STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





ASTROMECHS

F219FSC028

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STAR WARS MILLENNIUM FALCON

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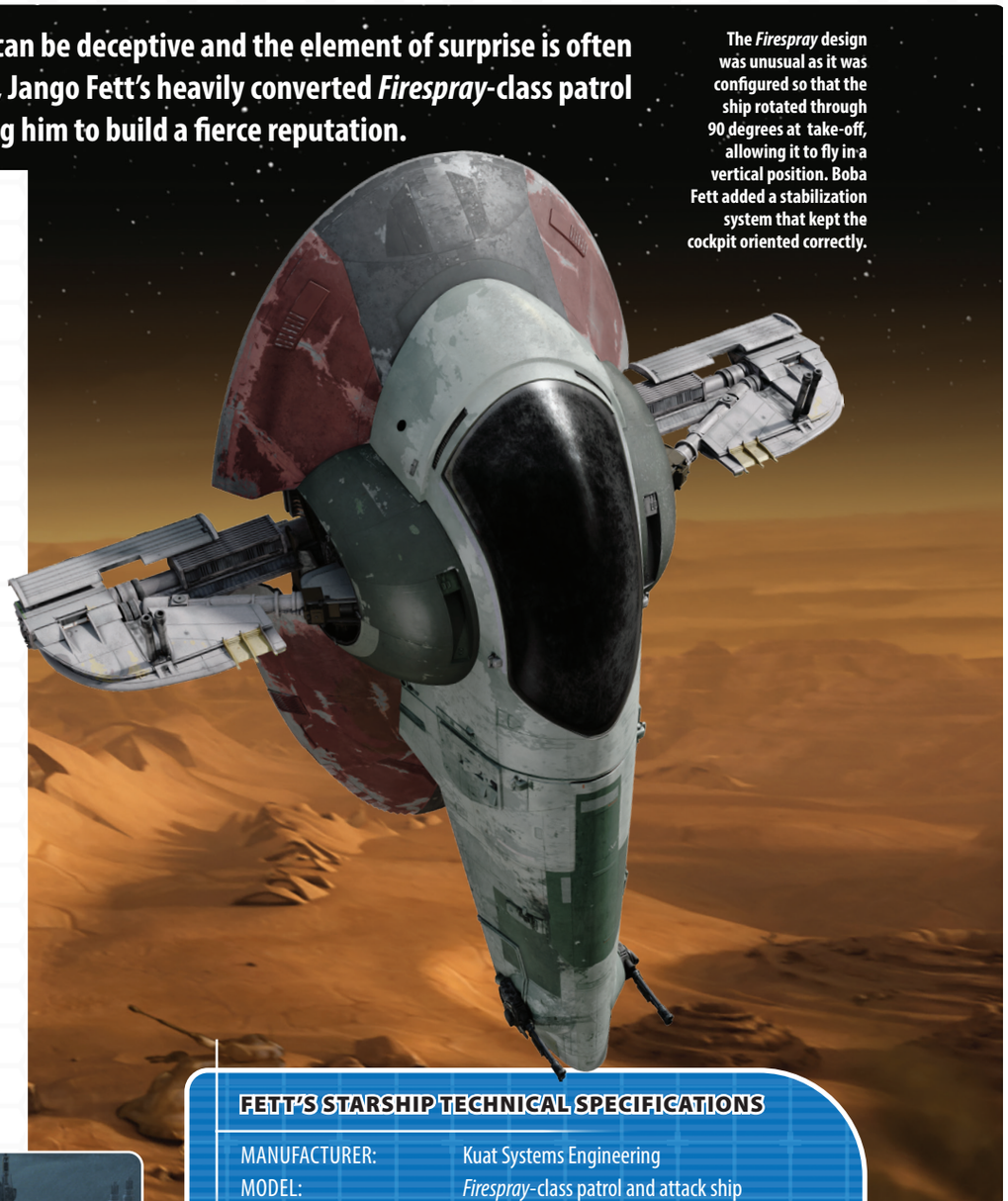
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BOUNTY HUNTERS' TRANSPORT

FIRESPRAY PURSUIT SPECIAL: JANGO & BOBA FETT'S STARSHIP

In a galaxy where appearances can be deceptive and the element of surprise is often the line between life and death, Jango Fett's heavily converted *Firespray*-class patrol ship gave him the edge, enabling him to build a fierce reputation.



The *Firespray* design was unusual as it was configured so that the ship rotated through 90 degrees at take-off, allowing it to fly in a vertical position. Boba Fett added a stabilization system that kept the cockpit oriented correctly.

Designed as a law enforcement patrol ship, the *Firespray*-class was already a nimble and deft vehicle, too powerful for civilian use. But although Jango Fett was attracted to the relative anonymity a *Firespray* would give him, it was not heavily armed or armored enough for his unique and specific requirements. Fett embarked upon an upgrade program which would see the vessel refitted with superior firepower and shields, sensor packages and cargo space. By the time he was through with his upgrades, the specifications of his vessel was virtually unrecognizable from the original factory version.

ORIGINAL HISTORY

Built by Kuat Systems Engineering, the vessel was initially intended for use by local militia and police forces. However, the design fell between two stools, as it was overpowered for civilian usages but underpowered for home-defense purposes. Given that schism, the vessel was ushered off the assembly line after only a limited production run of just six.

The *Firespray* would find a second life

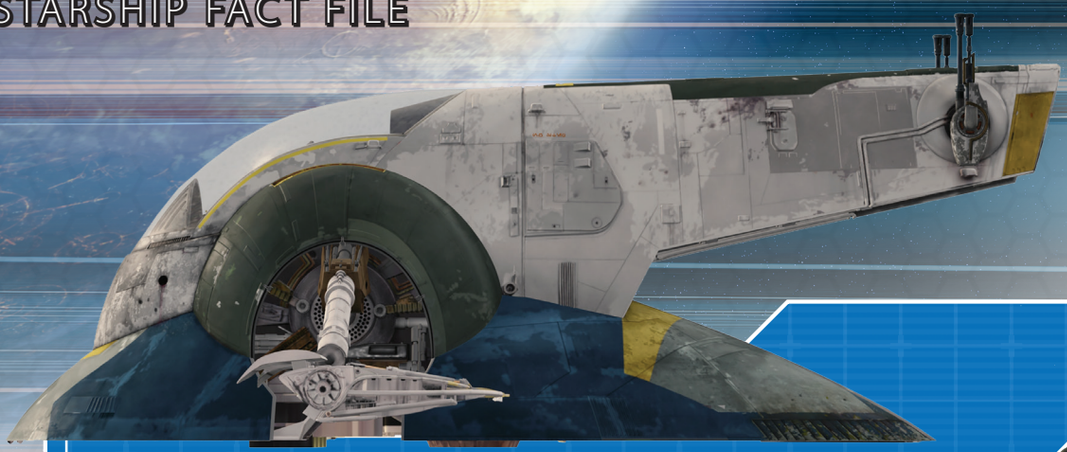


Obi-Wan Kenobi first encountered Jango Fett's starship on a Kamino landing platform, where the ship was set down on its flat bottom, as normal for the class.

FETT'S STARSHIP TECHNICAL SPECIFICATIONS

MANUFACTURER:	Kuat Systems Engineering
MODEL:	*Firespray*-class patrol and attack ship
SPEED (IN ATMOSPHERE):	1000 km/h (621 mph)
ACCELERATION:	2500G
HYPERDRIVE:	Class 1.0
CREW:	1 x pilot, 2 x co-pilots/gunners/navigators
WEAPONS:	2 x twin blaster cannons
	2 x laser cannons
	Missile launcher
	Minelayer

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PRISON SHIP

Within the depths of the vessel, near where Jango and his son Boba piloted the ship, lay the prisoner detention area. Initially laid out as a standard regulation police prisoner cage, Jango fitted shallower and narrower wall cabinets, designed to keep his prey secure and compliant throughout their journey to wherever Fett was collecting his bounty. On occasion, those prisoners would be entirely silent – encased, as they were, in carbonite. With a reputation as a lethally efficient bounty hunter, Fett was used to securing maximum profits for a minimum of fuss.

in the underworld as the personal transport of Jango Fett. Built to be tough and modular, Fett appreciated its ease of repair and availability of parts. It wasn't long before it was travelling the lanes, initially on the Outer Rim and then increasingly operating further and further afield.

HEAVY CUSTOMIZATION

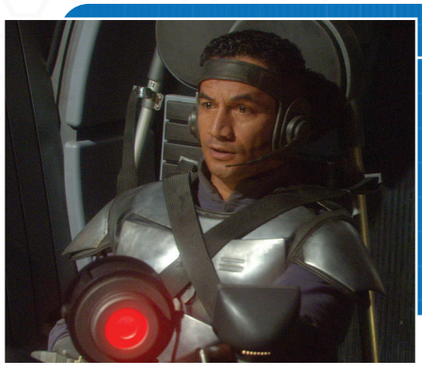
After 'acquiring' the ship during a job on the prison asteroid of Oovo IV, Jango soon began tinkering and upgrading the stolen vessel to meet his ever-increasing needs. He ripped out the standard police prisoner cages, replacing them with wall cabinets designed to keep troublesome prisoners' movements inhibited. He reconfigured the cockpit design to allow for a co-pilot (his son Boba who he was training to work alongside him), and installed functional crew quarters for the longer trips he and his son would undertake.

The configuration of the ship was altered and tweaked, maximizing the limited space the 21.5m (70 ft 6 in) craft afforded Fett – every cubic meter counted. He used a scavenged corridor segment from an abandoned Corellian starliner and fitted that to the aft of the cockpit area, adjusting the bunk area so he could accommodate both himself and Boba right next to the cockpit. Under the deckplates of the passenger hold lay a super-gravity intruder trap. Any unwanted visitors would be subjected to a localized increase in gravity, rendering them immobile and subject to Fett's mercies.

With the hyperdrive systems upgraded to a sizzling Class 1.0, Fett could traverse the lanes much faster than the majority of his competition, allowing



Boba Fett flew together with his father, acting as gunner or occasional co-pilot. After Jango's death on Geonosis, Boba inherited his father's ship.



MINIMAL CREW

The *Firespray* was ideal for undermanned militia. Needing only one pilot, the ship could also carry two gunners, navigators or co-pilots. Jango's clone son Boba filled these roles – most notably at his battle in the rain with Obi-Wan Kenobi on Kamino. While Jango kept Kenobi occupied, Boba trained the ship's tail cannons on the Jedi, and despite missing, distracted him enough for his father to further the attack.

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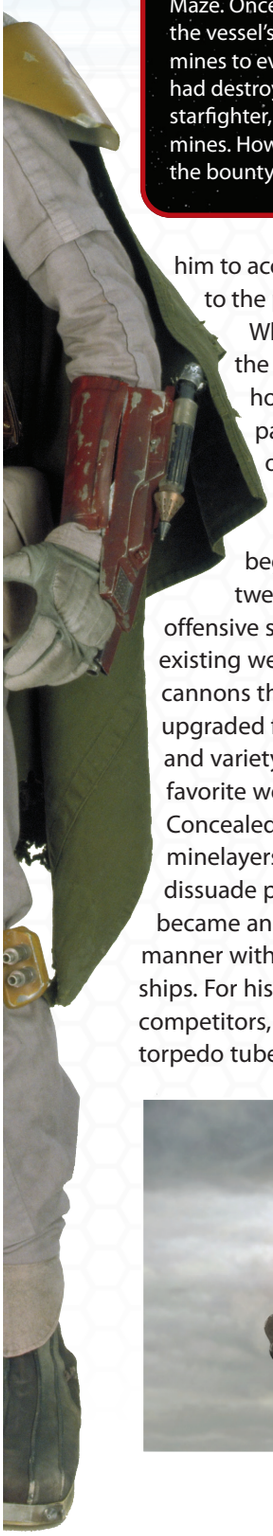
BATTLE OF GEONOSIS

DUEL IN THE ASTEROID FIELD

Fett's starship possessed an astonishing variety of capabilities, as Jango and Boba Fett demonstrated to devastating effect in a single bruising encounter in the treacherous asteroid field that lay around the Outer Rim world of Geonosis. Jedi Knight Obi-Wan Kenobi had tracked the bounty hunter from the far-flung world of Kamino, high above the galactic plane in the dwarf satellite galaxy of Companion Aurek, known as the Rishi Maze. Once he realized that the Jedi was on his trail, Fett used the vessel's speed, rapid-fire laser cannons, missile launcher and mines to evade and then attack Kenobi. Fett believed his barrage had destroyed Kenobi and his *Aethersprite* light interceptor Jedi starfighter, with the asteroid-smashing impact of one of his mines. However, Obi-Wan had ingeniously managed to dodge the bounty hunter by hiding on the far side of an asteroid.



Obi-Wan Kenobi planted a homing beacon on Fett's ship and pursued him to Geonosis. When Fett attacked him in the planet's asteroid field, Kenobi was lucky to evade the bounty hunter's devastating barrage.



him to accept jobs and beat the rest to the punch.

While the factory version of the *Firespray* could more than hold its own in the realms of patrol duties, it was sorely out-gunned in the arenas Jango Fett was used to operating in. As such, he began upgrading and tweaking his starship's offensive systems, starting with the existing weaponry. The original tail cannons the *Firespray* boasted were upgraded for increased accuracy and variety of power, becoming a favorite weapon of young Boba. Concealed and adapted naval minelayers were installed to dissuade pursuing vessels, and became an expensive but effective manner with which to lose enemy ships. For his more persistent competitors, concealed double torpedo tubes set to the front of the ship rained guided torpedoes out and onto his enemy. Only the luckiest or most skilled opponents were able to avoid them. With this wide array of destruction at his fingertips, Jango Fett turned this unassuming mid-sized vessel into a heavy assault ship.

THE ELEMENT OF SURPRISE

As Jango's fearsome reputation grew, so too did that of his starship. By using the short-lived *Firespray* as his vehicle of choice, Fett added yet another weapon to his arsenal – the element of surprise. Jango was able to take this innocuous converted patrol ship into battle with vehicles far larger and more powerful than his own, where, utilizing the upgrades he had installed onboard, he caught larger prey on the back foot. With tough shields, a broad range of defensive and offensive weapons, and devastating speed, he was able to achieve far more with his ship than its designers could have ever thought possible.

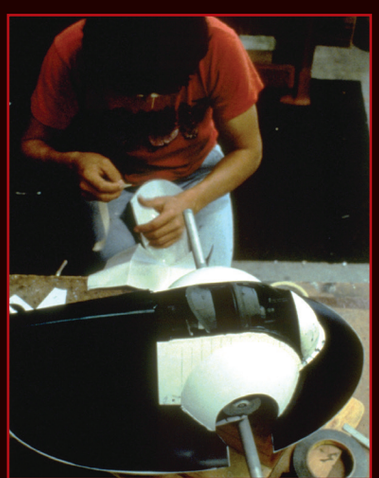


Jango Fett's starship's weaponry included two heavy twin blaster cannons, as well as two rapid-firing laser cannons, projectile launchers, and a minelayer.

BEHIND THE SCENES

INFLUENCES

Famously, the design of the starship was said to be inspired by a lamp post that sat outside of ILM's offices back in 1978. But one of *The Empire Strikes Back*'s art directors, Nilo Rodis-Jamero, refuted this, saying that his drawing was actually based on a radar dish. Only later, when the shooting model of the vessel was being constructed by Lorne Peterson, among others, did someone comment that the ship looked like a lamp, and that was how the legend was started. It was also commonly said to resemble the Volkswagen Beetle, designed before the Second World War, and made famous in the 1960s by the popular series of films starring Herbie.



The model makers were concerned that reflections off the ships curved canopy might pose problems for the film makers, so the model had two cockpit windows, one transparent and one opaque, allowing both versions to be shot.

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ASTROMECHS

No robotic helpers are as essential to modern spaceflight as the ubiquitous astromech droids. Their astrogation and repair skills make them essential aboard all manner of starships the galaxy over, including such workhorses as a humble light freighter.

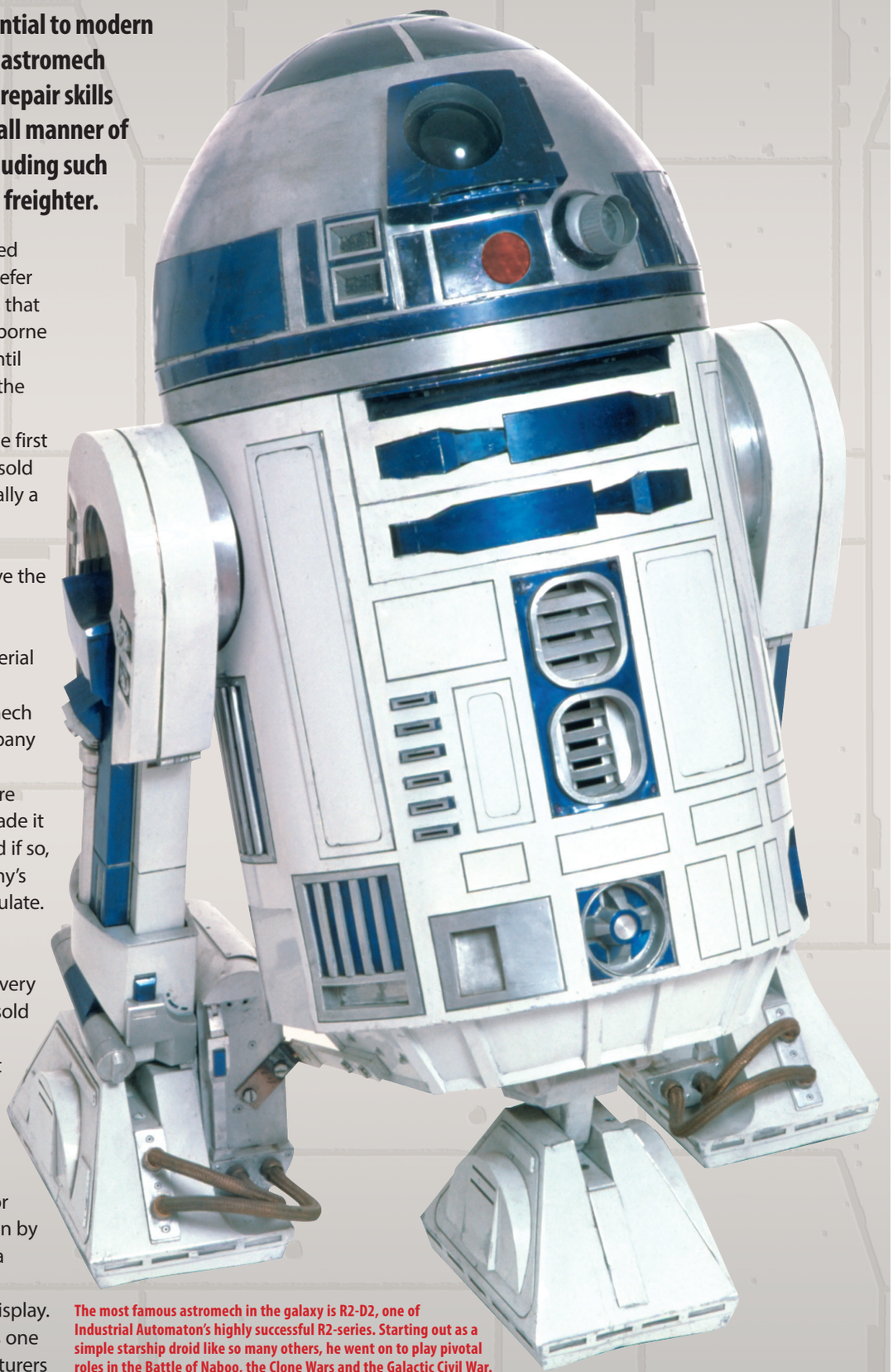
The term 'astromech' was used informally for centuries to refer to the general utility droids that worked as automated shipborne mechanics. However, it was not until some decades before the start of the Clone Wars that the Industrial Automaton company launched the first droid that was purpose-built and sold as an astromech. It was quite literally a massive success: known as the P2 astromech unit, the new model towered head and shoulders above the average human or droid.

During the launch, *Mechtech Illustrated* suggested that the P2 serial number meant that Industrial Automaton's first go at the astromech line had been a total failure. Company executives refused to answer journalists' questions whether there was a P1 model that had never made it out of the development labs – and if so, why it hadn't worked. The company's silence left the media free to speculate.

FIRST OF A LONG LINE

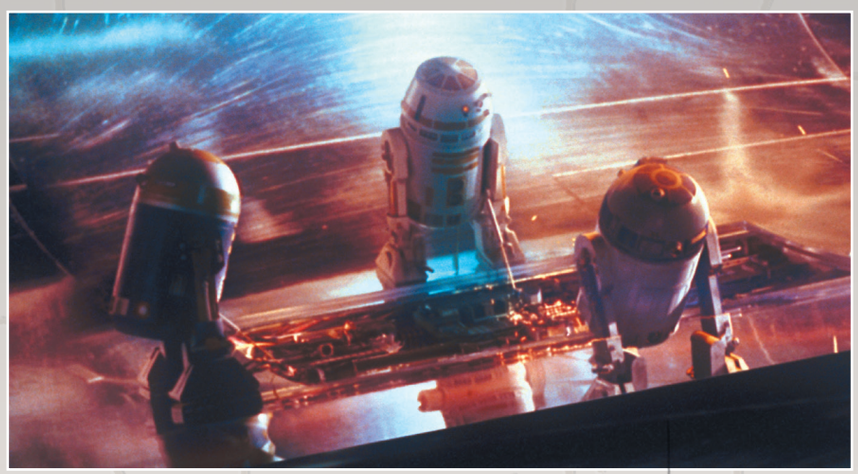
Be that as it may, the P2 proved a very effective shipboard tool and was sold exclusively to the Republic merchant fleet, whose officers put the new droid through its paces. The prototype provided the basic look of the astromech line, with its barrel-chested body filled with an array of retractable manipulator arms. The P2 was given locomotion by a trio of wheeled legs, guided by a sensor-filled domed head, and communicated through a video display.

Maker Industrial Automaton was one of the two biggest droid manufacturers



The most famous astromech in the galaxy is R2-D2, one of Industrial Automaton's highly successful R2-series. Starting out as a simple starship droid like so many others, he went on to play pivotal roles in the Battle of Naboo, the Clone Wars and the Galactic Civil War.

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The Naboo Royal Starship's complement of astromechs worked in incredible danger to repair the outside of the ship during its escape from the blockade of their planet.

in the galaxy, having been formed by the merger of Automata Galactica and Industrial Intelligence. As such, its droid development lab was well placed to try something completely different with the first of the R-Series astromech line.

THE R1-SERIES ASTROMECH

The company recycled the black body shells of its Mark II reactor drones and built the droid, a similar size to the P2, around that. However, the earlier model's triple-wheeled legs were gone. The R1 moved on hidden treads, and it had none of the utilities of the P2. It did, however, have the ability to calculate the navigation coordinates for a single hyperspace jump. It also possessed the ability to communicate in droidspeak. Many users found this series of computerized beeps and whistles a more acceptable form of communication than arguing with machines that talked back in Galactic Standard or Basic.

The R1 was found mostly on large capital ships and freighters before the Clone Wars, and could still be found being peddled by second-hand droid dealers, such as the Jawas of Tatooine, as late as the Galactic Civil War.

THE R2-SERIES ASTROMECH

However, Industrial Automaton would hit the sweet spot in astromech design with the R2-series. The company turned its back on the massive shells that housed the P1 and R1 models and managed to combine the earlier droids' abilities in the miniaturized R2 models.

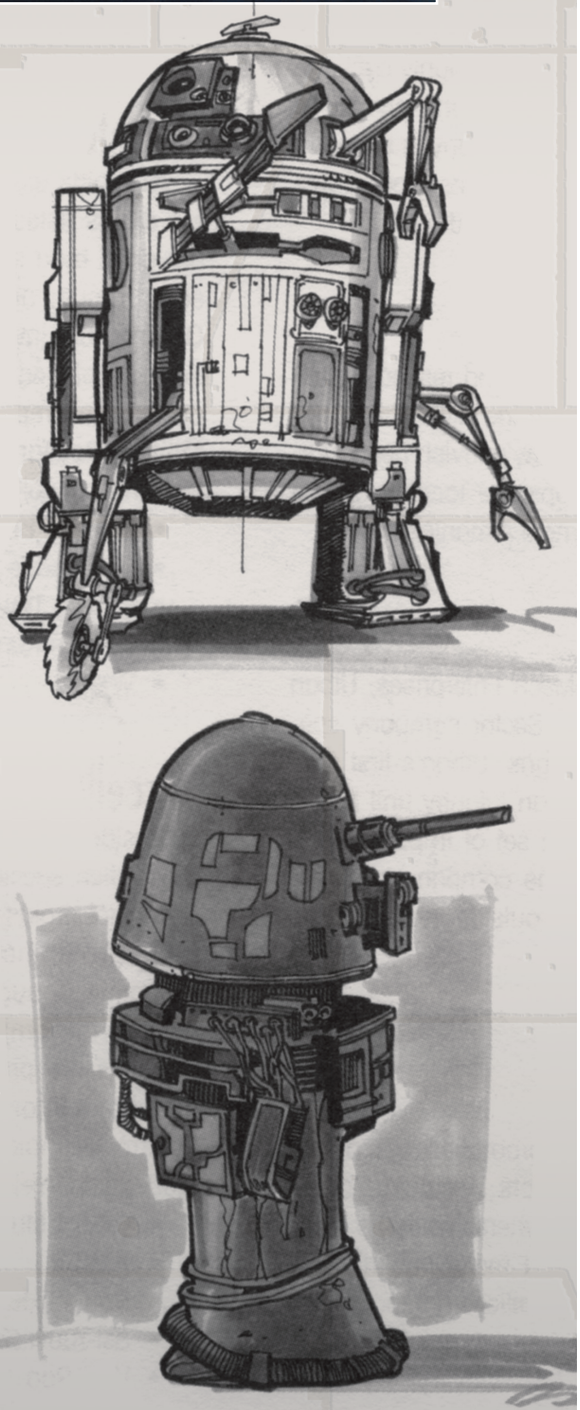
The result was a waist-high (to humanoids) barrel-shaped droid with a domed head and a trio of wheeled legs. 'No job is over this little guy's head', the company said at the product launch. The slogan turned out to be right, as the R2 unit was a truly versatile utility droid. It could be found performing on-board flight support in the droid socket of starfighters as diverse as the Naboo N-1, Jedi interceptor, Incom Y-wing and X-wing, where it had the intelligence to perform engine start-up and pre-flight taxiing, as well as holding 10 sets of hyperspace coordinates in its memory. Aboard bigger starships, members of a larger complement of R2-series droids could be seen installing new wiring, polishing floors and replacing blown fuses.

The R2-series came with a variety of standardized appendages that included a repair arm to clean, cut or seal electronic components; a gas torch; a computer interface arm for command and information exchange; a grasping arm to grab objects and adjust power routings in starfighters; a power-charge arm to recharge machinery and test circuitry; and a lubricant applicator arm.

The model also had arm extensions that could wield cutters, magnetic depolarizing leads and welding tips – or be swapped out for other specialized extensions. R2 astromechs were also outfitted with booster rockets, a hologram recorder and projector, a fire extinguisher, and a life-scan mesh.

THE MILLENNIUM FALCON

The *Millennium Falcon* did not normally fly with an astromech on board. Their basic function of plotting hyperspace jumps was not generally needed by her captain and crew because of the built-in Microaxial Rubicon navigation computer – although most YT-1300



Even though it looked similar to the later R2, Industrial Automaton's first astromech, the P2 (top left), stood a massive 2.3m tall. Its replacement, the R1 (left) was an improvement, despite its unconventional appearance.

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operators considered an astromech a good solid backup in case the computer should fail. Some time after the Clone Wars, this had become such a priority for one former owner of the *Falcon* that instead of carrying a separate astromech on board, he simply had a military-issue R3 droid brain slaved to the ship's computer. It is not clear from the ship's logs exactly who had wired the astromech into the *Falcon*'s Hanx-Wargel SuperFlow IV. It is, however, certain that the ship's performance was improved by the unconventional upgrade of its three slaved brains (which also included the salvaged units from a V-5 transport and a corporate espionage slicer droid).

This arrangement suited Han Solo just fine. He mistrusted droids so much that he avoided shipping with them whenever he could, for fear that they would mess with his carefully calibrated starship. (It was also true that stand-alone astromechs could be knocked off their triple treads during extreme maneuvers, severing the interface link just when it was needed most.) The R3 astromech droid brain

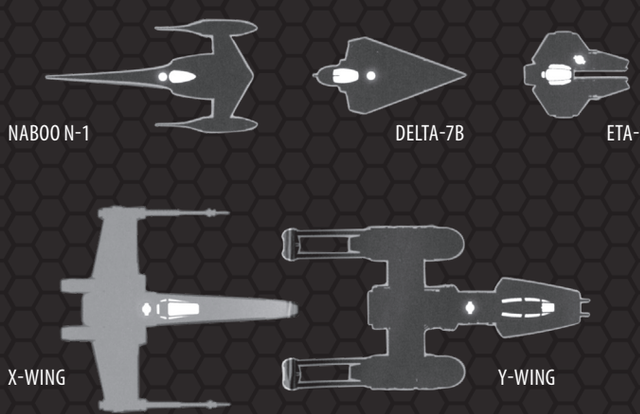


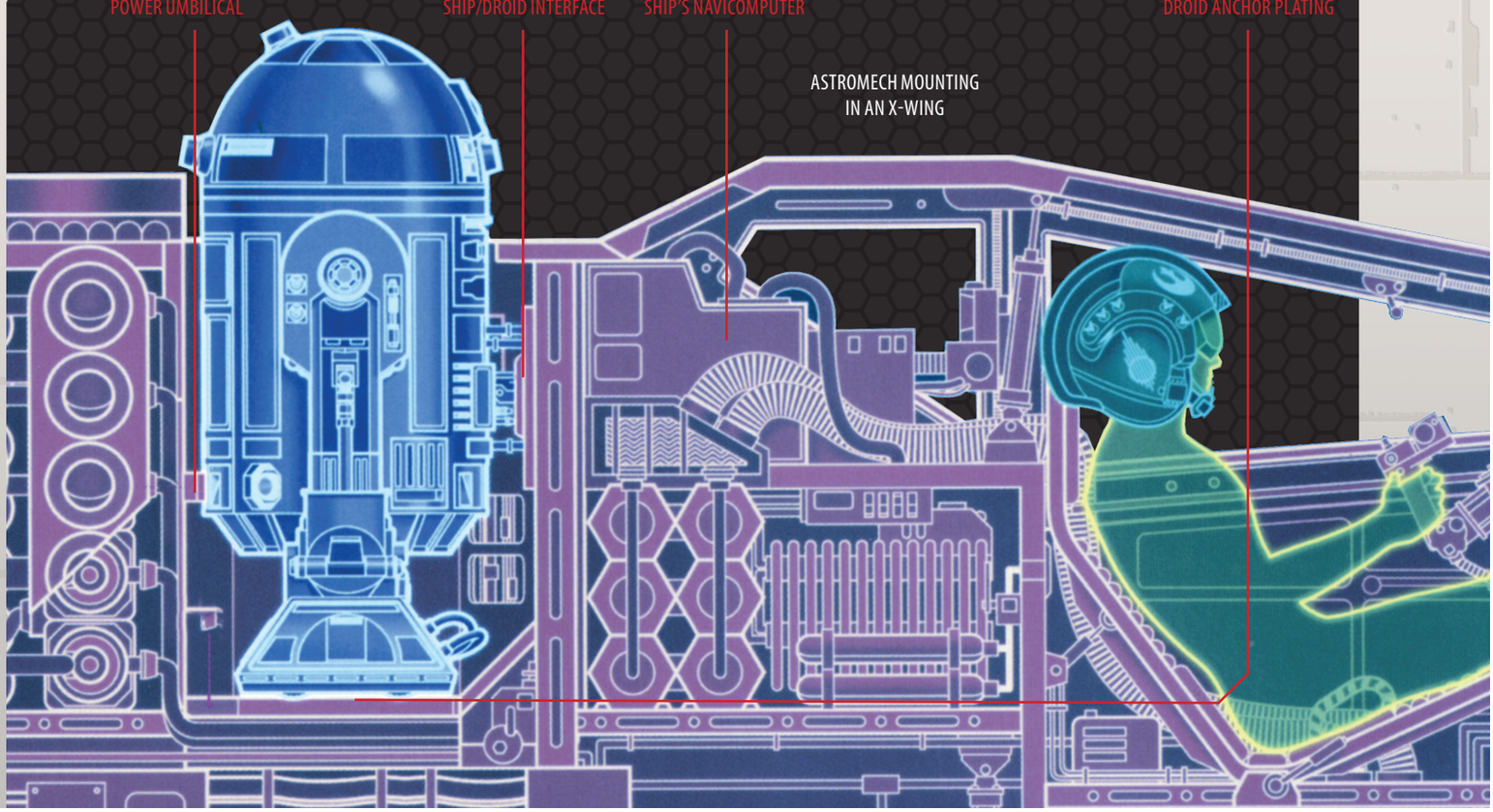
Well-worn old astromechs such as this R1 unit are often found being traded in junk yards, or by scavengers such as the Jawas of Tatooine.

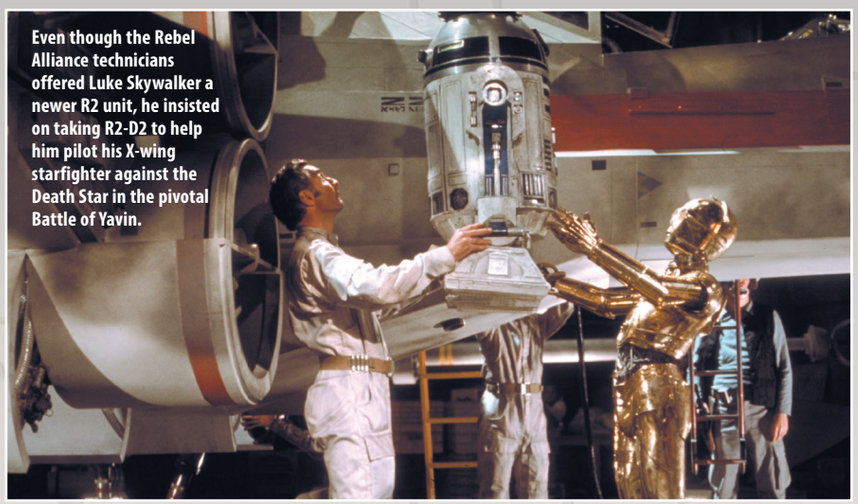
DROID CO-PILOT

The astromech socket (or astromech slot) is a standard fitting on many starships, allowing a droid to be taken on board as a form of 'co-pilot', fully integrated with the ship's systems. On a smaller vessel, such as the starfighters illustrated here, the astromech's primary purpose is as a backup or alternative to a nav computer. However, due to the limitations of their astrogation buffers, each astromech can only hold a set number of hyperspace coordinates, so may need reconfiguring over lengthy tours of duty. Astromechs also provide in-flight maintenance and repair, and perform a number of routine functions so the pilot can focus on flying the ship. When R2-D2 was plugged into the standard socket of Luke Skywalker's X-wing starfighter, he rapidly became indispensable, despite Luke's Jedi powers.

ASTROMECH SOCKET LOCATIONS IN SOME KEY STARFIGHTERS







Even though the Rebel Alliance technicians offered Luke Skywalker a newer R2 unit, he insisted on taking R2-D2 to help him pilot his X-wing starfighter against the Death Star in the pivotal Battle of Yavin.

provided the in-built ability to make in-flight adjustments, giving the modified YT-1300 the capability to maintain optimum performance without external intervention.

AN ASTROMECH HERO

Even Solo, however, had reason to thank the aging astromech R2-D2, which made several trips on board the *Falcon* during the Galactic Civil War – during which he demonstrated the R2-series' incredibly versatile abilities.

It was decades since the little astromech had come to the aid of Queen Amidala of the Naboo, when he made his way onto the hull of the Royal Starship to repair the vessel after she came under fire from Trade Federation ships. The plucky little droid went on to serve Anakin Skywalker in the Clone Wars, and worked for the Alderaanian royal family at the outbreak of the Rebellion. It was then that Princess Leia of Alderaan entrusted the beat-up little astromech with secrets vital to the success of the Rebel Alliance.

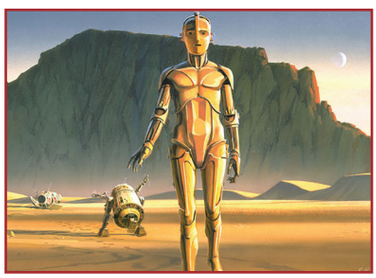
Falling in with Luke Skywalker, R2-D2 helped him and his friends to escape the first Death Star by interfacing with the main computer to find the controls to the battle station's tractor beam. The astromech also saved the rebels from the Death Star's trash compactor. Later, at the Battle of Yavin, R2-D2 would help Skywalker destroy the Death Star itself, by fixing technical problems and boost power from the X-wing's systems – even though the little droid was badly damaged in the process.

After Yavin, R2-D2 hardly left Luke's side, and played a pivotal role in helping the rebels to escape capture by the Empire at Bespin by reactivating the *Falcon*'s sabotaged hyperdrive. (It was fortunate that even after its many modifications, the YT-1300's diagnostic facilities were still available to an astromech plugging its interface arm into the *Falcon*'s main Hanx-Wargel computer.) R2-D2 also accompanied Luke on his visits to Dagobah to see the Jedi Master Yoda, to Tatooine where he liberated Han Solo from Jabba the Hutt, and to Endor, where he was badly damaged again during the ground battle on the Forest Moon.

BEHIND THE SCENES

REPAIR GUY

Soon after the idea of R2-D2 formed in *Star Wars* writer/director George Lucas's mind, he decided to start his story from the little droid's point of view. He had been inspired by director Akira Kurosawa's 1958 film *The Hidden Fortress*: 'The part that was the most interesting in *The Hidden Fortress* was that it was told from the point of view of the farmers and not from the point of view of the princess,' Lucas said. 'I liked that idea. It set me off on a very interesting course because it really did frame the movie in a very interesting way and altered the point of view of all three [original trilogy] movies.' The Japanese movie starts with two bedraggled peasants bickering about their lot after a skirmish, before quarreling and splitting up. It was up to concept artist Ralph McQuarrie to come up with the droid's look, given the simplest of briefs: 'George said that R2-D2 should be a kind of repair guy.'



A Ralph McQuarrie concept painting of the two droids that opened the first *Star Wars* movie.



R4, R5, and R7 astromech droids compared. All have the same barrel-shaped bodies, and two- or three-legged support. The most obvious external difference is the head, but there are many other functional variations.

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YOUR NEXT PARTS

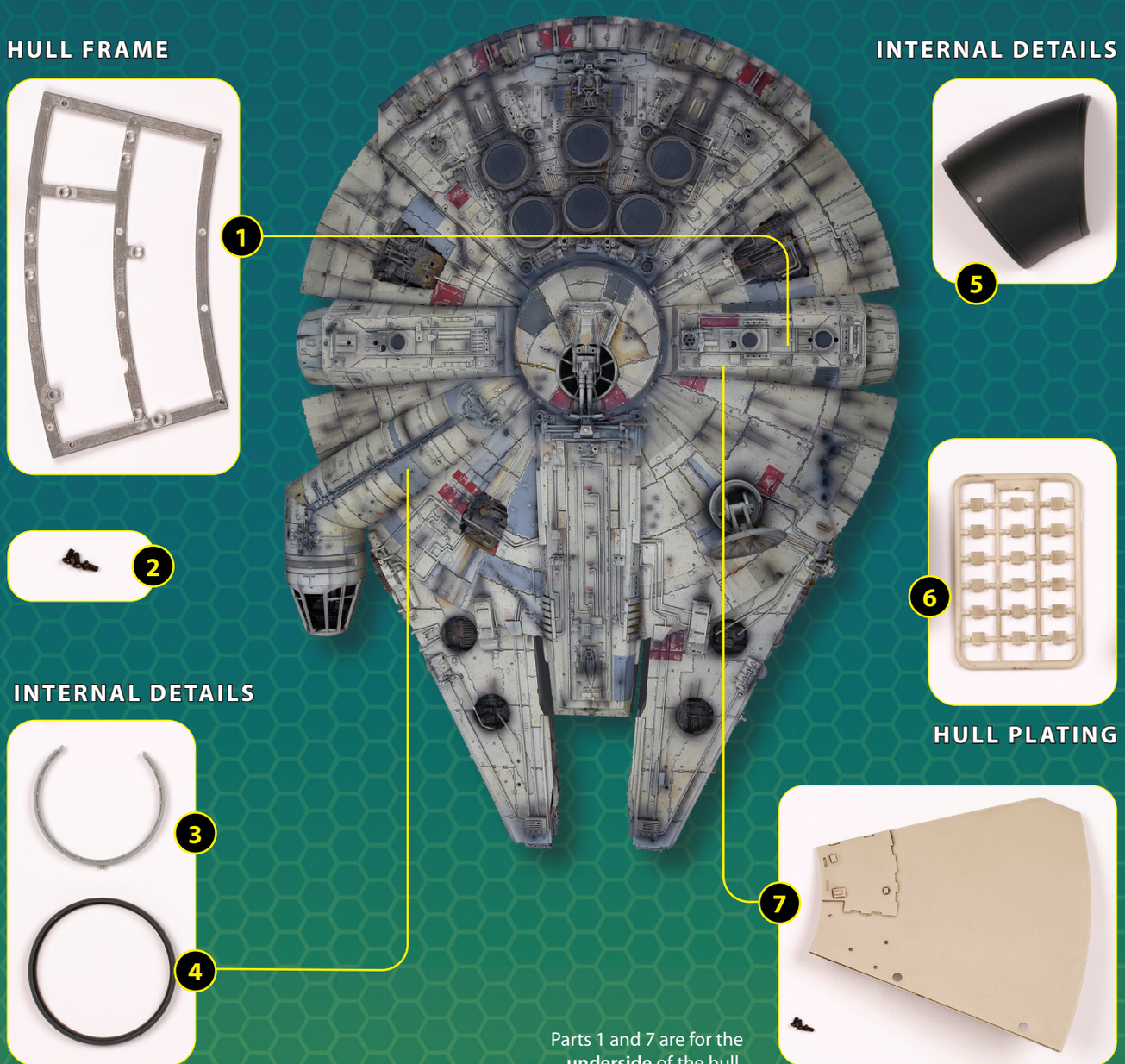
COMPONENTS CHECKLIST

1 Hull frame BF-33
2 Fixing screws (x 2, plus spare)
3 Corridor arch
4 Port corridor end ring
5 Port corridor top
6 Cushion pads (set of 18 on sprue)
7 Hull plating BP-22

Continue assembling the port corridor, then temporarily fit all the corridors to the main hold to see the internal details shown on the blueprint provided with Issue 1.

In addition to the parts you need for this stage, you have another piece of the metal framework and another section of plating for the underside of the hull. Keep these until later on.

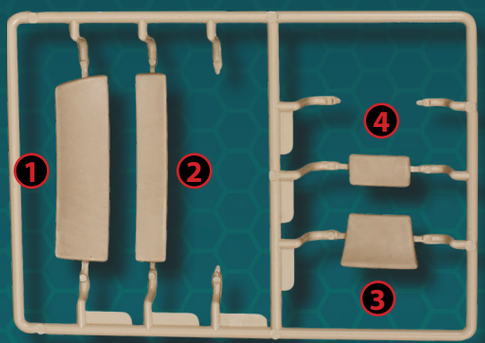
WHERE THE PARTS FIT



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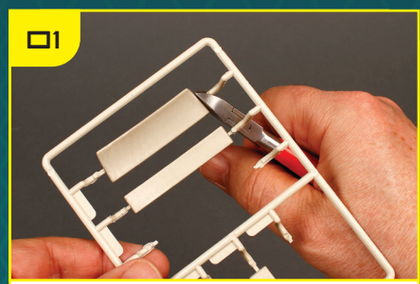
ASSEMBLING THE PORT CORRIDOR

Finish assembling the port corridor by fitting the cushion pads from Issue 27 to the top, following the numbered key below. Then fit the corridor together with the base you made in Stage 27. You may prefer to do a dry run of Steps 9-12 before gluing the parts.





01



Clip and trim each cushion off the sprue as you need it.

02



Glue pad 1 to the lower slots in the corridor top provided this time.

03



Glue pad 2 to the upper slots, noting how it overhangs the edge.

04



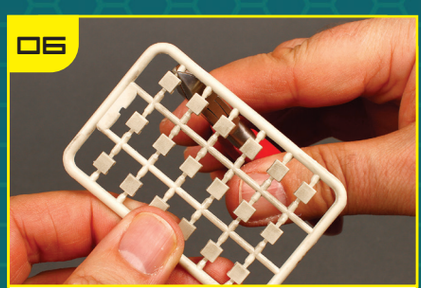
Glue pad 3 to the lower slots in the corridor top.

05



Glue pad 4 to the upper slots, noting how it overhangs the edge.

06



Take the sprue of cushion pads and clip them out as you did before.

07



Glue all 18 pads to the inside of the arch as you did with the previous arches.

08



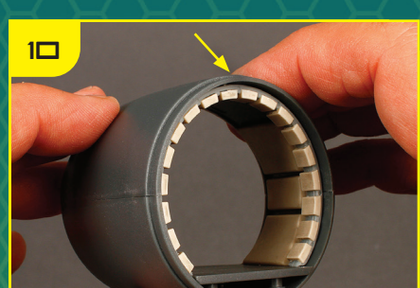
Take the parts you just put together, the corridor end ring (Part 4) and the corridor base assembly from Stage 27.

09



Fit the ends of the arch to the two notches in the ends of the base.

10



Fit the top over the arch, ensuring the pin on top fits into the arrowed hole.

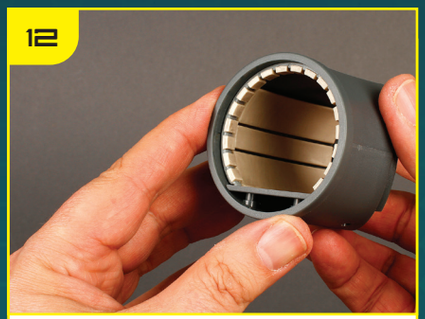
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11

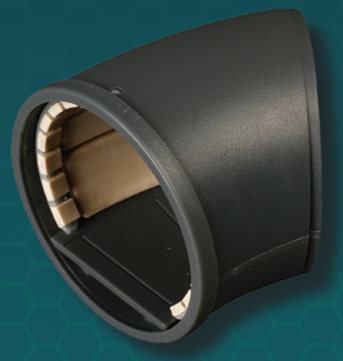


Hold the end ring with its wider end facing the arch end of the corridor.

12



Fit the end ring over the recessed end of the corridor.



The finished assembly should look like this.

BEHIND THE SCENES

DELETED SCENES

The release of the *Star Wars* Digital Movie Collection for download in April 2015 included five deleted scenes from *Return of the Jedi*, including a section called *Battle Of Endor: The Lost Rebels*. This footage includes rebel pilots who never made the final cut, plus additional action featuring the *Millennium Falcon*'s support crew in sequences showing areas inside the *Falcon* in much more detail than fans had ever seen before.





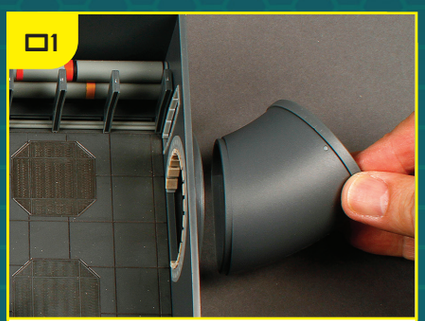


Members of the rebel strike force pictured in the passage tube from the cockpit of the *Millennium Falcon*, in one of several scenes filmed for *Return of the Jedi* that did not appear in the final edit.

ASSEMBLING THE INTERIOR

You can now push-fit all the corridors and hold together to see the internal assembly – but do not glue or screw any of the joints at this stage, as there are more parts to come. You will need the passage tube and starboard corridor (test-fitted in Stage 23), the main hold (completed in Stage 25) and the access tunnel (completed in Stage 26).

01



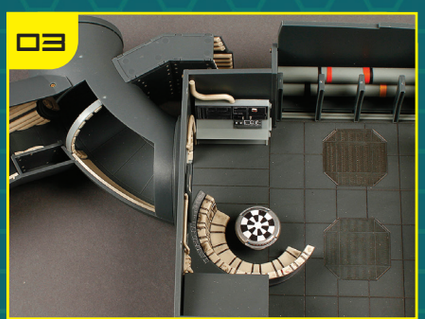
Plug the recessed end of the port corridor into the port doorway of the hold.

02

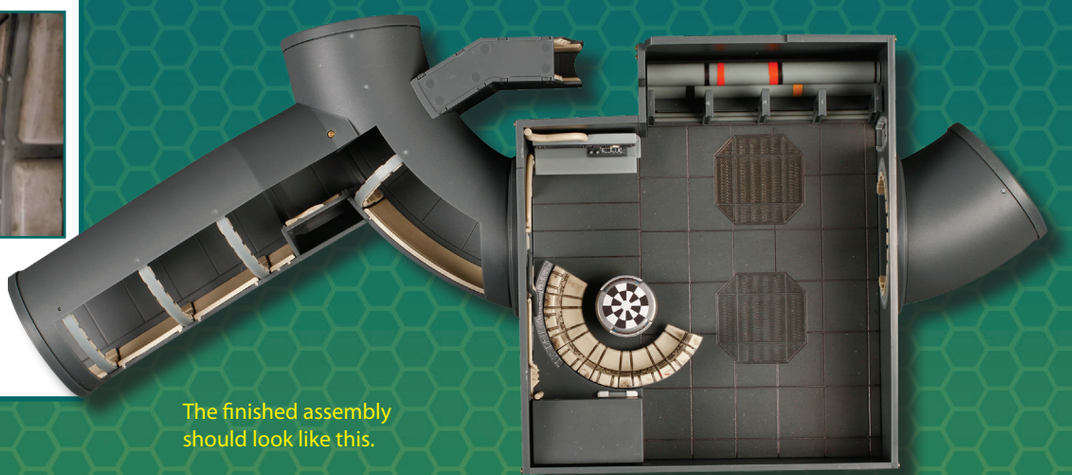


Assemble the passage tube and corridor as shown in Stage 23, then fit the access tunnel to the slot in the corridor.

03



Fit the recessed end of the corridor into the hold doorway as in Stage 17.



The finished assembly should look like this.

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