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01-132 The Chaotic Ones

* These Statistics Are For Use With The Acclaimed "Rules According To Ral For Fantasy Battles" (99-001).
March 1988

Designers
Bob Charrette
Julie Guthrie
Don Meier
Dennis Mine
Chuck Pearson

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Ral Partha boxed sets are great gift items . . . to give and receive!
BE PREPARED
(a complete dissertation on the preparation of Ral Partha Miniatures)
By our master figure cleaner and innovator of the Atomic Clean method.
“I’m sorry. I tried and tried, but couldn’t verbalize myself. You don’t know how hard I tried — — — I’m sorry.”

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

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

What glue is best for metal figures?
We recommend that you use a super glue with filler, a five minute epoxy, or Duro cement on your metal figures.

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

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

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

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

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

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

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

(For painting tips turn to page 16)
RAL PARTHA

Personalities

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

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

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SOME FIGURES MAY REQUIRE ASSEMBLY.
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Although some catalog figures pictured painted with Partha Paints, Ral Partha Figures are sold as unfinished casting.

"Give your figures the finish they deserve.”
Partha Paints
PAINTED FIGURES GET EXTRA MILEAGE....

(Out of cold storage and into hot competition)

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

**HOW DO I KNOW WHICH TYPE OF PAINT TO BUY?**

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

**CAN I MIX SOLVENT AND WATER BASED PAINT?**

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

**WHAT COLORS DO I NEED TO START?**

We recommend that you start with the following Partha Paints: Dark Blue (77-721), Red (77-715), Yellow (77-716), White (77-709), Shamrock Green (77-709), Black (77-708), Flesh (77-703) and Gold (77-701).

**SHOULD I BUY QUALITY BRUSHES?**

We think it pays to make sure your brushes are good. We also recommend pure Red Sable brushes.

**HOW DO I TAKE CARE OF MY BRUSHES?**

Remember: two points when painting. Dip only the point of the brush in the paint. If you saturate the brush with paint, the bristles will clump together. After each painting session wash your brushes by running some warm tap water over them. Next, take some soap and shape the point of the brush. Better brushes come with a plastic cover for the top of the brush. Use the cover before storing it to prevent bending or breaking.

**SHOULD I PRIME A FIGURE?**

Yes. The primer will provide a bonding surface for your paints. A light color primer makes the best base because it will intensify bright colors such as yellow or red. It also makes an excellent base for washes (thinned paints). We recommend the Spray White Primer (71-725) available from Partha Paints. On large, detailed pieces some painters use a black primer or base coat which is covered with a series of dry-brush coats of paint ranging from medium to light.

**WHAT S THE BEST WAY TO DO BASIC PAINTING?**

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

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

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

13-002  13-003  13-017

13-020  13-033  13-039

18-001  18-002  18-003

18-004  18-005

20-001  20-002  20-003  20-004  20-005  20-006  20-007  20-008  20-009

20-110  20-111  20-112

20-010  20-011  20-012

20-041  20-042  20-043  20-044  20-045
Children of the Night

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18-002 Broo (3) 3.50
18-003 Fuchin 2.50
18-004 Spirits & Ghosts (3) 3.50
18-005 Headhunter 4.00
18-006 Lunar Troopers (3) 3.50
18-007 Wyrm 4.00
18-008 Oni/Katana Cuirass (3) 3.50

20th Century Plus

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

20's AND 30's ADVENTURERS
20-101 Adventurer 1.25
20-102 Adventuress 1.25
20-103 Aviator 1.25
20-104 Private Investigator 1.25
20-105 Detective 1.25
20-106 C-Man 1.25
20-107 Ace Reporter 1.25
20-108 Gang Boss 1.25
20-109 Mob Boss 1.25
20-110 Professor 1.25
20-111 Gangsters (3) 3.50
20-112 Police (3) 3.50

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

(Painted Figures Get Extra Mileage cont.)

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

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

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

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

WHAT COLORS SHOULD I USE?
Observe the world around you. Use contrasts and complementary colors to the best advantage. Many books contain color illustrations which can be used as guides. For can be colored Black (77-708) and dry-brushed Grey (77-707), or colored brown and dry-brushed Dun (77-111), or colored Grey (77-707) and dry-brushed Ivory (77-716). Steel can be colored Black (77-708) or Steel (77-704) and dry-brushed with Silver (77-704).

HOW CAN I PROTECT THE PAINTED FINISH ON MY FIGURES?
Look them away in a vault. However, if you are not a collector, you can protect your figures by using them to other surfaces. Most people use a clear coat over the figures, such as Future (77-209). A clear coat is used to protect the figure from dust and scratches. The figure does not show metallic glow or cause flash tones to glister with polish. Try a light dusting on your next painted figure.

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

See Partha Paint Listing on Page 27.
### BATTLETECH BOXED SETS

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<td>CSK-V12 Cornet</td>
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<td>20-710</td>
<td>SL-25 Samurai</td>
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### MECHS

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<td>Striker Armored Car</td>
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<td>Pegasus Lt. Hover</td>
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### BATTLETECH MECHWARIORS

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<td>20-923</td>
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Set 25-500 contains: 84 battle hardened infantry, 8 heavy shock cavalry, one of the Black Prince’s personal armoured Batrogs, and the great Black Prince himself.

Set 25-501 contains: Leonaran’s Golden Horde of 72 unblemished foot warriors, 12 stalwart knights, Törik the guardian Minotaur, and Leonaran mounted on Goldancer.
RAL PARTHA

Army Core Packs
25-036 Macedonian .................. 50.00
25-127 Japanese (1506 AD to 1542 AD) .......... 40.00
25-134 Anglo Norman (1072 AD to 1181 AD) .......... 36.00
25-500 Black Prince's Chotic Army .................. 100.00
25-501 Leonarian's Golden Horde ................. 100.00

FIEND FACTORY
31-001 Lord of Darkness ........ 1.75
31-002 Weath Rider on Winged Mount (3 pcs.) .... 5.60
31-003 Ghost .................. 1.25
31-004 Ghoul ................. 1.25
31-005 Minotaur .............. 1.75
31-006 Werewolf ............. 1.25

FANTASY SPECIALS
32-001 Necromancer with Female Sacrifice on altar . 4.99
32-003 Robin Hood ........... 1.25
32-004 Sondheim .............. 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

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

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

34-011 Orc Bodyguard with battleaxe ........ 1.25
34-012 Grug Noulbreath, Orc Champion (2 pcs.) .... 1.75
34-013 Orc Bodyguard with Mace of Thunder and Shield .......... 1.25
34-014 Orc Berserker with Two Swords .......... 1.25
34-015 Sly Half Orc ........... 1.25
34-016 Sty by Synister High Chiefman with Runic Scimitar ........ 1.25
34-017 Dace - Orc Loed ........ 1.25
34-018 Orc Hero with Mace of Souls .......... 1.25
### RAL PARTHA

#### 1200 A.D.

| 42-080 | Norman Command
| 42-081 | Frankish Command
| 42-082 | Norman Heavy Infantry
| 42-083 | Italian Heavy Infantry
| 42-084 | Norman Light Archers
| 42-085 | Heavy Crossbowmen
| 42-086 | Marrakech/Syrian
| 42-115 | Norman Knight, on charging horse
| 42-090 | Early Norman Knight with mace, on horse
| 42-091 | Anglo/Norman Knight with lance, on horse
| 42-082 | Mounted Sergeant with lance, on horse
| 42-083 | Knight Templar, on horse
| 42-094 | Knight of St. John, on horse
| 42-095 | Bremen Light Cavalry
| 42-096 | Norman Heavy Cavalry Knight in hauberk, on horse
| 42-097 | Turnipole with lance, on horse
| 42-101 | Viking swinging axe
| 42-102 | Viking, with axe
| 42-103 | Viking, throwing spear
| 42-106 | Viking Archer
| 42-107 | Viking, swinging sword
| 42-108 | Viking, with axe
| 42-111 | Viking, striking with two-handed sword
| 42-114 | Saxo Command Set
| 42-116 | Saxo Heavy Infantry

---

### SAMURAI

| 53-745 | Ninja, with sword
| 53-746 | Ninja, with bow
| 53-747 | Ronin, with sword
| 53-748 | Ronin, with bow
| 53-749 | Ashigaru, Archer
| 53-750 | Ashigaru, with sword
| 53-751 | Ashigaru, with sword and arquebus
| 53-752 | Ashigaru, with gun
| 53-753 | Chugun Auxiliary
| 53-754 | Samur, with spear
| 53-755 | Samur, in armor with spear

---

### THE RULES ACCORDING TO RAL

Also look for 99-001 "Chaos Wars, Rules According to Ral for Fantasy Battles" on page 31.
Give your figures the finish they deserve... Partha Paints!
RAL PARTHA

Bushido

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<td>53-904</td>
<td>Budoka and Yakuza</td>
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<td>Shugenja Magicians</td>
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The Condottieri

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Partha Paint

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Colonials

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RAL PARTHA

88-036 Bees advancing on foot
88-037 Bees firing on foot
88-038 Mounted Bees
88-039 Beo Artillery Crew and Mounted Officer

NORTHWEST FRONTIER

88-101 Indian Infantry, advancing
88-102 Indian Infantry, firing
88-103 Indian Command Group
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88-105 Indian Artillery Crew
88-106 Screw Gun (21"
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88-108 Highlander, advancing
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88-111 Pathan firing jeal
88-112 Pathan firing rifle
88-113 Pathan advancing with rifle
88-114 Pathan advancing with melee weapons (left foot)
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88-116 Pathan Chieftains
88-117 Mounted Tribesmen
88-118 Dismounted Bengal Lancer

THE SUDAN CAMPAIGN

88-201 Egyptian Infantry in summer uniform
88-202 Egyptian Infantry, early Sudan Campaign uniform
88-203 Sudanese Infantry, blue jersey
88-204 Bash Bazook Infantry
88-205 Egyptian Command
88-206 Egyptian Artilleryman
88-207 Gordon's Sudanese
88-208 Egyptian Cavalry
88-209 Bash Bazook Cavalry
88-210 Egyptian Cuirassier Corps
88-211 Egyptian Camel Corps
88-212 Egyptian Camel Corps, dismounted
88-213 Ansars with swords and spears

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### FANTASY ADVENTURERS

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<th>Description</th>
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<tr>
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<td>Wizard with staff</td>
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<td>FA3</td>
<td>Cleric with crossbow and mace</td>
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<td>FA4</td>
<td>Sleek Thief with dagger</td>
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<td>FA5</td>
<td>Druid with mace</td>
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<td>FA6</td>
<td>Bard with sword and lute</td>
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<td>FA7</td>
<td>Monk with staff and bow</td>
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<tr>
<td>FA8</td>
<td>Ranger with sword and bow</td>
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<tr>
<td>FA9</td>
<td>Barbarian with two-handed sword</td>
<td>1.25</td>
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<tr>
<td>FA10</td>
<td>Paladin with sword</td>
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<td>FA11</td>
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<td>FA12</td>
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<td>FA13</td>
<td>Elven Hero with sword</td>
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<td>FA15</td>
<td>Dwarf with two-handed hammer</td>
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<td>FA16</td>
<td>Female Wizard with staff</td>
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<td>Female Cleric with mace</td>
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<td>Evil Cleric</td>
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<td>FTP6</td>
<td>Fighter in full helm with spear</td>
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<td>Eastern Fighter with scimitar</td>
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<td>Female Barbarian with sword and shield</td>
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<td>FTP35</td>
<td>Lilith the Swift with scimitar</td>
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<tr>
<td>FTP40</td>
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<td>FTP41</td>
<td>Champion of Chaos</td>
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<td>FTP43</td>
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<td>Spaced-Out Druid</td>
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<td>WF6</td>
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<td>WF15</td>
<td>Rumblebringer - the Complete Warrior</td>
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These Battletech™ unit organizations are taken from modules of the same name with the permission of FASA Corp.
Chronicles of Romanni The Wanderer

It began innocently, quietly, and as a result of the diligence of a well-intentioned priest, Brother Thaddeus unraveled the hiding place of the long-lost Chalice of Lentagern from certain obscure passages in Zentzak’s Great Book of Thaumaturgy. Destined for gaining the beneficial powers of the artifact, Thaddeus urged his master the powerful healer preeminent High Lord Rodriek, to mount an expedition to recover it. That lord, seeing only good to come of it, agreed.

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

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

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

As it was agreed, it was done. Still, the trip was not without its dangers and expectations. Excited by the challenge of discovery, the Cherronite priests set to their task with a right good will. Unknown to them, then stirred a power intrigued by the Chalice’s reappearance in the world.

Deep within his otherworld, pal. Lord of the Balings sat brooding. Minor demons and air sprites slipped between pillars of chalkstone and lapis lazuli and flitted up the carved stone steps of his throne to whisper in his ear. They brought tales of battles and dark deeds from the mundane world and the dark places underground. One spoke of a battle in the Valley of Cumbrae. And so Pal learned of the gaining of the Chalice. Another spoke of great excitement among the Cherronites and of dwellings of mystical forces around their holy place. And so Pal learned of the Chalice’s whereabouts.

The Lord of the Balings conceived a desire to possess the Chalice of Lentagern and add its power to his own considerable store. He rose from his throne, the flapping whip “Angler” scattering servitors, and spread his wings. Nds mighty pinions beat and carried him up, out of his palace, and into the glittering darkness between the dimensions. As he flew, he sang a Song of Power to call air spirits to guide him to the Abbey of Calatrava.

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

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

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

As Iramion began to weave his spell, Pal sensed the swiftness of magic and discerned the nature of the spell. Thinking it would be a wise move to have the Grandmaster teleport into his arms rather than to the intended destination, the Balings Lord reached out with his magic-warping ability. The energies of demon’s power and priest’s spell began to tangle about each other. Both suddenly whirled into a vortex, a third source of magical energy joined them.

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

Iramion, lying battered and half-conscious against one wall, heard the Lord of the Balings scream with rage and frustration. He saw the demon gaze into the darkness and lash his terrible whip at it. Pal roared again but this time the sound carried what in a lesser being might have been described as a truce of fear. The demon started to turn from the growing blot and vanished in a wild crackle of energy. The Grandmaster stood and gazed into the darkness himself. What he saw there no man knows; but he began his own spells to dispose of it. The blot moved away from Iramion. It passed straight through the ceiling, leaving a hole with edges rimmed with ice. Peering after it, he saw it disperse in the gathering gloom of the approaching night.

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

The Chaos Wars had begun.
CONVERSION OF ROLE PLAYING CHARACTERS

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

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

CHARACTERS FROM "LEVEL" SYSTEMS

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

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

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

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

LEVEL SYSTEM CHARACTER CONVERSION CHART

<table>
<thead>
<tr>
<th>Character</th>
<th>CWType</th>
<th>Armor</th>
</tr>
</thead>
<tbody>
<tr>
<td>fighter</td>
<td>champion</td>
<td>3</td>
</tr>
<tr>
<td>magical</td>
<td>wizard</td>
<td>2</td>
</tr>
<tr>
<td>clerical</td>
<td>priest</td>
<td>3</td>
</tr>
<tr>
<td>other</td>
<td>champion</td>
<td>2</td>
</tr>
</tbody>
</table>

CHARACTERS FROM "SKILL" SYSTEMS

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

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

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

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

SKILL SYSTEM CHARACTER CONVERSION CHART

<table>
<thead>
<tr>
<th>% value of skill</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6 etc.</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-20</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>21-40</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>41-60</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>61-100</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>101-160</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>161-260</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

A NOTE ON MAGIC IN CHAOS WARS

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

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

EXCEPTED FROM 99-001 "RULES ACCORDING TO RAW FOR MINIATURE FANTASY BATTLES" (pg. 31)
Two Extraordinary Chaos Wars Army Packs
Each With Its Own Special Flavor And Modifiers

#25-500

THE BLACK PRINCE'S ARMY
Ratings for Rules According to Rul

<table>
<thead>
<tr>
<th>Armor</th>
<th>Magick</th>
<th>Prowess</th>
<th>Vitality</th>
<th>Move</th>
<th>Fantasy Pts</th>
<th>Troop Pts</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Black Prince Army Commander</td>
<td>4</td>
<td>5</td>
<td>10</td>
<td>5</td>
<td>14</td>
<td>16</td>
</tr>
<tr>
<td>Special: The demon axe counts as a +2 enchanted weapon in the Black Prince's hands. The Black Prince counts as a rank 1 wizard for casting spells.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Armored Balrog</td>
<td>4</td>
<td>5</td>
<td>13</td>
<td>10</td>
<td>10</td>
<td>Costs None*</td>
</tr>
<tr>
<td>*Special: This Balrog was summoned by, and is controlled by the Black Prince. It has all special Demon powers and may not be dispelled as long as the Prince is present. If the Prince is removed, the Balrog is automatically removed.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Troops

<table>
<thead>
<tr>
<th>Type</th>
<th>Unit Size</th>
<th>Armor</th>
<th>Melee Modifiers</th>
<th>Morale Modifiers</th>
<th>Missile Range</th>
<th>Move</th>
<th>Cost of Unit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Black Haflarders**</td>
<td>Mid. Knights</td>
<td>12</td>
<td>3</td>
<td>+3***</td>
<td>0</td>
<td>N/A</td>
<td>6</td>
</tr>
<tr>
<td>Jyllaran Past Heavy Crossbows</td>
<td>Ft. Knights</td>
<td>12</td>
<td>3</td>
<td>+1</td>
<td>0</td>
<td>N/A</td>
<td>6</td>
</tr>
<tr>
<td>Orcs of the Red Guard</td>
<td>Ft. Knight Fanatics</td>
<td>12</td>
<td>3</td>
<td>+2***</td>
<td>0</td>
<td>N/A</td>
<td>5</td>
</tr>
<tr>
<td>Oec Commandos****</td>
<td>Ft. Women</td>
<td>12</td>
<td>2</td>
<td>0</td>
<td>+1</td>
<td>N/A</td>
<td>6</td>
</tr>
<tr>
<td>2 Units of Malchishan Spearmen</td>
<td>Ft. Women</td>
<td>12</td>
<td>2</td>
<td>0</td>
<td>+1</td>
<td>N/A</td>
<td>6</td>
</tr>
<tr>
<td>Black Falmeartian Foot</td>
<td>Ft. Knights</td>
<td>12</td>
<td>3</td>
<td>+2***</td>
<td>0</td>
<td>N/A</td>
<td>6</td>
</tr>
<tr>
<td>Black Falmeartian Cavalry</td>
<td>Mid. Knight</td>
<td>12</td>
<td>6</td>
<td>0</td>
<td>+3***</td>
<td>0</td>
<td>N/A</td>
</tr>
</tbody>
</table>

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

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

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

#25-501

LEONARANS GOLDEN HORDE

<table>
<thead>
<tr>
<th>Armor</th>
<th>Magick</th>
<th>Prowess</th>
<th>Vitality</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leonaran Army Commander — Leonaran may lead any non-chaotic unit.</td>
<td>3</td>
<td>5</td>
<td>10</td>
<td>5</td>
<td>8</td>
</tr>
</tbody>
</table>

Troops

<table>
<thead>
<tr>
<th>Type</th>
<th>Unit Size</th>
<th>Armor</th>
<th>Melee Modifiers</th>
<th>Missile Range</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dragon Goldancer</td>
<td>Mid. Knight</td>
<td>6</td>
<td>4*</td>
<td>12</td>
<td>N/A</td>
<td>10</td>
</tr>
<tr>
<td>Colonel of Dragon Knights</td>
<td>Ft. Knight</td>
<td>12</td>
<td>4*</td>
<td>12</td>
<td>N/A</td>
<td>42</td>
</tr>
</tbody>
</table>

Note: Archery prowess of 4

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

Toc-ak Guardian of Leonaran Captain of the Rangers

<table>
<thead>
<tr>
<th>Armor</th>
<th>Magick</th>
<th>Prowess</th>
<th>Vitality</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Toc-ak</td>
<td>1*</td>
<td>5</td>
<td>4</td>
<td>8</td>
<td>3</td>
</tr>
</tbody>
</table>

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

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

Blessed Cherubs

<table>
<thead>
<tr>
<th>Type</th>
<th>Unit Size</th>
<th>Armor</th>
<th>Melee Modifiers</th>
<th>Missile Range</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ft. Knight</td>
<td>12</td>
<td>3</td>
<td>+1</td>
<td>N/A</td>
<td>6</td>
<td>48</td>
</tr>
</tbody>
</table>

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

Troops

<table>
<thead>
<tr>
<th>Type</th>
<th>Unit Size</th>
<th>Armor</th>
<th>Melee Modifiers</th>
<th>Missile Range</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sister Knights</td>
<td>Ft. Knights</td>
<td>12</td>
<td>3</td>
<td>+1</td>
<td>N/A</td>
<td>8</td>
</tr>
<tr>
<td>The Sisters Keepers</td>
<td>Ft. Woman</td>
<td>12</td>
<td>1</td>
<td>+1</td>
<td>N/A</td>
<td>9</td>
</tr>
</tbody>
</table>

Special Fanatics, +1 to morale checks

Rangers

<table>
<thead>
<tr>
<th>Type</th>
<th>Unit Size</th>
<th>Armor</th>
<th>Melee Modifiers</th>
<th>Missile Range</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pt. Women</td>
<td>12</td>
<td>2</td>
<td>0</td>
<td>12</td>
<td>9</td>
<td>60</td>
</tr>
</tbody>
</table>

Special Fanatics, +2 to morale checks

Goldancers

<table>
<thead>
<tr>
<th>Type</th>
<th>Unit Size</th>
<th>Armor</th>
<th>Melee Modifiers</th>
<th>Missile Range</th>
<th>Move</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ft. Knights</td>
<td>12</td>
<td>3</td>
<td>+1</td>
<td>13</td>
<td>6</td>
<td>72</td>
</tr>
</tbody>
</table>
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Undead WARNERS

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Armor Prowess Vitality Magick Move Cost
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