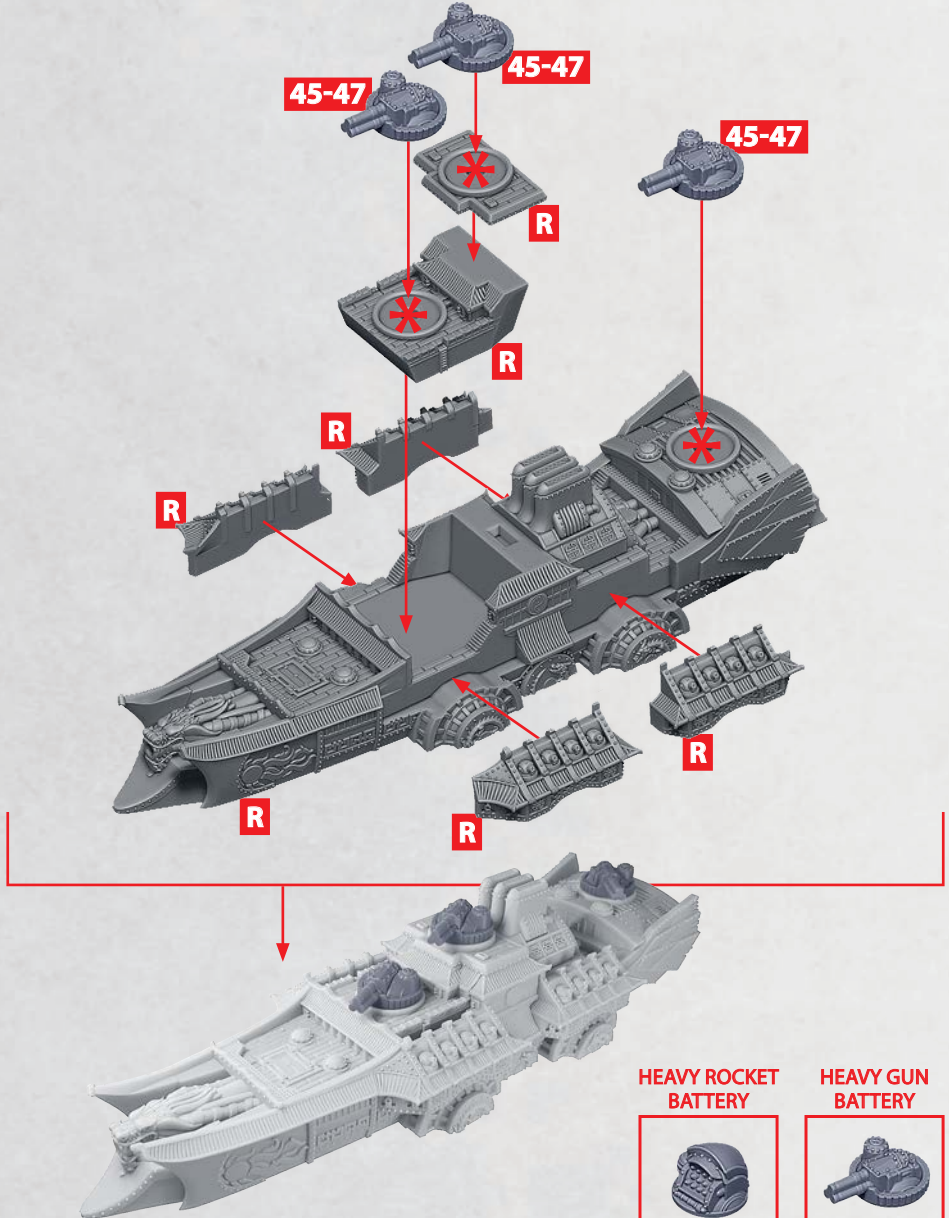


NING JING BATTLESHIP

PARTS CAN BE FOUND AS RESIN AND ON THE EMPIRE FRONTLINE SQUADRONS SPRUES



R = RESIN

* ALL TURRETS ARE INTERCHANGEABLE

HEAVY ROCKET BATTERY



42-44

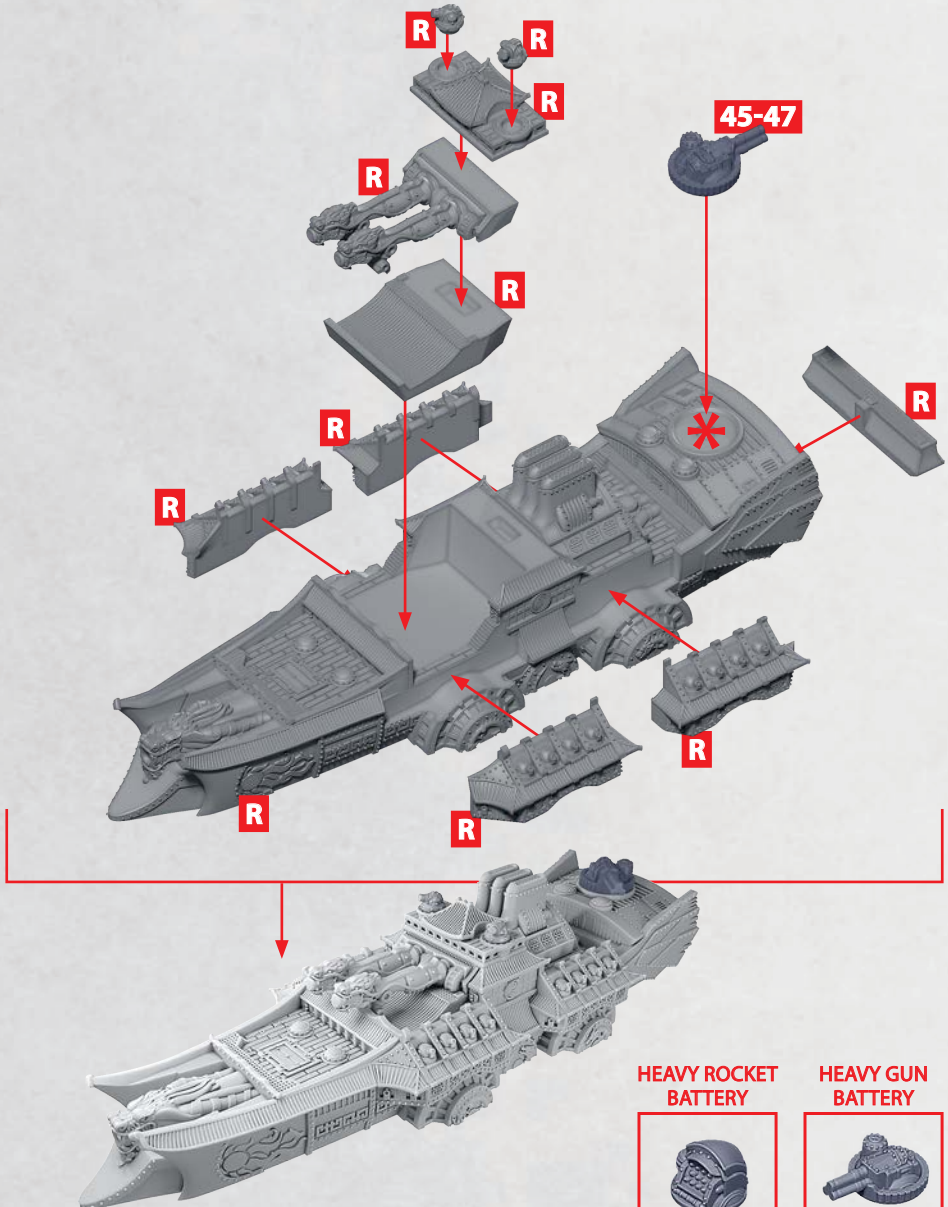
HEAVY GUN BATTERY



45-47

NAKARA BATTLESHIP

PARTS CAN BE FOUND AS RESIN AND ON THE EMPIRE FRONTLINE SQUADRONS SPRUES



R = RESIN

* ALL TURRETS ARE INTERCHANGEABLE

HEAVY ROCKET
BATTERY



42-44

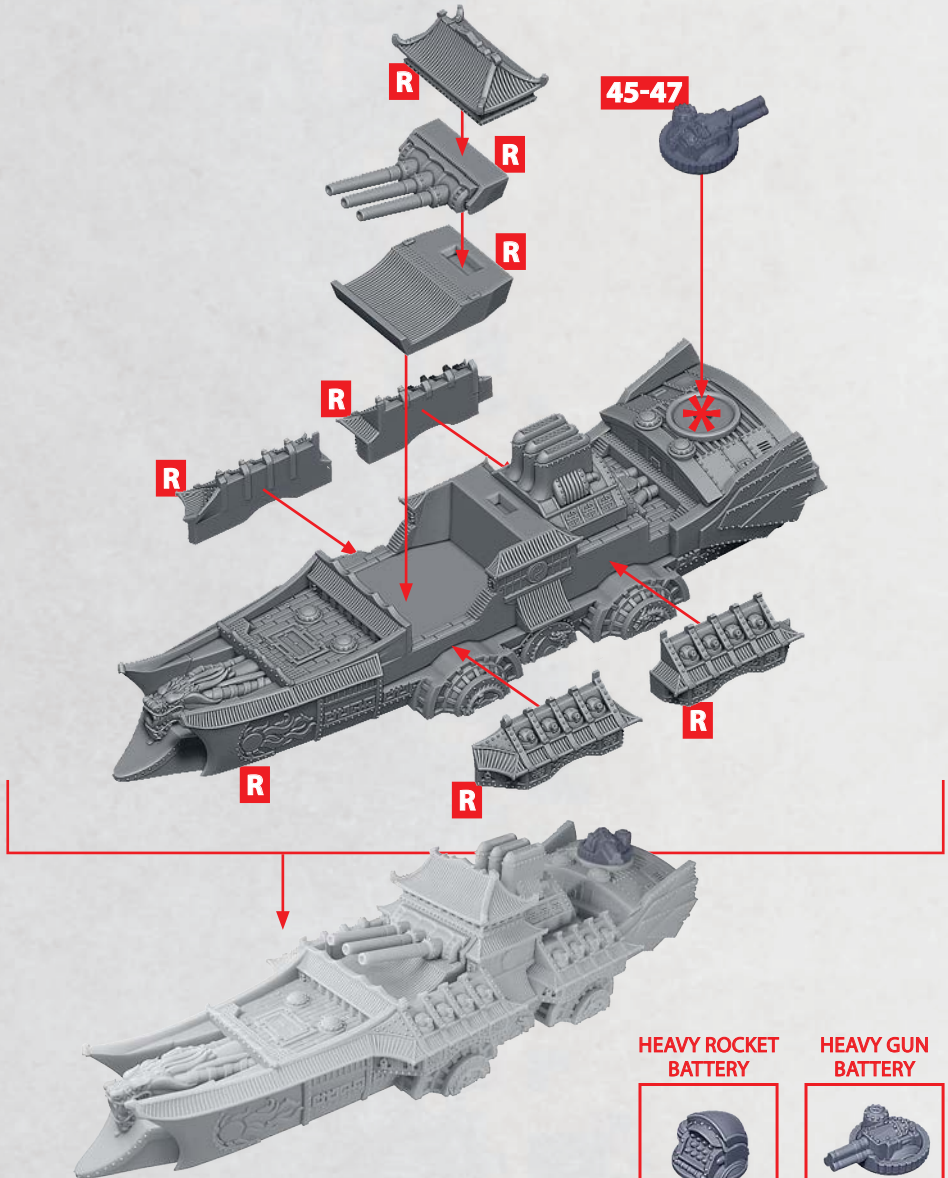
HEAVY GUN
BATTERY



45-47

YANGTZE BATTLESHIP

PARTS CAN BE FOUND AS RESIN AND ON THE EMPIRE FRONTLINE SQUADRONS SPRUES



R = RESIN

* ALL TURRETS ARE INTERCHANGEABLE

HEAVY ROCKET
BATTERY



42-44

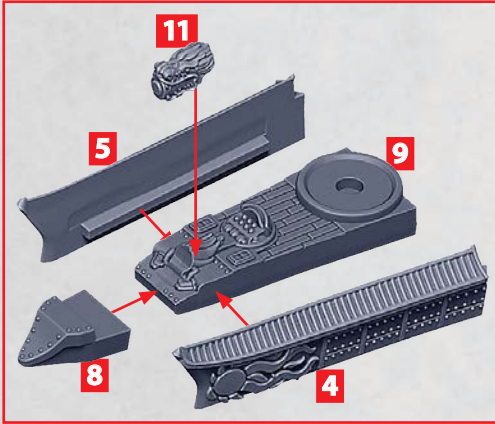
HEAVY GUN
BATTERY



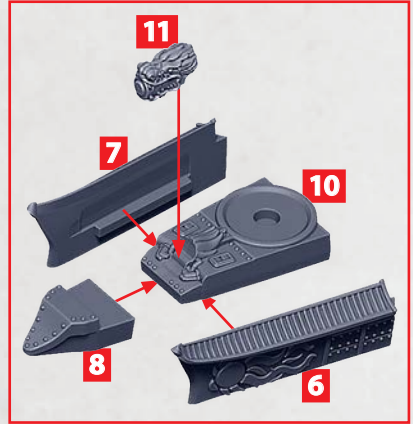
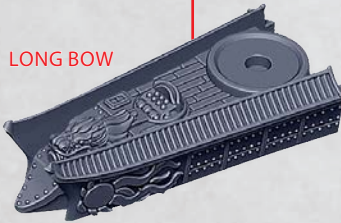
45-47

CRUISERS BOW, BRIDGE & STERN ASSEMBLY

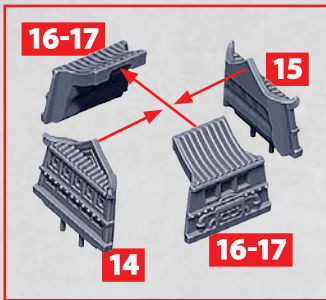
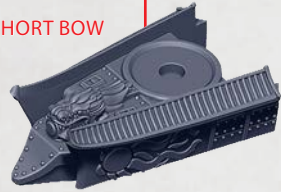
PARTS CAN BE FOUND ON THE EMPIRE FRONTLINE SQUADRONS SPRUES



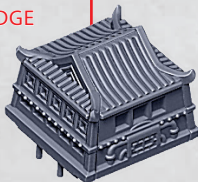
LONG BOW



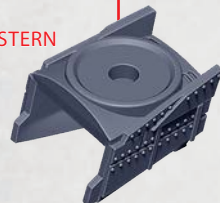
SHORT BOW



BRIDGE

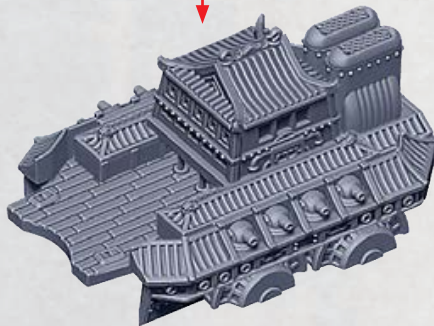
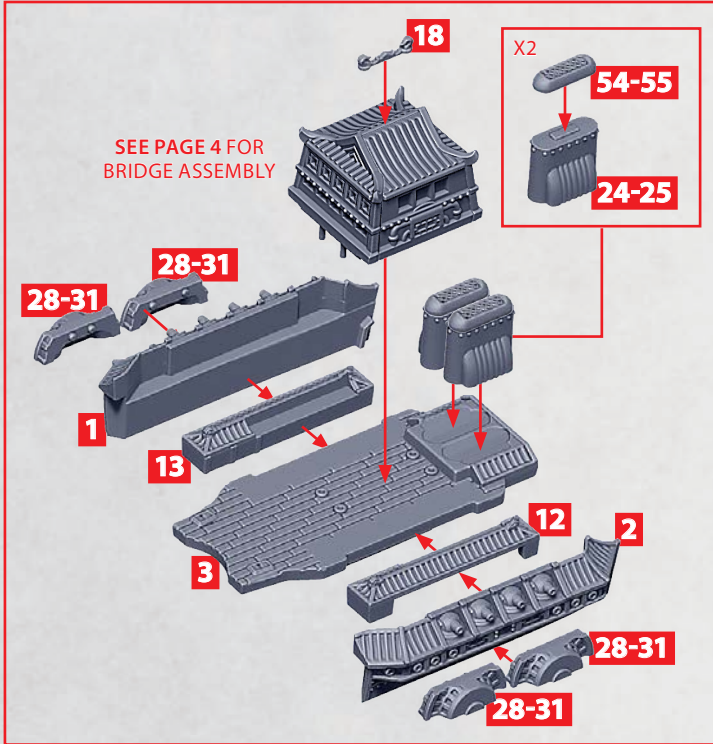


STERN



CRUISERS DECK ASSEMBLY

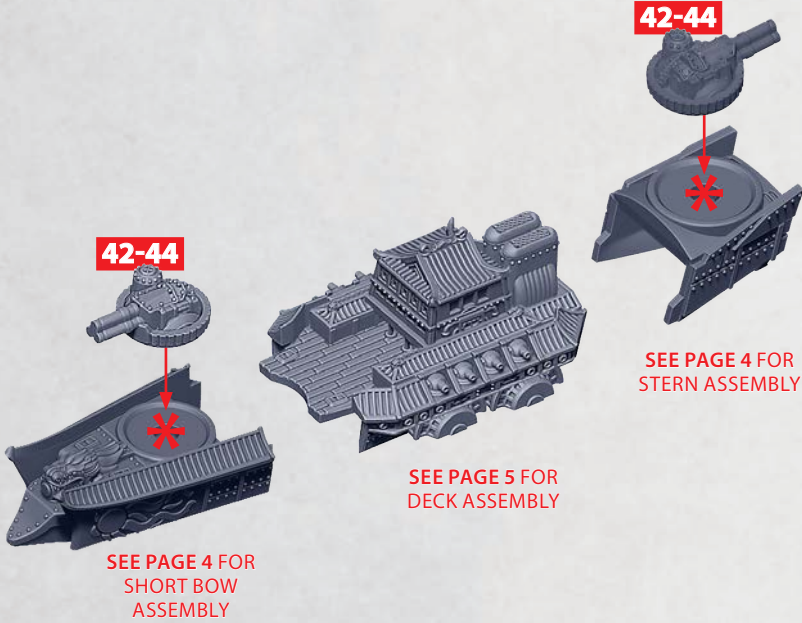
PARTS CAN BE FOUND ON THE EMPIRE FRONTLINE SQUADRONS SPRUES



R = RESIN

JIAN CRUISER

PARTS CAN BE FOUND ON THE EMPIRE FRONTLINE SQUADRONS SPRUES



42-44

42-44

SEE PAGE 4 FOR
SHORT BOW
ASSEMBLY

SEE PAGE 5 FOR
DECK ASSEMBLY

SEE PAGE 4 FOR
STERN ASSEMBLY



HEAVY
GUN
BATTERY



45-47

HEAVY
ROCKET
BATTERY

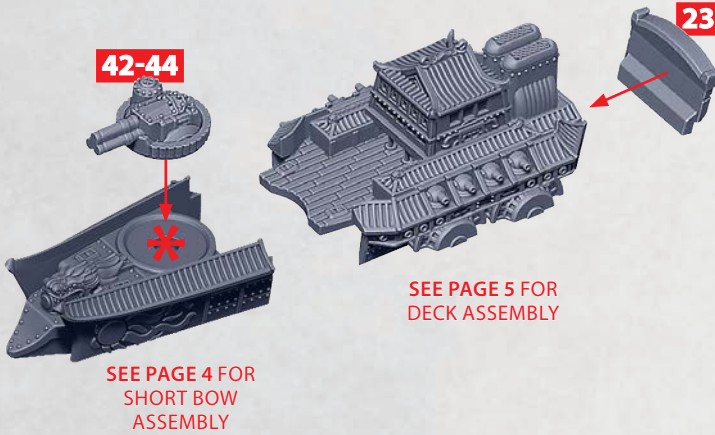


42-44

* ALL TURRETS ARE INTERCHANGEABLE

WUSONG MONITOR

PARTS CAN BE FOUND ON THE EMPIRE FRONTLINE SQUADRONS SPRUES



* ALL TURRETS ARE INTERCHANGEABLE

HEAVY
GUN
BATTERY



45-47

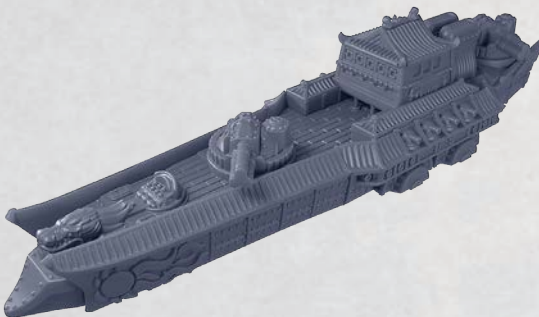
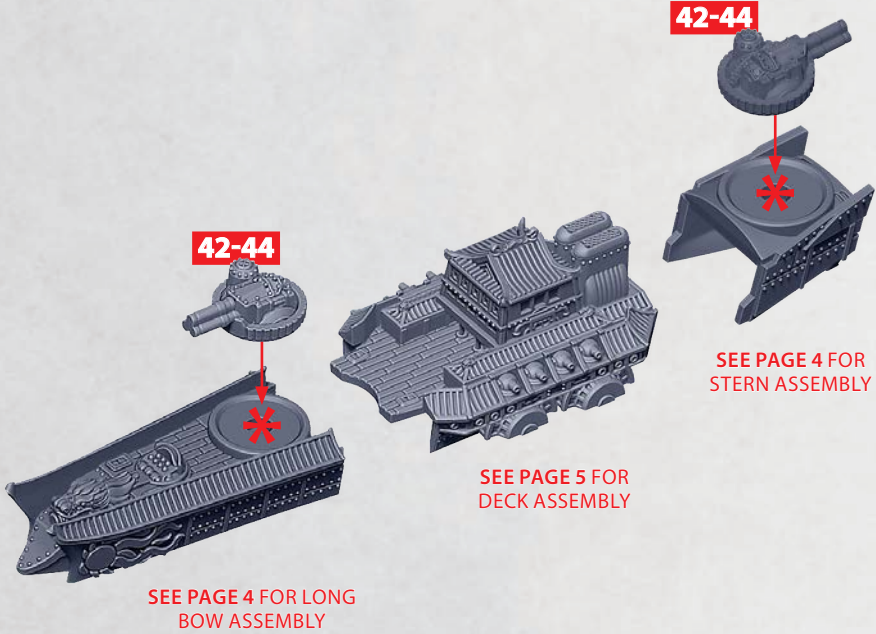
HEAVY
ROCKET
BATTERY



42-44

MERU HEAVY CRUISER

PARTS CAN BE FOUND ON THE EMPIRE FRONTLINE SQUADRONS SPRUES



* ALL TURRETS ARE INTERCHANGEABLE

HEAVY
GUN
BATTERY



45-47

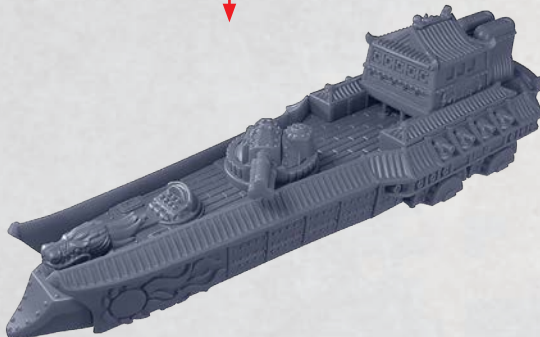
HEAVY
ROCKET
BATTERY



42-44

DAO LIGHT CRUISER

PARTS CAN BE FOUND ON THE EMPIRE FRONTLINE SQUADRONS SPRUES



HEAVY
GUN
BATTERY



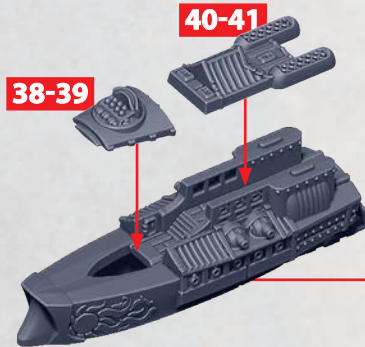
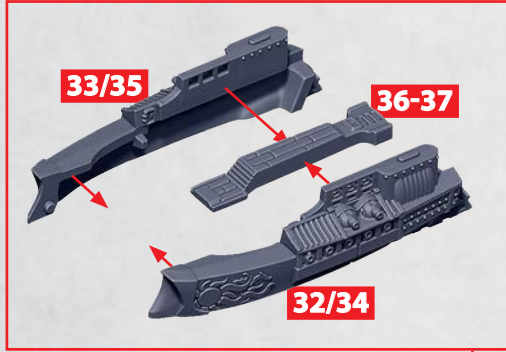
HEAVY
ROCKET
BATTERY



* ALL TURRETS ARE INTERCHANGEABLE

SHANGHAI FRIGATE

PARTS CAN BE FOUND ON THE EMPIRE FRONTLINE SQUADRONS SPRUES



R = RESIN