STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





THE GROUND BUZZER CANNON

F219FSC027

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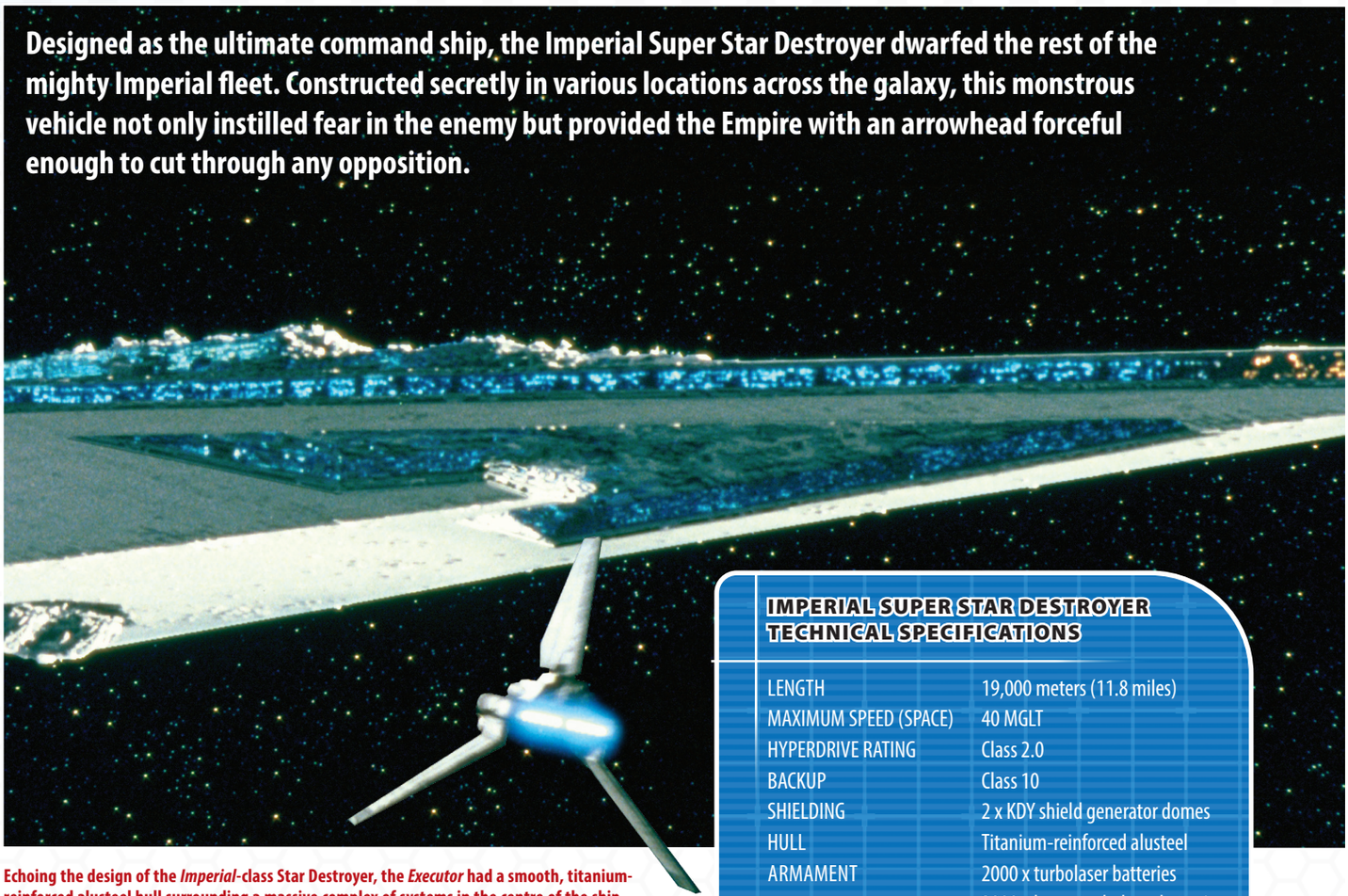
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DARTH VADER'S FLAGSHIP

SUPER STAR DESTROYER – EXECUTOR

Designed as the ultimate command ship, the Imperial Super Star Destroyer dwarfed the rest of the mighty Imperial fleet. Constructed secretly in various locations across the galaxy, this monstrous vehicle not only instilled fear in the enemy but provided the Empire with an arrowhead forceful enough to cut through any opposition.



Echoing the design of the *Imperial*-class Star Destroyer, the *Executor* had a smooth, titanium-reinforced alusteel hull surrounding a massive complex of systems in the centre of the ship.

Built across the two shipyards of Kuat and Fondor, largely under the radar of the watchful Imperial Senate, Emperor Palpatine ordered the construction of four *Executor*-class Super Star Destroyers. With false specifications given to Senate committees to hide the true cost and scale of the project, production began before the Battle of Yavin with the intention of supplementing the fearsome capabilities of the Death Star battle station and suppressing the growing rebel opposition, which was swelling by the day.

The true size and power of the *Executor* project was obfuscated with specifications for the vessels' size being given as anything between 8,000 and 13,000 meters (4.9 – 8 miles). Such behemoths would still be enormous but were nowhere near the true size of the vessel, a mammoth 19,000 meters. The project was another clear statement of intent from an Emperor determined to snuff out once and for all the flickering embers of rebellion that were

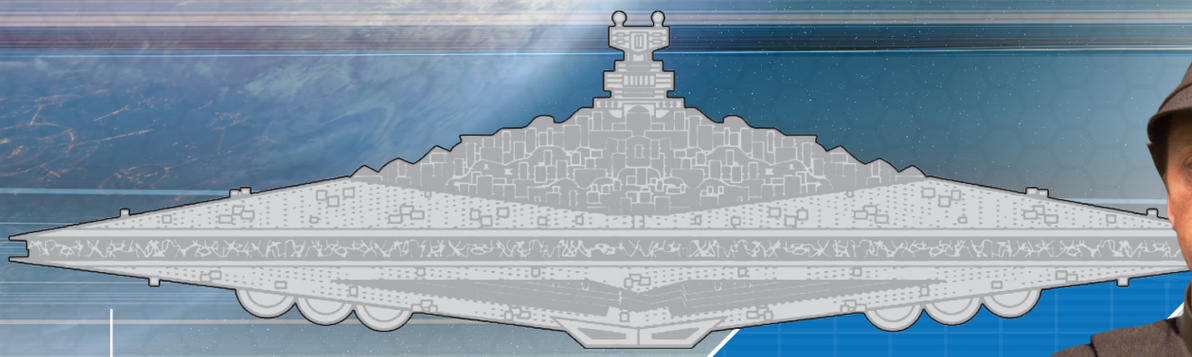
IMPERIAL SUPER STAR DESTROYER TECHNICAL SPECIFICATIONS

LENGTH	19,000 meters (11.8 miles)
MAXIMUM SPEED (SPACE)	40 MGLT
HYPERDRIVE RATING	Class 2.0
BACKUP	Class 10
SHIELDING	2 x KDY shield generator domes
HULL	Titanium-reinforced alusteel
ARMAMENT	2000 x turbolaser batteries 2000 x heavy turbolaser batteries 250 x heavy ion cannons 500 x laser point-defence cannons 250 x heavy concussion missile batteries



The enormous 19,000 m (11.8 mile)-long Super Star Destroyer was powered by a mighty cluster of 13 KDY Executor-50.x engines, giving a maximum acceleration of 1,230 G. The ship had a top speed of 40 MGLT.

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SUPER STAR DESTROYER

The Super Star Destroyer was designed by Lira Wessex and the team behind the successful *Venator* and *Imperial* Star Destroyers. In an effort to outdo and improve upon such ships, it was consciously designed to instill fear in the enemy, using 'terror styling', as it became known. Far larger than any other ship in the Imperial fleet, with superior range and more offensive capabilities than anyone could imagine, the vessel was designed to have a minimum of weaknesses and the maximum impact.

Another downed super weapon was not part of the Emperor's plans.

igniting across the galaxy. Very soon, however, the course of galactic history would be changed forever by a handful of small, one-man fighters and two proton torpedoes.

After the destruction of the Death Star, the tactical importance of the project increased and the construction plans for these now aptly named Super Star Destroyers was stepped up dramatically. While the *Executor* was being constructed at the Fondor Shipyards, situated in the Tapani sector of the Colonies near the Rimma Trade Route, her sister ship the *Lusankya* was being built at Kuat Drive Yards, on the edge of the Core Worlds.

Lord Vader took possession of the *Executor* not long after the Battle of Yavin. Determined to prove his worth to the Emperor, Vader set out in his flagship at the head of his Death Squadron battle group, pledging to hunt down the pilot who destroyed the Death Star, and to wipe out the rebellion once and for all.

PROPELLING THE BEAST

In order to move a vehicle 100 times the mass of an Imperial Star Destroyer through space, the power core of the Super Star Destroyer needed to be significantly mightier than that of its cousin, which in itself was frighteningly powerful. Energizing all key systems, the 13 Executor-50.x engines were able to drive the ship through space at 40 MGLT, with an acceleration of 1,230 G.

In hyperspace, this floating city was equally as impressive. A Class 2.0 hyperdrive system pushed the star dreadnought beyond light speed, and a Class 10 backup was there if and when it was required. With a standard Star Destroyer using as much pure energy in one jump as many planetary



CREW COMPLEMENT

The number of personnel required to operate a Super Star Destroyer was dazzling: a colossal 280,734 gunners, officers and enlisted men. The vessel could transport 38,000 troops for planetary deployment, and carry supplies for 300,000. The bridge of the ship, however, was no different to that of any other Star Destroyer and gave the commanding officer total control.



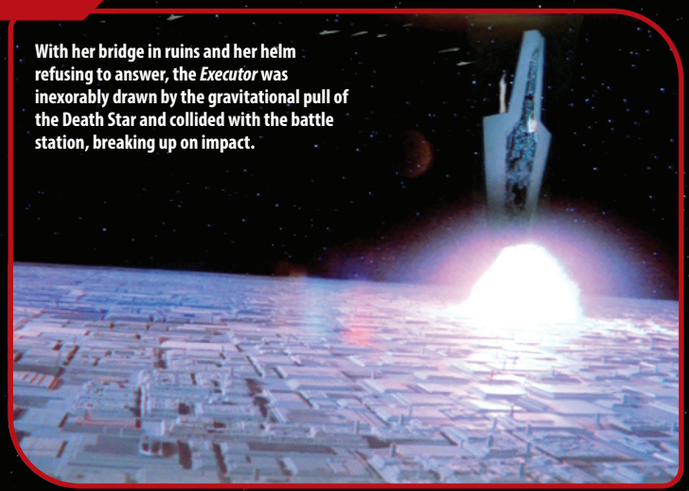
As commander of the *Executor*, Captain Piett played politics well enough to supplant his superior, Admiral Ozzel, who was executed for his incompetence.

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BATTLE OF ENDOR

DESTRUCTION OF THE EXECUTOR

The Super Star Destroyer rarely encountered anything even approaching its size, so was a fearsome addition to any battle. No conflict was as important as the Battle of Endor, and it was there that the ship showed both its power and a fatal flaw. Sent to trap the rebels between the Imperial fleet and the second Death Star, the vessel proved its worth, launching wave after wave of TIE fighters and pummeling the rebel cruisers with torrents of firepower. But once General Calrissian made the tactical suggestion to engage the Empire's capital ships at point-blank range, their advantage was diminished. When the smaller fighters got closer to the *Executor*'s superstructure, it was vulnerable. When its shield generator was destroyed, the bridge was open to attack. A stricken A-wing crashed into the command center, taking the vast ship down into the surface of the Death Star.



With her bridge in ruins and her helm refusing to answer, the *Executor* was inexorably drawn by the gravitational pull of the Death Star and collided with the battle station, breaking up on impact.

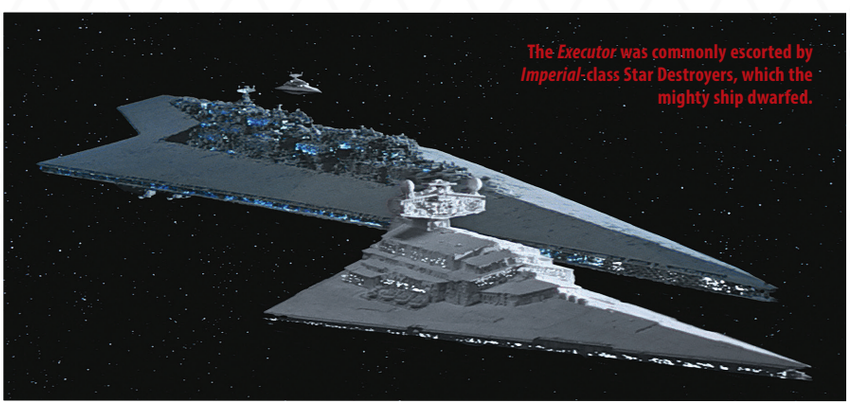
cities did in a lifetime, the energy required to propel the *Executor*-class into light speed was magnitudes more.

At 19,000 meters long, it's no surprise that the *Executor*-class Super Star Destroyer had such an imposing array of offensive capabilities. With over 5,000 weapons emplacements and the ability to throw all power into those weapons systems, the vessel's firepower was a hundred times that of a regular Star Destroyer. The smaller ships could raze a city to the ground, but the Super Star Destroyer could turn it into dust.

Despite this bristling armament, the destroyer still had several defensive weaknesses. Certain areas of the vessel were unprotected, with a number of blind spots meaning that the destroyer required a tight blanket of fighters to protect it from attack. The 'cityscape' area on the upper hull of the ship demanded constant sweeps to protect the ship from what was known as the 'trench run' attack tactic. Ultimately, it was a failure in this line of defense that left the *Executor* vulnerable at the Battle of Endor – a fatal flaw that led to the vessel's destruction.

SHOCK AND AWE

With the capacity to launch a strike force of 144 fighters at once, and with room to hold and launch thousands more, the *Executor*-class Super Star Destroyer was among the most awe-inspiring and deadly vessels ever to traverse the stars. While there are many vessels of the same class as the standard Imperial Star Destroyer, in both size and armament, nothing comes close to the scale of the Super Star Destroyer. Travelling in attack squadrons as it often did, leading an armada of Star Destroyers such as Lord Vader's Death Squadron, only the desperate, brave, or foolhardy dared oppose the *Executor*.



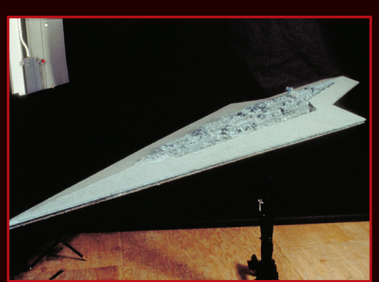
The *Executor* was commonly escorted by *Imperial*-class Star Destroyers, which the mighty ship dwarfed.

BEHIND THE SCENES

SUPER-SCALE

Initially, the *Executor* was intended to be another configuration of the familiar arrow-headed Star Destroyer, no longer or larger than the other vessels in the fleet. However, during production, the design was altered and the scale of the vehicle enlarged, making the ship much more imposing than the various escort destroyers that surrounded it.

The construction of the *Executor* model included the insertion of tens of thousands of fine fiber-optic filaments to light the vessel from the inside, and fans to keep things cool due to the temperatures created by high-intensity lights. Much like the model of the Mother Ship in 1977's *Close Encounters of the Third Kind*, or the *Millennium Falcon* itself (which had a tiny Champion Spark Plugs sticker transferred onto the ship's hull), the *Executor* also featured some ILM in-jokes. The most visible of these was a tiny toy soldier.



The finished *Executor* was 2.82 m (9 ft 3 ins) long and was based on two thin layers of aluminum strengthened with a honeycomb lattice. The full detailing of the superstructures was largely hand-crafted by the ILM model makers.

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GUN CONTROLS: THE GROUND BUZZER CANNON

With the malfunctioning *Millennium Falcon* unable to make a quick getaway from the hangar in Hoth's Echo Base, Imperial snowtroopers hurried to bring up an E-Web heavy repeating blaster. Watchful for any attempt to counter-attack, they were unaware that the *Falcon* packed a concealed anti-personnel weapon.



Han Solo ensured that the *Millennium Falcon* would pack a lethal surprise for hostile ground forces intent on a sneak attack against her crew and passengers – a retractable 'Ground Buzzer' blaster cannon that can be controlled manually from the ship's cockpit, or operated independently by the ship's computer.

The *Millennium Falcon*'s secret weapon is a BlasTech Ax-108 surface-defense blaster cannon, popularly known as a 'Ground Buzzer'. Its unwitting targets, watchful for energy bursts from the *Falcon*'s ventral and dorsal quad laser cannons, seldom knew what had hit them before the blasts struck their mark.

The semi-automatic anti-personnel blaster cannon is secreted inside a sealed compartment in the *Falcon*'s lower hull, located to port of the cockpit, aft of the starboard mandible and forward of the starboard landing gear. This is the ideal position from which to provide covering fire for crew and passengers as they enter the ship via the boarding ramp.

AUTOMATIC OR MANUAL

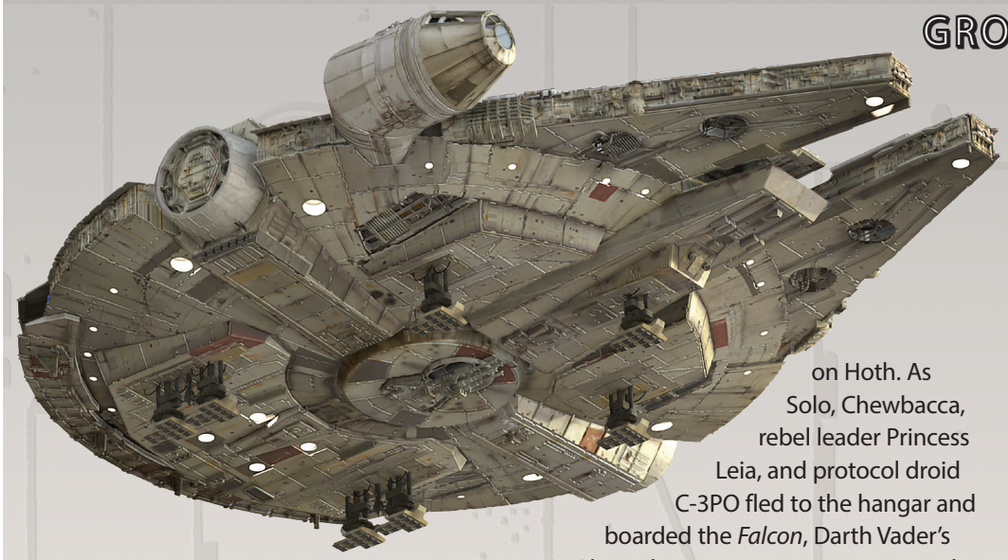
The Ground Buzzer is set up to be operated by the *Falcon*'s computer, which is programmed not to hit her crew, allies or any part of the ship, instead using target-recognition software to detect hostile forces such as stormtroopers. The cannon can also be operated by a remote control, or manually from the ship's cockpit, and can be set to one of many power intensities, from a low-powered stun energy pulse to a high-powered blast capable of penetrating even the toughest plastoid stormtrooper armor.

The weapon has its own generator, which ensures its operation even if the *Falcon* is shut down, but it normally also draws on the ship's electrical supplies that it receives through a network of power cables.

READY FOR ACTION

When the 'Ground Buzzer' is deployed, the ship's computer opens the sealed compartment and drops the cannon into position on its hydraulic swivel mount. At the same time, the built-in

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computer attached to the weapon boots up, and sends power to the targeting sensors on the emitter nozzle.

The Ax-108 can deal with a number of hostiles at once. With the sensors scanning for energy signatures from enemy weapons, the built-in computer assesses the situation and directs the blaster cannon's emitter nozzle in the direction of the biggest threat.

While the actuating module aligns the blaster with its targets, the gas conversion enabler injects tibanna gas (stored in a large-capacity chamber connected through a flexible hose) into the cannon's emitter. Once charged, the cannon's generator creates an energy burst which is fired down the emitter nozzle towards the target. The Ax-108 is able to produce 12 energy bursts per second, making it highly effective against multiple armed assailants.

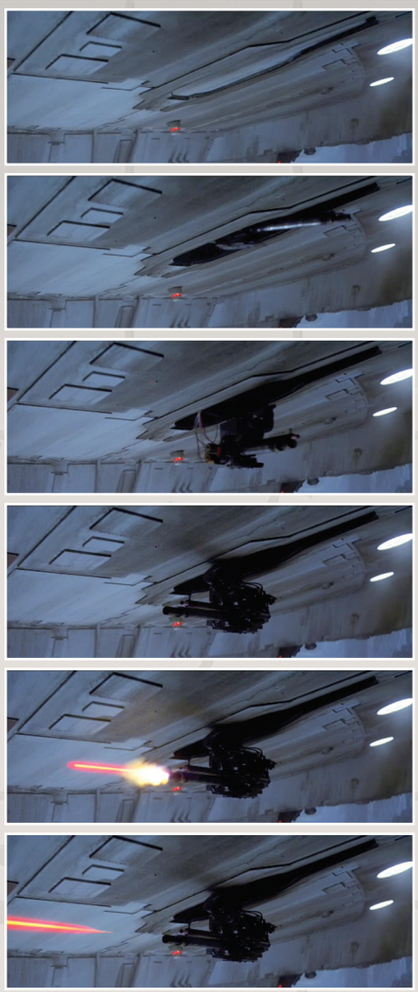
The Ground Buzzer's installation was a direct response to Han Solo's experience of blasting his way out of Mos Eisley's Docking Bay 94. Only his speed and skill with a hand blaster had saved the *Falcon* and her passengers from the Imperial sandtroopers, so Han and Chewbacca vowed never to be surprised again. They had specifically configured the retractable surface-defense blaster to provide support while the ship prepared for take-off.

ESCAPE FROM HOTH

It was not long before the BlasTech cannon did exactly that, coming to the rescue in the Rebel Alliance's Echo Base on Hoth. As Solo, Chewbacca, rebel leader Princess Leia, and protocol droid C-3PO fled to the hangar and boarded the *Falcon*, Darth Vader's Blizzard Force stormtroopers opened fire, and began setting up a tripod-mounted heavy blaster cannon. The Imperial forces were surprised when the Ax-108 dropped from its hidden compartment and began spitting blaster fire at them at a rate of 12 bursts per second.

However, the Ground Buzzer did not deploy on the landing platform in Bespin's Cloud City when the rebels and Lando Calrissian stormed their way to the ship after Solo had been frozen in carbonite; maybe Vader's men had sabotaged the blaster when they disabled the *Falcon*'s hyperdrive. This was, perhaps, just as well for Calrissian, who was providing covering fire. Had Han or Chewie been given the chance to program the *Falcon*'s defenses, Lando might have found himself targeted by the Ground Buzzer, after betraying Solo to the Empire.

The Ax-108 is able to fire 12 powerful energy bursts per second, making it highly effective at disposing of enemies anywhere on the ground close to the ship.



The *Millennium Falcon's* retractable Ground Buzzer is hidden in a sealed compartment beneath the plating on the underside of the hull, where it is ideally placed to cover the ship's boarding ramp. The weapon can be brought into action in under two seconds, automatically seeking out its targets and engaging them with deadly bursts of rapid fire.

THE ART OF SURPRISE

'And they're running away,' says director Irvin Kershner in the commentary to the DVD release of *The Empire Strikes Back*. 'So, lots of explosions, lots of sparks… And they just about make it, with poor C-3PO trying to keep up with them. But it's pretty hard [for actor Anthony Daniels] in that suit. Poor C-3PO – always left behind. This becomes a running gag, and you need running gags . . . to create humor.'

Another running gag, according to Kershner, was the *Falcon*'s temperamental nature. 'And here is Han Solo. Always in trouble with his ship. Now you noticed when he banged the ship that all the lights went on. Well, that's one of the oldest gags in the world… here's a high-tech thing that goes faster than the speed of light, and he gives a hit on the wall and all the lights go on.'

But the humor conceals a desperation, as Han promises his ship has a few surprises left. The light-hearted mood is punctured the instant the hatch concealing the Ground Buzzer opens, the weapon drops down and starts taking out Vader's troops. 'These are the moments I was trying for,' Kershner concludes, as the troops scramble for cover.

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YOUR NEXT PARTS

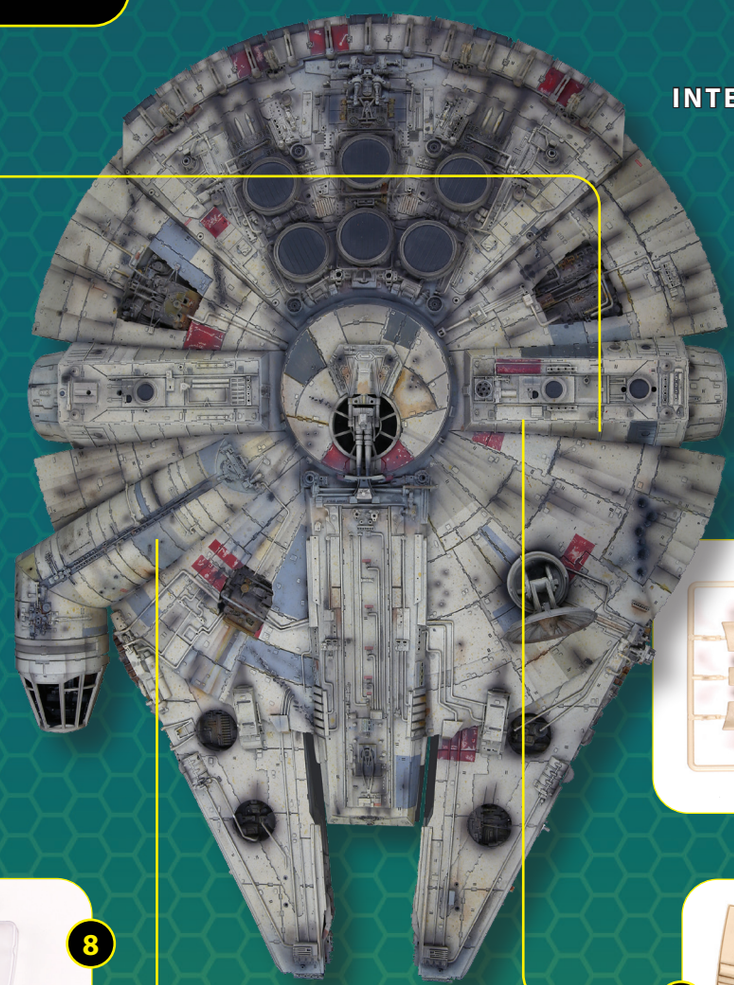
COMPONENTS CHECKLIST

1. Hull frame BF-32
2. Radial stiffening rib
3. Fixing screws (x 4, plus spare)
4. Fixing screws (x 6, plus spare)
5. Fixing screws (x 3, plus spare)
6. Fixing screws (x 4, plus spare)
7. Rib connector
8. Assembly jig (1 section)
9. Non-slip pads (x 2)
10. Port corridor base
11. Cushion pads (set of 6 on sprue)
12. Hull plating BP-21

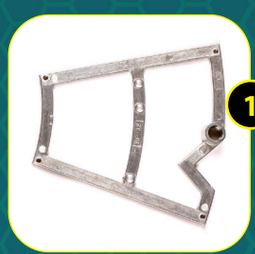
Start assembling the port corridor, extend the hull framework and put together the assembly jig to support the growing hull.

In addition to the parts you need for this stage, you have received some extra cushion pads and another section of plating for the underside of the hull. Keep these until later on.

WHERE THE PARTS FIT



HULL FRAME



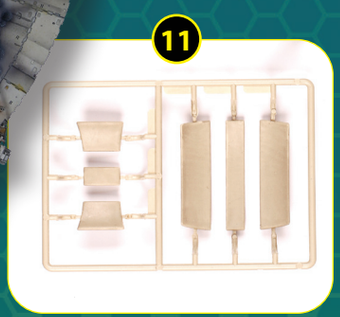


ASSEMBLY JIG

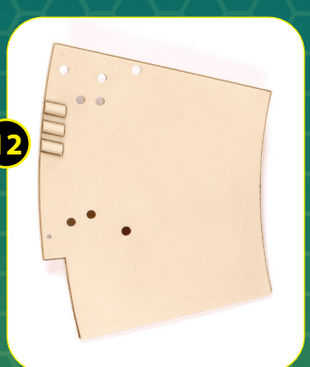


INTERNAL DETAILS





HULL PLATING

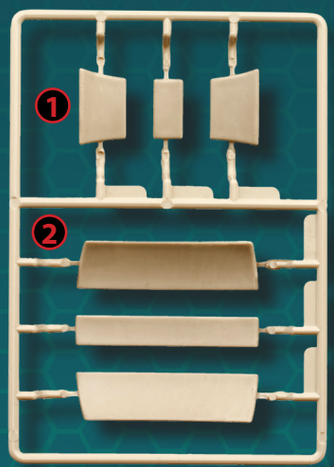


Parts 1 and 12 are for the **underside** of the hull.

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FITTING THE BASE AND CUSHION PADS

Start assembling the curved port corridor by fitting the floor and cushion pads to the base. The pictures on the right show which two pads to use this time.



01



Take the port corridor floor from Issue 26, and the base provided this time.

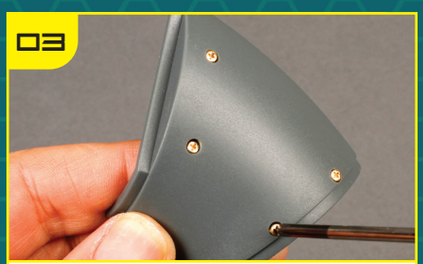
02



Fit the floor into the base.



03



Screw the parts together with four of the shorter self-tapping screws in the holes under the base.

04



The cushion pads fit into two locating slots on each side of the base.

05



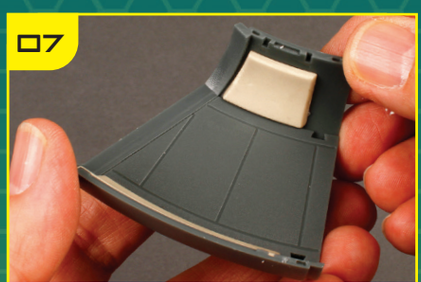
Clip the two cushion pads indicated above off the sprue, and remove any molding flash from the ends.

06



Glue the longer pad to the slots on the outside of the curve.

07



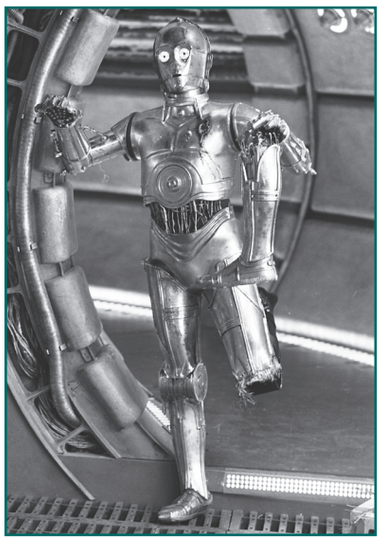
Glue the shorter pad to the slots on the inside of the curve.



The finished assembly should look like this.

BACKDROP

The port corridor leads to the port airlock and the docking hatch used to rescue Luke Skywalker, but it does not feature in the action. It is most prominent as a backdrop in the scene from Episode V where the two droids bicker about fixing the hyperdrive.



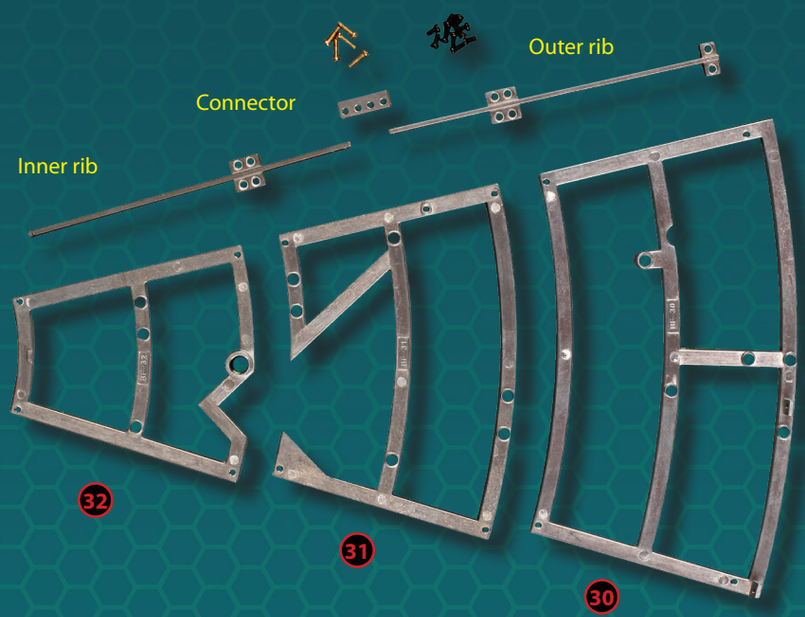
A still of Anthony Daniels with his leg strapped up, posing as the damaged C-3PO in front of the corridor.

BEHIND THE SCENES

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ASSEMBLING THE BOTTOM FRAMES

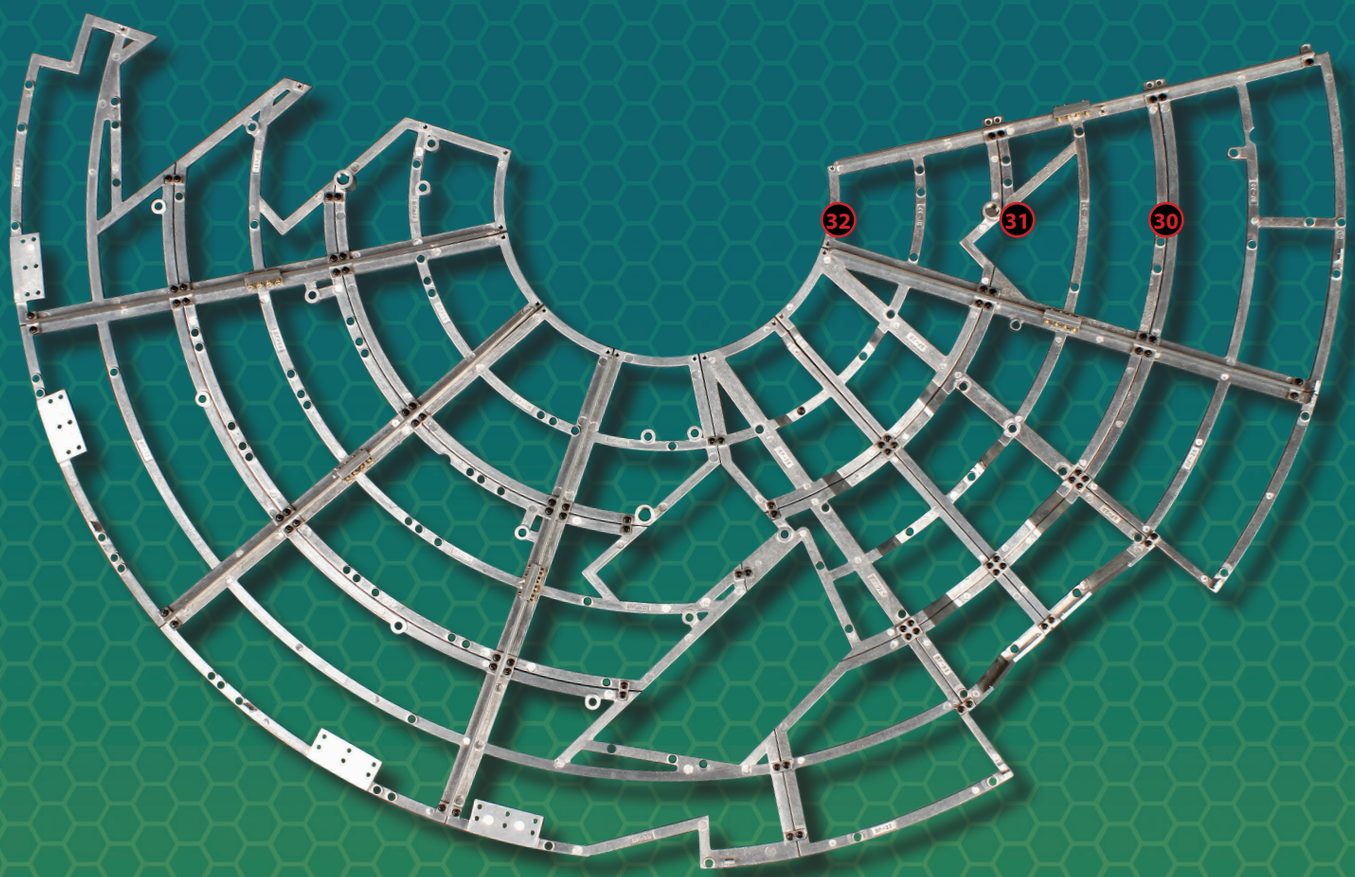
Adding the next three frame parts and radial rib (shown below) to the existing framework you assembled in Stage 24 will begin the second half of the bottom of the hull.



Take the bottom frame section provided with this issue (Part 1) and the two from Issues 25 and 26, and lay them out as shown, following the frame numbering. To complete the section of the frame shown below, you also need the radial rib and connector from this issue and Issue 26, plus 10 short black button-head screws to fix the frame sections, and four long brass screws to join the radial rib.

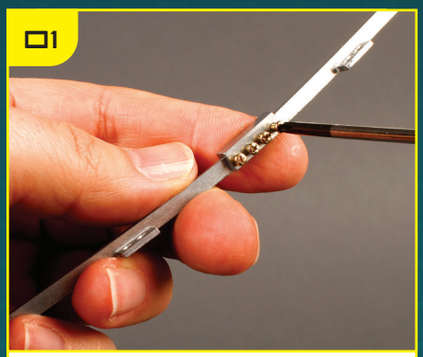


The frames shown have BF numbers (shown in red) cast into them for identification. The photo below indicates how they fit together, and the small diagram (right) identifies this area on the blueprint that came with Issue 1.



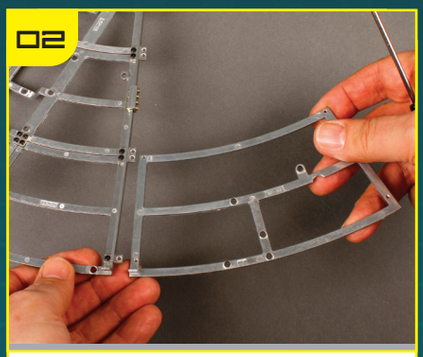
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01



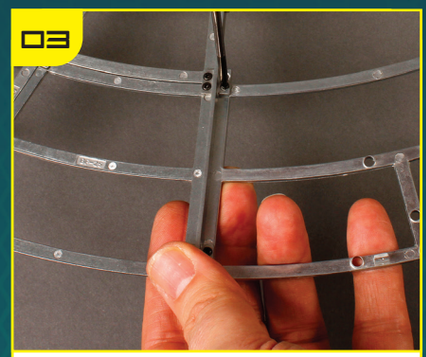
Assemble the two halves of the radial rib using the connector as before.

02



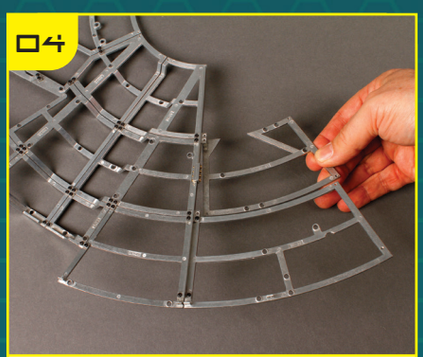
Frame BF-30 fits against the assembly as shown.

03



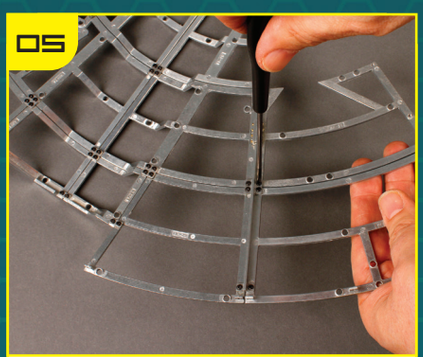
Secure BF-30 with screws in the 2-hole and 4-hole connectors.

04



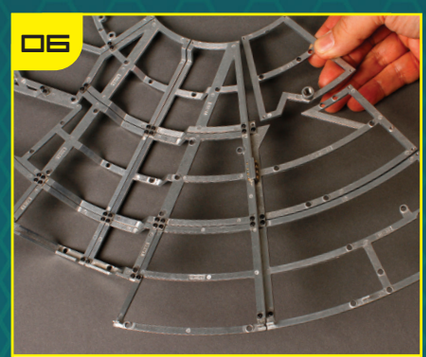
Frame BF-31 fits against the assembly as shown.

05



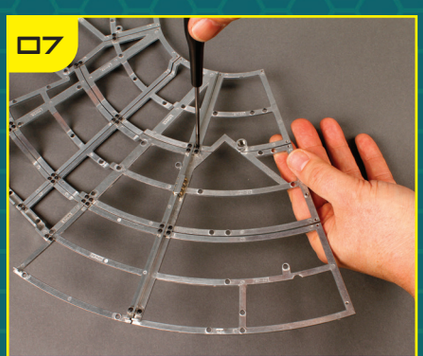
Secure BF-31 with screws in the two 4-hole connectors.

06



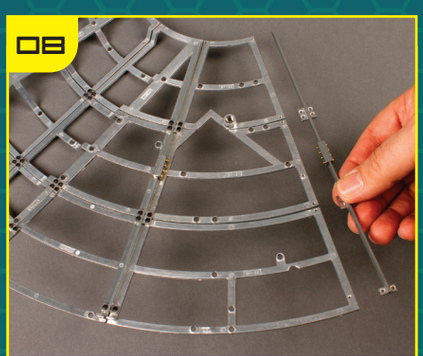
Frame BF-32 fits against the assembly as shown.

07



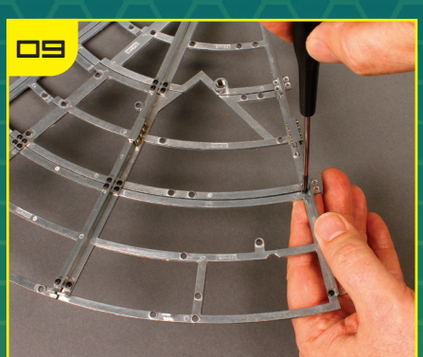
Secure BF-32 with one screw in the 4-hole connector.

08



Align the radial rib with the outer edge of the framework.

09



Secure the radial rib with five screws through the holes in the flanges.

The finished assembly should look like this. As the framework will no longer easily lie flat, it is time to assemble the jig that you have been collecting over recent issues.

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MAKING THE ASSEMBLY JIG

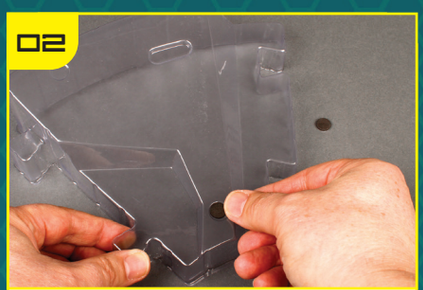
The assembly jig will support your growing hull over the next stages of the build. The first six sections are provided with Issues 18, 20, 23, 25, 26 and this issue. To act as a base, you need a piece of stiff board (such as plywood or MDF) measuring *at least* 610 x 815mm (24 x 32in), but the exact size and thickness do not matter so long as the board is at least as big as the model and will not warp. Make sure you have somewhere to store the board securely while you are not working on the model.

01

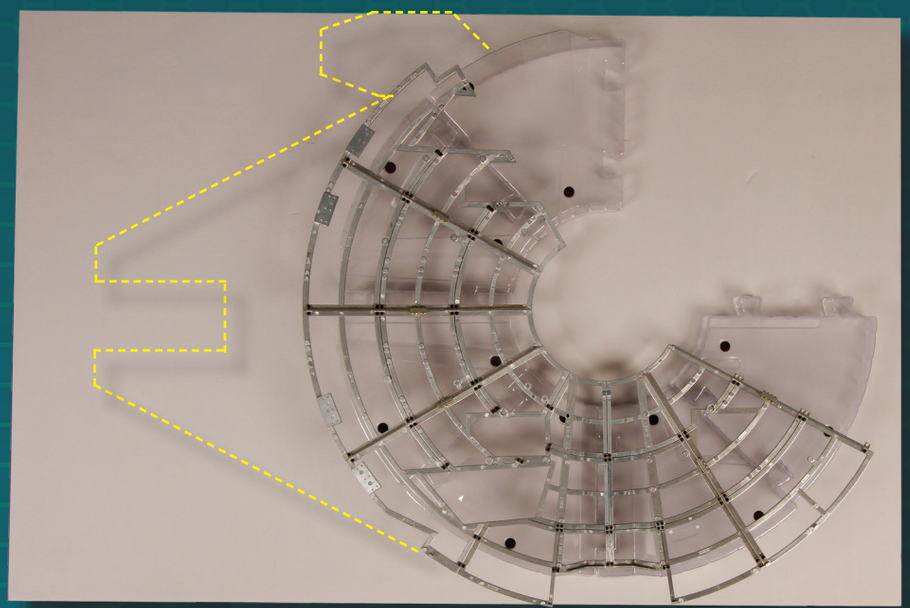


Peel the backing off each cushion pad.

02



Stick the cushion pads into the two recesses in each section of the jig.



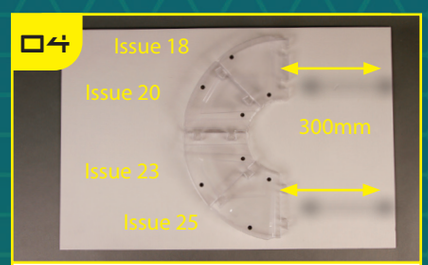
This shows the jig in action, supporting the framework completed on page 12. The board shown here is 610 x 915mm (24 x 36in), painted gray for clarity, but you can use anything over 815mm (32in) long, and leave it unpainted. As shown by the yellow dotted lines, some of the space on the left will be used to support the mandibles, when they are assembled later on in the build.

03



Lay out your piece of board. This example is a piece of 6mm plywood, measuring 610 x 915mm (24 x 36in), which has been painted gray.

04



Join the four sections from Issues 18, 20, 23 and 25. Position the semicircle squarely on the board as shown.

05



Cut narrow strips of double-sided tape, and use them to stick the edges down.

06

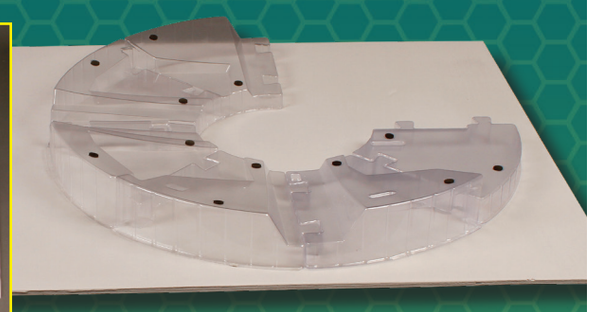


Stick down the section from Issue 26.

07



Finally, add the section from this issue.



The finished jig looks like this. The last two parts of the circle come with Issues 30 and 31.

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