



Combat Zones Series

1411-7

Ages: 6+

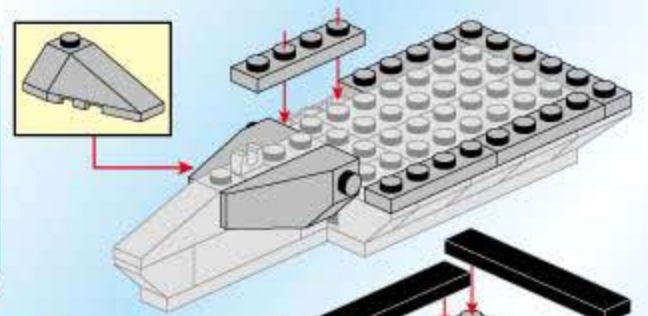
PCS: 98



LITTORAL COMBAT SHIP

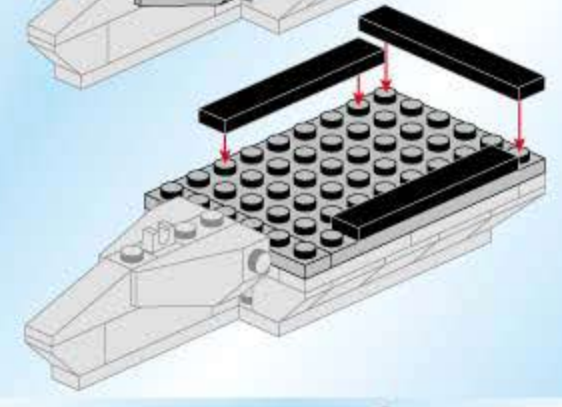
**A6**

4x 1x 1x 1x



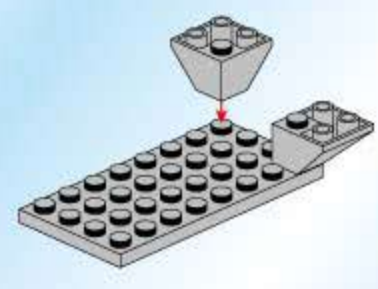
**A7**

1x 3x 1x6 1x 6x8



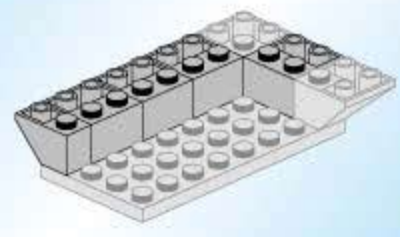
**A1**

2x 1x 4x8



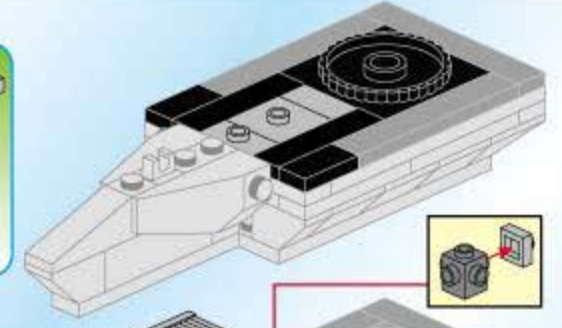
**A2**

4x 1x



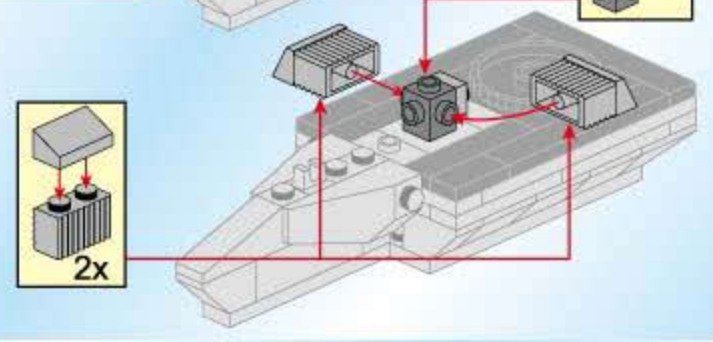
**A8**

1x 2x 1x 1x 2x 1x4 1x



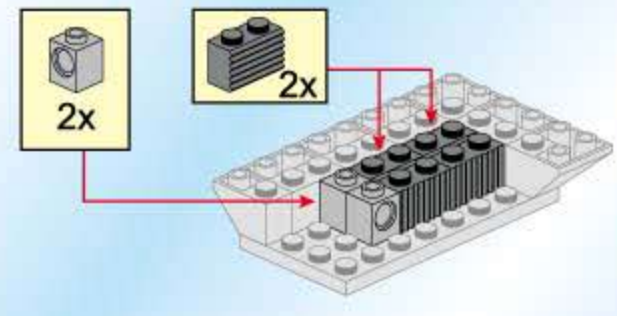
**A9**

1x 2x 1x 2x



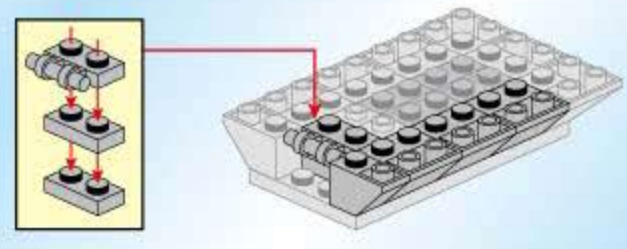
**A3**

2x 4x



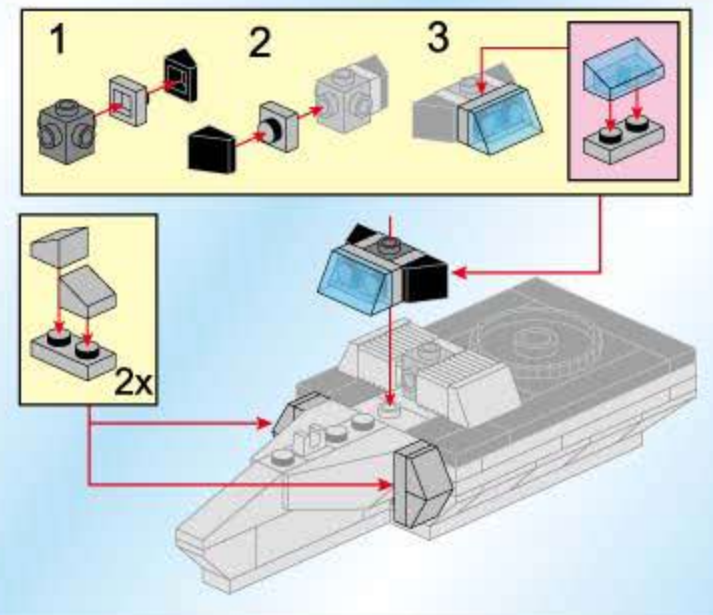
**A4**

2x 1x 1x 3x



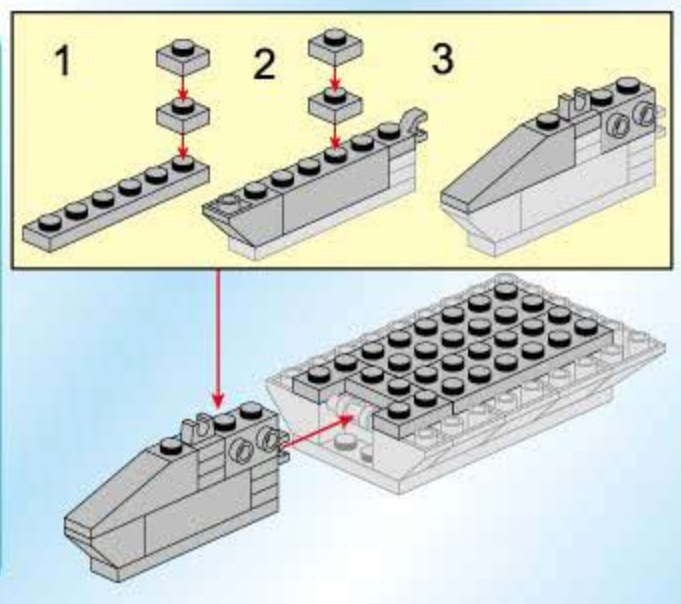
**A10**

2x 4x 2x 3x 1x 1x



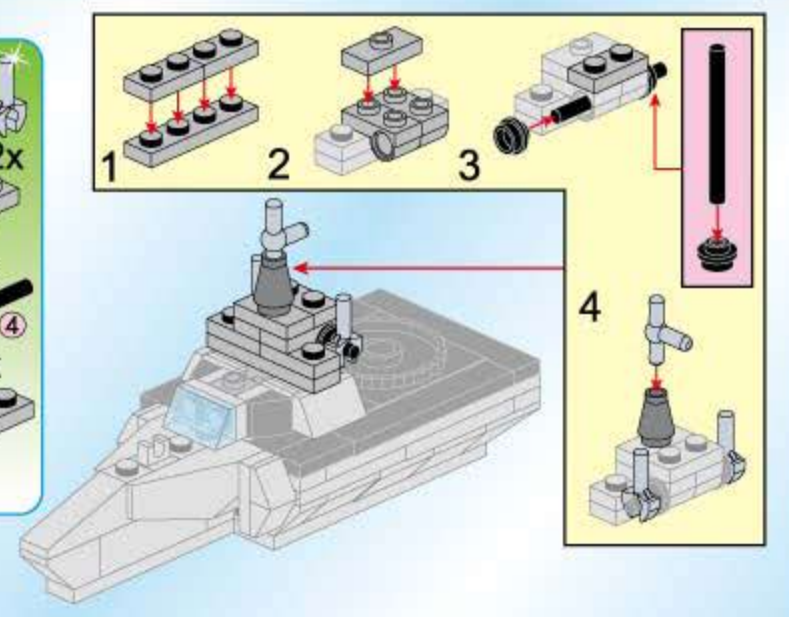
**A5**

4x 1x 3x 1x 1x 1x 1x 1x 1x 2x



**A11**

2x 3x 2x 1x 2x 1x 1x 1x 1x 1x





**A12**

- 1x [1x1 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x1 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 2x [2x2 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]

**B5**

- 2x [1x1 grey brick with hole]
- 6x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x4 grey brick with hole]
- 2x [2x2 grey brick with hole]

**B6**

- 1x [1x1 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x4 grey brick with hole]
- 4x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]

**B7**

- 1x [1x6 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 2x [1x2 grey brick with hole]

**B8**

- 1x [1x1 grey brick with hole]
- 2x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]



**B1**

- 2x [1x1 grey brick with hole]
- 1x [6x8 grey brick with hole]

**B2**

- 1x [1x1 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]

**B3**

- 2x [1x1 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [4x8 grey brick with hole]

**B4**

- 1x [1x1 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 4x [1x2 grey brick with hole]
- 2x [1x2 grey brick with hole]
- 1x [1x4 grey brick with hole]

**B9**

- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]

**B10**

- 2x [1x1 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 2x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]

**B11**

- 1x [1x1 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 2x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]
- 1x [1x2 grey brick with hole]