



HMAS CASTLEMAINE - BATHURST CLASS CORVETTE

The Bathurst class was comprised of sixty ships designed and built in Australia between 1940 and 1942. Originally classified as minesweepers, these little ships saw their role extended to anti-submarine warfare and escort duties during the Pacific War.

Of the total built, thirty six were paid by Australia, the rest by United Kingdom and all manned by Royal Australian Navy personnel. Three were lost during the war, HMAS Armidale by Japanese air attack in December 1942, HMAS Geelong and HMAS Wallaroo to collision with merchant ships. After the war ended, the Royal Navy paid ships were sold to foreign navies, while the Australian ones remained in service until the late 50's, though in dwindling numbers.

Two Bathurst corvettes still exist today as museum ships in Australia: HMAS Castlemaine J 244 and HMAS Whyalla J 153.

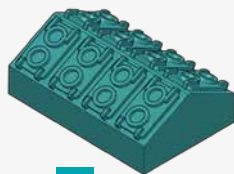
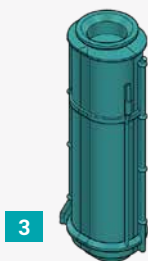
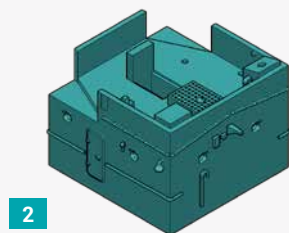
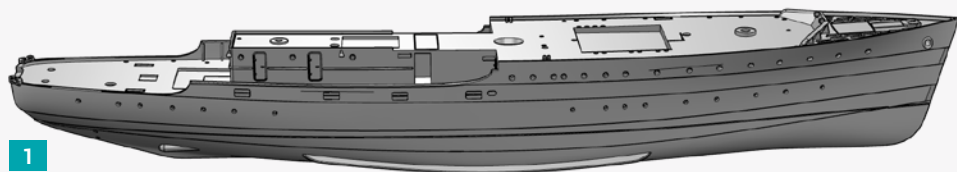
La classe Bathurst comprend soixante bâtiments conçus et construits en Australie de 1940 à 1942. Ces petites unités prévues à l'origine pour la guerre des mines, ont vu leur rôle s'étendre à la lutte anti-sous-marine et à l'escorte des convois pendant la Guerre du Pacifique.

Sur la totalité de la classe trente-six furent payés par l'Australie et vingt quatre par le Royaume Uni. Trois unités furent perdues pendant le conflit, HMAS Armidale par attaque aérienne en décembre 1942, les HMAS Geelong et HMAS Wallaroo par collision en mer avec des navires marchands. Après guerre, les navires payés par la Grande-Bretagne furent vendus à des marines amies, les corvettes australiennes restèrent en service jusqu'à la fin des années cinquante.

Il n'existe que deux survivants aujourd'hui en Australie, les HMAS Castlemaine J 244 et HMAS Whyalla J 153 préservés comme navires musées.

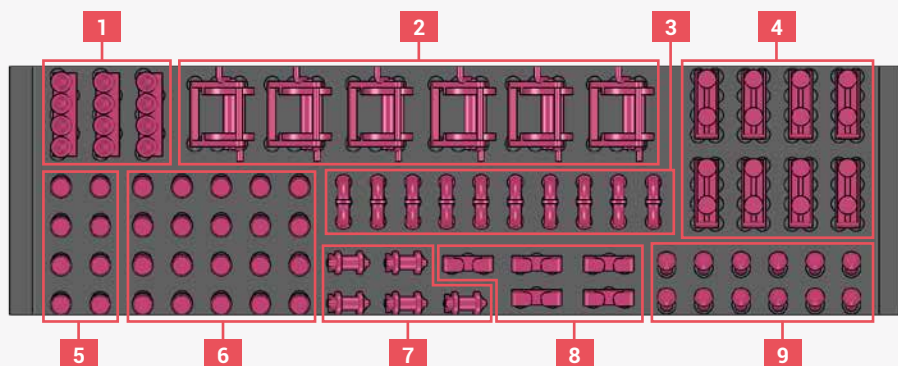
PARTS

RESIN PARTS

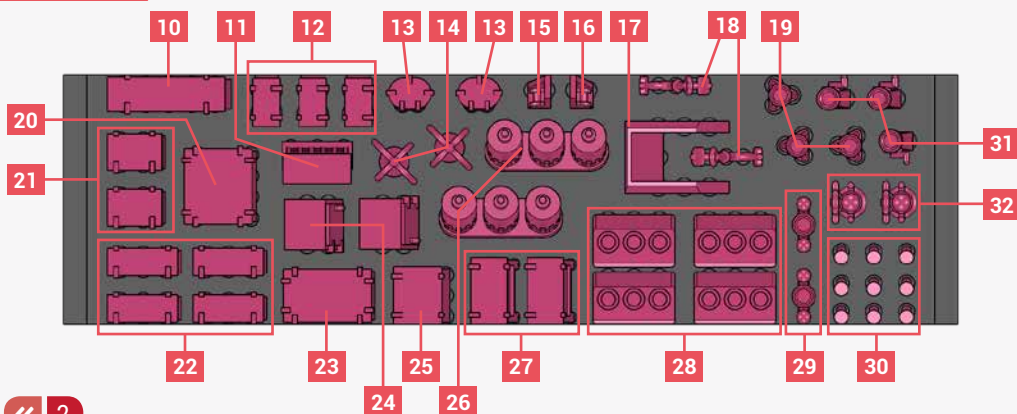


3D PRINTED PARTS

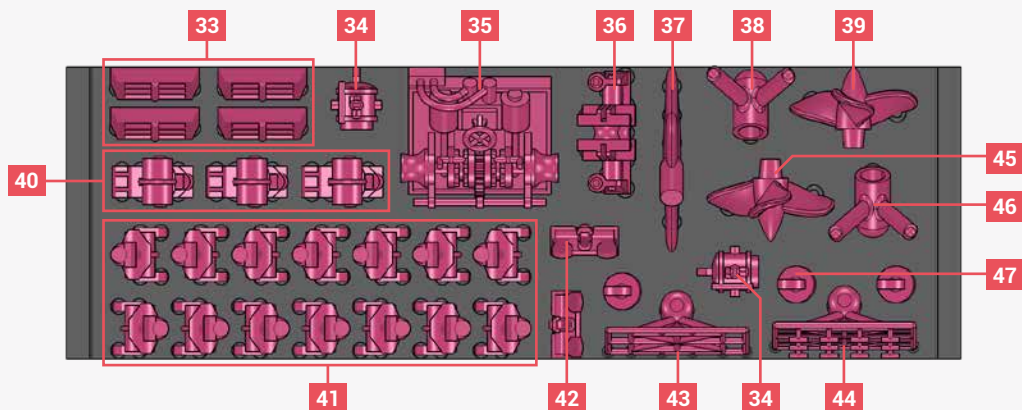
BAR A



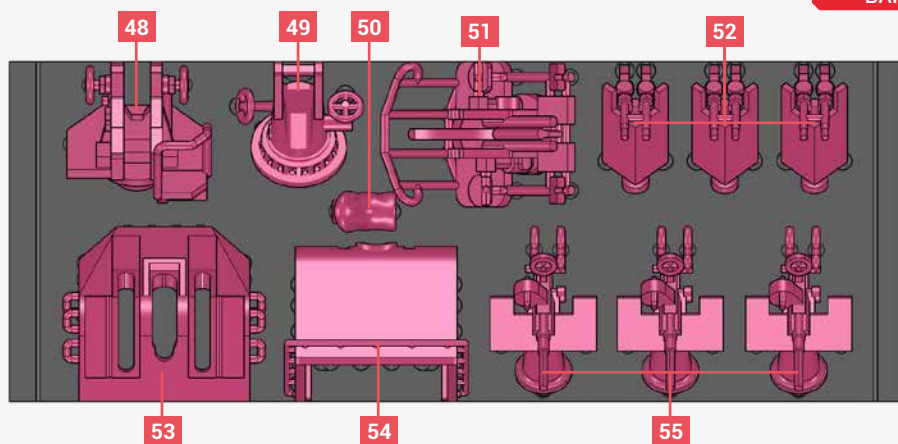
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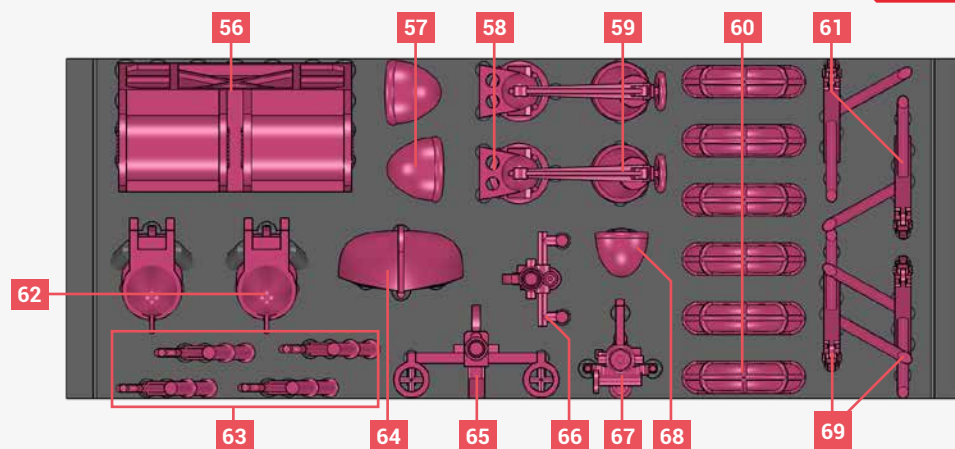
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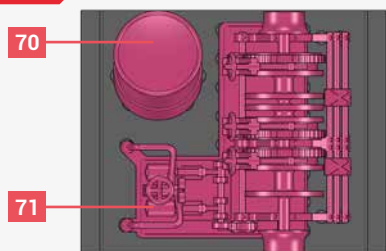
BAR D



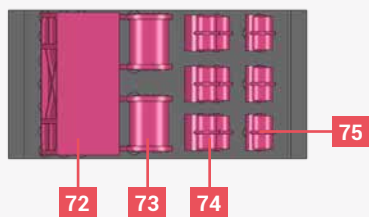
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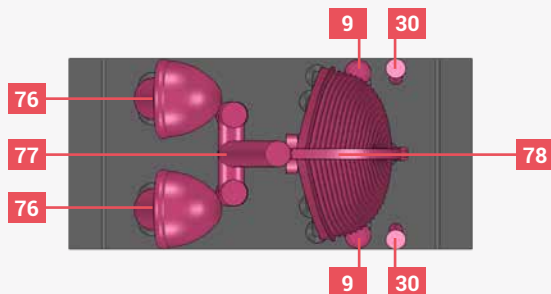
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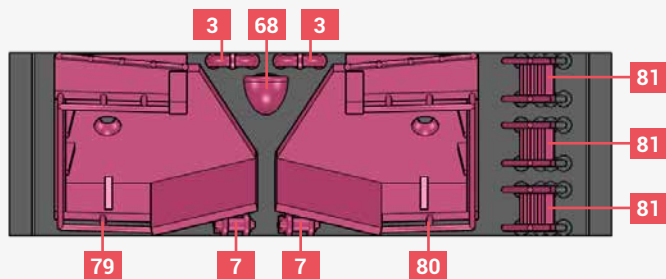
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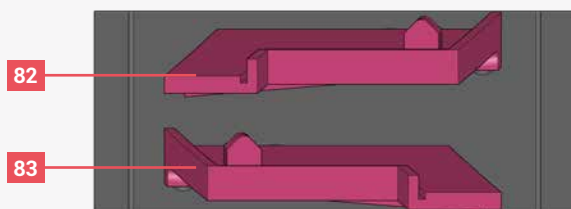
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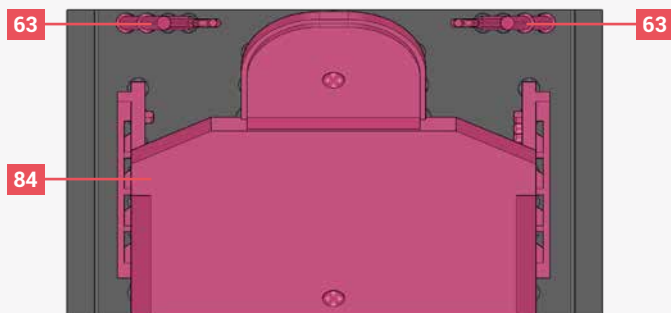
BAR I



BAR J



BAR K

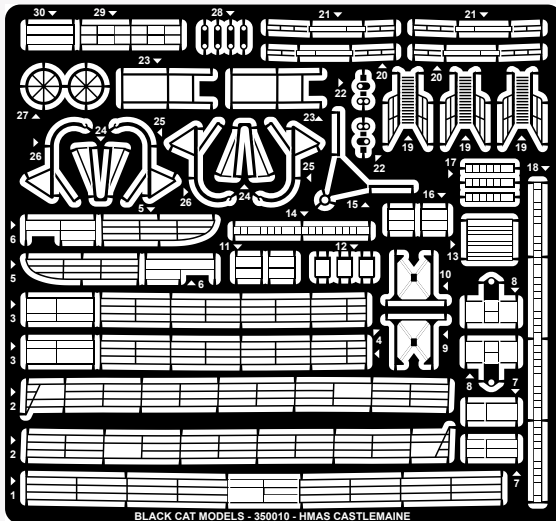


BRASS PARTS

A	x1	Ø=0.8MM L=46MM
MAIN MAST		
B	x1	Ø=0.8MM L=27MM
AFT MAST		

C	x4	Ø=0.3MM L=3MM
D	x1	Ø=0.3MM L=5MM
E	x2	Ø=0.3MM L=6.5MM
F	x4	Ø=0.3MM L=9MM
G	x1	Ø=0.3MM L=14MM
H	x2	Ø=0.6MM L=9MM

PHOTOETCH PARTS



DECALS PARTS



INSTRUCTION NOTES

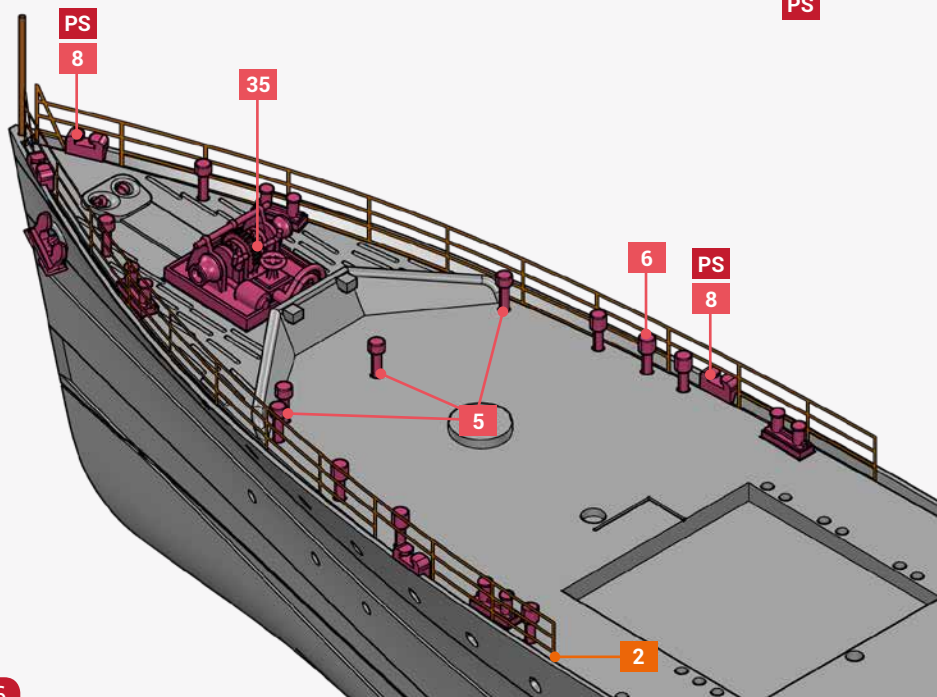
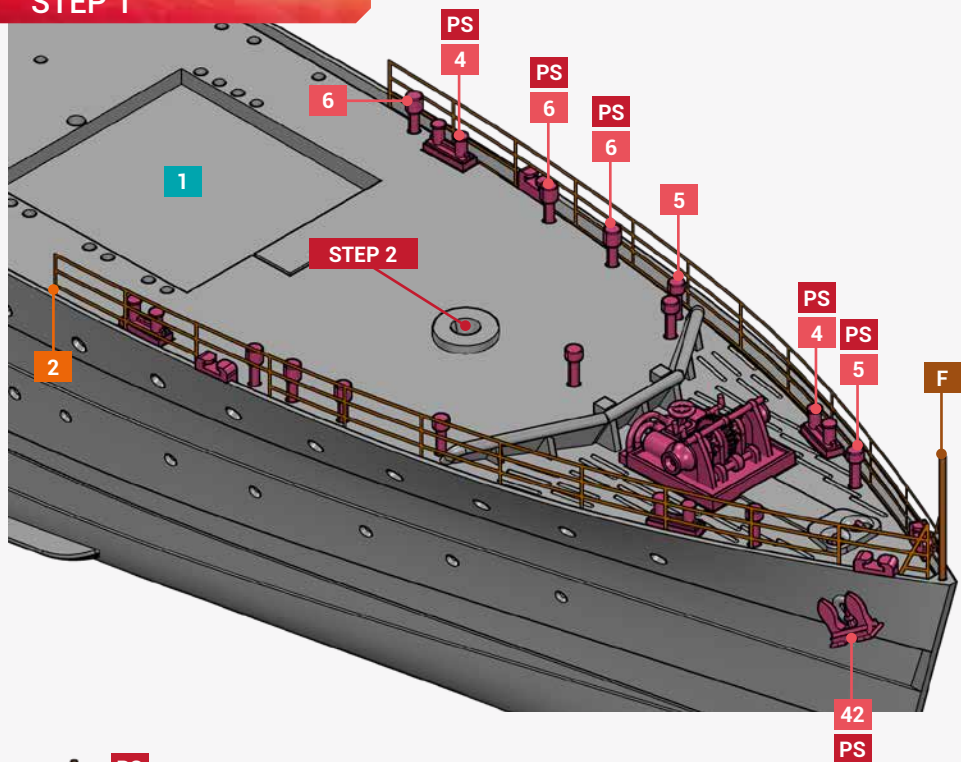
XX	RESIN PARTS
XX	3D PARTS
XX	PHOTOETCH PARTS
XX	BRASS PARTS
XX	DECALS PARTS

!	ASSEMBLY WARNING
PS	PORT & STARBOARD
P	PORT SIDE
S	STARBOARD SIDE
X	INFORMATIONS

SOME PHOTOETCH AND 3D PARTS ARE PROVIDED IN EXTRA NUMBERS.

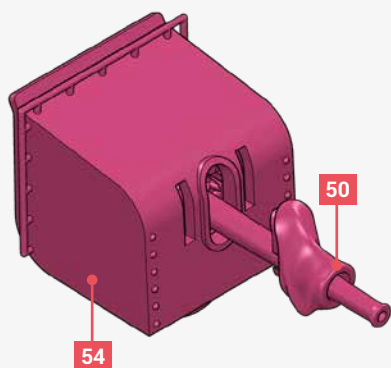
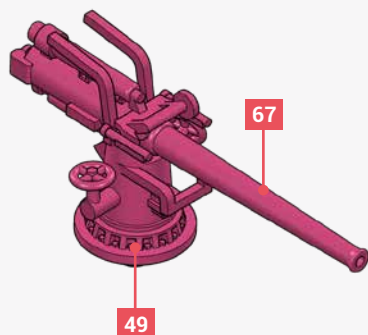
IMPORTANT ! PLEASE FULLY READ THE INSTRUCTIONS BEFORE STARTING THE BUILD !

STEP 1

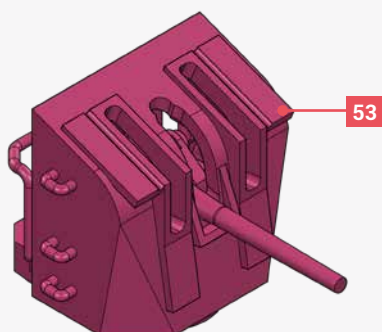
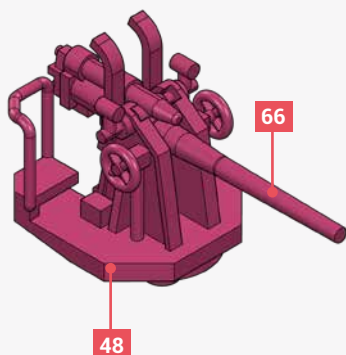


STEP 2

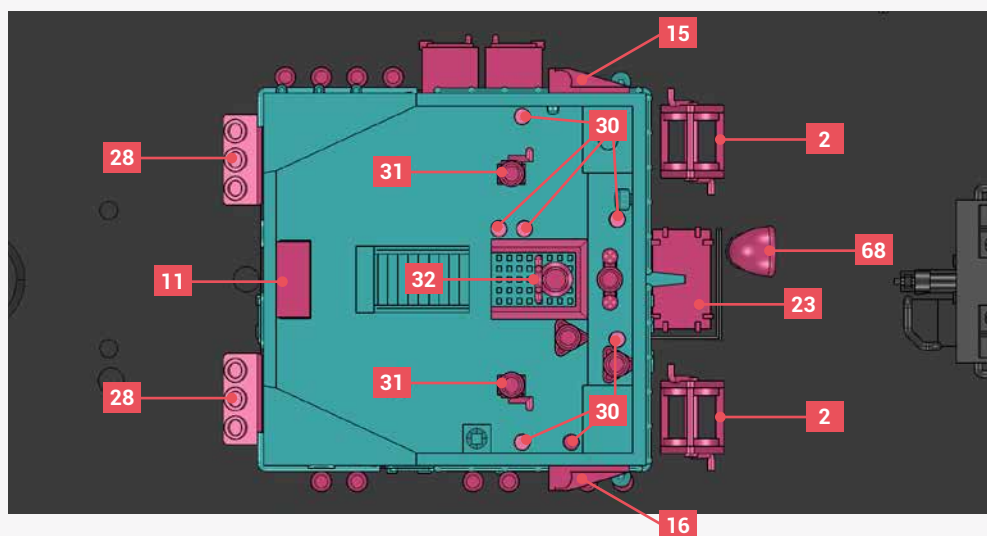
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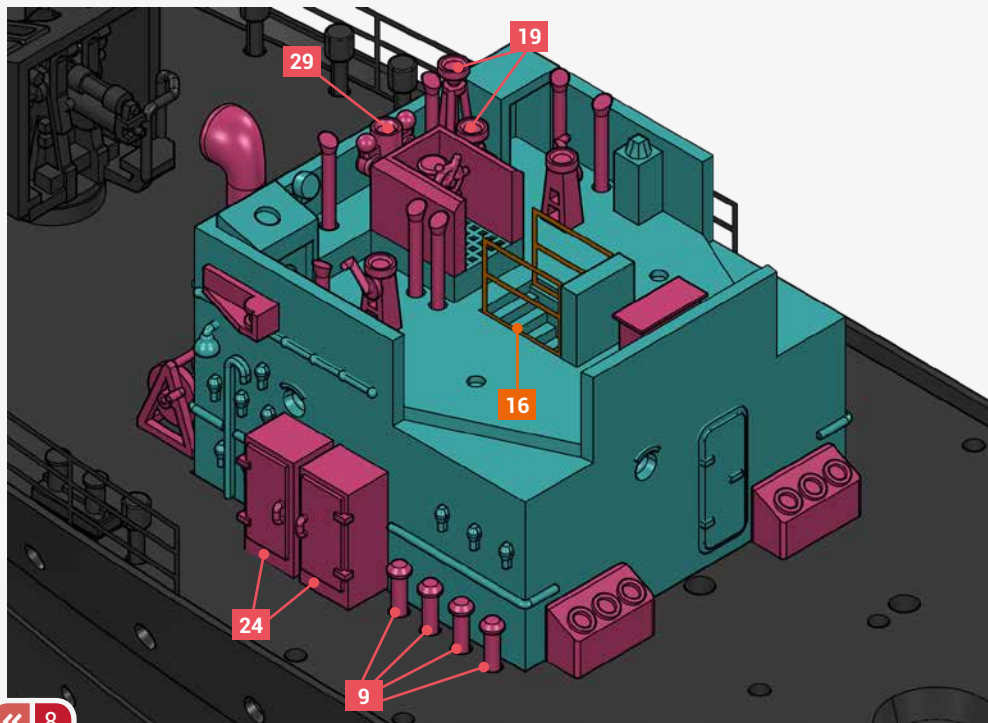
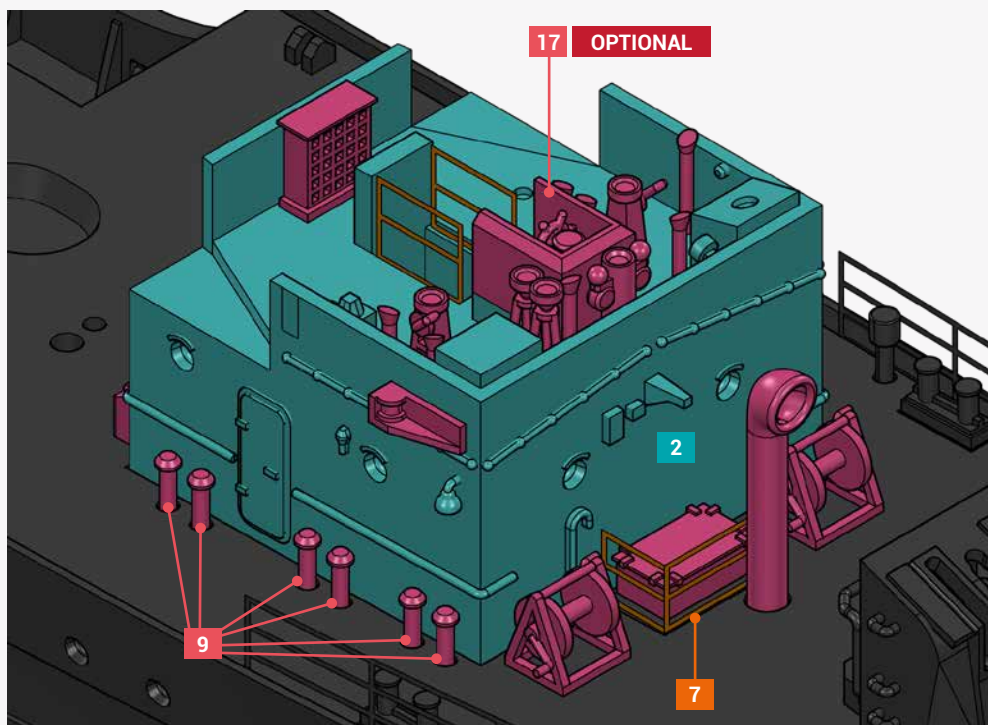


LATE FIT

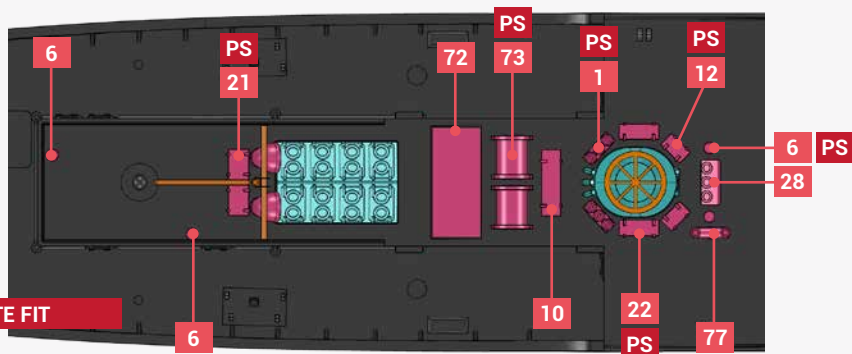
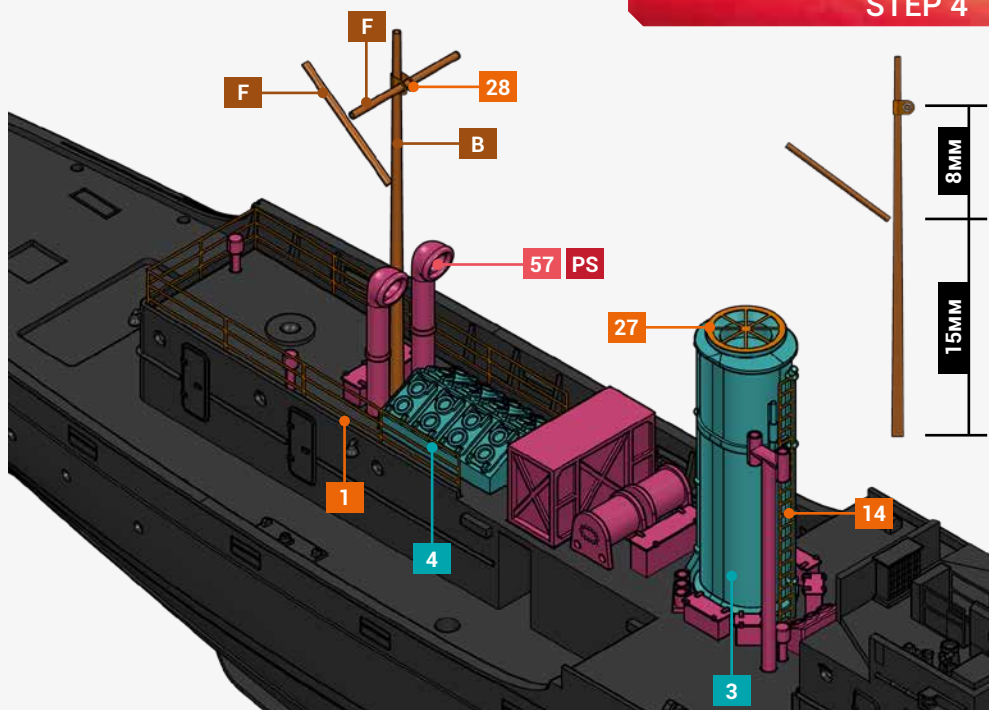


STEP 3

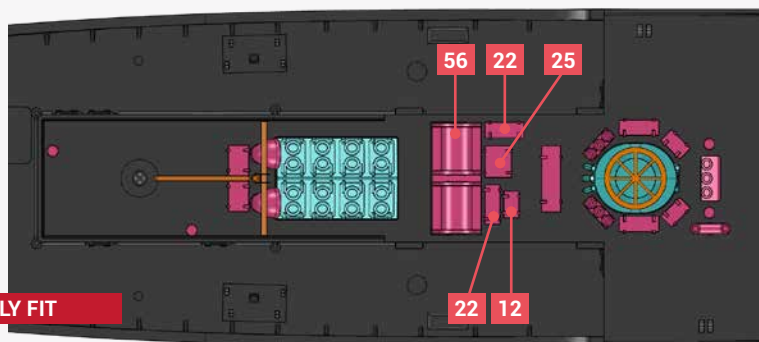




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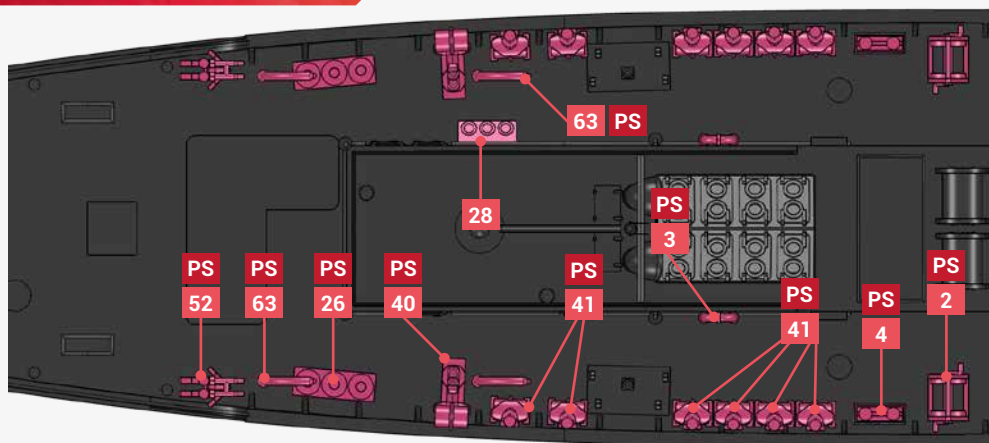


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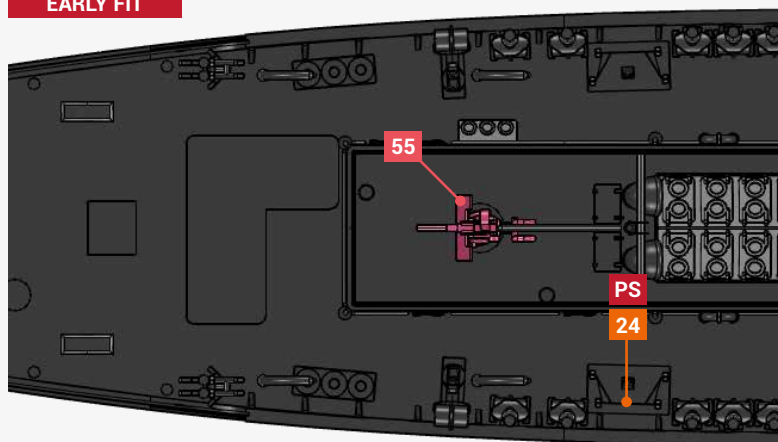


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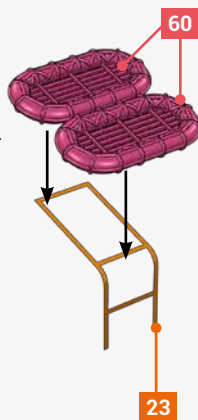
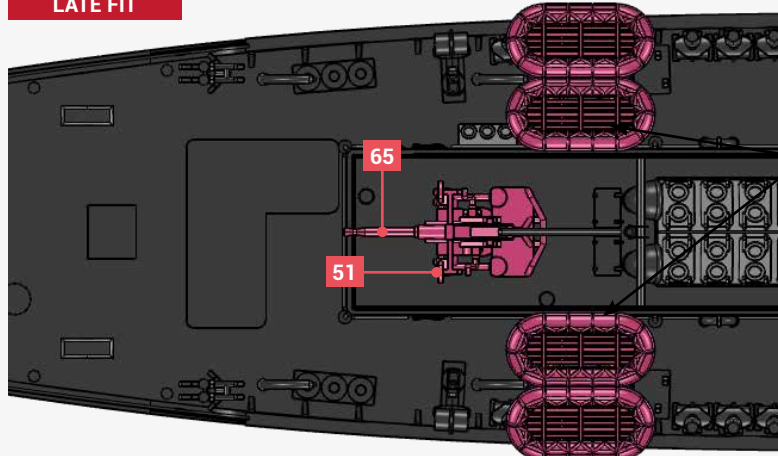
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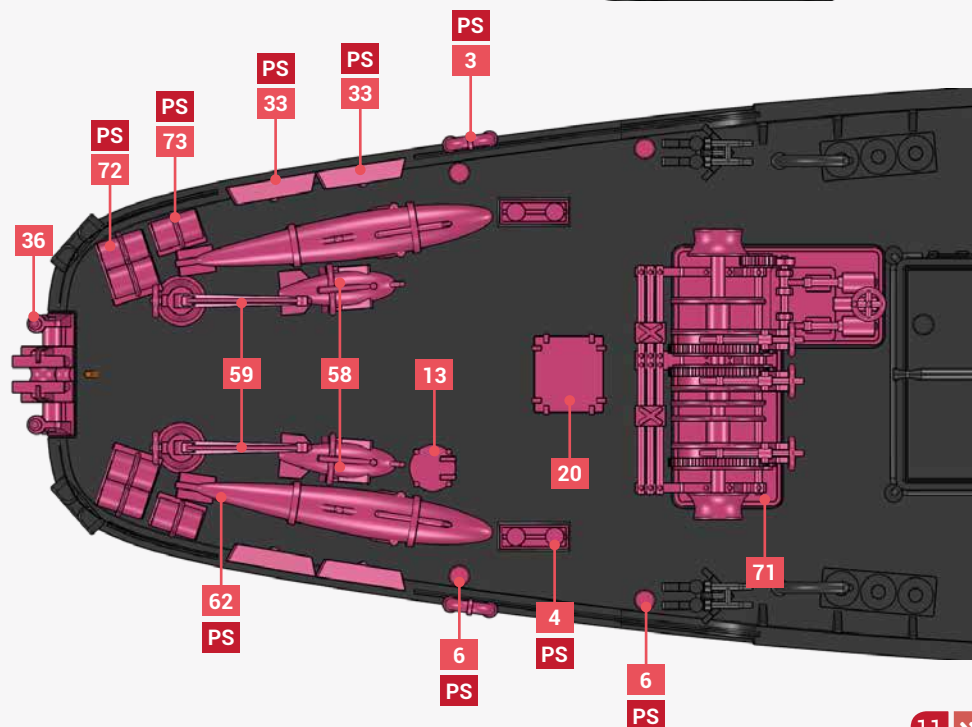
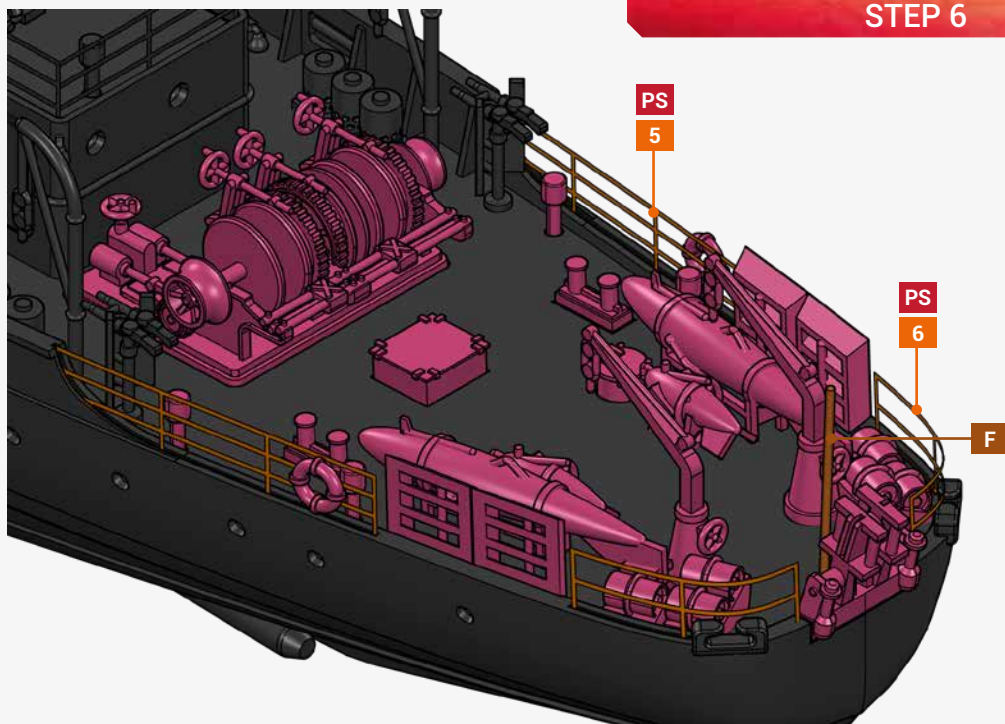


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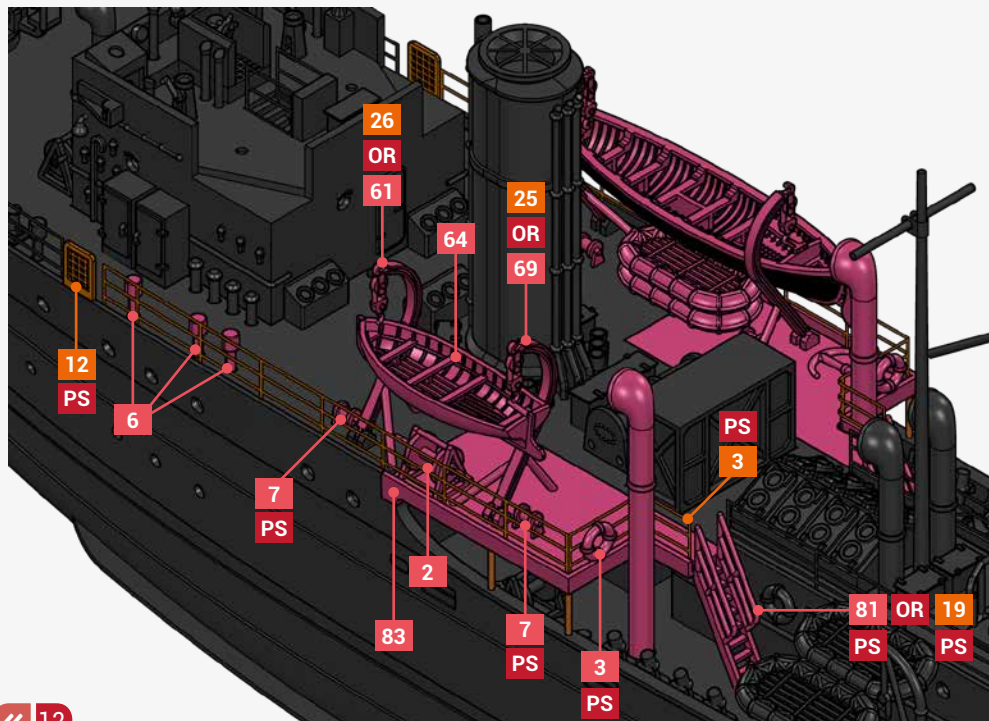
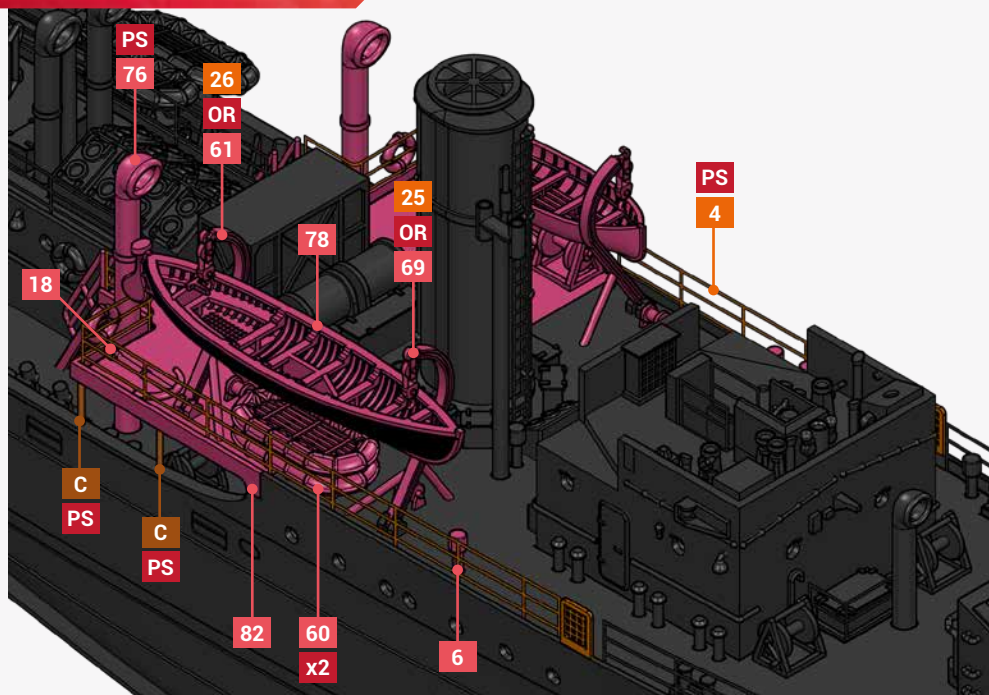


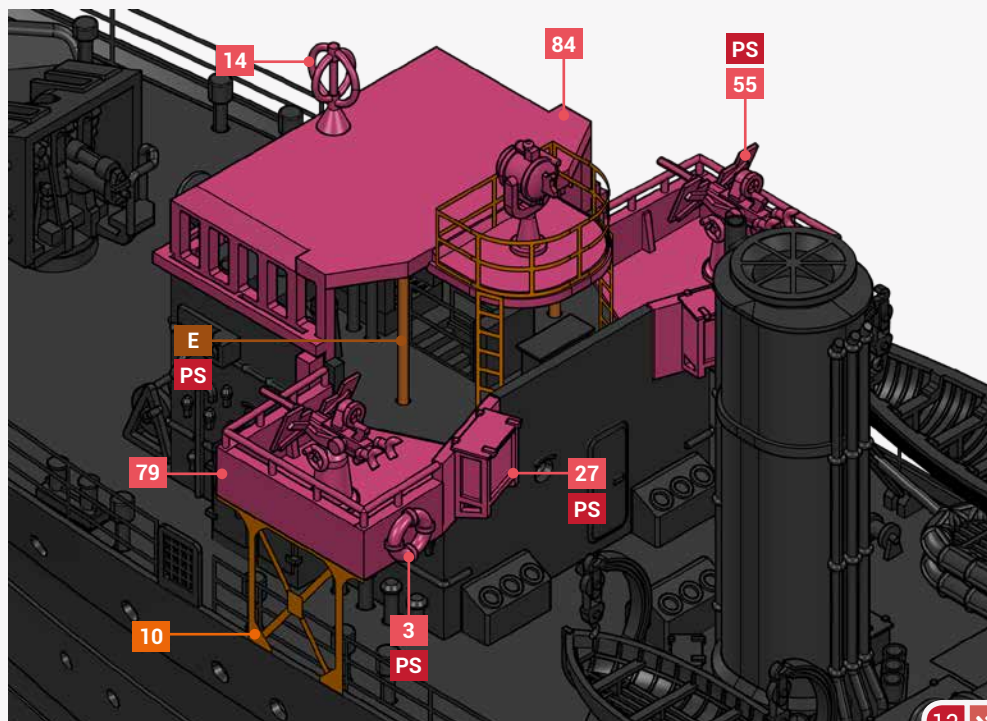
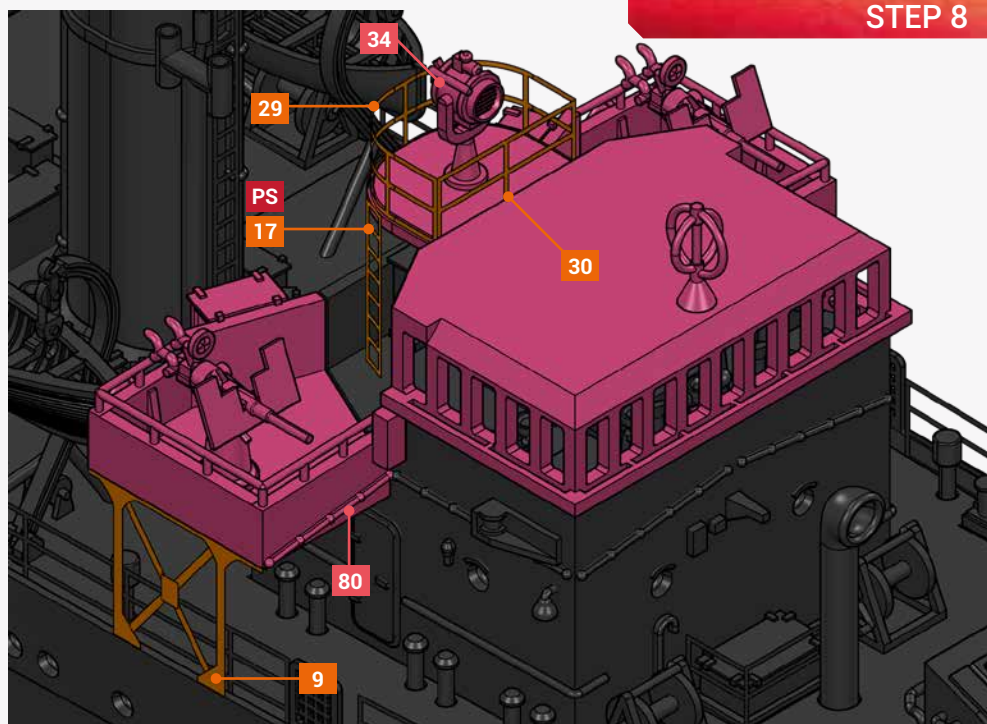
LATE FIT



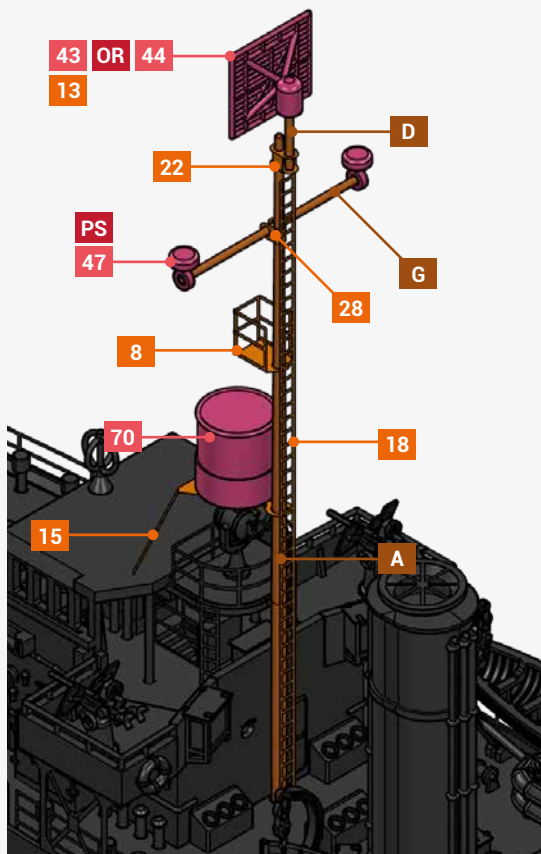
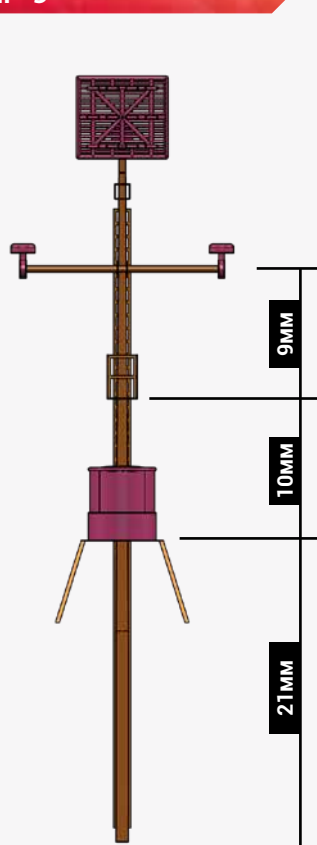


STEP 7

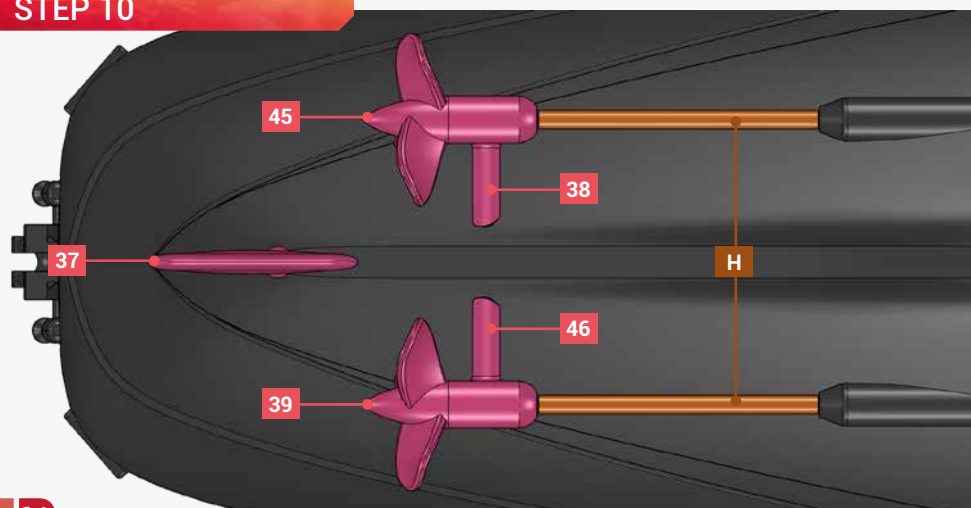


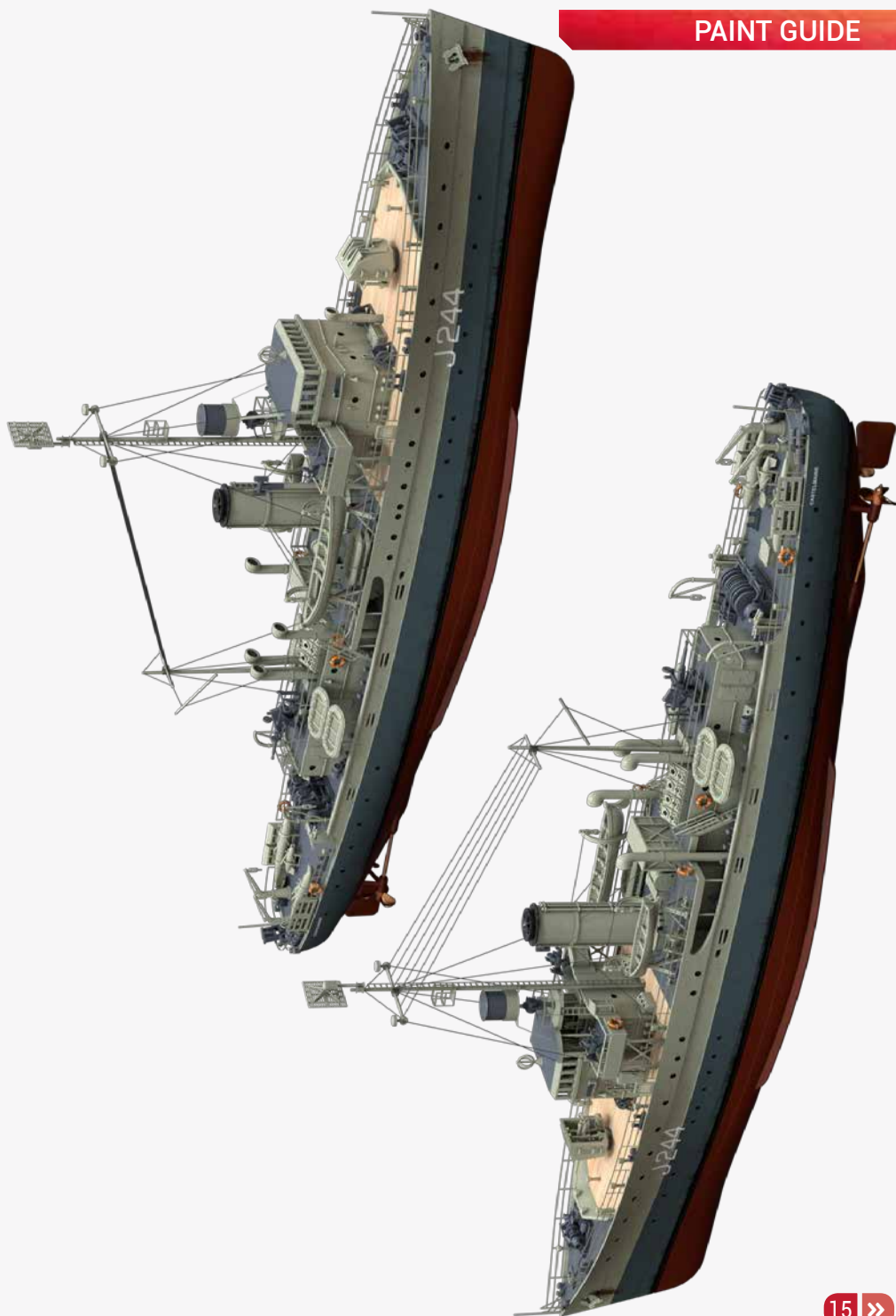


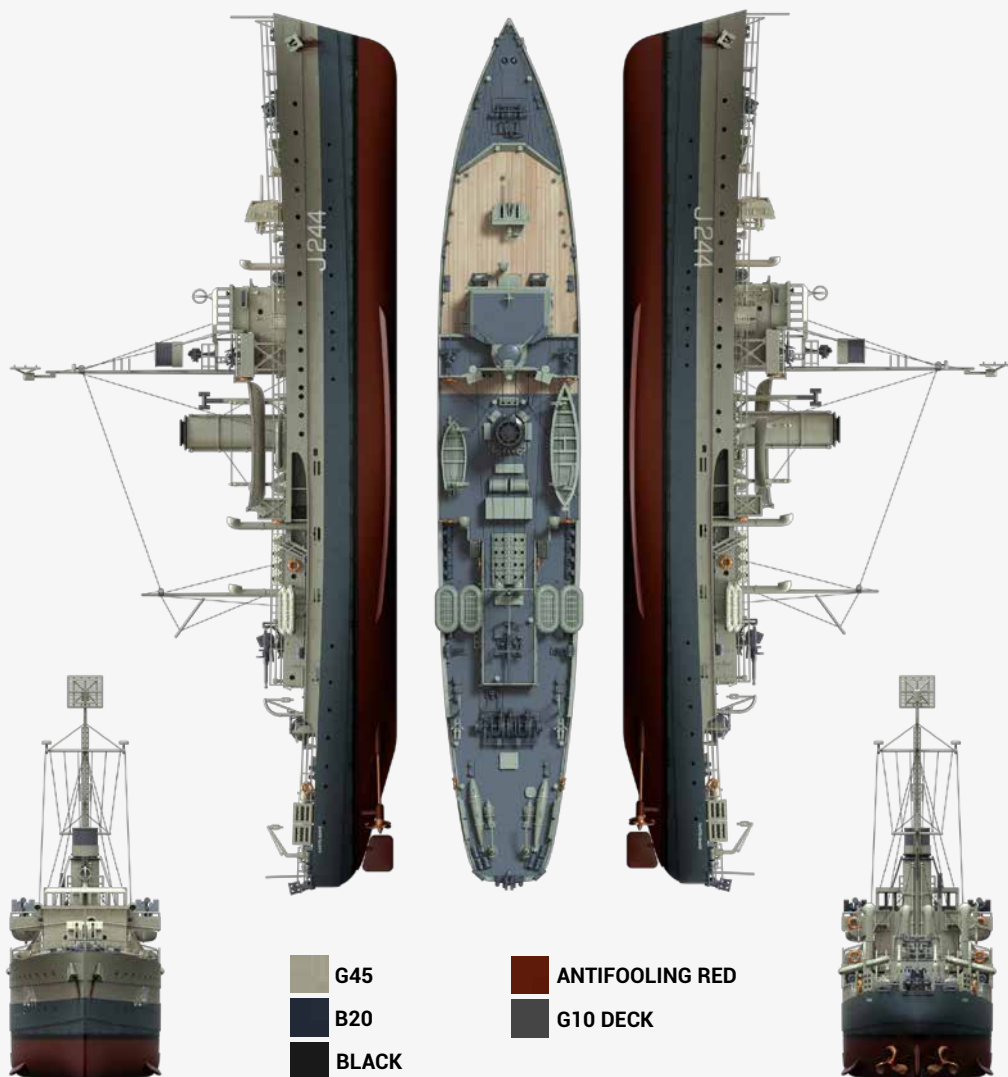
STEP 9



STEP 10







HOW TO OBTAIN A REALISTIC DECK PLANKING: BLACK CAT MODELS TRICKS

AIRBRUSH A FIRST LAYER OF TEAK COLOR TO THE PLANKED AREA. THEN CUT SMALL STRIPS OF TAMIYA 1MM MASKING TAPE (ITEM TAM87206) IN THE SAME LENGTH OF THE DECK. AIRBRUSH A DARKENED OR LIGHTENED SHADE TO THE DECK. WITHOUT REMOVING THE MASKING TAPE, REPEAT THIS PROCESS AS MANY TIMES AS YOU WANT UNTIL YOU'VE GOT THE DESIRED RESULT. THEN PEEL OFF THEN ALL MASKING TAPE, AND YOU'VE GOT A PERFECT AND REALISTIC DECK PLANKING !

PEINTURE RÉALISTE D'UN PONT EN BOIS: LES ASTUCES BLACK CAT MODELS

COMMENCER PAR UNE COUCHE UNIFORME COULEUR TECK, PUIS DÉCOUPER DE FINE BANDES CACHE TAMIYA DE 1MM DE LARGE (RÉFÉRENCE TAM87206) ET LES DISPOSER DANS LE SENS DE LA LONGUEUR DU PONT. PASSER UNE COUCHE DE PEINTURE D'UNE TEINTE LÉGÈREMENT DIFFÉRENTE DE LA PREMIÈRE, PUIS RÉPÉTER L'OPÉRATION SANS DÉCOLLER LA PREMIÈRE SÉRIE DE BANDES CACHES. RECOMMENCER AUTANT DE FOIS QUE NÉCESSAIRE ET RETIRER TOUTES LES BANDES À LA FIN DU PROCESSUS, VOUS OBTENEZ UN PONT PARFAITEMENT RÉALISTE!