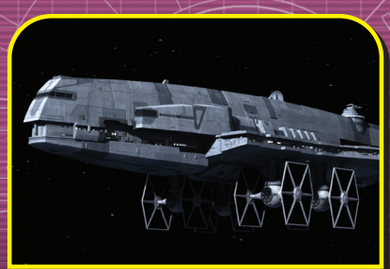
STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





IMPERIAL FREIGHTER

F219FSC034

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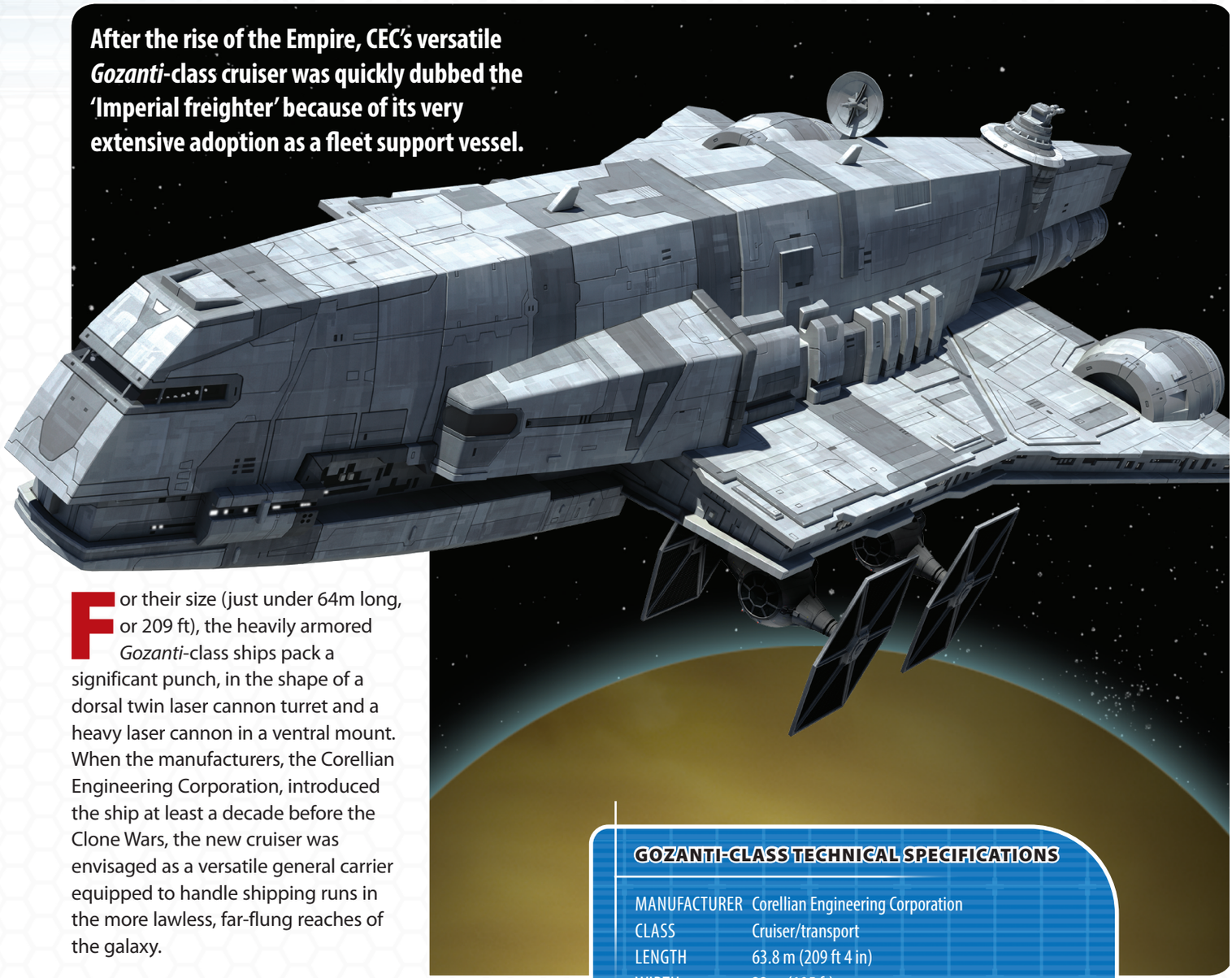
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IMPERIAL FREIGHTER

GOZANTI-CLASS CRUISER

After the rise of the Empire, CEC's versatile *Gozanti*-class cruiser was quickly dubbed the 'Imperial freighter' because of its very extensive adoption as a fleet support vessel.



For their size (just under 64m long, or 209 ft), the heavily armored *Gozanti*-class ships pack a significant punch, in the shape of a dorsal twin laser cannon turret and a heavy laser cannon in a ventral mount. When the manufacturers, the Corellian Engineering Corporation, introduced the ship at least a decade before the Clone Wars, the new cruiser was envisaged as a versatile general carrier equipped to handle shipping runs in the more lawless, far-flung reaches of the galaxy.

MILITARY CAPABILITY

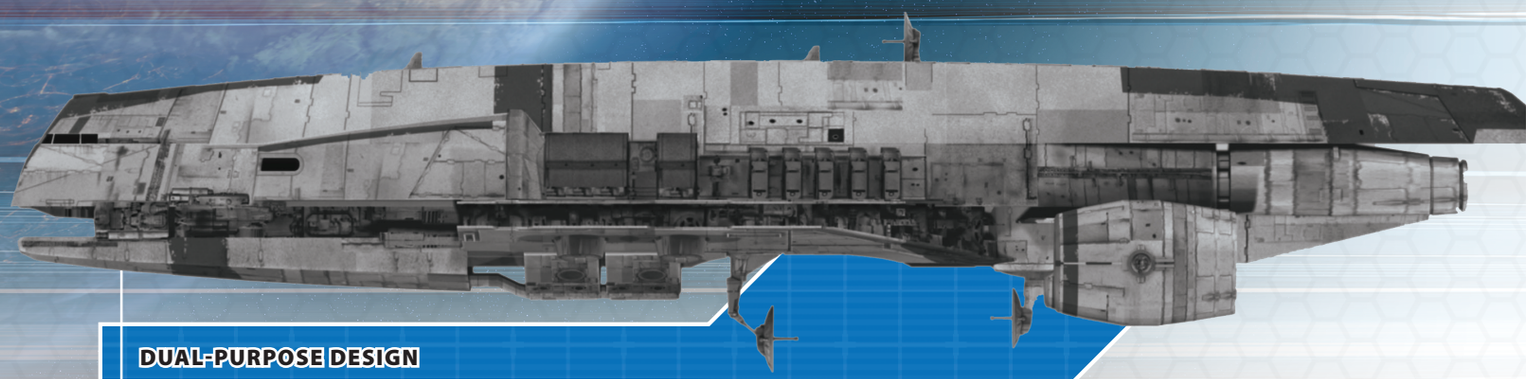
This might well have remained its only role. However, when galactic conflict broke out following the Separatist crisis, these go-anywhere ships were soon adopted by several factions that realised they made ideal support vessels for small-scale military operations. For example, the super

Under the Empire, the angular *Gozanti*-class cruiser was deployed in large numbers as a general support vessel and cargo carrier. It proved especially useful as a means of conveying TIE fighters to their theatres of operation, carrying four of them in underslung racks.

GOZANTI-CLASS TECHNICAL SPECIFICATIONS

MANUFACTURER	Corellian Engineering Corporation
CLASS	Cruiser/transport
LENGTH	63.8 m (209 ft 4 in)
WIDTH	32 m (105 ft)
HEIGHT	14.7 m (48 ft 3 in)
HYPERDRIVE	Class 3
ARMAMENT	1 x dorsal twin laser cannon turret
	1 x ventral heavy laser cannon turret
COMPLEMENT	4 x TIE/LN starfighters (externally mounted)
(Imperial Era)	4 x All Terrain Defence Pods (externally mounted)
	1 x stormtrooper squad

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DUAL-PURPOSE DESIGN

Fitted with a Class 3 hyperdrive and three sublight engines, the *Gozanti*-class is not particularly fast, but it is powerful, tough, and reliable. As a freighter, the boxy hull can carry a lot of cargo and has a convenient loading elevator on the underside, near the nose. In a military role, it is tough enough to deal with most opposition – and when they needed to be deployed rapidly, these ships were small enough to be carried in the main hangar of a Separatist supply ship, which normally housed the much bigger C-9979 landing craft.

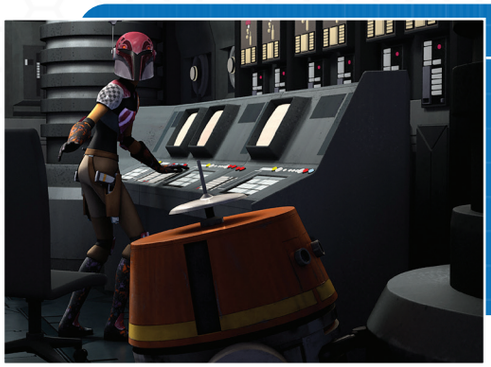
tactical droid Aut-O flew a *Gozanti*-class cruiser on several missions for the Confederacy of Independent Systems, while the Black Sun and Shadow Collective crime syndicates also used modified *Gozanti*-class ships, which notably took part in both the takeover of Mandalore and the Battle of Sanbar.

IMPERIAL SUPPORT VESSEL

With the end of the Clone Wars and the rise of the Empire, *Gozanti*-class cruisers were pressed into service as militarized freighters. Most were converted to TIE carriers, as each one could transport up to four TIE/LN starfighters. Some were also adapted to take four All Terrain Defense Pod (AT-DP) walkers on docking brackets underneath.

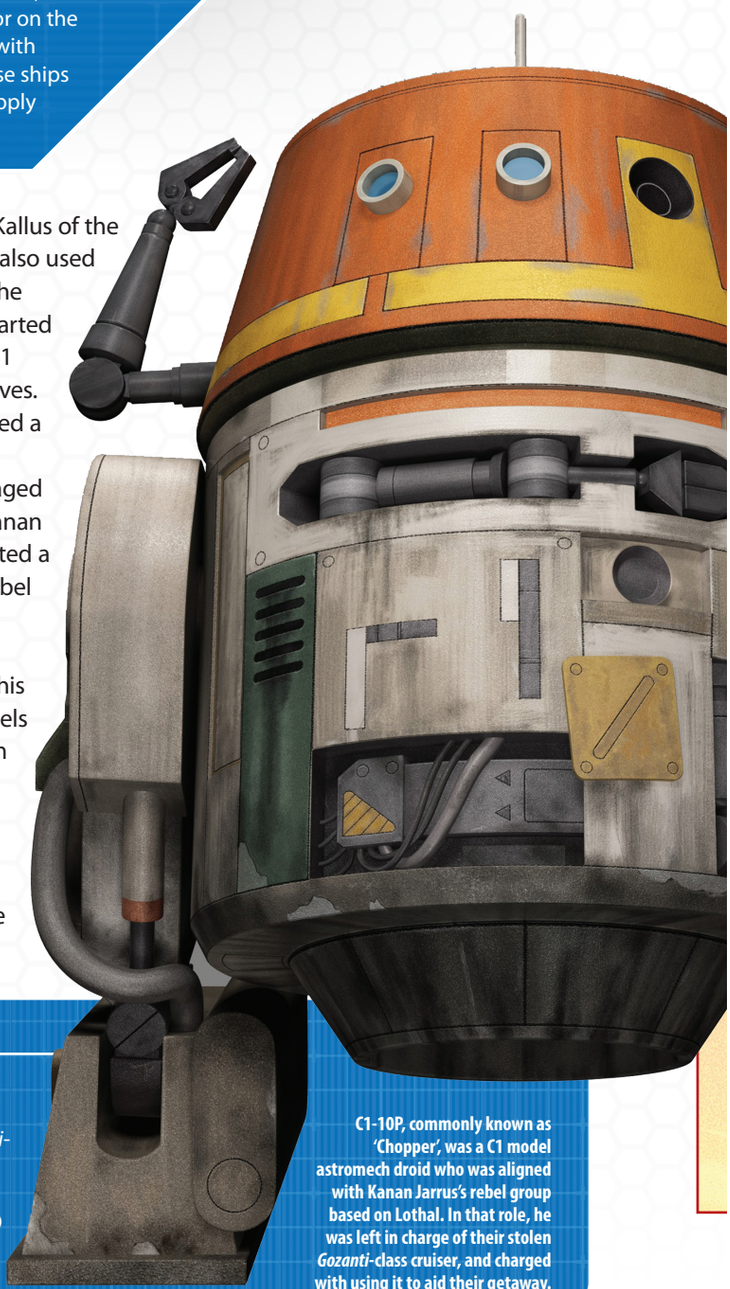
These 'Imperial freighters' were widely used as military auxiliaries, such as those that Count Denetrius Vidan kept at Calcoraan Depot and as convoy escorts on Gorse. Agent Kallus of the Imperial Security Bureau also used one as part of a trap for the Lothal rebels, when he started a rumor that Freighter 651 was carrying Wookiee slaves. In reality, the vessel housed a squad of heavily armed stormtroopers, who engaged the rebel squad led by Kanan Jarrus when they attempted a rescue, by docking the rebel starship *Ghost* with the freighter and boarding it. Unfortunately for Kallus, his plan backfired, as the rebels were able to undock from the freighter and blow it up inside the hangar of the Star Destroyer *Lawbringer*.

Kallus tried to attack the same rebel cell again by



DROID PILOTS

While the ship was configured for a human pilot and co-pilot, *Gozanti*-class ships were often controlled by droids. The super tactical droid Aut-O operated a fleet of them during the Clone Wars.



C1-10P, commonly known as 'Chopper', was a C1 model astromech droid who was aligned with Kanan Jarrus's rebel group based on Lothal. In that role, he was left in charge of their stolen *Gozanti*-class cruiser, and charged with using it to aid their getaway.

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RESCUE OVER MUSTAFAR

REBEL TURNING POINT

When rebel leader Kanan Jarrus was captured by Grand Moff Tarkin and taken to Mustafar for interrogation, his companions defied orders from the Rebel Alliance and stole an Imperial freighter to stage a rescue. Leaving their droid Chopper in charge, the rebels boarded Tarkin's ship, but the plan appeared to have misfired when it became clear that not only had Tarkin anticipated it, but the unreliable astromech had headed off with their getaway vessel. Fortunately, while the rebels battled the Imperials, Chopper returned with reinforcements. The rebels' successful escape, and the setback for Tarkin, were seen as a turning point in the fortunes of the Alliance.



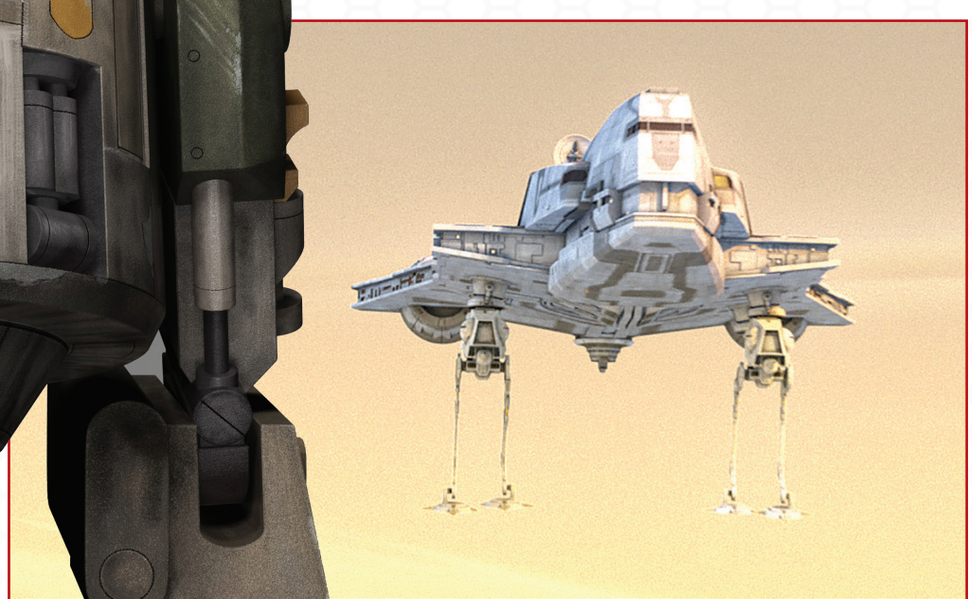
The *Gozanti*-class cruiser captured by the rebels, carrying a stolen TIE fighter that they used to disable the Star Destroyer on which Kanan Jarrus was being held captive.

dropping two AT-DPs from another freighter, but the walkers were also destroyed by their intended victims.

Some time later, three Imperial freighters convoying a powerful kyber crystal for use in a superweapon were ambushed by the *Ghost*. Despite the toughness of the ships' armor, all three were destroyed by the rebels, since the shot that destroyed the lead freighter before it could flee into hyperspace was amplified by the crystal, producing a powerful explosion that wrecked the other two ships.

Four years before the Battle of Yavin, another *Gozanti*-class cruiser – Transport Ship 63378 – was stolen by the rebels for their successful bid to rescue Kanan Jarrus from Mustafar. However, while the rebels chose this type of vessel because it would not raise the Imperials' suspicions, by this time, *Gozanti*-class starships were generally relegated to cargo runs in the remote corners of the galaxy, rather than front-line duties.

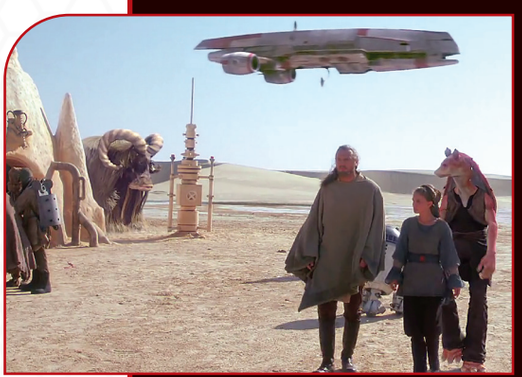




During the Empire's campaign against the Lothal rebels, an Imperial freighter was used to airlift AT-DP walkers into action. As with the TIE fighters that these ships more commonly transported, the walkers were carried on docking brackets fitted under the stubby wings of the vessel.

BACKSTORY

BEHIND THE SCENES



A *Gozanti*-class cruiser, later identified as the *Krayt's Honor*, is seen flying over Mos Espa on Tatooine during a scene from *Star Wars* Episode I: *The Phantom Menace*, screened in 1999.

The design of what would later become the Imperial freighter was seen for the first time in 1999, in *Star Wars* Episode I: *The Phantom Menace*, where an unidentified starship flies over Mos Espa as the travelers arrive. The same ship was seen again, three years later, in *Star Wars*: Episode II *Attack of the Clones*, also in the background of scenes at Mos Espa. In 2006, this ship was finally identified as a *Gozanti*-class vessel called the *Krayt's Honor*, and its backstory was explained by 'KenobiDX67' through StarWars.com's fan club feature, 'What's The Story?' The tale of the *Krayt's Honor*, which acted as an armed escort for freelance merchants, was later expanded upon in the 2007 edition of the *Starships of the Galaxy* roleplay sourcebook, and *The Complete Star Wars Encyclopedia*. The generic *Gozanti*-class cruiser was also included in *Star Wars Rebels: Head to Head*, a young readers' book.

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REFUELING

Filling up with fuel can be fraught with difficulty and danger, but no crew can afford to neglect this vital operation – as without fuel, a ship can be left drifting helplessly in space.

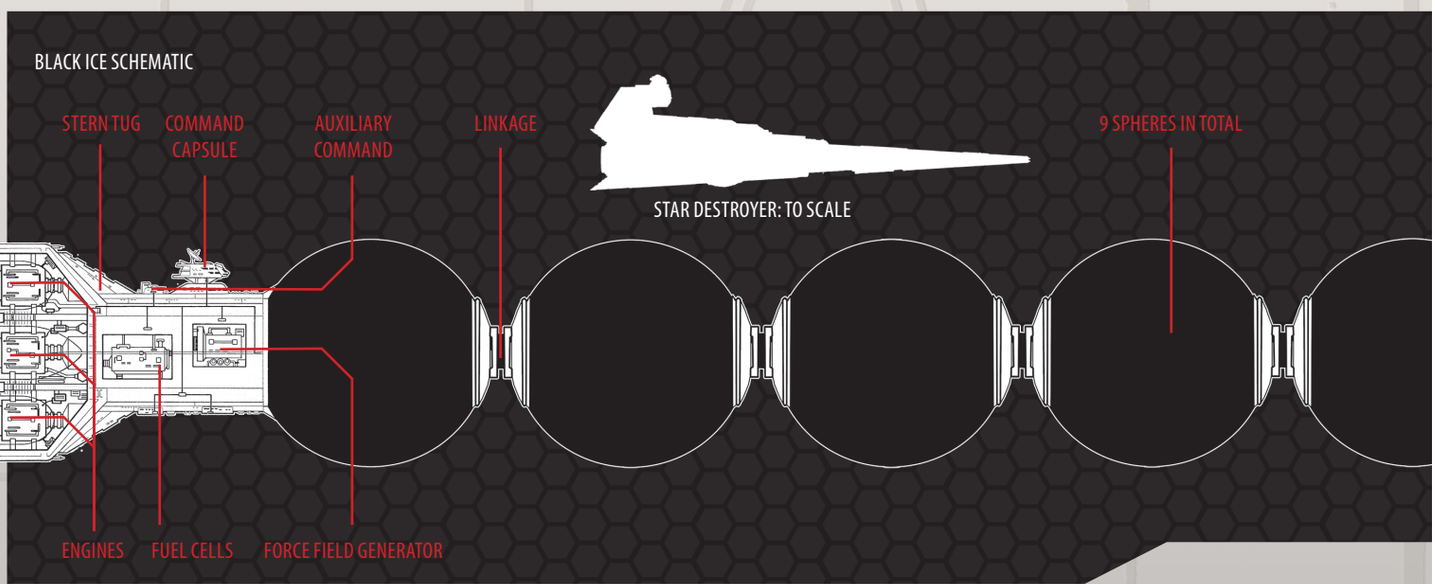


Han Solo working in Docking Bay 94 in Mos Eisley, with the *Millennium Falcon* hooked up to a fuel hose disappearing into a floor tank. The fuel used by YT-1300s is so hazardous that filling up is usually done by droids.

There are numerous types of starship fuel, including hypermatter – the exotic and costly high-performance power source chosen for Star Destroyers and starfighters. For more mundane applications, fuels are classed according to their recommended use, with shipping grade (used to power the galaxy's slowest and cheapest freighters) coming near the bottom.

Other substances that have been used as starship fuel include rhydonium, the explosive beryllium, and the far more stable anthracite.

By their very nature, fuels are concentrated sources of energy, so there is always some risk involved in their storage and transfer. As such, the task is often handled by droids, which are on hand at well-equipped facilities like Theed Spaceport. The risks were well demonstrated in the *Millennium Falcon*'s own history, when an error on the production line sent the ship out of control and caused a collision in which two fuel droids blew up before order was restored. Refueling is always an operation to be treated with great care.



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MOBILE REFUELING

Ships that operate on the furthest reaches of the galaxy may not have easy access to a permanent fuel station. Refueling in space can be handled by mobile or orbiting tankers, but in times of conflict, these facilities pose tempting targets. If a tanker is destroyed, all the ships it services will soon be starved of fuel and unable to operate. Alternatively, it can be left intact and used to set up an ambush.

During the Clone Wars, the Separatists used specialized refueling ships that had a series of oval fuel storage tanks, separated by bays where star frigates could dock for refueling. One of these tanker ships, the *Aurora*, was targeted by the Republic, which sent a squadron of *Venator*-class Star Destroyers in a mock attack aimed at drawing out the battleship *Starcrusher*. However, the Separatist vessel was able to escape and leave the system.

Later, the Empire developed the 4,600m *Altor*-class supply ships, each of which carried six spheroidal fuel containers. These huge ships were propelled by seven powerful thrusters, and every one was circled by a cluster of eight auxiliary engines. The stern housed a cluster of hangar/dry dock complexes that could accommodate frigate-sized capital ships for deep-space repairs. With multiple articulated arms carrying refueling nozzles, the *Altor*-class ships were capable of handling two capital ships at the same time (one on each side).

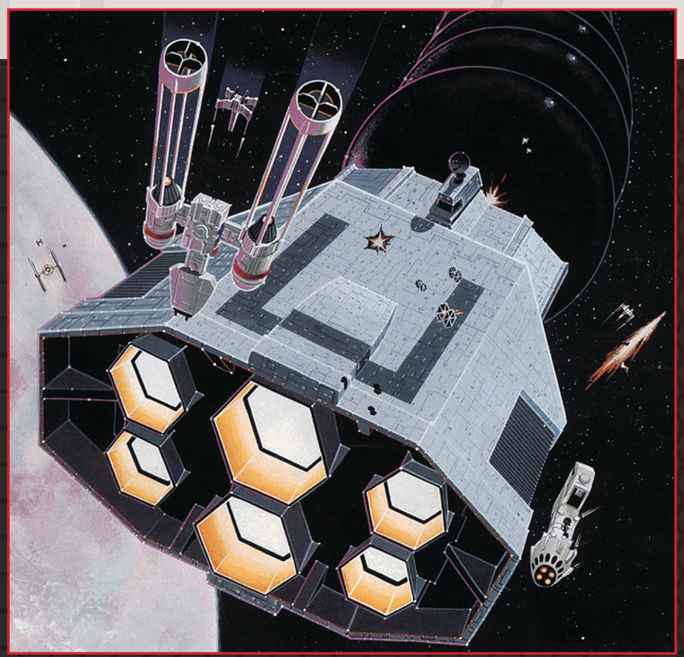
ORBITAL FACILITIES

The Empire also maintained orbiting facilities, such as Fuel Station Ergo. For more serious repairs and refueling to Imperial warships, Naval Station Validusia was placed in orbit around a blue planet in the Validusia system. This station was immense, large enough to dock an *Assertor*-class Star Dreadnought and over a dozen other capital ships. It was also the base for an *Altor*-class supply ship. The station included a large number of spherical and spheroidal fuel containers, and a prominent feature was a tall spire, nearly 17km long.

Owing to the need to keep their operations hidden, the Rebel Alliance commonly used Golan Ribbon tankers to refuel ships on the move. This tricky procedure led to at least one major engagement, when a rebel task force was being clandestinely assembled over the Outer Rim planet of Turkana, and an Imperial squadron ambushed the rebel ships. The resulting Battle of Turkana saw the first engagements between the T-65 X-wing and TIE/IN

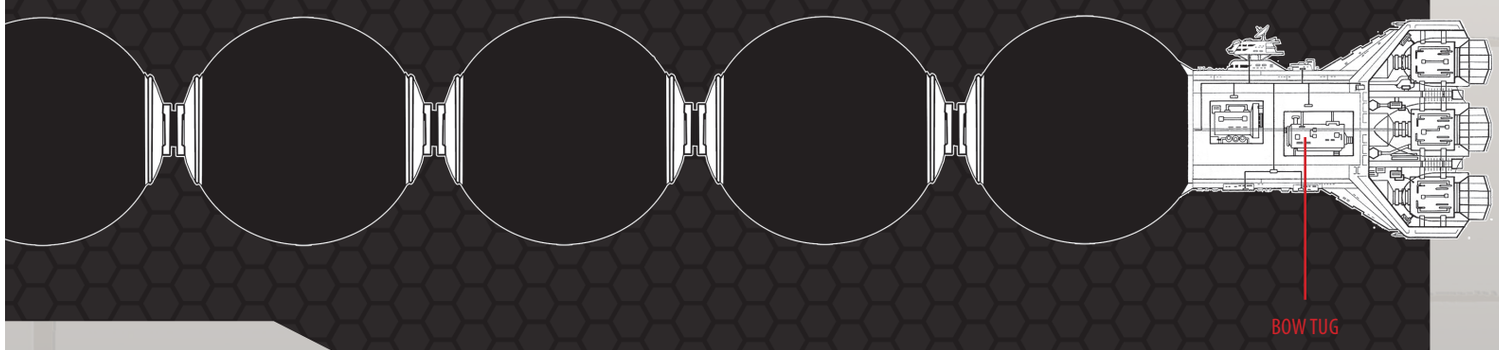
BULK FUEL TRANSPORTATION

Black Ice, the key part of Imperial Replenishment Fleet DK-209, was an enormous Field Secured Container Vessel (FSCV) used to transport almost a billion tonnes of starship fuel cells (over a year's supply for a full Imperial battle fleet). Roughly the length of five Star Destroyers, she was not a single vessel, but a train consisting of a bow and stern tug hauling nine vast force-field spheres connected in a line. During the Galactic Civil War, *Black Ice* was captured by the Rebel Alliance, but was later destroyed in a collision.



Black Ice surrounded by rebel and imperial starfighters.

Using massive force field generators on their bows, a pair of FSCVs can generate one or more force field bubbles between them, capable of housing huge quantities of cargo. *Black Ice*, built by Rendili StarDrive, was assigned to Replenishment Fleet DK-209, and could generate up to nine bubbles, each hauling at least 110 million tonnes.



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When the Dugs of Malastare began drilling their world for fuel and building refineries, it resulted in the near extinction of the planet's once-dominant giant Zillo Beasts, due to a loss of habitat.



When the last Zillo Beast was awakened, the Dugs began to empty fuel into the sinkhole that contained it, believing that it was lethal to the creature.

BEHIND THE SCENES

SUPPORT

The exterior set of the *Falcon* built for the Docking Bay 94 and Death Star hangar scenes in *A New Hope* consisted only of the starboard half of the ship, due to limited space and the need to conserve the budget. (The missing half is clear from the absence of the sensor dish in the Docking Bay 94 scene, where it should come into shot in some angles.) This version of the ship lacks the forward landing legs added for *The Empire Strikes Back*, where they were needed to support the weight of the full *Falcon* built for the second movie. A weight-bearing support (fitted in the position where the forward starboard landing leg would later be added) is visible running up to the underside of the *Falcon* from the ground in both the docking bay and hangar scenes. In Mos Eisley, it is disguised as a fuel hose, which it must be assumed that Han had time to disconnect before taking off.



Han Solo confronts Jabba the Hutt, with the 'refueling hose' visible in the background.

Interceptor, ultimately ending in a victory for the rebel forces.

The Rebel Alliance maintained its own fuel refinery in the Choah Belt of asteroids in the Outer Rim. This also exposed the vulnerability of starships to an attack on their fuel supply. The loss of the refinery, when it was targeted by the Empire soon after the Battle of Yavin, caused critical fuel shortages for the rebels across the whole sector. To compensate for the loss of their fuel dump, the Alliance captured the giant Imperial *Black Ice* container vessel, which housed almost a billion tonnes of starship fuel cells, although she was later destroyed.

FUEL CELLS AND FUEL COMPUTERS

After fuel has been brought on board a starship, it is stored in fuel cells (otherwise known as fuel rods or fuel cores). Ships are normally fitted with computers that monitor when the fuel is running out and the cells need refilling. Fuel computers also keep track of where and when the ship was refueled. While this facility is intended for the convenience of the crew, it can also be used forensically to work out the movements of a subject vessel – such as when Anakin Skywalker and Ahsoka Tano tracked the bounty hunter Cad Bane via his fuel computer, as Bane had wiped all other data from his ship's memory.



Ahsoka Tano and Anakin Skywalker monitor the readout from Cad Bane's fuel computer, which had recorded the bounty hunter's movements around the galaxy.

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YOUR NEXT PARTS

Prepare a new set of the plant-on details that will be added to the thrust vector plates at the back of the lower hull.

In addition to the parts you need for this stage, you have received two more frame sections, which will form part of the support for the boarding ramp. Keep these until later on.

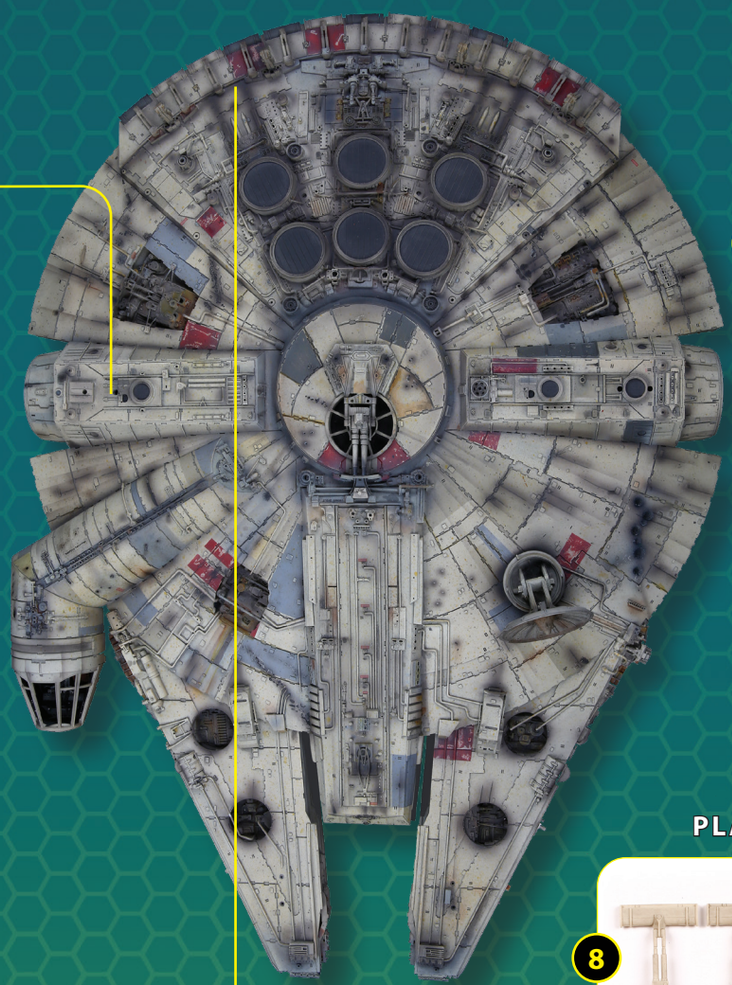
COMPONENTS CHECKLIST

1. Hull frame BF-1
2. Hull frame BF-2
3. Hull plating BP-16
4. Fixing screws (x 23, plus 1 spare)
5. Fixing screws (x 21, plus 1 spare)
6. 2-hole connector
7. 4-hole connector
8. Actuators (x 4)
9. Fuel drive pressure stabilizer left halves (x 4)
10. Fuel drive pressure stabilizer right halves (x 4)

WHERE THE PARTS FIT

HULL FRAME



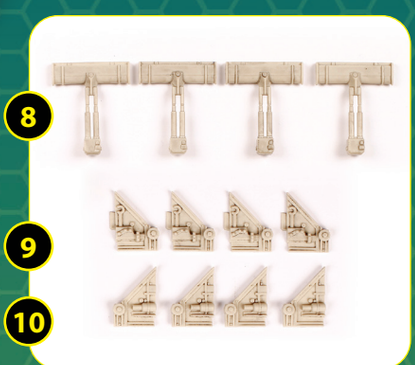




HULL PLATING



PLANT-ON DETAILS



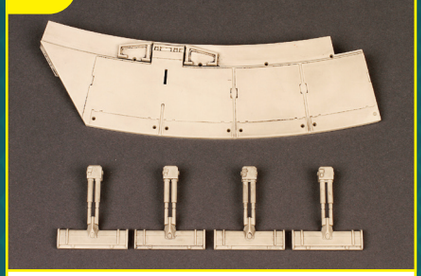
All parts are for the **underside** of the hull.

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THRUST VECTOR PLATE ASSEMBLY

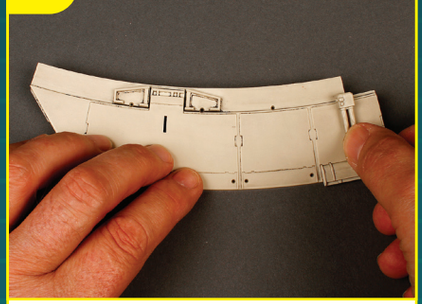
You have received the last set of the vector plates that fit under the sublight engines. Just as in Stages 32 and 33, each of these has a hydraulic actuator, which you can test fit. But if you wish to enhance the finish, **we strongly recommend that you do not glue these permanently**, because the paint extends under the actuator pistons and will need to be applied later on in the build.

01



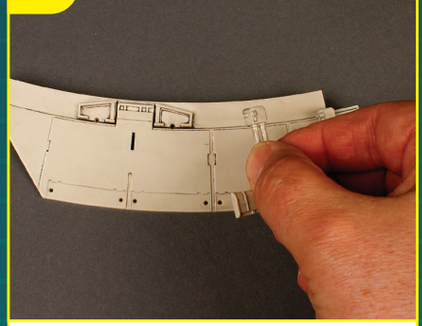
Take the bank of four thrust vector plates (Part 3) and the four actuators (Parts 8), which are all identical.

02



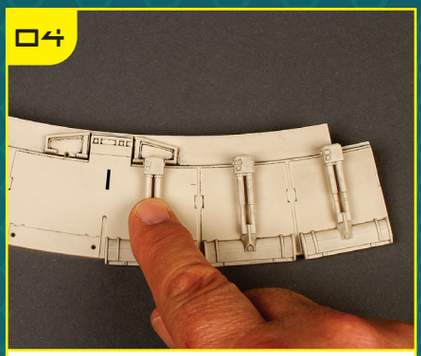
Test-fit the first actuator as you did in Stage 32, without glue.

03



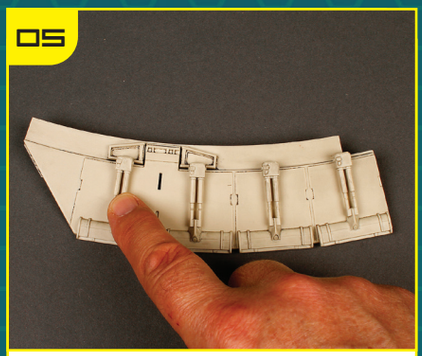
Try the second actuator in place.

04



Work along the thrust vector plates, adding the third actuator.

05



Finally, test-fit the fourth actuator to the last thrust vector plate.

The finished assembly should look like this.

AUTHENTIC DETAILS

As in Stages 32 and 33, some of the thrust vector plates and actuators are painted different colors, as well as being aged and distressed. If you do not wish to paint your model, you can choose to assemble it using the parts as they are supplied, but if you would prefer to get a completely authentic effect, the thrust vector plates will need to be painted **together with the rest of the underside**, but **before** the actuators are glued in place.



A detail of the thrust vector plates on the original filming miniature in the Lucasfilm archive, showing the paint and aging effects applied to this area.

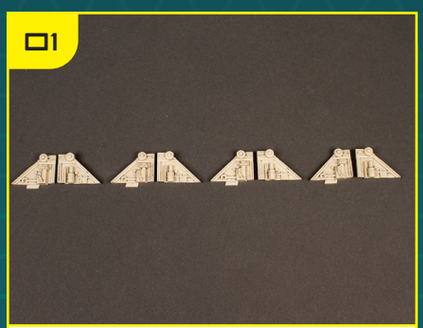
We will be showing you how to add optional paint detailing to the thrust vector plates at a later stage.

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PRESSURE STABILIZER ASSEMBLY

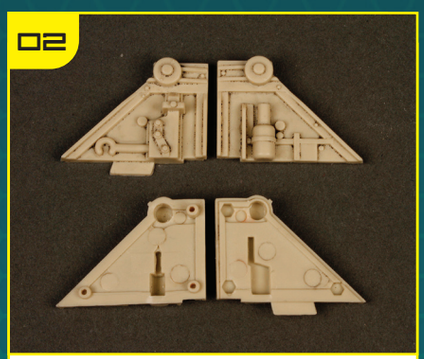
The array of thrust vector plates is punctuated by four triangular fuel drive pressure stabilizers. These are supplied in two halves, which you should glue together now. But **do not glue the stabilizers to the thrust vector plates yet**, as this needs to be done after the whole of the hull plating is fixed to the framework, later on in the build.

01



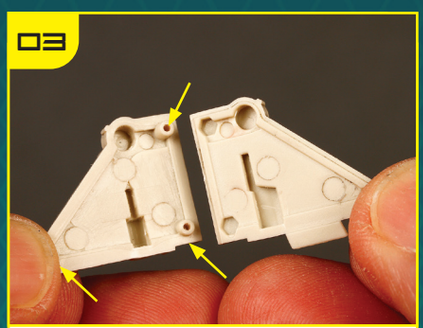
The pressure stabilizers are made up from the four Parts 9 and four Parts 10 supplied this time.

02



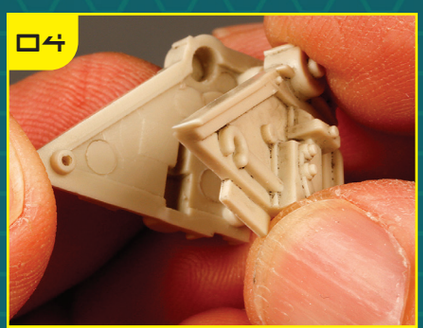
Note the differences between the left and right halves of the stabilizers.

03



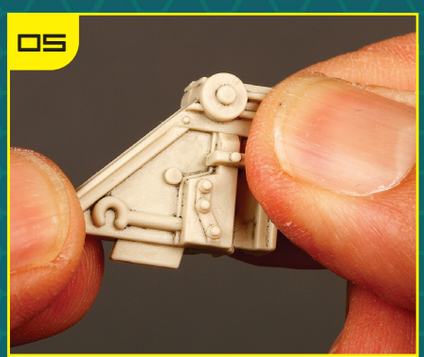
The inner faces on the left have three pins that match holes in the right halves, which have a long tab on the bottom.

04



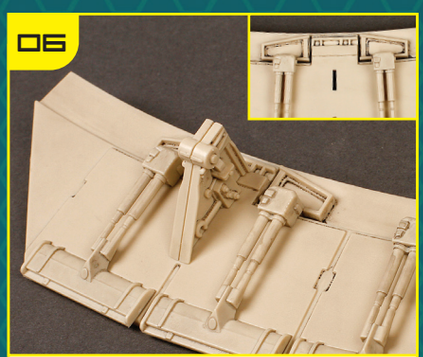
Test-fit the two halves together, then apply a little glue to the contact areas of the inner face, and refit the parts.

05



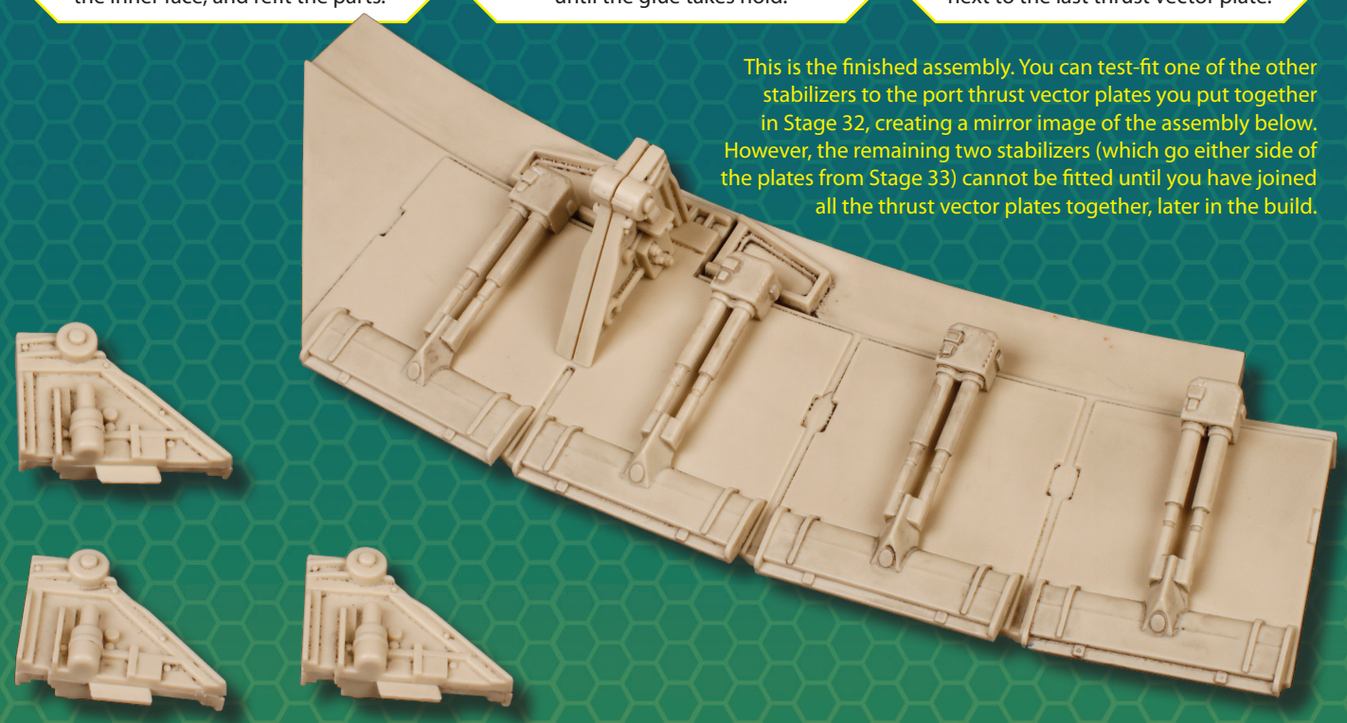
Press the assembly firmly together until the glue takes hold.

06



Test-fit the pressure stabilizer in the slot next to the last thrust vector plate.

This is the finished assembly. You can test-fit one of the other stabilizers to the port thrust vector plates you put together in Stage 32, creating a mirror image of the assembly below. However, the remaining two stabilizers (which go either side of the plates from Stage 33) cannot be fitted until you have joined all the thrust vector plates together, later in the build.



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