



MICK'S METAL MODELS CATALOGUE

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CHARIOT MINIATURES

PRICING 15mm Historical packs \$6.60

All have 8 foot, 4 mounted, single elephant or chariot or 2 artillery pieces.

ASS22, ABR1	\$6.60
ASS21	\$8.25

Chariots

2 Horse 2 Crew	\$5.50
2 Horse 3 Crew	\$5.50
4 Horse 2 Crew (includes LAC7)	\$6.60
4 Horse 3 Crew	\$6.60
4 Horse 4 Crew (includes ASS1, HDC4)	\$6.60

4 Horse 6 Crew	\$8.25
EAS14	\$8.25

Elephants

IND3	\$6.60
IND1, IND2, SEL9, 10, 11, 14	\$9.90
CAR4, CAR5	\$9.90
BUR3	\$9.90
HOG16	\$9.90

Assyrian: 1365 BC-745 BC Early and Middle

EAS1	Asharittu spearmen, round shield
EAS2	Asharittu spearmen, square shield
EAS3	Cavalry spear/shield for Pethalle team (use ASS5 for bow)
EAS4	Asharittu bow
EAS5	Square Chariot: horses x2, driver and bowman
EAS6	Square Chariot: horses x2, driver, bowman and javelinman
EAS7	Square Chariot: horses x4, driver and bowman
EAS8	Square Chariot: horses x4, driver, bowman and javelinman
EAS9	Dismounted chariot bowman
EAS10	Dismounted chariot spearman
EAS11	Levy bow MP
EAS12	Hupshu spear
EAS13	Hupshu bow
EAS14	Crocodile headed battering ram
EAS15	Round Chariot: horses x2, driver and bowman
EAS16	Round Chariot: horses x4, chariot, driver and bowman
EAS17	Round Chariot, horses x4, driver, bowman and spearman
EAS18	Camel disguised as elephant
EAS19	Kallapani vehicle: mules x4, driver, infantry x2
EAS20	Asharittu/ Huradu with sword and spiked shield for reg Bd

To add variety to Command Chariots: use ACH6
Mounted scouts: use ASS20

Neo & Sargonid Assyrian

ASS1	Generals Chariot: horses x4, driver, general, shieldbearers/ javelinmen x2, parasol canopy
ASS2	Chariot: horses x4, driver, bowman, shieldbearers/ javelinmen x2
ASS3	Sargonid cavalry bowman and spearman
ASS4	Cavalry spearman, no shield
ASS5	Bowman armed cavalry, eg. scouts
ASS6	Cavalry spearman and bowman
ASS7	Cavalry spearman and bowman with horse trappings, Elite/ ordinary
ASS8	Guard/ line spearmen, large round shield
ASS9	Guard/ line spearmen, small convex shield
ASS10	Guard/ line spearmen, tower shield
ASS11	Battle array/ line spearmen, tower shield
ASS12	Battle array/ line spearman, round shield
ASS13	Battle array bowmen
ASS14	Levy with sling
ASS15	Footguard bowman
ASS16	Auxiliary/ Levy spearman
ASS17	Auxiliary/ Levy bowmen
ASS18	Auxiliary/ Levy slinger
ASS19	Bowmen, mixed poses
ASS20	Kimmerian cavalry bow scouts
ASS21	Arab camelry, bow riders x2 per camel
ASS22	Arab camelry, bow rider x1 per camel
ASS23	Large siege tower (\$40)

Aramaeans: use HNH3, 12 and 15

Babylonian

BAB1 Qurbuti guard infantry, spear and shield
 BAB2 Chaldean Bowman
 BAB3 Chaldean Bowman with epsilon shield
 BAB4 Lydian hoplites
 BAB5 Chaldean levy infantry, tower shield
 BAB6 Chaldean levy infantry, epsilon shield
 Chariots: use ASS, EAS, MIT
 Cavalry: use ASS, EAS
 Skythians: use ASS20, HOG14
 Medes and Early Persians: use mix of BAB, LTD, ASS

Canaanite, Syrian, Ugaritic

Chariots: use MIT, ENK and BAB
 Spearman: use HNH3, 6, 8, 12, 15, EAS1, 2, 12 and MIT5
 Bowmen: use HNH14, EAS4, 13 and MIT6

Egyptian, New Kingdom

Chariots: All are 2 horse 2 crew
 [All P and BL Chariots have 4 and 6 wheel option included]
 ENK1 PPC Pharaoh in Chariot, horses with cloth and plumes
 ENK1 PT Pharaoh in Chariot, horses with scale armour

(BD is dendritic armour, 1500 to around 1200 BC)
 ENK1 BDN Unarmoured horses
 ENK1 BDC Cloth-covered horses
 ENK1 BDT Scale-armoured horses
 ENK1 BDP Horses with cloth and plume

(BL is Bowman in lamellar armour, later period)
 ENK1 BLN Unarmoured horses
 ENK1 BLC Cloth-covered horses
 ENK1 BLT Scale-armoured horses
 ENK1 BLP Horses with cloth and plume

ENK2 Regular spear
 ENK3 Infantry command: drummers x3, standards x3, trumpets x3
 ENK4 Regular bow
 ENK5 Regular auxiliary javelin
 ENK6 Heavy axemen DBM blade
 ENK12 Shardana guard
 ENK13 Bowmen, with slung shield, reg Psiloi
 ENK14 Light cavalry scout
 ENK18 Elite Bowman
 ENK19 Bowman, scale armour
 ENK20 Marine, with spear and shield
 ENK21 Marine Bowman
 ENK23 Standards, mixed x16
 ENK24 Sickle swordsman, reg BD fast
 ENK25 Command: as ENK3 but with RAM army standard
 ENK26 Statue of Anubis (\$13.20)

Egyptian: Old and Middle Kingdom

OMK1 Command group: Pharaoh, generals, standard, escort
 OMK2 Infantry command group: generals, standards, spears
 OMK3 Regular archers MP, Middle Kingdom period
 OMK4 Regular archers MP, Old Kingdom period 2550-2528
 OMK5 Spearman, round top shields
 OMK6 Spearman, triangular top shields
 OMK7 Javelinmen and quiver carriers
 OMK8 Menfat axemen

Elamite

BAB8 Chariot: horses - mules x2, driver and Bowman
 ELA2 Spearman with bow
 ELA3 General's Chariot: horses - mules x4, driver and bowmen x2
 ELA4 Bowmen mixed poses Elamite bowmen
 ASS19 Bowmen, mixed poses MP
 BAB9 Chariot: horses - mules x4, driver and bowmen x3
 BAB7 Light cavalry, spear and bow

Early Hebrew

Simeonites and Ephraimites: use HNH3, 5, 6, 7, 15, ASS1, 12, MIT5, EAS1, 2, 12, 20, BAB1, 5, 6
 Benjamite bow: use EAS4, 13, HNH14, MIT6, HOG19, ASS13, 17
 Slingers: use SUA10, HOG8, ALM8
 Gadites: use ALM6, EAS12, MIT5
 Isaacharians: use SUA5, HNH12
 Other tribes: use mixtures of the above.

Late Hebrew

Chariots: use EAS5, 8, 15, 17, MIT also useful, and possibly ASS1 and 2
 Gibborim: use BAB1, 5, 6, ASS8 and 10
 Spearman: use HNH3, 5-7, 15, EAS1, 2, 12, ASS9, 11, 12, 16, MIT5
 Bowmen: use HNH14, SUA9, EAS4, 12, ASS13, 17
 Slingers: use HOG8, SUA10
 Cavalry: use EAS3, ASS4
 Also appropriate Seapeople and Philistine.

Hittite

HNH1 Chariot: horses x2, driver, Bowman, spearman
 HNH2 Chariot: horses x2, general, driver, spearman, and standard
 HNH3 Syrian spearman with shield, Vassal irr Ax MP
 HNH4 Syrian Chariot: horses x2, driver and Bowman (armoured/ unarmoured)
 HNH5 Hittite guard spearman (reg Ax/ irr Ax)
 HNH6 Anatolian spearman, reg Ax
 HNH7 Hittite regular spear, reg Ax (shieldless for DBM lists)
 HNH11 Axemen DBM blade
 HNH12 Syrian spear/javelin, no shield MP, irr Ax or Psiloi
 HNH14 Syrian Bowman
 HNH15 Sickle swordsmen for old Hittite (17)
 HNH16 Chariot: horses x2, driver and spearman x2

Hittite scouts LH (f): use ASS20 or ASS4

Extra Chariot Horses

ACH1 Scale armour as in ENK1
 ACH2 No armour
 ACH3 Cloth coated as ENK1
 ACH4 Cloth and plume as ENK1 types
 ACH5 EAS type
 ACH6 EAS armoured
 ACH7 ASS type

Kushite

KUE1 Bowman, firing
 KUE2 Javelinman, with shield
 KUE3 Slinger
 KUE4 Cavalry, javelin and shield
 KUE5 Cavalry, some body armour, javelin and shield
 KUE7 Egyptian cavalry LH (O)
 KUE8 Early Chariots
 KUE9 Early general in Chariot
 KUE10 Later general's Chariot

KUE11 Later charioteers
 KUE12 General's command, mounted
 KUE13 Sub-general's command, mounted

Egyptian cavalry LH (F): use ENK14
 Chariots: use early armies ENK and MIT; late, EAS
 square bodies
 KUE8 to 11: use the same crews with different vehicles

Libyan

LIB1 Foot command MP
 LIB2 Bodyguard mixed weapons MP
 LIB3 Javelinmen mixed weapons MP
 LIB4 Bowmen MP
 LIB5 General's Chariot: horses x2, armoured driver
 LIB6 Libyan Chariot: horses x2, crew x2

Lydian

LYD1 General's command, mounted
 LYD2 Sub-general's command, mounted
 LYD3 War dogs
 BAB12 Lydian heavy cavalry
 BAB13 Lydian heavy cavalry with horse trappers
 BAB14 Paphlagonian cavalry
 BAB4 Lydian hoplite
 BAB19 Lydian Chariot: horses x2, crew x2

Midianite/ Bedouin

Camels: use ASS21 and ASS22
 Irregular javelinmen: use SUA5, HNH9 and HNH12
 Slingers: use SUA10

Mitannian

Chariots: All are 2 horse 2 crew

MIT1 Maryannu Chariot: Bowman in dendritic armour
 MIT2 Vassal Chariot
 MIT3 As MIT1 but with horses plumed
 MIT4 General, dendritic armour
 MIT5 Spearmen MP
 MIT6 Bowmen MP

Mycenaean & Minoan Greek and Trojan

MYG1 Spearmen with tower shield PKX/I
 MYG2 Spearman with fig of 8 shield PKX/ I
 MYG3 Javelinmen, irr Ps I (Also see Libyan range)
 MYG4 Archers
 MYG5 Naked spearmen, tower shield PKX/ I
 MYG6 Naked spearmen, figure of 8 shield PKX/ I
 MYG7 Spearmen Pylion, irr aux I
 MYG8 Naked slingers
 MYG9 Swordsman with figure of 8 shield
 MYG10 Swordsman with tower shield
 MYG11 Javelinmen pelta shield, irr aux, Wb
 MYG12 Cavalry with javelin
 MYG13 Square Chariot: horses x2, driver and spearman in quilt armour
 MYG14 Square Chariot: horses x2, driver in quilt, spearman in Dendritic armour
 MYG15 Round back Chariot: horses x2, crew in quilt x2
 MYG16 Round back Chariot: spearman in Dendritic armour
 MYG17 Dendritic spearman
 MYG18 Mycenaean swordsmen MPV (for Lukka and Myrmidons)
 MYG19 Dendritic swordsmen MP

Lukka warriors: use Seapeoples
 Other Chariots useful for Trojans: WAT1, WAT2 both 2 horse 2 crew SEA types
 Trojan Infantry- other useful figures HNH12 and HNH3

Nubian

NUB1 Command
 NUB2 Bowmen MP
 NUB3 Warband javelins, shield and throwsticks MP
 NUB4 Javelinmen Psiloi I MP

Philistine

General: use MIT1
 Ally General: use EAS15 or MIT3
 Chariots: use EAS5, 15, MIT2, 3
 Mounted scouts: use ASS20
 Elite spearman: use ASS8 or BAB1
 Spearmen: use EAS1, 2, HNH3
 Javelinmen: use HNH12, MIT5, EAS12
 Bowmen: use HNH14, ASS13, 17, EAS2, 4, 13

Saitic Egyptian

SAT6 Levy spearmen (old BAB18)

Seapeople

SEA1 Chariot: horses x2, crew in helmet x3
 SEA2 Foot command V MP
 SEA3 Reed head-dress, spears MP
 SEA4 Reed head-dress, swords MP
 SEA5 Swept back hair, spear, no shield MP
 SEA6 Swept back hair, spears MP
 SEA7 Bowmen, reed head-dress MP
 SEA8 Sherden swordsmen MP
 SEA10 Sherden spearmen MP

Sumerian and Akkadian

SUA1 Spearman in cape
 SUA2 Infantry command: officers x3, standards x3, axemen x3
 SUA3 Spearman in cape, with shield
 SUA4 Regular bow
 SUA5 Irregular javelinman MP
 SUA6 Battle cart Chariot: driver, onagers x4, javelinman
 SUA7 General's battle cart Chariot: driver, general, onagers x4
 SUA8 Bodyguard, axe, armed retinue
 SUA9 Martu Gutu bow MP
 SUA10 Irregular singer
 SUA11 Martu Gutu javelinman MP
 SUA12 Akkadian type spearman
 SUA13 Akkadian type spearman with shield
 SUA14 Straddle cart

Biblical Chariot DBM ARMIES.

All our DBM armies contain enough figures to cover all the compulsory troop types listed.

Early Sumerian	\$110
Nubian	\$162
Akkadian	\$150
Hittite old	\$88
Mitanni	\$135
Early Carthaginian	\$88
Early Egyptian	\$78
Early Libyan	\$207
Lydian	\$115
Minoan and early Mycenaean Greek	\$88
New Kingdom Egyptian	\$130

Hittite Empire	\$78
Middle and Early Assyrian	\$166
Later Mycenaean	
Seapeoples	\$62
Later Hebrew	\$120
Neo Elamite	\$150
Neo Babylonian	\$110
Neo Assyrian	\$120
Kushite Egyptian	\$125
Early Hebrew	\$135
Neo Sargonid Assyrian	\$100

Early Achaemenid Persian 550-420 BC

EAC2 General's mounted command
EAC3 Sub-general's mounted command
BAB17 Guard cavalry
BAB16 Persian or Median cavalry
EAC1 Immortal, spear, bow, shield
BAB10 Sparabara foot Bw X
BAB11 Sparabara foot, bow
LAC3 Sparabara bow/ Bactrian bow
HOG14 Skythian cavalry
EAC4 Cyrus' mobile tower with bow, drawn by oxen (\$22.00)

For Levy: use BAB2, 5, 6
Libyans: see LIB
Indians: see IND
Thessalians, Thesbians and Greeks: see HOG
Thracians: see THR

Late Achaemenid Persian 420-330 BC

LAC1 Persian or Median cavalry
LAC2 Guard/ Satrap cavalry
LAC3 Persian bow
LAC4 Kardakes
LAC5 Guard spear, bow, shield
LAC6 Persian slinger with shield
LAC7 Scythed Chariot: horses x4
LAC8 Persian foot command
BAB15 Hillmen
BAB14 Paphlagonian cavalry

Alexandrian Macedonian

ALM1 Companion cavalry, lance
ALM2 Prodromoi, lance
ALM3 Hypaspists, spear
ALM4 Phalangite/Hypaspist pike
ALM6 Agrianian javelinmen
ALM7 Mercenary peltast
ALM8 Agrianian/Illyrian slinger with shield
ALM9 Phalangite pike

Baggage, Pack Animals and Camps

CSS1 Pack camels x2 MP V
CSS2 Pack mules x4 MP V
CSS3 Baggage cart and mule
CSS4 Oxen x4 and boy
CSS5 Assyrian siege tower, large (\$39.60)
CSS6 Egyptian female water carriers x6
CSS7 Flocks: sheep and goats
CPR13 Herd of pigs and herder
BAR26 Camp followers
BAR27 Cart, oxen x2 and boy
BAR31 Druids, cauldron and screaming women
EAC4 Cyrus' mobile tower with boy, drawn by oxen (\$16.50)

Barbarians Celts, Gauls, British, Germans

BAR1 British foot command MP V
BAR2 Gallic/German foot command MP V
BAR3 Naked fanatics, swords and spears MP V
BAR5 Javelinmen, shieldless
BAR6 Axemen
BAR7 Warband with swords MP V
BAR9 Warband with spears MP V
BAR10 Gallic cavalry command V
BAR12 German cavalry
BAR13 Gallic cavalry V
BAR14 British cavalry V
BAR15 Single arch Chariot: ponies x2, Boudicca and driver
BAR16 Single arch Chariot: ponies x2, noble and driver
BAR17 Double arch Chariot: ponies x2, noble and driver
BAR18 Single arch Chariot: ponies x2, driver and warrior
BAR19 Double arch Chariot: ponies x2, driver and warrior
BAR20 German warriors
BAR22 Bowmen
BAR23 Slingers
BAR24 Nobles on foot, swords and spears MP V
BAR26 Camp followers
BAR27 Ox cart with driver x2
BAR31 Druids, screaming women etc. MP V

Camillan and Polybian Roman

CPR1 Roman cavalry
CPR2 Velite in animal skin
CPR3 Hastati with plum
CPR4 Principes in mail, pilum
CPR5 Triarii
CPR6 Foot command: officers x3, musicians x2, standards x3
CPR7 Penal legionary
CPR8 Leves light infantry
CPR9 Velite, helmet, javelin, shielded MP
CPR10 Principes sword
CPR11 Hastati sword
CPR12 Mounted command: generals x2, standards x2
CPR13 Incendiary pigs and handler

Carthaginian/ Spanish

CAR1 Libyan spearman in captured Roman armour
CAR2 Mounted command: officer, trumpet, standard, trooper
CAR3 Poeni cavalry
CAR4 Elephant: driver, tower, unarmoured javelinmen MP x2
CAR5 Elephant: driver, tower, armoured javelinmen MP x2
CAR6 Spanish cavalry, round shield
CAR7 Spanish cavalry
CAR8 Spanish cavalry, oval long shield
CAR9 Numidian cavalry, light horse MP
CAR10 Infantry command: officers x3, standards x3, musicians x2
CAR11 Poeni citizen spearmen
CAR12 Poeni/ Libyan heavy spearmen
CAR13 Libyan spearmen
CAR14 Numidian javelinmen MP
CAR15 Ligurian javelinmen V
CAR16 Chariot: horses x4, driver, javelinmen x2
CAR17 Balearic slingers MP
SCC6 Celtiberian Scutarii
SCC10 Iberian Caetrati 1
SCC11 Iberian Caetrati 2
SCC15 Lusitanian Caetrati

Other Spanish: use HOG12, 13
Other Gallic troops: use BAR
Other Italians: use ITI
Other Greeks: use HOG

Hoplite Greek

HOG1 Officers: command x2, foot x4
HOG2 Hoplitae mixed types, thrusting spear
HOG3 Hoplite light type, spear raised for rear rank, Pilos helmet
HOG4 Cavalry Boetian helmet
HOG5 Thessalian cavalry
HOG6 Light cavalry
HOG7 Light javelinman (also helots)
HOG8 Slinger (also helots)
HOG9 Thracian javelinman, helmet, long shield
HOG10 Thracian Romphai and javelinman
HOG11 Paphlagonian javelinman
HOG12 Syracusian/Gaul sword, javelin, shield
HOG13 Syracusian/Spanish, pilum shield
HOG14 Athenian mercenary horse archer (Scythian)
HOG15 Hoplite, armour, Corinthian helmet (no crest), spear raised
HOG16 Mina stone throwers with 3 crew x10
HOG17 Cretan archer
HOG18 Greek peltast, half moon shield
HOG19 Light bowman
HOG20 Spartan Hoplite with transverse crest, thrusting spear
HOG21 Peltast, half moon shield, javelins and long spear
HOG22 Spartan Hoplite, pilos helmet, spear raised for rear rank

Middle and Late Imperial Roman

SPQR1 Foot command: officers x3, dracos x3, musicians x3
SPQR2 Skirmishers with sling and x bow MP
SPQR3 Equites Sagittarii MP
SPQR4 Bolt shooter and crew
SPQR5 Legionary spear, 5th century in mail
SPQR6 Legionary sword, 5th century in mail
SPQR9 Legionary, late 2nd to early 3rd century, pilum
SPQR10 Legionary command, late 2nd to early 3rd century
SPQR11 Legionary, late 2nd to early 3rd century, sword
SPQR12 Legionary, late 2nd to early 3rd century, sword MP
SPQR13 Legionary, mid 3rd to 5th century, spear
SPQR15 Legionary, mid 3rd to 5th century, sword
SPQR16 Legionary, mid 3rd to 5th century, sword MP
SPQR19 Praetorian guard, 3rd to 4th century, sword
SPQR20 Praetorian guard, 3rd to 4th century, sword MP
SPQR22 Legio Lancairi, 4th century MP
SPQR25 Auxiliary infantry, late 2nd to 4th century
SPQR26 Auxiliary infantry, late 2nd to 4th century MP
SPQR29 Auxillia Palatina, 4th to 5th century, bear headed
SPQR33 Auxillia Palatina, 4th to 5th century, helmet MP
SPQR37 Auxillia Palatina, 4th to 5th century, fur cap
SPQR44 Auxillia bow in cap MP
SPQR45 Auxillia bow, bear headed MP
SPQR50 Mounted command: officer, draco, troopers x2
SPQR51 Mounted command: officer, Vexillum, troopers x2
SPQR60 Equites Illyricani (Promoti or Dalmatae) MP
SPQR61 Equites single pose riders
SPQR62 Equites separate arm riders
SPQR63 Catfractarii
SPQR64 Clibanarii

Indian

IND1 Elephant: General astride, driver and umbrella carrier
IND2 Elephant: General, driver, Howdah and umbrella carrier
IND3 Elephant: driver and bowmen x2
IND4 Chariot: horses x2, driver, bowmen x2

IND5 Chariot: horses x4, drivers x2, bow x2, javelins x2
IND6 Cavalry shield and javelin
IND7 Bowman MP
IND8 Spearmen
IND9 Bowmen, skirmishing
IND10 Spearmen, narrow shield
IND11 Maiden guard
IND13 Cavalry, frontal horse armour
IND14 General's Chariot: horses x4, general, drivers x2, bowman, outriders with javelins x2

Early Italian

Etruscan, Campanian, Bruttian, Apullan

ITI1 Oscan spearman
ITI2 Hoplite: Etrusco-Corinthian helmet
ITI3 Etruscan Hoplite
ITI4 Oscan cavalry
ITI5 Campanian cavalry
ITI6 Etruscan javelinman Ps/Ax (I)
ITI7 Oscan javelinman, shield
ITI8 Apulian javelinman, shield
ITI9 Campanian Hoplite

Marian/ Early Imperial Romans

VVV1 Legionary in mail, pilum
VVV2 Legionary in Lorica segmenta, sword
VVV3 Augustan legionary, pilum
VVV4 Eastern auxiliary bowmen
VVV5 Western auxiliary bowmen
VVV6 Auxiliary regular
VVV7 Maniple command: officers x3, musicians x2, standards x3
VVV8 Legion command: officers x3, musicians x2, standards x3
VVV9 Equites Alares, regular Roman cavalry
VVV10 Officers, mounted
VVV12 Catafractarii
VVV13 Marine with pilum
VVV14 Auxiliary in mail
VVV15 Legionary in Lorica segmenta, pilum
VVV16 Vexillum standard command, mounted
VVV17 Praetorian cavalry
VVV18 Equites contarorium, lance

Numidian

NUM1 General's command, mounted
NUM2 Sub General's command, mounted
NUM3 Roman trained regular auxiliary infantry
NUM4 Imitation legionaries
CAR9 Numidian light horse MP
CAR14 Numidian javelinmen

Elephants: use CAR4

Sarmatian

SAR1 Cavalry in scale armour, lance and bow

Selucids and Successors

HOG1 Officers, foot and mounted
ALM1 Companions
SEL1 Agema command (as type 4)
SEL2 Agema/ line cavalry, frontal horse armour
SEL4 Agema/ line cavalry, fully armoured horses
SEL5 Tarantine cavalry
SEL6 Militia/ line cavalry
SEL7 Phalangite pike
SEL8 Argyraspid pike
SEL9 Elephant: driver and pikeman astride
SEL10 Elephant: driver, howdah, pikeman, bow and

javelinman
 SEL11 Elephant: driver, howdah, bowmen x3
 SEL12 Paionian cavalry
 SEL13 Tarantine cavalry, javelin, shield
 SEL14 Elephant: driver, howdah, javelinmen x2

Thracian

THR1 General/noble cavalry
 THR2 Noble cavalry
 THR3 Light horse javelin
 THR4 Light cavalry bow
 THR5 Javelinman, shieldless
 THR6 Slinger
 THR7 Archer
 THR8 Peltast/javelinman, shield
 THR9 General's command, mounted
 THR10 Sub General's command, mounted

Other peltasts: use HOG9, 10

Classical READY-MADE ARMIES.

All our armies cover the basic compulsory troop elements for DBM.

Early Hoplite Greek	\$88
Later Spartan	\$120
Phokian/Aitolian	\$47
Thracian	\$115
Lydian	\$115
Kushite	\$110
Early Achaemenid Persian	\$110
Late Achaemenid Persian	\$100
Republican Indian	\$66
Mounted Indian	\$99
Classical Indian	\$66
Later Hoplite Greek	\$120
Syracusan	\$88
Camillian Roman	\$88
Polybian Roman	\$88
Gallic	\$171
Ancient British	\$115
Alexandrian Macedonian	\$94
Alexandrian Imperial	\$94
Asiatic Successors	\$66
Lysimachid	\$66
Macedonian Successor	\$66
Selucid	\$94
Ptolemaic 320 to 54	\$88
Phyrric	\$90
Galatian	\$99
Later Carthaginian	\$57
Later Macedonian	\$94
Early German	\$125
Marian Roman	\$68
Early Imperial Roman	\$78

Dark Ages

DARK1 Mounted command: General, war horn, standard bearer, trooper
 DARK2 Mounted command: Officer, war horn, standard bearer, trooper
 DARK3 Noble / Bucellarii cavalry MP
 DARK4 Cavalry / Gardingi MP V
 DARK5 Warband foot warriors, round and oval shields MP V
 DARK6 Warband foot warriors, coffin shields MP
 DARK10 Bowman MP

Early Saxons 250 - 800 AD

SAXN1 Foot Command: Nobles x3, warhorns x2, standard bearers x3

SAXN2 Noble warriors MP V
 SAXN3 Peasant warband, swords and spears MP V
 SAXN4 Scouts slingers MP V
 SAXN5 Mass levy mixed weapons MP V

(Many figures are very useful as late Saxon basic troops)

Huns 374 - 559 AD

HUNS1 Mounted Command: General, warrior, war horn, standard bearer
 HUNS2 Mounted Command: Officer, warrior, war horn, standard bearer
 HUNS3 Light horse MP V
 HUNS4 Light horse shooting to rear MP V

Sub Roman British 407 - 945 AD

Generals and Cavalry: use SPQR 63, 64, 50
 Cavalry: use SPQR 64, 60, 61, 62
 Pedyt: use SPQR 25, 26, 29, 33
 Bow: use SPQR 44, 45

Palmyran 260 - 273 AD, Parthians 250 BC - 225 AD

PAL1 Regular Archers
 Cataphracts: use SPQR

Armenian 300 BC - 428 AD

SPQR26 Irregular javelinmen MP

Dark Ages READY MADE ARMIES.

All armies cover the basic compulsory troop types for DBM.

Later Visigoth	\$99
Early Ostrogoth	\$99
Early Visigoth	\$116
Sub Roman British	\$60
Hunnish	\$57
Early Saxon	\$110

EASTERN RANGE

Han Chinese 200 BC - 189 AD

HDC1 Spearmen
 HDC2 Infantry command: Officers on foot x2, standard bearers x6
 HDC3 Crossbowmen
 HDC4 Chariots and horses x4, parasol:
 GA General, driver, halberdier, armoured horse
 GU General, driver, halberdier, unarmoured horse
 CA Crossbowman, driver, halberdier, armoured horse
 CU Crossbowman, driver, halberdier unarmoured horse
 BA Bowman, driver, halberdier, armoured horse
 BU Bowman, driver, halberdier unarmoured horse
 HDC5A Horses x2, crew x2, chariot driver, halberdier, armoured horse
 HDC 5U Horses x2, crew x2, chariot driver, halberdier, unarmoured horse
 HDC6 Bowman
 HDC7 Cavalry with halberd
 HDC8 Light cavalry lance
 HDC9 Light cavalry bow
 HDC10 Cavalry with crossbow
 HDC11 Heavy cavalry with lance
 HDC12 Infantry with halberd and shield
 HDC13 Stone throwing engine and 3 crew
 HDC14 Convict with spear
 HDC15 Swordsmen with parrying weapons
 HDC16 Tribal infantry, javelin and shield
 HDC17 Dependant state / Tribal cavalry bow
 HDC19 Bolt shooters, small, and crew x2
 HDC20 Two-handed swordsmen

HDC21 2 horse chariot, driver and general unarmoured horses
HDC22 Shieldless halberdier

Burmese

BUR 1 Mon Guard spearmen
BUR 2 Mon Guard bowmen
BUR 3 Elephant, driver and 6x bowmen
BUR 4 Javelinmen skirmishers
BUR 5 Mon Guard cavalry
BUR 6 Bowmen
BUR 8 Spearmen
BUR 9 Mounted general and escort
BUR 10 Cavalry
BUR 11 Bowmen, skirmishing
BUR 12 Crossbowmen
BUR 13 Mon Guard crossbowmen
BUR 14 Mon Guard swordsmen
BUR 15 Sub generals, mounted
BUR 16 General on elephant

Tibetan

TIB 1 Tibetan armoured cavalry
TIB 2 Tibetan / Nepalese cavalry
TIB 3 Nomad cavalry with bow
TIB 4 Bowmen
TIB 5 Javelinmen with shield
TIB 6 Nobles, Khambra, Irregular Cavalry S

Arabs

ABR1 Arabs with spears, mounted on camels MP

15mm Late Medievals, 1300 onwards

YLT1 Longbowmen MP V
YLT2 Halberdiers MP V
YLT3 Men at arms, dismounted MP V
YLT4 Welsh bow MP

NAPOLEONIC

French 1802-1815

Line Infantry 1812-15

FRN1 Centre company, high porte
FRN1A Centre company, advancing
FRN2 Flank company, high porte
FRN3 Centre company, march attack
FRN4 Command: Officers x2, standards x2, drummers x4
FRN6 Flank company, march attack

High Command

FRN25 Napoleon with staff, mounted x3
FRN26 Staff, mounted x4

Line Infantry in greatcoat

FRN7 Centre company, high porte
FRN10 Flank company, high porte
FRN38 Centre company, march attack
FRN39 Flank company, march attack
FRN40 Command: Officers x2, standards x2, drummers x4

Light Infantry 1812-15

FRN5 Advancing
FRN5A Command: Officers x2, buglers x2, troopers x4

Line Heavy Cavalry

FRN14 Dragoon
FRN16 Dragoon command: Officer, bugler, standard,

trooper
FRN17 Cuirassiers
FRN18 Cuirassiers command: Officer, bugler, standard, trooper

Imperial Guard

FRN8 Old Guard grenadier, march attack
FRN9 Old Guard command: Officers x2, standards x2, drummers x4

Artillery

FRN28 4 Pdr cannon x2
FRN29 12 Pdr cannon x2
FRN30 Foot artillery crew 1812-15
FRN31 8 Pdr cannon x2
AHU17 6 Pdr cannon x2

Line Light Cavalry 1804-15

FRN11 Hussar in cylindrical shako
FRN13 Hussar command: Officer, bugler, standard, trooper
FRN19 Polish lancers
FRN20 Lancer command: Officer, bugler, standard, trooper
FRN21 1st to 6th lancers
FRN22 1st to 6th command: Officer, bugler, standard, trooper
FRN58 11th (Dutch) Hussars cylindrical shako
FRN59 11th command: Officer, bugler, standard, trooper

Line Light Cavalry 1815

FRN41 1st Chasseur in helmet
FRN42 Chasseur command: Officer, bugler, standard, trooper

Sappers and Engineers

FRN70 Sapper in bearskin

British 1801-1815

High Command

BRN27 Wellington and staff x3
BRN28 Staff, mounted

Highland Infantry in kilt 1801-15

BRN6 Centre company, high porte
BRN6A Centre company, march attack
BRN7 Flank company, high porte
BRN7A Flank company, march attack
BRN8 Command: Officers x2, standards x4, drummers x2

Line Infantry

Low Shako 1801-1812

BRN37 Centre company, high porte
BRN38 Flank company, high porte
BRN39 Command: Officers x2, standards x4, drummers x2

Stove Pipe Shako 1806-15

BRN18 Flank company, high porte
BRN18A Centre company, high porte
BRN20 Command: Officers x2, standards x4, drummers x2

Line Infantry Belgic Shako 1812-15

BRN1 Centre company, high porte
BRN2 Flank company, high porte
BRN3 Centre company, march attack
BRN4 Flank company, march attack
BRN5 Command: Officers x2, standards x4, drummers x2

Heavy Cavalry 1801-1813

BRN35 Heavy dragoon
BRN36 Dragoon command: Officer, bugler, standard, trooper

Heavy Cavalry 1812-15

BRN15 Scots Greys
BRN16 Greys Command: Officer, bugler, standard, trooper
BRN21 Household cavalry
BRN22 Household command: Officer, bugler, standard, trooper

Rifle Brigade 1801-15

BRN12 Riflemen, skirmishing
BRN14 Command: Officers x2, buglers x2, troopers x4

Light Infantry Stove Pipe Shako 1803-15

BRN19 Skirmishing
BRN19A Command: Officers x2, buglers x2, troopers x4

Light Cavalry 1801-13

BRN43 Light dragoon
BRN44 Light dragoon command: Officer, bugler, standard, trooper

Light Cavalry 1806-15

BRN40 Hussar in busby
BRN41 Hussar command: Officer, bugler, standard, trooper

Light Cavalry 1812-15

BRN23 Hussar in shako
BRN24 Hussar command: Officer, bugler, standard, trooper
BRN25 Light dragoon in shako
BRN26 Light dragoon command: Officer, bugler, standard, trooper

Artillery

BRN29 9 Pdr cannon x2
BRN30 Foot artillery crew 1812-15
BRN31 Horse artillery crew 1801-15
BRN34 6 Pdr cannon x2
BRN42 Foot artillery crew 1801-13

Prussian 1812-1815

Line Infantry

NPR1 Advancing, high porte
NPR2 Command: Officers x2, standards x2, drummers x4
NPR3 Advancing, high porte, blanket roll
NPR4 Command with blanket roll: Officers x2, standards x2, drummers x4

Grenadiers

NPR5 Advancing, high porte
NPR6 Command: Officers x2, standards x2, drummers x4

Jagers in oilskin shako

NPR9 Skirmishers MP
NPR10 Command: Officers x2, buglers x2, troopers x4

Landwehr

NPR11 Advancing MP
NPR12 Command: Officers x2, standards x2, drummers x4

Light Cavalry

NPR22 Hussars
NPR23 Hussar command: Officer, bugler, standard, trooper

Heavy Cavalry

NPR20 Cuirassiers, no cuirass
NPR21 Cuirassier command: Officer, bugler, standard, trooper
NPR24 Dragoon
NPR35 Dragoon command: Officer, bugler, standard,

trooper

High Command

NPR19 Blucher and staff
NPR31 Staff officers, mounted x4

Artillery

NPR30 Artillerymen

Russian 1812-1815

Infantry

RUS1 March attack
RUS2 Command: Officers x2, standards x2, drummers x4
RUS3 Advancing, high porte

Grenadiers

RUS10 March attack
RUS11 Advancing, high porte
RUS12 Command: Officers x2, standards x2, drummers x4

Jagers

RUS21 Mixed poses MP
RUS25 Command: Officers x2, buglers x2, troopers x4

Artillery

RUS30 Foot artillery crew
RUS31 Foot 10 Pdr guns x2

Light Cavalry

RUS40 Hussars
RUS41 Hussar command: Officer, bugler, standard, trooper
RUS44 Uhlan
RUS45 Uhlan command: Officer, bugler, standard, trooper
RUS46 Chasseur a cheval
RUS47 Chasseur command: Officer, bugler, standard, trooper
RUS48 Cossacks, sword and lance

Heavy Cavalry

RUS42 Dragoon
RUS43 Dragoon command: Officer, bugler, standard, trooper
RUS50 Cuirassier
RUS51 Cuirassier command: Officer, bugler, standard, trooper

15mm Bavarian 1806-1815

BGS1 Centre company, high porte
BGS2 Flank company, high porte
BGS3 Command: Officers x2, standards x2, drummers x4
BGS4 Centre company, march attack
BGS5 Flank company, march attack

15mm Casualties

NCS1 Dead horses x4
NCS2 Dead French infantry
NCS3 British casualties

Napoleonic READY MADE ARMIES

Starter armies 2 packs each of heavy cavalry, light cavalry, artillery guns and gunners, 4 packs of infantry
\$49

Brigade armies 3 packs each of heavy and light cavalry, 4 packs of artillery, guns and gunners, 12 packs infantry, 1 pack light infantry, 1 pack generals or staff
\$120

Armies available are:
 French 1792-1802
 British 1801-1812
 Prussian 1792-1807
 Prussian 1812-1815
 French 182-1815
 British 1812-1815
 Austrian 1792-1805
 Russian 1812-1815

Revolutionary Wars 1793-1802

Infantry Command Packs: Officers x2, standards x2, drummers x4
 Cavalry Command: Buglers x2, troopers x2.

French 1791-1802

FRV1 The Paris mob (unwashed) MP
 FRV2 Levee en Mass fusiliers Bleus MP V
 FRV3 Fusiliers in Tarleton (Blancs)
 FRV4 Infantry command Tarleton Blancs
 FRV5 Infantry command Bleus V
 FRV6 Fusiliers, Bleus, advancing, high porte V
 FRV7 Fusiliers, varied poses MP
 FRV8 National/ Swiss Guard
 FRV9 Cuirassier (no breast plate)
 FRV10 Command for FRV9
 FRV13 Fusiliers march attack
 FRV14 Hussars
 FRV16 Cuirassier, front plate only
 FRV17 Officers/ general, mounted
 FRV18 Hussar command
 FRV19 Cuirassier command
 FRV20 Dragoon
 FRV21 Dragoon command
 FRV22 Chasseur a Cheval
 FRV23 Artillerymen

Demi Brigades early 1/3 Blancs 2/3 Other chaps

Prussian 1792-1807

PRU1 Fusilier, advancing
 PRU2 Fusilier command
 PRU3 Grenadier, advancing
 PRU4 Grenadier command
 PRU5 Officer/ general, mounted
 PRU6 Hussar
 PRU7 Dragoon
 PRU8 Cuirassier
 PRU9 Hussar command
 PRU10 Cuirassier command
 PRU11 Artillerymen
 PRU12 Dragoon command

Austrian 1792-1805

AHU1 Fusilier, firing
 AHU2 Cuirassiers in helmet
 AHU3 Fusilier, advancing
 AHU4 Fusilier march attack
 AHU5 Fusilier command
 AHU6 Grenadier march attack
 AHU7 Cuirassier command
 AHU8 Hussars
 AHU9 Grenadier command
 AHU10 Lancer/ Uhlan
 AHU11 Hussars
 AHU12 Officers/ general, mounted
 AHU13 Fusilier in helmet, advancing
 AHU14 Grenadier, advancing
 AHU15 Artillerymen

AHU16 12 Pdr cannon x2
 AHU176 Pdr cannon x2

FANTASY

15mm Fantasy

ELF

ELF1 King, mounted and lancers x2
 ELF2 Magic group of 6 MP
 ELF3 Lancers
 ELF4 Guard, spear
 ELF5 Wood elf, bow
 ELF6 Thieves
 ELF7 Sprites
 ELF8 Elf, bow, armed cavalry
 ELF9 Guard, bow
 ELF10 Wood elf, spear
 ELF11 Elf infantry command

Elven army for 'Hordes' - ELF1, ELF2, ELF3 x2, ELF5 x2 (\$31.50)

Orcs and Goblins

GOB1 Drummers x2, standard bearer x2, Orcs x4
 GOB2 Swarm of bats
 GOB3 Wolf riders MP V
 GOB4 Wolves x6 MP
 GOB5 Goblins, small, unarmoured, mixed, weapons V
 GOB9 Spiders, giant x2
 GOB10 Trolls
 GOB11 Orcs, armoured with standard MP V
 GOB12 Orcs, armoured MP V
 GOB13 Orcs, unarmoured, mixed weapons V
 GOB14 Overseers with whips x6
 GOB15 Goblins, winged x6
 GOB16 Goblin archers
 GOB17 Platform cart: wolves x2, driver, bowman
 GOB18 Goblins, winged with trident x6 (these may be useful as Tengu, winged nasties from Japanese myths)
 GOB19 Ogre with Club
 GOB20 Ogre with
 GOB21 Axe armed Ogre with sword

Goblin/ Orc army for 'Hordes' - GOB1, 9, 11, 12 and 13 x1, GOB2, 3 and 4 x2, and GOB5 x3 (\$73)

Reptilians and Lizardmen

LIZ1 General and standard bearer in giant war turtle (\$8.25)
 LIZ2 Magicians and cauldron x6
 LIZ3 War turtle with crossbow crew x2 (\$8.25)
 LIZ4 Pterosaur, flying with crossbow rider
 CFB3 Pterosaur x2
 LIZ5 Lizardmen with sword and shield
 LIZ6 Lizardmen with trident
 LIZ7 Lizardmen with halberd
 LIZ8 Lizardmen with short sword
 LIZ9 Lizards, armoured with sword
 LIZ10 Dinosaurs with rider x4
 LIZ11 Lizards, crossbow armed
 LIZ12 Lizards, small, carnivorous x8, with handler
 LIZ13 Dinosaurs, armoured, lance armed x4, with armoured rider

Lizard army for 'Hordes' - LIZ1, LIZ4-9 x1, LIZ3, 10 x2 (\$66)

Skeletons and Undead

EEC1 Necromancers sowing dragons' teeth
 EEC2 Wraiths
 EEC3 Chariot: vampire horses x2 MP V
 EEC4 Skeletal cavalry on vampire horses

EEC5 Skeletal halberdiers V
EEC6 Skeletal bowmen
EEC7 Skeletal standard bearers and escort V
EEC8 Skeletons, scythe armed V
EEC9 Skeletal swordsmen V
EEC10 Ghouls V

For bats: use GOB2
Undead army for 'Hordes' - EEC1, 2, 3, 5, 6, 7, 8 and 10
x1, GOB2 and EEC4 x2 (\$62.50)

Ratmen

RAT1 Command
RAT2 Rats with halberds
RAT3 Rats with spears
RAT4 Rats with swords and shields
RAT4 More rats with swords and shields
RAT5 Bows
RAT6 Blunderbusses
RAT7
Rat army: RAT1, 6 x1, RAT3 x2, RAT2, 4, 5 x3 (\$67.50)

Duck Persons

QAK1 Duck with halberd
QAK2 Duck with sword
QAK3 Duck with sling
QAK4 Duck, young egg guard with sling x12
QAK5 Duck with spear

Semi-historical Egyptians

SHE1 General in sabre tooth tiger Chariot
SHE2 Magicians x6 and cauldron
SHE3 Sabre tooth tiger drawn Chariot, open sides
SHE4 Bowmen, jackal-headed x8
SHE5 Swordsmen, crocodile-headed x8
SHE6 Mummies MP x 6
SHE8 Sabre tooth tiger drawn line battle Chariot

Semi-historical Egyptian army for 'Hordes' - SHE1, 2, 3, 4,
5 x1, SHE3 x4 (\$41.50)

Chaos Beast Men

CBM1 Snake Heads
CBM2 Cat Heads
CBM3 Croc Heads
CBM4 Hawk Heads

Fantasy Beasts

CFB1 Sabre-toothed tigers x4
CFB2 Plague of frogs
CFB3 Dinosaur, flying
CFB4 Unicorns x4
CFB5 Pegasus x3
CFB6 Bears x4
MIN1 Minotaur with axe x3
CEN1 Centaur with bow x3
CEN2 Centaur with bow, armoured x3
CEN3 Centaur with spear, armoured x3
ALC6 Giant ape
GOB2 Swarm of bats
LYC1 Werewolves
EFS1 Barbarian with random adventurers x7
TBR1 Tree beings, 5 different models (1 per pack)
MMO1 Witches coven, flying
TUS1 Valkyrie warrior maiden on flying horse x3

Wraith Kings

WRK1 Wraith kings on foot with swords x3
WRK2 Wraith kings, mounted x3

Fantasy Humans

FHM1 Dismounted Wayrider with sword

Dwarves

SBB1 Dwarf knight riding bear x4
SBB2 Foot command
SBB3 Ye hand gunners
SBB5 Blades: swords, axes, halberds
SBB8 Dwarves with crossbows V
SBB9 Dwarf spearpersons, helmets
SBB10 Pike with helmets

Halflings

HBT1 Halfling command
HBT2 Halflings with swords, some helms, some shields
MP V
HBT3 Halflings with bows MP V
HBT4 Halflings with spears
HBT5 Halflings with slings
HBT6 Halflings with farm weapons

10mm FIGS

PERRIN 10MM WWII

Perrin 10mm figures come in packs of 2 vehicles or 20
figures unless marked.
Vehicles are \$13.20 per pack, Figures \$6.60 per pack.
Where marked with a '*' company bags of 10 vehicles are
available for \$49.50

American Vehicles

US101 Stuart M3 2 *
US102 M3 Lee 2
US103 Sherman M4 75mm 2
US104 Sherman M4A1 (Cast Hull) 2
US105 Sherman M4A1 76mm (Cast Hull M3 Suspension
2
US106 Sherman M4A3 75mm Early 2 *
US107 Sherman M4A3 76mm Early 2 *
US108 Sherman M4A3 75mm Late 2 *
US109 Sherman M4A3 76mm Late 2 *
US110 Sherman M4A3E8 76mm HVSS 2
US111 Sherman M4A3 CS 105 Howitzer 2 *
US112 M24 Chaffee 2
US113 M10 Tank Destroyer (Early no weight) 2 *
US114 M10 Tank Destroyer (Triangle weight) 2
US115 M10 Tank Destroyer (Duckbill weight) 2
US116 M18 Hellcat Tank Destroyer 2 *
US117 M36 Jackson Tank Destroyer 2 £*
US201 M7B1 Priest 105mm SPG 2 *
US301 M3 White Scout Car 2
US302 M3 Halftrack 2
US303 M8 Greyhound Car 2
US401 Jeep 4 *
US402 Dodge 3/4 Ton Cargo Truck 2
US403 Dodge 1/2 Ton Cargo Truck 2
US404 GMC 2 1/2 Ton Cargo Truck 2 *
US405 GMC 2 1/2 Ton Fuel/Water/Office Truck 2
US406 Studebaker 2 1/2 Ton Cargo Truck 2
US408 DUKW 2
US407 Studebaker 2 1/2 Ton Truck 2
US409 Dodge 3/4 Ton Command Car 2

US Infantry 20 figures per pack

USI 2 Infantry with group rifles

USI 3 LMG groups (10)
USI 4 HMGs and crew (10)
USI 5 Bazooka teams (10)

German vehicles

GER101 PzKw II 2 *
GER102 PzKw 38t 2 *
GER103 PzKw III Ausf J 2 *
GER104 PzKw III Ausf M (Schurtzen) 2
GER105 PzKw IV Ausf F1 (75mm L24) 2 *
GER106 PzKw IV Ausf F2 (75mm L48) 2 *
GER107 PzKw IV Ausf H (Schurtzen) 2 *
GER108 PzKw V Panther Ausf G (Schurtzen) 2 £*
GER109 PzKw Via Tiger Ausf E 2 *
GER201 Stug III Ausf E 75L24, 75L48 2
GER202 Stug III Ausf E 75L48, 105mm 2
GER203 Hetzer 2
GER204 Marder III 75mm 2
GER205 Marder III 76mm 2
GER206 JgPz IV Lang 75mm L70 2 *
GER301 SdKfz 234/1 20mm Armoured Car 2 *
GER302 SdKfz 234/2 Puma Armoured Car 2
GER303 SdKfz 234/3 Armoured Car 2
GER304 SdKfz 234/4 Armoured Car 2
GER305 SdKfz 251/1D Halftrack 2 *
GER400 Opel Blitz 3-Ton Cargo Truck Tracked 2 £*
GER401 Kubelwagon 4
GER402 Opel Blitz 1 1/2 Ton Cargo Truck 2
GER403 Opel Blitz 3 Ton Cargo Truck 2 *
GER404 Opel Blitz 3 Ton Tanker/Office Truck 2
GER405 Horsch Command Car 2
GER500 88mm Gun and Crew 2 *
GER501 PAK 40 75mm 2 *
GER801 Sdkfz 7 Heavy Tractor/Prime Mover 2 *
GER802 Sdkfz 10 Light Tractor/Prime Mover 2 *

German Infantry 20 figures per pack

WGI1 Infantry command Officers, maps etc.
WGI2 Infantry with rifles MP
WGI3 LMG groups (10)
WGI4 Heavy machine guns and crew
WGI5 Panzerschreck teams (10)
WGI6 Mortars and crew
W2G1 Infantry with Rifle and SMG (includes NCO's)
W2G2 LMG teams moving and firing (5 of each)
W2G3 HMG teams firing
W2G5 Heavy mortar teams
W2G6 Panzerfaust teams
W2G7 Panzerschreck teams
W2G8 Officers
W2G9 Infantry and machine guns in fox holes
W2G10 Dead and wounded

Soviet Vehicles

SOV101 KV-1 Model 1940 2 *
SOV102 KV-2 2 *
SOV103 T34/76 Model 1940 2 *
SOV104 T34/76 Model 1943 2
SOV105 T34/76 Model 1943 ChTz Turret 2
SOV106 T34/85 Model 1943 2 *
SOV107 T-70 2 *
SOV201 SU-85 2 *
SOV202 SU-100 2 *
SOV301 BA-10 Armoured Car 2 *
SOV401 GAZ 67 Car 4
SOV402 GAZ AA Truck Cargo 2 *
SOV403 GAZ AAA Truck Cargo 2
SOV404 GAZ AAA Truck Office 2
SOV405 ZIS 5 Truck Cargo 2
SOV406 ZIS 6 Truck Cargo 2
SOV500 76.2mm M36 AT Gun towed 2 *
SOV501 76.2mm M36 AT Gun Deployed 2 *

Soviet Infantry packs (20 figs at \$6.60 per pack)

COM1 Russian rifle group, summer dress
COM2 Sub machine guns summer dress
COM3 Anti-tank rifles MP
COM4 Light machine guns, summer dress
COM5 Command group
COM6 Heavy machine-guns (10)
COM7 Mortars and crews
COM10 SMG section winter greatcoats
COM14 Dismounted Cossacks
COM15 Mounted Cossacks (10)

British vehicles

UK101 Sherman Firefly 2
UK401 AEC Matadore 2
UK402 Dorchester Command Van + Awning 2
UK403 Bedford OY Cargo Lorry 2
UK404 Bedford OY Fuel/Water Lorry 2
UK405 Bedford OX Cargo Lorry 2
UK406 Morris Quad + Limber 2

British Infantry 20 per pack

W2B1 Infantry with Rifle and SMG (includes NCO's)
W2B2 Bren teams moving and firing (5 of each)
W2B3 Vickers teams firing
W2B4 Light mortar teams
W2B5 Heavy mortar teams
W2B6 Piat teams
W2B7 Officers
W2B8 Infantry and machine guns in fox holes
W2B9 Dead and wounded

American Civil War

Infantry in kepi with back pack

ACW1 - Marching
ACW2a - Advancing, charging, loading, firing
ACW6 - Command X

Iron brigade

ACW22a - Advancing, charging, loading, firing MP
ACW26 - Command X

Infantry in slouch hat, blanket roll

ACW31 - Marching
ACW32a - Advancing, charging, loading, firing MP
ACW36 - Command X

Artillery and limbers

ACW201 - Napoleon guns
ACW202- Rifled guns
ACW221 - Gunners in kepi
ACW222 - Gunners in slouch hat
ACW241 - Limber, horses x2, kepi crew x2
ACW242 - Limber, horses x6, kepi crew

High command

ACW301 - Generals, mounted, floppy hat
ACW302- Generals, mounted, kepi

Zouaves

ACW71 - In fez, advancing
ACW76 - In fez, command X
ACW82 - Straw hat, advancing
ACW86 - Straw hat, command X

Others use SFE3 and SFE7

Infantry in kepi with blanket roll

ACW13a- Advancing, loading, firing MP
ACW16 - Command X

Cavalry in kepi

ACW101 - Sabre at ready
ACW102 - Waving sabre
ACW103 - Carbine
ACW104- Pistol
ACW105 - Command

Cavalry in slouch hat

ACW122 - Waving sabre
ACW123 - Carbine
ACW124 - Pistol
ACW125 - Command

Dismounted cavalry

ACW141 - Troopers in kepi MP
ACW143 - Horse holders and horses kepi
ACW151 - Troopers in slouch hat
ACW153 - Horses and horse holders, slouch hat

Casualties

ACW401 - Infantry
ACW402 - Horses
ACW403 - Wrecked guns and limbers

10mm FRANCO PRUSSIAN Prussian and Allies

PUG1 Infantry, advancing
PUG2 Infantry, command
PUG3 Jager, advancing
PUG4 Jager, command
PUG5 Infantry with blanket roll
PUG6 Bavarian infantry
PUG7 Bavarian infantry command
PUG8 Wurtemberg infantry
PUG10 Hussars
PUG11 Hussar command
PUG12 Cuirassiers
PUG13 Cuirassiers command
PUG14 Uhlans
PUG15 Uhlans command
PUG20 Artillery command
PUG21 Krupp guns
PUG22 Bavarian artillerymen
PUG23 Prussian 6 horse limber and crew
PUG30 Divisional officers

French

SFE1 Infantry, advancing
SFE2 Infantry command
SFE3 Turco zouaves
SFE5 Turban zouaves
SFE7 Chasseur a pied
SFE10 Chasseur a cheval
SFE11 Chasseur a cheval command
SFE12 Cuirassiers
SFE13 Cuirassiers command
SFE14 Hussars
SFE15 Hussar command
SFE20 Artillerymen
SFE21 4 Pdr cannon
SFE25 Mitrailleur and crew x2
SFE30 Marine infantry
SFE40 Divisional officers

10mm ZULU WAR

British

SUL1 Infantry, high porte
SUL2 Infantry, firing
SUL3 Infantry command
SUL5 Gattling guns and crew x2

SUL6 Horse artillery
SUL7 Artillery crew
SUL8 6 horse limber and crew
SUL9 Ox drawn wagon (£2.00)
SUL10 Generals, mounted
SUL11 Spare oxen
SUL12 Wagon, no team for camps
SUL20 Cavalry, with sabre
SUL22 Lancers
SUL30 Natal native horse

Zulu

ZIP1 Mixed warriors, spears and knobkerrie
ZIP2 Mixed warriors with rifles
ZIP3 Zulu casualties

10mm READY MADE ARMIES.

Starter Packs - \$47; Battle Packs - \$116

NEW 10mm CRIMEAN WAR

Crimean War British

CWB1 British Command with Shako 2 standards, 2 drummers 1 officer enough for 4 battalions (20 figures)
CWB2 British Line Foot with Shako Firing
CWB3 British Line Foot with Shako Marching
CWB4 British Line Foot with Shako Advancing
CWB6 British Line Foot with Hat Firing
CWB7 British Line Foot with Hat Marching
CWB8 British Line Foot with Hat Advancing
CWB9 British Command with Shako & Greatcoat 2 standards, 2 drummers, 1 officer enough for 4 battalions (20 figures)
CWB10 British Line Foot with Shako & Greatcoat Firing
CWB11 British Line Foot with Shako & Greatcoat Marching
CWB12 British Line Foot with Shako & Greatcoat Advancing
CWB21 British Guards Command with Greatcoat 2 standards, 2 drummers 1 officer & 5 Guardsmen enough for 3 battalions
CWB22 British Foot Guards with Bearskin & Greatcoat Firing
CWB23 British Foot Guards with Bearskin & Greatcoat Marching
CWB24 British Foot Guards with Bearskin & Greatcoat Advancing
CWB25 Highlander Command 2 standards, 2 pipers 1 officer enough for 4 battalions (20 figures)
CWB26 Highlander Firing
CWB27 Highlander Marching
CWB28 Highlander Advancing

Russians

CWR1 Russian Command, Helmet, Hitched Coat 1 standard 2 drummers, 2 officers, enough for 4 battalions (20 figures)
CWR2 Russian Foot, Helmet, Hitched Coat Firing
CWR3 Russian Foot, Helmet, Hitched Coat Marching
CWR4 Russian Foot, Helmet, Hitched Coat Advancing
CWR5 Russian Command, Cap, Hitched Coat 1 standard 2 drummers, 2 officers, enough for 4 battalions (20 figures)
CWR6 Russian Foot, Cap, Hitched Coat Firing
CWR7 Russian Foot, Cap, Hitched Coat Marching
CWR11 Russian Foot, Helmet, Full Coat Firing
CWR12 Russian Foot, Helmet, Full Coat Marching
CWR14 Russian Foot, Helmet, Full Coat Advancing
CWR16 Russian Foot, Cap, Full Coat, Advancing
CWR17 Russian Naval infantry firing

10mm AIM Ancient armies (Armies In Miniature)

10mm Ancients

All packs contain 30 infantry, 12 cavalry, 3 chariots or 2 elephants and are \$11.55 per pack.

ALEXANDRIAN MACEDONIAN

Alexandrian army deal (Greek wars and the invasion of Persia) suitable for Warmaster Ancients (1000pt) and other systems \$169

(Contains AMC3b x 6, GHO6 x 1, GHO7 x 2, AMC6 x 1, AMC1 x 2, TCN1 x 2, AMC9 x 1)

AMC9 Command
AMC1 Companion
AMC2 Podromoi
AMC3 Phalangite (3 pose)
AMC3b Phalangite Upright
AMC3c Phalangite 45 degrees
AMC3d Phalangite Level
AMC4 Hypaspist
AMC5 Thessalian Cavalry
AMC6 Agrian Javelin
TCN1 Thracian Cavalry
GHO13 Greek Heavy Cavalry
GHO14 Greek Light Cavalry
GHO7 Cretan Archers
GHO8 Balearic/Rhodian Slingers
GHO1 Hoplites (3 pose)
GHO1b Hoplites Spear Upright
GHO1c Hoplites Spear 45 Degrees
GHO1d Hoplites Spear Level
GHO6 Peltasts
GHO10 Greek Skirmishers
NIN4 Indian Cavalry
NIN11 Indian Archers
AMC7 Alexandrian Bolt Thrower/Balista

MACEDONIAN SUCCESSOR

ASC2 Eastern Phalanx (3 poses)
ASC2b Eastern Phalanx (Pike Up)
ASC2c Eastern Phalanx (Pike 45 Degrees)
ASC2d Eastern Phalanx (Pike Level)
GHO9 Late Hoplites (2 poses)
GHO9b Late Hoplites Spear Up
GHO9c Late Hoplites Spear 45 Degrees
GHO9d Late Hoplites Spear Level
ARB3 Arab Camelry
NIN11 Indian Archers
GHO7 Cretan Archers
GHO8 Balearic/Rhodian Slingers
ASC23 Selucid Armoured Elephant
ASC24 Selucid Armoured Elephant with Howdah

ARAB

ARB3 Arab Camelry

BYZANTINE TO 6TH C

BYZ 1 Guard Infantry

GALATIAN

Galatian (with chariots) army deal suitable for Warmaster Ancients (1000pt, based around Ancient British due to similar use of chariots) and other systems \$208. (Contains GAL6 x 1, GAU4 x 2, GAL1 x 3, GAL3 x 3, GAU8 x 2, GAU3 x 3, GAU2 x 1, GAL4 x 3, GAU9 x 1, ANB2 x 1)

Galatian (no chariots) army deal suitable for Warmaster Ancients (1000pt, based around Gauls, no chariots) and other systems \$231. (Contains GAL6 x 1, GAL1 x 1, GAU4 x 4, GAL3 x 5, GAU8 x 2, GAU9 x 4, GAU1 x 2, GAU2 x 2)

GAL6 Galatian Command
GAU1 Noble Cavalry
GAU2 Cavalry

GAU3 Noble Infantry
GAL1 Noble Infantry captured Greek Weapons
GAU4 Warband/Infantry
ANB2 Light Javelinmen/Skirmishers
GAU6 Slingers
GAU7 Archers
GAU8 Gaisatai (Naked Warriors)
GAL3 Gaisatai with Greek Weapons
GAU9 Gaisatai Javelinmen (Naked)
GAL4 Galatian Chariots

GALLIC

Gallic army deal suitable for Warmaster Ancients (1000pt) and other systems

\$231. (Contains GAU10 x 1, GAU3 x 1, GAU4 x 9, GAU8 x 2, ANB2 x 2, GAU1 x 2, GAU2 x 2)

GAU10 Gallic Commanders
GAU1 Noble Cavalry
GAU2 Cavalry
GAU3 Noble Infantry
GAU4 Warband/Infantry

ANB2 Light Javelinmen/Skirmishers
GAU6 Slingers
GAU7 Archers
GAU8 Gaisatai (Naked Warriors)
GAU9 Gaisatai Javelinmen (Naked)

INDIAN

Indian army deal suitable for Warmaster Ancients (1000pt) and other systems

\$190. (Contains NIN13 x 1, NIN9 x 3, NIN11 x 3, NIN13 x 3, NIN12 x 2, NIN1 x 2, NIN5 x 2, NIN7 x 1)

NIN14 Indian Command
NIN1 Indian Cavalry
NIN5 Indian Elephant
NIN6 Indian Elephant with Howdah
NIN7 Maiden Guard
NIN9 Indian Spearmen
NIN11 Indian Elite Archer/Swordsmen
NIN12 Indian Tribal Archers
NIN13 Indian Archers

LATE ROMAN

Rome in the West 3rd to 5th Century AD

LRO1 Legion 3rd and 4th Century
LRO5 Auxilia Palatina 4th and 5th Century
NMD1 Numidian Horse
NMD2 Numidian infantry

PARTHIAN

Parthian army deal suitable for Warmaster Ancients (1000pt) and other systems \$132. (Contains PAR5 x 1, PAR1 x 3, PAR2 x 7, PAR3 x 1)

PAR5 Parthian Command
PAR1 Parthian Cataphracts
PAR2 Parthian Horse Archers
PAR3 Camelry
PAR4 Camelphracts
SAS6 Levy Infantry
SAS7 Levy Archers
SAS8 Slingers
SAS9 Skirmishers

NORMAN

Norman army deal (composed around the 'Killer Army', Knights, Spearmen and Archers) suitable for (and very

hard to beat in) Warmaster Ancients (1000pt) and other systems \$146. (Contains NOR12 x 1, NOR5 x 5, NOR7 x 2, NOR1 x 5)

Balanced Norman army deal (with a more realistic makeup) suitable for Warmaster Ancients (1000pt) and other systems \$156. (Contains NOR12 x 1, NOR5 x 6, NOR7 x 2, NOR1 x 3, NOR4 x 1, NOR3 x 1).

NOR 12 Norman Command
NOR1 Knights
NOR2 Norman Medium Cavalry
NOR3 Bretton Knights
NOR5 Dismounted Knights/Heavy Infantry
NOR6 Medium Infantry
NOR7 Armoured Archers
VIK2 Viking Mercenaries
SAX7 Later Saxon Select Fryd
SAX10 Villagers/Peons

NUMIDIAN

NMD1 Numidian Cavalry
NMD2 Numidian Javelinmen

LIGURIAN

Ligurian army deal suitable for Warmaster Ancients (1000pt based around Gallic list) and other systems \$248. (Contains LIG2x 1, GAU3 x 2, GAU4 x 6, LIG1 x 6, ANB2 x 6, GAU2 x 1)

LIG2 Ligurian Commanders
LIG1 Ligurian infantry
GAU3 Noble Infantry
GAU4 Warband/Infantry
GAU6 Slingers
GAU7 Archers

ANCIENT BRITISH

Ancient British army deal suitable for Warmaster Ancients (1000pt) and other systems \$208. (Contains ANB4 x 1, GAU4 x 10, GAU8 x 1, ANB2 x 3, ANB1 x 1, ANB3 x 3).

ANB4 British Commanders
GAU1 Noble Cavalry
GAU2 Cavalry
ANB1 British Light Cavalry
GAU3 Noble Infantry
GAU4 Warband/Infantry
ANB2 Light Javelinmen/Skirmishers
GAU6 Slingers
GAU7 Archers
GAU8 Gaisatai (Naked Warriors)
GAU9 Gaisatai Javelinmen (Naked)
ANB3 British Chariots

HOPLITE GREEK

Hoplite City State army deal (Classic Hopliters for the Persian wars etc.) suitable for Warmaster Ancients (1000pt) and other systems \$179. (Contains GHO18 x 1, GHO1b x 9, GHO7 x 1, GHO5 x 3, AMC5 x 1, GHO14 x 1).

Theban Style army deal (Classic Hopliters with greater emphasis on Peltasts) suitable for Warmaster Ancients (1000pt) and other systems \$189. (Contains GHO18 x 1, GHO1b x 7, GHO7 x 1, GHO5 x 6, AMC5 x 1, GHO14 x 1).

Later Hoplite army deal (City states during the Successor period with a blurring between hopliters and peltasts)

suitable for Warmaster Ancients (1000pt) and other systems \$179. (Contains GHO18 x 1, GHO9b x 9, GHO7 x 1, GHO5 x 3, AMC5 x 1, GHO14 x 1).

GHO18 Hoplite Greek Command
GHO1 Hopliters (3 pose)
GHO1b Hopliters Spear Upright
GHO1c Hopliters Spear 45 Degrees
GHO1d Hopliters Spear Level
GHO5 Peltast
GHO7 Cretan Archers
GHO8 Balearic/Rhodian Slingers
GHO9 Late Hopliters (2 poses)
GHO9b Late Hopliters Spear Up
GHO9c Late Hopliters Spear 45 Degrees
GHO9d Late Hopliters Spear Level
GHO10 Greek Light Javelinmen
TCN1 Thracian Cavalry
GHO14 Greek Light Cavalry

LATE SASSANID

SAS2b Sassanid Clibinarii
SAS6 Sassanid Levy Infantry
SAS7 Sassanid Archers
SAS8 Sassanid Light Infantry
SAS4 Sassanid Elephant
SAS5 Sassanid Elephant with Howdah
PAR3 Camelry

PONTIC

Pontic army deal suitable for Warmaster Ancients (1000pt) and other systems coming soon

SAS3 Light Cavalry/Horse Archers/Javelin
PAR2 Horse Archers
ASC2 Eastern Phalanx (3 poses)
ASC2b Eastern Phalanx (Pike Up)
ASC2c Eastern Phalanx (Pike 45 Degrees)
ASC2d Eastern Phalanx (Pike Level)
SAS9 Armenian Javelinmen (Eastern)
SAS8 Armenian/Eastern Slingers
SAS7 Armenian/Eastern Archers
SAS6 Levy Infantry
GAL1 Galatian Nobles/Infantry
GHO9 Late Hopliters (2 poses)
GHO9b Late Hopliters Spear Up
GHO9c Late Hopliters Spear 45 Degrees
GHO9d Late Hopliters Spear Level
PAR3 Camelry (Javelin)
ACM7 Eastern Bolt Throwers (unarmoured crew)

AUGUSTAN PERIOD ROMAN

Augustan/Tiberian army deal suitable for Warmaster Ancients (1000pt) and other systems \$146. (Contains LEG1 x 1, LEG7b x 4, LEG3e x 1, GAU4 x 2, GHO7 x 1, NMD2 x 1, AUX2 x 1, GAU2 x 1, AMC7 x 1).

LEG1 Roman Command
LEG3a Marian Legion
LEG3b Marian Legion Standing
LEG3c Marian Legion Advancing
LEG3d Marian Legion Throwing
LEG3e Marian Legion Gladius
LEG7a Augustan Legion (2 poses)
LEG7b Augustan Legion Standing
LEG7c Augustan Legion Advancing
LEG7d Augustan Legion Throwing
LEG7e Augustan Legion Gladius
AUX3 Auxilium
AUX2 Auxiliary Cavalry (coffin shield)
AUX1 Western Archer
GHO7 Cretan Archers
GHO8 Balearic/Rhodian Slingers
NMD1 Numidian Cavalry

NMD2 Numidian Infantry
LEG28 Bolt Throwers crew in mail
ACM7 Bolt Throwers unarmoured crew

TRAJANIC ROMAN - Claudius to Commodus
(Lorica Segmentum)

Claudius to Commodus army deal suitable for Warmaster Ancients (1000pt) and other systems \$146. (Contains LEG1 x 1, LEG15b x 4, LEG19e x 1, AUX3 x 2, AUX2 x 1, NMD2 x 1, AUX1 x 1, NMD1 x 1, AMC7 x 1).

LEG1 Roman Command
LEG15a Trajanic Legion (2 poses)
LEG15b Trajanic Legion Standing
LEG15c Trajanic Legion Advancing
LEG15d Trajanic Legion Throwing
LEG15e Trajanic Legion Gladius
LEG23b Trajanic Legion Standing extra armour for Dacian War
LEG23d Trajanic Legion Throwing extra armour for Dacian War
LEG23e Trajanic Legion with Gladius extra armour for Dacian War
LEG19a Praetorian Legion
LEG19b Praetorian Legion standing
LEG19c Praetorian Legion Advancing
LEG19d Praetorian Legion Throwing
LEG19e Praetorian Legion Gladius
LEG11a Raw Legion (Chainmail)
LEG11b Raw Legion Standing (Chainmail)
LEG11c Raw Legion Advancing (Chainmail)
LEG11d Raw Legion Throwing (Chainmail)
LEG11e Raw Legion Gladius (Chainmail)
AUX3 Auxilium
AUX2 Auxiliary Cavalry (coffin shield)
AUX1 Western Archer
GHO7 Cretan Archers
GHO8 Balearic/Rhodian Slingers
ANB1 British Cavalry
NMD1 Numidian Cavalry
NMD2 Numidian Infantry

REPUBLICAN ROMAN

Republican Roman army deal suitable for Warmaster Ancients (1000pt) and other systems \$248. (Contains RPR7 x 1, RPR2 x 2, RPR1a x 8, RPR1b x 7, RPR4 x 2, RPR6 x 1, GAU2 x 1)

RPR7 Republican Roman Command
RPR1a Hastatii (also Latins)
RPR1b Principes (also Latins)
RPR2 Triarii (also Latins)
RPR3 Accensi
RPR4 Velites
RPR6 Roman Cavalry
SPN2 Spanish Cavalry
SPN3 Iberian Scutari
GHO14 Greek Light Cavalry
NMD1 Numidian Cavalry
NMD2 Numidian Infantry
GAU1 Gallic Noble Cavalry
GAU2 Gallic Cavalry
GAU3 Gallic Nobles
GAU4 Gallic Warband
GAU7 Gallic Archers
ANB2 Gallic Skirmishers
GHO7 Cretan Archers
GHO8 Balearic/Rhodian Slingers

MARIAN ROMAN

Marian/Caesarian (with Western allies) army deal suitable for Warmaster Ancients (1000pt) and other systems \$146. (Contains LEG1 x 1, LEG3b x 4, LEG7e x 1, GAU4 x 2, GHO7 x 1, NMD2 x 1, AUX4 x 1, GAU2 x 1, AMC7 x 1).

Marian/Caesarian (with Eastern allies) army deal suitable for Warmaster Ancients (1000pt) and other systems \$146. (Contains LEG1 x 1, LEG3b x 4, LEG7e x 1, GAU4 x 1, SAS3 x 2, NMD2 x 1, AUX4 x 1, NMD1 x 1, GHO7 x 1).

LEG1 Roman Command
LEG3a Marian Legion (2 poses)
LEG3b Marian Legion Standing
LEG3c Marian Legion Advancing
LEG3d Marian Legion Throwing
LEG3e Marian Legion Gladius
GHO7 Cretan Archers
GHO8 Balearic/Rhodian Slingers
AUX4 Roman Cavalry (large round shield)
GAU2 Gallic Cavalry
GAU4 Gallic Infantry
NMD1 Numidian Cavalry
NMD2 Numidian Infantry
LEG28 Bolt Throwers crew in mail
ACM7 Bolt Throwers unarmoured crew

VIKING

Viking army deal suitable for Warmaster Ancients (1000pt) and other systems \$189. (Contains VIK6 x 1, VIK2 x 9, VIK1 x 1, VIK3 x 1, VIK4 x 1, VIK5 x 3)

VIK6 Vikings Command
VIK1 Viking Huscarls
VIK2 Viking Bondi
VIK3 Viking Archers
VIK4 Viking Berserkers
VIK5 Viking Skirmishers

SAXON

Late Saxon (Hastings etc.) army deal suitable for Warmaster Ancients (1000pt) and other systems \$179. (Contains SAX9 x 1, SAX6 x 1, SAX7 x 6, SAX2 x 4, SAX4 x 2, VIK5 x 2).

Early Saxon (conquest) army deal suitable for Warmaster Ancients (1000pt) and other systems \$169. (Contains SAX9b x 1, SAX2b x 4, SAX3 x 6, SAX4 x 2, VIK5 x 2).

SAX9 Later Saxon Command
SAX9b Early Saxon Command
SAX2 Later Saxon Fyrd
SAX2b Early Saxon Fyrd
SAX3 Early Saxon Select Fyrd
SAX4 Saxon Archers
SAX5 Later Saxon Mounted Infantry
SAX5b Early Saxon Mounted Infantry
SAX6 Later Saxon Huscarle
SAX7 Later Saxon Select Fyrd
VIK5 Saxon/Viking Skirmishers
SAX10 Villagers/Peons

CARTHAGINIAN

Carthaginian army deal (Hannibal in Italy) suitable for Warmaster Ancients (1000pt) and other systems \$208. (Contains CTG11 x 1, CTG4 x 2, CTG3 x 3, GAU4 x 3, CTG5 x 1, CHO8 x 1, CTG6 x 2, SPN2 x 1, NMD1 x 2, SPN3 x 2).

CTG11 Carthaginian Command
CTG1 Citizen Levy/Poeni Infantry
CTG3 Lybian Spearmen
CTG3b Lybian Spearmen Concave shields
CTG4 Hannibal's Veterans
CTG5 Lybian Javelinmen
CTG6 Carthaginian Cavalry
NMD1 Numidian Cavalry
NMD2 Numidian Infantry
GAU1 Gallic Noble Cavalry
GAU2 Gallic Cavalry

GAU3 Gallic Noble Infantry
 GAU4 Gallic Infantry
 ANB2 Gallic Light Javelinmen/Skirmishers
 GAU6 Gallic Slingers
 GAU7 Gallic Archers
 GAU8 Gaisatai (Naked Warriors)
 GAU9 Gaisatai Javelinmen (Naked)
 SPN3 Iberian Scutarii
 SPN4 Iberian Caetratii
 SPN2 Spanish Cavalry
 SPN1 Spanish Heavy Cavalry
 GH08 Balearic/Rhodian Slingers
 ACM7 Bolt Thrower Unarmoured Crew

15mm VENI VIDI VICI TRANSFERS

\$3.30 each

15mm Hellenistic

G1 Bird
 G2 Bull's head
 G3 Club
 G4 Cup
 G5 Dolphin
 G6 Macedonian star
 G8 Palm tree
 G9 Trident
 G10 Winged foot
 G11 Spartan
 G12 Selucid design
 G13 Star and surround
 G14 Mixed star - tri./snake/boar
 G15 Mixed Grogon - A/bull/lion
 G16 Pelta (6 different designs)
 G17 Pelta, small (6 different designs)
 G18 Mix (12 different designs)

Available in white, black, red, blue, green, yellow or purple

15mm Imperial Romans

R1 Legionary thunderbolt
 R2 Auxiliary laurel
 R3 Auxiliary wreaths
 R4 Legion thunderbolt 2
 R5 Legionary laurel
 R6 Auxiliary eagle
 R7 Auxiliary star
 R8 Auxiliary crescent
 R9 Auxiliary laurel ver. 2
 R10 Marine with hole for boss
 R11 Marine without hole
 R12 Praetorian in stars and crescents
 R13 Praetorian in scorpion and scrolls
 R14 Guard cavalry (2 different designs)

Available in white, yellow or red

15mm Late Roman

L1 Alternate blands
 L2 Star design
 L3 'U' design
 L4 Sun ray
 L5 Eagle
 L6 Chi-Ro
 L7 U' + Chi-Ro
 Available in white, black, red, light blue, green, yellow or purple
 L10 Spoke design
 L11 Lion
 L12 Sun ray
 L13 Alternate blands

Available in two-colour sheets: red/yellow, red/black, red/blue, green/blue or green/yellow

15mm Barbarian

B1 Long 'straight-sided' shields, common Gallic/German
 B2 Oval design, common Spanish type
 B3 Tat oval, almost round
 Available in red, black, white, green, blue or yellow

15mm Dark Age - Each sheet does approx. 24 figures

D1 Norman cavalry kite shield, hole for boss, mix (16)
 D2 Norman infantry kite shield, hole for boss, mix (16)
 D3 Round shield mix of Viking type designs
 D4 Oval shield, 5 point star (20)
 D5 Oval shield, bull's head (20)
 D6 Oval shield, Byzantine (20)
 D7 Round shields, Arab designs, mixed (25)
 Available in black, red, white, yellow or navy

15mm Chinese

X1 Chinese Chariot umbrella designs. For Essex chariots, 4 to a sheet: flying dragons, geometric patterns and line design
 X2 Chinese Chariot designs. For chariots, 6 to a sheet.
 Available in red, black, white, green and blue.

15mm Republican Roman

X3 Republican Roman mix (20). Black, white, red or yellow.

15mm Indian Elephant decorations

X4 Indian elephant decorations printed in 4 different colours

Navigator

15mm Ancients Range

All Purpose Troops

ALP1 - Light javelin man [use with Romans and Germans]
 ALP2 - Slingers
 ALP3 - Horde, camp followers, boys, women, infirm
 ALP4 - Horde with improvised weapons

Early Germans/Hairy Barbarians

GER1 - Command pack
 GER2 - Warband with javelins
 GER3 - Warband with swords
 GER4 - Cavalry
 GER5 - Cavalry

Equipment

EQP1 - Roman bolt thrower and crew (2 throwers and 4 crew)
 EQP2 - Buffalo (4 figures)

Imperial Roman

IMP1 - Command pack
 IMP2 - Legion pilum
 IMP3 - Legion, cloak, pilum
 IMP4 - Eastern archer, firing
 IMP5 - Roman heavy cavalry
 IMP6 - Legion sword
 IMP7 - Western archers
 IMP8 - Auxiliary

IMP9 - Eastern archer, loading
 IMP10 - Roman heavy cavalry

Numidians

NUM1 - Light horse
 NUM2 - Imitation legionaries
 NUM3 - Javelinmen
 NUM4 - Javelinmen
 NUM5 - Light horse

Carolingians/Later Franks

CLF1 Armoured infantry
 CLF2 Light cavalry
 CLF3 Heavy infantry
 CLF4 Medium infantry
 CLF5 Carolingian heavy cavalry
 CLF6 Cavalry command
 CLF7 Foot bowmen
 CLF8 Foot armoured bowmen

Battleground Scenery

Tents

42b Army bell tent 15mm \$5.95

Bridges

7b Two arch stone bridge 15mm \$19.80
 7c Single arch bridge 15mm \$19.80
 7d Plank bridge 15mm \$13.20
 64 North American covered wooden bridge 15mm \$29.70

Castles and Towers

66 Caesar's tower 10mm \$23.10
 11 Castle keep (designed to use with 12) 15mm \$23.10
 12 Castle set/city walls 15mm \$106
 12a Wall with 2 towers 15mm \$33
 12b Wall with steps 15mm \$26.40
 12c Wall with gateway and 4 towers 15mm \$33
 30 Medieval city gate (use with 12) 15mm \$29.70
 25a Peel tower (1400-1600) 15/20mm \$26.40
 25b Peel tower base 15/20mm \$16.50
 25c Peel tower corners 15/20mm \$13.20
 19 Castle keep (Norman) 6mm \$19.80

Trenches

52a Trench straight 15mm \$6.60
 52b Trench gun battery 15mm \$8.25
 52c Trench curved 15mm \$8.25
 52d Trench zig zag 15mm \$9.90
 52e Trench lazy 8 15mm \$8.25
 53 Log barricade 15mm \$8.25
 54 Gabions 15mm \$8.25
 55 Gun emplacement with gabions 15mm \$6.60
 56 Earthwork redoubt 15mm \$13.20

Walls & Fortifications

37a Plain wall (Vaubanesque) 15mm \$13.20
 37b Wall with gate (Vaubanesque) 15mm \$13.20
 37c Right angled wall (Vaubanesque) 15mm \$13.20
 37d Bastion (Vaubanesque) 15mm \$26.40
 37e Breached wall (Vaubanesque) 15mm \$13.20
 37f Ramp (Vaubanesque) 15mm \$6.60

37g Ravelin (Vaubanesque) 15mm \$26.40
 20a Italian tower (1400-1600) 15mm \$16.50
 20b Italian straight wall (1400-1600) 15mm \$9.90
 20c Italian wall curves (1400-1600) 15mm \$9.90
 20d Italian wall/gate (1400-1600) 15mm \$9.90
 67a Biblical fortification main gate 15mm \$23.10
 67b Biblical fortification tower 15mm \$13.20
 67c Biblical fortification wall 15mm \$13.20
 67d Biblical fortification breached wall 15mm \$13.20
 RC67 Biblical House 15mm \$16.50
 31 American frontier fort 15mm \$66

Buildings

48 North American church 15/20mm \$33
 28 Toll house 15/20mm \$13.20
 29 Clapboard house (Medieval or ACW) 15/20mm \$33
 26b Whealdon house small 15/20mm \$19.80
 21 Coaching inn 1/2 timbered 15/20mm \$26.40
 22 Yeoman house 1/2 timbered 15/20mm \$16.50
 23 La Belle Alliance 15/20mm \$19.80
 46 Norman church 15/20mm \$33
 38a Manor house 15mm \$29.70
 38b Manor house base 15mm \$9.90
 33 Log cabin 15mm \$13.20
 18 Belgian farm house 15mm \$16.50
 40 Jettied house 15mm \$16.50
 41 Barn 15mm \$23.10
 43 Italian house 15mm \$16.50
 45 Ale house 15mm \$16.50
 50a Spanish house, large 15mm \$19.80
 50b Spanish house, small 15mm \$16.50
 51 Southern mansion (Confederate) 15mm \$33
 59 Timber framed village house 15mm \$16.50
 61 German town house 1/2 timbered 15mm \$16.50
 49a Stone cottage 10/15mm \$9.90
 49b Stone cottage 10/15mm \$9.90
 49c Stone cottage 10/15mm \$9.90
 RC1 Large Zulu Oval Hut/House 10mm \$9.90
 RC1a Small Zulu Round Hut/House 10mm \$6.60
 RC2 Large House Germany to the Urals 1600+ 10mm \$16.50
 RC3 Clapboard House 2 chimneys for ACW 10mm \$16.50
 RC4 Wooden Church Suitable for ACW 10mm \$19.80
 RC5 Clapboard House 1 chimney for ACW 10mm \$16.50
 RC6 Water Mill Germany to the Urals 1600+ 10mm \$16.50
 RC7 Church Germany to the Urals 1600+ 10mm \$19.80

**Peter Pig
 RANGE 1**

VIETNAM

1. US troops M16 Advancing
2. US troops M60 Machine gun
3. US troops special forces LRRP
4. VC troops AK47
5. Peasants, male
6. Casualties US
7. Casualties VC
8. Caches (radio, stores etc)
9. M113 + crew \$16.50
10. M113 ACAV + crew \$16.50
11. NVA regulars + AK 47
12. Monks/sappers/rambo/tiger
13. NVA recoilless rifles and crew.
14. NVA mortars and crew

15. Australian Infantry FN Rifle
16. Peasant cart+buffalo
17. US troops M16 Firing
18. Australian SAS
19. US troops with M79 Grenade launchers
20. Crew for REVELL Huey
21. VC LMG/Officer/RPGs
22. PBR + Crew \$23.10
23. Long Hut \$8.25
24. Square Hut \$8.25
25. NVA LMG/RPG/Officers
26. US Command
27. US Gun Crew
28. US 105mm Howitzer \$9.90
29. NVA Dead
30. Aircrew on Foot
31. 105mm Shells and boxes
32. US troops with shotguns
33. US troops with LAW anti tank weapons
34. M48 tank \$23.10
35. ARVN M16
36. ARVN M60 LMG
37. ARVN M79 Blooper
38. ARVN Command
39. ARVN 81mm Mortars
40. ARVN LAWS
41. ARVN Dead
42. ARVN M14
43. ARVN gun Crew
44. Peasants dead
45. Peasants Female
46. Peasants Sitting
47. Porters(bike/cart/big pack 6 figs)
48. LVTP 5(amtrac) \$16.50 Resin it's big
49. Waterline Resin Amtrac \$8.25
50. Australian Infantry with LMG
51. US Snipers
52. Tunnel rats
53. VC with bolt action rifles
32. Tuareg on camel with javelin
33. Tuareg on camel with sword
34. Tuareg on camel command
35. Tuareg on camel Generals
36. Tuareg on foot with spears
37. Tuareg on foot with swords
38. Tuaregs on foot command
39. Tuaregs foot casualties
40. Roman Bolt shooters(2) and crew
41. Moorish Light cavalry
42. German Warband with Javelins
43. German warband leaders(Naked)
44. German Warband with swords
45. German Warband standing casualties
46. German Warband lying dead
47. German Archers
48. German warband javelins(naked)
49. German warband Heroes
50. German cavalry with javelins
51. German cavalry command
52. German Warband standards
53. New Kingdom Egyptian chariot(jav crew)
54. New Kingdom Egyptian chariot(bow crew)
55. New Kingdom Egyptian Generals chariot
56. New Kingdom Egyptian Chariot runners/light troops
57. New Kingdom Egyptian shock infantry
58. New Kingdom Egyptian dead bodies
59. New Kingdom Egyptian Standards
60. New Kingdom Egyptian Musicians
61. New Kingdom Egyptian Casualties standing
62. New Kingdom Sherden
63. German foot Generals
64. Dead Romans
65. Parthian/Greek peltasts suitable for Parthian city militia
66. Parthian/Greek Peltast command
67. German building in resin(square) \$9.90
68. German building in resin rectangular(\$9.90)
69. Parthian cataphract attacking/leggings
70. Parthian cataphract vertical kontos
71. Parthian cataphract standards
72. Parthian cataphract camels
73. Parthian cataphract generals
74. Parthian cataphract mounted casualties
75. Parthian horse archers loading
76. Parthian horse archers firing
77. Parthian foot skirmishers
78. Parthian Dead

RANGE 3

ANCIENTS

1. New Kingdom Egyptian Bowmen
2. New Kingdom Egyptian Spearmen
3. New Kingdom Egyptian Officers
4. Midianite Javelinmen
5. Midianite camel troops(3 camels)
6. Parthian Horse archers firing(1 piece)
7. Parthian Cataphracts
8. Parthian Cataphract command
9. Frankish Warband
10. St Johns crossbowmen
11. DBM Resin camp 4x4cm
12. Roman Legionary Pilum, Wreath shield
13. Roman Legionary Pilum, Cross shield
14. Roman Legionary Sword , wreath shield
15. Roman Legionary Sword, cross shield
16. Auxilliary with spear and wreath shield
17. Auxilliary with bow
18. Roman cavalry with wreath shield
19. Roman foot command officer,standards,musician
20. Roman generals mounted
21. Roman Cavalry command with wreath shields
22. Roman Auxilliaries with ribbed shields
23. Roman Cavalry with ribbed shield
24. Roman cavalry command with ribbed shield
25. Chinese rocket launchers (4 of)
26. Peasants throwing rocks
27. Pack Camels with figure
28. DBM Warship 4 x 11cm. Resin and metal kit. \$16.50
29. Parthian Horse archer command
30. Midianite mounted command(4)
31. Tuareg on camel with lance

RANGE 6

Heads and allsorts

1. Stretchers for any period (no bearers, just stretchers)
2. Dutch WW2 helmet
3. WW1 Red Army hat
4. Feldmütz WW1 German hat.
5. WW1 German helmet
6. Bersaglieri helmet (Italian with plume WW2)
7. Russian Tanker head (can be used for WW2 or modern)
8. US Doughboy hat
9. Polish Para Beret
10. WW1 Gor Blimey British hat
11. Naked women, useful for dancers, slaves or dressable dollies
12. Oxen (6 of)
13. Pickelhaube german WW1
14. British WW2 para
15. Furry hat, Russian
16. African modern cap
17. French Kepi. Convert 8th army to FFL
18. Beret Heads. Convert to Brit commandoes/AK 47 etc
19. Bare Heads. Nuff Said
20. Early Russian Helmets. Convert WW2 Russian to early ones
21. Russian WW2 Helmet. Convert cavalry/AK 47

- infantry.
22. Sailor Head. Sailors?
 23. Adrian Helmet. SCW / WW1
 24. Fez. Egyptians/ German WW2 units
 25. Small Brimmed hat
 26. Australian/Gurkha
 27. PLO scarf
 28. Skull
 29. Soft peaked hat
 30. German WW2 helmet
 31. Bicycles(6)
 32. Broad Brimmed hat (confederate)
 33. Coolie Hat
 34. Sikh Turban
 35. Pointy top turban
 36. Modern US Fritz
 37. British WW1 Sun Helmet
 38. SCW isobalina cap
 39. Italian WW2 desert helmet
 40. British WW1/2 helmet
 41. German WW2 para helmet
 42. Beast Head (wolf)
 43. US WW2 helmet heads
 44. Beast head (lizard)
 45. French Beret FFL modern
 46. German WW2 combat cap
 47. Belgian WW1 Shako
 48. ACW Kepi
 49. Tank Commander IDF
 50. Pasamontana(SCW)
 51. Stiff peaked hat.
 52. ECW wide brimmed hat
 53. ECW Montero cap
 54. ECW Helmets(officer/cav)
 55. ECW Bare heads
 56. ECW Scottish bonnets
 57. US Fritz Helmet + Goggles
 58. Italian Alpine Heads(WW2)
 59. NVA heads (Vietnam)
 60. ECW Monmouth Cap
 61. WW2 French Motorized Head
 62. WW1/2 Cossack Heads

RANGE 7

ACW Ships

1. USS Monitor(Metal) The famous turreted ship \$9.90
2. CSS Manassas . a cigar shaped ram ship, great fun \$9.90
3. CSS Planter. A useful sidewheeled paddle steamer can be used for both sides \$9.90
4. CSS Nashville. Huge side wheeled ironclad.Looks really mean \$15
5. USS Essex. Slab sided union ironclad \$9.90
6. CSS Tuscaloosa. Very typical of confederate ironclads \$9.90
7. USS Miami.Heavily armed side wheeled wooden ship \$13.20
8. USS Signal . Typical stern wheeled paddle steamer \$13.20
9. Coastal Fort with sloped sides , use fort guns with this \$13.20
10. 12pdr Guns and limbers. Useful for shore support 8of
11. Heavy fort guns 8of
12. Torpedo boats. Small two man craft with a contact detonation torpedo 4 of \$3.30
13. Ships boats on davits for any ship 12 of
14. CSS Virginia. The Big reb ironclad that started a lot of fuss amongst the Yankees \$13.20
15. CSS Little Rebel . Side wheeled paddle ram , use for both sides. \$9.90
16. USS New Ironsides. Really big "ship of the line" (Warrior equivalent) \$13.20

17. USS Fuchsia(Metal) Small gunboat, very numerous
18. Harbour buildings 3 of
19. CSS Albemarle Another typical confederate ironclad \$8.25
20. AD Vance The best blockade runner of the war. \$13.20
21. USS Sandusky . A single turreted monitor with a deck structure \$13.20
22. USS Onandaga.. Double turreted monitor. Too powerful. \$11.60
23. Wharf(5"). Has buildings and wagons cast on. \$11.60
24. CSS General Bragg. Huge paddle boat . Looks nice \$13.20
25. USS Choctaw. Very ugly Iron clad, big paddle boxes. \$13.20
26. CSS Governor Moore.. Cottonclad Paddle Boat \$13.20
27. CSS Selma. Long Paddle/gunboat \$13.20
28. Wrecked ship pieces. Random selection, looks good in a game \$8.25
29. Deck Guns(heavy) 10 of
30. Fort Sumter. A big model which includes all the necessary guns etc.(get one of these) \$73
31. Barbette Guns (10 of)
32. Carriage Guns (10 of)
33. USS Benton. Very big ironclad, wide too \$13.20
34. CSS Tennessee. Huge casemate ironclad(killer) \$13.20
35. Commodore Morris. Typical ferryboat pressed into service. Double ender \$9.90
36. USS Canonicus. Later streamlined single turreted monitor (metal) \$13.20
37. USS Cairo. Slab sided Ironclad Very common. \$9.90
38. USS Sassacus. Very big double ended steamship/sidewheeler looks powerful. \$15
39. Infantry Blocks(8)
40. Cavalry Blocks(8)
41. Skirmisher blocks(8)
42. Command blocks(8)
43. Deck Guns(medium) 10 of
44. CSS Arkansas Casemate Ironclad \$9.90
45. CSS Palmetto State(Richmond class casemate ironclad) \$8.25
46. CSS Drewry (Small Gunboat-very common)
47. Mortar schooner (metal)
48. USS Hartford-screw Sloop, Farragut's Flagship"damn torpedos etc" \$19.80
49. USS Indianola(another ugly union ironclad) \$9.90
50. USS Blackhawk Very Large multi deck paddle steamer(Admiral Porters Flagship) \$16.50
51. USS Tyler Paddle Gunboat \$9.90
52. Switzerland US Army Ram Ship \$9.90
53. Mortar Rafts (8 of)
54. USS Keokuk(metal) \$8.25
55. Rectangular City block(resin) \$16.50
56. Farm (resin) \$13.20
57. USS Passaic(metal) \$9.90
58. USS Tuscumbia(very wide paddle ironclad) \$13.20
59. USS Chilicothe. Paddle ironclad \$9.90
60. Balloon Barge(\$8.25)

RANGE 8 WWII

Germans

2. German Rifles Advancing
4. Ger MG34.bipod
6. German command
8. German 5cm mortars
9. German SMGs
10. Panzer IIF \$13.20
11. Panzer III L \$18.50
14. Kubelwagen
35. Ger 37mm A/T Gun
36. German Gun crew
37. German MG34 Tripod
38. German A/T Rifles

41. PzIIb(Girder/rounded)(\$15)
42. PzIIc(Big wheel/rounded)(\$15)
43. PzIIB(Big wheel/ squared)(\$15)
44. Ger tank commanders
45. Ger Para with rifles
46. PzIIIe(\$15)
48. Dead Germans
50. Ger Para MG 34
51. Ger Para command
66. German L/ War Assault rifles
67. German LW SMGs
68. German LW Rifles
69. German LW Command
70. German panzershrecks
75. Seated Germans
78. German LW MG42s Bipod
81. Horsch car \$13.20
82. Granit Truck(Ger)(\$15)
83. Granit Ambulance command(\$15)
91. PzIV C (\$16.50)
92. PzIV F1(\$16.50)
93. PzIV F2 (\$16.50)
94. PzIV G(\$16.50)
95. PzIVH (\$16.50)
96. PzIV J(\$16.50)
97. PzIV Hwith turret armour(\$16.50)
98. PzIV J with turret armour(\$16.50)
99. Side skirts(2 pairs) Pz IV
111. Kettengrad
112. 105 recoilless gun +German Para crew
116. Germans having lunch
117. German Para crew
118. German Assault engineers
119. Ger 81 mm Mortars
121. Ger NCOs+SMGs
123. Africa Corps(DAK) SMGs
124. DAK Rifles
125. DAK LMGs
126. DAK Gun Crew
127. DAK Command
128. DAK Mortars
129. DAK Dead
130. DAK MG34 Tripod
131. SS Camo/Rifles
132. SS Camo/SMG
133. SS Camo/Command
134. SS Camo/MG 42
135. SS Camo/Crew
136. SS Camo/Dead
137. SS Camo /Mortars
165. PAK 40 (75mm)AT Gun(\$9.90)
166. 75mm Ger. Inf Gun
167. Nebelwerfer \$8.25
168. German Steyr truck (\$15)
183. German Para MG34 tripod
184. Schwimmwagen
185. Ger Para Tank Hunters
193. Solo Motorcycles (4 of)
194. M/C Combinations (2 of)
198. German cavalry with carbines



199. German cavalry officers



200. MAUS Super Heavy Tank (\$26.40)
201. Panther G (\$22)
202. Bergepanther (\$22)
203. Panther G Zimmerit (\$22)
204. Panther G schmalterm Turret(\$22)
205. Jagd Panther(\$22)
206. Panther G infra Red(\$22)

207. Panther turret emplacement
208. Panther stowage includes track , wheels and commander with MG34 AA
209. Panther Bazooka shields (6 of)
210. German paras with SMGs
211. German paras with 81mm mortars.
212. German Paras with MP44 assault rifles(LW)
213. German tank mechanics
216. German tank hunters in cap(panzerfaust, tellermine and grenades)
217. German infantry with Russian SMG's
222. Kugelblitz AA Pz IV tank (\$16.50) (bit like a bomber ball turret stuck in the top of a Pz IV)
247. Panhard A/C with German 50mm Gun shield on top(\$15)
254. German infantry in greatcoat/rifle
256. Volksturm + Panzerfauste
257. Volksturm + Rifles
261. German SS Rifle/boots
300. German Ski troops
310. German Greatcoat LMG
311. German Greatcoat Command
314. SDKFZ 251/1 Troop carrier C \$18.50
315. SDKFZ 251 C Flamethrower \$18.50
316. SDKFZ 251 C Engineer \$18.50
317. SDKFZ 251 C Mortar \$18.50
318. SDKFZ 251 C 75mm Close Support Gun \$18.50
319. SDKFZ 251 C Camouflaged \$18.50
320. SDKFZ 251 C Rockets \$18.50
321. SDKFZ 251 Ambulance/ammunition carrier \$18.50
322. SDKFZ 251 Destroyed \$9.90
323. SDKFZ 251 + 37mm Command \$18.50
324. SDKFZ 251 +37mm Camouflage, command \$18.50
- 325
- 326
327. Jerry Cans(x10)
336. German Tripod Late war MG 42
337. 251 crew seated+gunner
338. 251/assault gun crew
357. German snipers
358. German LW rifles firing
359. German Panzerfausts
362. PZ III L with stowage fitted \$18.50
376. Pz III Destroyed \$8.25
377. German para 50mm Mortars
378. German Para Dead
400. Tiger 1 Mid production (Normandy and Russia) \$22
401. Tiger 1 Battle hardened \$23.50
402. Tiger 1 Zimmerit \$23.50
- 403 Tiger 1 Camouflaged \$23.50
404. Tiger 1 destroyed (resin) \$9.90
405. Goliath teamsx2 (2 Goliaths and 4 crew men)
406. Stug III G 75mm \$19.80
407. Stug III G 105mm Howitzer \$19.80
408. Stug III G 75mm Camouflage \$19.80
409. Stug III G 75mm Zimmerit \$19.80
410. Stug III G 75mm Stowage \$19.80
411. Stug Side Skirts. 2 Pairs
412. Stug Crew 8 Figures
423. German para with demolition charges
424. German para engineers (flame etc)
425. German para FG42 rifles
427. Stug/Pz3 stowage
428. PzIII with skirts \$18.50
445. LW German Assault rifles Firing



446. LW German surrendering



447. LW German Dead



448. LW German Rifles kneeling firing
449. LW German LMGs Lying



450. LW German LMG Advancing
451. LW German SMG (NCO) Standing



452. LW German Officers in cap



453. LW German radio operators



454. LW German MG ammo carriers
455. LW German grenadiers



456. LW German Gun crew kneeling
457. LW German Infantry lying



458. LW German 81mm Mortars



459. LW Germans advancing under fire.



460. LW German G43 Automatic rifles. Advancing



461. LW German Flamethrowers



462. LW German mine team



463. German 120mm Mortar teams



464. German LW Medics and casualties



465. German Higher command



466. German LW Rifles in Zeltbahn



467. German LW Zeltbahn SMG



468. German LW Zeltbahn Assault rifles



469. German ZB LMGs



471. German ZB 81mm mortars

472. ZB G43 Rifles

473. ZB Panzerfaust



474. ZB AT Gun Crew

475. ZB Panzershrek



476. ZB Command



477. ZB Grenades



478. ZB MG42 HMGs

506. Kubelwagen with canvas up \$9.90



507. Kubelwagen \$9.90



508. Kubelwagen Camo \$9.90

509. Kubelwagen SS \$9.90

510. Destroyed Kubelwagens

521. German cavalry NCOs (SMG)



522. German Cavalry LMGs(MG34)



523. German Cavalry Empty Horse + horseholders 6/2



524. German cavalry pack horses

525. German cavalry HQ



British

1. Brit Rifles(Early War)
3. Brit Brens
5. Brit Command
7. Brit 2" Mortars
12. Universal Carrier \$9.90
13. Vickers Light tank Mk6 C \$13.20
15. Cruiser A13Mk1 \$16.50
16. Vickers HMG teams
17. Bedford Light Truck \$11.60
18. Sherman M4 \$18.50
22. 2 Pdr (deployed)
23. Brit tank commanders
27. British artillery crew
28. Brit seated
29. British Home guard
31. Boyes A/T rifles
49. Dead British
52. Brit para rifle
53. Brit para sten
54. Brit para Bren
55. Brit para command
56. Brit para rifle advancing
57. Brit paras + PIATS
58. Brit para gun crew
77. Brit Paras Seated
100. Brit Commandos
115. British Piats
120. Bri 3" Mortars/Firing
138. Matilda Mk1 Tank \$13.20
139. LRDG Vehicle crew
143. Brit NCOs with SMGs
144. Brit Vehicle stowage
151. Brits having a brew
152. Brit para HMGs
155. 8th Army Rifles
156. 8th Army Brens
157. 8th army Command
158. 8th Army Dead
159. 8th Army Gun Crew
160. 8th Army HMGs
161. 8th Army 3" Mortars
162. 8th Army AT Rifles
163. 8th Army SMG/ nco
164. BritTruck 15CWT CMP \$11.60
169. Humber scout car \$11.60
170. Cruiser A13 Mk111 \$16.50
171. Jeep Airborne \$8.25
172. Jeep Desert \$8.25
173. Jeep Normandy \$8.25

174. Brit para dead
195. British infantry throwing grenades
214. Brit infantry(LW) Firing
215. Brit infantry (LW) Advancing
223. Brit Paras with 2" mortars
224. Brit Paras with 3" Mortars
237. Sherman Firefly 17pdr \$18.20
242. Sherman DD with skirt down \$21.50
246. Sherman M4A4 75mm British \$18.20
248. M10 Achilles 17pdr British \$18.20
255. British Engineers(flamethrower, mine detector and detonator)
258. Vickers Light tank MK 6 B(MGs) \$13.20
259. Brit Drivers
260. British desert drivers
354. 6pdr AT gun \$9.90
363. 14thRifles Firing
364. 14th Rifles Adv
365. 14thThompson SMGs
366. 14th Command
367. 14th Dead
368. 14th Brens
369. 14th HMGs
370. 14th 2" Mortars
371. 14th 3" Mortars
372. 14th Crew
373. 14th Sten SMGs
374. 14th Sniper/Piat/Flame
375. 14th 3 Mules+3 men
413. British Snipers
414. Airborne 6pdr \$9.90
430. Brit Para NCOs
431. Brit Para Flamethrower + Grenades
432. Brit Para Lying (rifles, stens + Bren)
433. Brit Para Stens advancing
434. Brit Para Characters (Frost with horn, Walte Tatham with umbrella, Runner, Padre with communion kit)
435. Brit Para Fighting wounded/medics
436. Brit Para Kneeling Command
437. Polish Command beret
438. Polish sten/rifle/Bren beret
439. James motorcycle paras (6 of)
440. Brit Paras Surrendering
441. Brit Para Signal Jeep (includes crew) \$9.90.



442. Brit Para Jeep carrying paras (includes crew) \$9.90

443. Brit Para Jeep 6pdr tow (includes crew) \$9.90

444. Brit Para Jeep Trailers (3 of assorted)



482. Brit LW rifles Kneeling



483. Brit LW AT Gun Crew



484. Brit LW Stens

485. Brit LW Grenades



486. Brit LW Rifles with leather coat



487. Brit LW Sten/Rifles Lying



488. Brit LW Rifles Advancing light kit



489. LW Brit Bren sections advancing



490. LW Brit Bren sections Firing



491. Brit LW Bren sections firing (lying)



492. Brit LW Radio Men



493. Brit LW Platoon commanders



494. Brit LW Company commanders

495. Brit LW 2" Mortars

496. LW Brit Surrendering

497. Brit LW Medics

498. Brit LW 3" mortars



499. Brit LW 4.2" Mortars

501. Brit LW Gun Crew

502. Brit LW HMGs

503. LW Brit Dead



504. Brit LW Advancing in Greatcoats



505. 8th Army 2" Mortars

520. Brit Para Air landing canisters
(2 layouts of three open canisters. I stack of 3 closed containers).

531. 8th Army rifles advancing



532. 8th Army rifles charging



534. 8th Army surrendering



535. 8th Army higher command



536. 8th Army AT gun crew



537. 8th army Indian riflemen advancing



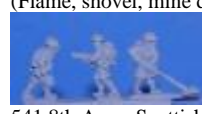
538. 8th Army Indian brens



539. 8th Army greatcoats advancing



540. 8th Army engineers
(Flame, shovel, mine detector)



541. 8th Army Scottish riflemen



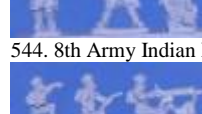
542. 8th Army Scottish SMGs



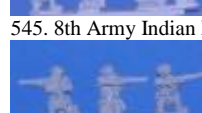
543. 8th Army Indian SMGs



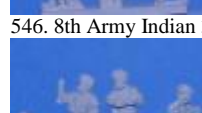
544. 8th Army Indian HMGs(3)



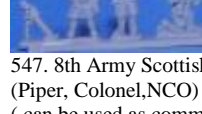
545. 8th Army Indian Riflemen kneeling



546. 8th Army Indian 3" Mortars(2)



547. 8th Army Scottish Characters
(Piper, Colonel, NCO)
(can be used as command)



561. Universal carrier with a crew of 3.\$10



562. Universal carrier with a crew of 6 \$10



563. Universal carrier (mortar). \$10



564. Universal carrier (HMG). \$11



565. Universal carrier destroyed. (resin) \$10



American

- 19. Jeep(screen up) \$8.25
- 20. M3 (A1) 1/2 track \$18.20
- 59. US Riflemen Firing
- 60. US SMGs
- 61. US BAR(LMG)
- 62. US Command (platoon)
- 63. US Bazooka teams
- 64. US carbines
- 65. US 81mm Mortars
- 71. US .50 Cal Mgs
- 74. 50 Cals and jerry cans for vehicles
- 76. Seated US
- 107. US Dead
- 140. US 105mm Howitzer \$9.90
- 141. US Gun crew
- 142. US Command company level and higher
- 153. 105mm US shells+cases
- 186. US Tank Commanders
- 196. US .30 Cal Mg teams
- 197. .30 Cal on Mounts (8 of)
- 231. Sherman M4+Applique armour \$18.20
- 232. Sherman M4+Applique+Stowage \$18.20
- 233. Sherman M4A3 75mm \$18.20
- 234. Sherman M4A3 76mm \$18.20
- 235. Sherman M4A3 76mm+Sandbags\$18.20
- 236. Sherman M4A3 Jumbo \$18.20
- 238. Sherman Stowage
- 239. Priest 105mm \$18.20
- 240. M10 Tank Destroyer \$18.20
- 241. Destroyed Sherman (resin 1 piece) \$9.90
- 243. Sherman Calliope rocket launcher \$21.50
- 246. Sherman M4A3 HVSS (new suspension/track) \$18.20
- 244. Sherman Cullin hedgerow devices(6 of)
- 249. M8 Armoured trailer (2 of)
- 301. M3 1/2 track with 105mm howitzer \$18.20
- 308. US Riflemen advancing

- 309. US 60mm Mortars
- 313.Destroyed jeep(resin)
- 339. USMC Firing
- 340. USMC Advancing
- 341. USMC SMG
- 342. USMC Bazookas
- 343. USMC Bar
- 344. USMC 30 Cal
- 345. USMC 60mm Mortars
- 346. USMC 81mm Mortars
- 347. USMC Platoon commanders
- 348. USMC Company Command
- 349. USMC Flamethrowers
- 350. USMC Dead
- 351. USMC Snipers
- 352. USMC Bare chested
- 353. USMC Crew
- 355. USMC Carbines
- 356. USMC Shotguns
- 360. US 75mm Pack Howitzer
- 379. US infantry Kneeling
- 380. US Engineers (satchel, detector, flame)
- 381. US Para Rifles Advancing
- 382. US Para Rifles Firing
- 383. US Para Platoon Command
- 384. US Para Company Command
- 385. US Para SMG
- 386. US Para BAR
- 387. US Para US Para Bazooka
- 388. US Para 60mm Mortars
- 389. US Para 81mm Mortars
- 390. US Para Dead
- 391. US Para Carbines
- 392. US Para 30 Cal MGs
- 393. US Para Seated
- 394. US Para Gun Crew
- 429. US 57mm AT Gun \$9.90
- 548. US AT gun crew (kneeling 4 poses)

French

- 21. Char B1 \$18.20
- 24. French R35 tank \$11.60
- 25. French Panhard A/C 178 \$15
- 26. French infantry firing
- 30. French Renault Truck \$13.20
- 32. French S35 tank \$15
- 33. French H39 Tank \$11.60
- 34. French LMGs
- 39. French Resistance
- 40. French Command
- 47. French Tank commanders
- 72. French Gun Crew
- 73. French 75m Solid pneumatic tyred wheels \$8.25
- 79. French HMGs
- 80. French Mortars
- 102. French Dead
- 154. Citroen car \$9.90
- 226. French Alpine troops
- 227. French motorised troops (running)
- 229. French infantry advancing
- 230. French infantry NCOs
- 250. FT 17 Octagonal Turret + Gun \$13.20
- 251. FT 17 Octagonal Turret + MG \$13.20
- 252. FT 17 Round turret + Gun \$13.20
- 253. FT 17 Round turret + MG \$13.20
- 395. Male civilians
- 396. Female Civilians
- 397. Bicycle and wheelbarrow civilians(6 of)
- 398. Hand cart with pusher (2 of)
- 399. Nuns
- 415. French motorised/rifles (firing/advancing)
- 416. French motorised/officers
- 417. French motorised LMG
- 418. French motorised dead

- 419. French motorised 60mm mortars
- 420. French motorised gun crew
- 421. French motorised HMGs
- 422. French 25mm Hotchkiss AT gun
- 426. Refugees (3 poses)
- 526. Dogs (3 Types)



Russians

- 84. Russian Rifles
- 85. Russian SMGs
- 86. Russian Russian LMGs
- 87. Russian Officers
- 88. Russian scouts
- 89. Russian a/t Rifle
- 90. Russian HMGs
- 101. Russian dead
- 103. Russian Crew
- 104. Russian heavy mortars
- 105. Russian RPG+Grenades
- 106. Rus Tank Commanders
- 113. T26 \$15
- 145. Gaz 4 wheel truck \$15
- 146. Gaz 6 wheel truck \$15
- 149. Rus assault troops(dog,flame,gren,r)
- 150. Rus tank riders
- 147. 76mm A/T gun Russian \$9.90
- 179. Cossack Command
- 180. Cossack Sabre
- 181. Cossack Carbine
- 187. T34/76mm early type \$18.50
- 188. T34 Stowage
- 189. T34 /76 Hard Edge(1943 on) \$18.50
- 190. SU122 Assault Gun \$18.50
- 191. T34/85 \$18.50
- 192. T34 SU100 Assault gun/tank hunter \$18.50
- 218. Dismounted Cossacks
- 219. Russian army Tchanka(\$13.20) crew in helmet and side cap.
- 220. Cossack Tchanka \$13.20
- 284. Russians in greatcoat with rifles
- 285. Russians in greatcoat with SMG
- 286. Russians in Greatcoat LMG
- 287. Russian 50mm Mortars
- 288. Russian 82mm mortars
- 289. Russian greatcoat command
- 290. Russian snipers
- 291. Naval infantry SMG
- 297. Russian Greatcoat HMGs
- 298. Russian SMG Quilted tops
- 299. Russian LMG Naval
- 312. Russian destroyed T34/85 (resin) \$9.90
- 361. Russian 37mm AT gun(based on German AT gun)

FOR RUSSIAN Sailors , buildings etc SEE THE WW1/RCW RANGE !!

Accessories

- 292. Mixed PBI Markers
- 293. PBI Pinned markers
- 294. PBI Mine markers
- 295. PBI explosion/immobilised markers
- 296. PBI Trackthrown markers
- 399. European Telegraph poles. (10 of) \$19.80

Italians

- 108. Italian rifles
- 109. Italian Command
- 110. Italian LMGs
- 114. CV33 Tank
- 148. Big Lancia truck \$16.50
- 175. Italian HMG
- 176. Italian Dead
- 177. Italian Tank Commanders
- 178. Italian Gun crew
- 182. Italian Mortars
- 221. CV33 with flamethrower trailer \$11.60
- 225. Italian flamethrower/AT/Grenade
- 228. Italian AT guns(2 of)
- 302. Italian Infantry in Greatcoats
- 303. Italian 45mm Mortars
- 304. Italian Bersaglieri Rifles
- 305. Italian Bersaglieri LMGs
- 306. Italian Bersaglieri Command
- 307. Italian Bersaglieri Crew

Japanese

- 262. Japanese Rifle helmet
- 263. Japanese rifle cap
- 264. Japanese command cap
- 265. Japanese LMG
- 266. Japanese Japanese HMG
- 267. Japanese Dead
- 268. Japanese 81mm Mortars
- 269. Japanese Knee Mortars
- 270. Japanese weapon crew
- 271. Japanese Rifle/Backpacks
- 272. Japanese Rifle/Loincloth
- 273. Japanese Naval Troops
- 274. Japanese Tank Commanders
- 275. Japanese Engineers
- 276. Japanese AT rifles
- 277. Japanese Command in Helmet
- 278. Japanese Snipers
- 279. Japanese Rifle/Pushing Bike
- 280. Japanese 70mm Infantry guns(2 in a pack)
- 281. Japanese type 97 Te Ke tankette \$11.60
- 282. Jap Bunker (tank/artillery open topped)Resin \$9.90
- 283. Jap Bunker (MG closed) Resin

Dutch

The Dutch fought for a short time in WW2 but they did fight hard. Use the Italian 47mm for the AT guns.

- 511. Riflemen Advancing



- 512. LMGs (Lewis Guns)



- 513. HMGs (Austrian schwarloze)



- 514. Gun Crew (kneeling)



- 515. Riflemen firing



516. Officers



517. AT Rifle/Lying firing/SMG



518. Medium Mortars



RANGE 10

Buccaneers

1. Unarmed pirates
2. Armed Pirates Cutlasses
3. Pirates with Muskets
4. Pirate Gun crew
5. Pirate Officers (rebuilt)
6. Guns(4) Medium
7. Pirates with swivel guns
8. Resin Barrel Pile \$9.90
9. Resin large rowing boat \$9.90
10. Rowing boat crew
11. Government musket troops
12. Government Officers.
13. Governor, Priest and bodyguards.
14. Pirate band.
15. Natives with spears.
16. Native command.
17. Dead Pirates.
18. Pirate Characters.
19. Women.
20. Corsair Command.
21. Corsair armed.
22. Corsair gun crew.
23. Corsair muskets.
24. Pirates swimming + sharks
25. Native rowers (use SDD Canoe)
26. Government Gun Crew.
27. Armed Mob.
28. Pirates with pistols.
29. Mob with machetes can be used for AK47 militia too!!
30. Light guns (6).
31. Female Pirate Officers.

RANGE 15

Western

1. Gunmen/rifles
2. Gunmen Pistols
3. Dead Gunmen
4. Posse Rifles
5. Posse Pistols
6. Townsman Unarmed
7. Townswomen
8. Townsman armed
9. Signs
10. Pinned/home markers

11. Mnd Gunmen Rifles
12. Mntd Gunmen pistols
13. Mntd Posse Rifles
14. Mntd Posse Pistols
15. Troughs and tie rails
16. Judge Haime(c)
17. Marshall Heals(c)
18. Dead Indians
19. Bad Bob(c)
20. Grave stones/crosses
21. Indians foot rifles
22. Indians foot bows
23. Indians foot H to H
24. Chief"Wakes children"(c)
25. Indian Women foot
26. Indian Mntd bows
27. Indian Mntd Rifles
28. Coffins
29. Indian Mntd Lance
30. Indian Mntd Musket
31. Indian Buffalo Bonnet Mtd
32. Agent Barber(Pinkerton)c
33. Sherrif G (c)
34. Dead Townsfolk
35. Mexicans/Pistols/Foot
36. Mexicans/rifles/foot
37. Mexican peasants armed
38. Mex Women armed
39. Mex/pistol/mounted
40. Mex/rifle/mounted
41. Mex (c) Big Pedro
42. Mex, Dynamite
43. Mex Dead
44. Jail (4.5x7cm) \$13.20
45. Store1 (5x7cm) \$13.20
46. Store2(5x7cm) \$13.20
47. Saloon (7x9cm) \$23.50
48. Livery Stable(6x8cm) \$19.80
49. Add on outbuilding(5x3cm)
50. Wood cabin(7x5.5cm) \$13.20
51. Roof and sidewalk(5cm Metal)
52. Town Drunks
53. Lawmen with s/off shotguns
54. US Cavalry Carbines
55. US Cavalry Pistols
56. US Cavalry Command
57. US Cav Foot Carbine
58. US Cav Foot Pistol
59. US Cav Foot Command
60. US Cav Dead 61.Major Rob(c)
62. Sergeant Rooney(c)
63. Crow Scouts Mounted
64. Crow Scouts Foot
65. Supply Wagon \$13.20
66. Buffalo (6)
67. Children
68. Broken Fox(c) Indian
69. Priest + Donkey(c)
70. Train crew
71. Engine and tender (\$33)
72. Box Car \$15
73. Flat Car \$13.20
74. Caboose\$16.50
75. Passenger car \$15
76. Cactii (5off)
77. Hanging tree + hangee?
78. Sheep (8)
79. Water Tower \$16.50
80. Station \$16.50
81. Fences (6 x 5cm) \$8.25
82. Henry T Bossman (c)
83. Buffalo Bruce-sniper (c)
84. Old Gabby (Mark) (c)
85. Mongo Larry (c)
86. Cattlemen/foot/pistols

87. Cattlemen/fot/rifles
88. Cattlemen/mntd/pistols
89. Cattlemen/mntd/rifles
90. Destroyed wagon (resin piece) \$8.25
91. Chuck Wagon \$13.20
92. Settlers Wagon \$13.20
- 93..Outhouses(loo) x2
94. Kid Craig (c)
95. Flint (c)
96. Montana Huber (c)
97. Smilin Sollie (c)
98. Female gunfighters
99. One armed Bandits
100. Indian Tepee(\$9.90)(resin and metal)

RANGE 16 WWI

BRITISH

1. British Infantry Firing
2. British cavalry
7. British Higher command
8. British Gun crew
9. British Dead
11. British 18pdr gun \$8.25
13. British HMGs
20. Scottish Infantry
32. British Naval Infantry
38. British Dismounted cavalry
79. British Mk IV Tank Male(Resin and metal kit) \$18.50
80. British Mk IV Tank Female(Resin and Metal kit) \$18.50
87. British 1914 infantry charging
88. British 1914 Guards infantry advancing (taller than 15mm!)
91. British cavalry lancers
92. British cavalry command
93. Indian infantry
118. British in helmet advancing
119. British in helmet Firing
120. British in helmet and gasmask
121. British in Helmet and Leather Jerkin
122. British gun crew in helmet
123. British Lewis gunners in helmet
124. British Vickers HMGs/Helmet
125. British Dead
126. British sportsmen in helmet (cricket, rugby, football)
133. British stretcher bearers (2 teams and 2 spare stretcher casualties)

GERMAN

3. German infantry firing
4. German Uhlans
6. German HMGs
10. German dead
12. German gun crew
14. German 77m Gun \$8.25
15. German Higher Command
26. German Dismounted cav
27. German Jaegers
28. German Infantry charging
30. German cavalry(picklehaube)
90. German 1915 Stormtroopers in Pickelhaube helmet
98. Stormtroopers +Grenades
99. Stormtroopers +SMG
100. Stormtroopers +gasmasks
101. Dead stormtroopers
102. Stormtroopers with flamethrower
103. German Gun crew
104. Stormtrooper field gun
105. Minewerfer(mortars)(6 of)

106. German LMGs(Lewis)
107. German HMGs
108. Stormtrooper reinforcements
111. German infantry in helmet firing
112. German infantry in helmet charging
130. German 105mm Howitzer \$8.25
134. German stretcher bearers (2 teams and 2 spare stretcher casualties)
149. German Freikorps....will do as LW Germans in light kit. Advancing

FRENCH

5. French Infantry (early war)
17. French Gun crew
18. French dragoons
19. French dead
21. French HMGs
39. French Higher Command
94. French 75mm gun
83. French Alpine Infantry
132. French Zouaves
148. Dismounted French Dragoons

BELGIAN

16. Belgian Infantry
22. Minerva A/C(Belgian) \$11.60
23. Belgian Dog Carts/MG (2)
24. Belgian HMGs
25. Belgian Carabinier Infantry
29. Belgian Guide cavalry
34. Belgian Gun Crew
37. Belgian 1905 Krupp Gun \$8.25
40. Belgian Dead
109. Belgian Higher Command

RUSSIAN

31. Russian Infantry Advancing
41. Russian Gun crew
42. Russian Cavalry command (officer and bugler)
43. Russian cavalry with carbine
44. Russian cavalry lancers(can be used as standard bearers)
45. Russian Higher command
46. Russian Dead
47. Russian 76mm Putilov field gun \$8.25
48. Russian infantry firing
49. Russian HMG's
50. Russian infantry/engineers with no rifles but sticks and bits instead

Russian civil war packs can often be used by both sides as is common in many civil wars.

Thus R=Red only, W=White only and R/W means that the figures can be used for either side.

51. Red guard (R/W)
52. Cheka(R)
53. Red Guard HMGs(R/W)
54. Infantry in peakless caps-colourful units (W)
55. Naval Infantry(R/W)
56. Navy gun crew (R/W)
57. Naval HMGs(R/W)
58. Infantry in greatcoat (R/W)
62. Priests and Nurses!
63. Austin Putilov armoured car \$11.60
- The armoured train will do for WW1/RCW/WW2 and German WW2**
59. Armoured engine and tender...this is a resin and metal kit \$36.30
60. 2 Turret armoured carriage.\$20.00. The turrets are octagonal 76mm turrets. This carriage can be supplied

with T34 76mm turrets if you want but bigger turret holes will have to be drilled.

61. Flat car with sides \$16.00
 69. Red army infantry
 70. Red army gun crew
 71. Red army HMGs(red army troops are in pointy hat)
 72. Tchanka with 4 crew in peaked hats. Four horses \$13.20
 73. Officers carriage . Five figures and two horses standing. \$13.20
 74. Tchanka with 4 crew in cossack dress. Four horse \$13.20
- Tchankas come with galloping horses. You can change these to standing horses if you request it.
75. Dismounted cossacks
 76. Staff car with crew of 3 \$9.90
 77. Russian infantry in German helmets
 78. Russian tatty partisans
 81. Czech Legion infantry
 82. Womens Battalion of Death (!)
 84. Red cavalry/Sabre
 85. Red cavalry/ Command
 86. Red cavalry/Carbine
 95. Russian red army infantry in greatcoats
 96. Russian infantry in greatcoat and furry hat
 97. Russian officer battalion
 129. Russian Civil war standard bearers
 131. Russian 4 horse limber \$9.90

POLISH

89. Polish Infantry (French uniform + Czapka)
113. Polish Gun crew
114. Polish Lancers
115. Polish HMGs
116. Polish cavalry Command
117. Polish Higher command
127. Polish Dead

AUSTRIANS

- Austrians are in cap with backpack
135. Austrian infantry advancing/Greatcoat
 136. Austrian Infantry advancing
 137. Austrian infantry firing
 138. Austrian infantry Kneeling (waiting to attack)
 139. Austrian gun crew
 140. Austrian Higher command
 141. Austrian dead
 142. Austrian HMG
 143. Austrian 80mm Field gun \$9.90

GENERAL WW1 PIECES

33. Grid Markers for S.Bashing Rules \$6.60
35. Fort Turret Large(resin) \$11.60
36. Fort Turret Small(resin) \$8.25
- 64.65. 66. 67. 68. **Buildings now listed in Range 21**
110. HQ Stuff(WW1/WW2) (tables, chairs and scissor scopes **Now listed in range 21.**
128. Steam Picket Boat. Armed with a 3pdr deck gun. 6.5" long. \$33 (Supplied without crew).

RANGE 17

AK 47

1. R/P Kepi SLR
2. R/P Crew in caps
3. R/P Dead figures
4. M AK47
5. R AK47 Cap
6. R/P Vehicle crew
7. T55 MBT \$18.20
8. R RPG

9. R LMG
10. M. Bolt action Rifles
11. R /P G3/SLRs Cap
12. R /P Crew Cap
13. P FN/SLR Hat
14. P/R/M Mortars+Ammo
15. Unimog Truck \$15
16. P Officers
17. P LMGs
18. M Crew
19. HMGs
20. Recoilless Rifles
21. P crew
22. Militia Command
23. Toyota Pickup \$9.90
24. R officers (cap)
25. Militia RPG
26. Regular Seated
27. Crocodiles
28. M ammo carriers
29. Civilians
30. Regular officers(beret)
31. Tv/Media
32. 90mm Panhard A/C \$15
33. Mr arms dealer.
35. Panhard MG/Mortar turret \$15
36. Round Hut \$9.90
37. R G3/SLR Beret
38. R LMG Beret
39. Landrover \$11.60
40. Beret Seated
41. R/M boy soldiers
42. Colonel Blanc(mercenary commander a la Mike Hoare + Bodyguard (c) this is the first of the character packs containing a character seated,dead and standing along with a bodyguard
43. Dictator character with loads of medals and a beret bodyguard (c)
44. Religious leader with bald head and M16 armed bodyguard (c)
45. .30 cal MGs on mounts(long stick) to put on vehicles etc. (8 in a pack)
46. Seated drivers
47. Beret Crew
48. Professional Bareheaded with M16, can be used for SAS or similar
49. Mercedes Benz saloon car \$11.60
50. Gaz 469 Jeep \$11.60
51. ZPU 4, 4 barrelled AA gun on wheeled platform/chassis \$11.60
52. Beret AK47 R/P
53. ZPU1 single barrelled AA
54. Popular front leader (c)
55. AA crew
56. P Laws (A/T weapons)
57. Militia LMGs
58. Professional Cavalry (brimmed hat)
59. Militia Dead
60. Men with tyre, chainsaw, TV (?)
61. Bulldog Anti Mine Vehicle \$15
62. Russian Helmeted AK47
63. Helmet LMG
64. Helmet Crew
65. Helmet Command
66. Professional troops seated
67. MG Gunners + MGs 30/50 cal (6 of)
68. 75mm Recoilless rifles (6 of)
69. Mortars(Russian/chinese type)
70. Regular RPG in Helmet
71. Militia RPG(yes another pack)
72. Naked Militia with AK47
73. Man portable AA(soon)
74. .50 Cal MGs on tripods(6 of)
75. IDF Galil
76. IDF Galil running

- 77. IDF LMG
- 78. IDF RPG
- 79. IDF Dead
- 80. IDF Command
- 81. IDF IDF Radio
- 82. IDF Seated
- 83. IDF M16
- 84. IDF Snipers
- 85. IDF Crew
- 86. IDF Vehicle crew
- 87. IDF AK47
- 88. Destroyed T55 \$9.90
- 89. Arab/plo militia AK47
- 90. Arab/plo militia LMG
- 91. Arab/plo militia RPG
- 92. Arab/PLO militia command
- 93. Arab/PLO militia Crew
- 94. Arab/PLO militia Snipers
- 95. BTR 152. \$18.50
- 96. URAL 4.5 ton truck \$21.50
- 97. Centurion 105mm no side skirts MK5 \$23.50
- 98. Centurion 105mm with side skirts MK5 \$23.50
- 99. Helmet Seated
- 100. Helmet Dead
- 101. Centurion SHOT IDF skirts \$23.50
- 102. Centurion SHOT IDF No skirts \$23.50
- 103. Centurion NAGMA SHOT IDF assault vehicle \$23.50
- 104. M113 Zelda with Toga spaced armour \$18.50
- 105. French Foreign Legion (FFL) in helmet and flak jacket FAMAS rifles
- 106. FFL Snipers
- 107. FFL Command
- 108. FFL Dead
- 109. FFL Crew
- 110. FFL Beret
- 111. FFL LMG
- 112. Toyota high suspension \$11.60
- 113. M113 Zelda \$18.50
- 114. M113 Zelda command \$18.50
- 115. M577 Command \$18.50
- 116. M163 Vulcan \$18.50

Hardened Militia (HM) packs :

- 117. HM AK47 firing
- 118. HM AK47 firing
- 119. HM LMG
- 120. HM RPG
- 121. HM Mortars + crew
- 122. HM Command
- 123. HM Dead
- 124. HM Ammo carriers
- 125. HM HMG's + crew
- 126. HM Female militia
- 127. HM Crew
- 142. Militia advancing AK 47
- 143. Militia Kneeling AK 47

US Marines:

- 128. US M16 Advancing



- 129. US M16 Firing



- 130. US M16 Kneeling



- 131. US .M203 Grenadier Firing



- 132. US M203 Grenadier Signalling



- 133. US SAW Gunners Firing (light machine gun)



- 134. US. Saw Gunners Advancing (light machine gun)



- 135. US AT4 (anti tank Weapon)



- 136. US. Command



- 137. US . Dead



- 138. US M240 MG



- 139. US Lying with M16



- 140. US 50Cal MG teams (x2)



RANGE 18

1/450th 17thC Naval

- 1. Light Guns (8 plus hatches)
- 2. Medium guns (8)
- 3. Heavy guns (8)
- 4. Deck crew (8)

5. Rowing boats and survivors
6. Small ship Sloop \$13.20
7. Small Ship Schooner \$13.20
8. Medium warship brigantine \$15
9. Large warship Square rigger \$16.50
10. Small merchant square rigger \$15
11. Medium merchant Flute \$15
12. Large Merchant square rigger (resin Hull) \$19.80
13. Battle coin \$3.30
14. Loot Coins(1s,3s,8s) 8,4,4 of in pewter \$16.50
15. Ships Boats crewless

RANGE 19

1. Giant (40mm)Bearman
2. moved to #46
3. moved to #47
4. Dogs and Wizard
5. Swordsmen
6. Eagle + rider \$11.60
7. Hero/eagle \$11.60
8. Wolves
9. moved to #48
10. moved to #65
11. moved to #55
12. Eastern Chainmail sword
13. Eastern Chainmail command
14. Elv chainmail command
15. Elv chainmail archers
16. Elv chainmail Spears
17. Elv Dead
18. Elv Light spearmen
19. Elv Light archers
20. Elv mounted Lancers
21. Elv cavalry female
22. Elv Mounted command
23. Elv magicians
24. Elv Generals
25. Trolls (4 of)
26. Red Alien Flyer
27. RA Airboat £2.50
28. RA Swords
29. RA Pistols
30. RA Hero + Princess \$2.40
31. Large Green Aliens (LGA)(4 arms + laser guns) x3
32. Large Ray Gun + crew figure
33. LGA Mounted 8 legged x3 \$13.20
34. LGA Mounted General
35. Arab swordsmen
36. Arab Bowmen
37. Arab magic carpets x3
38. Clerics + Thieves
39. Vizier + Eunuchs
40. Arab Cavalry (lancers)
41. Arab Cavalry Command
42. Dwarf Crossbows
43. Dwarf Command
44. Dwarf Spears/polearms
45. Dwarf Axes/hammers
46. Dwarf Bolt shooter
47. Dwarf Artillery Crew
48. Dwarf musketeers
- 49.
50. Chaos riders
51. Chaos king +Horde Masters
52. Orc Foot Command
53. Orc Swords
54. Orc Spears
55. Giant snail and rider
56. Gnomes with Fishing Rods
57. Gnomes throwing rocks
58. Gnome Command
59. Gnome Dead
60. Gnome Magician +camp

61. Arthurian Knights +Lances
62. Arthurian Knights +Hand weapons
63. Arthurian Leaders
64. Armoured Foot Troops
65. Wizard and lightning bolt

RANGE 20

- 1.Light Gun(2)



- 2.Medium Gun



- 3.Heavy Gun (\$9.90)



4. Gun crew Loading



5. Gun crew Firing



- 6.Muskets + rest firing



7. Muskets firing



- 8.Muskets loading



9. Muskets advancing

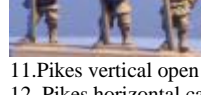


10. Pikes vertical cast on pikes



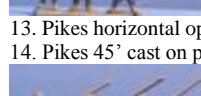
- 11.Pikes vertical open hand

12. Pikes horizontal cast on pikes

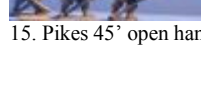


13. Pikes horizontal open hand

14. Pikes 45° cast on pike



15. Pikes 45° open hand



16. Foot command standing



17. Foot command advancing



18. Halberdiers



19. Wounded foot



20. Dead foot



21. Dismounted dragoons



22. Cavalry + pistol + helmet



23. Cavalry + sword + helmet



24. Cavalry+pistol+Hat



25. Cavalry+sword +hat

26. Cavalry command+hat

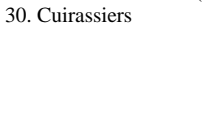


27. Cavalry command+helmet



29. Mounted Generals(3)

30. Cuirassiers



31. March markers

32. Lowland Muskets

33. Lowland Pikes

35. Highland Sword

36. Highland Lochabre Axe



37. Highland Command



38. Highland Wounded/dead

39. Scots Lancers

40. Scots Gens (3)

41. Frame guns (light)
(6 per pack)

42. Mounted Trumpeters. These will mix in with any mounted unit.



43. Very Light Guns(2 per pack)

44. Mounted dragoons



71. ECW helmeted heads (morion and cabasnet)

RANGE 21

Terrain, Buildings and accessories

1. Long Hut (Vietnam) \$8.25
2. Square Hut (Vietnam) \$8.25
3. German building square (ancient) \$9.90
4. German building Rectangular (ancient) \$9.90
5. Outhouses (loo) x2 (Western/ACW)
6. Jap.Bunker Artillery/tank (WW2) \$9.90
7. Jap.Bunker MG (WW2)
8. African Building Square (Modern) \$9.90
9. African building Long (Modern) \$9.90
10. Round Hut (colonial/Modern) \$9.90
11. Russian timber church (WW1/2) \$23.50
12. Russian station (WW1/2) \$16.50
13. Russian Peasant house (WW1/2) \$16.50
14. Russian Peasant Barn (WW1/2) \$16.50
15. Russian Outbuildings (WW1/2) \$13.20
16. Fort Turret Large (WW1/2) \$11.60
17. Fort Turret Small (WW1/2) \$8.25
18. Small 2 storey house (ancient/fantasy) \$13.20
19. Small barn (ancient/fantasy) \$13.20
20. Stone bridge (ancient/fantasy) \$9.90
21. Jail (Western) (4.5x7cm) \$13.20
22. Store1 (Western) (5x7cm) \$13.20
23. Store2(Western) (5x7cm) \$13.20
24. Saloon (Western) (7x9cm) \$23.50
25. Livery Stable (Western/ACW) (6x8cm) \$19.80
26. Add on outbuilding (5x3cm) (Western)
27. Wood cabin (Western/ACW) (7x5.5cm) \$13.20
28. Roof and sidewalk (5cm Metal)
29. Water Tower (Western/ACW) \$16.50

30. Station (Western/ACW) \$19.80
 31. Fences (6 x 5cm) \$8.25
 32. Cactii (5of)
 33. Oxen (6)
 34. Pigs (8)
 35. Sheep (8)
 36. Bicycles (6)
 37. Indian Teepee \$9.90
 38. Signs (Western/ACW)
 39. Grave stones/crosses
 40. Troughs and tie rails (Western)
 41. Dead Cows (6 of)
 42. Tree stumps etc(7 items) \$9.90
 43. HQ Stuff (WW1/2, previously the 16/110 pack)
 44. Telegraph Poles Europe (WW2) (10 of) \$19.80
 45. Pair of Normandy WW2 Houses \$30
 46. Pair of Normandy Shops \$33
 47. Pair of Normandy Shop/workshops \$33
 48. Normandy Farmhouse \$30
 49. Normandy Barn \$33
- The Normandy buildings are pretty big! They are moulded in joined pairs.
50. Coffins
 51. Wooden Barrels
 52. Petrol Station accessories Normandy (pumps etc)
 53. Furniture Normandy (piano etc)
 54. Street Signs Normandy (soon)
 55. High Walls(Resin) 15" \$16.50
 56. Gates for high walls
 57. War Memorial \$9.90
 58. Church \$40
 59. Dead Horses
 60. Desert building 1 (square) suitable for any period desert \$13.20
 61. Desert building 2 (long) suitable for any period desert \$13.20
 62. Rocky Outcrop for Sudan etc \$13.20
 63. Depression pieces (2 of) for Sudan etc \$15

RANGE 22

Patrols In The Sudan

1. Dervishes in Turban
2. Dervishes in skull cap
3. Dervishes bare headed
4. Dervish Rifles
5. Dervish Heroes
6. Dervish command
7. Dervish Wounded
8. Dervish Dead
9. Dervish Gun crew
10. Dervish mounted command
11. Dervish mounted spear
12. Dervish mounted sword
13. Dervish camel spear turban
14. Dervish camel spear skull cap
15. Dervish camel command
16. Fuzzy wuzzy swords
17. Fuzzy wuzzy spear
18. Fuzzy Wuzzy Rifles
19. Fuzzy Wuzzy Command
20. Jammed Markers
21. Scouted Markers
22. Mounted Scouts
23. Foot scouts
24. British screw gun(2 per pack)
25. Egyptian/Dervish Krupp gun
26. Gardner Machine gun (2 PER PACK)
27. British infantry Advancing
28. British infantry Firing
29. British foot command
30. British Wounded
31. British Dead

32. British Sergeants
33. British Gun crew
34. British Heliograph teams
35. British cavalry with sword
36. British cavalry with "make do" lance
37. British cavalry command
38. British dismounted cavalry advancing
39. British dismounted cavalry command
40. British camel corps mounted
41. British camel corps command mounted
42. Camel corps dismounted firing
43. Camel corps dismounted command
44. Camel corps dismounted advancing
45. Kneeling camels + Holders (camel corps)
46. Transport mules and British handlers
47. Transport camels (3 pack camels, 2 handlers)
48. Sudan women civilians
49. British Infantry Hi Porte
50. Brit foot command standing
51. Dead/Wounded camel corps
52. Camel corps mounted sergeants
53. Fuzzy Wuzzy Wounded
54. Fuzzy Wuzzy Dead
55. Fuzzy Wuzzy Heroes
56. Dervish camelmen rifles
57. Dervish camelmen wounded/dead
58. Dervish cavalry with rifles
59. British in disguise/ arab dress
60. Naval gun crew
61. Naval ships crew
62. Naval infantry firing
63. Naval infantry Advancing
64. Naval infantry Command
65. Naval infantry wounded/dead
66. Mounted Brit cavalry Carbine
67. Mounted Brit cavalry Sergeants
68. Dismounted British cavalry Kneeling
69. British cavalry wounded/dead with horses
70. Brit Cavalry Horses and horseholders
71. Paddle Boat "ALBION" \$148
includes. 1 Pack Naval gun crew. 1 Pack naval deck crew. Machine gun. Field Gun. 6 Palisades. 2 Large deck hatches. Removable top to wheelhouse. 12" Hull. 5" width.
You will need some assembly skill as there are metal parts to be glued on.
72. Egyptian Infantry advancing (light Kit)
73. Egyptian Infantry Firing
74. Egyptian Infantry Receiving a charge.
75. Egyptian command advancing (2 Officer poses plus bugler)
76. Egyptian command standing(Officer, drummer , standard bearer poses)
77. Egyptian artillery crew (8 figs= enough for two guns) (use pack25 gun)
78. Egyptian casualties (dead/wounded)
79. Egyptian ragged infantry
80. Egyptian Sergeants
81. Bashi bazouks on Foot

RANGE 23

WOTR

1. Levy Bowmen
2. Retinue Bowmen
3. Household Bowmen
4. Levy Fighting Men
5. Retinue Fighting
6. Household Fighting
7. Levy Command
8. Retinue Command
9. Household Command
10. Generals on foot

11. Bodyguard on foot
12. Household Cavalry (1 piece figures charging)
13. Household Cavalry Command
14. Gunners x8
15. Light Guns x2
16. Heavy Gun x1
17. Disordered markers (Figures)
18. Extra arrow markers (Figures)
19. Levy Casualties
20. Retinue casualties
21. Household casualties
22. Dead Cart. Two wheeled cart with a pile of dead bodies+Horse +Dead Collector
23. Hand gunners
24. Stakes 4 x 3cm strips(5 stakes per strip)
25. Wounded "fighting on"
26. General's Party (on foot)(Trumpeter, drummer , standard bearer)
27. King (On Horse, dead, On foot.....4 pieces per pack)
28. Crossbowmen
29. Amusing figs (Man with head, man with pig, man with one leg)
30. Pikemen
32. Retinue Cavalry Command
31. Retinue Cavalry
33. Mounted Bodyguards (1 piece charging castings)
34. Mounted Household Casualties
35. Generals Mounted

RANGE 24

Samurai

1. Ashigaru spears advancing



2. Ashigaru casualties



3. Ashigaru spear fighting



4. Ashigaru with swords



5. Ashigaru arquebus advancing



6. Ashigaru arquebus standing firing



7. Ashigaru arquebus kneeling firing



8. Extra ammunition figures (bow and arquebus)



9. Signallers with drums and conch shells.



10. Ashigaru Command advancing



11. Foot samurai with spear



12. Samurai Command advancing.



13. Foot samurai with swords.



14. Samurai casualties



15. samurai heroes (on foot)



16. Mounted Samurai with sword



17. Mounted samurai with spear



18. Mounted samurai unit commanders.



19. Mounted Messengers(3)



20. Challenge won. Markers
(Figures with chopped off heads on platters)



21. Winning the fight. Markers
(Figures with chopped off heads on sticks)



22. Disordered Markers



23. Levy Arquebus shooting



24. Levy casualties



25. Levy spearmen advancing
levy have bamboo armour



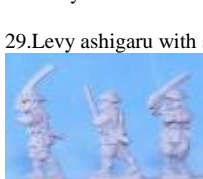
26. Levy Arquebus advancing



27. Levy command



28. Levy bowmen



29. Levy ashigaru with sword



30. Maku screen . 6 screen sections. 2 Banners. 2
Guards \$18



31. General A (horns)



32. General B (kepi type helmet)



33. General C (tall hat)



34. General D (bear fur)



35. General E (fan at back)



36. General F (square hat back)



37. General G (metal linear horns)



38. Foot samurai bodyguard



39. Mounted samurai Bodyguard



40. Foot ronin(mix these with samurai to give that messy
ronin unit look)



41. Torii Gate. This can be used as an objective in BAW.
Torii gates are at the entrances to sacred areas or used to
mark a sacred spot. The rope wrapped around the gate is
also significant.

42. Generals and messengers et al seated.(4 poses)



43. Armoured Ashigaru Archers



RFCM

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Alexandrian Macedonians

- MA01** Pikeman in breastplate, pike upright.
- MA02** Pikeman in linen cuirass, pike upright.
- MA03** Unarmoured pikeman, pike upright.
- MA04** Pikeman in breastplate, advancing.
- MA05** Pikeman in linen cuirass advancing.
- MA06** Unarmoured pikeman advancing.
- MA07** Cretan archers.
- MA08** Rhodian slinger.
- MA09** Agrianian javelinmen.
- MA10** Unarmoured Peltasts.
- MA11** Hypaspists spearman in linen cuirass.
- MA12** Thracian peltast with Rhomphaia.
- MA13** Infantry casualties.
- MA14** Light Troops Command
- MA15** Heavy infantry command.
- MAC1** Companion cavalry.
- MAC2** Prodromoi light cavalry with kontos.
- MAC3** Thessalian cavalry.
- MAC4** Greek light cavalry with javelins.
- MAC5** Cavalry casualties.
- MAC6** Cavalry Command
- MAC7** Personalities : Alexander and Philip (both mounted and foot).

3rd C Romans

- MIR01** Legionaries mixed mail
- MIR01a** Legionaries II mail armour
- MIR02** Infantry command (2 senior, 2 Junior officers, 2 musicians, and 2 standard bearers)
- MIR03** Legion Lanciarii or Legionaries (light armour) spearmen
- MIR04** Armoured Archers (8)
- MIR05** Legionary Casualties.
- MIR06** Moorish Light Cavalry I
- MIR06a** Moorish Light Cavalry II
- MIR07** Imperial Roman Light Cavalry Command (3)
- MIR08** Legionaries ,scale armour and hoods
- MIR09** Legionaries, scale armour and helmets
- MIR10** Legionaries in lorica armour
- MIR10a** Legionaries in Lorica II
- MIR11** Legionary command II (with caged eagle for the Parthica Legion)
- MIR12** Roman Heavy Cavalry
- MIR12a** Roman Heavy Cavalry II
- MIR13** Legionary/Auxiliary Command Pack
- MIR14** Roman Heavy Cavalry Command Pack
- MIR15** Heavy Cavalry in Scale Armour and Hoods
- MIR16** Palestinian Clubmen
- MIR17** Unarmoured Lanciarii with javelin and shields
- MIR17a** Unarmoured Lanciarii with javelin and shields II
- MIR17b** Unarmoured Lanciarii with javelin and shields III
- MIR18** Unarmoured Archers
- MIR19** Personalities 1 mounted and 4 Foot
- MIR20** Praetorian and Lanciarii commands
- MIR21** Praetorians
- MIR22** Artillery

CARTHAGINIAN

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- CAR2** African infantry spearmen
- CAR3** Citizen/Poeni Heavy cavalry
- CAR4** Carthaginian Foot command \$16.50
- CAR5** Carthaginian cavalry command
- CAR6** Carthaginian casualties \$23
- CAR7** Elephant and crew \$33
- CAR8** Personalities (Hannibal and 2 mounted generals)
- CAR9** Hannibal's veteran spearmen (mixed armour)
- CARP4** CARTHAGINIAN Shield Transfers \$33

CELTS

- CE01** Mixed warriors
- CE02** Mixed warriors II
- CE03** Armoured warriors (wearing chainmail)
- CE04** Naked warriors
- CE05** Archers
- CE06** Slingers
- CE07** Foot Command \$16.50
- CE08** Noble Cavalry
- CE09** Light Cavalry
- CE10** Cavalry Command
- CE11** Mixed Warriors III
- CEP5** CELT Shield Transfers \$33

NUMIDIAN

- NUM1** Light infantry
- NUM2** Light cavalry
- NUM3** Archers
- NUM4** Slingers
- NUM5** Foot Command \$16.50
- NUM6** Cavalry Command
- NUM7** Elephant \$33

SAMNITES

- SAM1** Infantry with triple disc armour
- SAM2** Infantry with square shaped (pectoral)
- SAM3** Infantry with moulded Italian cuirass
- SAM4** Infantry without armour
- SAM5** Linen Legion infantry
- SAM6** Samnite Cavalry (3 per pack)
- SAM6a** Samnite Cavalry (3 per pack)
- SAM7** Samnite command (1 mounted officer and 4 foot command)
- SAM8** Samnite Casualties \$23

SASSANID PERSIANS

- SN01** King of Kings (SHAPUR I 240-272), standard bearer and Nobleman
- SN02** KING of KINGS (HORMUZD II 302-309), standard bearer and Nobleman
- SN03** The Surenas, standard bearer and Nobleman
- SN04** Clibanarii charging
- SN04a** Clibanarii charging on barded horses
- SN04b** Clibanarii charging on armoured horses
- SN05** Clibanarii charging
- SN05a** Clibanarii charging on barded horses
- SN05b** Clibanarii charging on armoured horses
- SN06** Clibanarii (kontos upright)
- SN06a** Clibanarii (kontos upright) on barded horses
- SN06b** Clibanarii (kontos upright) on armoured horses
- SN07a** Cataphracts with Mace
- SN07b** Cataphracts with Kontos
- SN08** Horse Archers firing
- SN08a** Horse archers loading
- SN09** Light Cavalry command (suitable for both SN8, SN8a & SN10)
- SN10** Light cavalry (javelin, bow and shield)
- SN11** Levy Spearmen
- SN12** Foot Command

SN13 Foot Archers
SN14 Foot Javelinmen (can be mixed with Levy)
SN15 Mounted Casualties
SN15a Foot casualties \$23
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SN17 Elephant, driver and 3 crew in howdah (1 archers ,1 officer and 1 javelinman) \$39.50
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SN18a Clibanarii Kontos upright on barded horses
SN18b Clibanarii Kontos upright on armoured horses

SPANISH

SP1 Scutarii infantry
SP2 Caetrati light infantry
SP3 Cavalry
SP4 Balearic Slingers

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CELT3 Celtic transfers
TCELT4 Celtic transfers
TCELT5 Celtic transfers
TMAC1 Macedonian transfers
TMAC2 Macedonian transfers
TMAC3 Macedonian transfers
TMAC4 Macedonian transfers
TMAC5 Macedonian transfers
TMIR01 Roman Transfers
TMIR02 Roman Transfers
TMIR03 Roman Transfers
TMIR04 Roman Transfers
TMIR05 Roman Transfers
TMIR06 Roman Transfers
TMIR07 Roman Transfers
TMIR08 Roman Transfers
TMIR09 Roman Transfers
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