01-308 Artlyn, the Sylvan Elf Thief, mounted and on foot .... 3.50

DANLAS HIGHBROW
02-211 High Elf with sword ................. 1.25

FEALOR
01-310 Fealer, the Grey Elf Warrior, mounted and on foot .... 3.50

LEOREL
01-312 Ardriel, in three guises ................. 3.50

ELF CHARIOT
02-010 The Elf Chariot ................................. 10.00

UNICORN
02-099 Unicorn ........................................ 2.50

Elves set up below white line; chariots and Dwyndolin must be set up in the Great Tree clearing; Briarose Knights must be set up in a clearing and they may not be airborne at the start of the game.

INDIVIDUAL AND UNIT STATISTICS FOR THIS SCENARIO ARE LOCATED ON PGS. 6 & 7 INSIDE
THE CHAOS WARS HAVE BROKEN OUT.

LORD RAL SAYS: "Comrades! Don't forget to thank your local hobby dealer for having the good sense to make all this stuff available to you!"

...A story that begins with a quest for knowledge, and culminates in a terrible quest for power; a story of magic woven, warped, and crossed in epic confrontation; a story of entire dimensions colliding and conflicting! This is the story of the Chaos Wars -- the story behind Ral Partha's new approach to fantasy gaming.

If you look at the face of our boxed figure, 10-412 Ral, Lord of the Balrog -- really look at it -- what do you see? There is glittering intelligence mixed with raw, red animal fury etched into every line of that expression. Yes, here is a creature that inspires mind-bending fear; but here also is a creature which you cannot help but admire for its complexity. This creature is at the very heart of the Chaos Wars story. Ral, Lord of the Balrog is teeming from his extradimensional citadel by the lure of an ancient and magical artifact: the long-lost Chalice of Lentager! An artifact reputed to be as magical and as powerful as the Balrog itself. For Ral, Lord of the Balrog, it is an irresistible lure, the lure of total power, for if he could just lay hands on the Chalice -- if the Chalice's incomprehensible sort of power should prove to be compatible with his own -- the whole of reality the Universe wide might be his to control! At least, so say the legends... And the Grandmaster of the Chemonite monks, Thranam, knows the legends to be true.

Thranam's intervention when Ral tries to snatch the Chalice of Lentager unloads forces which neither one of them can comprehend or control. The Chalice is lost to both of them, and a rift between times and dimensions is created. It will grow wider in unpredictable ways, until the whole world is in danger of being swept into a maelstrom of chaos where normal physical and magical laws would be absolutely irrelevant! It's a situation that would suit the Balrog Lord very well, if he could control it. It's a situation the lords of law and good, with a greater stake in reality as we know it, would do anything to avoid! This conflict forms the central theme of the Chaos Wars.

What we really have in the Chaos Wars is a terrific new concept that has its roots in sword-and-sorcery gaming, but has applications which can reach far beyond that. Think about it: any object, any person, even whole armies can be whisked without warning into the unpredictable interdimensional rift, to be deposited anywhere! The possibilities for campaigns, encounters and conflict between the eternal forces of good and evil are literally limitless. Which do you admire - knowledge, learning, light? Or is it chaos, pillage, mayhem, humanity in the crucible? Either way, prepare to defend your way of life against an onslaught of incredible diversity. There's nothing for it but to call your legions to your side and be ready to slug it out when surprises drop in from between the dimensions. Characters you had thought were long dead... perhaps a few tech-mercenaries from the far future... how about a couple of cohorts of Caesar's legions to liven up the party?

Magical power flies thick and fast as Ral, Lord of the Balrog tries to seize the Chalice of Lentager!

Here are some character stats for one of the figures from our new 10-414 Warlords boxed set. The set contains many more characters, and we've included stats like these for all of them!

HELITUS HENTOMASTUS

Helitus is one of the foremost warlords among the forces of light. He is said to be the son of Sucellos, the Sun God, and a mortal -- and is thus known as the Son of the Sun. The parentage gives him remarkable recuperative powers and an ability to generate a glow around himself equivalent to full sunlight.

WHERE ENCOUNTERED: Wherever evil shadows the land.
NUMBER ENCOUNTERED: 1 (unique)
HIT POINTS: 15
ARMOR: +3 chainmail
WEAPONS: Great Sword (2d6+3)
ATTACK CHANCE: 85% with sword; 80% with other weapons.

GREATNESS: 26. Helitus may be healed with magic light spells as well as with normal healing spells, and he automatically regenerates 3 hit points at sunrise.
NEW RELEASES

JANUARY

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Retail Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-14</td>
<td>Black Prince's Orc Guard</td>
<td>2.50</td>
</tr>
<tr>
<td>01-15</td>
<td>Black Prince's Elite Guardian</td>
<td>2.50</td>
</tr>
<tr>
<td>20-831</td>
<td>STG-3c Stinger</td>
<td>2.50</td>
</tr>
<tr>
<td>20-802</td>
<td>WPA-1 Apache</td>
<td>2.50</td>
</tr>
<tr>
<td>21-96</td>
<td>Grandfather's Band</td>
<td>4.50</td>
</tr>
<tr>
<td>20-07</td>
<td>Samurai Night Fever</td>
<td>1.25</td>
</tr>
<tr>
<td>02-940</td>
<td>Skeleton Giant</td>
<td>4.50</td>
</tr>
<tr>
<td>02-941</td>
<td>Chaotic War Dragon &amp; Rider</td>
<td>7.00</td>
</tr>
<tr>
<td>02-942</td>
<td>Barbarian (3)</td>
<td>3.50</td>
</tr>
<tr>
<td>02-943</td>
<td>Armored Ogre</td>
<td>3.00</td>
</tr>
</tbody>
</table>

FEBRUARY

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Retail Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-414</td>
<td>Wardrobes Box</td>
<td>9.00</td>
</tr>
<tr>
<td>20-833</td>
<td>FBX-1 Phoenix Hawk</td>
<td>3.00</td>
</tr>
<tr>
<td>20-834</td>
<td>CRD-3 Crusader</td>
<td>3.00</td>
</tr>
<tr>
<td>01-143</td>
<td>Malayan Spearman</td>
<td>2.50</td>
</tr>
<tr>
<td>01-144</td>
<td>Black Prince's Guard Calvani</td>
<td>2.50</td>
</tr>
<tr>
<td>01-145</td>
<td>Black Prince's Champion</td>
<td>1.25</td>
</tr>
<tr>
<td>01-146</td>
<td>Forest Dragon</td>
<td>8.00</td>
</tr>
<tr>
<td>02-331</td>
<td>Master Thief</td>
<td>1.25</td>
</tr>
<tr>
<td>02-332</td>
<td>Brigand Thief</td>
<td>1.25</td>
</tr>
<tr>
<td>02-333</td>
<td>Acrobat Thief</td>
<td>1.25</td>
</tr>
<tr>
<td>02-334</td>
<td>Cloaked Assassin</td>
<td>1.25</td>
</tr>
<tr>
<td>02-335</td>
<td>Ninja Assassin</td>
<td>1.25</td>
</tr>
<tr>
<td>02-331</td>
<td>Wizard with Staff</td>
<td>1.25</td>
</tr>
<tr>
<td>02-332</td>
<td>Adventurer Wizard</td>
<td>1.25</td>
</tr>
<tr>
<td>02-333</td>
<td>Illusionist</td>
<td>1.25</td>
</tr>
<tr>
<td>02-334</td>
<td>Evil Wizard</td>
<td>1.25</td>
</tr>
<tr>
<td>02-355</td>
<td>Fighter-Mage with RuneCard</td>
<td>1.25</td>
</tr>
</tbody>
</table>

MARCH

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Retail Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>10-210</td>
<td>Guardian Dragon (boxed)</td>
<td>8.00</td>
</tr>
<tr>
<td>20-842</td>
<td>ARC-2 Archon</td>
<td>3.00</td>
</tr>
<tr>
<td>20-844</td>
<td>LCV-2 Local</td>
<td>3.00</td>
</tr>
<tr>
<td>02-040</td>
<td>Skeleton Command Group</td>
<td>4.50</td>
</tr>
<tr>
<td>02-041</td>
<td>Mounted Skeleton Knight</td>
<td>4.50</td>
</tr>
<tr>
<td>02-042</td>
<td>Skeleton Knights</td>
<td>4.50</td>
</tr>
<tr>
<td>02-043</td>
<td>Skeleton Archers</td>
<td>4.50</td>
</tr>
<tr>
<td>02-044</td>
<td>Assorted Skeleton Meets</td>
<td>4.50</td>
</tr>
</tbody>
</table>

RUNQUEST™

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Retail Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>18-001</td>
<td>Shamans</td>
<td>3.50</td>
</tr>
<tr>
<td>18-002</td>
<td>Broo</td>
<td>3.50</td>
</tr>
<tr>
<td>18-003</td>
<td>Fuchan</td>
<td>2.50</td>
</tr>
<tr>
<td>18-004</td>
<td>Spirits &amp; Ghosts</td>
<td>3.50</td>
</tr>
<tr>
<td>18-005</td>
<td>Headhunter</td>
<td>4.00</td>
</tr>
<tr>
<td>18-006</td>
<td>Lunar Troopers</td>
<td>3.50</td>
</tr>
<tr>
<td>18-007</td>
<td>Wyren</td>
<td>4.00</td>
</tr>
<tr>
<td>18-008</td>
<td>Qnacht Cultists</td>
<td>3.50</td>
</tr>
<tr>
<td>18-730</td>
<td>Paint Kit</td>
<td>10.95</td>
</tr>
</tbody>
</table>

APRIL

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Retail Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>10-415</td>
<td>Skeleton Litter</td>
<td>15.00*</td>
</tr>
<tr>
<td>20-835</td>
<td>GRP-1 Griffin</td>
<td>3.00</td>
</tr>
<tr>
<td>20-836</td>
<td>SHH-2 Shadow Hawk</td>
<td>3.00</td>
</tr>
<tr>
<td>10-211</td>
<td>Silver Dragon (boxed)</td>
<td>8.00</td>
</tr>
<tr>
<td>01-328</td>
<td>Three</td>
<td>3.50</td>
</tr>
<tr>
<td>01-329</td>
<td>Stage</td>
<td>3.50</td>
</tr>
<tr>
<td>01-330</td>
<td>Character</td>
<td>3.50</td>
</tr>
<tr>
<td>01-331</td>
<td>Character</td>
<td>3.50</td>
</tr>
</tbody>
</table>

MAY

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Retail Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>02-944</td>
<td>Dragonmen</td>
<td>4.00</td>
</tr>
<tr>
<td>02-945</td>
<td>Saberthor</td>
<td>2.00</td>
</tr>
<tr>
<td>02-946</td>
<td>Champions</td>
<td>3.50</td>
</tr>
<tr>
<td>02-947</td>
<td>Hero on Warhorse</td>
<td>3.00</td>
</tr>
<tr>
<td>20-837</td>
<td>WRH-6L Wolverine</td>
<td>3.00</td>
</tr>
<tr>
<td>20-838</td>
<td>BLR-1G Battlemaster</td>
<td>3.00</td>
</tr>
<tr>
<td>02-095</td>
<td>Winged Demonoid</td>
<td>4.50</td>
</tr>
<tr>
<td>02-096</td>
<td>Centaur Slavemasters</td>
<td>4.50</td>
</tr>
<tr>
<td>02-101</td>
<td>Lizard Riders</td>
<td>4.50</td>
</tr>
<tr>
<td>02-102</td>
<td>Hexapod Riders</td>
<td>4.50</td>
</tr>
<tr>
<td>02-406</td>
<td>Armored Minotaur</td>
<td>2.00</td>
</tr>
</tbody>
</table>

* Denotes new release included in the Chaos Wars program.

PARtha paints

In this column, we intend to give you hints and tips for different and interesting ways to use various colors of Partha paints. These are different ways the aficionados here at Partha have used them, certainly not the only ways they could be used, and we would be interested in hearing about any new and different color schemes and combinations you might have discovered yourself.

Partha's 77-711 Dun is a mustard yellow color, excellent for, among other things, portraying fresh-out-planking on ships, siege equipment, or weapon shafts. If you want to add the effect of wood grain, or aging, you might streak in a little 77-713 Red Brown, or perhaps 77-707 Grey, or both. Other uses for 77-711 Dun might include portraying unfinished or untanned leather, desert sand (for use on armor, etc.), Confederate "Butternut" color... Mixing one part 77-711 Dun with two parts 77-705 Flesh gives you an excellent color for highlighting Eastern flesh tones, too.

Our energetic friend Chuck often uses this color for his fast paint jobs. To answer his critics' barbs, he replies that yes, indeed, his figures are Dun!

77-711 Dun is also useful in the complex colorings of several kinds of horses. A dun obviously has a body primarily of that color; simply dry-brush in some 77-714 Dark Brown in the areas primarily around the legs, and add 77-708 Black or 77-714 Dark Brown (or both) to the mane and tail. Dry-brushing in some 77-713 Red Brown and applying it to the mane and tail will give you a red dun horse; adding some 77-715 Ivory instead of the Red Brown will produce a good body color for a palomino, and then you paint the mane and tail 77-706 White. A Dun base coat with more 77-714 Dark Brown dry-brushed in will make a good buckskin color scheme, different from the red dun primarily in the black mane and tail which you should give it using 77-708 Black.

The American Quarter Horse Association publishes a handy guide to the coloration of quarter horses, and this is a good starting point for painting nearly all horses. There may be a nominal charge for this book; for information, here's the address:

The American Quarter Horse Association
P.O. Box 200
Amarillo, Texas 79106
(806)376-4811

Some encyclopedia research is always good for finding color schemes for rarer or more ancient breeds.

MAKING TREES THE EASY WAY

by John Laing

Quick and easy methods for making a large number of trees for use in tabletop wargaming.

For this you will need the following: 1. A good fairly heavy pair of wire cutters. 2. A supply of modeller's fibre from your local hobby shop. 3. Bases about the size of poker chips. 4. Some putty that sets in a few hours (epoxy, wood filler, car body etc). 5. A length of stranded wire rope with a plastic coating (jacket). Allow 3" (75 mm.) for each tree you intend to make. An excellent type is plastic coated clothes-line wire. This has about 5 strands of soft wire which is ideal for our purpose, along with an easily removable jacket. 6. A sharp modelling knife or the kind of tool designed to strip the insulation from coated wire. 7. Glue of just about any kind. White, rubber, model airplane cement, or contact cement are all acceptable.

First, take your cutters and cut the stranded wire into 3" (75 mm) lengths. Next, cut away the plastic jacket from each end of the length, leaving the wire strands at each end. The best type of wire rope has about 5 strands of fairly soft wire within the jacket. Spread the wires out at both ends. The longer ends should be spread irregularly and out at odd angles. The shorter ends should be spread and bent back as flat (90°) from the axis of the wire as possible.

Now imbed the short flat end in the putty and affix this end on your basing material. Make sure your putty does not react with your base material or your base might warp giving you wobbly trees. This happens when the solvent in the putty attacks the base material, for example wood putty and styrene plastic. A way to get around this is by applying small amounts of putty at a time. Two-part epoxy putty is excellent as it is very adhesive and does not shrink. Let the putty harden.

Once your "tree trunks" are set on the bases you should paint them. The quickest way to do this is by buying a can of spray paint in brown or black. Be careful of fumes and make sure that only your models get sprayed. You can use your model paints if you wish. Let the paint dry.

Now take your glue, and tufts of the lichen and glue the lichen along the spreading "upper branches" of your tree. When the glue dries you should have a forest of passable trees, stable, light and durable. You can now use those deep, dark, and mysterious forests you've dreamed about.

53-902 Samurai Bushi In our line of Bushido Miniatures includes three Samurai Bushi figures and a sprue of six different crests to stick on the front of their helmets. Well, as sculptor Bob Charette points out, by trimming these crests in different ways, it is possible to create an even bigger variety of historically authentic Japanese crests - the diagram at left shows you how.