29

STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



A-WING STARFIGHTER

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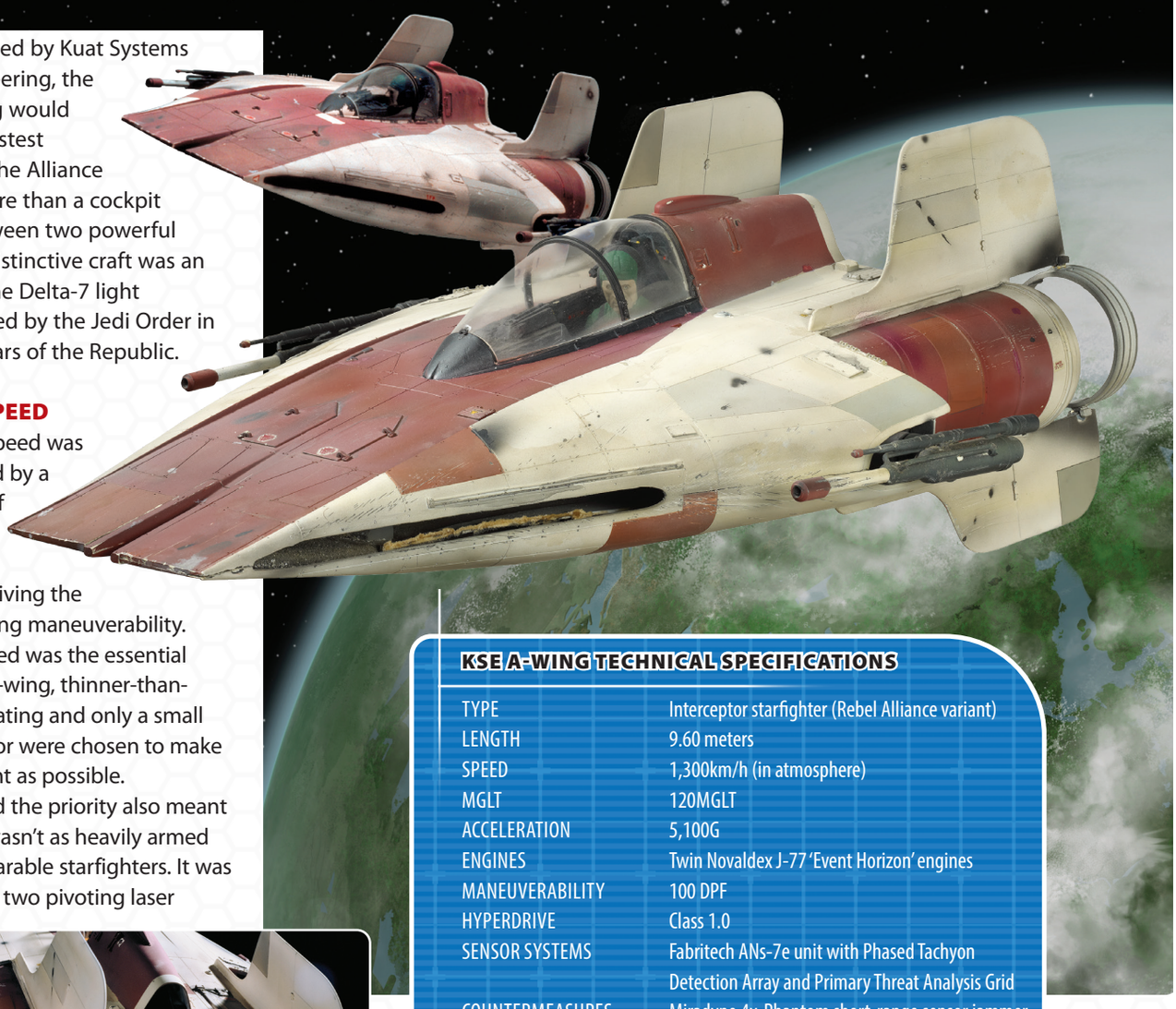
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FASTEST FIGHTER IN THE ALLIANCE FLEET

KSE A-WING STARFIGHTER

The A-wing was a fast and highly maneuverable craft. It would also become the most demanding starfighter in the Alliance arsenal – although an adept pilot could turn an A-wing into a formidable weapon, as demonstrated during the Battle of Endor.



Developed by Kuat Systems Engineering, the A-wing would become the fastest starfighter in the Alliance fleet. Little more than a cockpit mounted between two powerful engines, the distinctive craft was an evolution of the Delta-7 light interceptor used by the Jedi Order in the closing years of the Republic.

BUILT FOR SPEED

The A-wing's speed was complemented by a combination of adjustable controls and jets, also giving the craft outstanding maneuverability. Since high speed was the essential ability of the A-wing, thinner-than-usual armor plating and only a small shield generator were chosen to make the craft as light as possible.

Making speed the priority also meant that the ship wasn't as heavily armed as other comparable starfighters. It was equipped with two pivoting laser

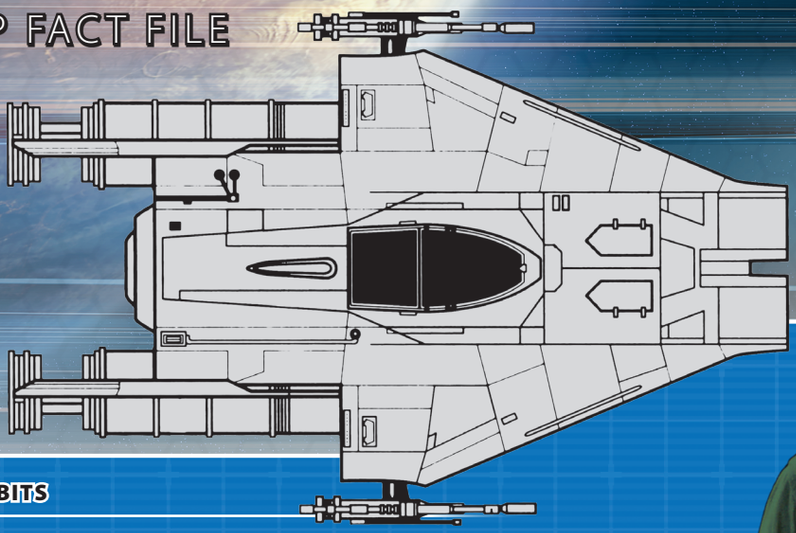


The blast from the A-wing's two powerful engines was directed by a series of adjustable vanes, giving the ship exceptional maneuverability at speed.

KSE A-WING TECHNICAL SPECIFICATIONS

TYPE	Interceptor starfighter (Rebel Alliance variant)
LENGTH	9.60 meters
SPEED	1,300km/h (in atmosphere)
MGLT	120MGLT
ACCELERATION	5,100G
ENGINES	Twin Novaldex J-77 'Event Horizon' engines
MANEUVERABILITY	100 DPF
HYPERDRIVE	Class 1.0
SENSOR SYSTEMS	Fabritech ANs-7e unit with Phased Tachyon Detection Array and Primary Threat Analysis Grid
COUNTERMEASURES	Miradyne 4x-Phantom short-range sensor jammer
TARGETING COMPUTER	Fabritech ANq 3.6 with IN-344-B 'Sightline' holographic imaging system
WEAPONS	2 Borstel RG9 laser cannons and 2 Dymek HM-6 concussion missile launchers
SHIELDS	Sirplex Z-9 Shields (rated at 50 SBD) and titanium alloy hull (rated at 15 RU)

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OLD HABITS

Despite the Alliance victory at the Battle of Yavin, the loss of so many X-wings to the Imperial TIE fighters proved the need for a dedicated interceptor. As a result, the A-wing starfighter saw increased production – as much as the credit-starved Alliance could afford. However, because the fighter was notoriously twitchy to fly and a little fragile under fire, the majority of Rebel Alliance pilots preferred to stick with their trusty X-wings. Nonetheless, at the Battle of Endor a full squadron of A-wing starfighters joined the fight against the Empire's finest.

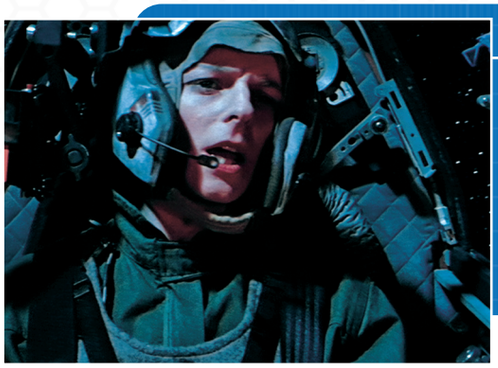
cannons that could turn 60 degrees above and below the horizontal. These pair of swiveling laser cannons were able to shoot down a lot of surprised opponents while, for taking on larger targets, the A-wing could carry up to six concussion missiles.

The cockpit was rather cramped and packed with advanced avionics, because the designers decided against installing provision for an astromech droid. The A-wing also featured a specialized Fabritech sensor unit that could blind enemy scanners, although this sensor system was useless against larger starships, as it could generate a detection spike on a capital ship's sensor grid. Also provided to A-wing pilots was a range of multi-spectral imagers and other sensors, enabling them to gather the necessary information quickly before enemy starfighters could be deployed.

The A-wing's wedge-shaped bow was fitted with a reinforced heat shield. Intended as protection when entering an atmosphere, it had a more sinister reputation, as pilots without any hope of surviving had been known to use the bow as a battering ram to breach the hull of an enemy ship in space.

DEVELOPMENT

Early A-wing fighters had been deployed on their homeworld of Tammuz-an over a decade before the Battle of Yavin. There, the fighter became a favorite of pilots who loved to experiment with its speed and maneuverability. Before the foundation of the Rebel Alliance, several of these 'prototype' A-wings came into the possession of different rebel cells, such as Phoenix Squadron. Ace pilot Jake Farrell, an advocate and customizer of the ship, brought a couple to the



A-WING PILOTS

Rebel Alliance A-wing pilots wore green jumpsuits with a small life-support unit and a black flak vest, and their helmets contained an elaborate communications device. Several notable A-wing pilots were victims of the Battle of Endor.

Sila Kott flew as Red Three in the Rebel Alliance's Red Squadron. Her A-wing was shot down by two TIE Interceptors as she attempted to draw them off.



An A-wing pilot wearing the distinctive green flight suit with white webbing ejection harness and overboots.

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BATTLE OF ENDOR

HEROIC SACRIFICE

The A-wings at the Battle of Endor were split between Green, Red and Blade Squadrons. Their speed came to the fore when the Death Star's shield had been disabled, and General Calrissian signaled for them to follow him into the battle station's narrow, unfinished superstructure, where the small and nimble A-wings could operate with relative ease. During the breathtaking pursuit, Jake Farrell lured some TIE fighters away from Gold and Red Leader, while A-wing pilots brought down the *Pride of Tarlandia*, an important battle cruiser. Green Leader Arvel Crynyd and Farrell disabled the bridge deflector shields of the flagship of the Imperial fleet, the mighty *Executor*. But hit by enemy fire, and no longer able to control his A-wing, Crynyd directed his doomed craft towards the command bridge of the *Executor*, causing the Super Star Destroyer to collide with the Death Star.





Unable to fight on, Green Leader flew his crippled A-wing straight into the bridge of the Imperial flagship, which in turn crashed into the Second Death Star.

Massassi Temple on Yavin 4. Because of Farrell's expertise and love for the craft, he was invited to assist with the development of the Rebel Alliance's A-wing variant. His first act was to replace the Kuat Systems Engineering engines with blisteringly fast Novaldex J-77 'Event Horizon' ones.

The A-wing was always considered an interceptor starfighter, since it was conceived as an escort with the capabilities to neutralize incoming targets. The Tammuz-an originals were used to defend bases and to escort supply ships, but it definitely also excelled at 'hit and fade' missions, intelligence-gathering, surgical strikes, and reconnaissance. In such operations, A-wings activated their sensor jammers in the closing stages of the raid and headed towards their target at full speed while releasing their missiles. Before an effective defense could be mounted, the A-wings were already out of reach.

The A-wing was also a capable dogfighter, although one direct hit usually meant instant obliteration. The use of stabilizers and excellent control surfaces turned the A-wing into an effective atmospheric craft, reaching a top speed of 1,300 kilometers per hour.

MISSILE WITH A MAN IN IT

Sometimes nicknamed 'the missile with a man in it', the A-wing was a finicky craft – of all the starfighters in the Rebel Alliance fleet, it was considered to be the most difficult to pilot. Part of this reputation came from its extremely sensitive control system that would only allow Alliance aces to fly it successfully. Because the A-wing was subjected to incredible stresses, it also needed a lot of repairs due to regular breakdowns, and there were always rumors that the Rebel Alliance was considering ways to update the craft.

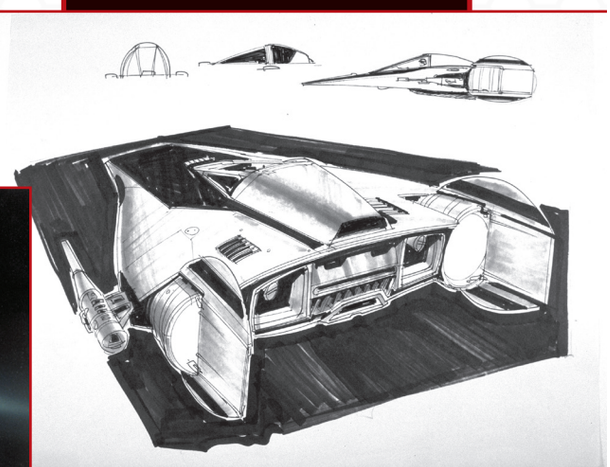
BEHIND THE SCENES

COLOR CHANGE

The compact A-wing was designed by Joe Johnston, and modeled by ILM's Wesley Seeds and Lorne Peterson. Green Leader's A-wing received a separate damaged wing that could be snapped into place for its final scene. As depicted in Ralph McQuarrie's production painting, the ship had blue markings, but this was changed to red to allow bluescreen filming. The model featured a modified German World War I pilot, but the full-size A-wing pilot's suit was designed by Nilo Rodis-Jamero, while the helmet had a solid blast shield like the one Luke Skywalker trained with aboard the *Falcon*. Additional A-wing pilots (among them an elderly lady) were filmed in their cockpits, but their scenes weren't used in the final film.



Ralph McQuarrie's original color scheme for the A-wings would have caused problems for bluescreen filming, so it was changed to red. The original designs returned, however, for Season 2 of *Star Wars: Rebels*, in tribute to the great artist.

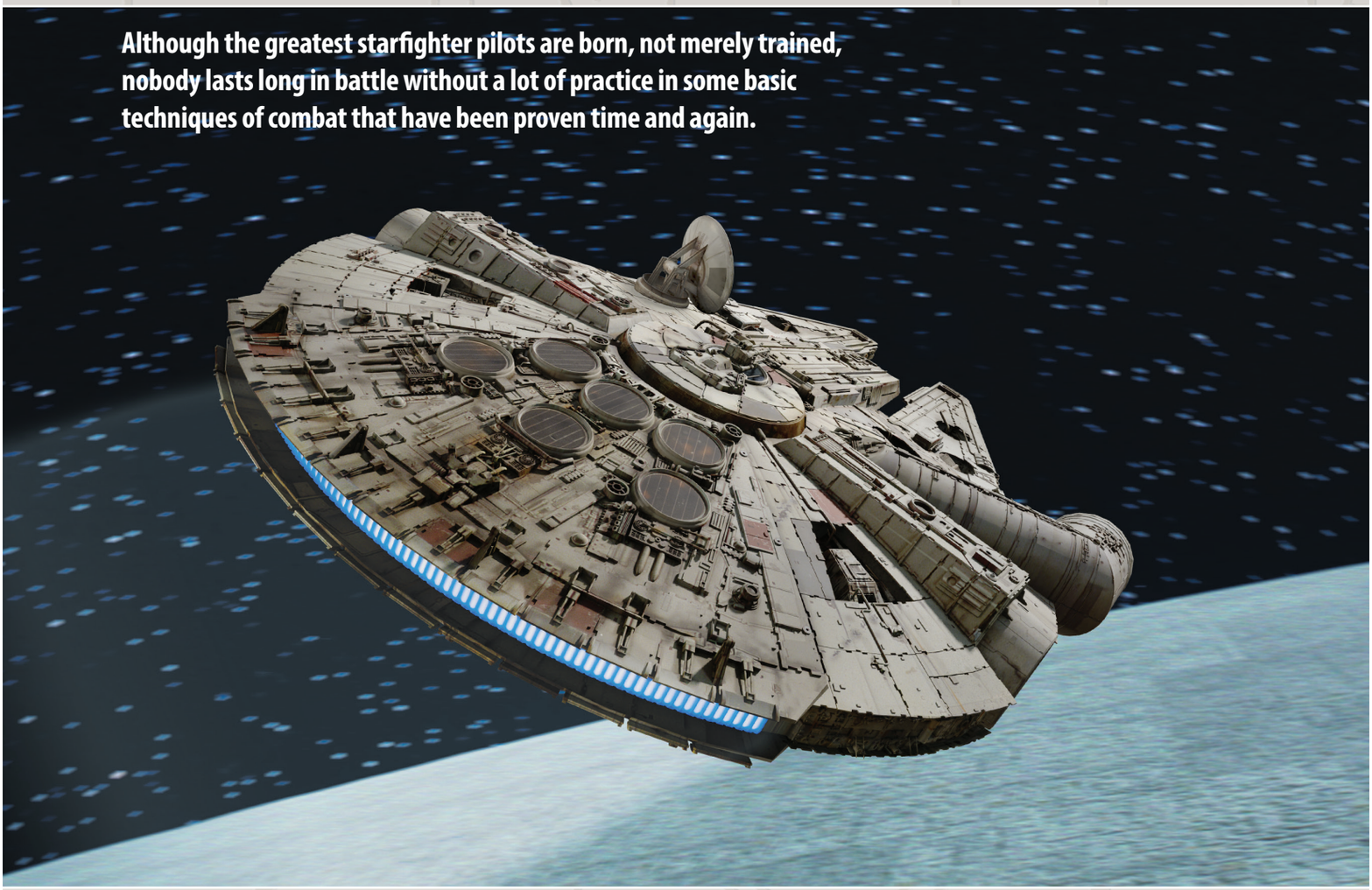


Joe Johnston's early marker sketches of the A-wing are close to the finished design, and even map out the two-tone color scheme.

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COMBAT TECHNIQUES 1: STAGES OF ENGAGEMENT

Although the greatest starfighter pilots are born, not merely trained, nobody lasts long in battle without a lot of practice in some basic techniques of combat that have been proven time and again.



It may seem a little odd to explore combat techniques by looking at the battle history of a ship that was never intended to be a starfighter, but the first lesson of combat is always to expect the unexpected. The key mistake made by pilots who put the *Millennium Falcon* in their targeting crosshairs for the first time was to think the ship was a stock light freighter.

In the capable hands of Han Solo and Chewbacca, the *Falcon* had practically nothing but its looks in common with its sister ships built by the Corellian Engineering Corporation. It has far more in common with the BTL Y-wing assault starfighters built by Koensayr Manufacturing, or the T-65 X-wings manufactured by the Incom Corporation, which it led out of battle at Yavin and into battle at Endor.

The *Falcon*'s sublight speed and agility surpassed that of the wing she led against the second Death Star and the Imperial fleet, putting her in a league equal to or above that of the Rebel Alliance's snub fighters. The *Falcon*'s abilities helped to win the battle for the Alliance – which was no mean feat considering that the rebel fleet was led into a trap set by Emperor Palpatine himself. However, even the best starfighter is only as good as its pilot.

THE FIVE STAGES OF COMBAT

A key factor that helped Solo to play a decisive role in the defeat of the first Death Star was his instinctive use of one of the most important formulas that any good space fighter pilot takes into battle. This sequence, which has been classified as the 'Five Stages of

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Detection is the first stage in any engagement. To pick up hostiles that are not yet in range, most ships and their crews rely on some form of passive sensor system.



An Imperial TIE fighter makes a close pass over the *Millennium Falcon*'s rectenna – which her captain fitted to pick up enemy ships at extreme distance, long before visual contact is made.



The *Millennium Falcon* in hot pursuit of an Imperial TIE fighter – an engagement well beyond the capabilities of any ordinary light freighter.

Combat', was also employed by Lando Calrissian and his co-pilot Nien Numb when they helped the Alliance to win the engagement at the Battle of Endor.

Earlier generations of starfighter pilots may well have intuitively understood how a successful space combat evolves. However, their technique remained an informal code until an Imperial defector to the Rebel Alliance by the name of Adar Tallon explored the rules of engagement in detail, in his book *Treatise on Starfighter Tactics*. Tallon unpacked and formulated five key stages in any battle – which he set down as Detection, Closing, Attack, Maneuver, and Disengagement.

STAGE I: DETECTION

You don't have to be the hottest combat pilot to realize that the first one to spot the enemy has more time to decide how to handle the situation. That's why, like the best starfighters, the *Millennium Falcon* is fitted with a compact, yet powerful, military sensor package. This suite of instruments includes full-spectrum transceivers (FSTs) or 'universal sensors' that are able to detect all types of celestial objects and energy fields, and distinguish them from spacecraft. The *Falcon*'s ex-scout ship sensors were designed to operate at extremely long range, meaning that more often than not, Captain Solo could plan and dictate the terms of the fight well before the *Falcon* was detected by its distant enemy.

Even military-grade sensors as powerful as those aboard the *Falcon* can be jammed, in which case the pilot needs to rely on visual scanners. Video cameras with telescopic lenses can be used for spotting enemy ships in such cases, and serve as a back-up on most ships for the times when conventional scanners are jammed. But nothing can rival a pilot's careful inspection with his or her own eyes, although this is a final resort, because of its limited range.

STAGE II: CLOSING

A good starfighter's speed means that it can appear to blast out of nowhere fast, which gives its pilot a far better chance against his opponent in a firefight. Han Solo demonstrated this to great effect when he used the *Millennium Falcon*'s capability against Darth Vader's TIE Advanced x1 fighter at the Battle of Yavin.

While Vader was concentrating on destroying Luke Skywalker's X-wing before he could complete his attack, Solo and Chewbacca in the *Falcon* were closing in on the combatants fast. Employing one of the oldest tricks in the book, Solo made his final approach out of the fierce glare of Yavin's sun. Even the Sith Lord's Force sensitivity didn't help Vader to detect the incoming enemy before it was too late.

Solo demonstrated his mastery of the closing maneuver again during his escape from the Battle of Hoth, when he concealed the *Falcon* from the Imperial fleet by landing her on the



Han Solo was able to evade capture during the escape from Hoth by tricking the Imperials that he was making a conventional attack run, before hiding in plain sight.

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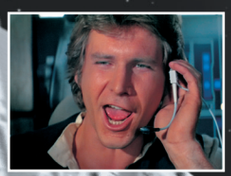
THE BATTLE OF YAVIN

The *Millennium Falcon*'s intervention during the Battle of Yavin was a key factor in securing a rebel victory. Han's surprise attack was also a textbook demonstration of the classic Five Stages of Combat.





DARTH VADER AND TIE FIGHTER WINGMAN



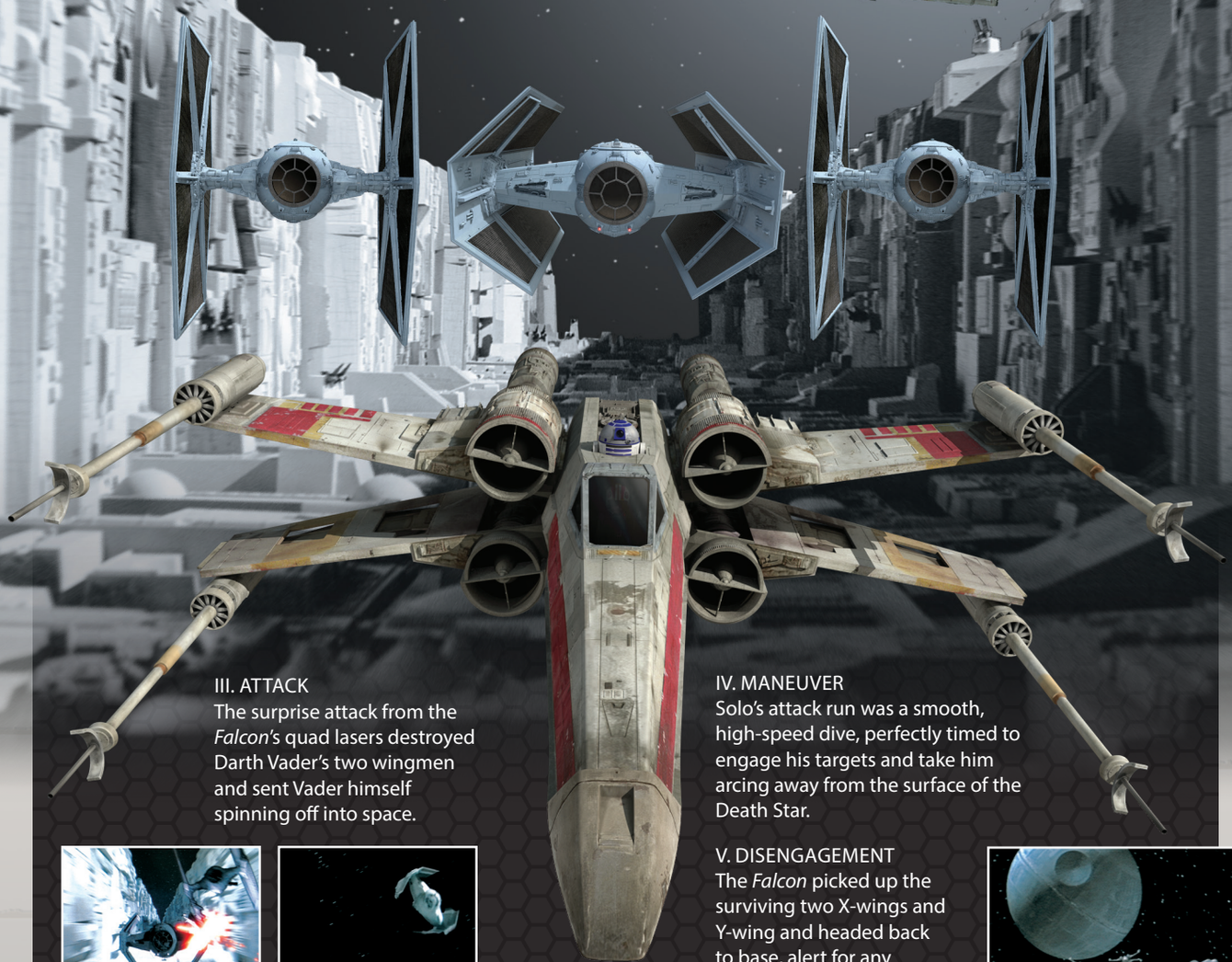
HAN SOLO

I. DETECTION
Although Han left the Alliance base before the rebels made their desperate attack on the Death Star, he monitored their progress at a distance, and when he had his change of heart, knew exactly where to find the enemy.



II. CLOSING
The *Falcon* swept in at high speed, with Solo careful to position himself between Yavin's sun and Vader's speeding TIE fighter, hiding him from the Dark Lord and his wingmen.



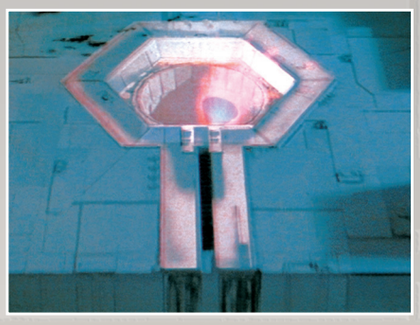


III. ATTACK
The surprise attack from the *Falcon*'s quad lasers destroyed Darth Vader's two wingmen and sent Vader himself spinning off into space.

IV. MANEUVER
Solo's attack run was a smooth, high-speed dive, perfectly timed to engage his targets and take him arcing away from the surface of the Death Star.

V. DISENGAGEMENT
The *Falcon* picked up the surviving two X-wings and Y-wing and headed back to base, alert for any residual threat.

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Luke Skywalker's mission against the Death Star passed through the classic five stages of combat.

conning tower of an Imperial Star Destroyer. The ruse worked because he knew that the Imperials would take his run to be some form of suicidal attack.

STAGE III: ATTACK

A pilot only gets one chance to surprise his enemy, so he must choreograph his closing run to bring the ship's weapons to bear at the optimum point. At Yavin, Solo judged his tactical position perfectly in relation to Vader, who was speeding behind Skywalker, lasers blazing as he stuck to his target's tail.

STAGE IV: MANEUVER

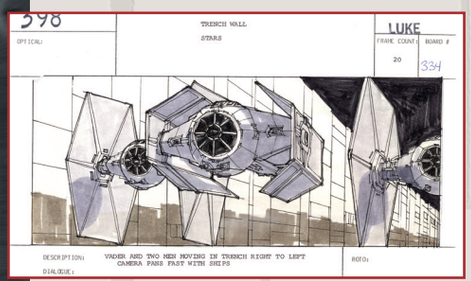
A pilot's first priority in making his attack is survival, which means that he needs a follow-through. The *Falcon*'s attack allowed Skywalker to launch his ship's proton torpedoes at the Death Star. With only seconds to spare, if Solo had ignored Stage IV, the *Falcon* would have been vaporized as the Death Star exploded in a dazzling ball of flame. In fact, not only the *Falcon*, but also the X-wings of Skywalker and Wedge Antilles and a surviving rebel Y-wing all carried out textbook maneuvers away from the doomed Death Star.

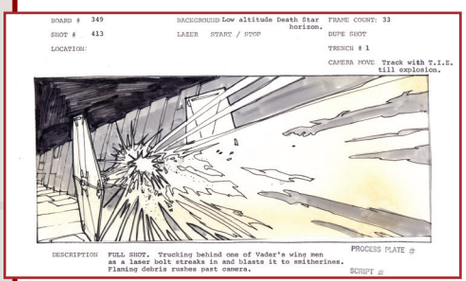
As he closed in and lined up for a killing shot, Vader thought that Skywalker's X-wing was doomed – not realizing that he himself was in Solo's sights.

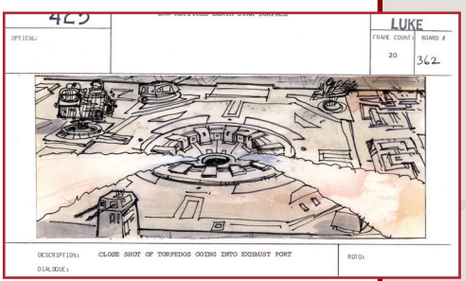
WAR MOVIE INFLUENCES

The space combat scenes in *Star Wars: A New Hope* were inspired by dogfights and bombing missions in World War II and the Korean War. Such was their influence on director George Lucas that he cut several dogfight scenes from old war movies together to form a guide for Joe Johnston of Industrial Light and Magic, who was tasked with coming up with the final shots. Johnston recalled: 'A lot of the battle sequence was cut using… excerpts from movies such as *The Dam Busters, The Bridges at Toko-Ri*, and *Twelve O'Clock High*. My job was to interpret and storyboard that sequence: I basically ran through his cut back and forth on the Moviola [editing machine], and where there was a fighter plane attacking a bomber, I had to turn it into a TIE fighter attacking the *Millennium Falcon*. There was quite a bit of interpretation involved, but there was a blueprint to work from; the broad strokes had been determined by George and his cut, so it was just a matter of changing the World War II planes into a set of spacecraft.'

The look of the classic war planes inspired the original look of the Rebel Alliance star fighters, which came with bubble canopies, but problems making their compound curves work properly in front of blue screens led to that idea being abandoned in favor of a more angular aesthetic: 'We wanted to make the ships look like they had been maintained with spare parts,' Johnston said. 'Damage had been patched with big panels of a different color. George kept emphasizing that he wanted the ships to look like hot rods; they needed to look used, greasy, maintained with spare parts, sort of held together with wires and chewing gum.'







Three storyboards from the trench running, showing Vader and his wingmen in pursuit of Luke Skywalker, the moment one TIE fighter is destroyed and the proton torpedoes entering the exhaust port. While the images were given the look of a space battle, the action was heavily based on old war movies.

STAGE V: DISENGAGEMENT

Pilots who lower their guard during the fifth and final stage of combat often do not live to fight another day. Solo and Chewbacca knew that their victory over the primary enemy (Vader and his wingmen) did not mean that there wasn't another Imperial TIE fighter lurking nearby, with the *Millennium Falcon* in its crosshairs. The pair had learned this fact the hard way, as they often found themselves taking the *Falcon* back through Stages I to V again several times in the space of minutes.



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YOUR NEXT PARTS

COMPONENTS CHECKLIST

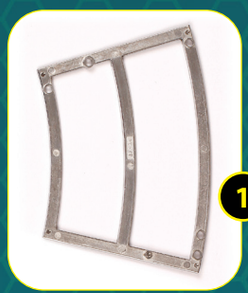
1. Hull frame BF-34
2. Radial stiffening rib
3. Fixing screws (x 19, plus spare)
4. Fixing screws (x 8, plus spare)
5. Turret ring BF-09

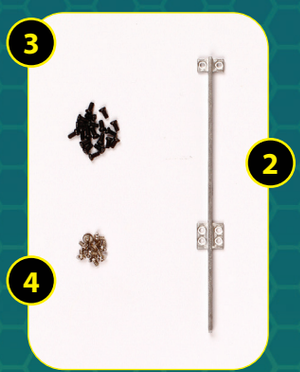
This issue includes a key part of the assembly – the turret ring that joins all the frames in the center of the ship, and provides a mounting for the turret.

In addition to the part you need for this stage, you have another frame and radial rib. Keep these until the next stage, when you will assemble the next segment of the circle.

WHERE THE PARTS FIT

HULL FRAME





TURRET RING





Parts 1 and 5 are for the **underside** of the hull.

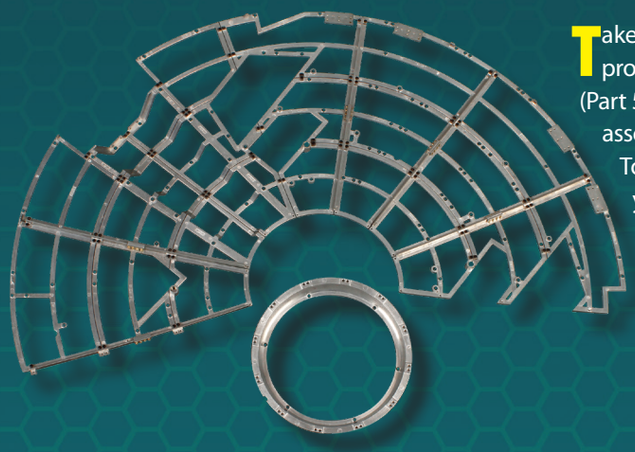
Adding the turret ring will complete the section of the bottom frame shown below on the blueprint that came with Issue 1.



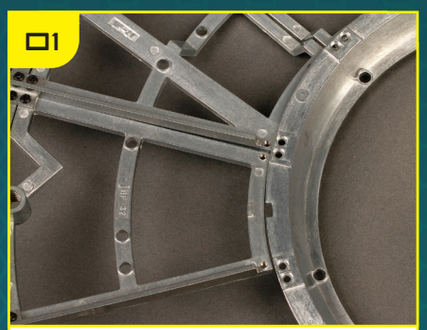
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FITTING THE TURRET RING

Adding the turret ring to the framework you assembled in Stage 27 will substantially strengthen the bottom of the hull. It is designed to fit in one position only, so pay particular attention to Step 2, which shows which way round it goes.

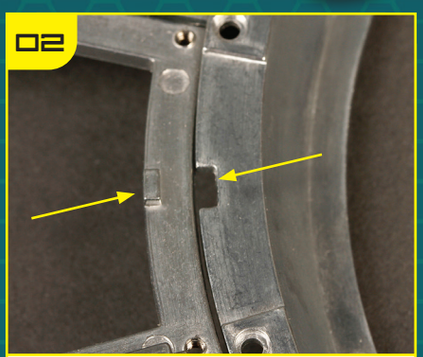


Take the turret ring provided with this issue (Part 5) and the frame assembly from Stage 27. To fit them together, you also need 14 short black button-head screws.



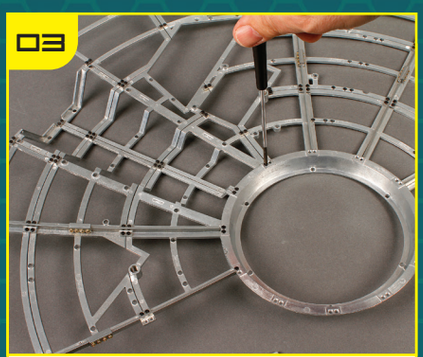
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Align the turret ring with the inner circle of the framework, noting which way up the turret ring goes.



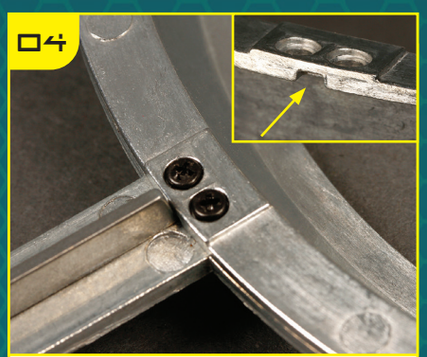
02

This notch on the edge of the turret ring must align with the tab on frame BF-32.



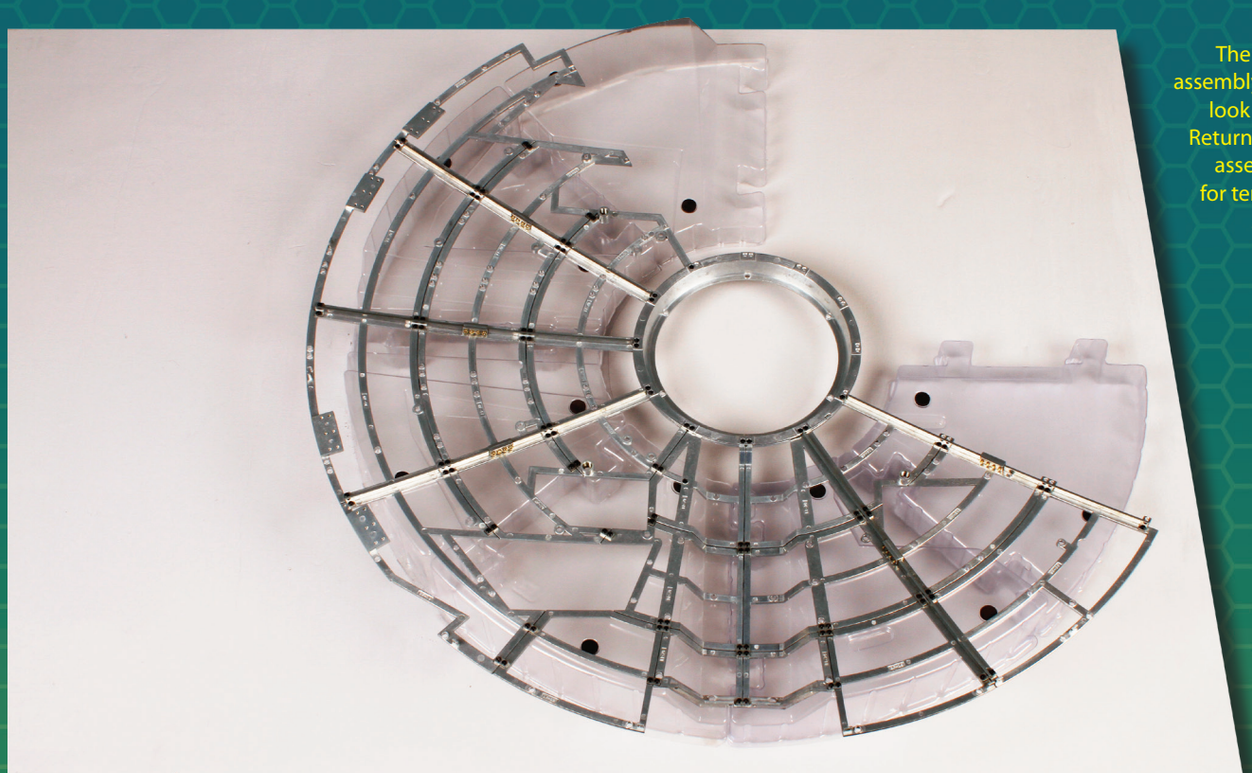
03

Join the turret ring to the frames by inserting screws all the way round.



04

Make sure the ends of the ribs are located in the notches under the joints (inset).



The finished assembly should look like this. Return it to the assembly jig for temporary support.

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STAR WARS MILLENNIUM FALCON

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