STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



F219FSC002



THE ULTIMATE SMUGGLING SHIP



UNDERSTANDING THE COCKPIT CONTROL LAYOUT

FANHOME

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THE LEGENDARY MILLENNIUM FALCON

THE ULTIMATE SMUGGLING SHIP

The alterations carried out by her owners transformed the *Millennium Falcon* from a humble tramp freighter into a ship that could outfight, outmaneuver or outrun virtually anything that it came up against.



When the *Falcon* escaped from Hoth, Han Solo was expecting to be able to fight his way out, then jump to lightspeed. With a faulty hyperspace motivator, that was impossible, so Han switched tactics and headed into a deadly asteroid field to evade the pursuing fighters.

The *Falcon* was already half a century old when Han Solo won his ship from Lando Calrissian. The Corellian smuggler became the latest in a succession of owners who customized the ship to suit their purposes – which, in Han's case, were mostly illegal. Fortunately for Solo, the *Falcon*'s previous owner had a lax regard for the law, so Han inherited a lot of useful modifications from Lando.

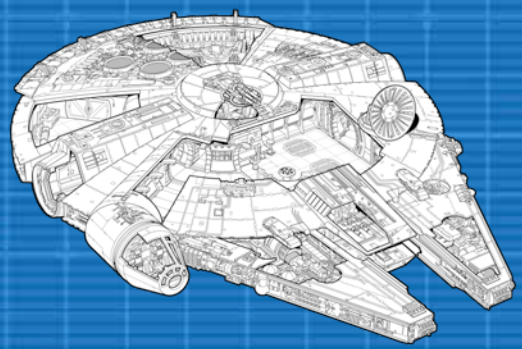
ILLEGAL MODIFICATIONS

Calrissian had already enhanced the *Millennium Falcon*'s shields and fitted quad laser cannons, but Solo uprated them to military standards. To deal with any conceivable opposition, he concealed an anti-personnel repeating blaster near the loading ramp, and two concussion missile launchers between the forward mandibles.

The latter were technically illegal for civilians to possess – but so were many of the *Falcon*'s other extras. Solo also upgraded the ship's already formidable

OFFENSIVE AND DEFENSIVE MODIFICATIONS

ARMAMENT	Two uprated CEC AG-2G quad laser cannons, BlasTech Ax-108 surface-defense blaster, Two four-missile Arakyd ST2 concussion missile tubes	HULL PLATING	Duralloy armor
		SHIELD GENERATORS	Torplex, Novaldex, Kuat Drive Yards and Nordoxicon-38
		SENSOR SYSTEMS	Siep-Irol antenna, Sienar Fleet Systems pulse generator, Fabritech ANq-51 computer, Fabritech ANy-20 transceiver
COUNTERMEASURES	Carbanti jammer and encryption module		





JUMPING TO HYPERSPACE

Hyperspace travel allows a ship to exceed the speed of light, the maximum possible in realspace. Although the galaxy spans more than 120,000 light years, entering hyperspace cuts journeys across it to a matter of hours or days. The first step is to plot the course using a navicomputer. Then, with the ship heading on the correct bearing, the pilot can engage the hyperdrive. The ship will accelerate so rapidly that passengers will see the stars ahead stretch out into streaks of light. Anyone looking at the ship from outside will see it disappear – once in hyperspace, it is cut off from detection.

defenses. Most of the *Falcon*'s hull was clad with duralloy or military armor plating scavenged from vessels that included a derelict Imperial cruiser. With the help of smuggling contacts, Han somehow 'acquired' a set of advanced warship-grade shield generators that could shrug off any ordinary laser bolts.

EVASIVE MEASURES

Any smuggler knows that it is better to avoid trouble than have to blast a way out of it, so Han upgraded the ship's sensors with a military-grade rectenna tied into a powerful Fabritech ANq-51 computer. With this scanning space at extreme range, the Fabritech could distinguish friends and foes long before they became aware of the *Falcon*'s presence, giving the choice to fight or flee.

Han also had the option of trying subterfuge. Among the equipment he added was a military-grade IFF (Identification Friend or Foe) transponder. Loaded with aliases, the IFF broadcast signals to hostile sensors tricking them into thinking the *Falcon* was an ally. If that failed, Han had fitted an ultra-powerful sensor jammer which would enable the *Falcon* to 'hide' from her enemies' scanners.

Finally, if the ship was caught in a stop-and-search, there were sensor-proof smuggling compartments hidden under removable deck-plates in the *Falcon*'s cargo areas, which got Han out of more than one tight spot.



CHEWBACCA

When Han rescued the mighty Wookiee from Imperial slavery, he swore a life debt to Solo. 'Chewie' was as wise as he was a bold and fearsome warrior – a skilled pilot and expert mechanic, he was the perfect foil for Solo's smuggling career. After the two fell in with the Rebel Alliance, he became a hero of the Galactic Civil War.

ESCAPE FROM HOTH

"WE'RE IN TROUBLE!"

It was unfortunate that Han and Chewbacca began rebuilding the *Falcon* just before the Empire discovered the Rebel hideout on Hoth. With the Imperial strike force on its way, Han and Chewie hastily wrapped up the job, but with snow troopers flooding into Echo Base, Han had to fight off the Imperials with the anti-personnel blaster until the troublesome engines roared into life. Racing out of the hangar and into orbit, the *Falcon* came under attack from three Imperial Star Destroyers and their TIE fighters. Then, with the shields failing, Han found that the hyperspace motivator was damaged. Unable to fight against overwhelming opposition, and unable to outrun the Imperials, the situation looked hopeless. Fortunately for the bold smuggler, Hoth's asteroid field gave him the chance to level the odds.



Even with Han and Chewbacca's expert knowledge of the *Falcon*'s systems, they could still give trouble – often at the most desperate moments.

HIGH-SPEED CAPABILITY

When Han decided to cut and run, the *Falcon* could get going remarkably quickly, using her shields and blasters to hold off any opposition while the landing jets and sublight engines carried her into open space. The extra Quadex power core and modified components cut the hyperdrive start-up sequence to three minutes.

Solo had upgraded the *Falcon* to a Class 0.5 hyperdrive unit – double the size of the one in a standard YT-1300 and twice as fast as most Imperial warships. Such a powerful hyperdrive would have dangerously overloaded most ships, as smugglers who tried to match the *Falcon*'s speed discovered to their cost. However, master starship-tech 'Doc' Vandagante had repaid a favor to Solo with 'streamlining' modifications that protected the *Falcon* in hyperspace. Solo had also rigged the navicomputer to find the fastest hyperspace routes, even when this meant skirting star systems and asteroid fields far more closely than most starship captains would dare.

Solo was rightly proud of his ship and his special modifications, so long as they all held together. As Han told Luke Skywalker, while she might not look like much, the *Millennium Falcon* had got it where it counted.



The *Falcon*'s additional equipment gave her almost unmatched abilities, but this came at the price of the need for constant maintenance – a result of having so many incompatible, secondhand systems jerry-rigged together.

BEHIND THE SCENES

A FAST SHIP?

When Han wants to impress Luke Skywalker with the *Millennium Falcon*'s speed, he boasts that she 'made the Kessel Run in less than twelve parsecs'. Some fans thought this must be a scriptwriting error, because a parsec measures distance, not speed. However, Han's claim was backed up by the theory that the smuggling route from Kessel to Hutt Space has to run around a curve to avoid being sucked into a black hole in the Maw Cluster. Although the normal journey distance is 18 parsecs, the *Falcon*'s upgraded hyperdrive is fast enough to take a more direct route. As George Lucas pointed out, the customized navicomputer also enables her to avoid the hazards of the Maw. It has been calculated that in the *Star Wars* galaxy, cutting six parsecs off the Kessel Run saves the *Falcon* about 114 trillion miles, with an equivalent saving in journey time. Whether or not this explanation was invented as a means to justify the script, the logic of what Han says to Luke makes complete sense.



When Han tells Obi-Wan Kenobi and Luke Skywalker how fast his ship is, some observers claimed that his boast does not make scientific sense, but George Lucas has since explained what Solo meant.

PILOTS' INSTRUMENTS



While an instinctively great pilot such as Han Solo may brag about 'flying by the seat of his pants', even the best starship captain knows the value of the YT-1300's excellent cockpit readouts and controls.

Left: The *Falcon*'s pilot and co-pilot benefit from a clear view through the ship's large transparisteel windows. Conveniently at hand is a purposeful array of controls and readouts that results from years of tinkering and modification from CEC's original layout.



Right: Even in the most tense situations, the *Falcon*'s pilot benefits from the ship's instant readouts and the extra controls that Han Solo added to the standard YT-1300 instrument panel.

The YT-1300's offset cockpit gives an excellent field of view, and its large transparisteel windows with their full 180-degree sweep are designed to make maximum use of this. However, it is perfectly possible to fly the ship on instruments alone. The Corellian Engineering Corporation even offers a fully armored version of the YT-1300 that does away with a traditional cockpit entirely and replaces it with a control station deep within the hull, where the pilot has to rely on the vessel's sensors and the visual display panel ahead of him.

IN THE PILOT'S SEAT

The stock freighter's cockpit uses a conventional dual-control setup, with the pilot and co-pilot's adjustable seats positioned in front of the low-level instrument console (one of the *Falcon*'s many owners added its two additional rear seats, which are non-standard).

On the panel in front of the operators – beyond the twin control yokes and central levers – is a switchable main central display monitor that can be set to show the status of the propulsion, navigation, communications and defensive systems. The data fed through it includes energy readouts for the engines and shields, star charts, and sensor readings about starships in the vicinity. Many pilots call their monitor a 'threat screen', as it displays data about potential enemy ships and other hazards, such as asteroids.

The YT-1300 has additional panels below the windows to the right and left, showing the status of specialist sensors and ancillary systems. (These include the distress beacon, subspace radio, landing gear, shields, orbital and combat maneuvering systems.) While these remained in place on the *Falcon*, Han Solo rigged many more ancillary systems to make the *Millennium Falcon* easier to control from the pilot's seat. These included the ship's additional weapons and defensive measures, plus extra navigation, communications and life-support systems.

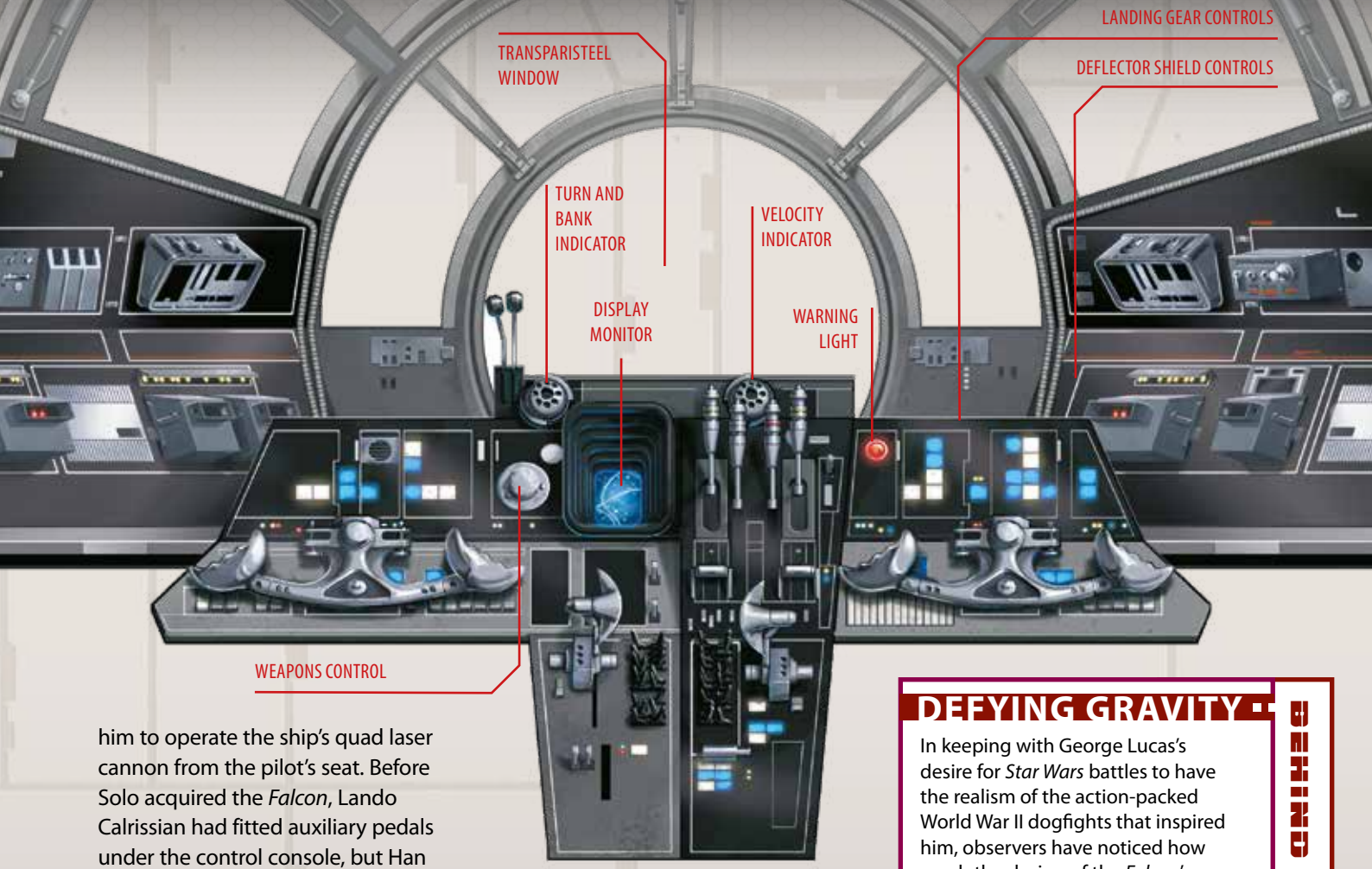
READY FOR ACTION

The resulting extra switches, buttons and readouts made the cockpit controls appear a bewildering clutter even to the initiated, but meant that a bold and experienced pilot such as Han Solo or Chewbacca could run the ship single-handedly from either pilot's station. When necessary, the *Falcon* could also be controlled from the cockpit by an astromech droid, via the scomp link socket in the console.

Anticipating trouble, Solo had also installed a trackball controller set up on the left of the central console, enabling

INSTRUMENT PANEL (CENTRE CONSOLE)

As on the stock YT-1300, the pilot's controls on the left of the *Falcon*'s cockpit are duplicated for the co-pilot sitting on the right. While some instruments are also duplicated, the key readouts in the center of the console are designed to be viewed from either side. As Han Solo wanted to be able to control the navigation, communication and life-support systems at the same time as flying his ship and fighting off any opposition, he rigged up extra controls for the essential systems, as well as much of the additional equipment installed by himself and the *Falcon*'s previous owners. While the result suits him fine, those who are only familiar with the standard YT-1300 setup will be confronted by a bewildering array of unfamiliar buttons, switches, dials, warning lights and scopes.



him to operate the ship's quad laser cannon from the pilot's seat. Before Solo acquired the *Falcon*, Lando Calrissian had fitted auxiliary pedals under the control console, but Han found these awkward to operate, while Chewbacca needed the extra legroom.

Although the trackballs were an improvement on this, no remote system was as accurate as direct control, so Han preferred to defend the ship from the gunner's seat whenever possible. However, the aim of the *Millennium Falcon*'s retractable BlasTech Ax-108 'Ground Buzzer' surface defense blaster cannon was less critical and this could also be remotely controlled from the cockpit.



A view of the cockpit of a USAF B-29 bomber, revealing the general similarity of its console and forward windows to the layout of the *Millennium Falcon*.

DEFYING GRAVITY

BEHIND THE SCENES

In keeping with George Lucas's desire for *Star Wars* battles to have the realism of the action-packed World War II dogfights that inspired him, observers have noticed how much the design of the *Falcon*'s cockpit resembles the Boeing B-29 Superfortress bomber. Among the largest aircraft of the era, the B-29's advanced features included remote-controlled machine gun turrets and a pressurized cockpit. The latter made the Superfortress the only US combat aircraft of its era without a separate windscreen for the pilot. The most famous B-29 was *Enola Gay*, which became the first aircraft in history to drop an atomic bomb on a mission over Hiroshima, Japan, on 6 August 1945.

YOUR NEXT PARTS

COMPONENTS CHECKLIST

1 Quad laser turret TP-3
2 Control console
3 Instrument display
4 Hologame table
5 Dejarik game board
6 Hull frame TF-3
7 Hull frame TF-4
8 2-hole connectors (x 3)
9 4-hole connectors (x 3)
10 Fixing screws (x 12, plus 2 spares)
PLUS Precision screwdriver

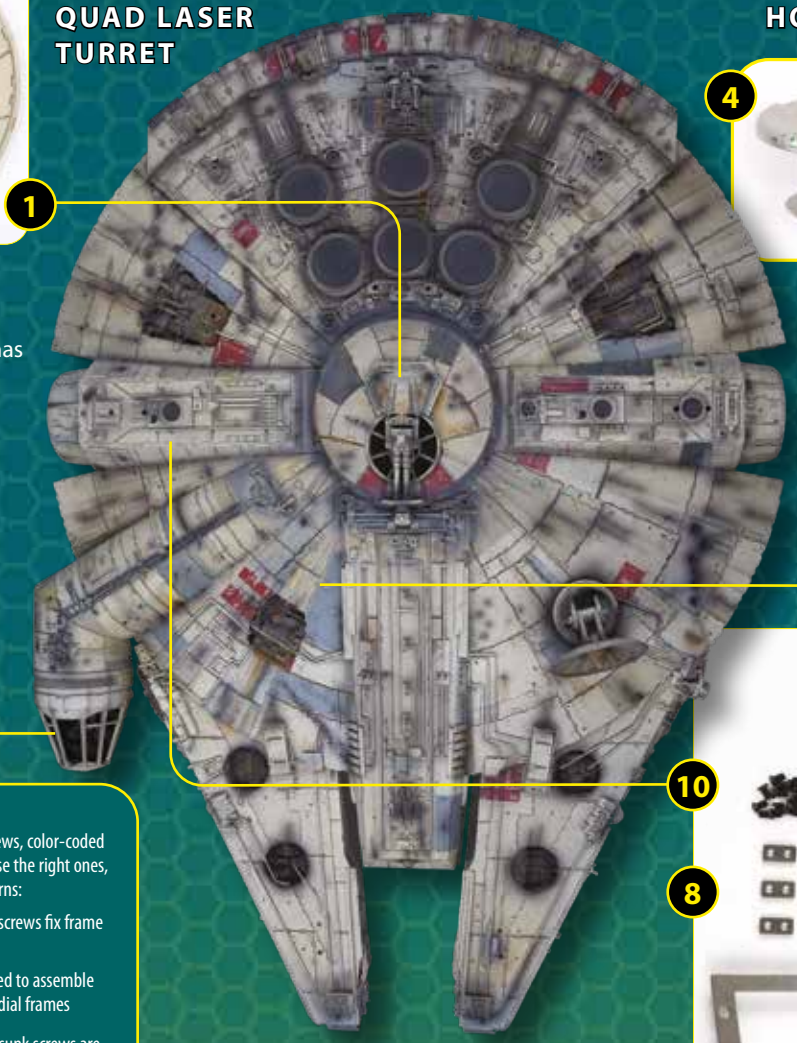
This issue brings you a selection of parts for your model *Millennium Falcon*, including more interior details, the upper laser turret, and more sections of the internal metal framework that supports the outer paneling.

This issue, you can start screwing together the hull frames – including the two supplied with Issue 1, and the next pair, provided this time. To join them, you'll be using the metal connector plates and the precision screwdriver that fits all the screws in the assembly. The next piece of the outer hull is the turret for the laser cannon supplied last time, but this is not fitted until later. You also have the iconic hologame table seen in Episode IV, and the instrument panel in front of the pilots.

WHERE THE PARTS FIT



QUAD LASER TURRET



HOLOGAME BOARD



The two pieces of the holographic table used to play the dejarik game are the first parts that will fit inside the cutaway in your model *Falcon*.

INSTRUMENTS

Part 3, the pilots' instrument display, is self-adhesive, and has holes to match the control console (Part 2). These will be used to mount the engine controls (supplied later on).



HULL FRAMES



COLOR-CODED SCREWS

Your model is assembled with six types of screws, color-coded for easy identification. It is important to choose the right ones, as they have different heads and thread patterns:


Black button-head screws fix frame sections together


Brass screws are used to assemble the cannons and radial frames


Brass 3mm countersunk screws are used to assemble the side frames


Silver self-tapping screws hold the hull panels to the framework


Brass 6mm self-tapping screws are used to assemble the main hold


Brass 4mm self-tapping screws are used to assemble the corridors

FREE SCREWDRIVER

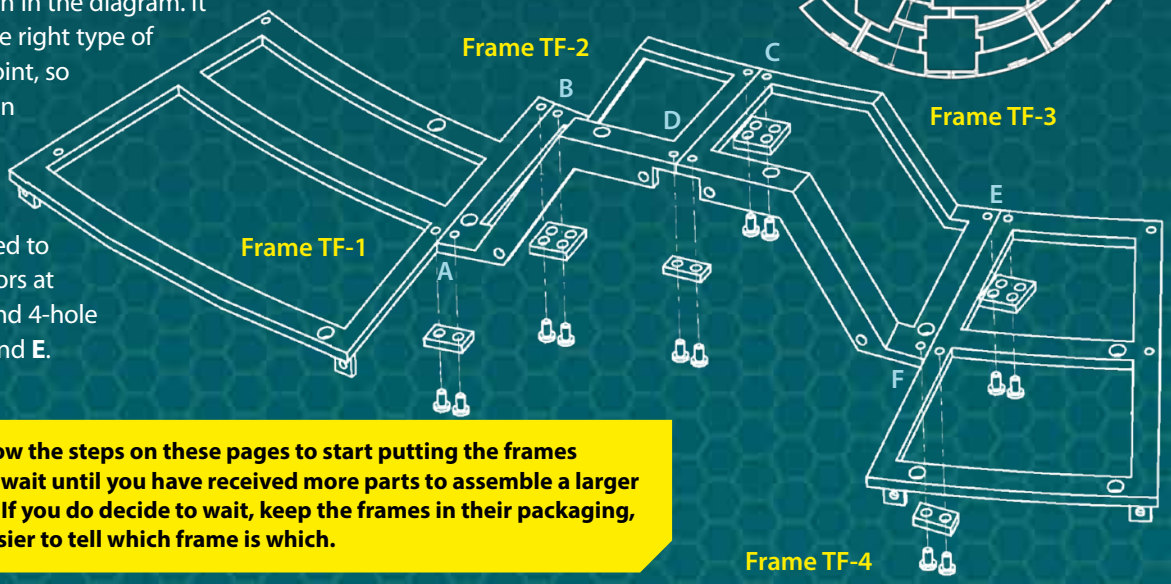


ASSEMBLING THE HULL FRAMES

Issue 1 provided the first two frames for the section of the hull above the starboard docking ring, and Issue 2 includes the next two frames for the same area. These four parts are coded TF-1 to TF-4 in the master blueprint provided with Issue 1, as indicated on the right and in the detailed diagram below it.



You have also received six of the connecting plates and 12 of the screws required to assemble them (plus 2 spares). The hull framework is assembled with 2-hole and 4-hole connectors, as shown in the diagram. It is important to fit the right type of connector to each joint, so they have been given letter codes to tie up with the step-by-step instructions. You need to use 2-hole connectors at points **A**, **D** and **F**, and 4-hole connectors at **B**, **C** and **E**.



You can follow the steps on these pages to start putting the frames together, or wait until you have received more parts to assemble a larger section in one go. If you do decide to wait, keep the frames in their packaging, as this makes it easier to tell which frame is which.

01



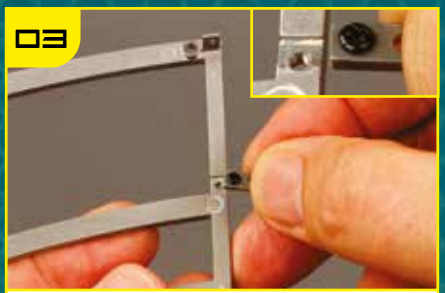
From the pieces with this issue, take Parts 6 and 7 (hull frames TF-3 and TF-4), plus all the connectors and fixing screws.

02



You also need hull frames TF-1 and TF-2, which were provided with Issue 1 (Parts 11 and 12).

03



Take a 2-hole connector and one screw and align the parts with frame TF-1 at position A in the diagram.

04



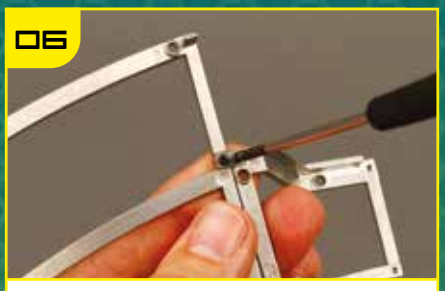
Screw the connector to the frame, making sure the screw is not misaligned (cross-threaded). It should go in without resistance, but do not tighten it fully.

05



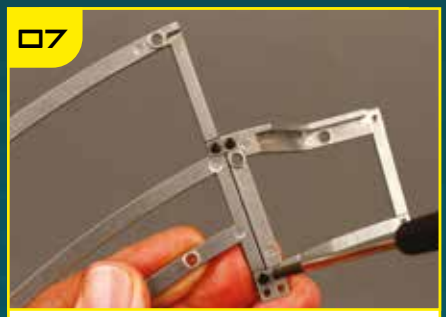
Attach a 4-hole connector to the corner of frame TF-1 at position B, using a single screw. Do not tighten it fully yet.

06



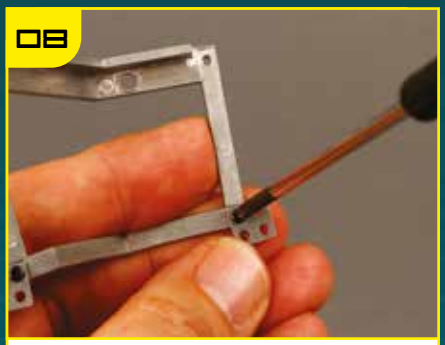
Take frame TF-2 and align it with frame TF-1 as shown. Insert a second screw into the 2-hole connector to join the components together.

07



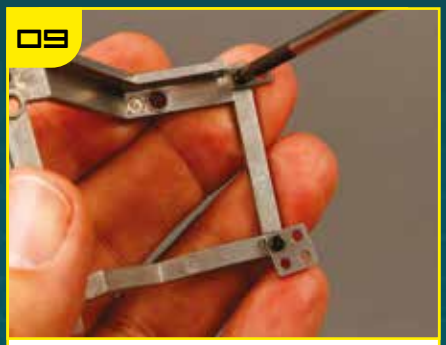
Insert a second screw into the 4-hole connector to finish joining the frames. You can now do up all four screws, but do not over-tighten them.

08



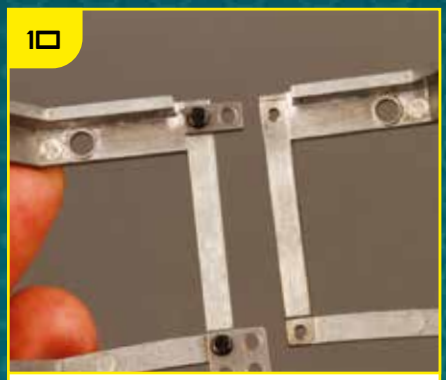
Take another 4-hole connector and attach it to frame TF-2 at position C. Do not tighten the screw fully yet.

09



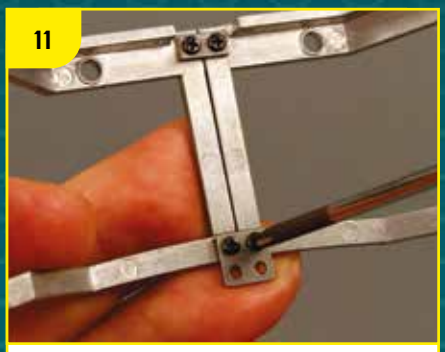
Take another 2-hole connector and attach it to frame TF-2 at position D. Do not tighten the screw fully yet.

10



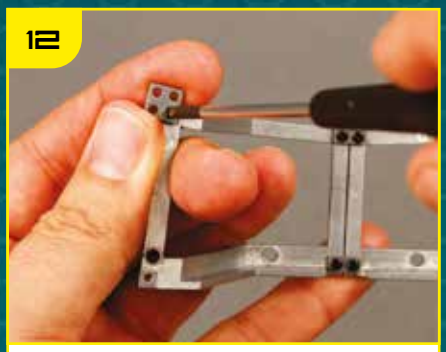
Align the two holes in frame TF-3 with the two connectors as shown.

11



Insert two screws into the connectors to hold the frames together. Finally tighten all four screws.

12



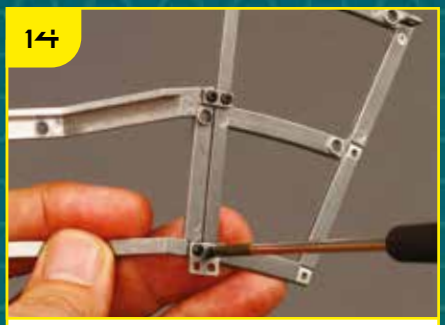
Take another 4-hole connector and attach it to frame TF-3 at position E. Do not tighten the screw fully yet.

13



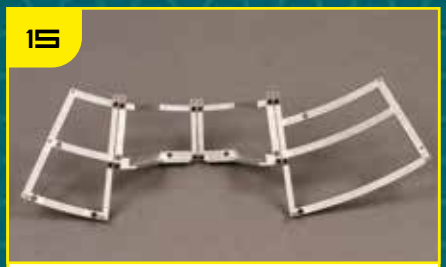
Prepare the final joint by fitting the last 2-hole connector at position F. Do not tighten the screw fully yet.

14



Attach frame TF-4 using two screws as shown, then tighten all the screws.

15



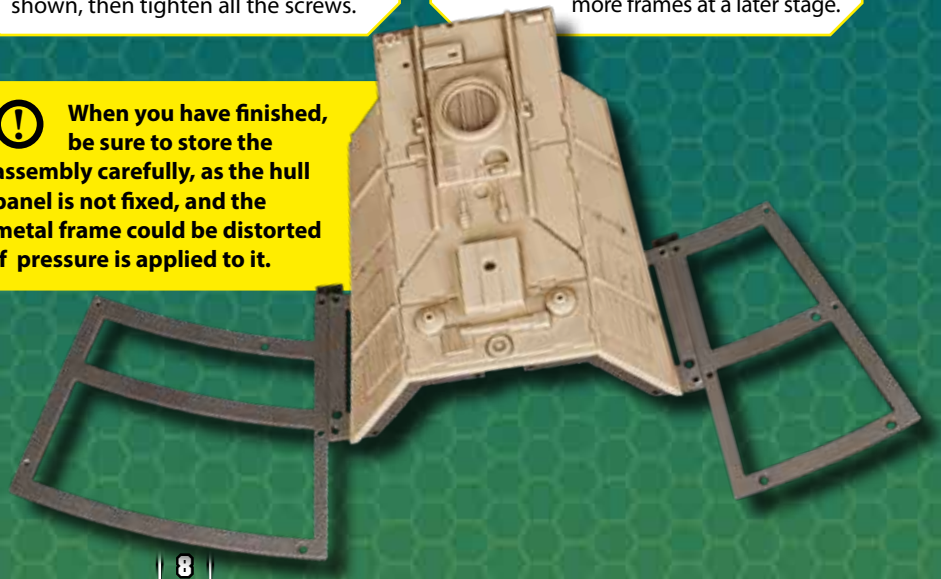
That completes this stage of the frame assembly. The extra holes in the three 4-hole connectors will be used to attach more frames at a later stage.

16



Finally, test-fit the hull plate from Issue 1 (TP-1) by pressing the two molded lugs into the circled holes in the frames.

When you have finished, be sure to store the assembly carefully, as the hull panel is not fixed, and the metal frame could be distorted if pressure is applied to it.



ASSEMBLING THE HOLOGAME BOARD



If you wish, you can fit the checkered dejarik game board to the table now, but you may prefer to keep the parts until you are ready to fit out the interior of the hold.

01



Take the diecast metal hologame table (Part 4) and the printed circular game board (Part 5) that fits on top.

02



The game board is self-adhesive. Carefully peel off the backing paper without touching the sticky surface.

03



Position the board centrally on the table. Align the outer black panels with the corners of the recesses, as shown, and smooth the board into place.

APPLYING THE INSTRUMENT PANEL

The pilots' instrument panel is also provided as a self-adhesive sticker. You can apply this to the control console now – but as you cannot fit the console in place permanently yet, you may prefer to not to stick the instruments in place until you receive the remaining parts that will enable you to complete the cockpit interior.

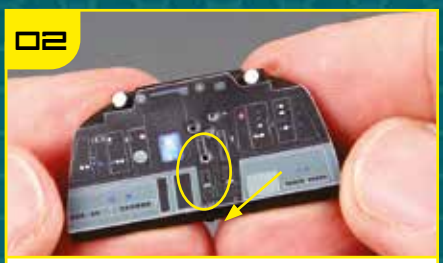


01



You can test-fit the two pins on the control console (Part 2) into the matching holes in the cockpit base (Part 3 from Issue 1), but do not fix them yet.

02

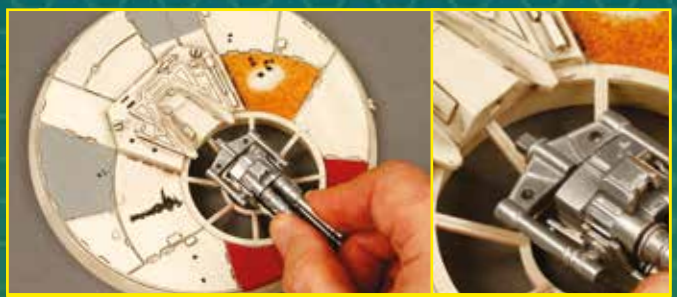


The cockpit instruments are printed on a self-adhesive sticker. Carefully peel off the backing and apply the sticker, lining up the four holes in the area shown.

THE QUAD LASER TURRET ASSEMBLY

This issue's parts include the circular turret for the upper quad laser. The metal parts of the cannon were provided with Issue 1, which showed how to assemble them using the screwdriver provided this time. This section shows how the cannon fits onto the turret, but **it is important not to fit it to the turret until later on**, as you will be adding some extra parts first.





With the screw holes on the underside, the square pin on the cannon mounting will push into the matching hole in the turret to secure it, but **do not be tempted to do this until you have finished preparing the turret and the cannon**. Fitting and refitting the joint may loosen it.

STAR WARS MILLENNIUM FALCON

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