



# MICK'S METAL MODELS CATALOGUE

E-mail: mick@micksmetalmodels.com

## CONTENTS

	Page
Chariot 15mm Biblical	1
Chariot Baggage Packs	4
Chariot Classical Packs	4
Chariot Classical Army Packs	6
Chariot Dark Age Packs	6
Chariot Ancients Eastern Ranges	6
Chariot Later Medieval Packs	7
Chariot Napoleonic	7
Chariot Napoleonic Army Packs	9
Chariot 15mm Fantasy	9
Chariot/AIM 10mm Ranges	10
Veni Vidi Vici Shield Decals	15
Navigator Miniatures 15mm	16
Battleground Scenery	16
Peter Pig Miniatures	17
Peter Pig Rules (RFCM)	34

## CHARIOT MINIATURES

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

### PRICING:

15mm Historical packs \$7.00

ASS22, ABR1 \$7.00

ASS21 \$8.25

### Chariots

2 Horse 2 Crew \$7.00

2 Horse 3 Crew \$7.00

4 Horse 2 Crew (includes LAC 7) \$8.00

4 Horse 3 Crew \$8.00

4 Horse 4 Crew (includes ASS1, HDC4) \$9.00

4 Horse 6 Crew \$10.00

EAS14 \$9.00

### Elephants

IND3 \$10.00

IND1, IND2, SEL9, 10, 11, 14 \$10.00

CAR4, CAR5 \$10.00

BUR3 \$10.00

HOG16 \$10.00

### Assyrian: 1365 BC-745 BC Early and Middle

- EAS 1 Asharittu spearmen, round shield
- EAS 2 Asharittu spearmen, square shield
- EAS 3 Cavalry spear/shield for Pethalle team (use ASS5 for bow)
- EAS 4 Asharittu bow
- EAS 5 Square Chariot: horses x4, driver, Spearman and bowman
- EAS 9 Dismounted chariot bowman
- EAS 10 Dismounted chariot spearman
- EAS 11 Levy bow MP
- EAS 12 Hupshu spear
- EAS 13 Hupshu bow
- EAS 14 Crocodile headed battering ram \$14.00
- EAS 17 Round Chariot, horses x4, driver, bowman and spearman
- EAS 18 Camel disguised as elephant
- EAS 19 Kallapani vehicle: mules x4, driver, infantry x2
- EAS 20 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

- ASS 1 Generals Chariot: horses x4, driver, general, shieldbearers/ javelinmen x2, archer, parasol canopy
- ASS 3 Sargonid cavalry bowman and spearman
- ASS 4 Cavalry spearman, no shield
- ASS 5 Bowman armed cavalry, eg. scouts
- ASS 6 Cavalry spearman and bowman
- ASS 7 Cavalry spearman and bowman with horse trappings, Elite/ ordinary
- ASS 8 Guard/ line spearmen, large round shield
- ASS 9 Guard/ line spearmen, small convex shield
- ASS 10 Guard/ line spearmen, tower shield
- ASS 11 Battle array/ line spearmen, tower shield
- ASS 12 Battle array/ line spearman, round shield
- ASS 13 Battle array bowmen
- ASS 14 Levy with sling
- ASS 15 Footguard bowman
- ASS 16 Auxiliary/ Levy spearman
- ASS 17 Auxiliary/ Levy bowmen
- ASS 18 Auxiliary/ Levy slinger
- ASS 19 Bowmen, mixed poses
- ASS 20 Kimmerian cavalry bow scouts
- ASS 21 Arab camelry, bow riders x2 per camel
- ASS 23 Large siege tower (\$40)

Aramaeans: use HNH3, 12 and 15

### Babylonian

- BAB 1 Qurbuti guard infantry, spear and shield
- BAB 3 Chaldean bowman with epsilon shield
- BAB 4 Lydian hoplites
- BAB 5 Chaldean levy infantry, tower shield
- BAB 6 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  
Spearmen: 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

ENK1 C Egyptian Chariot, horses with cloth  
ENK1 CP Egyptian Chariot, Crew options lamellar/  
dendritic horses in cloth with plume  
ENK1N Chariot with unarmoured horses, crew options for  
lamellar/dendritic  
ENK 1P Pharaohs chariot. Horses cloth and plume.  
ENK 1T Egyptian Chariot, horses in scale, crew  
lamellar/dendritic

ENK 2 Regular spear  
ENK 3 Infantry command: drummers x3, standards x3,  
trumpets x3  
ENK 4 Regular bow  
ENK 5 Regular auxiliary javelin  
ENK 6 Heavy axemen DBM blade  
ENK 12 Shardana guard  
ENK 13 Bowmen, with slung shield, reg Psiloi  
ENK 14 Light cavalry scout  
ENK 18 Elite bowman  
ENK 19 Bowman, scale armour  
ENK 20 Marine, with spear and shield  
ENK 21 Marine bowman  
ENK 23 Standards, mixed x16  
ENK 24 Sickle swordsman, reg BD fast  
ENK 26 Statue of Anubis (\$13.20)

### **Egyptian: Old and Middle Kingdom**

OMK 1 Command group: Pharaoh, generals, standard,  
escort  
OMK 2 Infantry command group: generals, standards,  
spears  
OMK 3 Regular archers MP, Middle Kingdom period  
OMK 4 Regular archers MP, Old Kingdom period 2550-  
2528  
OMK 5 Spearmen, round top shields  
OMK 6 Spearmen, triangular top shields  
OMK 7 Javelinmen and quiver carriers  
OMK 8 Menfat axemen  
OMK 9 Old and Middle Kingdom Egyptian Unarmoured  
Axemen

### **Elamite**

ELA 2 Spearmen with bow  
ELA 4 Bowmen mixed poses Elamite bowmen  
ASS 19 Bowmen, mixed poses MP  
BAB 9 Chariot: horses - mules x4, driver and bowmen  
x3  
BAB 7 Light cavalry, spear and bow

### **Early Hebrew**

Simeonites and Ephraimites: use HNH3, 5, 6, 7, 15, ASS1,  
12, 13, 17, MIT5, EAS1, 2, 12, 13, 20, BAB1, 5, 6  
Benjamite bow: use EAS4, 13, HNH14, MIT6, HOG19,  
ASS13, 17  
Slings: use SUA10, HOG8, ALM 6, 8  
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  
Slings: use HOG8, SUA10  
Cavalry: use EAS3, ASS4  
Also appropriate Seapeople and Philistine.

### **Hittite**

HNH 1 Hittite Chariot: horses x2, driver, bowman,  
spearman x 2  
HNH 3 Syrian spearmen with shield, Vassal irr Ax MP  
HNH 4 Syrian Chariot: horses x2, driver, spearmen and  
bowman (armoured/ unarmoured)  
HNH 5 Hittite guard spearman (reg Ax/ irr Ax)  
HNH 6 Anatolian spearman, reg Ax  
HNH 7 Hittite regular spear, reg Ax (shieldless for DBM  
lists)  
HNH 11 Axemen DBM blade  
HNH 12 Syrian spear/javelin, no shield MP, irr Ax or  
Psiloi  
HNH 14 Syrian bowman  
HNH 15 Sickle swordsmen for old Hittite (17)

Hittite scouts LH (f): use ASS20 or ASS4

### **Extra Chariot Horses**

ACH 2 No armour  
ACH 3 Cloth coated as ENK1  
ACH 4 Cloth and plume as ENK1 types  
ACH 5 EAS type  
ACH 6 EAS armoured  
ACH 7 ASS type  
ACH 8 Hittite Armoured Horses

### **Kushite**

KUE 1 Bowman, firing  
KUE 2 Javelinman, with shield  
KUE 3 Slinger  
KUE 4 Cavalry, javelin and shield  
KUE 5 Cavalry, some body armour, javelin and shield  
KUE 7 Egyptian cavalry LH (O)  
KUE 8 Early Chariots Command or Line  
KUE 11 Later charioteers  
KUE 12 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**

LIB 1 Foot command MP  
LIB 2 Bodyguard mixed weapons MP  
LIB 3 Javelinmen mixed weapons MP  
LIB 4 Bowmen MP  
LIB 5 Libyan Chariot: Command or Line

### **Lydian**

LYD 1 General's command, mounted  
LYD 3 War dogs  
BAB 12 Lydian heavy cavalry

BAB 13 Lydian heavy cavalry with horse trappers  
BAB 14 Paphlagonian cavalry  
BAB 4 Lydian hoplite  
BAB 19 Lydian Chariot

### **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

MIT 1 Maryannu Chariot: bowman in dendritic armour  
MIT 2 Vassal Chariot  
MIT 5 Spearmen MP  
MIT 6 Bowmen MP

### **Mycenaean & Minoan Greek and Trojan**

MYG 1 Spearmen with tower shield PKX/I  
MYG 2 Spearman with fig of 8 shield PKX/ I  
MYG 3 Javelinmen, irr Ps I (Also see Libyan range)  
MYG 4 Archers  
MYG 5 Naked spearmen, tower shield PKX/ I  
MYG 6 Naked spearmen, figure of 8 shield PKX/ I  
MYG 7 Spearmen Pylian, irr aux I  
MYG 8 Naked slingers  
MYG 9 Swordsman with figure of 8 shield  
MYG 10 Swordsman with tower shield  
MYG 11 Javelinmen pelta shield, irr aux, Wb  
MYG 12 Cavalry with javelin  
MYG 13 Mycenaean Chariot  
MYG 17 Dendritic spearman  
MYG 18 Mycenaean swordsmen MPV (for Myrmidons and Lukka)  
MYG19 Dendritic swordsmen MP  
MYG 20 Mycenaean Levy Spear, tower shield  
MYG 21 Mycenaean Levy Spear, figure-of-8 shield

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**

NUB 1 Command  
NUB 2 Bowmen MP  
NUB 3 Warband javelins, shield and throwsticks MP  
NUB 4 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**

SAT 6 Levy spearmen

### **Seapeople**

SEA 1 Chariot: horses x2, crew in helmet x3  
SEA 2 Foot command V MP  
SEA 3 Reed head-dress, spears MP

SEA 4 Reed head-dress, swords MP  
SEA 5 Swept back hair, spear, no shield MP  
SEA 6 Swept back hair, spears MP  
SEA 7 Bowmen, reed head-dress MP  
SEA 8 Sherden swordsmen MP  
SEA 10 Sherden spearmen MP

### **Sumerian and Akkadian**

SUA 1 Spearman in cape  
SUA 2 Infantry command: officers x3, standards x3, axemen x3  
SUA 3 Spearman in cape, with shield  
SUA 4 Regular bow  
SUA 5 Irregular javelinman MP  
SUA 6 Battle cart Chariot, Command or Line  
SUA 8 Bodyguard, axe, armed retinue  
SUA 9 Martu Gutu bow MP  
SUA 10 Irregular singer  
SUA 11 Martu Gutu javelinman MP  
SUA 12 Akkadian type spearman  
SUA 13 Akkadian type spearman with shield  
SUA 14 Straddle cart

### **Early Achaemenid Persian 550-420 BC**

EAC 1 Immortal, spear, bow, shield  
EAC 2 General's mounted command  
EAC 3 Sub-general's mounted command  
BAB 10 Sparabara foot Bw X  
BAB 11 Sparabara foot, bow  
BAB 16 Persian or Median cavalry  
BAB 17 Guard cavalry  
LAC 3 Sparabara bow/ Bactrian bow  
HOG 14 Skythian cavalry  
EAC 4 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**

LAC 1 Persian or Median cavalry  
LAC 2 Guard/ Satrap cavalry  
LAC 3 Persian bow  
LAC 4 Kardakes  
LAC 5 Guard spear, bow, shield  
LAC 6 Persian slinger with shield  
LAC 7 Scythed Chariot: horses x4  
LAC 8 Persian foot command  
LAC 9 Persian Light Chariot, Command or Line  
BAB 15 Hillmen  
BAB 14 Paphlagonian cavalry

### **Alexandrian Macedonian**

ALM 1 Companion cavalry, lance  
ALM 2 Prodromoi, lance  
ALM 3 Hypaspists, spear  
ALM 4 Phalangite/Hypaspist pike  
ALM 6 Agrianian javelinmen  
ALM 7 Mercenary peltast  
ALM 8 Agrianian/Illyrian slinger with shield  
ALM 9 Phalangite pike  
ALM 10 Alexandrian Macedonian Hypaspists  
ALM 11 Macedonian or Epiroite Companion, separate arm.

## **Baggage, Pack Animals and Camps**

CSS 1 Pack camels x2 MP V  
CSS 2 Pack mules x4 MP V  
CSS 3 Baggage cart and mule  
CSS 4 Oxen x4 and boy  
CSS 5 Assyrian siege tower, large (\$39.60)  
CSS 6 Egyptian female water carriers x6  
CSS 7 Flocks: sheep and goats  
CPR 13 Herd of pigs and herder  
BAR 26 Camp followers  
BAR 27 Cart, oxen x2 and boy  
BAR 31 Druids, cauldron and screaming women  
EAC 4 Cyrus' mobile tower with boy, drawn by oxen (\$16.50)

## **Barbarians Celts, Gauls, British, Germans**

BAR 1 British foot command MP V  
BAR 2 Gallic/German foot command MP V  
BAR 3 Naked fanatics, swords and spears MP V  
BAR 5 Javelinmen, shieldless  
BAR 6 Axemen  
BAR 7 Warband with swords MP V  
BAR 9 Warband with spears MP V  
BAR 10 Gallic cavalry command V  
BAR 12 German cavalry  
BAR 13 Gallic cavalry V  
BAR 14 British cavalry V  
BAR 15 Single arch Chariot: ponies x2, Boudicca and driver  
BAR 16 Single arch Chariot: ponies x2, noble and driver  
BAR 17 Double arch Chariot: ponies x2, noble and driver  
BAR 20 German warriors  
BAR 22 Bowmen  
BAR 23 Slingers  
BAR 24 Nobles on foot, swords and spears MP V  
BAR 25 Galatian Scythed Chariot  
BAR 26 Camp followers  
BAR 27 Ox cart with driver x2  
BAR 31 Druids, screaming women etc. MP V

## **Camillan and Polybian Roman**

CPR 1 Roman cavalry  
CPR 2 Velite in animal skin  
CPR 3 Hastati with plum  
CPR 4 Principes in mail, pilum  
CPR 5 Triarii  
CPR 6 Foot command: officers x3, musicians x2, standards x3  
CPR 7 Penal legionary  
CPR 8 Leves light infantry  
CPR 9 Velite, helmet, javelin, shielded MP  
CPR 10 Principes sword  
CPR 11 Hastati sword  
CPR 12 Mounted command: generals x2, standards x2  
CPR 13 Incendiary pigs and handler

## **Carthaginian/ Spanish**

CAR 1 Libyan spearman in captured Roman armour  
CAR 2 Mounted command: officer, trumpet, standard, trooper  
CAR 3 Poeni cavalry  
CAR 4 Elephant: driver, tower, javelinmen MP x2  
CAR 6 Spanish cavalry, round shield  
CAR 7 Spanish cavalry  
CAR 8 Spanish cavalry, oval long shield  
CAR 9 Numidian cavalry, light horse MP  
CAR 10 Infantry command: officers x3, standards x3, musicians x2  
CAR 11 Poeni citizen spearmen  
CAR 12 Poeni/ Libyan heavy spearmen

CAR 13 Libyan spearmen  
CAR 14 Numidian javelinmen MP  
CAR 15 Ligurian javelinmen V  
CAR 16 Chariot: horses x4, driver, javelinmen x2  
CAR 17 Balearic slingers MP  
CAR 18 Carthaginian 2 Horse Chariot  
SCC 6 Celtiberian Scutarii  
SCC 10 Iberian Caetrati 1  
SCC 11 Iberian Caetrati 2  
SCC 15 Lusitanian Caetrati

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

## **Hoplite Greek**

HOG 1 Officers: command x2, foot x4  
HOG 2 Hoplitae mixed types, thrusting spear  
HOG 3 Hoplite light type, spear raised for rear rank, Pilos helmet  
HOG 4 Cavalry Boetian helmet  
HOG 5 Thessalian cavalry  
HOG 6 Light cavalry  
HOG 7 Light javelinman (also helots)  
HOG 8 Slinger (also helots)  
HOG 9 Thracian javelinman, helmet, long shield  
HOG 10 Thracian Romphai and javelinman  
HOG 11 Paphlagonian javelinman  
HOG 12 Syracusan/Gaul sword, javelin, shield  
HOG 13 Syracusan/Spanish, pilum shield  
HOG 14 Athenian mercenary horse archer (Scythian)  
HOG 15 Hoplite, armour, Corinthian helmet (no crest), spear raised  
HOG 16 Mina stone throwers with 3 crew x10  
HOG 17 Cretan archer  
HOG 18 Greek peltast, half moon shield  
HOG 19 Light Bowman  
HOG 20 Spartan Hoplite with transverse crest, thrusting spear  
HOG 21 Peltast, half moon shield, javelins and long spear  
HOG 22 Spartan Hoplite, pilos helmet, spear raised for rear rank  
HOG 23 Hoplite at rest  
HOG 24 Greek Armoured Hoplite, spear at 45  
HOG 25 Unarmoured Hoplitae spear at 45

## **Middle and Late Imperial Roman**

SPQR 1 Foot command: officers x3, dracos x3, musicians x3  
SPQR 2A x bow MP  
SPQR 2B LR Slingers  
SPQR 3 Equites Sagittarii MP  
SPQR 4 Bolt shooter and crew  
SPQR 5 Legionary spear, 5th century in mail  
SPQR 6 Legionary sword, 5th century in mail  
SPQR 9 Legionary, late 2nd to early 3rd century, pilum  
SPQR 10 Legionary command, late 2nd to early 3rd century  
SPQR 11 Legionary, late 2nd to early 3rd century, sword  
SPQR 13 Legionary, mid 3rd to 5th century, spear  
SPQR 15 Legionary, mid 3rd to 5th century, sword  
SPQR 19 Praetorian guard, 3rd to 4th century, sword  
SPQR 22 Legio Lancairi, 4th century MP  
SPQR 25 Auxiliary infantry, late 2nd to 4th century  
SPQR 29 Auxillia Palatina, 4th to 5th century, bear headed  
SPQR 33 Auxillia Palatina, 4th to 5th century, helmet MP  
SPQR 37 Auxillia Palatina, 4th to 5th century, fur cap  
SPQR 40 Auxillia Palatina, in trousers  
SPQR 44 Auxillia bow in cap MP  
SPQR 45 Auxillia bow, bear headed MP  
SPQR 50 Mounted command  
SPQR 60 Equites Illyricani (Promoti or Dalmatae) MP

SPQR 61 Equites single pose riders  
SPQR 62 Equites separate arm riders  
SPQR 63 Catfractarii  
SPQR 64 Clibanarii  
SPQR 65 Clibanarii on armoured horses

### **Indian**

IND2 Elephant: Command or line, 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 (Suitable for General's chariot)  
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

### **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  
ITI10 Etruscan Chariot (2 horse single crew)

### **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 Imperial Roman foot Command  
VVV9 Equites Alares, regular Roman cavalry  
VVV10 Mounted Roman Command  
VVV12 Catafractarii  
VVV13 Marine with pilum  
VVV14 Auxiliary in mail  
VVV15 Legionary in Lorica segmenta, pilum  
VVV17 Praetorian cavalry  
VVV18 Equites contarorium, lance  
VVV20 Roman Racing Chariot

### **Numidian**

NUM1 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  
SAR2 Cavalry in scale armour, unarmoured horses

### **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  
SEL12 Paionian cavalry  
SEL13 Tarantine cavalry, javelin, shield

### **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

Other peltasts: use HOG9, 10

### **Dark Ages**

DARK1 Goth/Visigoth Mounted command:  
DARK3 Noble / Buccellarii 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 Bowmen 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  
HUNS2a Noble Heavy Cav  
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

**EASTERN RANGE**  
**Han Chinese 200 BC - 189 AD**

HDC1 Spearmen  
HDC2 Infantry command  
HDC3 Crossbowmen  
HDC4a 4 horse Chariot armoured (crew variety allows for command chariot)  
HDC4U 4 Horse Chariot unarmoured armoured (crew variety allows for command chariot)  
HDC5A Horses x2, crew x2, chariot driver, halberdier, armoured horse  
HDC 5U Horses x2, crew armoured (crew variety allows for command chariot)  
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  
HDC22 Shieldless halberdier

**Burmese**

BUR 1 Mon Guard spearmen  
BUR 2 Mon Guard bowmen  
BUR 3 Elephant, Command or line, driver and 6x bowmen (same as BUR16)  
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

**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  
ABR2 Arab cavalry 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  
FRN5 Flank Company Advancing  
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

### Artillery

FRN28 4 Pdr cannon x2  
FRN29 12 Pdr cannon x2  
FRN30 Foot artillery crew 1812-15  
FRN31 8 Pdr cannon x2  
FRN31h Howitzers x2  
FRN87 Horse Artillery crew  
AHU17 6 Pdr cannon x2  
FRN89 Foot artillery team in shako (x3) and 6 horses \$12  
FRN90 Horse Artillery team and 6 horses \$12

### Line Light Cavalry 1804-15

FRN11 Hussar in cylindrical shako  
FRN13 Hussar command: Officer, bugler, standard, trooper  
FRN19 Polish lancers  
FRN20 French 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

FRN43 Chasseur a Cheval  
FRN44 Chasseur Command  
FRN45 Carabiniers  
FRN46 Carabinier Command

FRN58 11<sup>th</sup> Hussars (Dutch) Cylindrical Shako  
FRN59 11<sup>th</sup> Hussar Command

FRN60 Elite Chasseurs  
FRN61 Elite Chasseur Command

### Sappers and Engineers

FRN70 Sapper in bearskin

### Imperial Guard

FRN8 Old Guard grenadier, march attack  
FRN9 Old Guard command: Officers x2, standards x2, drummers x4  
FRN71 Old/Middle Guard Chasseurs a Pied marching  
FRN72 Old/Middle Guard Chasseurs a Pied Command  
FRN73 3<sup>rd</sup> Regiment Grenadiers a Pied (Dutch Grenadiers)  
FRN74 3<sup>rd</sup> Regiment Grenadiers a Pied (Dutch Grenadiers) Command  
FRN75 Middle Guard Grenadier Fusiliers, marching  
FRN76 Middle Guard Grenadier Fusiliers, Command  
FRN77 Middle Guard, Chasseur Fusiliers, marching  
FRN78 Middle Guard, Chasseur Fusiliers, Command  
FRN79 Young Guard, Tirailleurs, marching  
FRN80 Young Guard, Tirailleurs, advancing  
FRN81 Young Guard, Tirailleurs, Command  
FRN82 Young Guard Voltigeurs marching  
FRN83 Young Guard Voltigeurs advancing  
FRN84 Young Guard Voltigeurs Command

FRN 85 Old Guard Artillery crew  
FRN86 Young Guard Artillery crew  
FRN88 Guard Horse Artillery crew

FRN 91 Guard Horse Artillery team and 6 horses \$12  
FRN92 Guard Horse Artillery team and 6 horse \$12

### Battalion Packs

Normally contain 24 infantry/12 cav figs including flank company and command figs (where applicable). \$20  
FRNBT1 Infantry Battalion 1812-15  
FRNBT2 Infantry in Greatcoat  
FRNBT3 Dragoon Regiment  
FRNBT4 Cuirassier Regiment  
FRNBT5 Old Guard Grenadier Battalion  
FRNBT6 Hussar Regiment  
FRNBT7 Line Lancer Regiment  
FRNBT8 Chasseur a Cheval Regiment (shako)  
FRNBT9 11<sup>th</sup> Hussars (Dutch) Regiment  
FRNBT10 Chasseur a Cheval with helmet  
FRNBT11 Young Guard Tirailleurs Battalion  
FRNBT12 Young Guard Voltigeur Battalion  
FRNBT13 Carabinier Regiment

## 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  
BRN48 Lifeguards  
BRN49 Lifeguard Command

### **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  
BRN29h Howitzers (x2)  
BRN30 Foot artillery crew 1812-15  
BRN31 Horse artillery crew 1801-15  
BRN34 6 Pdr cannon x2  
BRN42 Foot artillery crew 1801-13  
BRN45 Foot Artillery team on horses stovepipe shako \$12  
BRN46 Foot Artillery team on horses Belgic shako \$12  
BRN47 Horse Artillery team on horses \$12

### **Battalion Packs**

Normally contain 24 infantry/12 cav figs including flank company and command figs (where applicable). \$20  
BRNBT1 Highland Infantry Battalion  
BRNBT2 Line Infantry battalion low shako, high porte  
BRNBT3 Line Infantry stove pipe shako, high porte  
BRNBT4 Line Infantry Belgic shako  
BRNBT5 Heavy Dragoon Regt. 1801-1813  
BRNBT6 Heavy Dragoon/Household Regt 1812-1815

BRNBT7 Scots Greys Regt  
BRNBT8 Light Dragoon Regt. 1801-1813  
BRNBT9 Hussar Regt (busby)

## **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  
NPR25 Dragoon command: Officer, bugler, standard, trooper

### **High Command**

NPR19 Blucher and staff  
NPR31 Staff officers, mounted x4

### **Artillery**

NPR30 Artillerymen  
NPR32 12 pdr (x2)  
NPR33 6pdr (x2)  
NPR33h Howitzer  
NPR34 6x horse 3 mount artillery team

### **Battalion Packs**

Normally contain 24 infantry/12 cav figs including flank company and command figs (where applicable). \$20  
NPRBT Fusilier Battalion  
NPRBT2 Fusilier Battalion Blanket roll  
NPRBT3 Grenadier Battalion  
NPRBT4 Landwehr Battalion  
NPRBT5 Hussar Regt  
NPRBT6 Cuirassier Regt  
NPRBT7 Dragoon Regt

## **Russian 1812-1815**

### **Infantry Kiver shako**

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

### **Infantry in pre-Kiver shako**

RUS4 March attack  
RUS5 Command



RUS6 Advancing

#### **Grenadiers Kiver shako**

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

#### **Grenadiers Pre-Kiver shako**

RUS13 March Attack  
RUS14 Command  
RUS15 Advancing

#### **Jagers**

RUS21 Mixed poses MP  
RUS25 Command: Officers x2, buglers x2, troopers x4  
RUS26 Pre-Kiver shako  
RUS 27 Pre-Kiver shako Command

#### **Artillery**

RUS30 Foot artillery crew Kiver shako  
RUS31 Foot 10 Pdr guns x2  
RUS32 Foot Artillery crew pre-kiver shako  
RUS52 Licorne guns  
RUS53 Horse Artillery guns  
RUS54 Horse Artillery crew  
RUS55 Horse Artillery Licorne guns  
RUS56 Foot Artillery team x 3 on 6 horses \$12  
RUS57 Horse Artillery team x 3 on 6 x Horses

#### **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

#### **Battalion Packs**

Normally contain 24 infantry/12 cav figs including flank company and command figs (where applicable). \$20  
RUSBT1 Infantry Battalion Kiver shako  
RUSBT2 Grenadier Battalion Kiver shako  
RUSBT3 Hussar Regt  
RUSBT4 Uhlan Regt  
RUSBT5 Chasseur a Cheval Regt  
RUSBT6 Cossack Regt  
RUSBT7 Cuirassier Regt  
RUSBT8 Dragoon Regt  
RUSBT9 Infantry Battalion Pre-Kiver shako  
RUSBT10 Grenadier Battalion Pre-Kiver shako

## **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  
BGSBT1 Infantry Battalion \$20

#### **15mm Casualties**

NCS1 Dead horses x4  
NCS2 Dead French infantry  
NCS3 British casualties  
NCS4 Prussian Infantry casualties  
NCS5 Cavalryman casualties

## **Napoleonic READY MADE ARMIES**

**Starter armies** 2 packs each of heavy cavalry, light cavalry, artillery guns and gunners, 4 packs of infantry \$68

**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 \$150

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  
FRV11 Enthusiastic Infantry  
FRV12 Infantry Firing  
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  
FRV24 Grenadier/Light Infantry advancing  
FRV25 Chasseur a Cheval Command  
FRV26 Carabiniers a Cheval  
FRV27 Chasseur a Cheval Command  
FRV28 Consular Guard a Cheval  
FRV29 Consular Guard a Cheval Command  
FRV30 Mounted Artillery bicorne (3 x riders, 6 x horses) \$12  
FRV31 Fusiliers in Terleton, advancing  
FRV32 Centre Company, bicorne, firing  
FRV33 Flank Company, bicorne firing  
FRV34 Centre Company, bicorne, marching  
FRV35 Flank Company, bicorne, marching  
FRV36 Centre Company, bicorne, advancing  
Demi Brigades early 1/3 Blancs 2/3 Other chaps

**Battalion Packs**

Normally contain 24 infantry/12 cavalry figures including flank company and command figures (where applicable). \$20

FRVBT1 Cuirassier Regiment (no breastplate)  
 FRVBT2 Cuirassier Regiment, front breastplate  
 FRVBT3 Hussar Regiment  
 FRVBT4 Dragoon Regiment  
 FRVBT5 Chasseur à Cheval Regiment  
 FRVBT6 Carabiniers à Cheval Regiment  
 FRVBT7 Consular Guard Regiment  
 FRVBT8 Les Blancs Tarleton Infantry Regiment  
 FRVBT9 Les Bleus Fusilier Infantry Regiment

**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  
 PRU13 Battalion Infantry guns  
 PRU14 Fusilier Command  
 PRU15 Fusilier firing  
 PRU16 Fusilier advancing  
 PRU17 Jaeger Command  
 PRU18 Jaeger, firing  
 PRU19 Jaeger, advancing  
 PRU20 Jaeger loading  
 PRU21 Artillery team (3 x riders, 6 x horses) \$12

LAW11 Prussian Ammunition Wagon  
 LAW7 Prussian Limber

**Battalion Packs**

Normally contain 24 infantry/12 cavalry figures including flank company and command figures (where applicable). \$20

PRUBT1 Musketeer Battalion  
 PRUBT2 Grenadier Battalion  
 PRUBT3 Fusilier Battalion  
 PRUBT4 Hussar Regiment  
 PRUBT5 Dragoon Battalion  
 PRUBT6 Cuirassier Regiment

**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/ Uhlans  
 AHU11 Hussars  
 AHU12 Officers/ general, mounted  
 AHU13 Fusilier in helmet, advancing  
 AHU14 Grenadier, advancing  
 AHU15 Artillerymen

AHU16 12 Pdr cannon x2  
 AHU17 6 Pdr cannon x2  
 AHU18 Howitzers x 2  
 AHU19 Fusilier, helmet musket across chest  
 AHU21 Fusilier, helmet, marching  
 AHU22 Infantry Command, helmet  
 AHU23 Fusilier, shako, advancing  
 AHU24 Fusilier, shako, marching  
 AHU25 Fusilier, shako, command  
 AHU26 Jaeger/Landwehr, advancing  
 AHU27 Jaeger/Landwehr, marching  
 AHU 28 Jaeger/Landwehr Command  
 AHU29 Artillery team (3 x riders, 6 x horses) \$12

**Battalion Packs**

Normally contain 24 infantry/12 cavalry figures including flank company and command figures (where applicable). \$20

AHUBT1 Fusilier Battalion, shako  
 AHUBT2 Fusilier Battalion, helmet  
 AHUBT3 Grenadier Battalion  
 AHUBT4 Landwehr Battalion

**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 Mitrailieuse and crew x2  
SFE30 Marine infantry  
SFE40 Divisional officers

## **10mm ZULU WAR**

(AIM)

#### **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

## **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 6<sup>TH</sup> 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, GH07 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  
GH07 Cretan Archers  
GH08 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 Trajanin 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  
GH07 Cretan Archers  
GH08 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  
GH014 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  
GH07 Cretan Archers  
GH08 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, LEG 7e x 1, GAU4 x 2, GH07 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, LEG 7e x 1, GAU4 x 1, SAS3 x 2, NMD2 x 1, AUX4 x 1, NMD1 x 1, GH07 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  
GH07 Cretan Archers  
GH08 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 Caetrarii  
SPN2 Spanish Cavalry  
SPN1 Spanish Heavy Cavalry  
GH08 Balearic/Rhodian Slingers  
ACM7 Bolt Thrower Unarmoured Crew

## **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

#### **Carlongians/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

## **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

## Range 2.

### ACW

### Civil War Battles

#### Union

- 1. Hat/frockcoat advancing
- 2. Command hat advancing
- 3. Forage cap advancing
- 5. Forage cap charging
- 7. Forage cap marching
- 9. Forage cap standing firing
- 11. Cmnd forage cap kneeling
- 13. Zouave in fez firing
- 14. Zouave turban charging
- 15. Dismounted cavalry hat
- 16. Dismounted cav forage cap
- 17. Dismounted cav command
- 21. Command f/cap standing
- 23. Dead in f/cap
- 34. Sherman/Grant/ Sheridan
- 37. Black troops charging frgecap
- 38. Loading – forage cap
- 40. Forage cap adv. No bayonet
- 43. Zouave kepi marching
- 44. Zouave command
- 47. Union repeating rifl adv(hat)
- 48. Forage cap advancing
- 49. Horses+holders f/cap
- 51. Div/Corps Generals
- 61. Berdans sharpshooters
- 63. NCO's pushing + shouting
- 66. Black Infantry firing
- 68. Command f/cap advancing
- 72. Backpack+f/cap adv.
- 82. Mtd.ADC/Standard for Gens
- 83. F/cap kneeling firing
- 84. F/cap adv tatty/barefoot.
- 85. Infantry prone forage cap
- 107. Union cav f/cap carbine
- 108. Union cav f/cap sabres
- 109. Union cav f/cap officers
- 110. Union cav f/cap standard/bugler
- 111. Union cav in brimmed hat

#### Confederate

- 4. Hat advancing
- 6. Hat charging
- 8. Hat marching
- 10. Hat firing
- 12. Hat Command charging
- 18. Dismounted cav kepi
- 19. Dismounted cav shotgun
- 20. Dismounted cav command
- 22. Hat command standing
- 35. Lee/Jackson/Stuart mounted
- 36. Conf. Zouave firing
- 39. Loading in hat
- 50. Horse+holders hat
- 52. Div/Corps Generals
- 59. Barefoot advancing
- 62. NCO's/buglers hat
- 64. Dead in hat 67. Conf in battleshirt adv
- 69. Hat command advancing
- 73. Backpack+hat adv.
- 80. Conf.Kepi kneeling

- 81. Conf. Kepi marching
- 86. Conf. Kepi Advancing
- 87. Conf. Kepi Cmmand standing
- 88. Conf. Kepi standing firing
- 89. Mounted ADC + standards
- 90. Inf with blanket roll adv hat
- 91. Conf. kepi adv command
- 96. Conf kepi and blanketroll adv
- 97. Conf frock coat+hat firing
- 98. Conf in hat kneeling firing
- 99. Conf dsmntd cav hat firing
- 100. Conf cav carbine hat
- 101. Conf cav sabre hat
- 102. Conf cav officers
- 103. Conf cav bugler/standard
- 104. Conf cav shotgun

#### Artillery

- 26. Gun 1( 12pdr Con.) x2
- 27. Naval gun crew
- 29. 11” Naval gun
- 41. Gun 2(12pdr Union) x2
- 42. 2x destroyed guns
- 70. Caissons (x2)
- 93. Gun 3(6pdr) x2
- 94. Gun 4(10pdr Parrott) x2
- 95. Gun 5(10pdr James) x2
- 24. Union gun crew f/cap firing
- 25. Conf. gun crew in kepi firing
- 53. Gun crew hat loading (Union)
- 54. Gun crew kepi loading (Conf)
- 33. 4 Horse limber kepi \$13.20
- 45. 2Horse limber f/cap \$9.90
- 32. 4 Horse limber hat \$13.20
- 46. 2 Horse limber hat \$9.90

#### Markers

- 74. Extra ammo figures/**markers**
- 75. Low ammo figures/**markers**
- 76. Disordered **markers** Conf.
- 77. Disordered **markers** Union
- 78. Musket casualty **markers**
- 79. Artillery casualty **markers**
- 92. Damaged battery **markers** (4)

#### Various

- 28. Civilians
- 60. Rude infantry.
- 65. Infantry reading
- 71. Civilian Hat charging

## RANGE 3

### ANCIENTS

#### New Kingdom Egyptians

- 1. Egyptian Bowmen
- 2. NK Egyptian spearmen
- 3. NK Egyptian officers
- 53. NKE chariot (jav)
- 54. NKE chariot/bow
- 55. NKE chariot General
- 56. Chariot runners
- 57. NKE shock infantry
- 58. NKE dead
- 59. NKE standards
- 60. NKE musicians
- 61. NKE casualties standing
- 62. NK Egyptian Sherden

#### Midianites

- 4. Midianite javelins
- 5. Midianite camel troops
- 30. Midianite mtd.cmd

## RANGE 5

### American War of Independence

A= "Admirable". Smart uniform.

B= "Battle hardened". Uniforms showing adaptation and campaign wear.

C="Crikey". War torn.

#### Parthians

6. Parthian Horse archers
7. Parthian cataphract attacking
8. Parthian cataphract officers
29. Parthian horse archer cmd
69. Parthian cataphract  
Attacking (leggings)
- 70 Par.Cat lance vertical
- 71.Par.Cat. standards
72. Par.Cat. camels
73. Par.Cat. Generals
74. Par. mtd.casualties
75. Par. horse archers loading
76. Par. horse archers firing
77. Par. Foot skirmishers
78. Parthian dead
65. Peltasts (use for Parthian city)
66. Peltast command

#### Various

9. Frankish warband
10. St Johns X Bows
11. DBM Camp 4x4cm
26. Peasants throwing rocks
27. Pack camels and figures
28. DBM warship 4x11 cm \$20
25. Chinese rocket launchers(4)

#### Romans

12. Romans/Pilum/Wreath
13. Romans Pilum/Cross shield
14. Romans/sword/Wreath
15. Romans sword/cross
16. Auxiliary spear/wreath
17. Auxiliary Archer
18. Cavalry Wreath shield
19. Roman foot cmd
20. Roman generals/mntd
21. Cav cmd wreath shield
22. Auxiliary spear /ribbed shield
23. Cav rib/shield
24. Cav command rib shield
40. Roman bolt shooter+2 crew
64. Roman dead
41. Moorish light cavalry

#### Tuaregs

31. Tuaregs/camel lance
32. Tuareg/camel Javelin
33. Tuareg/camel sword
34. Tuareg /camel command
35. Tuareg/camel generals
36. Tuareg foot/spear
37. Tuareg foot/sword
38. Tuareg foot/command
39. Tuareg foot/casualties

#### Germans

42. German warband + Javelins
43. German warband leaders
44. German warband swords
45. Ger warband casualties
46. German warband dead
47. German archers
48. Ger warband Jav.(naked)
49. German warband heroes
50. German Cav/javs
51. Ger cav command
52. Ger warband standards
63. German generals

1. Brit line Inf. advancing (B)
2. Brit.line foot command (A)
3. Brit line inf firing (B)
4. Brit. Light infantry B
5. Brit. Light inf cmd ( B)
6. Brit line infantry tricorne
7. Scots line in trousers
8. Scots line in kilt
9. Scots command in trousers
10. Scots command in kilt
11. Guards Adv.
12. Guards Lights
13. Guards Command
14. Dismounted Dragoons
15. Dismounted Dragoon cmd
16. Dragoons (A)
17. Dragoon standard/bugler (A)
18. Brit inf tricorne firing
19. American H shirt firing
20. American line Inf (hunting shirt) B
21. Am. Line inf. Firing A
22. Am line inf. Command A
23. Militia command standing
24. American light Inf. H shirt
25. Militia advancing
26. Militia inf. Firing B
27. Mil. Long rifles firing B
28. Indians adv. Muskets
29. Indians firing
30. Indians with h2h weapons
31. Mounted American gens (A)
32. British Generals mounted
33. Gun crew (A)
34. Battalion guns x 2
35. Field guns x 2
36. Gun Crew Militia
37. Militia command adv.
38. Militia command hunting shirt
39. Mtd. Militia
40. Scouts
41. Gun crew (Round hat)
42. Queen's Rangers
43. Disordered markers
44. Casualty markers
45. Low on ammo markers
46. Extra ammo markers
47. Ladies waving
48. Artillery casualties
49. Queen's Rangers cmd.
50. Militia in shirts
51. Militia kneeling
52. Militia at ready
53. Militia in headscarf
54. Field Workers
55. Brit.Grenadiers adv.+bayonet
56. Brit.Grenadier command
57. Brit Line Batt command
58. Tatty continentals adv
59. Dead markers
60. Hessian musketeers firing
61. Hessian grenadiers adv
62. Hessian grenadier command
63. Hessian officers (all units)
64. Hessian grenadiers firing
65. Hessian musketeer command
66. Hessian jaegers
67. Hessian fusiliers adv

- 68. Hessian fusilier command
- 69. Hessian Jaeger command
- 70. Hessian gun crew
- 72. Militia skirmishing
- 73. Continental inf in hat adv
- 74. Continental at ready
- 75. Continental infantry charging
- 76. Legion infantry advancing
- 77. Continental infantry loading
- 78. Continental infantry command charging
- 79. Legion foot command
- 80. Brit light inf bobs
- 81. Ammunition cart \$9.90
- 82. Baggage cart \$9.90
- 83. Cont. hunting shirt marching
- 84. Continentals marching
- 85. Continental comm. marching
- 86. Brit grenadiers marching
- 87. Brit round hat marching
- 88. Brit cocked hat marching
- 89. Hessian grenadiers march(A)
- 90. Hessian fusiliers march(A)
- 91. Hessian musketeers march(A)
- 92. Hessian casualties(A)
- 93. Dragoon horseholders
- 94. Dead Indians
- 95. 17th dragoon troopers
- 96. 17th dragoon standards/bugles
- 97. 17th dragoons on foot
- 98. 17th dragoons on foot command
- 99. French line advancing
- 100. French line firing
- 101. French command advancing
- 102. French flank chasseurs adv
- 103. French chasseur command
- 104. French grenadiers march
- 105. French grenadier command
- 106. French sapeurs with axe
- 107. French gun crew
- 108. French line/backpacks adv
- 109. French colonial adv
- 110. French colonial command
- 111. French mounted officers
- 112. French wounded

*Don't forget that many packs could be used for both sides.*

## RANGE 6

### Heads and allsorts

#### ODDS

- 12. Russ-jap JAPs
- 1. Stretchers(8) no bearers
- 11. Naked women
- 19. Bare
- 28. Skulls
- 42. Wolf head
- 44. Lizardhead
- 72. Little pilots(24) for 1/144planes
- 77. 144th Germ gunners (x12)
- 78. 144th Brit gunners (x12)
- 97. Gas mask heads

#### DARK AGES

- 86. Viking

#### COLONIAL

- 24. Fez
- 31. Colonial British
- 33. Coolie hat

- 34. Turban Sikh
- 35. Turban pointy
- 81. Mexican Sombrero
- 96. Tuareg

#### ACW

- 32. Broad brim hat
- 67. ACW Kepi/ forage
- 73. ACW Turban/Zouave

#### WW1

- 3. WW1 Red Army hat
- 4. Feldmutz
- 5. WW1 German Helmet
- 8. US Doughboy hats
- 10. Britis gor blimey cap
- 13. Picklehaube
- 15. Furry hat (Russian)
- 29. Russian peaked hat
- 37. British Sun helmet
- 47. Belgian WW1 shako
- 51. Stiff peaked hat
- 62. Cossack
- 65. Turkish WW1
- 69. French Dragoons
- 70. French alpine beret
- 75. Austrian WW1 cap
- 79. Scots Tam O'shanter
- 80. Scots Glengarry
- 90. Russian sailor cap

#### SCW

- 38. SCW Isobellina cap
- 50. SCW pasamontana
- 63. SCW Civil Guard
- 87. SCW helmets
- 91. SCW Carlist beret
- 93. SCW Czech helmets

#### WW1 German jaeger

#### WW2

- 2. Dutch helmet
- 6. Bersaglieri helmet
- 7. Russian tanker
- 9. Polish beret
- 14. Brit. Para helmet
- 17. French Kepi
- 20. EW Russian helmets
- 21. Russian WW2 Helmet
- 22. Sailor (British)
- 23. French Adrian helmet
- 26. Australian hat
- 30. German helmet
- 36. Italian Bersaglieri desert helmet
- 39. Italian desert helmet
- 40. British Helmet WW2
- 41. Ger Para helmet
- 43. US WW2 helmets
- 46. Ger combat caps
- 48. British LW helmets
- 58. Italian alpine
- 61. WW2 French motorised
- 64. Brit Para beret
- 66. Russian pilotka cap
- 74. Brit Commando cap
- 76. Rus ushanka fur hat
- 82. Italian WW2 Helmet
- 83. British sidecaps
- 93. Czech helmets
- 94. Italian fascist fez
- 98. German assorted headgear
- 100. British tanker helmets
- 101. Polish cap
- 102. Polish helmet
- 107. Russian scouts

### Modern

- 16. African mod cap
- 18. Beret
- 25. Modern bush hat
- 27. PLO scarf
- 36. US
- 45. FFL Beret
- 49. Mod Tank Cmdr
- 57. US Fritz+Goggles
- 59. NVA helmet
- 85. IDF helmets
- 89. East German helmets (German 1945)

### AWI

- 68. Tricorne heads
- 84. Dragoon heads
- 88. British light inf caps

### ECW

- 52. ECW brimmed hat
- 53. ECW Montero
- 54. ECW Lobster
- 55. ECW Lobster open
- 56. ECW Scottish cap
- 60. Monmouth Cap
- 71. Morion helmet
- 111. Puritan hats
- 112. Rough hats
- 113. Irish hats
- 114. Cabasce helmet

## RANGE 7 ACW Ships

“Hammerin Iron” \$45

The ships are mostly resin with metal fittings. Models have indents for customers who wish to drill in their own masts etc! Models without prices are standard packs, check for current price.

### Union

- 1. USS Monitor (metal) \$9.90
- 5. USS Essex. Ironclad \$15
- 7. USS Miami. side wheel \$13.20
- 8. USS Signal. Stern wl \$13.20
- 16. USS New Ironsides. \$13.20
- 17. USS Fuchsia gunboat \$13.20
- 21. USS Sandusky. 1 turret \$13.20
- 22. USS Onandaga. 2 turret \$13.20
- 25. USS Choctaw. Ironclad \$13.20
- 33. USS Benton Ironclad. \$16.50
- 35. Commodore Morris ferry \$13.20
- 36. USS Canonicus (montr) \$13.20
- 37. USS Cairo. Ironclad \$13.20
- 38. USS Sassacus. DbleEnd \$16.50
- 48. USS Hartford. Screw Sloop, Farragut's Flagship \$19.80
- 49. USS Indianola (ironclad) \$13.20
- 50. USS Blackhawk paddle \$16.50
- 51. USS Tyler .Paddle \$13.20
- 52. Switzerland US Ram \$13.20
- 54. USS Keokuk (metal) \$13.20
- 57. USS Passaic (monitor) \$13.20
- 58. USS Tuscumbia. Side/w \$16.50
- 59. USS Chillicothe. \$13.20
- 67. 90 day gunboat \$16.50

### Confederate

- 2. CSS Manassas. Cigar/ ram \$13.20

- 3. CSS Planter. Side wheel \$13.20
- 4. CSS Nashville. \$16.50
- 6. CSS Tuscaloosa. Ironclad \$13.20
- 14. CSS Virginia. Ironclad \$16.50
- 15. CSS Gen. Sumter \$13.20
- 19. CSS Albemarle. Ironclad \$13.20
- 24. CSS General Bragg. \$13.20
- 26. CSS Gov. Moore Paddler \$13.20
- 27. CSS Selma. Long Paddler \$13.20
- 34. CSS Tennessee. Ironclad \$16.50
- 44. CSS Arkansas Ironclad \$13.20
- 45. CSS Palmetto State \$13.20
- 46. CSS Drewry (small) \$13.20
- 20. AD Vance blockade run \$13.20
- 35. Commodore Morris Ferryboat Double-ender \$13.20
- 47. Mortar schooner \$9.90
- 28. Wrecked ship pieces (Our selection) \$13.20
- 13. Ships boats on davits x8
- 53. Mortar Rafts (8 of)
- 60. Balloon barge \$13.20
- 65. Fire rafts x 2 \$13.20

### Army figures (1/600<sup>th</sup>)

- 10. 12pdr Guns and limbers
- 39. Infantry Blocks (8)
- 40. Cavalry Blocks (8)
- 41. Skirmisher blocks (8)
- 42. Command blocks (8)

### Forts/scenery

- 9. **Medium** fort with 5 guns \$20
- 61. Small fort with 3 guns \$13.20
- 18. Harbour bldings (3 of) \$13.20
- 23. Wharf (5"). \$13.20
- 30. **Fort Sumter** + guns \$65
- 55. Rectangular city block \$16.50
- 56. Farm (resin) \$16.50
- 11. Heavy fort guns (8of)
- 29. Deck guns (heavy) (10 of)
- 31. Barbette guns (10 of)
- 32. Carriage guns (10 of)
- 43. Deck guns (medium) x10
- 61. **Small** fort with guns \$13.20
- 62. On Table markers (8pcs)
- 63. Off-table markers (12pcs)
- 66. Small harbour buildings + wagons \$13.20

### Game mat

Hammerin Iron 5ftx3ft hexagon Game Mat \$55

## RANGE 8 WWII BRITISH

### EARLY WAR

- 1. Rifles
- 3. Brens
- 5. Command
- 7. 2" Mortars
- 16. Vickers HMG teams
- 23. Tank commanders
- 27. Artillery crew
- 28. Seated
- 29. Generic dead
- 31. Boyes A/T rifles-rebuilt
- 49. Dead brits
- 100. Commandos
- 120. 3" mortars (2 teams)
- 151. Brits having a brew

- 577. Home guard rifles
- 578. Home guard LMG etc
- 579. Home guard Command
- 580. Home guard on bicycles
- 581. Brit police and wardens

#### **AIRBORNE**

- 52. Para rifle
- 53. Para sten
- 54. Para Bren
- 55. Para command
- 56. Para rifle adv.
- 57. Paras + PIATS
- 58. Para crew
- 77. Paras Seated
- 152. Para HMGs
- 174 Para dead
- 223. Para 2" mortars
- 224. Para 3" mortars
- 414. Airborne 6pdr \$13.20
- 430. Para NCO's
- 431. Para flame. +gren.
- 432. Para lying
- 433. Para stens advancing
- 434. Para characters (x3 )
- 435. P fighting wounded/medic
- 436. Para kneeling command
- 437. Polish command
- 438. Polish in beret
- 439. Paras on m/cycles
- 440. Paras surrendering
- 520. Canisters (2open + 1 stack)

#### **8<sup>th</sup> ARMY DESERT (shorts)**

- 139 .LRDG vehicle crew
- 144. Desert vehicle stowage
- 155. 8th army rifles firing
- 156. 8th army brens
- 157. 8th army platoon 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
- 260 Desert drivers
- 505. 8<sup>th</sup> Army 2" mortars
- 531. 8<sup>th</sup> Army rifles advancing
- 532. 8<sup>th</sup> Army rifles charging
- 534. 8<sup>th</sup> Army surrendering
- 535. 8<sup>th</sup> Army higher command
- 536. 8<sup>th</sup> Army AT crew
- 537. 8<sup>th</sup> Army Indian riflemen
- 538. 8<sup>th</sup> Army Indian brens
- 539. 8<sup>th</sup> Army greatcoats
- 540. 8<sup>th</sup> Army engineers
- 541. 8<sup>th</sup> Army Scottish rifles
- 542. 8<sup>th</sup> Army Scottish SMGs
- 543. 8<sup>th</sup> Army Indian SMGs
- 544. 8<sup>th</sup> Army Indian HMGs
- 545. 8<sup>th</sup> Army Indian kneel rifles
- 546. 8<sup>th</sup> Army Indian 3" mortars (2)
- 547. 8<sup>th</sup> Army Scot piper/NCO/Officer

#### **14<sup>th</sup> ARMY BURMA**

- (hats/helmets)
- 363 .14<sup>th</sup> Rifles Firing
- 364 .14<sup>th</sup> Rifles Adv
- 365. 14<sup>th</sup> Thompson SMGs
- 366. 14<sup>th</sup> Command
- 367. 14<sup>th</sup> Dead
- 368. 14<sup>th</sup> Brens
- 369. 14<sup>th</sup> HMGs
- 370. 14<sup>th</sup> 2" Mortars
- 371. 14<sup>th</sup> 3" Mortars

- 372. 14<sup>th</sup> Crew
- 373. 14<sup>th</sup> Sten SMGs
- 374. 14<sup>th</sup> Sniper/Piat/Flame
- 375. 14<sup>th</sup> 3 Mules+3 men

#### **British GENERAL PACKS**

- 259. Drivers
- 255. Engineers (flame etc)

#### **LATE WAR British (scrim helmets)**

- 413. Snipers
- 115. Piats
- 143. NCO Stens
- 195. Inf Grenades
- 214. Inf Firing
- 215. Inf advan
- 482. Inf. Kneeling
- 483. AT Gun crew
- 484. Stens
- 485. Grenades
- 486. Rifles with Leather coat
- 487. Sten/Rifle lying
- 488. Rifles adv ( light kit )
- 489. Bren sections adv.
- 490. Bren sections firing
- 491. Bren sections lying
- 492. Radio men
- 493. Platoon commanders
- 494. Company commanders
- 495. 2" Mortars
- 496. Surrendering
- 497. Medics
- 498. 3" Mortars
- 499. 4.2" Mortars
- 501. Gun crew standing
- 502. HMG's
- 503. LW dead
- 504. Greatcoat advancing

#### **BRITISH VEHICLES**

- 13. Vickers Tank MkIVC \$13.20
- 15. Cruiser A13Mk1 \$16.50
- 17. Bedford Lt Truck \$13.20
- 138. Matilda Mk1 Tank \$13.20
- 164. Truck 15CWT CMP \$13.20
- 169. Humber scout car \$13.20
- 170. Cruiser A13 Mk111 \$16.50
- 172. Jeep Desert
- 237. Sherman Firefly \$18.20
- 246. Sherman M4A4 \$18.20
- 248. M10 Achilles 17pdr \$18.20
- 258. Vickers MkV1 B \$13.20
- 561. Univ. carrier +4crew \$13.20
- 562. Univ. carrier +6crew \$13.20
- 563. Univ. carrier (mortar) \$13.20
- 564. Univ. carrier (HMG) \$13.20
- 565. Univ. destroyed.(resin) \$9.90

#### **British artillery**

- 22. 2 Pdr (deployed)
- 354. 6pdr AT gun \$13.20
- 414. Airborne 6pdr \$13.20

#### **Brit Paratroop jeeps**

##### **These are kits (crew included).**

- 171. Para Recce Jeep \$13.20
- 441. Brit Para Signal Jeep \$13.20
- 442. Brit Para Jeep with paras \$13.20
- 443. Brit Para Jeep 6pdr tow \$13.20
- 444. Brit Para trailers (3 of) \$13.20

## **WW2 German**

### **Early War Germans**

#### **Europe or LW defence troops.**

- 2. Rifles Adv
- 4. MG34..bipod
- 6. Command
- 8. 5cm mortars
- 9. SMGs
- 36. Gun crew
- 37. MG34 Tripod
- 38.Early A/T Rifles
- 44. Tank Commanders
- 48. Dead - Early war
- 75. Seated
- 116. Inf. having lunch
- 118. Assault engineers
- 119. 81 mm Mortars
- 121. NCOs+SMGs
- 122. Rifles Firing

#### **DAK or as European/Russian theatre troops.**

- 123. 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

#### **SS**

#### **These figures wear SS camouflage smock over their jacket.**

- 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

#### **Falschimjaeger (FJ)**

- 45. Para +Rifles
- 50. Para MG 42
- 51. Para command
- 112. 105mm recoilless gun + crew (FJ)
- 117. Para crew
- 183. Para MG34 tripod
- 185. Para Tank Hunters
- 210. Para SMGs
- 211. Para Mortars
- 212. Para MP44(LW)
- 377. Para 50mm mortars
- 378. Para dead
- 423. Demolition Paras
- 424. Engineer Paras
- 425. Para FG42

#### **Various**

- 193. Solo M/Cs(4)
- 194. M/C Combo(2)
- 213. Tank mechanics
- 216. Tank hunters in cap
- 217. Inf. with Russian.SMGs
- 256. Volksturm/pzfaust
- 257. Volksturm Rifles
- 261. SS Rifle/boots EW
- 300. Ski troops
- 327. Jerry cans (x10)
- 337. 251 Crew seated

- 338. 251 Gun crew
- 357. Snipers
- 412. Stug crews
- 500. Downed Air Crew
- 582. U boat crew

#### **Late War Germans : All Fronts**

- 66. Assault Rifles – adv.
- 67. SMGs (NCO) - kneeling
- 68. Rifles Adv
- 69. Command in helmets
- 70. LW Panzerschrek troops
- 78. LMG's – standing,firing
- 336. MG42 Tripod LW
- 358. Rifles- standing,firing
- 359.LW Panzerfausts
- 405. 2 Goliath teams
- 445. Assault rifles firing
- 446. Surrendering
- 447. Dead
- 448. Rifles – firing, kneeling
- 449. LMGs – lying, firing
- 450. LMGs – advancing
- 451. SMG (NCO) – standing
- 452. Command in Cap
- 453. Radio operators
- 454. LMG Ammo carriers
- 455. Grenadiers
- 456. Gun crew kneeling
- 457. Infantry lying
- 458. 81mm mortars
- 459. Advancing under fire
- 460. G43 Automatic rifles – adv.
- 461. Flamethrowers
- 462. Mine team
- 463.120mm mortar teams
- 464. Medics and casualties
- 465. Higher command

#### **German Zeltbahn –**

A camo poncho also formed a shelter. May be used as SS.

- 466. Zeltbahn Rifles
- 467. ZB SMG
- 468. ZB Assault rifle
- 469. ZB LMG
- 471. ZB 81mm mortars
- 472. ZB G43 Rifle
- 475. ZB Panzerschrek
- 474. ZB Anti-tank gun crew
- 473. ZB Panzerfaust
- 476. ZB Command
- 477. ZB Grenadiers
- 478. ZB MG42 tripod

#### **German Cavalry**

#### **1 piece castings. Early to mid-war**

- 198. Carbines
- 199. Officers
- 521. NCO SMG
- 522. MG34
- 523. Horses (6) + Horse holders (2)
- 524. Pack Horses (6)
- 525. Cavalry HQ

#### **Germans in greatcoats**

- 254. Greatcoat advancing
- 310. G/coat LMG
- 311. G/coat assault team
- 549. Greatcoat firing
- 550. Greatcoat assault rifle
- 551. Greatcoat SMG
- 552. Greatcoat 81mm mortars
- 553. Greatcoat Panzerfauste

554. Greatcoat Sentries  
 555. Greatcoat officers  
 556. Greatcoat MG 34  
 557 Greatcoats MG42  
 558. Greatcoat gun crew standing  
 559. G/coat AT crew kneeling  
 560. G/coat Panzerschrek  
 573.G/coat tripod MG34

### German tanks

10.Panzer IIF \$13.20  
 11.PanzerIII L \$18.50  
 41.PzIIb(Girder/rounded) \$13.20  
 42. PzIIc(big whl rounded) \$13.20  
 43.PzIIB(Big whl/squared) \$13.20  
 46.PzIIIe \$13.20  
 91.PzIV F1/F2 \$16.50  
 92. PzIV F1/F2 (Battlehardened) \$16.50  
 93.PzIV G \$16.50  
 94. PzIV G (Battlehardened) \$16.50  
 95.PzIVH \$16.50  
 96. PzIVH (Battlehardened) \$16.50  
 97.PzIV H Camo \$16.50  
 98.PzIV J \$16.50  
 99.PzIV J (Battlehardened) \$16.50  
 200. MAUS Tank \$26.40  
 201. Panther G \$22.00  
 202 .Bergepanther \$22.00  
 203. Panther G Zimrt \$22.00  
 204. PantherG Schmalturn \$22.00  
 205. Jagd Panther \$22.00  
 206. Panther G Infra red \$22.00  
 207. Panther Turret emplaced \$8.80  
 208. Panther stowage  
 209. Panther side armr(6 of )  
 222. Kugelblitz AA \$16.50  
 247. Panhard +Germ50mm \$16.50  
 362. PzIII L+ stowage \$18.50  
 376. Destroyed PzIII \$9.90  
 400. TigerI \$22.00  
 401. Battle hard TigerI \$22.00  
 402. Zimmerit Tiger \$22.00  
 403. Camo TigerI \$22.00  
 404. Destroyd Tiger Resin. \$9.90  
 406. Stug G \$19.80  
 407. Stug 105mm \$19.80  
 408. Stug +Camo \$19.80  
 409.Stug + Zimmerit \$19.80  
 410. Stug+stowage \$19.80  
 411. Stug sideskirts (2 pairs)  
 427. Stug/Pz3 stowage  
 428. PzIII + skirts \$18.50  
 510. Destroyed kubel (pair) \$9.90  
 527.JagdPzIV \$19.80  
 528. PzIV(early)destroyed resin \$9.90  
 529. PzIV destroyed resin \$9.90  
 530.JagdPzIV (Battlehardened) \$19.80

### German vehicles

12. Horch car, tilt up (resin) \$13.20  
 81. Horsch car \$13.20  
 82. Granit truck \$13.20  
 83. Metal GranitAmbulance/cmd \$15.00  
 83. Resin Version of 83 \$13.20  
 111. Kettengrad x1  
 168. Steyr truck \$15  
 184. Schwimmwagen  
 314.251 C Troop Carrier \$18.50  
 315 .251C Flamethrower \$18.50  
 316. 251C Engineer \$18.50  
 317. 251C Mortar \$18.50  
 318. 251C 75mm \$18.50  
 319. 251C Camo \$18.50  
 320. 251C Rockets \$18.50  
 321. 251C Ammo/Ambulance \$18.50

322. Destroyed 251(resin) \$9.90  
 323. 251C Cmd +37mm \$18.50  
 324. as 323. +camo \$18.50  
 14. Kubelwagen + crew \$13.20  
 506. Kubelwagen canvas up \$13.20  
 507. Kubelwagen DAK \$13.20  
 508. Kubelwagen Camo \$13.20  
 509. Kubelwagen SS \$13.20  
 510. 2 dead kubelwages(resin) \$9.90

### German artillery

35. 37mm A/T Gun  
 112. 105 mm rcl gun+crew(FJ)  
 165A. PAK 40 Gun \$13.20  
 165B. PAK 40 Gun in camo \$13.20  
 166. 75mm Inf Gun  
 167. Nebelwerfer \$13.20

### WW2 Italian

108. Rifles  
 109. Platoon command  
 110. LMGs  
 114. CV33 Tank  
 175. HMG  
 176 .Dead  
 177. Tank commanders  
 178. Gun crew  
 182. Mortars  
 225. A/T rifle/flame  
 228. A/T guns(2 of)  
 302. Infantry greatcoat  
 303. 45mm Mortars  
 304. Bersaglieri Rifles  
 305. Bersag LMG  
 306. Bersag command  
 307. Bersaglieri crew  
 479. Rifles firing  
 480. SMG's  
 481. NCO's

### Italian vehicles

148. Big Lancia truck \$16.50  
 221.CV 3 Flame +trailer \$8.80  
 228. 47mm AT gun x2  
 591. M13/40 tank \$16.50  
 592. M13/40 battlehardened \$16.50  
 593. M13/40 destroyed  
 594. Semovente assault gun \$16.50  
 595. Semovente battlehardened \$16.50  
 596. Destroyed semovente \$13.20

### WW2 US

#### US EUROPE

59. Rifles firing  
 60. SMGs  
 61. BAR (LMG)  
 62. Platoon command  
 63. Bazooka teams  
 64. Carbines  
 65. 81mm mortars  
 71. .50 Cal mgs +crew  
 74. .50 Cal and jerry cans  
 76. Seated  
 107. Dead  
 141 .US gun crew standing  
 142. Command  
 153. 105mm shells+cases  
 186. Tank commanders  
 196. US .30 Cal teams  
 197 .30Cals on mounts  
 308. Rifles advancing  
 309. 60mm mortars  
 379. Infantry Kneeling



- 380. Engineers (Flame, Mine etc)
- 548. US AT gun crew kneeling

### US PACIFIC

- 339. USMC firing
- 340. USMC advancing
- 341. USMC SMG
- 342. USMC bazooka
- 343. USMC BAR
- 344. USMC 30Cal
- 345. USMC 60mm mrtr
- 346. USMC 81mm
- 347. USMC Platoon Commanders
- 348. USMC Company Commanders
- 349. USMC flame
- 350. USMC dead
- 351. USMC snipers
- 352. USMC bare chest
- 353. USMC crew
- 355. USMC carbines
- 356. USMC shotguns
- 379. Infantry Kneeling
- 380. Engineers

### US NORMANDY +

- 381. Para Rifle Adv
- 382. Para Rifle Firing
- 383. Para Platoon cmnd
- 384. Para Coy Command
- 385. Para SMG
- 386. Para BAR
- 387. Para bazooka
- 388. Para 60mm mortars
- 389. Para 81mm mortars
- 390. Para dead
- 391. Para carbines
- 392. Para 30 Cal
- 393. Para seated
- 394. Para gun crew

### US vehicles

- |                                   |         |
|-----------------------------------|---------|
| 18. Sherman                       | \$18.50 |
| 19. Jeep                          | £2.60   |
| 20. M3 1/2 track                  | \$18.50 |
| 173 Jeep Normandy                 | £2.60   |
| 231. Sherman M4+Applique          | \$18.50 |
| 232. Sherman M4+stowage           | \$18.50 |
| 233. Sherman M4A3 75mm            | \$18.50 |
| 234. Sherman M4A3 76mm            | \$18.50 |
| 235. Sherman                      | \$18.50 |
| M4A376mm Sandbagged               | \$18.50 |
| 236. Sherman M4A3 E2 Jumbo        | \$18.50 |
| 238. Sherman stowage              |         |
| 239. Priest 105mm                 | \$18.50 |
| 240. M10 Tank destroyer           | \$18.50 |
| 241. Destroyed Sherman (resin)    | \$9.90  |
| 242. Sherman DD                   | \$18.50 |
| 243. Sherman Calliope             | \$18.50 |
| 244. Sherman M4A3 HVSS            | \$18.50 |
| 245. Sherman Culin cutters (6 of) |         |
| 249. M8 armoured trailers (2 of)  |         |
| 301. M3 1/2 track 105mm gun       | \$18.50 |
| 313. Destroyed Jeep               |         |

### US artillery

- |                         |        |
|-------------------------|--------|
| 140. 105mm howitzer     | \$9.90 |
| 360. 75mm Pack Howitzer |        |
| 429. 57mm AT gun        | \$9.90 |

### WW2 French

- 26. Infantry firing
- 34. LMGs
- 40. Command
- 47. Tank commanders

- 72. Gun crew
- 79. HMGs
- 80. Mortars 81mm
- 102. Dead
- 226. Alpine inf
- 229. Infantry adv
- 230. Infantry NCO's

### Civilians :

- 395. Male civilians
- 396. Female civilians
- 397. Bicycle/Barrow civilians
- 399. Nuns
- 398. Handcarts
- 426. Refugees
- 526. Dogs (random 3 types)

### Motorised troops

- 227. French motorised troops
- 415. Rifles
- 416. Officers
- 417. LMG
- 418. Dead
- 419. 60mm mortar
- 420. Gun crew
- 421. HMG

### French Resistance

- 39. SMG's
- 566. PIAT and grenades
- 567. Rifles firing
- 568. Females
- 569. Prone
- 570. Pistols
- 571. Explosives
- 572. Dead

### French artillery

- 73. 75m solid wheel
- 422. 25mm A/T Gun

### French vehicles

- |                          |         |
|--------------------------|---------|
| 21. Char B1              | \$18.50 |
| 24 R35 tank              | \$9.90  |
| 25. Panhard A/C 178      | \$16.50 |
| 30. Renault Truck        | \$16.50 |
| 32. S35 tank             | \$18.50 |
| 33. H39 Tank             | \$9.90  |
| 154. Citroen car         | \$9.90  |
| 250. FT17 Oct turret+gun | \$13.20 |
| 251. FT17 Oct+MG         | \$13.20 |
| 252. FT17 Rnd turret+Gun | \$13.20 |
| 253. FT17 Rnd+MG         | \$13.20 |

### WW2 Russian

- 84. Rifles
- 85. SMGs
- 86. LMGs
- 87. Officers
- 88. Scouts
- 89. A/rifle
- 90. HMGs
- 101. Dead
- 103. Gun /mortar crew
- 104. 120mm mortars (x6)
- 105. RPG + grenades
- 106. Tank commanders
- 149. Assault (dog, flame, grenade)
- 150. Tank riders (3 groups)
- 179. Cossack command
- 180. Cossack Sabre
- 181. Cossack Carbine

- 218. Dismounted Cossacks
- 284. G/coat rifle
- 285. G/coat SMG
- 286. G/coat LMG
- 287. 50mm mortar
- 288. 82mm mortars
- 289. Greatcoat command
- 290. Snipers
- 291. Naval Inf SMG
- 297. Greatcoat HMG
- 298. Quilted top SMG
- 299. Naval LMG
- 585. Russian AA MG +crew (2 sets)
- 586. Russian dancing group
- 620. Urban sniper teams
- 621. SMG adv under fire
- 622. SMG quilted tops
- 623. NCOs
- 624. SMG kneeling
- 625. Rifles advancing
- 626. Rifles kneeling firing
- 627. Rifles pausing
- 628. SMG advancing
- 629. AT crew
- 630. Gun crew
- 631. Surrendering
- 632. SMG foxholes
- 633. Rifles foxholes
- 634. Standing firing
- 635. AT rifles
- 636. LMG advancing
- 637. LMG kneeling
- 638. LMGs prone
- 639. Grenadiers
- 640. Dead
- 641. Officers in cap
- 642. Cape +SMG
- 643. Cape+rifle
- 644. Observation team
- 645. Dismount tank crew
- 646. Panzerfauste
- 647. Higher command
- 648. Officers kneeling
- 651. Medics
- 652. Armoured assault inf
- 653. Assault dogs
- 654. Flamethrowers
- 655. 82mm mortars
- 656. 120mm mortars
- 657. 50mm mortars
- 658. Commissars
- 659. H to H troops
- 660. SVT advancing
- 661. SVT kneeling
- 662. SMG pausing
- 663. Having a break

### Scouts/paras

- 600. Scouts adv SMG
- 601. Scouts SMG kneeling
- 602. Scouts pistol officers
- 603. Scouts NCOs
- 604. Scouts grenades
- 605. Scouts peaked cap officers
- 606. Scouts LMGs
- 607. Scouts dead
- 608. Scouts rifles advancing
- 609. Scouts prone+ SMG
- 610. Scouts prone LMG
- 611. Scouts with 50mm mortar
- 612. Communications
- 613. AT rifles
- 614. Pack horses
- 615. Female snipers

### Russian artillery

- 147. 76mm A/T gun \$13.20
- 361. 37mm AT gun

### Russian vehicles

- 113. T26 \$13.20
- 145. Gaz 4 wheel truck \$16.50
- 146. Gaz 6 wheel truck \$16.50
- 187. T34/76mm \$16.50
- 188. T34 Stowage
- 189 T34 /76 hard edge \$16.50
- 190. SU122 assault gun \$16.50
- 191. T34/85 \$16.50
- 192. SU 100 \$16.50
- 219. Tchanka reg \$13.20
- 220. Cossack Tchanka \$13.20
- 312.T34/85 destroyed(late) \$13.20
- 575. T34 destroyed (early) \$13.20
- 576.T34 destroyed (mid) \$13.20
- 590. Destroyed gaz trucks \$13.20

### WW2 Dutch

- 511 .Rifle advancing
- 512 .LMG
- 513. HMG
- 514. Gun crew
- 515. Rifles firing
- 516. Officers
- 517. SMG/AT rifles
- 518. Medium mortarsPage 14
- 519. Dead

### WW2 Japanese

- 262. Rifle helmet
- 263. Rifle cap
- 264. Command cap
- 265. LMG
- 266. HMG
- 267. Dead
- 268. 81mm mortars
- 269. Knee Mortars
- 270. Weapon crew
- 271. Rifle/backpacks
- 272. . Rifle/loincloth
- 273. Naval troops
- 274. Tank commanders
- 275. Engineers
- 276. AT rifles
- 277. Command in helmet
- 278. Snipers
- 279. Rifle/Pushing bike
- 280. 70mm Infantry gun (2 of)
- (For AT gun use German 37mm...they had loads of them!!!)

### Japanese vehicles

- 281. Jap.type 97 tankette \$13.20
- 282. Destroyed Jap tankette \$13.20

### PBI Markers

- 292. PBI Mixed markers
- 293. PBI Pinned markers
- 294. PBI Mine markers
- 295. PBI Immobilised markers
- 296. PBI Track off markers
- 470. PBI Hit markers
- 29. Generic WW dead

## Range 9. Dark Ages-Vikings

Levy=no armour  
 Unarmoured=helmet  
 Armoured=chainmail + sword

1. Levy spears vertical
  2. Levy spearmen; spears up
  3. Throwing Spears
  4. Unarmoured spear horizontal
  5. Unarmoured spear up
  6. Unarmoured with hand axe
  7. Armoured spear up
  8. Armoured spear down
  9. Female Vikings
  10. Berserkers
  11. Archers
  12. Monks
  13. Armoured axemen
  14. High value plunder
  15. Generals and heroes
  16. Leaders with swords
  17. Standard bearers
  18. Mounted Vikings
  19. A bit dead
  20. Really dead
  21. Very very dead
  22. Female captives
  23. Male captives
  24. Child captives
  25. Captors
  26. Javelin skirmishers
  27. Carrying loot
  28. Markers 1(shieldwall and prowess)
  29. Celtic crosses for search markers (pack of 8)
  30. Stone markers. Cairns and Stones. (Mark hard scenery) 3 pieces in resin
  31. 1/600 Viking ships (x3)
  33. Six inch Viking ship. **Mast up** and decks bare. Includes steersman mast pieces and figurehead \$25
  34. Six inch Viking ship. **Mast down** and rowers moulded in. Includes steersman, mast stub and figurehead. Also includes 16 separate heads to use with the 14 headless rowers. \$25
  35. Saxon armoured axemen
  36. Saxon command
  37. Saxon armoured spearmen
  38. Saxon armoured swordsmen
  39. Saxon unarmoured spearmen
  40. Saxon champions
  41. Saxon generals and heroes
  42. Saxon peasants
- Range 21 Scenery for Dark ages**
- |                                 |         |         |
|---------------------------------|---------|---------|
| 82. Poor house (triangle) 3of   | \$24    |         |
| 83. Garrison building (planked) | \$16.50 |         |
| 84. Barn with double doors      | \$16.50 |         |
| 85. Small hall                  |         | \$16.50 |
| 86. Extension store             |         |         |
| 87. Saxon church                | \$19.80 |         |
| 88. Standing stones x3          |         |         |

## 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
32. Seated troops (tricorn) for large row boats (4 strips of 3).

## RANGE 15

### Western

“Hey You in The Jail” \$26  
 Packs marked with “c” are character packs. They (c packs ) cost \$5 and contain the same character in mounted, foot and dead poses.

#### Gunmen/Posse/Town folk

1. Gunmen/rifles
2. Gunmen pistols
3. Dead gunmen
4. Posse rifles
5. Posse pistols
6. Townsmen unarmed
7. Townswomen
8. Townsmen armed
10. Pinned/home markers
11. Mtd gunmen rifle
12. Mtd gunmen pistols
13. Mtd posse rifles
14. Mtd posse pistols
16. Judge Haime (c)
17. Marshall Heals(c)
19. Bad Bob(c)
32. Agent Barber(Pinkerton)c
33. Sherriff G (c)
34. Dead townfolk
52. Town drunks
53. Lawmen with s/off shotgun
67. Children
94. Kid Craig(c)
95. Flint(c)
96. Montana Huber(c)
97. Smilin’ Solie(c)
98. Female Gunfighters
99. One armed bandits

#### Indians

18. Dead Indians
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
29. Indian Mntd Lance
30. Indian Mntd Musket
31. Indian Buffalo Bonnet Mtd

- 66. Buffalo (6)
- 68. Broken Fox(c) Indian

**Mexicans**

- 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
- 69. Priest + Donkey

**US Cavalry**

- 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

**Train**

- 70. Train crew
- 71. Engine and tender \$30
- 72. Box Car \$16.50
- 73. Flat Car \$13.20
- 74. Caboose \$16.50
- 75. Passenger car \$16.50

**Cattlemen**

- 77. Hanging tree
- 82. Henry T Bossman(c)
- 83. Buffalo Bruce(c)
- 84. Old Gabby(Mark)(c)
- 85. Mongo Larry(c)
- 86. Cattlemen/foot/pistols
- 87. Cattlemen/foot/rifles
- 88. Cattlemen/mntd/pistols
- 89. Cattlemen/mntd/rifles
- 90. Destroyed Wagon
- 91. Chuck Wagon \$13.20
- 92. Settlers Wagon \$13.20

**RANGE 16 WWI**

**Square Bashing Rules \$35**

**Square Bashing Army Book \$35**

**Russian**

**Bold=new sculpts** Cossacks are in Range 8 WW2.

**17. Greatcoats advancing**

**18. Greatcoat command**

**31. Infantry advancing**

**41. Gun crew**

- 42. Cavalry command
- 43. Cavalry carbine
- 44. Cavalry lancer
- 45. Higher command

**46. Dead**

- 47.76mm Putilov x1

**48. Inf standing firing**

**49. HMG's**

**50. Infantry/ no rifles**

- 51. Red Guard(R/W)
- 52. Cheka (R)

- 53. Red Guard HMGs(R/W)
- 54. Infantry peakless hat (R/W)
- 55. Naval infantry(R/W)
- 56. Navy gun crew(R/W)
- 57. Naval HMGs(R/W)
- 58. Infantry greatcoat(R/W)
- 62. Priests and nurses
- 63. Austin Putilov A/C \$13.20

**64. Infantry kneeling**

**65. Command advancing**

**66. Command standing**

**67. Infantry charging**

- 69. Red army infantry
- 70. Red army gun crew
- 71. Red army HMGs
- 72. Tchanka (crew peaked hat) \$13.20
- 73. Officers coach \$13.20
- 74. Cossack tchanka \$13.20
- 75. Dismounted Cossacks
- 76. Staff car \$13.20
- 77. Inf in Ger helmet
- 78. Tatty Partisans
- 81. Czech Legion Inf
- 82. Women's death battalion
- 84. Red Cavalry sabre
- 85. Red Cav command
- 86. Red Cav carbine
- 95. Red army inf greatcoats
- 96. Inf greatcoat/furry hat
- 97. Officer battalion
- 129. RCW standard bearers
- 131.4 Horse Limber \$13.20

**Train**

- 59. Armoured engine/ tender \$36
- 60.2 Turret and carriage \$18
- 61. Sided flat car \$16.50

We can swap turrets for T34's on request. You will need to re drill holes.

**British**

- 1. Infantry firing
- 2. Cavalry
- 7. Higher command
- 8. Gun crew
- 9. Dead
- 11.18pdr gun x1
- 13. HMGs
- 20. Scottish infantry
- 32. Naval infantry
- 38. Dismounted cav
- 79. MK IV tank, male \$19.80
- 80. MK IV tank female \$19.80
- 87. Inf charging
- 88. Infantry (guards/16mm)
- 91. Cavalry lancers
- 92. Cavalry command
- 118. Helmet advancing
- 119. Helmet firing
- 120. Helmet gasmasks
- 121. Helmet jerkins
- 122. Helmet gun crew
- 123. Helmet Lewis LMG
- 124. Helmet HMG Vickers
- 125. Helmet dead
- 126. Football/rugby/cricket players
- 133. Stretcher bearers
- 93. Indian infantry (turban)
- 128. Picket boat (resin) 6.5" \$25
- 133. Stretcher bearers
- 132. British LW grenade launchers

## Belgian

- 19. Dismtd. Kneeling cyclists
- 21. Inf. kneeling firing
- 22. Minerva A/C \$16.50
- 23. Dog Carts/MG (2)
- 24. HMGs Hotchkiss
- 25. Carabinier Infantry
- 27. Inf. standing firing
- 28. Inf. advancing
- 29. Guide cavalry
- 30. Infantry officers
- 33. Guide cavalry command
- 34. Gun Crew
- 35. NCO's
- 36. Grenadiers(Elite)
- 37. 1905 Krupp Gun x1
- 40. Dead
- 109. Higher command
- 224. Bicycle troops
- 225. Browning HMG

## German

- 4. Uhlans(cavalry)
- 10. Dead
- 12. Gun crew
- 14.77mm gun x1
- 15. Higher command
- 26. Dismounted cav
- 27. Jaegers
- 30. Cavalry (picklehaube)
- 90. 1915 stormtroopers
- 98. Stormtroopers +grenades
- 99. Str+SMG
- 100. Str+ gasmasks
- 101. Str dead
- 102. Str+flamethrowers
- 103. Gun crew
- 104. Stormtrooper gun
- 105. 75mm Minewerfer (6 of)
- 106. Helmet LMG
- 107. Helmet HMG
- 108. Reinforcements
- 111. Inf Firing helmet
- 112. Ger LW Inf charginhelmet
- 130. 105mm howitzer x1
- 134. Stretcher bearers
- 149. Freikorps/late war infantry
- 190. EW HMGs (3 of)
- 191. EW firing
- 192. EW advancing
- 193. EW charging
- 194. EW command advancing
- 195. EW gun crew
- 196. EW dead
- 197. EW standing casualties
- 198. EW jaegers adv
- 199. EW jaeger officers
- 200. EW Jaeger HMGs
- 201. EW Jaeger firing
- 202. EW HQ staff
- 203. EW cavalry with lance
- 204. EW cavalry command

## French

- 160. EW inf adv
- 161. EW inf firing
- 162. EW inf command
- 163. EW Gun crew
- 164. EW Dragoons
- 165. EW Dismounted dragoons
- 166. EW Dead
- 167. EW HMGs

- 168. EW Higher command
- 169. 75mm gun x1 £3
- 170. EW Alpine infantry
- 171. EW Zouaves
- 172. EW Zouave command
- 173. LW Bayonet ADV
- 174. LW Charging bayonet
- 175. LW NCOs
- 176. LW standing firing
- 177. LW HMGs
- 178. LW Grenade launchers
- 179. LW advancing(no bayonet)
- 180. LW Assault rifles
- 181. LW LMGs
- 182. LW Officers
- 183. LW kneeling
- 184. LW Assault LMG
- 185. LW gun crew
- 186. LW ragged veterans
- 187. LW dead
- 188. LW trench gun x2
- 189. LW advancing, gasmasks
- 220. LW flamethrower teams
- 221. LW surrendering
- 222. LW trench raiders
- 250. FT17 Oct turret + gun \$16.50
- 251. FT17 Oct turret +MG \$16.50
- 252. FT17 Round t+gun \$16.50
- 253. FT17 Round t +MG \$16.50

## Austrian

- in cap with backpack :
- 135. Inf. advancing / greatcoat
- 136. Inf advancing
- 137. Inf. firing
- 138. Inf. kneeling/ wait to attack
- 139. Gun crew
- 140. Higher command
- 141. Dead
- 142. HMG
- 143.80 mm Field Gun x1

## Polish

- 89. Infantry
- 113. Gun crew
- 114. Lancers
- 115. HMGs
- 116. Cavalry command
- 117. Higher command
- 127. Dead

### Scenery from Range21:

#### WW1/WW2 Russia

#### WW1/WW2

- 11. Russian timber church \$18.00
- 12. Russian station \$15.00
- 13. Russian peasant house \$16.50
- 14. Russian peasant barn \$16.50
- 15. Russian outbuildings \$13.20
- 16. Fort turret large \$9.90
- 17. Fort turret small
- 91. Set of 3 peasant haystacks
- 92. Pair of peasant wells
- 94. Log pile \$13.20
- 96. Destroyed house \$16.50
- Objectives**
- 97. Damaged building \$16.50
- 98. Log defences \$16.50
- 99. Hut \$9.90

## RANGE 17

### AK 47

- 1. R/P Kepi SLR

- 2. R/P Crew in caps
- 3. R/P Dead figures
- 6. R/P Vehicle crew
- 11. R /P G3 /SLRs Cap
- 12. R /P Crew Cap
- 14. P/R/M Mortars+Ammo
- 52. R/P Beret AK47

### REGULARS

- 5. R AK47 Cap
- 8. R RPG
- 9. R LMG
- 24. R officers(cap)
- 26. R Seated
- 30. R officers(beret)
- 37. R G3/SLR Beret
- 38. R LMG Beret
- 40. Beret seated
- 70. R Helmet RPGs

### PROFESSIONALS

- 160. Professionals standing
- 161. Professionals advancing
- 162. Professionals kneeling
- 163. Professionals officers
- 164. Professionals LMGs
- 165. Professionals HMGs
- 166. Professionals mortars
- 167. Professionals dead
- 168. Professionals LAWs
- 169. Professionals lying
- 170. Professionals generic crew
- 171. Prof cavalry
- 172. Prof seated
- 173. Prof special forces
- 174. Profs in shorts

### MILITIA

- 4. M AK47 firing
- 10. M Bolt action Rifles
- 18. M Crew
- 22. M Command
- 25. M RPG
- 28. M ammo carriers
- 57. M LMGs
- 59. M Dead
- 71. M RPGs
- 72. M naked
- 142. M advancing
- 143. M kneeling

### HARDENED MILITIA

- 117. AK47 advancing
- 118. AK47 firing
- 119. LMG
- 120. RPG
- 121. Mortars + crew
- 122. Command
- 123. Dead
- 124. Ammo carriers
- 125. HMG's + crew
- 126. Female militia
- 127. Generic HM crew pack
- 62. Helmet AK47
- 63. Helmet LMG
- 64. Helmet crew
- 65. Helmet command
- 99. Helmet seated
- 100. Helmet dead

### VARIOUS

- 27. Crocodiles
- 29. Civilians

- 31. TV/Media crew
- 33. Arms dealer + henchmen
- 41. R/M Boy soldiers
- 42. Colonel Blanc(c) \$5
- 43. Dictator(c) \$5
- 44. Religious Leader(c) \$5
- 54. Popular Leader(c) \$5
- 60. Looters tyre/TV/chainsaw

### IDF ISRAELI

- 75. IDF Galil.
- 76. IDF Galil running
- 77. IDF LMG
- 78. IDF RPG
- 79. IDF Dead
- 80. IDF Command
- 81. IDF Radios
- 82. IDF Seated
- 83. IDF M16
- 84. IDF Snipers
- 85. IDF Crew
- 86. IDF vehicle crew
- 87. IDF AK47

### PLO

- 89. Arab/PLO M AK47
- 90. Arab/PLO M LMG
- 91. Arab/PLO M RPG
- 92. Arab/PLO M command
- 93. Arab/PLO M crew
- 94. Arab/PLO M snipers

### FRENCH FOREIGN LEGION

- 105. FFL with rifles
- 106. FFL snipers
- 107. FFL command
- 108. FFL dead
- 109. FFL crew
- 110. FFL beret
- 111. FFL LMG

### EQUIPMENT AND CREWS

- 19. HMGs (DHSK)(3)
- 20. Recoilless Rifles 106mm
- 45. .30 Cal MGs on mounts (8 of)
- 46. Seated drivers
- 47. Beret Crew
- 51. ZPU 4 barrel AA \$9.90
- 53. ZPU 1 barrelled AA
- 55. AA crew
- 67. MG+gunners (6 of)
- 68. 75 mm Recoilless rifles (6)
- 69. Mortars (6)
- 73. Man portable AA(grail)
- 74. 50cals on tripods (6 of)

### VEHICLES

- 7. T55 MBT \$19.80
- 15. Unimog Truck \$15.00
- 23 Toyota Pickup \$9.90
- 32.90mm Panhard A/C \$13.20
- 35. Panhard MG/mortar \$13.20
- 36. Destroyed Mercedes \$9.90
- 39. Landrover \$13.20
- 49. Mercedes saloon \$13.20
- 50. GAZ 469 jeep \$13.20
- 61. Bulldog mine vehicle \$16.50
- 88. Destroyed T55 \$13.20
- 95. BTR 152 \$20.00
- 96. Ural 4.5 Tonne Truck \$24.00
- 97 Centurion 5(105mm) \$24.00
- 98 Centurion with skirts \$24.00
- 101. Cent SHOT(IDF) +skrt \$24.00

102. Centuri Shot no skt	\$24.00
103. Nagma Shot Eng aslt	\$24.00
104. M113 Zelda/Toga	\$16.50
112. Toyota high suspen	\$9.90
113 M113 Zelda no toga	\$15.00
114 .M113 Zelda Command	\$15.00
115. M577 Command	\$15.00
116 .M163 Vulcan	\$15.00

**Humvees** – USMC versions have deep wading exhaust and air intake. Weapon mounts can be interchanged. Packs of different weapon mounts to be economical. These are all early versions with cross panel doors.

144. USMC TOW	\$15.00
145. USMC HMG	\$15.00
146. USMC Gren.launcher	\$15.00
147. USMC LMG	\$15.00
148. Army TOW	\$15.00
149. Army HMG	\$15.00
150. Army Grenade launcher	\$15.00
151. Army LMG	\$15.00
152. Destroyed (resin)	\$9.90
153. Tow weapon mounts x4	
154. HMG weapon mounts x4	
155. Grenade launcher mounts x4	
156. LMG weapon mounts x4	

#### UNITED STATES MARINES

128. USMC M16 advancing	
129. USMC M16 firing	
130. USMC M16 kneeling	
131. USMC M203grenadier firing	
132. USMC M203Grdr Signalling	
133. USMC SAW gun firing	
134. USMC Saw advancing	
135. USMC AT4	
136. USMC command	
137. USMC dead	
138. USMC M240 MG teams	
139. USMC US M16 Prone	
140. USMC 50 cal teams	
141. USMC snipers	
157. USMC Squad leaders	
158. EOD Bomb teams	
159. USMC medics	

#### AK47 Markers

175. Essential AK markers	\$19.80
176. Not so essential markers	

## RANGE 18

### 1/450<sup>th</sup> 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	\$15.00
9. Large warship Square rigger	\$16.50
10. Small merchant square rigger	\$15.00

11. Medium merchant Flute	\$15.00
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

### Fantasy Hordes of the Things

1. Giant(40mm)Bearman	
4 .Dogs and Wizard	
5. Swordsmen	
6. Eagle + rider	\$13.20
7. Hero/eagle	\$13.20
8. Wolves	
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 cmdnd	
23. Elv magicians	
24. Elv Generals	
25. Trolls (4 of)	
26. Red Alien Flyer	
27. RA Airboat	\$9.90
28. RA Swords	
29. RA Pistols	
30. RA Hero + Princess	\$4.00
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	
41. Arab Cavalry Command	
42. Dwarf Crossbows	
43. Dwarf Command	
44. Dwarf Spears/pole arms	
45. Dwarf Axes/hammers	
46. Dwarf Bolt shooter	
47. Dwarf Artillery Crew	
48. Dwarf musketeers	
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

### ECW "Regiment Foote"

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. Cav+ pistol + helmet	
23. Cav + sword+ helmet	
24. Cav+ pistol + Hat	
25. Cav + sword + Hat	
26. Cavalry Cmd + Hat	
27. Cavalry Cmd + helmet	
28. Wounded cavalry	
29. Mounted generals (3)	
30. Cuirassiers	
31. March markers	
32. Lowland Muskets	
33. Lowland Pikes	
34. Lowland Comd	
35. Highland sword	
36. H'land Lochaber Axe	
37. H'land command	
38. H'land wounded/dead	
39. Scots lancers	
40. Scots Gens	
41. Frame guns (light x6)	
42. Mounted trumpeters	
43. Very light guns (2)	
44. Mounted dragoons (hat)	
45.Scots gun crew	
46. Irish muskets	
47. Irish pike	
48. Irish command	
49. Irish pike (open hand)	
50. Armed peasants	
51. Scarecrow and peasants	
52.Breach parties	
53. Irish pike vertical	
55. Royalist game markers	
56. Parliament game markers	
57. Scots game markers	
60. Muskets rest + hat	
61. Muskets rest +cap	
62. Muskets advancing	
63. Muskets loading	
64. Muskets fighting	
65. Muskets hat	
66. Muskets cap	
67. Muskets marching	

## RANGE 21

### Terrain, Buildings and accessories

#### Ancient/Fantasy

18. Small 2 storey house	\$13.20
19. Small barn	\$13.20
20. Small Stone bridge	

#### Ancient

3 German house (square )	
4. German house (rectangle)	

#### Dark Ages

82. Poor house 3of	\$19.80
83. Garrison building`	\$16.50
84. Barn	\$16.50
85. Small hall	\$16.50
86. Extension store	
87. Saxon church	\$19.80
88. Standing stones x3	

#### Samurai

71. Samurai house poor	\$19.80
72. Samurai house not poor.	\$19.80

#### Western/ACW

5. Outhouses (x2)	
21. Jail	\$13.20
22. Store1	\$13.20
23. Store2	\$13.20
24. Saloon	\$22.00
25. Livery stable	\$19.80
26. Add on outbuilding	
27. Wood cabin	\$13.20
28. Roof and sidewalk	
29. Water tower	\$19.80
30. Station	\$19.80
31. Fences (6 x 5cm)	\$16.50
32. Cactii (6off)	
37. Indian Tepee	
38. Western signs	
39. Grave stones/crosses	
40. Troughs and tie rails	
73. ACW small farmhouse	\$16.50
74. ACW Church	\$19.80
75. ACW large farmhouse	\$26.40
76. ACW outbuildings	
77. Tents (objective marker)	

#### Colonial

60. Desert house #1 (Squ)	\$16.50
61. Desert house #2(Rec)	\$16.50
62. Rocky outcrop	\$16.50
63.2xdepression sides	\$16.50
64.2x part Outcrops	\$16.50

#### WW2 Far East

6. Jap.Bunker Art/tank	
7. Jap.Bunker MG	
69.Jungle building(long)	\$20.00
70. Jungle building (taller)	\$20.00

#### Modern Africa

8. African Building Square	\$16.50
9. African building	\$16.50
10.Round Hut	\$13.20

#### WW1/WW2 Russia

11. Russian timber church	\$18.00
12. Russian station	\$15.00
13. Russian peasant house	\$16.50
14. Russian peasant barn	\$16.50
15. Russian outbuildings	\$13.20
16. Fort turret large	\$9.90
17. Fort turret small	
91. Set of 3 peasant haystacks	
92. Pair of peasant wells	
94. Log pile	\$13.20
96. Destroyed house	\$16.50

#### Animals

33. Oxen (6)	
34. Pigs (8)	
35. Sheep (8)	
41. Dead cows (6 of)	
90. Chicken groups (8 of)	



Battlefield stuff  
 Range 8.526 Dogs (8)  
 36. Bicycles (6)  
 42. Tree stumps etc (7 items)  
 43. HQ stuff  
 89. Checkpoint set. Sentry box,  
 barrier, brazier, sandbags

#### WW1/WW2 Europe

16. Fort turret large	\$9.90
17. Fort turret small	
44. Telegraph poles (Euro)x10	\$26.40
45. Pair of Normandy houses	\$30.00
46. Normandy Shop	\$30.00
47. Pair Normandy workshops	\$30.00
65. Normandy café	\$30.00
48. Normandy farmhouse	\$30.00
49. Normandy barn	\$30.00
50. Coffins	
51. Barrels	
52. Petrol station pieces	
53. Furniture (piano, bed etc)	
54. Normandy street signs	
55. Normandy high walls 20"	\$19.80
56. Gates (x4 in metal)	
57. War Memorial3	
58. Normandy church	\$40
59. Dead horses (6)	
81. Pissoir (urinal)	
89. Checkpoint set	

#### Europe General

66. Walls - pack of 8	\$25
67. Hedges - pack of 8	\$25
68. Rough ground markers (6)	\$13.20
78. Two span bridge	\$30
93. PBI objectives (3)	\$30

#### General Items

79. Barricades- urban(x4)	\$20.00
80. Barricades-log (x4)	\$20.00

#### Vietnam

Use jungle buildings from WW2

1. Long Hut	\$13.20
2. Square Hut	\$13.20

#### Horse and Musket

8. Pile of barrels	\$13.20
9. Long boat, metal tiller	\$13.20
100. Gabions 4"	\$9.90
101. Gabion emplacement	\$9.90

#### Objectives

97. Damaged building	\$16.50
98. Log defences	\$16.50
99. Hut	

## RANGE 22

### Patrols In The Sudan

D = Dervish  
 F = Fuzzy Wuzzy  
 B = British

#### Dervishes

1. D Turban
2. D Skull cap
3. D bareheaded
4. D rifles5.D heroes
6. D Command

7. D wounded
8. D dead
9. D gun crew
10. D mtd cmd
11. D mtd spear
12. D mtd sword
13. D camel spear turban
14. D camel spear cap
15. D camel cmd
16. FW swords
17. FW spear
18. FW rifles
19. FW cmd
53. FW wounded
54. FW dead
55. FW heroes
56. D camelry rifles
57. D camelry wounded/dead
58. D Cav + rifles

#### Markers/Civilians

20. Jammed markers
21. Scouted markers (6)
48. Sudan women civilians

#### British

22. Mtd scouts
23. Foot scouts
24. B screw gun x 2
25. E/D Krupp gun
26. Gardner mg x 2
27. B infantry Adv
28. B inf firing
29. B foot cmd advancing
30. B wounded
31. B dead
32. B Sergeants
33. B gun crew
34. B heliograph teams
35. B cav sword
36. B cav lance
37. B cav cmd
38. B dismtd cav
39. B dismtd cav cmd
49. B high porte rifle
50. B foot cmd standing
59. B in Arab disguise
60. Naval gun crew
61. Ships crew
62. Naval inf. firing
63. Naval inf. advancing
64. Naval inf. command
65. Naval inf. dead/wounded
66. B Cav carbine
67. B Cav Sgts
68. Dismounted B cav kneeling
69. B cav wounded/dead
70. B Cav horses + holders
82. Highland infantry adv.
83. Highland command adv
71. Paddle Boat "ALBION" \$130  
 (includes: 1 Pack Naval gun crew. Naval deck crew.  
 Machine gun. Field gun. 2 Large deck hatches.  
 Removable top to wheelhouse. 12" Hull. 5" width.  
 You will need some assembly skill.

#### British Camel Corps (BCC)

40. BCC rifles
41. BCC cmd
42. BCC dismtd firing
43. BCC cmd dismtd
44. BCC dismtd adv
45. BCC Seated camels
46. Transport mules

- 47. Transport camels
- 51. BCC dead/wounded
- 52. BCC mounted sergeants

## Egyptians

- 72. Egyptian infantry adv (light kit)
- 73. Egyptian infantry firing
- 74. Egyptian inf receiving charge
- 75. Egyptian command adv
- 76. Egyptian cmd standing
- 77. Egyptian artillery crew
- 78. Egyptian casualties (dead/wounded)
- 79. Egyptian ragged infantry
- 80. Egyptian sergeants
- 81. Bashi Bazouk infantry
- 84. Bashi Bazouk mounted

## 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

### Bloody Barons FLAGS

Flag pack \$9.90. Contains 10 different General's flags (loads of choice) and 18 Captain's (unit) flags. Generic.

## 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. Figurers with extra ammunition
- 9. Musicians (2 drum teams, 4 conch shell men)
- 10. Ashigaru command advancing
- 11. Samurai with spear
- 12. Samurai command advancing
- 13. Samurai with swords
- 14. Samurai casualties
- 15. Samurai heroes
- 16. Mounted samurai with swords
- 17. Mounted samurai with spear
- 18. Mounted samurai commanders
- 19. Mounted messengers (3 of)
- 20. Challenge won. Marker Figs+ chopped off heads
- 21. Winning the fight. Markers
- 22. Disordered markers.
- 23. Levy arquebus kneeling/firing
- 24. Levy casualties
- 25. Levy spearmen
- 26. Levy arquebus
- 27. Levy command
- 28. Levy bowmen
- 29. Levy with sword
- 30. Maku screen. 6 screen sections, 2 Banners, 2 Guards \$16.00

**General packs** include the General foot and mounted, two foot standard bearers with big flag. Generals are generic. A Mounted general still had his banner on foot.

- 31. General A (horns)
- 32. General B (Kepi helmet)
- 33. General C (tall hat)
- 34. General D (Bear fur)
- 35. General E (fan at back)
- 36. General F (square back)
- 37. General G (metal horns)
- 38. Foot bodyguard
- 39. Mounted samurai Bodyguard
- 40. Foot ronin
- 41. Torii Gate
- 42. Generals and messengers et al seated (4 poses).
- 43. Armoured Ashigaru archers
- 44. Ikko Ikki armoured
- 45. Ikko Ikki levy
- 46. Ikko Ikki arquebus
- 47. Ikko Ikki cudgels
- 48. Ikko Ikki command
- 49. Warrior monks with naginata
- 50. Warrior monks with sword
- 51. Warrior monk command
- 52. General H (religious)

## RFCM

Rules For The Common Man. All of these rules are written with playability and a feel for the period in view as the main criterion. Most of the rules use ordinary 6 sided dice. Each set contains new mechanisms and ideas for that period. Most sets have a play sheet as the rear cover. It is worthy of note that it is more difficult to write simple rules that reflect a period in history than to write complex ones. All rules are suitable for multiplayer or club games.

- 1. The Men of Company B.** 15mm Vietnam, company level lots of sneaky movement **\$30.00**
- 2. Battles in the Age of War.** Samurai battles (not skirmishes). These are the battles with samurai and ashigaru troops as seen in Ran and Kagemusha. The armies look a lot like the one lead by Tom Cruise in the "Last Samurai". The rules use the same skeleton as ROF, BB and CWB (see below). The game is played on a 5 x 3 foot table. Units are motivated, they carry out actions and then you move on to the next unit. The opponent has opportunity shooting and the ability to react to charges etc. Rules include Pre Battle campaign, challenges, victory points, troop point costs and historical battles (6 of). **\$45.00**
- 3. Abteilung II.** WW2 Rules for 15mm. Loads of new ideas. Easy to play....tactical. **\$30.00**
- 4. Hey you in the Jail.** Rules for 15mm western battles for 20-100 figs a side, excellent **\$19.80**
- 5. Washington's Army.** Rules for the American war of Independence. Same skeleton as CWB **\$45.00**
- 6. Conquerors and Kings.** Ancient rules .Square bashing system. Includes orders of battle. **\$30.00**
- 7. PBI.** 2<sup>nd</sup> Ed (2015) A set of WW2 company level rules. The game is played on a 4 foot by 4 foot grid, split into 6" squares. The game uses about 80 figures and a few tanks per side. We think they are great but then we would say that wouldn't we! The classic grid based WW2 game. **\$45.00**  
PBI Architect Book. Army Lists and builders. **\$32.00**
- 8. Pieces of Eight II.** Ships from range 18 and land raids from range 10. These rules have got a lot in them. They take the form of a "campaign in an evening". The land raids are fought in 15mm on a 3 x 2 foot board. Quick and fun, with prisoners, looting, alarms and getting lost etc. The sea fights are fought using 1/450th-scale ships (men are 4mm high). The fights are never even but if you are outgunned in one fight you may be better off in the next! Rules include photocopyable buildings and play sheets Mini campaign. **\$30.00**
- 9. War in the Age of Magic (WAM).** War in the Age of Magic. Based on conquerors and Kings. Allows big battles with heroes, monsters and mighty kings. Includes battle lists for 12 armies. Dwarves, Elves, Feudal Empire, Desert Empire, Religious Order, Militia uprising, Undead, Orc/goblin, Corsair, Mounted barbarian, Foot barbarian and Earth army. Magic and magical terrain is in the rules too. Lots of new mechanisms. Uses grid system **\$30.00**
- 10. Hammerin Iron.** 2011 edition ACW 1/600th Naval Latest version of the classic rules **\$45.00**
- 13. Bayonet and Ideology (BAIT).** 15mm Spanish Civil war . LIKE PBI2. Based on PBI, systems of squares. Includes 12 company types and rules for scenario building and victory, really good. **\$30.00**
- 15. AK47 Reloaded.** 2009 edition. All new. 15mm Modern African Wars, politics, desertion and your own cause **\$40.00**
- 16. Square Bashing.** 15mm WW1 rules. Uses about 15 Battalions a side. No ruler needed. **\$40.00**
- 17. Square Bashing Army book.** Armies from 1900 to 1928. "Armies in the age of the bolt action rifle". 55 Armies. Includes Cuban war, Boer war, Boxer Rebellion, Balkan war, WW1, British Revolution, RCW, Russo Japanese War, Mexican war, Rif Wars, Chaco War. **\$40.00**
- 18. Civil War Battles.** 15mm ACW. Similar to Bloody Barons **\$45.00**
- 19. Proletariat to Horse.** Army Lists (21) for the Russian Civil War (Square Bashing) **\$35.00**
- 21. Regiment of Foote.** English Civil war 5x3 feet. New mechanisms. Not gridded **\$30.00**
- 22. Patrols in the Sudan.** Dervish v Anglo Egyptian 80 figures a side 5x3ft table. Fighting in the Sudan 1885. The period around Gordon in Khartoum. Dervishes, fuzzy wuzzies, red coats, camels and dangerous patrols. Usual 3 x 3cm bases. Lots of new and innovative systems using D6. **\$35.00**
- 23. Bloody Barons.** Wars of the Roses. 5ft x 3ft table. 150 figures a side. No grids. The rules include all the major battles, uniform details and historical details. the rules are 100 pages long! Lots of excellent and elegant systems. Similar to Regiment

of Foote. Pre game is decided by putting dice into various aspects such as route of march and supplies. There is treachery and loads of other good stuff. **\$40.00**

**24. Longships – Wrath of the Vikings.** **\$45.00**