# STAR WARS MILLENNIUM FALCON

## BUILD THE MODEL – EXPLORE THE GALAXY





THE R2 ASTROMECH

F219FSC031

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# STAR WARS MILLENNIUM FALCON

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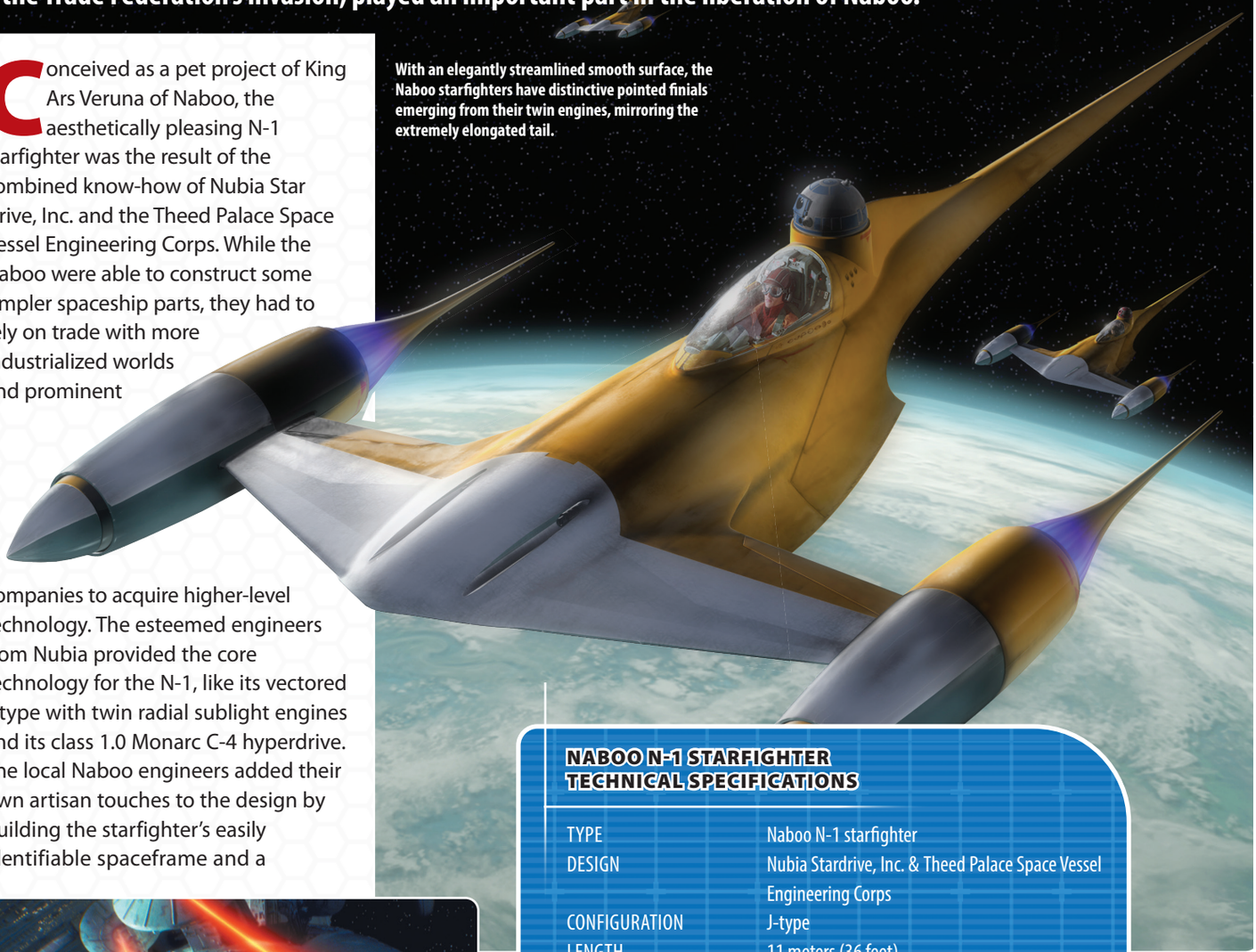
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## ELEGANT, EFFECTIVE FIGHTER

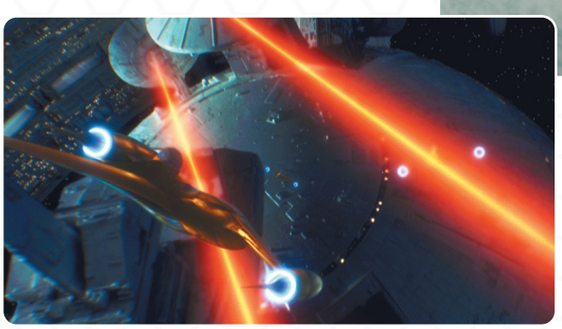
# NABOO N-1 STARFIGHTER

**Handcrafted and elegantly shaped, the Naboo N-1 starfighter is almost a relic from another time. Easily recognized by its yellow and chromium finish, the N-1 combines functionality and style, and following the Trade Federation's invasion, played an important part in the liberation of Naboo.**

Conceived as a pet project of King Ars Veruna of Naboo, the aesthetically pleasing N-1 starfighter was the result of the combined know-how of Nubia Star Drive, Inc. and the Theed Palace Space Vessel Engineering Corps. While the Naboo were able to construct some simpler spaceship parts, they had to rely on trade with more industrialized worlds and prominent companies to acquire higher-level technology. The esteemed engineers from Nubia provided the core technology for the N-1, like its vectored J-type with twin radial sublight engines and its class 1.0 Monarc C-4 hyperdrive. The local Naboo engineers added their own artisan touches to the design by building the starfighter's easily identifiable spaceframe and a



With an elegantly streamlined smooth surface, the Naboo starfighters have distinctive pointed finials emerging from their twin engines, mirroring the extremely elongated tail.



Highly maneuverable and packing a hefty punch for their size, the Naboo N-1s were used in a desperate attack on the Trade Federation battleships.

### NABOO N-1 STARFIGHTER TECHNICAL SPECIFICATIONS

| | |
|---|---|
| TYPE | Naboo N-1 starfighter |
| DESIGN | Nubia Stardrive, Inc. & Theed Palace Space Vessel Engineering Corps |
| CONFIGURATION | J-type |
| LENGTH | 11 meters (36 feet) |
| HYPERDRIVE | Class 1.0 Nubia Monarc C-4 (1,000 light years range) |
| SUBLIGHT ENGINES | Nubian 221 (modified) |
| WEAPONRY | Twin laser cannons, double proton torpedo magazine with 10 torpedoes |
| CREW | 1 x pilot, 1 x astromech droid |
| SPEED | 1,100km/h (683.5 mph) in atmosphere |
| CARGO | 65kg (143 lb) |
| CONSUMABLES | 1 week |



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## ECOLOGICAL AESTHETIC

As ambassadors of the Naboo philosophy, the Theed engineers developed a customized, ecology-friendly drive system for the N-1 that burned hotter and more cleanly than the original Nubian engines. The Naboo version's new coolant system was perfectly integrated into the craft's aesthetic, since heat sinks were built into the elegant engines' finials. Another example of the Naboo design are the futhark symbols added to the cockpit's windshield, used to identify each ship. Similar markings are also seen on the control labels inside the cockpit.

customized, ecologically friendly engine system.

The bright yellow Naboo starfighter is 11m (36 ft) long and is finished with chrome on its forward surfaces, indicating the status of the craft. At a time when electromagnetic technology replaced the need for a chromium finish to protect starships from harmful radiation, the Naboo still kept the chrome on some of their ships as a traditional symbol of royalty. The chromium finish also serves as a useful distraction, since it can dazzle enemy pilots and force them to adjust their optical sensors.

The starfighter features a small cockpit with a bubble windshield that slides forward to admit the solo pilot. An on-board astromech droid (which handles systems management, small repairs and flight performance) telescopes its head upwards to appear at the back of the vessel. The sleek ship possesses a unique piece of technology referred to as a high-voltage 'rat-tail'. The fine, elongated tail of the N-1 is capable of docking with a plug-in socket in suitably outfitted hangars, such as the starfighter base in Theed. This tail connection allows the N-1 to receive a charge from the hangar's generators, and also acquire updates from the palace battle computers. Coordinates and strategies are immediately uploaded onto the N-1's on-board computer, so that pilots are automatically directed to their target.

## HEAVILY ARMED FIGHTER

The agile N-1 is the premier space-combat vessel of Naboo. Compared to most defense fighters, the Naboo starfighter is heavily armed, with twin laser cannons and a double magazine of proton torpedoes to take on more



## STARFIGHTER PILOTS

During the battle with the Trade Federation, the commander of Bravo Squadron was Ric Olié, who could fly any ship on Naboo. Olié was assisted by lieutenants, including Dineé Ellberger, Lutin Hollis, and Arven Wendik, while Anakin Skywalker entered the battle using the starfighter and helmet of the recently deceased pilot Essara Till. Pilots wore leather flying boots, a helmet with an added armor shell, tan flight jackets, and long, red overcoats.



**A Naboo starfighter pilot wearing the local fighter corps' characteristically elegant and colorful uniform.**

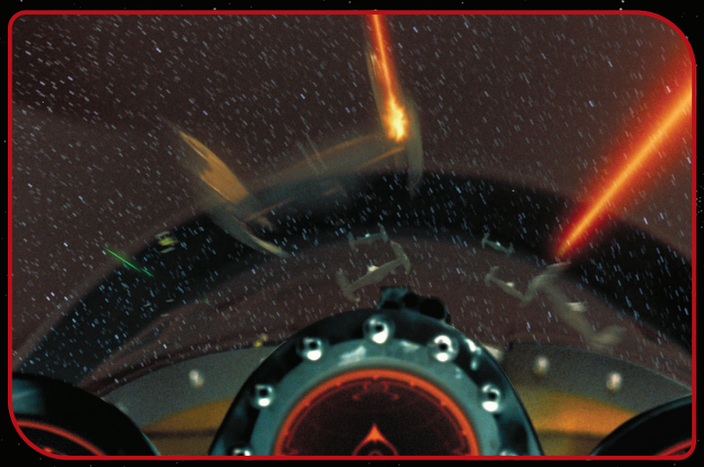


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## BATTLE OF NABOO

### PLANETARY LIBERATORS

The Naboo N-1 played a crucial part in ending the Trade Federation's occupation of Naboo, though only a handful of pilots escaped the invasion. But when Queen Amidala returned with her Jedi bodyguards, they rescued more pilots and conceived a plan to defeat the invaders. The pilots of Bravo Squadron were tasked with destroying the *Vuutun Palaa*, the capital ship that controlled the battle droids on Naboo's surface. Bravo Flight A concentrated on the fighter screen, while Flight B attacked the Droid Control Ship itself, but this proved to be an arduous mission and victory was only achieved with the help of a young prodigy named Anakin Skywalker, who piloted an N-1 into the *Vuutun Palaa* and destroyed it from inside.



**As the Naboo starfighters left the planet's atmosphere, they encountered the swarms of droid starfighters that protected the Trade Federation's capital ships.**



**During the Battle of Naboo, the N-1 starfighters accounted for large numbers of the Trade Federation's Vulture droids.**

powerful opponents. The N-1 is capable of engaging targets in the atmosphere or in space. With their proton torpedoes, the starfighters are able to drive off raiders with competitive weaponry. The advanced development and weapons turn the N-1 into more than just another 'snubfighter', even though it was never conceived as a superiority starfighter, nor designed to participate in large-scale battles with capital ships and hundreds of starfighters.

### THE SPACE FIGHTER CORPS

The Naboo are a peaceful people with no professional army. To defend the people and their system, they rely on the courage and expertise of their local militia, known as the Royal Naboo Security Forces. The Royal Space Fighter Corps and its squadrons of N-1 starfighters are part of that militia. The security forces on Naboo are primarily used in defensive missions, such as protecting the people and the monarch. N-1 starfighters regularly patrol the Naboo system for any threats, and they also take part in reconnaissance missions, escort duties, and ceremonial functions. The offensive capabilities of the N-1 may seem out of place for such defensive missions, but they encourage opponents to seek out other star systems as their targets. There is no doubt that any attack force would suffer casualties when facing a squadron of N-1 starfighters.

Rookie pilots spend many hours learning to fly the N-1 in the similar-looking atmospheric N-X Police Cruiser. Despite their capabilities and goodwill, only a few of the Naboo pilots had actually been involved in a genuine combat situation before the Trade Federation invaded Naboo. However, the firepower of the N-1 usually made up for the pilots' lack of experience.

BEHIND THE SCENES

### SMOOTH LINES

At the start of the design phase, the N-1 had the angular aesthetic that was common to the original trilogy. But as the character and style of the Naboo began to develop, Doug Chiang and George Lucas chose a more sleek and streamlined direction, because the starfighter was conceived as a more classic vessel, built during an era when ships were carefully handcrafted by artisans instead of being mass-produced on an assembly line. Their smooth lines suited CAD/CAM techniques, and the flight scenes were based entirely on digital models. However, a practical model of the N-1 was built at ILM and rigged for pyro explosive effects. Several life-size starfighters were present in the Theed Hangar, the largest indoor set of Episode I. The N-1 also appears in *Attack of the Clones* and in the Naboo celebration scene at the end of *Return of the Jedi*, added in 2002.



**A highly polished Naboo starfighter set up for bluescreen filming in the studio.**

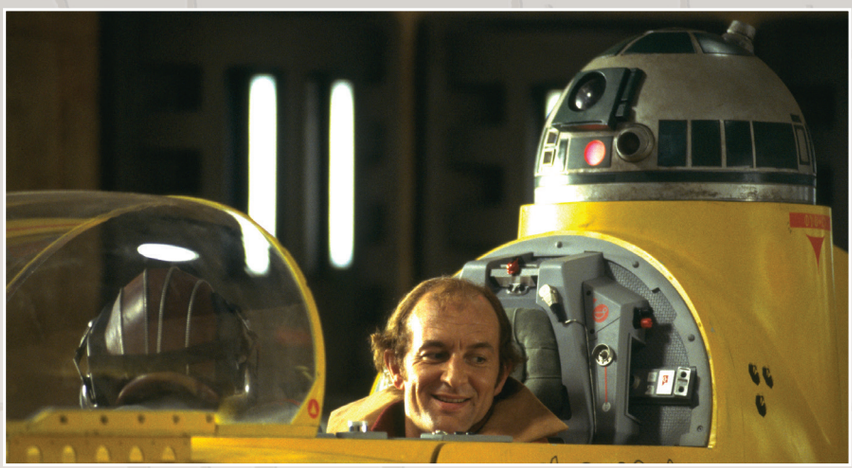


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# THE R2 ASTROMECH

**Industrial Automaton's quest for miniaturization led to its most compact model, the R2-series astromech. All the essential components for a starship mechanic were worked into a compact cylindrical durasteel shell about a quarter of the size of the manufacturer's gargantuan P2 astromech prototype.**

The R2 series of astromech droids enjoy an unequaled level of success, thanks to its superb design, effective marketing and being launched at the right time. As a result, these astromechs have become so commonplace that individual units are almost always overlooked as they trundle about their business in space ports and stations the galaxy over. However, one particular astromech's designation has become widely known, thanks to the role he played alongside his interpreter counterpart, C-3PO, and his master, Luke Skywalker, in the toppling of the Sith-controlled Galactic Empire. His designation is R2-D2.

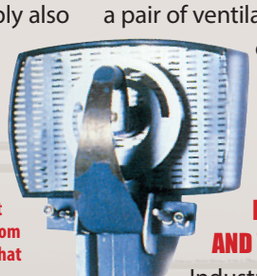


Many small ships have droid sockets configured to place an R2 unit where the astromech can effectively act as a co-pilot, but the high 'rear cockpit' of the Naboo N-1 starfighter requires the droid to telescope its head upwards.

## POWERFUL AND TOUGH

At the heart of the R2 design is a dual-purpose, standardized rechargeable power supply that sits in the bottom of a cylindrical durasteel shell. The unit is charged via the power coupling at the front of the casing, and these astromechs can charge at a dedicated droid-charging station, or by plugging into a droid socket aboard a starfighter such as the Naboo N-1 or X-wing. However, Industrial Automaton has never stated how long an R2 unit can go between charges, as there are so many variables in such a droid's duties. Some owners work them hard; others keep them shut down so they have a full charge when they are next needed shipboard or for emergency repairs.

The R2 unit's heavy power supply also serves as a counterweight that enables the droid to maintain balance as it pivots on two treaded legs, or extends its middle tread for extra stability on uneven terrain. The treads can also be magnetized for working on the hull of starships, even as they travel through space. As the R2 unit's inner workings can get very hot, its designers included a pair of ventilation grilles front and central to let the potentially damaging high-temperature air out and the cool air in.



The R2 series has extending sensor probes that enable them to transmit and receive signals from behind obstacles, as well as detecting things that other droids of their height cannot.



During the battle in the skies over Coruscant, R2-D2 helped Anakin Skywalker to dodge two missiles that had been fired at him, and used his power charge arm to electrocute a buzz droid that landed on Skywalker's fighter.

## INTELLIGENT AND VERSATILE

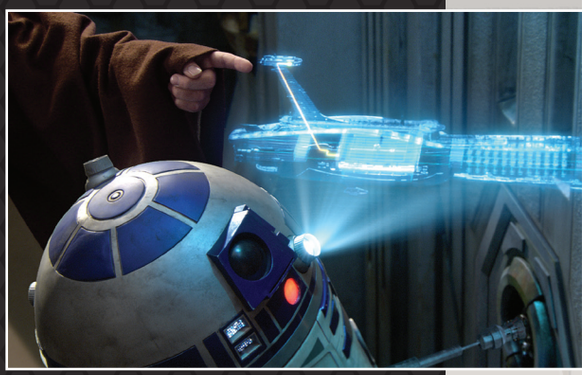
Industrial Automaton manufactures its own central processing units for the R2 line, and uses an Intellex IV model droid brain for the job. The Intellex IV is the gold standard in droid brains and comes preconfigured with no less than 700 different spacecraft configurations installed. The R2 unit's astrogation buffer contains enough memory for 10 preconfigured hyperspace jumps, and data is sent to the R2 unit's Intellex IV droid brain from



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## FLEXIBLE CONFIGURATION

The R2 unit's durasteel shell has room for a host of tools. In factory-spec, these astromechs are fitted with two manipulator arms, an arc welder, fire extinguisher, circular saw, computer scomp link, holographic recorder/projector, and an internal storage compartment, but these droids are easy to modify. Industrial Automaton offers its own after-market upgrades, but enthusiast owners have fitted R2s with an almost unbelievable range of equipment, even competing to display their ingenuity.



A Kerner Optical holographic projector allows an R2 unit to display highly detailed schematics and short video clips stored in its memory.





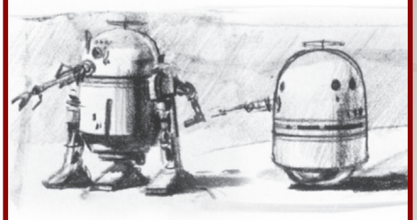

R2 units are equipped with welders for emergency starship repairs, which R2-D2 used to restore C-3PO's head.



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BEHIND THE SCENES

## CREATING R2-D2



Early rough sketches by Ralph McQuarrie, which were developed into a practical mock-up.

*Star Wars* creator George Lucas got R2-D2's name from a notebook where he kept ideas, including one from an editing session on *American Graffiti*, when Lucas turned to a colleague and asked for a film reel and related audio tape. Instead of asking for reel 2 and dialogue 2, Lucas used film editor's shorthand and said, 'Pass me R2-D2'.

The robot's iconic appearance was painted by Ralph McQuarrie after reading Lucas' script, and one of the first jobs for production designer John Barry when he joined the team in 1975 was to work with special-effects maestro John Stears to realize this on screen. They began with a rough mock-up and diminutive actor Kenny Baker, who was hired for the role. 'We had to start with a tiny man…', Barry explained. 'He's only 40 inches, Kenny, and very strong, fortunately, because it's very hard to move… He's got these specially made little boots that lace up tightly and hold his – the robot's – boot firmly to his leg so that it moves as one.' A few weeks later, when Barry was able to show his progress, he recalled: 'George says at once, "That'll work."' Although Baker appeared in much of the film, some of the footage used a radio-controlled model which proved hard to control on set, as in the scene where R2-D2 trundles away from Princess Leia in *Tantive IV*'s corridor.



Like all R2-series droids, R2-D2 had a variety of extending arms, including (from left to right) extinguisher spray, lubricant application arm, power-charge arm, grasping arm, and computer interface arm.

his primary photo receptor at the center of his domed head.

Below that is the data card input slot which can be used to download data into an R2's memory banks. This is by far the quickest way of transferring data, which is why Princess Leia Organa employed it to transfer plans for the Imperial Death Star battle station to R2-D2 during an Imperial attack on her consular ship.

An R2 unit can receive data through other means, such as its own extendable scanner antenna, periscope, sensor packets or one of several computer interface arms. It is these interchangeable arms that give the R2 design its adaptability and versatility. Attachments include a power-charge arm designed to deliver energy to waiting tools, which can also double as a shock weapon. Other fittings that have a secondary use for defense are grasping arms that end in pincers for holding objects or steadying the unit, a lubricant application arm that can be used to deliver a high-pressure jet, and a rotary saw that can cut through almost anything, as the hardened blade rotates at very high speed.



R2-D2 became vital to the Rebel Alliance, and the subject of an Imperial droid-hunt, when Princess Leia Organa used him to store data about the Death Star's construction.

### R2-D2 – GALACTIC HERO

In building R2-D2, its maker, Industrial Automaton, created an outstanding starship mechanic who had hidden depths of character. In the employ of the Royal Houses of Naboo and Alderaan, the little astromech droid proved he was ever ready for whatever work detail he was assigned. He eventually became a constant and loyal companion to Jedi Luke Skywalker, and a permanent in-flight engineer aboard Skywalker's X-wing starfighter.

R2-D2 and his interpreter counterpart, C-3PO, were just two of the robot labor pool aboard the Royal House of Alderaan's consular ship *Tantive IV*. His station was not unlike the Naboo Royal Starship's droid hold, where R2 was one of six astromechs who recharged between assignments decades earlier.

Life on a starship was nothing but suffering for a droid, C-3PO was once heard to say, but R2-D2 never complained about his lot aboard the *Tantive IV*. The droids got most of their work assignments from the human overseer, who would wake the charging automatons with one word: 'Activate'. Astromechs were usually directed to join maintenance teams on scheduled projects, as well as special work details.

Assignments could also come from a more senior automaton, such as the Rebel Alliance's co-coordinator droid on Hoth, who once tried to assign R2-D2 to cavern-drilling operations and C-3PO to Echo Base's communications center, when they were running an errand for Princess Leia Organa. But as ever, the princess's orders took precedence in R2-D2's droid brain.



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# YOUR NEXT PARTS

Extend the hull framework with another complete segment, and add the final section to the assembly jig to support the growing hull.

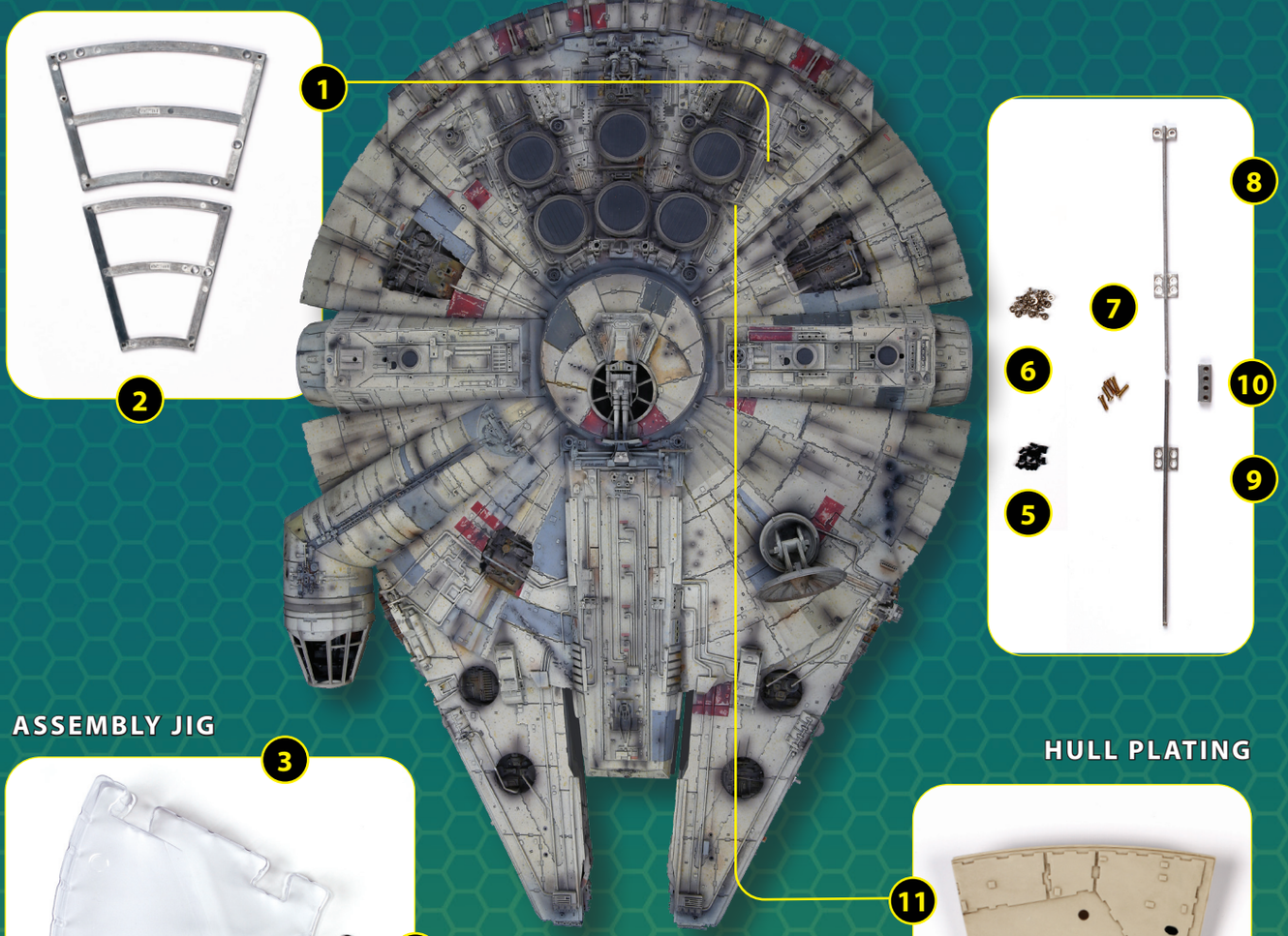
In addition to the parts you need for this stage, you have received another section of plating for the underside of the hull. Keep this until later.

## COMPONENTS CHECKLIST

1. Hull frame BF-37
2. Hull frame BF-38
3. Assembly jig (1 section)
4. Non-slip pads (x 2)
5. Fixing screws (x 17, plus spare)
6. Fixing screws (x 21, plus spare)
7. Fixing screws (x 4, plus spare)
8. Radial stiffening rib
9. Radial stiffening rib
10. Rib connector
11. Hull plating BP-17

## WHERE THE PARTS FIT

### HULL FRAME




Parts 1, 2 and 11 are for the **underside** of the hull.

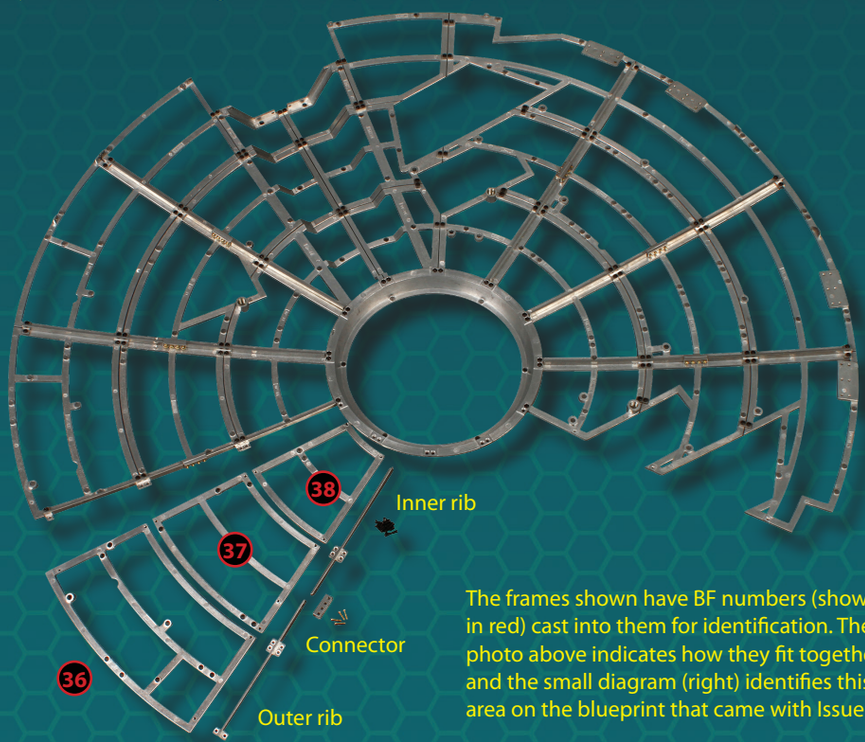


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# ASSEMBLING THE BOTTOM FRAMES

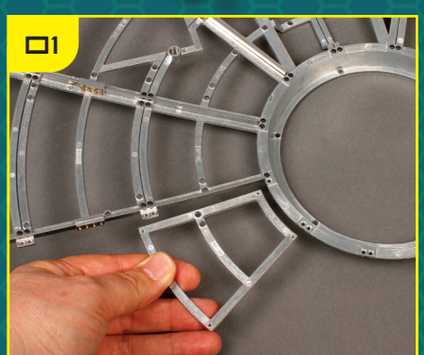
Adding the next three frame parts and radial rib (shown below) to the existing framework you assembled in Stage 30 will complete three-quarters of the bottom of the hull.

Take the two bottom frame sections provided with this issue (Parts 1 and 2), along with frame 36 from Issue 30, and lay them out as shown, following the frame numbering. To complete the section of the frame shown, you also need the radial rib and connector from this issue and Issue 29, plus 12 short black button-head screws to fix the frame sections, and four long brass screws to join the radial rib.

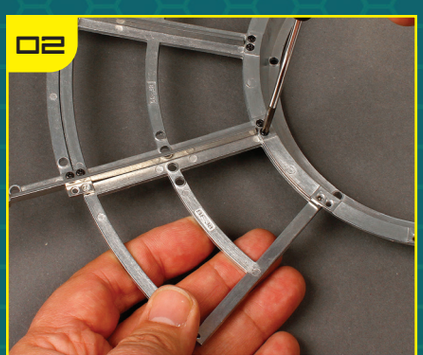




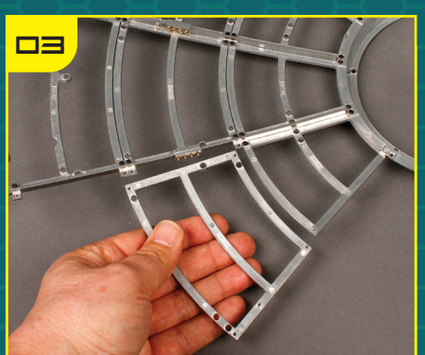

The frames shown have BF numbers (shown in red) cast into them for identification. The photo above indicates how they fit together, and the small diagram (right) identifies this area on the blueprint that came with Issue 1.



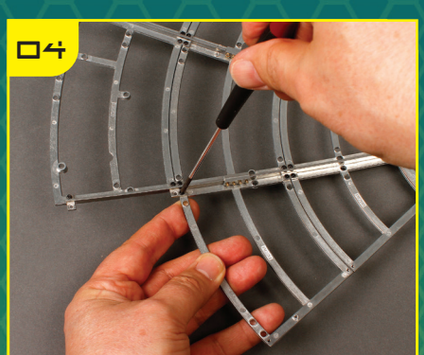

Fit frame BF-38 against the assembly as shown.



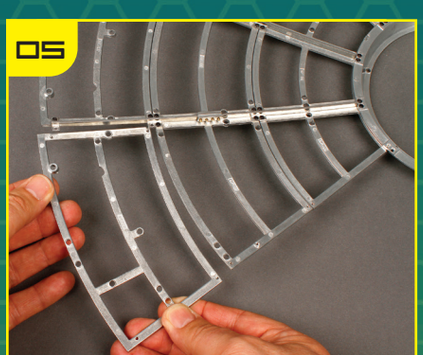

Secure BF-38 with one screw in the turret ring and one in the flange of the rib.



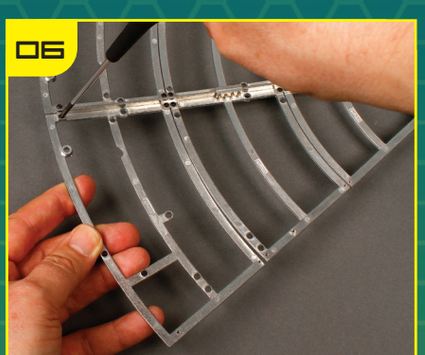

Fit frame BF-37 against the assembly as shown.




Fix BF-37 in place using two screws in the flanges of the rib.




Fit frame BF-36 against the assembly as shown.

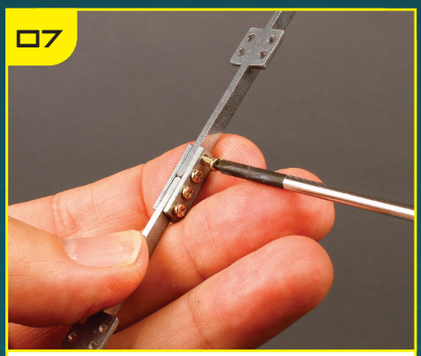



Secure BF-36 with two screws in the flanges of the rib.



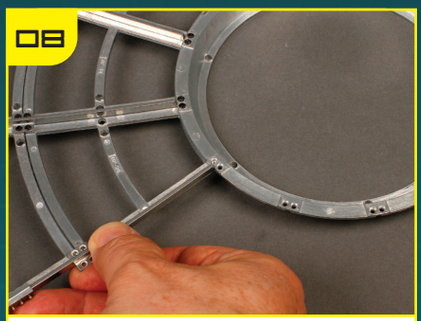
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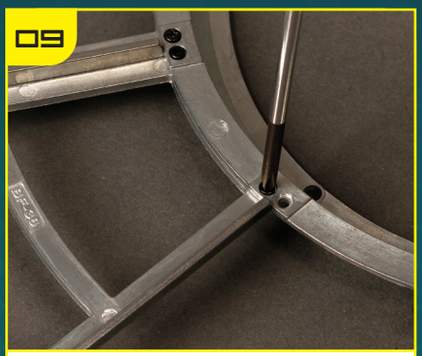
Assemble the two halves of the radial rib using the connector, as before.

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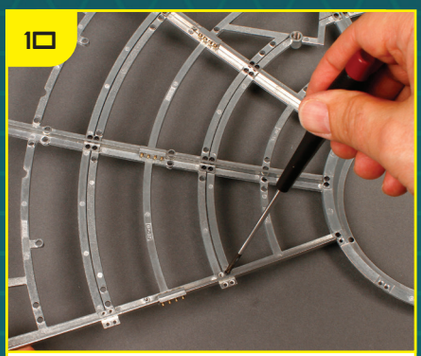
Hook the tip of the radial rib under the notch in the turret ring, in line with the edge of frame BF-38.

09



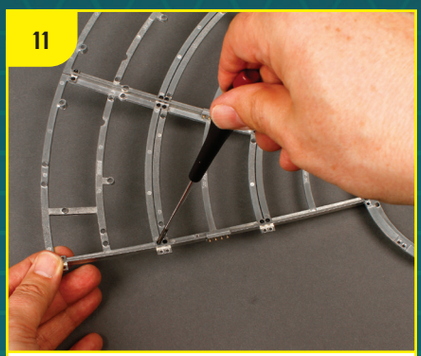
Screw BF-38 to the turret ring with one screw, trapping the tip of the rib.

10

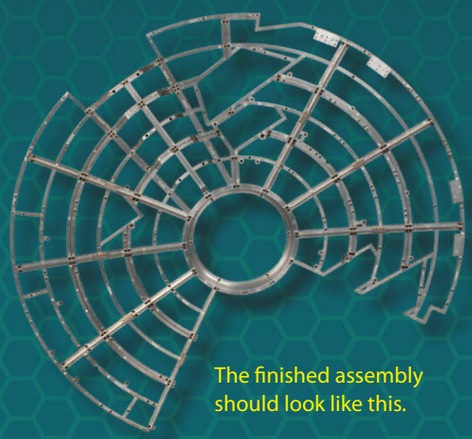


Screw the outer corner of BF-38 to the flange on the radial rib.

11



Work along the radial rib, screwing all three frames to the flanges.



The finished assembly should look like this.

# EXTENDING THE ASSEMBLY JIG

The final section of the jig which you have received this time will complete the full circle that supports the hull.

01



Stick the non-slip pads into the two recesses in the new section of the jig.

02



Fit the dovetails into the existing jig assembly on your baseboard.

This completes the assembly, which you can use to support the hull during the rest of the build.





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