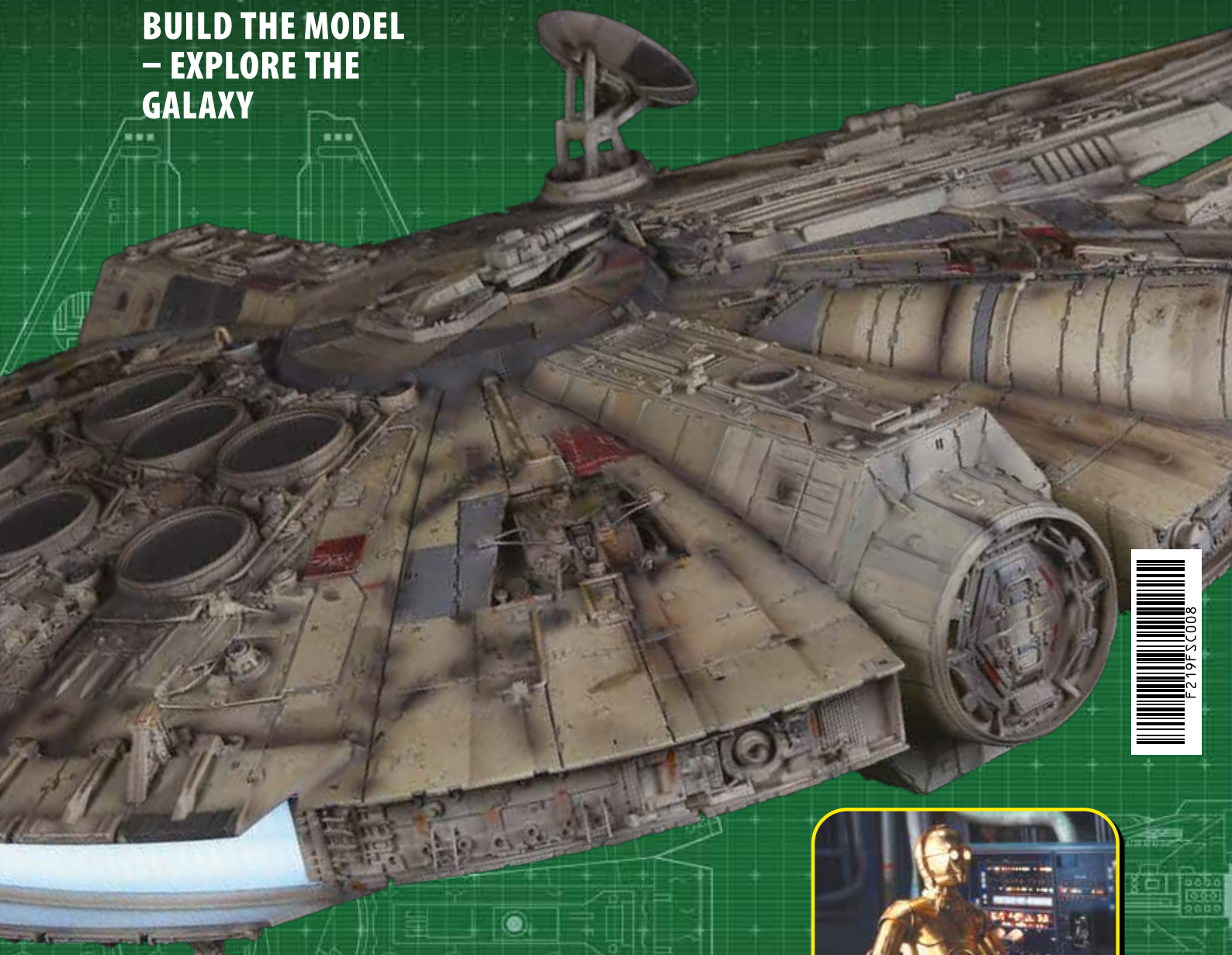
STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



F219FS0008

THE *FALCON'S* TECHNICAL CONSOLE

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THE LEGENDARY FLIGHT

THE FALCON AND THE KESSEL RUN



Han Solo's headlong escape from Kessel aboard the *Millennium Falcon* led to a breakneck dash that would become the stuff of legend across the galaxy.

The trip to Kessel by Han Solo and his gang in search of coaxium had not gone as well as they had hoped. The heist at the spice mines had resulted in a noisy riot, a shootout at the gates of the facility, and the death of the droid L3-37, co-pilot, with Lando Calrissian, of the *Millennium Falcon*. When Lando, who was the owner of the ship, was wounded in the raid, it became clear that someone had to replace him as pilot – and it didn't take Han Solo a moment to get behind the controls of the *Falcon*.

AN IMPOSSIBLE ESCAPE

The challenge was daunting. The *Falcon* was carrying unrefined coaxium, which had to be delivered as quickly as possible to the planet Savareen, where it would be processed. The best way Han could think of to complete the journey in the shortest possible time was to make the perilous Kessel Run, a dangerous 20 parsec hyperspace journey through the Akkadese Maelstrom and the deadly region known as the Maw, which was riddled with black holes. The usual way to and from Kessel was to make a series of hyperspace jumps through more stable regions, which was what most pilots did. But Han needed to travel that distance in an impossibly short space of time, so he decided to take certain shortcuts, including through the Maw, so that he could deliver the coaxium before it exploded. The conventional route was



When Lando Calrissian was injured during the Kessel heist, Han Solo had to take the controls of the *Millennium Falcon* to escape the planet.

A BRAIN IN A SHIP

THE FINAL DESTINATION OF L3-37

Throughout its long life, the *Millennium Falcon* underwent many changes and upgrades, but few were as unusual as the one it received while the ship was escaping from Kessel. Following L3-37's death, the *Falcon* crew decided to add the droid's huge memory to the *Falcon*'s data banks, so that she could aid their escape. It was a success, as thanks to the information and maps included in her memory, L3 was able to find a route out of the Corridor. The droid brain became part of the *Falcon*, which displayed L3's quirky personality at times, and assisted Han Solo and Chewbacca on many occasions.





L3-37 was a unique droid: she had built herself using parts from different models and was an advocate for droid rights.

already a challenge for any ship, and reducing it even further was within the reach of very few. But what Han and the *Falcon* achieved on that occasion went much further. By then, the *Falcon* was already much more than just a simple YT-1300, as it had been heavily modified by Calrissian, who introduced aesthetic improvements both to the hull and to the luxurious interiors. He had also reinforced the engines, adding enormous power, and had improved the hyperdrive, which went from being the Class 2, as fitted in the standard YT-1300s, to a Class 1. (Han would improve this even more in the future, turning it into a Class 0.5.)

AN UNBEATABLE RECORD

All that power was on display during the *Falcon*'s hasty escape from Kessel. With Han at the controls, the ship traversed the Corridor in less than 12 parsecs, which many would have considered impossible. Certainly the trip was eventful, as Solo had to avoid, among other things, the Imperial blockade in Kessel's orbit, the TIE fighters that pursued them, and the huge summa-verminoth, the gigantic space creatures that inhabited the Maw, not to mention the gravity wells in the area. Along the way, the *Falcon* suffered structural damage, losing its forward escape pod, and the crew had to use some of the coaxium haul to achieve one last burst of speed. Nevertheless, the ship remained otherwise intact. There was also assistance from L3-37, whose memory was added to the data banks of the *Falcon* so that she could help Han pilot the ship.

After the thrilling journey, the *Millennium Falcon* eventually brought its crew to Savareen, where they were able to refine the coaxium and deliver it to Dryden Vos, the leader of the Crimson Dawn crime syndicate. It had become clear that Han and that beautiful Corellian freighter were a great pair, and they would soon become inseparable...



THE SUMMA-VERMINOTH

The region of space known as the Maw was inhabited by the gigantic summa-verminoth. These vast creatures had numerous eyes and enormous electrified tentacles with which they caught their prey. Despite their appearance, they were not aggressive, but if someone woke them from their slumber, as Han Solo did in his escape from Kessel, they could react abruptly.

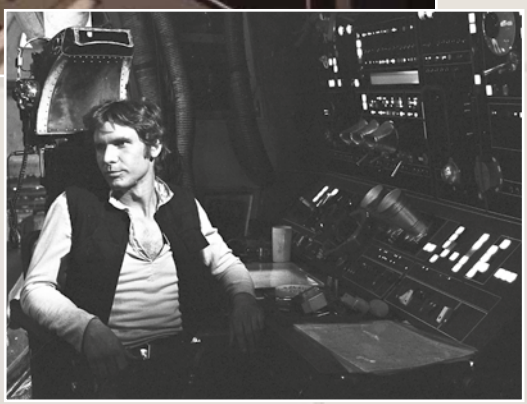
TECHNICAL STATION



A large console in the *Millennium Falcon*'s main hold integrates many of the ship's sensors and control systems, offering her crew a major performance upgrade over the standard setup.

The main hold of a YT-1300 normally contains a sleeping alcove in the corner next to the corridor leading to the cockpit, but on the *Millennium Falcon*, the original bunk had been removed by a previous owner, who replaced it with a technical station long before the ship came into Han Solo's possession.

Solo found it useful to keep the equipment and use it to integrate his improvements, upgrades and modifications to the *Falcon*. Large ships generally have room for a bigger suite of sensors and a more powerful computer to run them, which can give them a tactical advantage over smaller vessels. The *Falcon* suffered from no such deficiency. Her technical station was based on the substantial terminal from a Fabritech ANq-51 sensor array computer, originally salvaged from an old Corellian corvette. Linked together with the ship's oversized rectenna (also a part of the Fabritech system), this was a key piece of the equipment that provided the powerful sensor capabilities of the *Falcon*.



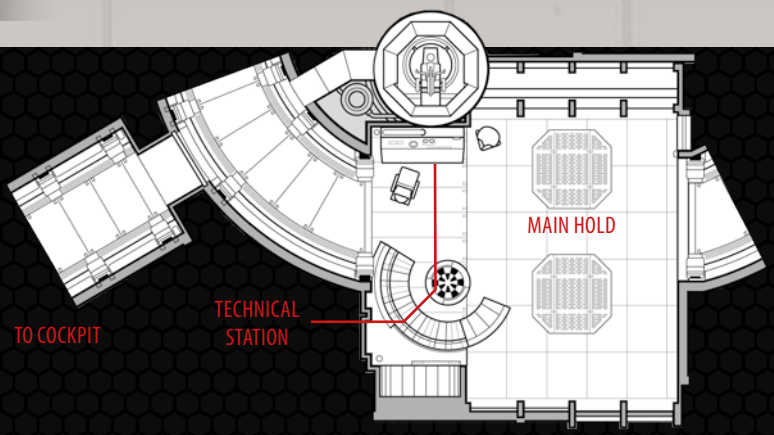
Like many freighters used for smuggling, the *Falcon* was so heavily modified with non-standard parts and wiring that only her owner truly understood the mysteries of her technical station. Fortunately, Han and Chewbacca were both skilled at keeping the systems operational.

MONITORING THE SENSOR ARRAYS

Sensor arrays that monitor a vessel's surroundings for hazards are essential to piloting any starship safely, and the standard YT-1300 has a conventional system consisting of a long-range sensor for environmental scans, a computer to analyze the data, and a display console to present the results to the pilot (plus a subspace transceiver to detect and send communications). In the enhanced system that Solo had upgraded, the more powerful Fabritech computer continuously monitors all the information provided from scan-mode and passive-mode sensor arrays, plus the navigational data from the ship, processes it and automatically directs it to the ship's droid brains.

DROID INTERFACE

While the displays and controls on the Fabritech terminal are configured for human use, the modifications to the *Millennium Falcon* mean that it is often easier for a droid to speak directly to the ship's computer and other systems. When the damaged hyperdrive failed during the flight from Hoth, C-3PO was able to identify the faulty power coupling. Later, after Vader's men had sabotaged the hyperdrive, R2-D2 was able to reactivate it from the computer interface behind the panel.



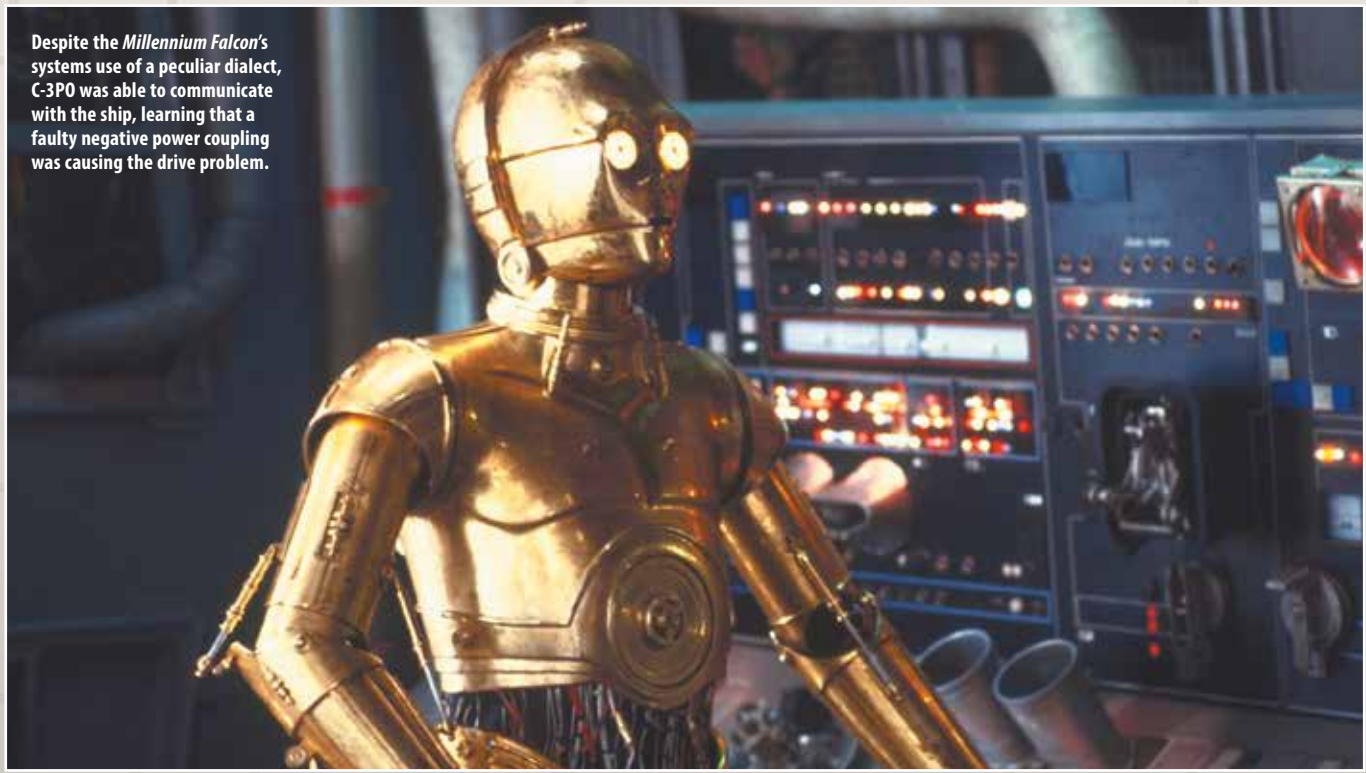


After the *Falcon*'s hyperdrive was disabled on Bespin, R2-D2 rushed to the inspection panel on the end of the technical station console.



Ignoring C-3PO's protests, R2-D2 began working on a circuit board. Suddenly, the panel lit up and the hyperdrive cut in unexpectedly, taking everyone by surprise.

Scan-mode (active) sensors work by sending out pulses of energy and detecting signals that bounce back from bodies within range. Passive-mode sensors detect energy emitted by other sources (which includes heat, light and other signals in the electromagnetic spectrum). The *Falcon*'s Siep-Irol omni-directional passive sensor antennae (housed in the forward mandibles) collect data on background radiation, gravitational forces and temperature in the vicinity of the ship – information which is essential for avoiding hazards. Meanwhile, the Fabritech ANy-20 long-range scan-mode transceiver (also housed in the mandibles) sends out pulses to collect data from a wide region of space, to locate other ships at extreme distance. Siep-Irol and



Despite the *Millennium Falcon*'s systems use of a peculiar dialect, C-3PO was able to communicate with the ship, learning that a faulty negative power coupling was causing the drive problem.

Fabritech equipment is not designed to be compatible, but Han Solo modified the passive sensor array so that the technical station would happily talk to it.

Rectennae (dish-shaped sensor and communication arrays) were fairly common features installed on starship. As the standard CEC civilian rectenna was a small, rectangular device, the *Falcon*'s circular dorsal rectenna was a distinctive feature of the ship, and was one of the most obviously illegal devices fitted to her. It was smashed off when the *Falcon* flew inside the second Death Star at the Battle of Endor, and had to be replaced.

The large size of the *Falcon*'s military-grade rectenna dish greatly increased its sensor range and capabilities. If the rectenna detected an enemy ship as it scanned space, the ANq-51 sensor array computer would react before the opposition even knew the *Falcon* was there. With the dish controlled by the technical station, it was also possible to patch in powerful jammers, inter-ship transmitters and short-range target acquisition systems.

COMPUTER INTERFACE

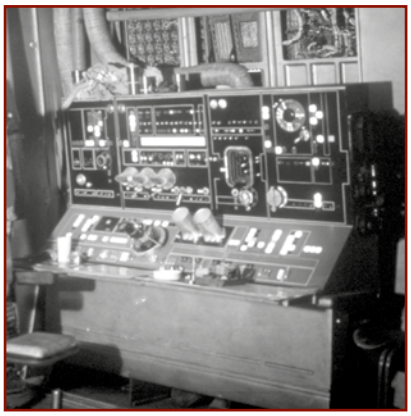
As a further bonus, the bulkhead next to the terminal is wired up to connect the technical station to the *Falcon*'s Rubicon navicomputer and the Isu-Sim SSP05 hyperdrive engine. This close connection was a major advantage. After the *Falcon*'s hyperdrive was disabled by Admiral Piett's men while she was docked on Cloud City following the Battle of Hoth, R2-D2 was able to use a panel in the technical station to interface with the ship's computers and reactivate the drive so that the *Falcon* could escape from Darth Vader's Super Star Destroyer.



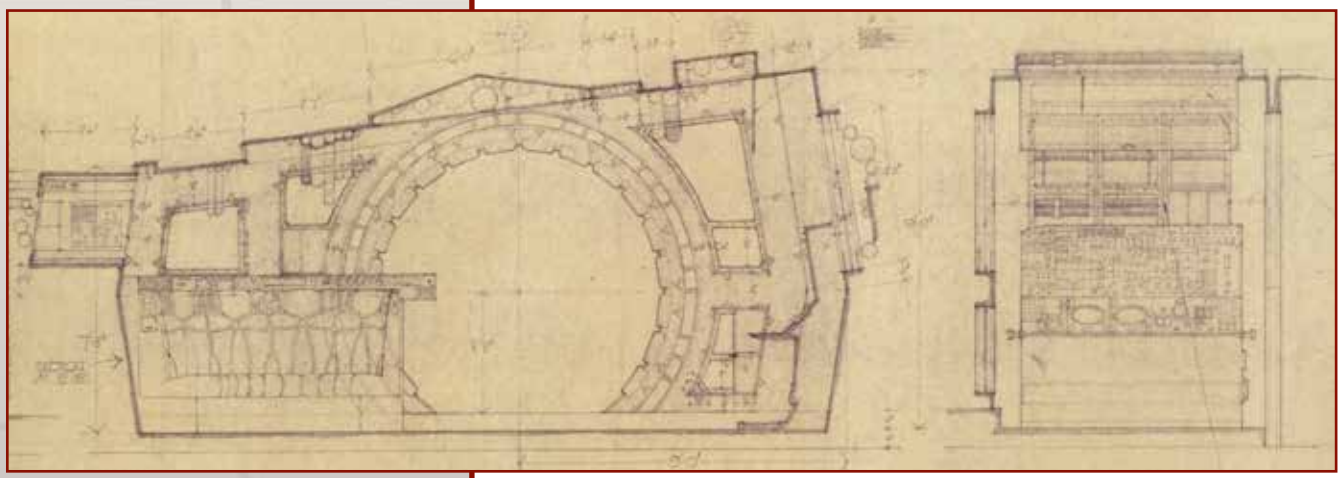
The technical station is located in front of the normal sleeping alcove, next to the main ring corridor, conveniently close to the passage tube leading to the cockpit.

SET-DRESSING DUTIES

While the hold and its technical station, with its banks of flashing lights, were only shown as part of the background during the first movie, the second film in the trilogy would need to show the *Falcon*'s crew doing a lot of emergency repairs to patch her up. As set decorator on *A New Hope*, Londoner Roger Christian had pioneered the art of using recycled technical scrap to give an authentic, 'used' look to Han Solo's ship. When Christian was unavailable to work on *The Empire Strikes Back*, Michael Ford took over set-dressing duties, scavenging parts from breaker's yards, aeronautical suppliers and engineering shops to amass a pile of interesting parts that could be used by the set builders.



Above: The technical station was dressed with a mass of parts scavenged from breaker's yards. Below: Reg Bream's 1976 drawing of the hold set. Separate notes asked for parts and pipework to be added to it.



YOUR NEXT PARTS

COMPONENTS CHECKLIST

1. Technical station console (on sprue)
2. Light fitting for seating (on sprue)
3. Hold alcove end panel
4. Hold starboard wall
5. Starboard wall and technical station fittings (4 on sprue)
6. Cushions and hold details (23 on sprue)

PLASTIC MODEL PUTTY

There is no necessity to use this product to complete your model, but if you decide to enhance its factory finish by filling some of the hollows in the moldings (see page 13), you will need to buy some modeling putty. Plastic model putty is quick-drying, bonds to the moldings well and can be sanded to a smooth finish. Suitable products are available from our online shop or specialist suppliers.

This issue includes two walls for the main hold, plus parts for the *Falcon*'s technical station, the lounge seat and several small details including pipework and electrical panels.

In the steps that follow, you will continue building up fittings for the main hold, which include the seating and the instrumentation. To protect the parts you are not using this time, leave them on the sprue until you need them. More walls, pipework and other small details will be supplied over the next few issues, completing the main structure by Issue 14.

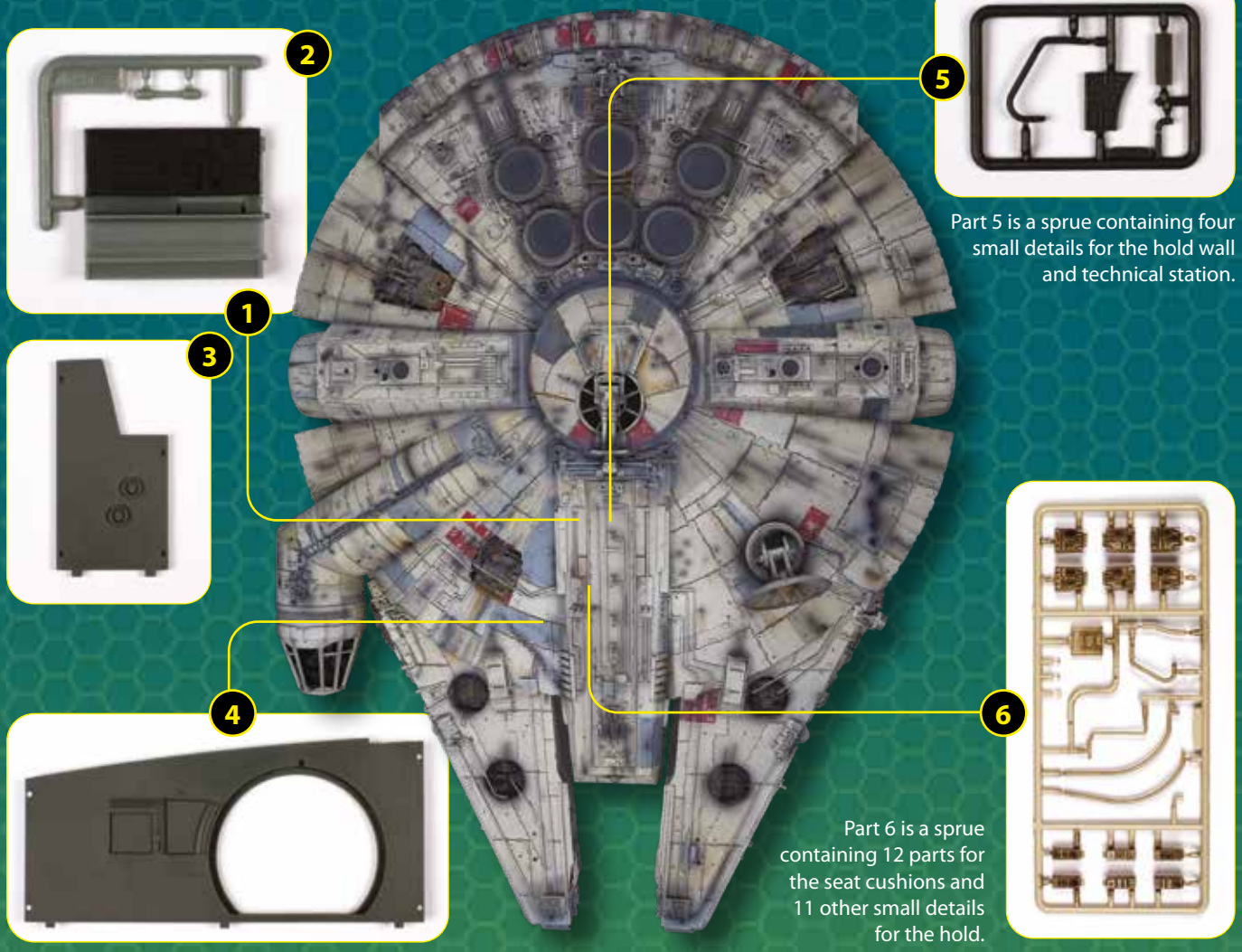
OPTIONAL FINISH

The steps include some painting. Remember, this is all optional, as the natural color of the plastic and the prefinished painted details will give good results. Simply leave out these steps if you prefer not to do any extra painting. Alternatively, refer to Issue 7, page 12 for more details of the techniques to use.

You will also see the option of using plastic model putty to fill the hollows in some of the seat cushions. More details appear on the left.

WHERE THE PARTS FIT

INTERIOR ELEMENTS



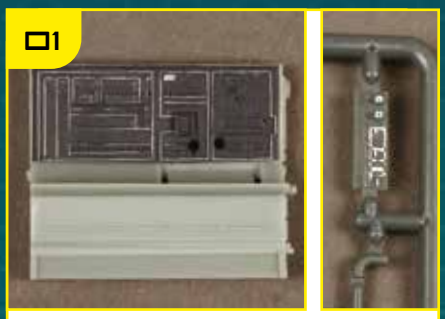
Part 5 is a sprue containing four small details for the hold wall and technical station.

Part 6 is a sprue containing 12 parts for the seat cushions and 11 other small details for the hold.

MAKING THE TECHNICAL STATION

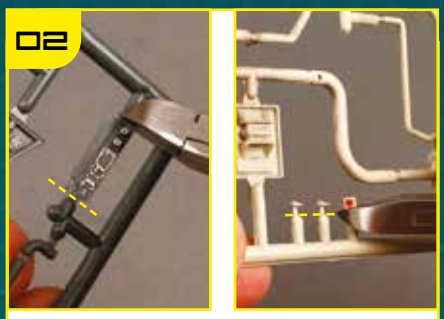
This issue includes all the parts you need to complete the technical station with some switch panels and other details – and you have the option of using paint to pick out some highlights. Keep the finished technical station safely until it is time for it to be permanently fixed to the floor of the hold.

01



Painting the instruments is optional, but you can add definition by drybrushing them. Leave the small panel on the Part 5 sprue to hold it while you do so.

02



Clip the small instrument panel off the Part 5 sprue and clip the three controls off the Part 6 sprue. Trim off any surplus plastic, but leave the fixing pins.

03



Put a couple of drops of superglue in the two slots behind the technical station's projecting desk and glue the small instrument panel in place.

04



Put a drop of superglue in each of the two holes in the technical station's back panel and glue the two white controls in place.

05



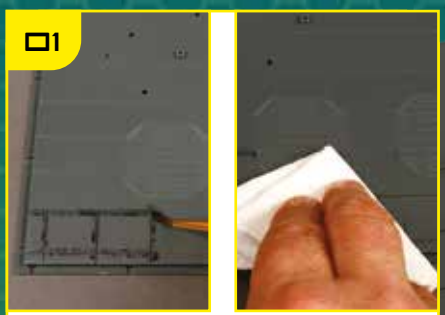
Put a spot of superglue in the square recess near the top of the instrument panel and glue the orange display panel in place.



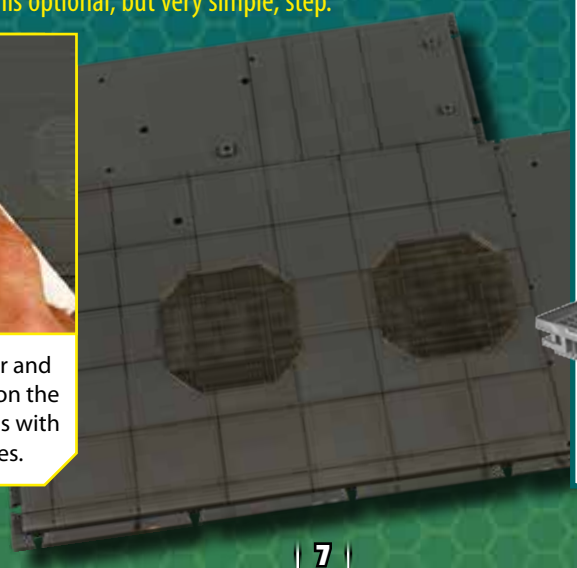
PREPARING THE HOLD FLOOR

The floor of the main hold was supplied with Issue 7. You can emphasize the detail with this optional, but very simple, step.

01

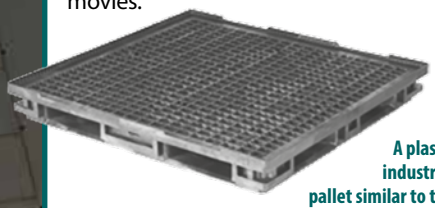


Thin some drawing ink with water and brush it into the grooves molded on the floor. Quickly blot away the surplus with a paper towel to leave dark lines.



FLOORING

The set designers came up with a simple solution for the floors of a large number of *Star Wars* sets – plastic pallets, used industrially to stack goods on a stable platform that can be lifted by a forklift, pallet jack or front loader. These modular units had a suitably hi-tech appearance and could be laid or taken up very quickly and easily, but the floor pattern of the *Falcon* changes a little between movies.



A plastic industrial pallet similar to the ones used to film the Original Trilogy.

BEHIND THE SCENES

PREPARING THE SEAT SUPPORT



You are now ready to add some details to the seat support supplied with Issue 6.

The seating is one of the main features of the hold. After preparing the support, you need to fit it to the hold floor to add the cushions – but only do this temporarily, as you will need to remove it later.

01



There is a raised instrument panel on the curved arm of the seat support. You can drybrush it with light gray to pick out the details, but **this step is optional**.

02



Take the bunk assembly that you completed in Issue 7 and fit it into the top of the seat support, either way round. There is no need to glue it.

03



Put drops of superglue on the four pins at the corners of the bunk frame supplied with Issue 7. This will form the top of the sleeping compartment.

04



Carefully fit the pins into the sockets in the seat support, ensuring you have the open side facing the seat. Press the bunk frame firmly into place.

05



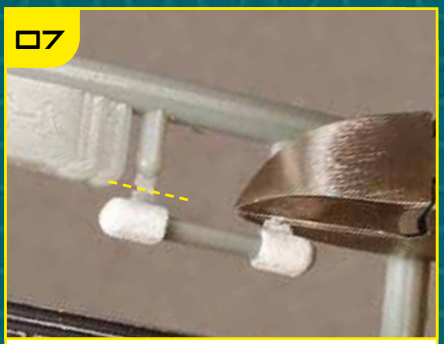
The seat light fitting is on the same sprue as the technical station. Before removing it, trim off any molding lines with a sanding stick or modeling knife.

06



Painting the light is optional, but it should be done before removing it from the sprue. Pick out the two thicker ends using white paint.

07



Cut the light off the sprue at the points indicated, and trim away surplus plastic to leave the two small fixing tabs.

08



Put drops of superglue in the two holes on the left of the bunk. Use tweezers to slot the fixing tabs into the holes, making sure the flat side of the light fitting is at the back.

09



Take the floor of the main hold supplied with Issue 7. Position the seat support in the corner, as shown.

10

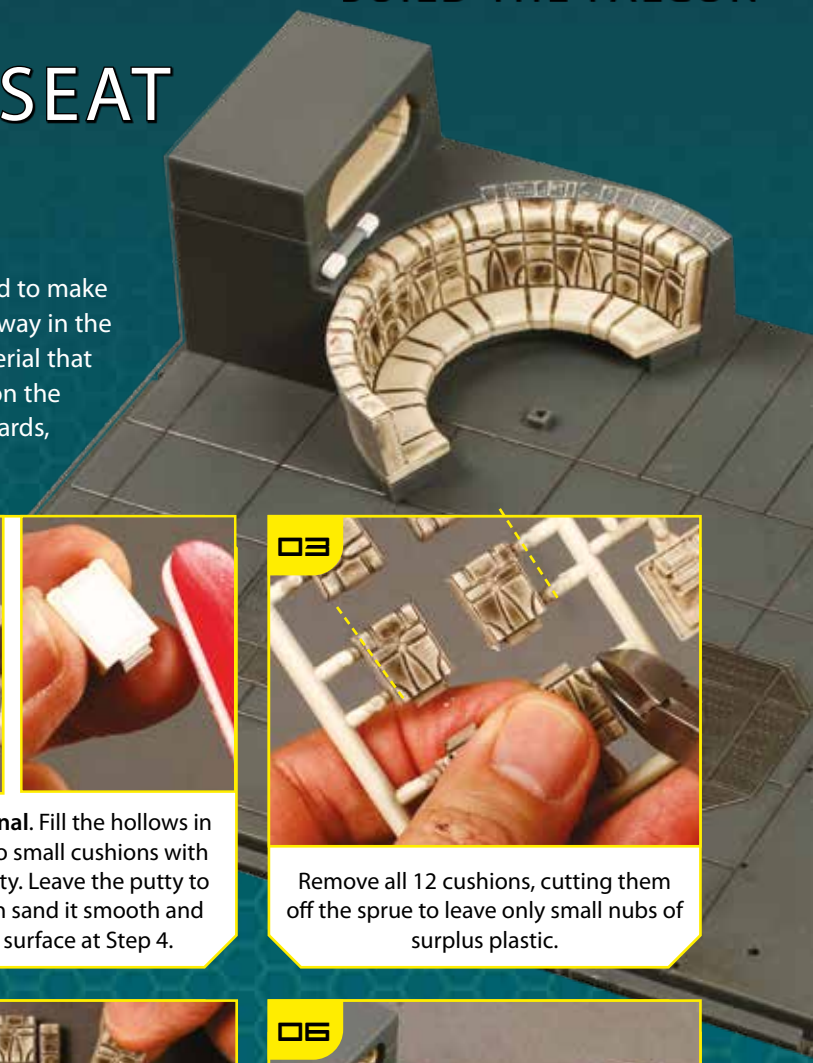


To fix the seat support temporarily, use **two** of the screws supplied with Issue 7. Insert them in the holes indicated, but **do not tighten them fully**.

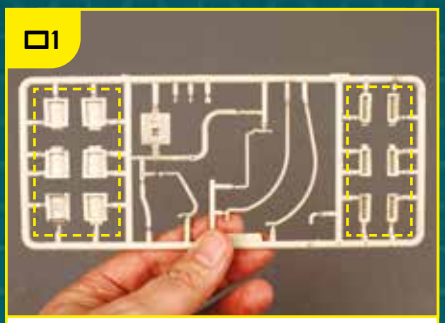
ASSEMBLING THE SEAT

The seat back is made up from 12 cushions on the sprue supplied with this issue. Eight of these lie against the seat support, while the others are free-standing.

Take care when removing parts from their sprue. You need to make sure that you don't damage a component by cutting it away in the wrong place. It's equally important not to leave excess material that shouldn't appear on the finished model. If there is surplus on the sides of the cushions, you may find that it forces them forwards, preventing them being assembled as in Steps 5, 7 and 8.



01



There are six large cushions and six small ones on the Part 6 sprue. Their backs are hollow, so you may wish to fill those that will be visible beyond the seat support.

02

This step is optional. Fill the hollows in two large and two small cushions with plastic model putty. Leave the putty to harden fully, then sand it smooth and flush with the surface at Step 4.

03

Remove all 12 cushions, cutting them off the sprue to leave only small nubs of surplus plastic.

04



Use a sanding stick or file to trim the remaining nubs of plastic off all the cushions, leaving smooth edges.

05



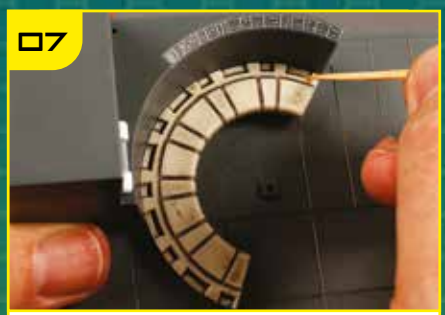
Test-fit the cushions to the seat base you completed in Issue 7. Make sure each one locks into its socket. You may need to trim the sides of the moldings a little more to ensure they lean at the correct angle.

06



Press-fit the three pins on the seat base into the three holes in the hold floor so that it is flush with the seat support.

07



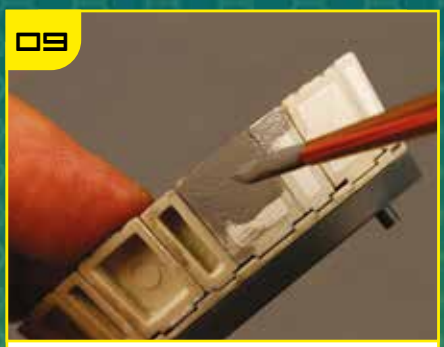
Put a drop of glue into each socket in turn and refit the cushions as in Step 5. **Make sure the cushions do not stick to the seat support**.

08



The completed assembly is only temporary, as you will find it easier to fit the walls later on if you remove the seat and seat support.

09



Remove the seating and paint the backs of the free-standing cushions a light gray. (**This step is optional**.)

STAR WARS MILLENNIUM FALCON

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