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March 1989

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- **02-028 Sea Elf, sword**
- **02-210 High Elf, sword**
- **02-211 High Elf, sword**
- **02-212 High Elf, spear**
- **02-214 High Elf, bow**
- **02-219 Elf Mage**
- **02-227 Halflings, bow, sling (2)**
- **02-228 Halflings, axe, shield (2)**
- **02-233 Dwarf, axe**
- **02-234 Dwarf, sword**
- **02-235 Dwarf, axe**
- **02-239 Dwarf Leader**
- **02-272 Orc, sword**
- **02-275 Orc, mace**
- **02-278 Orc Archer**
- **02-279 Orc Leader**
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- **02-303 Ranger in mail, with bow**
- **02-304 Chaotic Warrior, with greatsword**
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- **02-306 Barbarian, swinging with two-handed sword**
- **02-307 Heroic Knight**
- **02-308 Fighter with Longbow**
- **02-309 Anti-Hero**
- **02-310 Female Fighter**
- **02-311 Cavalier Knight**
- **02-312 Warrior Lord**
- **02-331 Master Thief**
- **02-332 Brigand Thief**
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- **02-352 Adventurer Wizard**
- **02-353 Illusionist**
- **02-354 Evil Wizard**
- **02-355 Wizard with Runesword**
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**SPIES**

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- 20-002 Dangerous .................. 1.35
- 20-003 Henchman .................. 1.35
- 20-004 Seductive Woman .................. 1.35
- 20-005 Clandestine Agent .................. 1.35
- 20-006 Female Agent .................. 1.35
- 20-007 Elegant Female Secret Agent .................. 1.35
- 20-008 Debonnaire Secret Agent .................. 1.35
- 20-009 KGB Agent .................. 1.35
- 20-010 CIA Agent .................. 1.35
- 20-011 Paramilitary Operations (3) .................. 3.70
- 20-012 Terrorists (3) .................. 3.70

**20'S AND 30'S ADVENTURERS**

- 20-101 Adventurer .................. 1.35
- 20-102 Adventurers .................. 1.35
- 20-103 Aviator .................. 1.35
- 20-104 Private Investigator .................. 1.35
- 20-105 Detective .................. 1.35
- 20-106 G-Man .................. 1.35
- 20-107 Ace Reporter .................. 1.35
- 20-108 Gang Boss .................. 1.35
- 20-109 Moll .................. 1.35
- 20-110 Professor .................. 1.35
- 20-111 Gangsters (3) .................. 3.70
- 20-112 Police (3) .................. 3.70

**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) .................. 3.70
- 20-405 Soviet Bloc Combat Group (3) .................. 3.70
- 20-406 Civilian Survivors/ Irregulars (3) .................. 3.70
- 20-407 Pack Mule, weapons and gear .................. 3.70

**"TOG" FIGURES**

- 20-630 Imperial Guard in Ceremonial Dress .................. 1.35
- 20-631 Senator .................. 1.35
- 20-650 Imperial Gladiators (3) — Renegade Legion .................. 3.70
- 20-651 Slave Gladiators (3) — Renegade Legion .................. 3.70
- 20-652 Light Racing Chariot with Chariot Driver & Two Beasts .................. 10.00

**Notes:**

Ral Partha figures are generally scaled to 25 m.m., and are pictured smaller than actual size.
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-Staff and Warhammer in  
-Chain Mail  .  2.50
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-Shortsword & Sling in Leather  .  2.50
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-Magical Items  .  2.50
11-008  Gnome Thieves (1 Male, 1 Female) with Daggers &  
-Tools  .  2.50
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Command packs shown below. A complete listing of the 35 line (The Hoplites) appears on page 23.
RAL PARTHA

Army Core Packs

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<tr>
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<td>Macedonian</td>
<td>54.95</td>
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<tr>
<td>25-017</td>
<td>Japanese (1066 AD to 1542 AD)</td>
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<tr>
<td>25-134</td>
<td>Anglo Norman (1072 AD to 1181 AD)</td>
<td>39.95</td>
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<tr>
<td>25-500</td>
<td>Black Prince's Chaotic Army</td>
<td>100.00</td>
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<tr>
<td>25-501</td>
<td>Leonaran's Golden Horde</td>
<td>100.00</td>
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PIECE FACTORY

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<td>Lord of Darkness</td>
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<td>31-002</td>
<td>Wraith Rider on Winged Mount (3 pcs.)</td>
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<tr>
<td>31-003</td>
<td>Ghoul</td>
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<tr>
<td>31-004</td>
<td>Ghoul</td>
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<tr>
<td>31-005</td>
<td>Minotaur</td>
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<td>31-006</td>
<td>Werewolf</td>
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FANTASY SPECIALS

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<td>Necromancer with Female Sacrifice on altar (3 pcs.)</td>
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<td>32-003</td>
<td>Robins Hood</td>
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<td>32-004</td>
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<td>32-005</td>
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<tr>
<td>32-006</td>
<td>Black Knight</td>
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<tr>
<td>32-007</td>
<td>Kor, the Barbarian King</td>
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<td>32-008</td>
<td>Princess Dar, Sorceress of Light</td>
<td>1.35</td>
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ORCS

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<td>*34-001</td>
<td>Orc advancing with mace and shield</td>
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<tr>
<td>*34-002</td>
<td>Orc attacking with sword and shield</td>
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<tr>
<td>*34-003</td>
<td>Orc advancing with sword, spear and shield</td>
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</tr>
<tr>
<td>*34-005</td>
<td>Orc advancing with halberd</td>
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<td>*34-006</td>
<td>Orc swinging axe</td>
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<td>*34-007</td>
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<td>*34-009</td>
<td>Orc charging with polearm</td>
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<td>*34-011</td>
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<td>*34-012</td>
<td>Ogres, Feathreach, Orc Champion</td>
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<tr>
<td>*34-013</td>
<td>Orc Bodyguard with Mace of Thunder and shield</td>
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<td>*34-014</td>
<td>Orc Berserker with Two Swords</td>
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<td>*34-015</td>
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<td>*34-016</td>
<td>Sly the Synister High Polearm</td>
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<td>*34-017</td>
<td>Daco—Orc Lord</td>
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<td>*34-018</td>
<td>Orc Hero with Mace of Souls</td>
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32-009 Magic Items (7 pcs.) 2.25
32-010 Treasure Items (6 pcs.) 2.25
32-011 Simbad 1.35
*32-012 Palace Guard 1.35
32-013 Assassin of the Brotherhood 1.35
32-014 Warrior Monks (3) 1.70
*32-015 Caravan Guard 1.35
32-016 Gladiators (2 Different Figures) 2.70
### PARTHA Historicals

- **Hoplites**
- **Aztecs**
- **Bushido**
- **Colonials 1200 A.D.**
- **Samurai**
- **Condottieri**
- **Sudan**
- **Northwest**

### 1200 A.D.

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<td>42-082 Norman Heavy Infantry with spear</td>
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<td>42-086 Maronite/Syrian Archer</td>
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<td>42-091 Anglo-Norman Knight with lance, on horse</td>
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<td>42-094 Knight of St. John, on horse</td>
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<td>42-097 Turcopole with lance, on horse</td>
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<td>42-101 Viking swinging axe</td>
<td>4.80</td>
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<td>42-102 Viking, with axe</td>
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<td>42-103 Viking, throwing spear</td>
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<tr>
<td>42-104 Viking Archer</td>
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<td>42-107 Viking, swinging sword</td>
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<td>42-108 Viking, striking with axe</td>
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<td>42-111 Viking, striking with two-handed sword</td>
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<td>42-114 Saxo Housecarle Set</td>
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<td>42-116 Saxo Housecarle Cavalry</td>
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<td>42-122 English Foot Knight</td>
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<td>42-123 English Pikeman</td>
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<td>42-125 English Knight, with sword on galloping horse</td>
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<td>42-128 English Man-at-Arms, with sword</td>
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<td>42-129 English Man-at-Arms, with axe</td>
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<td>42-131 Scottish Warrior, in hooded cloak, with axe</td>
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<td>42-132 Scottish Man-at-Arms, with axe</td>
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<td>42-133 Scottish Pikeman, advancing</td>
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<td>42-134 Scottish Archer, running</td>
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<td>42-135 Scottish Knight, with axe, on horse</td>
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<td>42-142 German Foot Knight, swinging mace</td>
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<td>42-143 Teutonic Knight Infantry (with variable heads)</td>
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<td>42-145 Teutonic Knight Cavalry (with variable heads)</td>
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<td>42-151 French Foot Knight</td>
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<td>42-152 French Man-at-Arms, with sword</td>
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<td>42-153 French Man-at-Arms, with spear</td>
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<td>42-154 French Crossbowman</td>
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<td>42-155 French Knight, with lance, on galloping horse</td>
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<td>42-156 Crossbowman, on horseback</td>
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<td>42-157 French Man-at-Arms, with spear</td>
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<td>42-160 Spanish Armered Infantry, with sword</td>
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<td>42-161 Spanish Armered Infantry, with hand and a-half sword</td>
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<td>42-163 Catalan Archer</td>
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<td>42-165 Spanish Cavalry, with lance</td>
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<td>42-167 Spanish Cavalry, striking with sword</td>
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<td>42-168 Spanish Cavalry, with sword</td>
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<td>42-172 Moor, with spear and shield, advancing</td>
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<td>42-175 Moorish Cavalry, with scimitar</td>
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<td>42-176 Moorish Cavalry, with spear</td>
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<td>42-177 Moorish Horse Archer</td>
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<td>42-180 Byzantine Command Group</td>
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<td>42-181 Byzantine (Scutari) Infantry with spear</td>
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<td>42-182 Varangian Guard, in battle dress, with axe</td>
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<td>42-185 Rus Mercenary Infantry, with axe</td>
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<td>42-186 Byzantine Heavy Cavalry Archer</td>
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<td>42-187 Byzantine Light Cavalry</td>
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<td>42-188 Byzantine Heavy Cavalry, with spear</td>
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<tr>
<td>42-189 Kiblonophores Extra Heavy Cavalry on Extra Armored Horse</td>
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### Package

42-300 contains back banners and signal drums for 42-301

- 42-300 Aztec Command Set
- 42-301 Aztec Generals (6)
- 42-302 Aztec Warrior Priests (6)
- 42-303 Aztec Eagle Knights (6)
- 42-304 Aztec Jaguar Knights (6)
- 42-305 Aztec Arrow Knights (6)
- 42-306 Aztec Warrior Bowmen (6)
- 42-307 Aztec Warrior Slingers (6)
- 42-308 Aztec Warriors with Darts & Light Spears (6)
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88-037 Boers firing on foot .................................................. 5.45
88-038 Mounted Boers .......................................................... 5.45
88-039 Boer Artillery Crew and Mounted Officer ..................... 5.45

NORTHWEST FRONTIER

88-101 Indian Infantry, advancing .................................... 5.45
88-102 Indian Infantry, firing ............................................. 5.45
88-103 Indian Command Group (1 mounted, 6 foot) .............. 5.45
88-104 Bengal Lancer ......................................................... 5.45
88-105 Indian Artillery Crew ................................................ 5.45
88-106 Screw Gun (2) ......................................................... 5.00
88-107 Artillery Pack Mules (6) ......................................... 5.00

88-108 Highlander, advancing ......................................... 5.45
88-109 Highlander Command Group (1 mounted, 6 foot) ........ 5.45
88-110 Gurkhas ................................................................. 5.45
88-111 Pathan firing jezail ................................................. 5.45
88-112 Pathan firing rifle .................................................. 5.45
88-113 Pathan advancing with rifle .................................... 5.45
88-114 Pathan advancing with melee weapons (left foot) ........ 5.45
88-115 Pathan advancing with melee weapons (right foot) ...... 5.45
88-116 Pathan Chettitans (1 mounted, 6 foot) ....................... 5.45
88-117 Mounted Tribesmen .................................................. 5.45
88-119 Dismounted Bengal Lancer ....................................... 5.45

THE SUDAN CAMPAIGN

88-201 Egyptian Infantry in summer uniform ...................... 5.45
88-202 Egyptian Infantry, early Sudan Campaign uniform ........ 5.45
88-203 Sudanese Infantry, blue jersey ................................ 5.45
88-204 Dashi Baozhai Infantry ........................................... 5.45
88-205 Egyptian Command .................................................. 5.45
88-206 Egyptian Artillery .................................................... 5.45
88-207 Gordon’s Sudanese .................................................. 5.45
88-208 Egyptian Cavalry ..................................................... 5.45
88-209 Dashi Baozhai Cavalry ............................................ 5.45
88-210 Egyptian Curassier Corps ....................................... 5.45
88-211 Egyptian Camel Corps .......................................... 5.45
88-212 Egyptian Camel Corps, dismounted ......................... 5.45
88-213 Ansars with swords and spears ............................... 5.45
88-214 Ansars with rifles .................................................. 5.45
88-215 Ansar Command ..................................................... 5.45
88-216 Beja Tribesmen ...................................................... 5.45
88-217 Ansar Cavalry ........................................................ 5.45
88-218 Ansar Camel Riders ................................................. 5.45
88-219 Beja Camel Riders .................................................. 5.45
88-220 Ansar Artillerymen ................................................ 5.45
88-221 Gardiner Machinegun ............................................. 5.00
88-222 65cm Krupp Field Gun ........................................... 5.00
88-223 Small Brass Mountain Gun ...................................... 5.00
88-224 British Guard Camel Corps .................................... 5.45
88-225 British Guard Camel Corps, dismounted .................... 5.45
88-226 Dismounted Egyptian Cavalry ................................. 5.45

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FTF9  FTF23  FTF30

FTF302

WF1  WF2  WF3  WF4  WF5  WF6  WF7

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

SKELETONS

36-101 Shogun Skeleton Lord . 1.35
36-102 Grim Reaper ........... 1.35
36-103 Legion of Hell
Standard Bearer ............ 1.35
36-104 Skeleton Rider on
Horse of Hell .............. 2.50
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**"BATTLETECH BOXED SETS"**

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</tr>
<tr>
<td>10-805 Heavy Lance</td>
<td>13.00</td>
</tr>
<tr>
<td>10-806 Assault Lance</td>
<td>16.00</td>
</tr>
<tr>
<td>10-807 Regimental Command Lance</td>
<td>17.00</td>
</tr>
<tr>
<td>(4 Mechs &amp; 4 Bases)</td>
<td>12.00</td>
</tr>
<tr>
<td>10-808 Battletech Pursuit Lance</td>
<td>12.00</td>
</tr>
</tbody>
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**"AEROSPACE FIGHTERS"**

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>20-701 SPR-H5 Sparrowhawk</td>
<td>3.00</td>
</tr>
<tr>
<td>20-702 CSR-V12 Corsair</td>
<td>3.50</td>
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<tr>
<td>20-703 STU-K5 Stuka</td>
<td>4.50</td>
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<tr>
<td>20-716 SL-28 Samurai</td>
<td>3.50</td>
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<tr>
<td>20-711 SL-21 Sholagar</td>
<td>3.00</td>
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<tr>
<td>20-712 SL-17 Shikone</td>
<td>4.00</td>
</tr>
<tr>
<td>20-713 SL-18 Slayer</td>
<td>4.50</td>
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<tr>
<td>20-720 TR-7 Thrush</td>
<td>3.00</td>
</tr>
<tr>
<td>20-721 TR-10 Transit</td>
<td>3.50</td>
</tr>
<tr>
<td>20-722 TR-13 Transgressor</td>
<td>4.00</td>
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**"MECHS"**

<table>
<thead>
<tr>
<th>Item</th>
<th>Price</th>
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<tbody>
<tr>
<td>20-790 Flight Bases (6)</td>
<td>3.00</td>
</tr>
<tr>
<td>20-800 Hex Bases (4)</td>
<td>3.00</td>
</tr>
<tr>
<td>20-805 FLE-15F Eagle, A, B or C variant</td>
<td>2.50</td>
</tr>
<tr>
<td>20-806 Hunter, 35 Ton</td>
<td>3.50</td>
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<tr>
<td>20-807 Missile Tank (2)</td>
<td>3.50</td>
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<tr>
<td>20-808 Striker Armoed Car (2)</td>
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</tr>
<tr>
<td>20-809 Pegasus Lt. Hover Tank (2)</td>
<td>3.50</td>
</tr>
<tr>
<td>20-815 ARC-4R Archer</td>
<td>4.00</td>
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<tr>
<td>20-816 Vedette, 50 Ton Tank (2)</td>
<td>4.50</td>
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<tr>
<td>20-817 Condor—50 Ton Hover Tank (2)</td>
<td>4.50</td>
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<tr>
<td>20-818 Dragoon—50 Ton Hover Tank (2)</td>
<td>4.50</td>
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<tr>
<td>20-819 Maxim—50 Ton Hover Transport (2)</td>
<td>4.50</td>
</tr>
<tr>
<td>20-822 Demolisher, Super Heavy Tank (2)</td>
<td>5.00</td>
</tr>
<tr>
<td>20-823 Kurita Infantry (8MM) 84 pieces</td>
<td>8.00</td>
</tr>
<tr>
<td>20-824 Davion Infantry (8MM) 84 pieces</td>
<td>8.00</td>
</tr>
<tr>
<td>20-825 Bulldog—60 Ton Tank (2)</td>
<td>5.00</td>
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<tr>
<td>20-826 Fire—60 Ton Support Vehicle (2)</td>
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<tr>
<td>20-827 Ontos—95 Ton Tank (2)</td>
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<tr>
<td>20-831 STG-3R Stinger</td>
<td>2.50</td>
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<tr>
<td>20-832 WSP-1A Wasp</td>
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<tr>
<td>20-833 PHX-1 Phoenix Hawk</td>
<td>3.50</td>
</tr>
<tr>
<td>20-834 CRD-3R Crusader</td>
<td>4.00</td>
</tr>
</tbody>
</table>

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*Each Lance contains 4 Mechs and 4 bases at a bargain price.*

10-804 Fire Lance contains 20-842, 20-833, 20-841, 20-842
**BATTLETECH MECHWARRIORS**

- 20-900 Mechwarriors: Stefan (3) 3.70
- 20-901 Ground Troopers: Stefan (3) 3.70
- 20-902 Aerospace Pilot: Stefan 1.35
- 20-903 Security Guard: Stefan 1.35
- 20-920 Mecha: Kurita (3) 3.70
- 20-921 Ground Troopers: Kurita (3) 3.70
- 20-922 Special Forces: Death Squad Assassin: Kurita 1.35
- 20-923 Mech Tech: Kurita 1.35
- 20-940 Mech Warriors: Liao (3) 3.70
- 20-941 Troopers Liao (3) 3.70
- 20-942 Death Commando Liao 1.35
- 20-943 Aerospace Pilot Liao 1.35
- 20-960 Mecha: Marik (3) 3.70
- 20-961 Ground Troopers (3) Marik 3.70
- 20-962 Security Guard: Marik 1.35
- 20-963 Dropship Crewman: Marik 1.35
- 20-980 Mecha: Davion (3) 3.70
- 20-981 Ground Troopers (3) Davion 3.70
- 20-982 Aerospace Fighter Pilot: Davion 1.35
- 20-983 Jumpship Crewman: Davion 1.35
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01-318 Hobbit Thief .......... 3.70
01-319 Elf Thief ................ 3.70
01-320 Paladin ................ 3.70
01-321 Human Assassin ....... 3.70
01-322 Barbarian Fighter ...... 3.70
01-323 Dwarf Fighter ........ 3.70
01-324 Elf Fighter ............ 3.70
01-325 Druid ................ 3.70
01-326 Cleric .................. 3.70
01-327 Anti-Paladin .......... 3.70
01-328 Elf Fighter Mage .... 3.70
01-329 Fighter with Axe ...... 3.70
01-330 Illusionist ............... 3.70
01-331 Female Fighter ........ 3.70
01-332 Female Fighter (Magic) 3.70
01-333 Wizard (Magic) ........ 3.70

01-334 Gnome Illusionist ........ 3.70
01-335 Anti-Hero ............... 3.70
01-336 Ninja .................. 3.70
01-337 Female Mage ....... 3.70
01-338 Evil Shaman (Priest) 3.70
01-339 Drow Elf ................ 3.70
Painting the **PARTHA** way

Partha is proud to present a dissertation on the fine art of miniature painting by famed miniature painter DAVID HOPPOCK

Miniature pictured is from RAL PARTHA’S 3-stage pack 01-333 Wizard $3.70.

**FIGURE 1:**

1. Clean the figure of all mold lines and prime white.
2. Paint all skin areas with Red Brown.
3. Mix a Dark Flesh (Flesh and Red Brown). Paint over the nose, cheeks, thumbs, and backs of the hands. Do not cover all the areas of Red Brown. Allow the Red Brown to show around the areas of Dark Flesh to form outlines.
4. Mix a Tan Flesh (Flesh and Red Brown). This shade should be between the previously mixed Dark Flesh and straight Flesh in color. Apply this color to the nose, cheeks, all fingers, and knuckles. Apply this to a smaller area than the previous Dark Flesh, thus allowing the Dark Flesh to show around the edges.
5. Add highlights to the nose, cheeks, and knuckles using Straight Flesh.
6. Paint the eyes Sartan Brown.
7. Add the whites of the eyes. Be sure to leave a fine line of Dark Brown at the bottom of the eyes.
8. Add the eyes by placing small dots of Dark Brown onto the whites of the eyes. Thin down the eyes by adding a fine line of Dark Brown along the top edge of the eye. Check the size and appearance of the eyes and size as required using Dark Flesh to narrow the Dark Brown strips of the eyes.
9. Paint the rings Dark Brown. These are dry, paint the rings Silver and Gold.

**FIGURE 2:**

1. Paint the pants Blood Red.
2. Add Red to the major folds of the pants. Allow the Blood Red to show through from the deep areas of the folds and around the edges.
3. Add highlights to the folds with Orange.
4. Paint the boots Dark Brown.
5. Add Brown to the major folds of the boots. Allow the Dark Brown to show through from the deep areas.
6. Paint the boot Rah Black. After allowing to dry, paint the legs Dark Brown. Allow the Black to show around the top and bottom of the flag.
7. Highlight the boot Rads with Dark Brown.
8. Paint the star on the boot White.

**FIGURE 3:**

1. Apply Black to the entire cape, inside of the sleeves around the legs, and around the bottom of the cape.
2. Apply Purple to the major folds of the cape. Allow the Black to show around the edges and in the deep folds. Do not paint the edge.
3. Mix a Light Purple (Purple and White). Apply this color to highlight the folds of the cape.

**FIGURE 4:**

1. Apply Autumn Gold to the tunic. Allow the Black to show around the legs inside the sleeves, and at the bottom of the tunic.
2. Apply Yellow to the major fold areas of the tunic. Allow the Autumn Gold to show around the edges and in the deep folds.
3. Mix Light Yellow (Yellow and White). Apply this color to highlight the folds of the tunic.
4. Apply Black to the belt, pouch and bottom edge of the tunic.
5. Apply Danke Brown to the belt and pouch. Allow the Black to show at the edges. Black should also show around the flap of the pouch.
6. Highlight the pouch and belt with Leather.
7. Paint the bottom edge of the tunic Blood Red.
8. Apply Red to the major fold areas of the tunic edging. Allow the Blood Red to show around the edges and in the deep folds.
9. Apply Orange to highlight the edging of the tunic.
10. Paint the bottom on the pouch Black. When dry, add Silver to the bottom.

**FIGURE 5:**

1. Paint the hair and staff Dark Brown.
2. Drybrush the staff Danke Brown. Allow to dry and then drybrush with Leather.
3. Drybrush the hair Leather. Allow to dry and then drybrush with Ochre.
4. Paint the hat Black.
5. Apply Purple to the major fold areas of the hat. Allow the Black to show around the edges.
6. Mix a Light Purple (Purple and White). Apply this color to highlight the folds of the hat.

**FIGURE 6:**

1. Apply White to edging of the cape. Allow the Black to show through as outlines in the edging.
2. Paint the ribbons on the cape Grey.
3. Mix a Light Grey (Grey and White). Apply this color to the major folds of the ribbons. Allow the Grey to show around the edges.
4. Apply White highlights to the ribbons of the cape.
5. Paint the ribbons on the hat Autumn Gold.
6. Apply Yellow to the major fold areas of the hat ribbons. Allow the Autumn Gold to show around the edges and in the deep folds.
7. Mix a Light Yellow (Yellow and White). Apply this color to highlight the folds of the hat ribbons.
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