# STAR WARS MILLENNIUM FALCON

## BUILD THE MODEL – EXPLORE THE GALAXY



THE FALCON'S HOLOTABLE

F219FS0006

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# STAR WARS MILLENNIUM FALCON

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## THE UT-60D U-WING

# A KEY SHIP IN THE FIGHT AGAINST THE EMPIRE



**The Rebel Alliance used the UT-60D U-wing as a starfighter but also as an auxiliary vehicle, depending on whether they needed to use it in offensive capabilities or as a simple transport.**

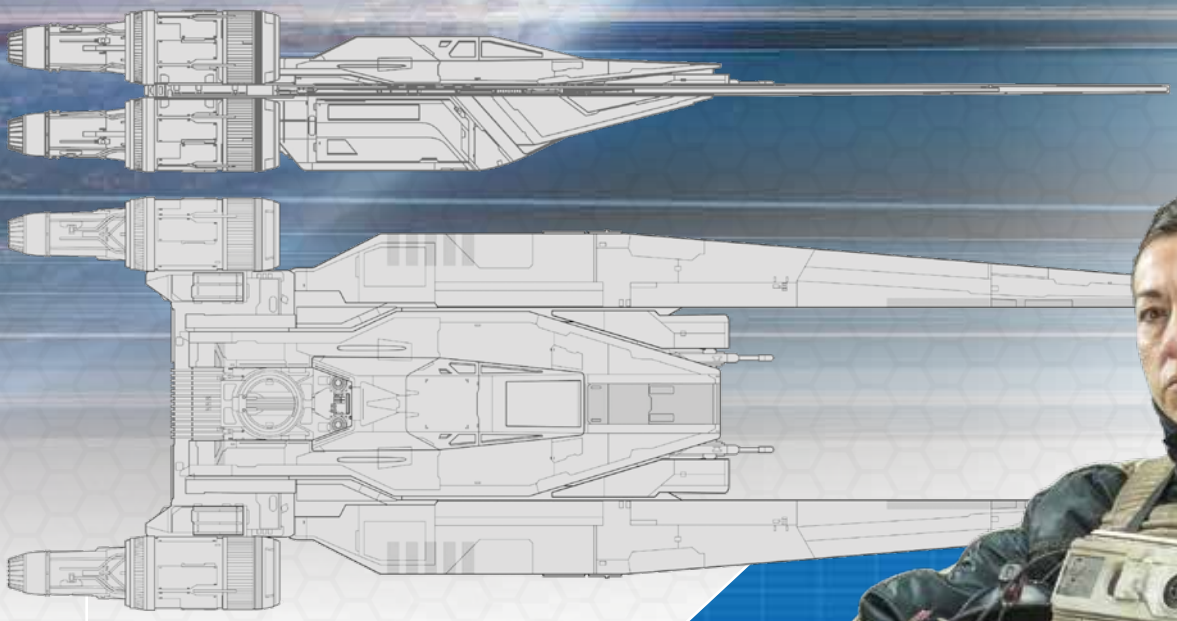
The starfighter was manufactured by the Incom Corporation, and was one of the last models the company designed before being nationalized by the Galactic Empire. Perhaps because of this, the vehicle never went into mass production, and was eventually used by the Rebellion, that got hold of it in a rather unlikely chain of events.

It was Senator Bail Organa, who had secretly supported the Rebellion since the organization's beginnings, who favored the fighter landing in rebel hands when he tampered with a

**The U-wing's cockpit was quite small, but what was really striking was the shape of its S-foils, which could be moved towards the front.**

### UT-60D U-WING TECHNICAL SPECS

| | |
|---|---|
| DESIGN | Incom Corporation |
| LENGTH | 24.98 m (82 ft) with S-foils in forward position |
| HEIGHT | 3.35 m (11 ft) |
| SPEED | 95 mglt, in open space; 950 kph (590 mph) in atmosphere |
| MAXIMUM ACCELERATION | 2,600 G |
| ENGINES | Incom 4J.7 Fusion Thrust Engines (4) |
| HYPERDRIVE | Incom Class 1 GBk-585 Hyperdrive Motivators |
| SHIELDS | Chempat Deflector Shield Generator |
| ARMAMENT | Taim & Bak KX7 laser cannons (2); heavy infantry weapons (up to 2, optional) |



### WIDE ANGLE OF VIEW

The control cockpit, located in the center of the hull, had large viewports that allowed pilots to have visibility both above and below their position.



series of Senate records, allowing an entire shipment of U-wing fighters to end up in the hands of the insurgents. The model had some very unusual features that the rebels exploited to the fullest in their fight against the Empire: they would use the ship to deploy their troops quickly in ground battles, but also to provide support fire during operations. Soon, U-wings had become key transport and air support pieces for rebel ground troops in different galactic conflicts.

## MODULAR CONFIGURATION

The U-wing featured two retractable attack S-foils, that could orient forwards or backwards depending on the situation. The foils were controlled by a set of articulating servomotors, and were usually set in a rear-facing position in a combat situation. That configuration also extended the reach of the

### THE U-WING AT THE BATTLE OF SCARIF

When Admiral Raddus and Alliance High Command learned that the Rogue One commandos, led by Jyn Erso and Cassian Andor, had infiltrated the Citadel, the top-secret Imperial facility on the planet Scarif, to steal the plans of the Death Star, it was decided to send every available ships to the planet to help the ground team achieve success in their mission. That included several fighter squadrons including Blue Squadron, made up of T-65B X-wing fighters, as well as supporting U-wings. The situation was complicated even further when the Imperial forces ordered the closure of the orbital shield-gate that protected the planet, but at least one of the U-wings got through the gate, along with several X-wings, before it closed. Once inside the planet's atmosphere, the U-wing, piloted by Laren Joma, with a door-gunner, Bistan, an Iakaru, using a M-45 repeating ion blaster, provided support fire for the rebel troops fighting on the surface.

## MODULAR S-FOILS

### STEALTHY AND VERSATILE

One of Incom's greatest innovations when designing the U-wing was the size and versatility of its S-foils, which could adopt different positions, and it was the pilot's task to know to use the right configuration for each situation. Depending on the S-foils' position, pilots could increase the shield coverage or maneuverability of the ship when flying in atmosphere. In those situations, pilots would adjust the S-foils to stick out and point backwards, increasing its wingspan and maneuverability. However, they only fully unfolded the S-foils when they reached the highest altitudes, making the first part of the atmospheric flight after takeoff with the S-foils in an intermediate position.



During the Battle of Scarif, the U-wing proved its versatility as a fighter, troop transport, and gunship.



The U-wing had a large cargo hold that could carry up to eight passengers.

deflector shields over the ship, while also helping to release excess heat from the engine core.

However, the great span of the foils of the U-wing could become a hindrance in certain atmospheric conditions, so it was generally reserved only for high-altitude or space flights. The cockpit, with capacity for two, was located in the center of the hull, with viewports that offered visibility both above and below the position. Unlike most other fighters, and even though the model followed Incom's standards, U-wings had dual controls, so they could be piloted by one person or two. The ship was equipped with four 4J.7 fusial thrust engines, in addition to Incom GBk-585 hyperdrive motivators. However, it had limited hyperspace capability, as maintaining the crew's life support systems consumed more fuel than was recommended for such journeys.

### WEAPONRY

As far as weapons were concerned, U-wings had two fixed Taim & Bak KX7 laser cannons, powerful enough to penetrate the shields and armor of an *Arquitens*-class light cruiser. Since the cannons were fixed, in order to use them against the enemy it was necessary to orient the ship in the direction of the target, and so one or more of its loading doors were often modified to add makeshift gun posts. In order not to affect the model's versatility, the Alliance decided not to make permanent changes to the U-wing design, thus leaving the option to include additional heavy artillery, if the need arose.

# HOLOGAME TABLES



After Han Solo agreed to smuggle an unlikely group of Imperial fugitives off Tatooine, his co-pilot Chewbacca sat down with two of their new guests at the hologame table for a game of dejarik.

**A prominent – if slightly unexpected – feature in the *Millennium Falcon's* main hold was the semi-circular bench seat and shiny hologame table, which, as on many interstellar craft, had been installed to help pass the time on long journeys.**

The YT-1300 was designed to provide facilities to suit all crew members and passengers – whatever their species. While the standard accommodation was basic, CEC offered a wide selection of crew's quarters, with the option to add custom features as required. One of the hazards of long journeys across the galaxy is boredom, so most owners and captains choose to add some on-board entertainment facilities. One of the most popular options is a hologame table. Not only does this provide the crew with a regular diversion, but the durable game board and its semi-circular bench seating also doubles as a general-purpose conference table and meeting place.

After his Wookiee co-pilot asked for a board on which he could play his favorite game of dejarik, Han Solo installed a hologame table in the corner of the *Millennium Falcon*'s main hold. A late-model board made by Lakan Industries, it was configured to suit Chewbacca, who even found time to take in a game against a new opponent when the *Falcon* picked up a band of refugees from Tatooine.

Second only to sabacc in popularity, dejarik has stood the test of time better than almost any other diversion. It began as a Jedi game devised to aid meditation and help the players to learn more about themselves as well as their opponents. Over time, as dejarik became a popular diversion across the galaxy, its origins were forgotten.

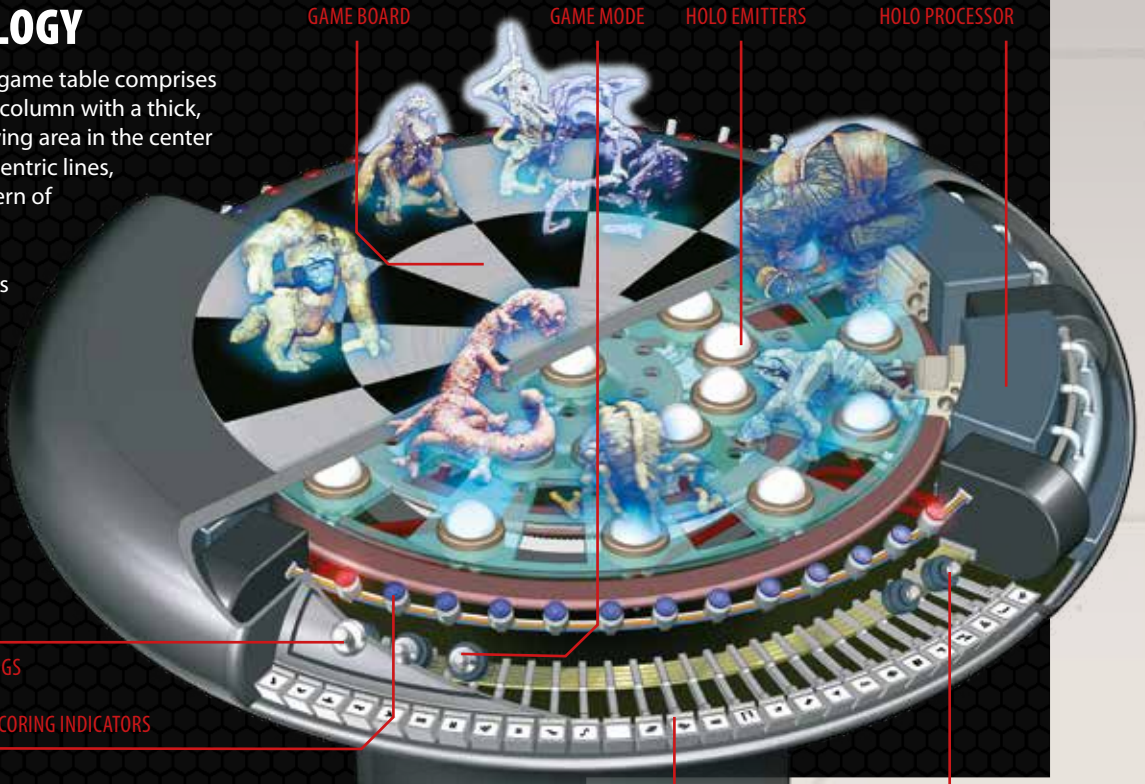
At one time, different cultures played variations of the game – each with its own rules – but the Dejarik Entertainment Company combined elements from all over the galaxy into a standardized version, which was incorporated into a range of hologame tables. The modernized game was even advertised as a potential galactic peacemaker, and while this might have been wishful thinking, it did spawn a keenly contested Dejarik Hologame Galactic League.

## GAMEPLAY AND RULES

Dejarik is a game for two players, each of whom takes control of a team of four 'holomonsters' – electronically generated images of real and mythical beasts from around the galaxy. Each one possesses attributes that range from crude weapons and brute strength, to low cunning, poisonous stings, and even supernatural powers.

## TABLE TECHNOLOGY

This popular pattern of hologame table comprises a stocky, cylindrical support column with a thick, circular top. The circular playing area in the center is divided by radial and concentric lines, producing a checkered pattern of 24 black and white shapes around a white circle. The stand under the table houses a hologram generator, which projects three-dimensional images onto the surface of the board. Control keys and studs around the edge allow players to select the power, game mode, and other parameters, as well as moving the pieces during the gameplay.






## HOLOGAME TACTICS

At the start of a game, the computer divides the pieces between the players, and puts them in the four closest spaces. In turn, players take two consecutive actions, either making a legal move or attacking an opponent's piece.

The object of the game is to use all these attributes of one's own pieces to overcome the opponent's play and gain control of the board.

The pieces in the standard game include the healing Ghhhk from Clak'dor VII, Grimtaash the regal Molatar from Alderaanian myth, the mild Houjix from Kinyen, the ferocious Kintan Strider, the carnivorous K'lor'slug, the

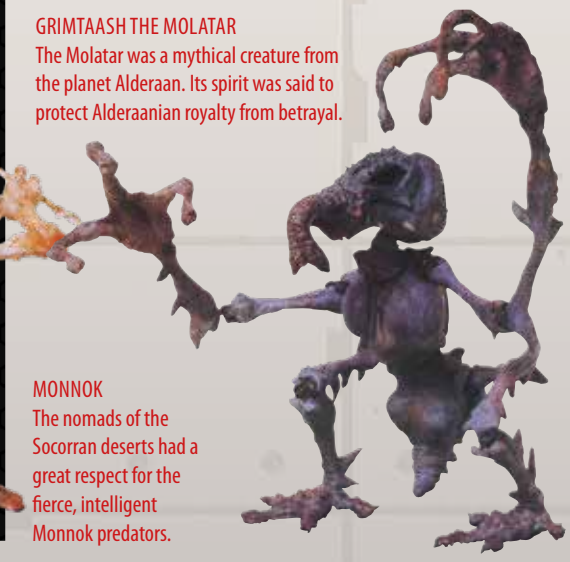
## HOLOGAME MONSTERS

GHHHK
The arboreal Ghhhk from Clak'dor VII was valued for a healing oil that the creature secreted onto its skin.



NG'OK
The solitary Ng'ok had an evil temper, razor claws and a vicious bite.

GRIMTAASH THE MOLATAR
The Molatar was a mythical creature from the planet Alderaan. Its spirit was said to protect Alderaanian royalty from betrayal.



MONNOK
The nomads of the Socorran deserts had a great respect for the fierce, intelligent Monnok predators.

powerful but slow Mantellian Savrip, the dangerous Monnok from Socorro, and the aggressive Ng'ok war beast. Each of these has different levels of ability in attack, defense, and movement, and the pieces are given out randomly to the players by the hologame computer at the start of play.

Players can select the level of difficulty, which includes whether to play with static pieces or in 'live-action' mode. In the latter setting, the pieces act out their moves in ways inspired by their real-world counterparts. This also means that they will fight in a realistic way, and, if the player has moved skilfully, will beat back, maim, kill, and even devour the opposing piece. To encourage swift moves, pieces are programmed to act as if they are bored when play becomes slow or if the players try to abandon the game.

Play could involve a great deal of subtle strategy, as demonstrated by the move known as the Kintan Strider death gambit. This involved one player deliberately sacrificing his Kintan strider to force the opponent's hand and cover up a coming counter-move. A more obvious tactic was to threaten two opposing pieces, forcing the opponent to choose which one to give up. Chewbacca was a skillful player, but hated not winning. Perhaps encouraged by the violence of the moves acted out on the board, when play went against him, he had been known to lose his temper and take it out on his opponent – or the table.

## THE HOLOGAME SET

When George Lucas first devised the scene in *A New Hope* where Chewbacca plays a holographic chess game against R2-D2, he wanted to create the animated pieces by filming actors dressed in costume against a black backdrop. Lucas was forced to drop this idea after a similar sequence appeared in the 1976 movie *Futureworld* – but after he saw a stop-motion animation figure that had been created by Industrial Light & Magic's visual effects specialist Phil Tippett, he decided this was the answer.

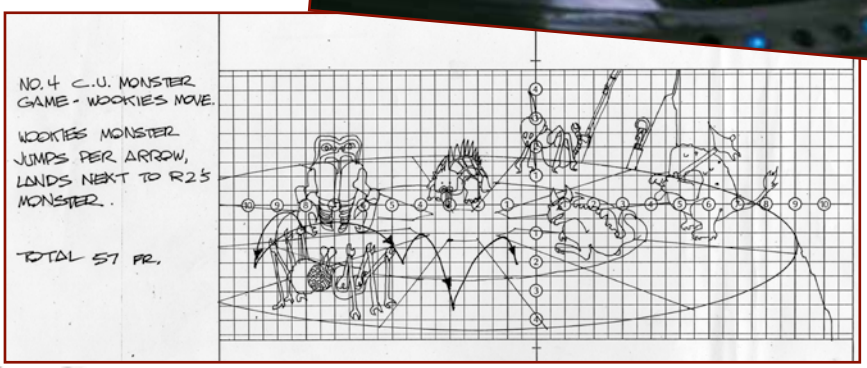
Tippett and fellow special effects artist Jon Berg devised a range of holomonsters made from aluminum wire, latex foam, and polymer clay, which they presented to Lucas so he could choose which creatures to use in the game. Tippett's original model became the basis for the powerful Mantellian Savrip, the piece that R2-D2 uses to beat Chewbacca's Kintan Strider.

Tippett and Berg then animated the movement while ILM's Dennis Muren filmed the scene. To achieve the flickering holographic effect, the filmed sequence was displayed on a video monitor and reshot from the screen.

**The fuzzy, slightly unreal effect of the hologame was achieved by filming the original animated sequence being played on a video monitor, and compositing that onto footage of the live action set.**



**The dejarik game was very carefully storyboarded, with each move matched to the live action with which the final shots would have to be combined.**




KINTAN STRIDER
Although Striders were extinct on their home planet Kintan, the Hutt crime lords used to keep these vicious and tough creatures as guard beasts.

K'LOR' SLUG
These deadly, ravenous denizens of the swamps of Noe'ha'on were rightly feared and could sense the body heat of their prey.



MANTELLIAN SAVRIP
Native to Ord Mantell, these hulking survivors of a pre-technological age possessed a surprising speed and cunning.

HOUJIX
Represented in dejarik as an apparently ferocious creature, this denizen of the planet Kinyen was really a gentle beast kept as a loyal pet or a noisy (though often cowardly) guard animal.

# YOUR NEXT PARTS

**This issue brings you the final parts for the cockpit. You also have a key part for the interior of the hold, plus the first 'plant-on' exterior details.**

You now have all the parts to complete the interior and exterior of the cockpit. In the steps that follow, you will see how to test-fit them together. Issue 7 will show how to glue some of the joints for extra stability, and you also have the option of applying a little paint to pick out some of the details. You will still get a great result without painting, but it is quite easy to do (even for novice modelers) using techniques similar to those used on the original prop.

This issue also provides the first of a range of small detail parts that come molded on sprues to keep them safe until you are ready to fit them.

## COMPONENTS CHECKLIST

1. Upper rear cockpit instrument panel
2. Right lower rear cockpit instrument panel
3. Left lower rear cockpit instrument panel
4. Right instrument display
5. Left instrument display
6. Control levers (four on sprue)
7. Cockpit link ring
8. Cockpit upper shell
9. Cockpit lower shell
10. Cockpit front window
11. Lounge seating support
12. Hull plant-on details (11 on sprue)

## WHERE THE PARTS FIT

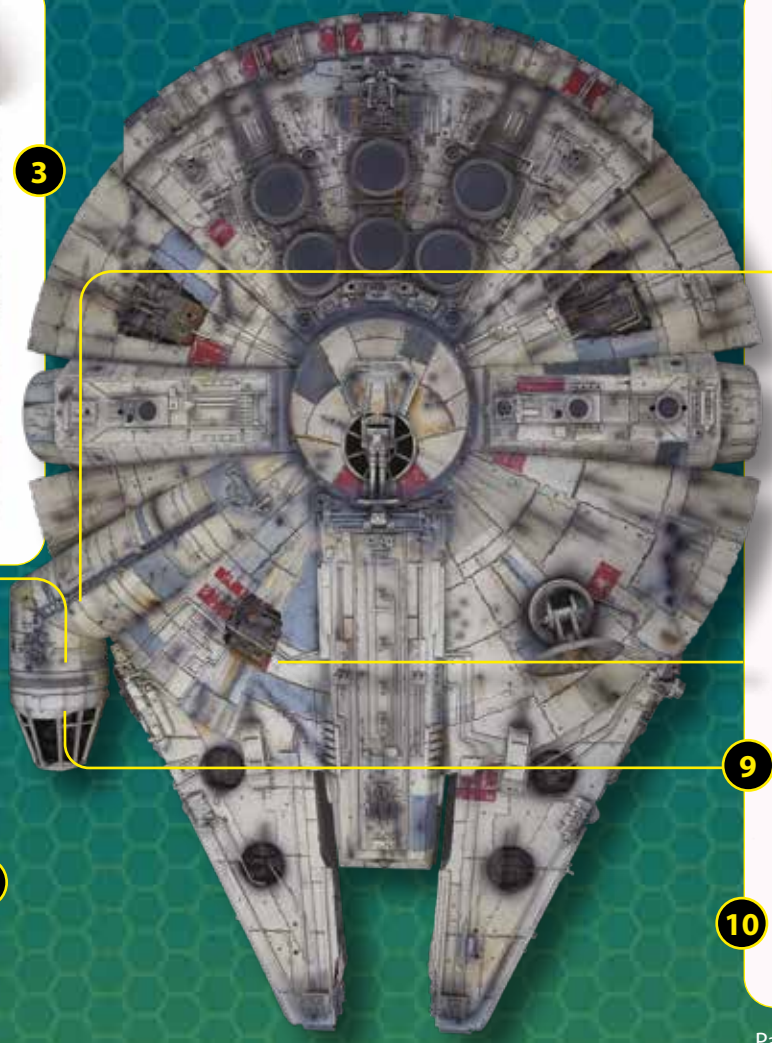
### INSTRUMENT PANELS



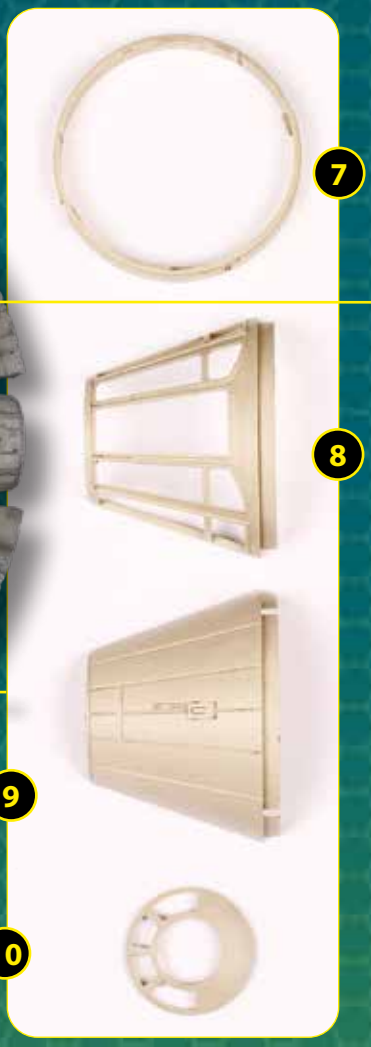




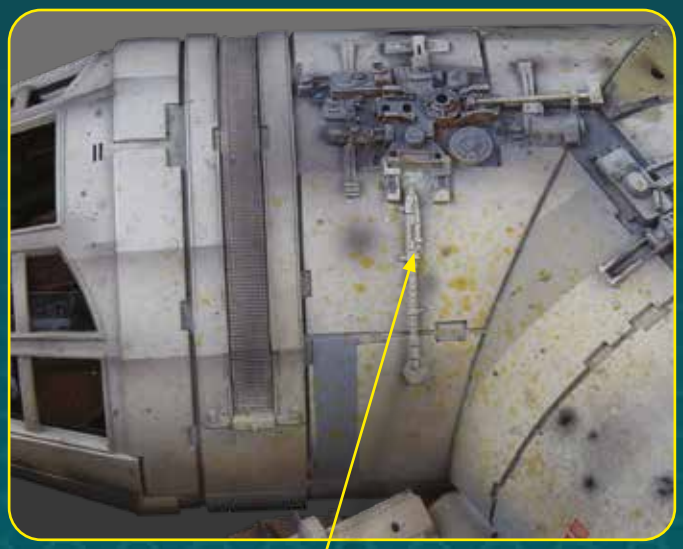
**CONTROL LEVERS**
The four small components on this sprue are the lever stalks that fit the forward control console.

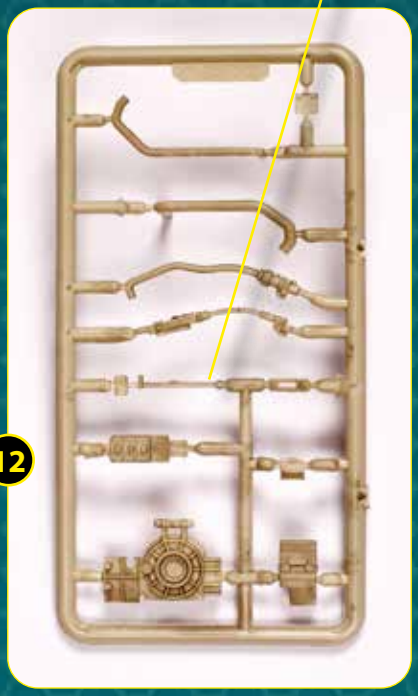


### COCKPIT EXTERIOR




Parts 8 and 9 form the complete cockpit shell. The link ring (Part 7) locks the cockpit onto the passage tube.






## PLANT-ON DETAILS

Part 12 is a sprue containing 11 small components that will be used to add extra details to the exterior hull plating in areas like that shown above. Keep the sprue safely until it is time to separate the details and glue them onto the hull.

## INTERIOR DETAILS

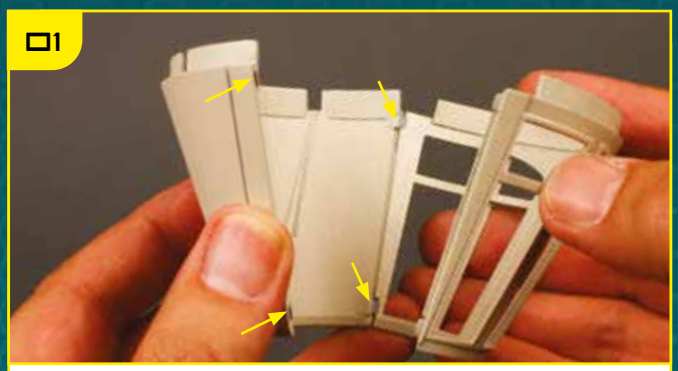
Part 10 forms part of the support for the bench seat positioned next to the hologame table in the hold.



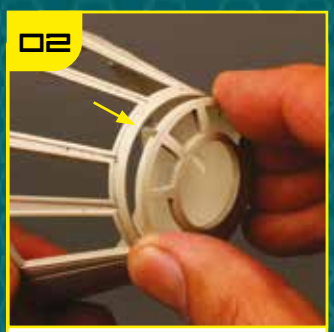

The curved seat base and the first of the deeply padded cushions (*right*) are provided with Issue 7.

# ASSEMBLING THE COCKPIT SHELL

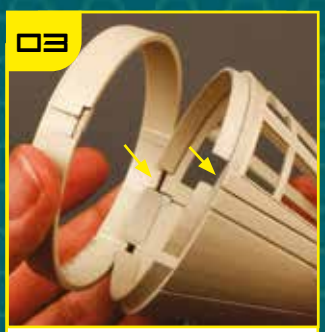
The cockpit shell will not be permanently glued together, in order to leave you access to service the lights. Before completing the interior of the cockpit, you can test-assemble the parts and see how they fit onto the passage tube leading from the cockpit to the hull.




Take the upper and lower halves of the cockpit shell and fit the four locating lugs into the matching sockets.




Holding the halves together, press the front window into place, lining up the indicated recess.




Holding the cockpit together, fit the larger locating lugs on the cockpit link ring into the recesses indicated.




Take the passage tube you put together in Issue 5 and fit the cockpit shell over it so that the small locating lug on the link ring slots into the indicated recess.

# PREPARING THE INSTRUMENT PANELS

The three rear instrument panels form a complete arch in front of the rear bulkhead. You will not be gluing the parts until later, but as the two stickers for the instrument displays span the joints, they will hold the assembly in place once you fit them.

01



Locate these two ribs on each of the three instrument panels. These go towards the rear of the cockpit.

02



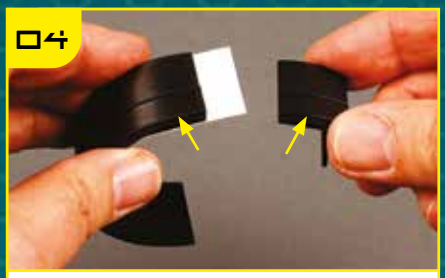
Lay out the instrument panels like this, with the ribs downwards, and align the two instrument stickers as shown.

03



Take the first sticker and test-fit it before removing the backing paper. The upper end aligns with the center of the main arch, and the white lines indicate the joins between the flat panels.

04



Part of the sticker will overhang the end of the main arch. This piece is designed to stick onto the flat panel on the lower instrument panel. Make sure you line up the ribs indicated (yellow arrows).

05



Stick both instrument displays to the main arch, using the overhanging sections to attach the lower instrument panels as in Step 6.

06



The completed assembly, showing the correct alignment of the two instrument displays and the lower panels.

# ATTACHING THE CONTROL LEVERS

The four control levers provided plug into the holes in the forward console, as shown below right, but as they are easily dislodged unless they are glued, you may find it safer to wait until you are gluing the rest of the interior together.

**Issue 7 will provide more information on working with the small detail parts supplied on the sprues, including how to glue them securely.**

01



Carefully clip the levers off the sprue where arrowed, using sharp side-cutters or a similar suitable tool. Make sure you do not cut off the thin locating pins.

02



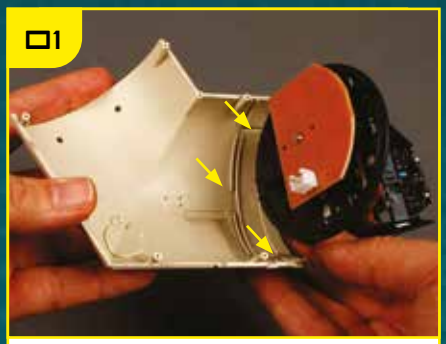
Push-fit the locating pins into the four small holes near the center of the forward instrument panel.



# COCKPIT ASSEMBLY

You can test-assemble the passage tube again to see how the cockpit and rear instrument display fit inside. In Issue 7, you will see how to complete the cockpit detailing and assemble this area permanently.

01



The lower half of the passage tube has a channel to take the bulkhead, and two grooves to match the cockpit floor.

02



When the cockpit assembly is located correctly, the two ribs on the back of the rear instrument panels will slot into a groove just in front of the bulkhead.

03



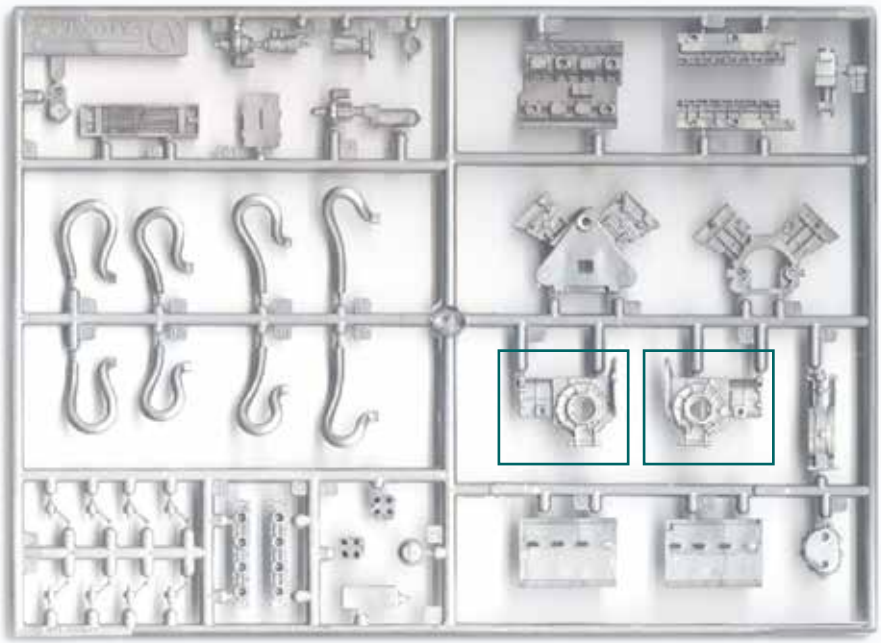
You can now fit the top of the passage tube over the bulkhead and rear instrument panels, locking the cockpit assembly in place.

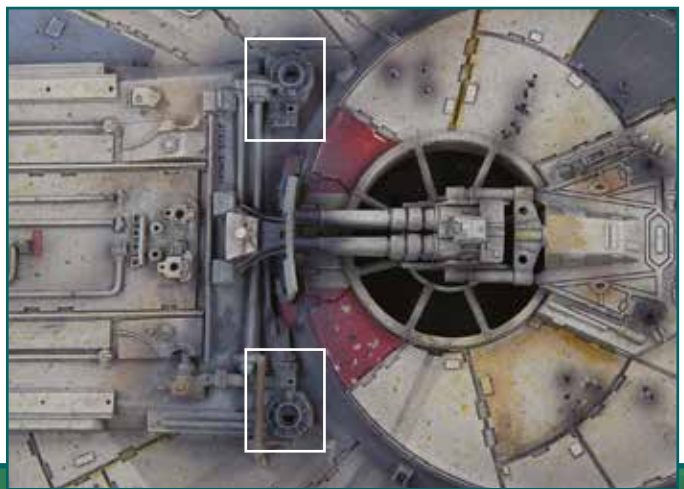
## KITBASHED PLANT-ONS

BEHIND THE SCENES

The intricate planted-on details that appear all over the *Falcon*'s hull were provided by clipping pieces off the sprues of countless plastic scale models – a process that came to be called 'kitbashing'. Industrial Light & Magic's original model-making facility in Van Nuys was conveniently located close to a company that distributed kits to hobby shops, and members of the ILM team paid regular visits to pick up boxes of Hasegawa, Revell, and Tamiya models at wholesale prices.

Parts from certain kits appear many times around the ship. A good example is the component with a large circular detail surrounded by radiating ribs, which is featured on the sprue provided with this issue. Versions of this part can be seen in front of the upper quad laser turret and at four points inside the forward mandibles.





**The sprue for Tamiya's model of the six-wheeled Tyrrell car (*above*) includes several parts used repeatedly on the *Millennium Falcon* prop. They include the gearbox casings with a large circular hole, indicated by the two green boxes.**

**Among other places, these Tamiya kit parts appear (with some pieces trimmed off) in front of the laser turret (*left*) and on the outside of the passage tube, which is where the example provided with this issue will be fitted.**

The original component formed one half of a gearbox casing from Tamiya's model of the radical Tyrrell P34 six-wheeled Formula One racing car of 1976/7. This was quite a surprising kit to have turned up in quantity in a Californian model shop, because F1 did not have a large US following, and the original car only competed twice in America, achieving just one respectable finish.