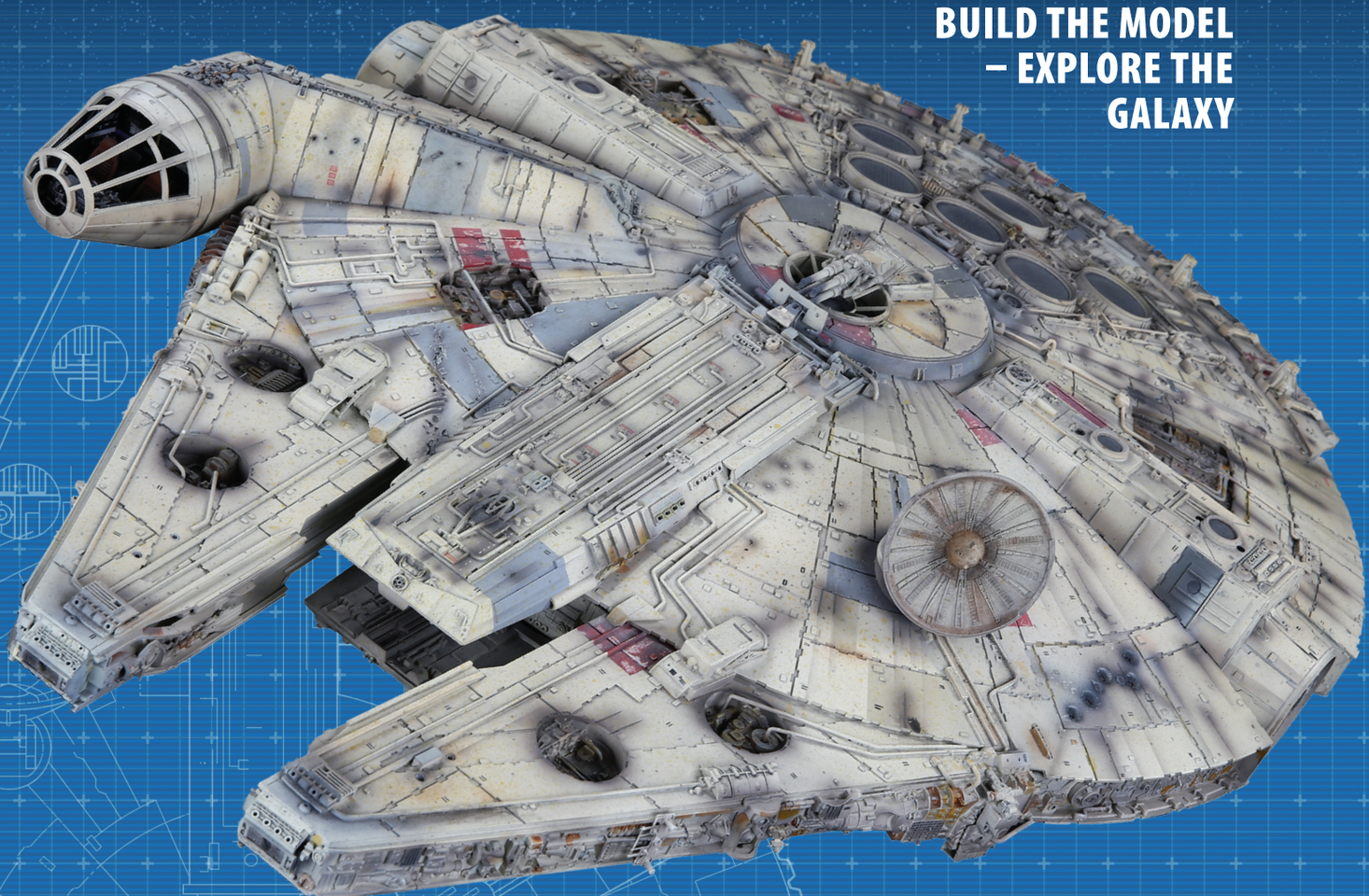
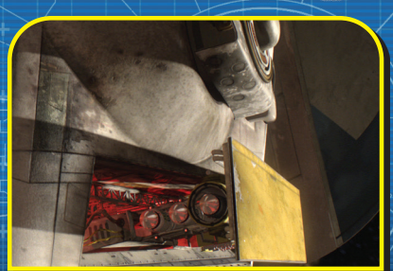
STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





CONCUSSION MISSILES

F219FSC036

FANHOME

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STAR WARS MILLENNIUM FALCON

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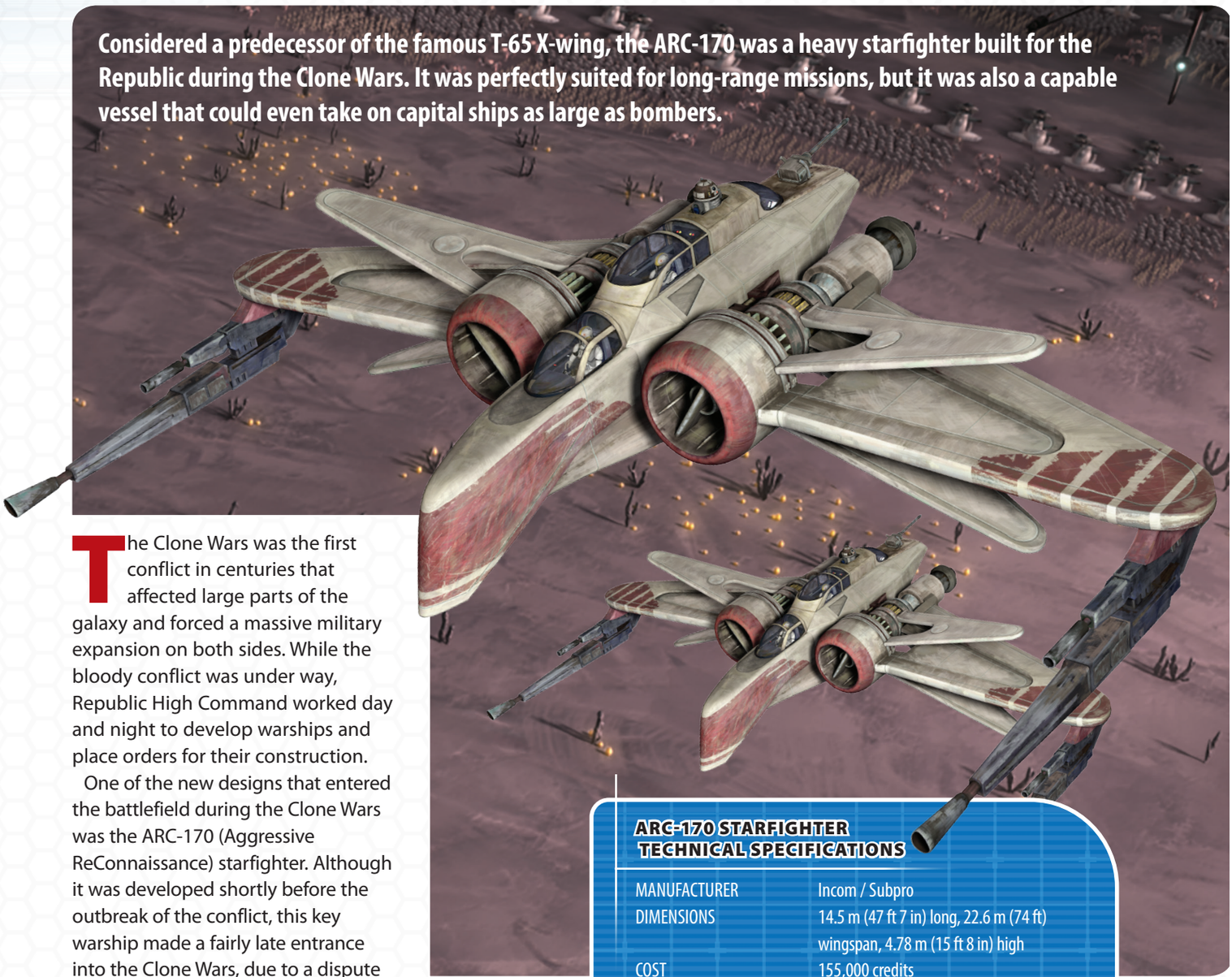
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REPUBLIC FIGHTER/BOMBER

ARC-170 STARFIGHTER

Considered a predecessor of the famous T-65 X-wing, the ARC-170 was a heavy starfighter built for the Republic during the Clone Wars. It was perfectly suited for long-range missions, but it was also a capable vessel that could even take on capital ships as large as bombers.



The Clone Wars was the first conflict in centuries that affected large parts of the galaxy and forced a massive military expansion on both sides. While the bloody conflict was under way, Republic High Command worked day and night to develop warships and place orders for their construction.

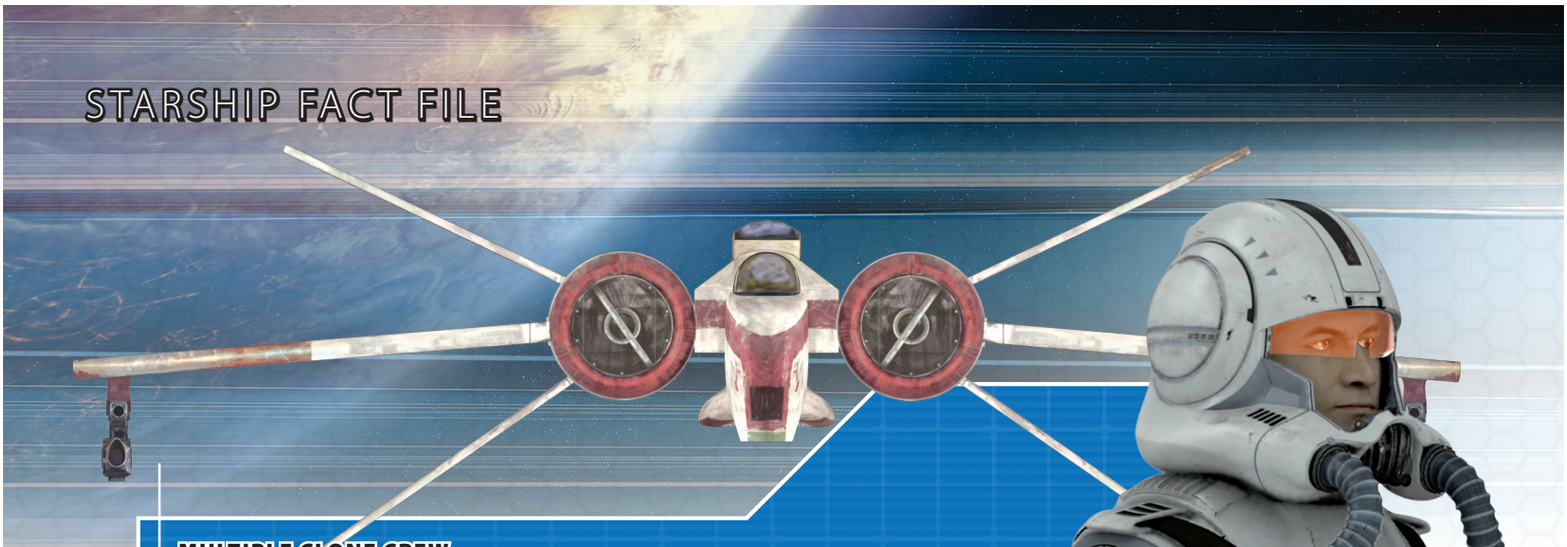
One of the new designs that entered the battlefield during the Clone Wars was the ARC-170 (Aggressive ReConnaissance) starfighter. Although it was developed shortly before the outbreak of the conflict, this key warship made a fairly late entrance into the Clone Wars, due to a dispute between its builders, the long-standing partners Incom Corporation and Sublights Products Corporation (Subpro). They had dissolved their joint venture after the perceived failure of the Z-95 'Headhunter', but still had to complete a couple of contracts, including the one for the ARC-170. Although the ARC-170 was released

With powerful weapons fore and aft controlled by a three-person crew, the ARC-170 was a highly effective starfighter. Looking like a heavier Z-95, with a bulky nose flanked by two powerful engines, its characteristic visual feature was the split, transverse wings.

ARC-170 STARFIGHTER TECHNICAL SPECIFICATIONS

MANUFACTURER	Incom / Subpro
DIMENSIONS	14.5 m (47 ft 7 in) long, 22.6 m (74 ft) wingspan, 4.78 m (15 ft 8 in) high
COST	155,000 credits
MAXIMUM ACCELERATION	2,600G
MAXIMUM AIRSPEED	1,000km/h (621mph)
HYPERDRIVE	Class 1.5 (5,000 light-year range)
CONSUMABLES	5 days
CREW	3 plus 1 astromech droid
ARMAMENT	2 x medium laser cannons 2 x aft laser cannons 6 x proton torpedoes

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MULTIPLE CLONE CREW

Unusually for a starfighter, the ARC-170 carried three crewmen. The pilot in front concentrated on flying the ship, although he could also control the cannons if necessary. The second crewman, who occupied the best vantage position, functioned both as co-pilot and gunner of the two main laser cannons. The third faced backwards and manned both rear laser cannons to deal with pursuers. Installed between the second and third crew, an astromech droid acted as navigator, coming in handy during long-range interstellar missions.

under the banner of both companies, it was a Subpro design in name only.

At 14.5m long, the ARC-170 was a rugged, durable starfighter that looked like a burly Z-95. Its heavy nose section, flanked by powerful twin engines, was filled with different kinds of sensors, including communications processors, a jamming device, active scanners and a long-wave antenna. The ship's best-known visual feature was without any doubt its split transverse wings, with two smaller winglets that unfolded to expose the heat sink and radiators built onto each of the larger central wings. This was an asset for the fighter's shielding, as well as its thermal stability during flight and combat.

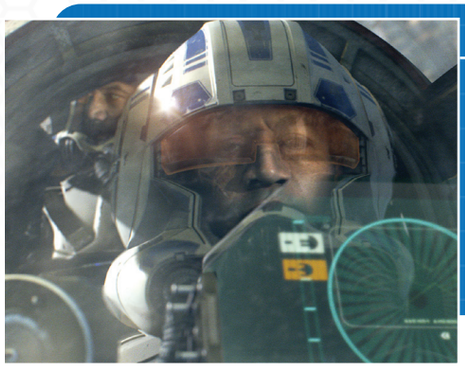
RECONNAISSANCE FIGHTER

The ARC-170 was the most heavily armed starfighter of the Clone Wars, and for maximum control of all its weapon systems, was manned by three pilots and an astromech. Its primary armament was two medium laser cannons installed underneath the tips of the central wings. These weapons were powerful enough to punch through the durasteel plating of an enemy hull, and could endanger even a capital ship's defenses. The ARC-170's aft area (usually a weak spot) was protected by dorsal and ventral tail laser cannons that were powerful enough to keep pursuing ships at bay. To suit the starship's multiple combat roles, it also carried a payload of six proton torpedoes.

The price to pay for carrying all this weaponry and crew was a limited speed, poor maneuverability and slow acceleration. However, this was compensated for by robust armor,



Clone pilots' uniforms had evolved since the First Battle of Geonosis, and those who flew the ARC-170 or manned its weapons sported open helmets with tinted visors.



CLONE PILOTS

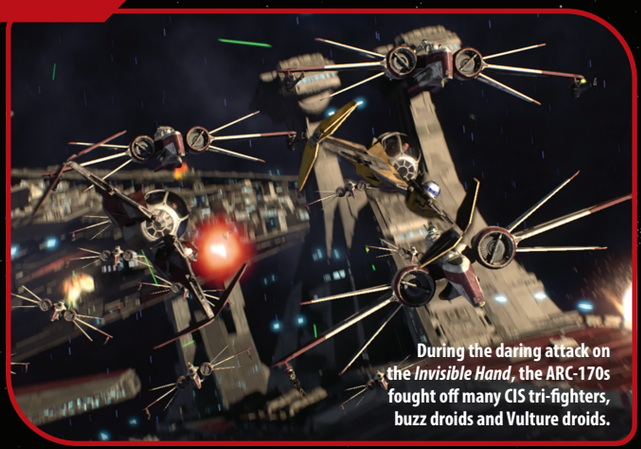
Like other clones, pilots were trained on Kamino, where they learned how to fly the different starfighters of the Galactic Republic. ARC-170 clone pilots were proud to steer their heavily armed starfighters into battle. Crack squads such as Razor Squadron even customized their ships with elaborate designs evoking fearsome creatures.

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THE BATTLE OF CORUSCANT

CLONE FLIGHT SQUAD SEVEN

The Open Circle Fleet, led by Obi-Wan Kenobi and Anakin Skywalker, carried thousands of ARC-170s. Although enlisted, non-clone pilots manned some of its starfighters, and the fleet's foremost ARC-170/V-wing squadron, Clone Flight Squad Seven, consisted only of Jango Fett clones, led by veteran pilot Commander 'Odd Ball' Davijaan. Squad Seven took part in the Battle of Coruscant, where General Kenobi called for their assistance to protect himself and Skywalker in their run toward General Grievous' flagship, the *Invisible Hand*. Although Squad Seven suffered many casualties on their flight from the *Venator*-class Star Destroyer *Ro-ti-Mundi*, their cover for Kenobi and Skywalker allowed the two Jedi to board Grievous' ship, where they managed to rescue Supreme Chancellor Palpatine.



During the daring attack on the *Invisible Hand*, the ARC-170s fought off many CIS tri-fighters, buzz droids and Vulture droids.

decent shielding and the aft cannons. With a five-day supply of consumable air and a Class 1.5 hyperdrive, the ARC-170 was designed as a long-range scout/fighter, ready to undertake the loneliest, most independent missions, far away from any Republic presence and into Confederate territory. The sensors were able to pick up any activity, and if the ship encountered enemy fighters, it carried the firepower to deal with them.

VERSATILE ALL-ROUNDER

Despite their original mission profile as reconnaissance vessels, the ARC-170s were more than capable of entering large-scale battles and dogfights. When used in battle against the nimble droid starfighters of the CIS, V-wings and Jedi Interceptors normally focused on the droids while the ARC-170s acted as deadly assault fighter/bombers.

The ARC-170s were deployed as soon as they were ready for duty, taking part in many conflicts, such as the Battles of Malastare, Umbara and the Outer Rim Sieges at the end of the Clone Wars. Since the CIS had been driven more and more toward their native bastions, the ARC-170s faced a decrease in opposition from the enemy droid starfighters that had once been constructed at defunct droid factories.

Stripped of their colorful Republic markings after the Clone Wars, surviving ARC-170s became a part of the Imperial Navy, but were soon replaced by TIE fighters, as the cost of the ARC-170 in maintenance and crew proved too high. During the Galactic Civil War, ARC-170s could also be found in the fleet of the Rebel Alliance, though they were usually stripped down as the Alliance couldn't spare three pilots to crew one starfighter. However, the ARC-170's configuration had influenced the design of one of the most famous starfighters of the Galactic Civil War and a symbol of the Rebel Alliance: the T-65 X-wing.



Although they were originally designed as long-range reconnaissance starfighters, the ARC-170s proved extremely capable fighter/bombers, playing key roles in large-scale campaigns, such as the Battle of Coruscant.

BEHIND THE SCENES

ICONIC DESIGN

Known simply as the 'clone fighter' in the script for *Revenge of the Sith*, the ARC-170 can trace its name to the file name assigned to the piece of artwork that established its look: ART-170. Early concepts from August 2002 formed the basis for the starfighter, which was later completed by Ryan Church. Meant to be a progenitor of the X-wing, the ARC-170 shares similar design features, such as the flanking cylindrical engines from which extend splitting S-foil wings, tipped with laser cannons. The clone pilots seen on board were computer-generated, with actor Temuera Morrison's face adorned with computer-generated helmet and costuming. After having appeared in the *Clone Wars* miniseries, the ARC-170 made its debut in Season Two of the *Clone Wars* in the episode 'The Zillo Beast'.

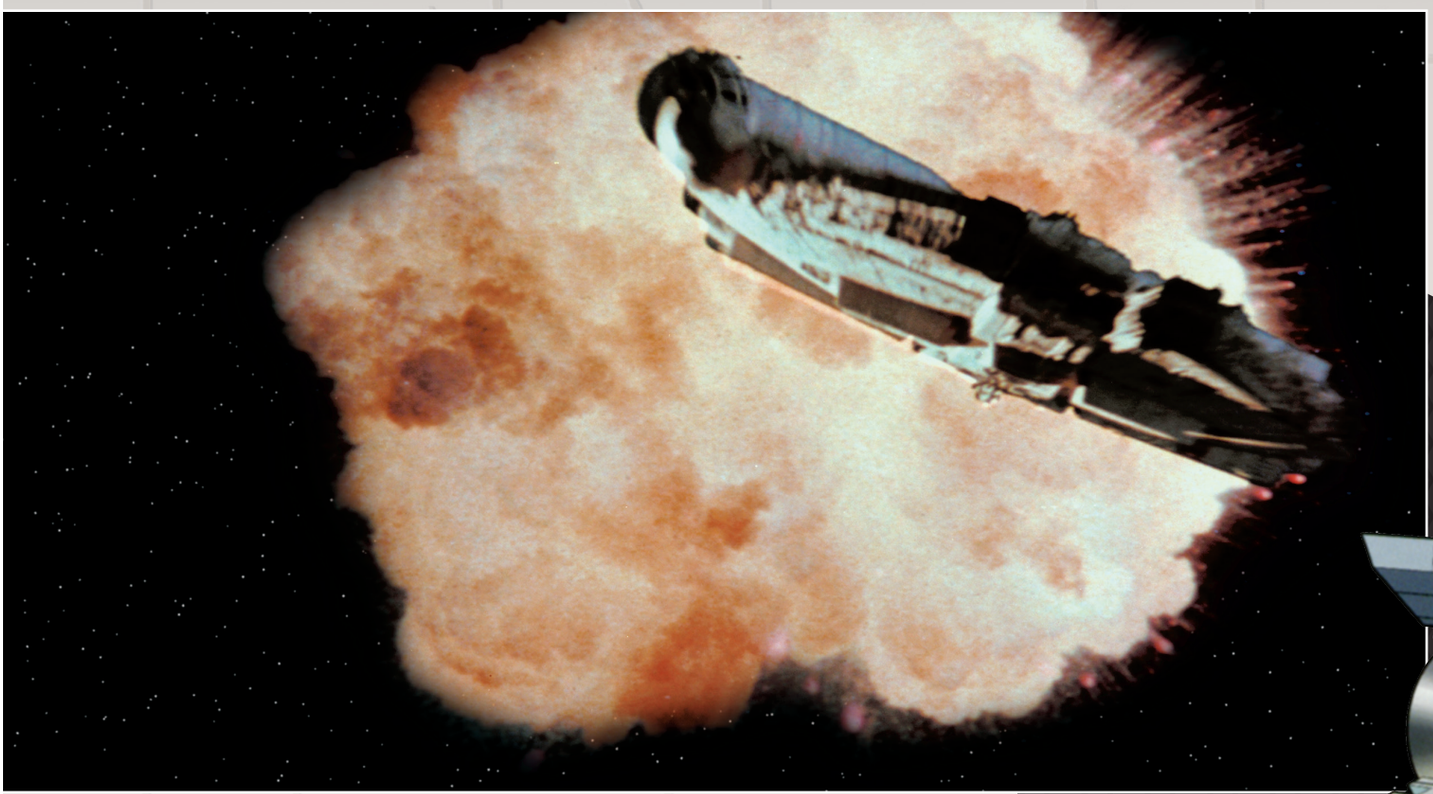
In the *Clone Wars* episode 'The Zillo Beast', ARC-170s escort the Y-wings that drop the electro-proton bomb, and have the same engine noise as the X-wings from the original *Star Wars* trilogy.



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CONCUSSION MISSILES

Concussion missiles are short-range explosive projectiles designed to destroy enemy starships, vehicles or installations. There is a wide range of different types, varying in speed, maneuverability and destructive power – but all are normally fired from starship- or vehicle-mounted launchers.



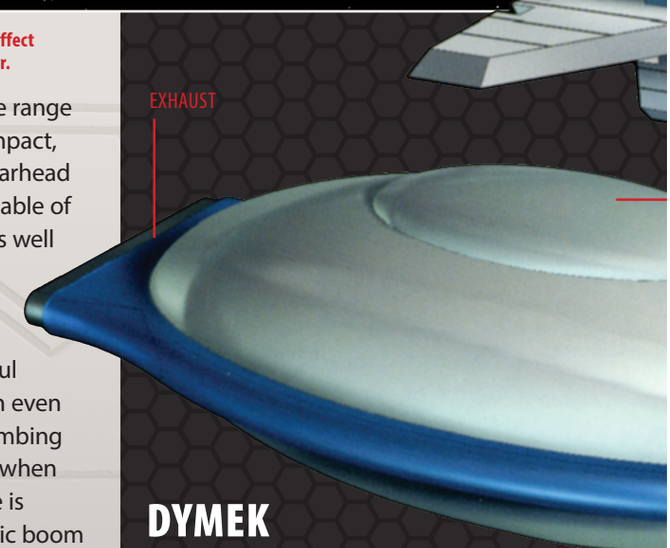
The *Millennium Falcon* carried a concussion missile launcher, which Lando Calrissian used to devastating effect in the Battle of Endor when his missiles triggered the chain reaction that destroyed the second Death Star.

Concussion missiles vary in design, from long tubular weapons fitted with short winglets, to egg-shaped units with no wings at all, but each type operates on similar principles. These weapons consist of a powerful warhead housed in an armor-piercing casing that contains a simple propulsion system and a guidance device to direct the missile to its target.

CLOSE-COMBAT WEAPONS

Concussion missiles cause more devastating results than single-shot turbolaser cannons, but are designed for use in similarly close combat or even dogfights. Traveling at sublight speeds, they normally have an optimum range of between 250-300 meters, and a maximum usable range of some 700-750 meters. On impact, the small energy pack in the warhead triggers a concussion blast capable of damaging a substantial area, as well as disrupting instruments and other equipment.

The missiles' small size gives little indication of their powerful destructive capability. They can even be set to air-burst for aerial bombing attacks within an atmosphere, when the devastation they can cause is tremendous. The powerful sonic boom emitted on detonation is capable of destroying buildings and power infrastructures, with inevitable casualties to personnel. Such is the strength of the blast that it can even cause the surface of planets to



DYMEK CONCUSSION MISSILE

Dymek missiles are wedge-shaped, with an ovoid concussion chamber. Han Solo modified each of the *Falcon*'s Arakyd missile launchers to take four Dymek missiles (or even other models).

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shudder, and in some cases concussion missiles have been known to trigger minor earthquakes.

When concussion missiles are used against a large capital ship, they are most effective fired in pairs, one a fraction of a second after the other. The first strike can pierce armor and bring down shield generators, while the second delivers a powerful blow, crippling the target further or even destroying it entirely. They can also be launched singly when the target is small enough, for example a starfighter.

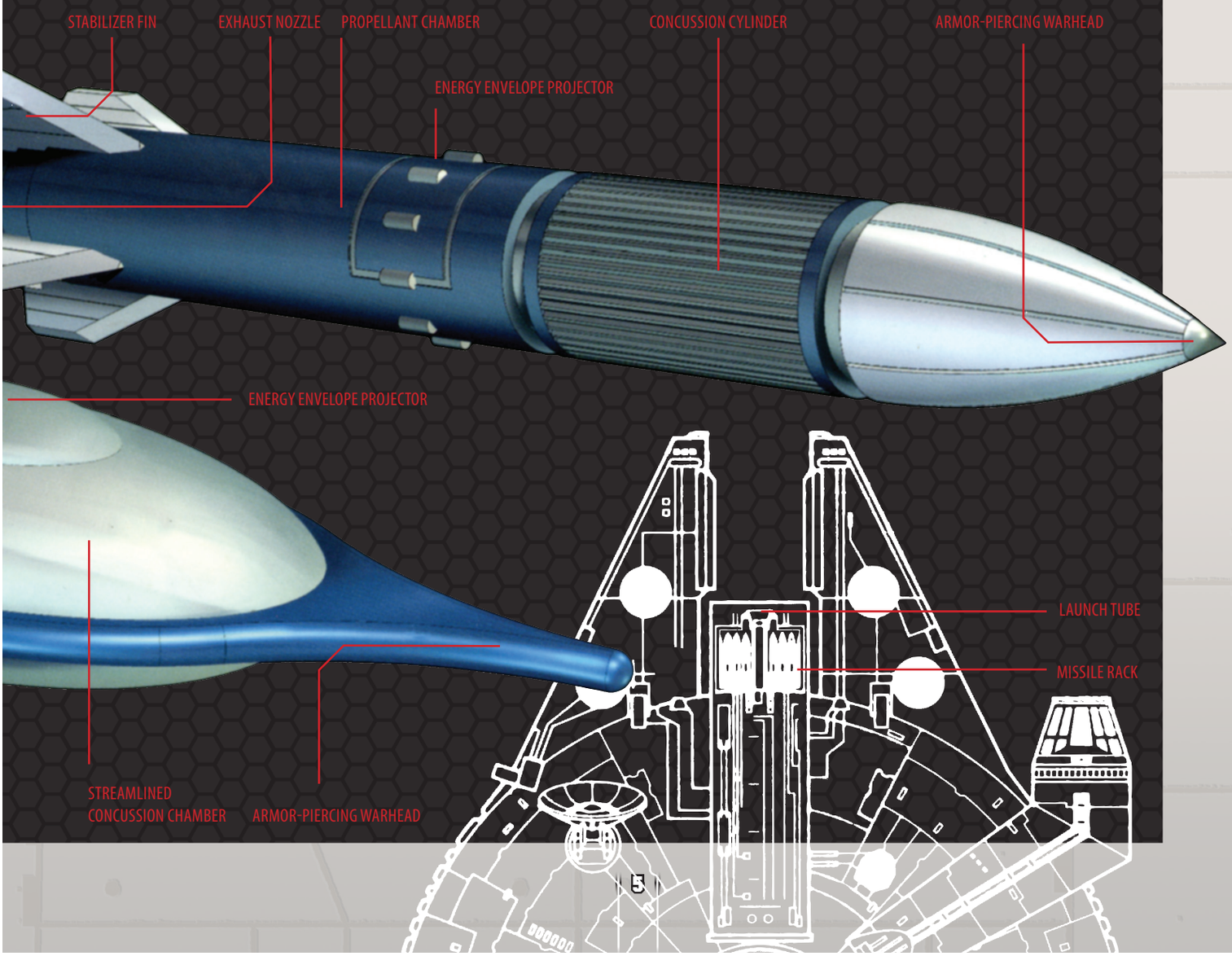
Concussion missiles are not cheap, costing anything from 750 credits apiece to upwards of 2,500 credits – depending on the make, model and payload size, as well as the legal status of both the seller and the buyer. Each missile is stored in a housing designed to protect it during transport, storage, and loading, and which also acts as a launch tube. Weapons manufacturers generally produce both the launchers and the missiles, and sell them as units.



Jango Fett equipped his ship *Slave I* with two concussion missile launchers concealed under panels in the tail. Both launch racks fired specially modified versions of the kinetic energy weapons.

ARAKYD ST2 CONCUSSION MISSILE

Most of the body of any concussion missile is given to its propulsion system and fuel, but even though ST2 concussion missiles are only just over one meter long, the warhead is as powerful as a standard proton torpedo, as well as being armor-piercing. They are launched from missile racks, each of which can carry four projectiles. In flight, the missiles are protected by their own energy shield and have a maximum range of 700m, although the optimum is 300m.



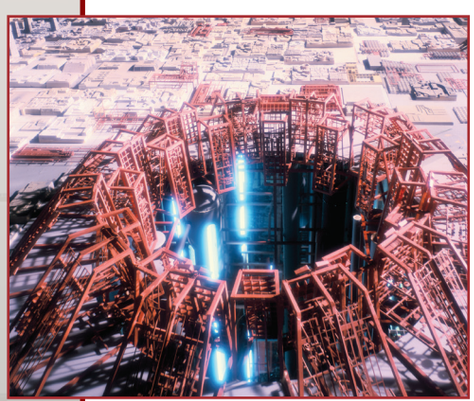
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BEHIND THE SCENES

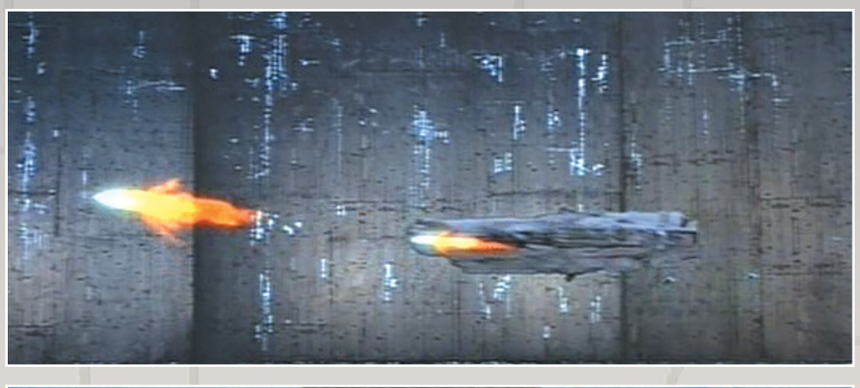
ALL IN ONE TAKE

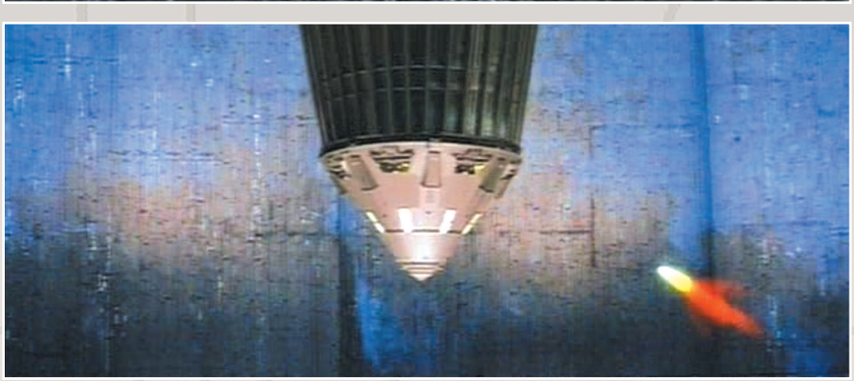
Designer Nilo Rodis-Jamero had just returned from Hong Kong when he designed the infrastructure of the second Death Star for the scene in *Return of the Jedi* where the *Millennium Falcon* lets loose a volley of concussion missiles inside the battle station, and this had a big impact on his vision. 'I was really impressed at how crowded that place [Hong Kong] was; everything is squeezed in,' said the designer, in *The Annotated Screenplays*. 'And so my first take on the running around inside the Death Star was unbelievably crowded. If you look at my storyboard on this sequence, there are even a lot of references in Chinese that say "subway"!'

The sequence had to be achieved using models, and Industrial Light and Magic visual effects artist Dennis Muren described the design of the tunnel in the Death Star's superstructure through which the *Falcon* flies to get to the main reactor. 'The big area here in the end was a really nice model,' Muren said of the main reactor. 'I remember it being about 10ft [3m] across or so and there's the big thing in the middle probably about 4 or 5ft [1.5m] across, the big dome thing that's hanging from the ceiling that crumbles.' The *Falcon* being chased by a fireball was pretty exciting, Muren said, because it was a difficult effect to achieve. 'Fire, of course, just wants to overtake you, so they were pulling the camera back at the same time as the fireball is actually coming toward the camera to get these elements... The fire was actually in the model. Probably the model, in those cases, would only work for one take, I think.'



Part of the extensive miniature studio set, showing the entrance to the tunnel in the second Death Star surrounded by surface detail.







With General Lando Calrissian and his co-pilot Nien Numb at the controls, the *Millennium Falcon* flew into the incomplete second Death Star's infrastructure to launch a concussion missile attack on its main reactor. This required them to get very close to the target because such missiles have a very short range – a few hundred meters at best.

Once fired, concussion missiles are normally guided either by the on-board targeting computer or a homing device. However, in dogfight situations, they can be fired without the use of either, which is known as 'dumb firing'. They can be devastatingly effective in space combat, such as during the attack on the second Death Star at the Battle of Endor, which the *Millennium Falcon* led as Gold Leader. There, their impact on the battle station's main reactor destroyed the Death Star itself.

Under Imperial law, it was illegal for civilian ships even to possess concussion missiles, let alone the sophisticated launching equipment necessary to propel such payloads from a ship. This alone would have been reason enough to spur Han Solo on to arm the *Millennium Falcon* with a pair of Arakyd concussion missile launchers, although the practical benefit was that they also required far less maintenance than proton torpedo launchers.

The launchers were fitted between the forward mandibles near the entrance to the freight loading room, but being limited to launching a pair of Arakyd ST2 missiles simultaneously wasn't enough for Solo, so he modified the launchers to carry up to four concussion missiles of any make or model. Solo commonly loaded up with bulbous Dymek projectiles alongside the rocket-like Arakyd type.

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YOUR NEXT PARTS

Extend the ramp sub-frame with part of the mounting for the drive motor.

In addition to the parts you need for this stage, you have received another section of plating for the underside of the hull, which has a recess for mounting the optional landing gear. This part of the hull plating extends between the mandibles, over the area where the concussion missiles are mounted. There are also some small external details that will be added to the panel, so keep all the unused components until later on.

COMPONENTS CHECKLIST

1. Hull frame BF-5
2. Hull frame BF-6
3. Hull plating BP-28
4. 2-hole connector
5. Plant-on detail
6. Plant-on detail
7. Plant-on details (three on sprue)
8. Plant-on detail

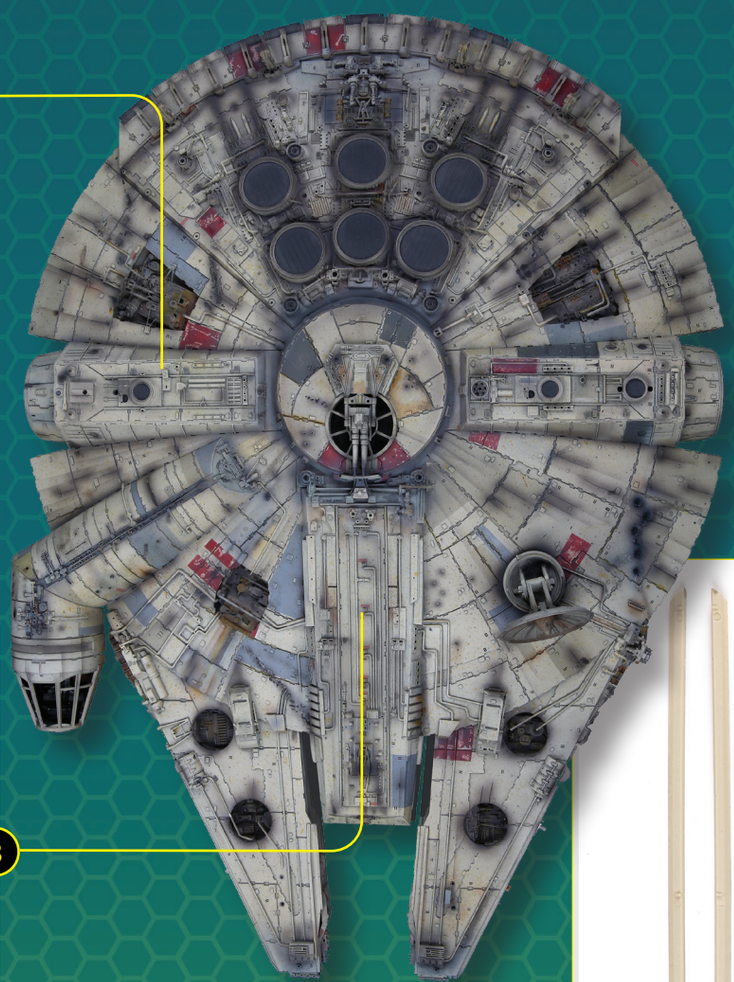
WHERE THE PARTS FIT

HULL FRAME

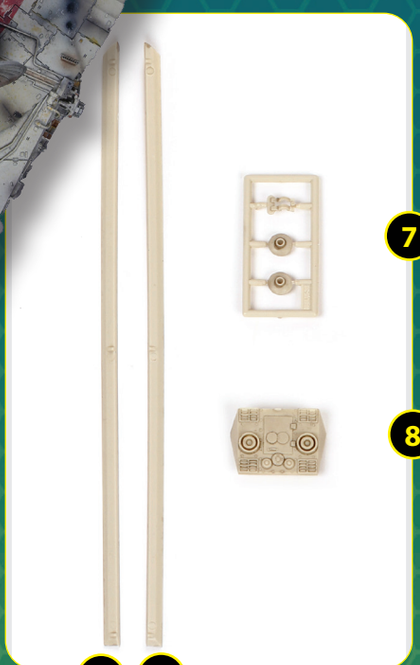


HULL PLATING





PLANT-ON DETAILS

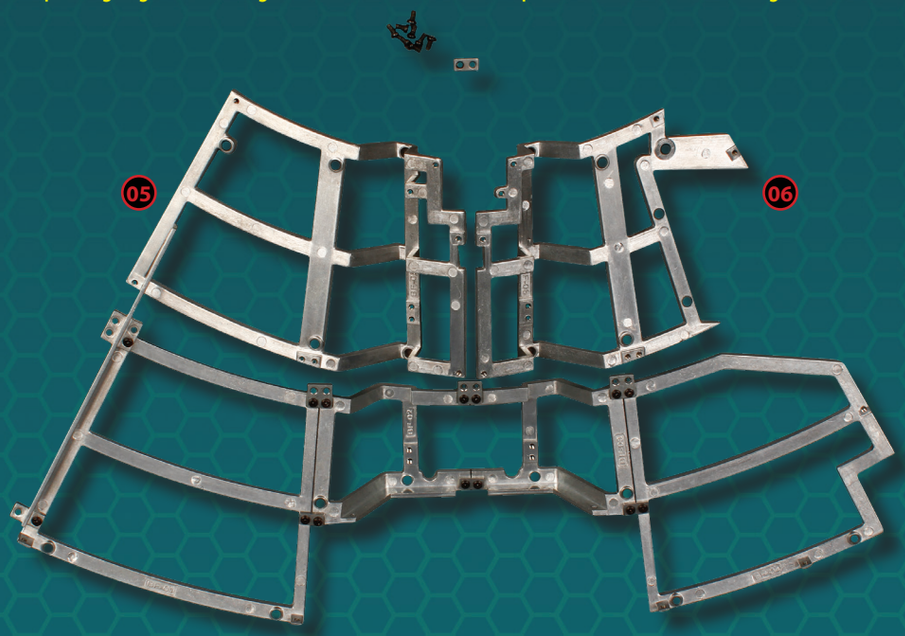


All parts are for the **underside** of the hull.

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ASSEMBLING THE BOTTOM FRAMES

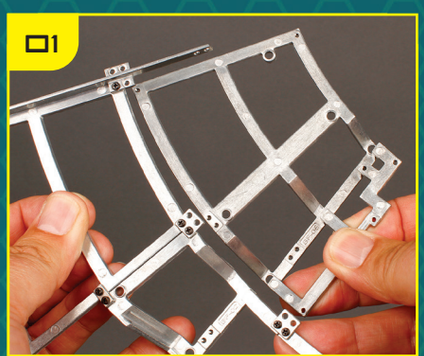
Add the next two frame parts to the support for the ramp mechanism, which you began putting together in Stage 35. This includes the first part of the motor mounting.



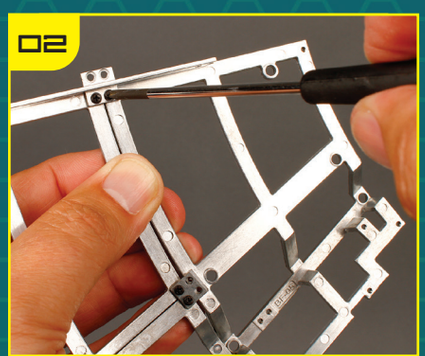
Take the two bottom frame sections provided with this issue (Parts 1 and 2), and the assembly from Stage 35, and lay them out as shown, following the frame numbering. To complete the section of the frame shown, you also need the 2-hole connector from this issue, plus nine short black button-head screws to fix the frame sections.



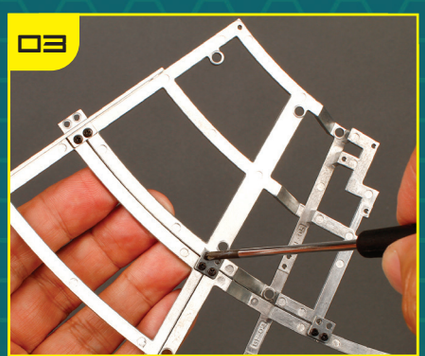
The frames have BF numbers (shown in red) cast into them for identification. The photo above indicates how they fit together, and the small diagram (right) identifies this area on the blueprint that came with Issue 1.



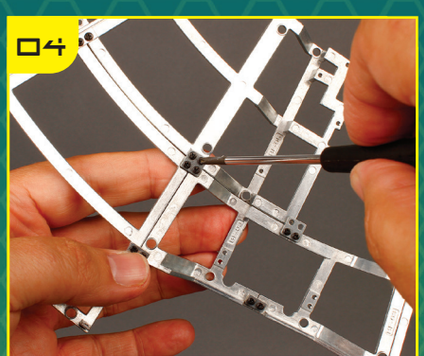
Fit frame BF-05 against the assembly as shown.



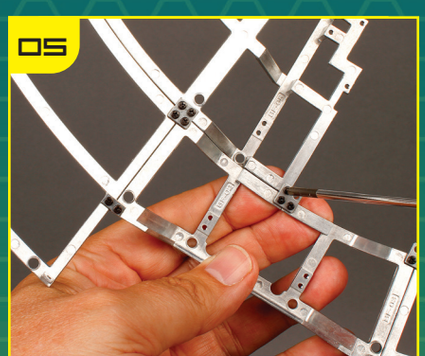
Fix BF-05 with one screw in the flange of the radial rib.



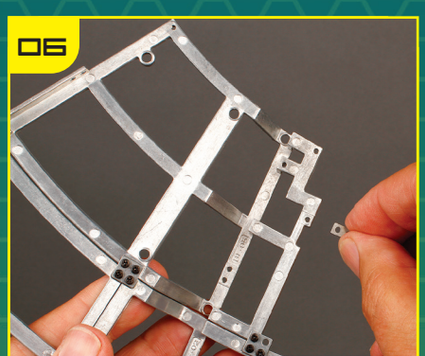
Add a fixing screw in the first 4-hole connector.



Secure the 4-hole connector to BF-5 with a second screw.



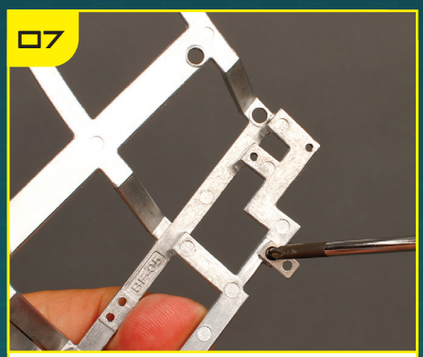
Fix the corner of BF-05 with a single screw in the central 4-hole connector.



Take the 2-hole connector (Part 4) and align it with this hole in BF-05.

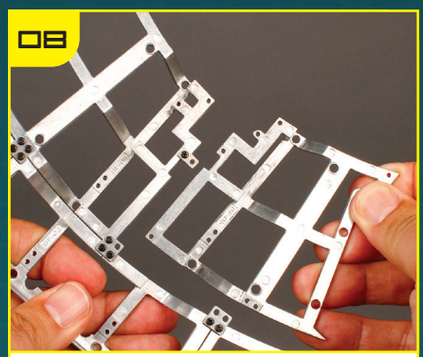
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07



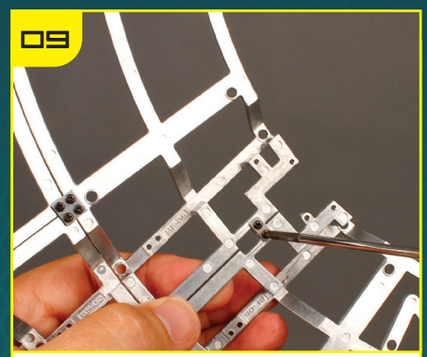
Screw the 2-hole connector to the hole in frame BF-05 using one screw.

08



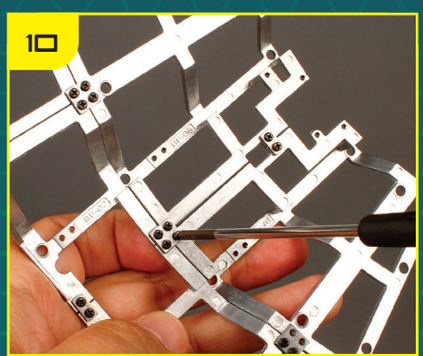
Fit frame BF-06 against the assembly as shown.

09



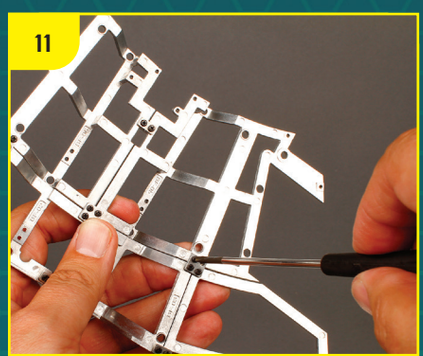
Fix BF-06 in place with a second screw in the connector from Step 7.

10



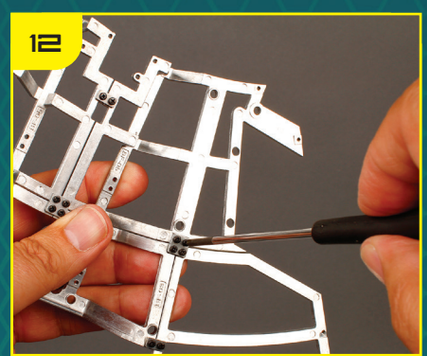
Screw the corner of BF-06 to the central 4-hole connector.

11

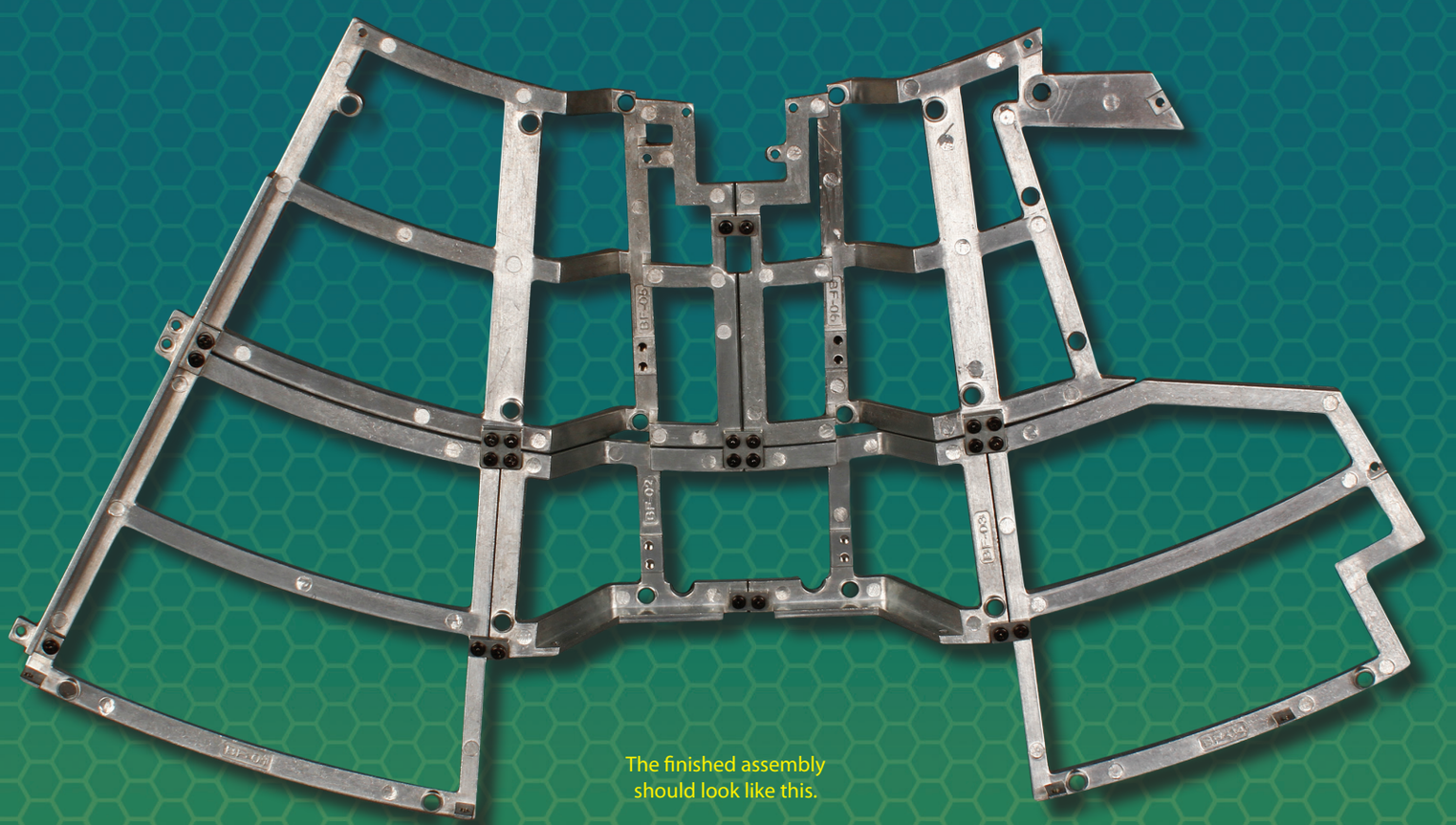


Add another screw to the outer 4-hole connector.

12



Fit a final screw to the outer 4-hole connector to secure BF-06.



The finished assembly should look like this.

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