STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



GENERAL GRIEVOUS'S STARFIGHTER

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GENERAL GRIEVOUS'S STARFIGHTER

MODIFIED BELBULLAB-22 – SOULLESS ONE

Specially modified to handle the vast distances that Separatist General Grievous would need to travel to spearhead the battle against the Republic, the *Soulless One* was a devastatingly powerful and efficient starfighter that played a key role in the battles of the Clone Wars.



The prong-shaped *Soulless One* was adapted to suit General Grievous's vision of the future of starfighter warfare – fast and highly agile, with hyperspace capabilities and a powerful arsenal consisting of two sets of rapid-fire laser cannons.

SOULLESS ONE TECHNICAL SPECIFICATIONS

MANUFACTURER	Feethan Ottraw Scalable Assemblies
CLASS	Belbullab-22 starfighter
LENGTH	6.71 m (22 ft)
MAXIMUM SPEED	1,100 km/h (683 mph) in atmosphere
HYPERDRIVE RATING	Class 2
BACKUP	Class 5
HULL	Impervium alloy
COUNTERMEASURES	Sensor jamming system
ARMAMENT	Triple laser cannons

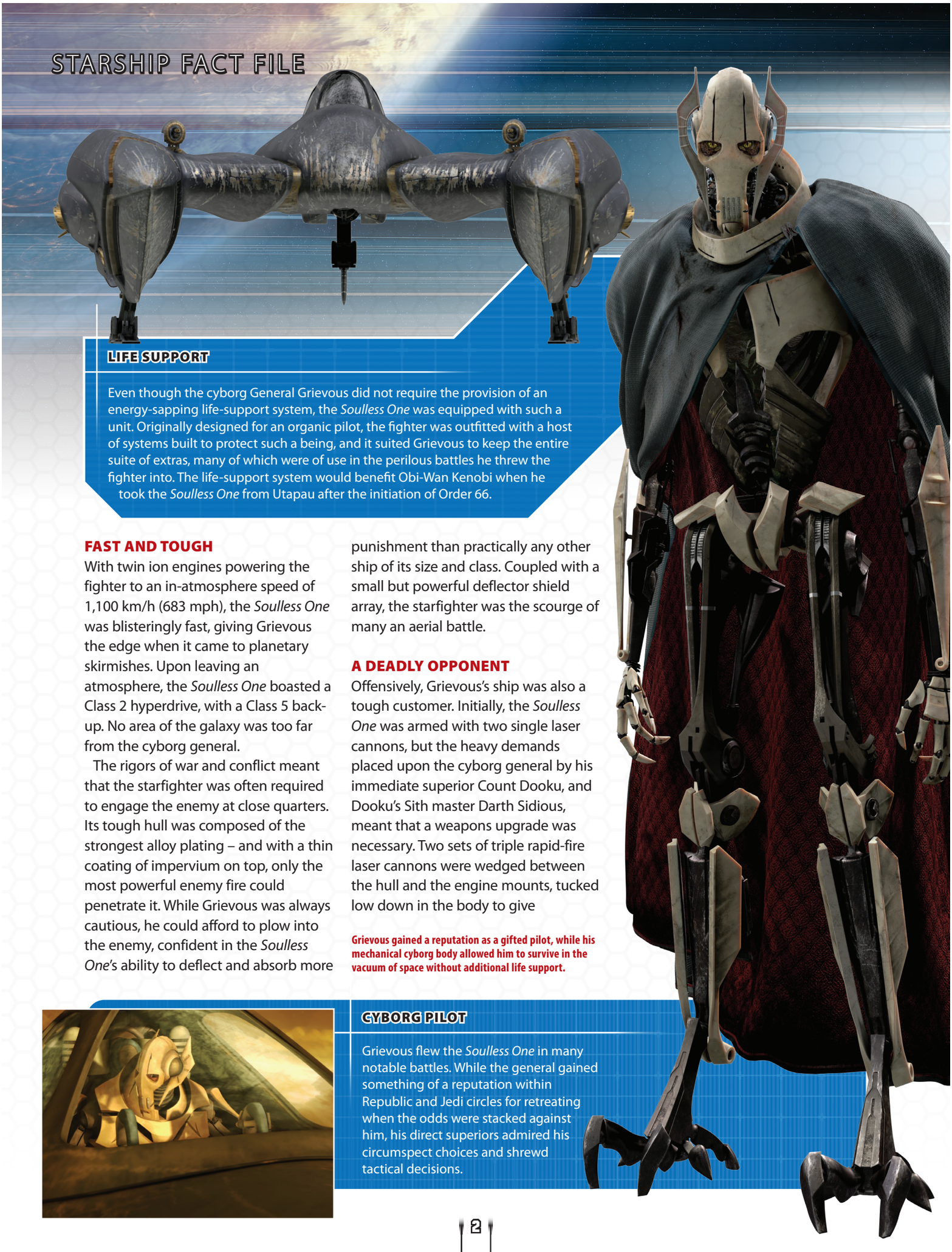
Brought into the Clone Wars to wreak havoc and lead the mechanical armies of the Separatist movement from the front, cyborg General Grievous confounded the Jedi and Republic forces, leading them on a chase through the stars that would last throughout the conflict. With much of the galaxy engulfed in battles, skirmishes, and deadlocks, it was vital for Grievous to be able to journey from one location to another as swiftly and covertly as possible.

A NEW BENCHMARK

To accomplish this, Grievous needed a fast ship, and the *Soulless One* was all of that. Based on a Belbullab-22 starfighter, the vessel was heavily modified to the general's exacting requirements and significantly beefed up in all key areas. At just 6.71m (22 ft) long, a Belbullab-22 left little room to install major extra features – but that didn't stop Grievous, who intended the revamped ship to be a new benchmark in fighter technology.

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STARSHIP FACT FILE



LIFE SUPPORT

Even though the cyborg General Grievous did not require the provision of an energy-sapping life-support system, the *Soulless One* was equipped with such a unit. Originally designed for an organic pilot, the fighter was outfitted with a host of systems built to protect such a being, and it suited Grievous to keep the entire suite of extras, many of which were of use in the perilous battles he threw the fighter into. The life-support system would benefit Obi-Wan Kenobi when he took the *Soulless One* from Utapau after the initiation of Order 66.

FAST AND TOUGH

With twin ion engines powering the fighter to an in-atmosphere speed of 1,100 km/h (683 mph), the *Soulless One* was blisteringly fast, giving Grievous the edge when it came to planetary skirmishes. Upon leaving an atmosphere, the *Soulless One* boasted a Class 2 hyperdrive, with a Class 5 back-up. No area of the galaxy was too far from the cyborg general.

The rigors of war and conflict meant that the starfighter was often required to engage the enemy at close quarters. Its tough hull was composed of the strongest alloy plating – and with a thin coating of impervium on top, only the most powerful enemy fire could penetrate it. While Grievous was always cautious, he could afford to plow into the enemy, confident in the *Soulless One*'s ability to deflect and absorb more punishment than practically any other ship of its size and class. Coupled with a small but powerful deflector shield array, the starfighter was the scourge of many an aerial battle.

A DEADLY OPPONENT

Offensively, Grievous's ship was also a tough customer. Initially, the *Soulless One* was armed with two single laser cannons, but the heavy demands placed upon the cyborg general by his immediate superior Count Dooku, and Dooku's Sith master Darth Sidious, meant that a weapons upgrade was necessary. Two sets of triple rapid-fire laser cannons were wedged between the hull and the engine mounts, tucked low down in the body to give

Grievous gained a reputation as a gifted pilot, while his mechanical cyborg body allowed him to survive in the vacuum of space without additional life support.

CYBORG PILOT

Grievous flew the *Soulless One* in many notable battles. While the general gained something of a reputation within Republic and Jedi circles for retreating when the odds were stacked against him, his direct superiors admired his circumspect choices and shrewd tactical decisions.

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THE BATTLE OF BOTHAWUI

CUT-AND-RUN TACTICS

The Battle of Bothawui demonstrated the multiple capabilities of the *Soulless One* in defense and retreat modes. Nearing the end of the battle, Grievous's frigate suffered crippling damage, forcing the general to flee in his modified Belbullab-22 starfighter. Encountering the young Jedi Anakin Skywalker, Grievous attempted to make good his escape, but Skywalker peppered the *Soulless One* with laser fire. Grievous was plotting a hyperspace solution to jump from the battle and leave his stricken *Munificent*-class frigate behind, but Skywalker detected this and intensified his attack. The general not only evaded every laser blast successfully but managed to hit hyperspace without a singe; a testament to his superior cyborg-enhanced piloting skills.



Grievous often used his attack fighter as an escape vehicle on a number of occasions, especially to evade the close attentions of the Jedi.



Grievous ensured that the odds of winning a battle were stacked in his favor by equipping the *Soulless One* with a deflector shield *and* a layer of impervium, making the fighter impenetrable to all but the heaviest laser fire.

Grievous's fighter a commandingly wide arc of fire.

The *Soulless One* was designed for only one pilot, and while the cockpit had a life-support system, Grievous did not require it. The ship also carried no consumables. With a cargo capacity of just 160kg (352 lb) the starfighter was designed for battle, long-distance jumps, and little else. In short, it was the perfect vessel for a cyborg warrior.

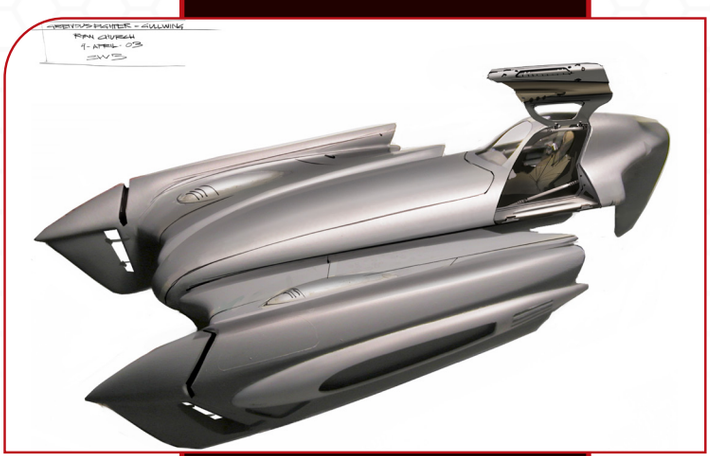
General Grievous often masterminded battles from the bridge of his mighty starship the *Invisible Hand*, but a number of key confrontations were fought and led from the cockpit of the *Soulless One*. For this reason, the in-cockpit systems were also upgraded to keep him in touch with his forces while operating in all corners of the galaxy. The general installed a powerful HoloNet transceiver, which gave him the capability of overseeing skirmishes and conflicts across the many warring sectors and also allowed him to slice into both legitimate and pirate networks. An eye on what was happening many sectors apart was a vital tool for the cyborg.

Every system upgrade had the aim not only of getting the job done efficiently but, most vitally, getting it done fast. The military legend of General Grievous as a cunning wraith who dived in and out of conflicts silently and swiftly was a potent weapon in the arsenal of the Confederacy of Independent Systems – and his personal starfighter was an extension of that reputation.

UPGUNNED

When *Soulless One* first appeared in *Revenge of the Sith*, the model of the ship was fitted with powerful triple-barrel laser cannons. When an animated version featured in *The Clone Wars*, it was fitted with less devastating single-barrel cannons – although, of course, if Grievous had ordered a weapons upgrade at a later point in the conflict, that could easily account for this difference. It was not until it appeared in *The Clone Wars* that the name of the vehicle was revealed. An info bubble on the Decoded episode of 'Downfall of a Droid' declared it to be the *Soulless One*, and also stated that certain Jedi referred to the fighter as the *Spineless One*, given Grievous's cowardly habit of fleeing the arena of battle when the going got tough.

Dated 9 April 2003, this concept artwork by Ryan Church is reminiscent of a racing hydroplane, and shows Grievous's starfighter with gullwing doors similar to those featured on some supercars.



BEHIND THE SCENES

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COMBAT TECHNIQUES 2: DOGFIGHTING

Destroying enemy starfighters is rarely the primary mission of a starfighter pilot. But it often becomes a necessity in protecting other ships in the starfleet or in clearing the way for destruction of the enemy's attacking capital ships.



One classic encounter that took place almost entirely between opposing starfighters was the Battle of Yavin, where the key barrier to the Rebel Alliance X-wings' mission was the Imperial Death Star's defensive screen of TIE fighters.

Rebel Alliance Wing Commander Wedge Antilles was the only pilot to go up against two Imperial Death Star battle stations and survive – making him uniquely qualified to present an overview of starfighter combat. Part of a hologram lecture series, Alliance Strategy and Tactics Lecture 137 was entitled 'Combat Starfighters for Rookie Pilots', and any novice who fully understands the combat techniques that Antilles explained there will stand a far better chance of surviving to become a fighter ace.

Antilles' basic advice applies to all engagements, regardless of what models of starfighter the opponents are flying. When the X-wing pilot-extraordinaire flew as Luke Skywalker's wingman at the Battle of Yavin, and Lando Calrissian's at the Battle of Endor, the toughest competition for his Incom T-65 X-wing was the single-seater TIE fighter and its many variants. But what the Imperial starfighters lacked in shielding and hyperdrive capability was more than made up for by their speed and maneuverability.

In any combat situation, starfighter pilots facing a cunning opponent need superior tactics, as well as piloting and gunnery skills that come to them as second nature. As with so many things, practice makes perfect, and there are some set-piece maneuvers that can be used as the basis of almost any offensive or defensive ploy.

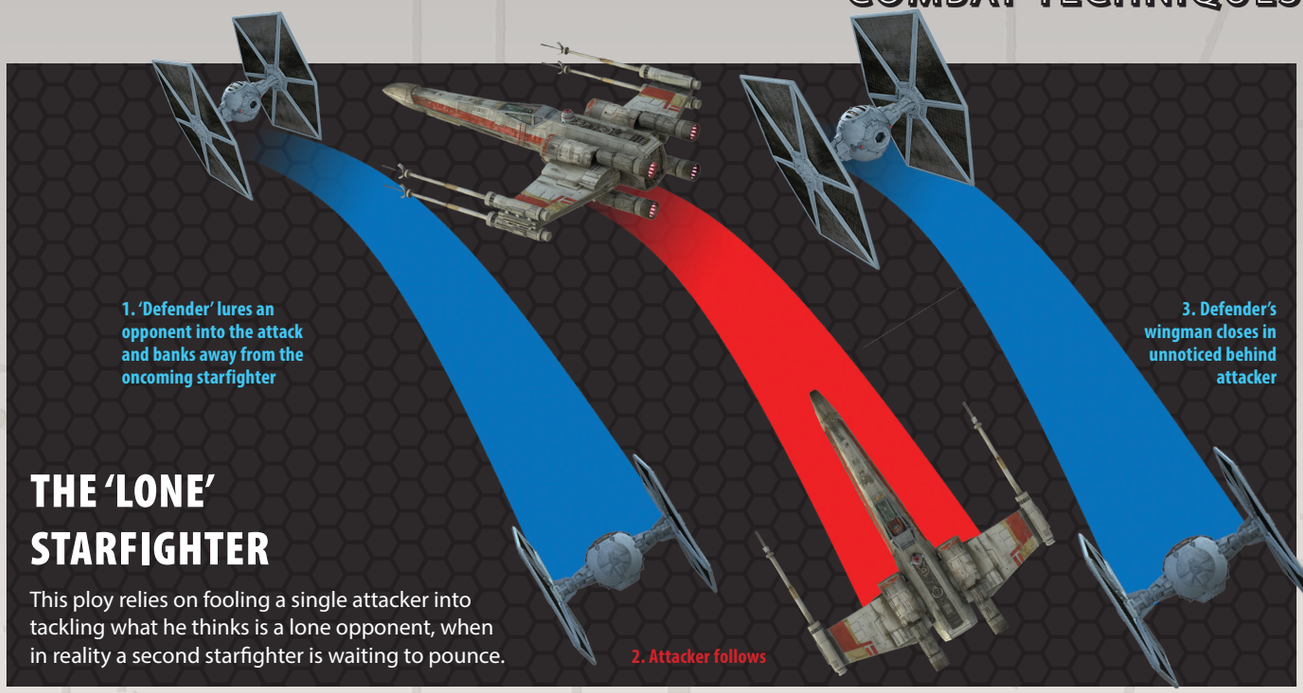
JINKING

There's nothing complicated about this defensive strategy. Jinking is just a series of random maneuvers designed to prevent the attacking starfighter from achieving a weapons lock. The more random dives, slips, turns, and waggles a pilot can perform with an enemy starfighter on his tail, the longer the attack will be focused on him and not on the prime objective. Biggs Darklighter put this tactic to use at Yavin before his X-wing was shot out of the stars.

THE BREAK

This combat technique is designed to evade an attack, and was a popular tactic used by the rebels at the Battle of Yavin. The defender 'breaks' by turning towards his attacker, while cutting in his reverse thrusters. A pilot who realizes that he is in the path of an attacking fighter can employ The Break as soon as the opponent is first detected, although a skilled veteran may prefer to hold back until he is in the prime target zone, which gives the attacker less time to react. The tactic is designed to spoil the attacker's chance of a kill by causing him to overshoot. The Break does put the defender in the opponent's sights for a brief moment – but the chances of a kill shot are minuscule.

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THE 'LONE' STARFIGHTER

This ploy relies on fooling a single attacker into tackling what he thinks is a lone opponent, when in reality a second starfighter is waiting to pounce.

THE SCISSORS

This combat technique is designed to turn the tables on an attacker, and make him into a target. It can only be performed once the attacking fighter has overshot his target. The target must then perform a sharp turn reversal at a matching speed, as if he is too quick the enemy fighter may end up behind him.

As it formed part of his standard training, an Imperial TIE fighter pilot would usually recognize The Scissors and play along in the contest, trying to reduce his ship's speed, making his own sharp turn reversals to try and get back behind the rebel X-wing.

REVERSE THROTTLE HOP

The Reverse Throttle Hop is designed to counter a Break and help the attacking starfighter to stay on target. This is a very difficult combat technique, which requires split-second timing and well-honed reflexes. When the opponent breaks, the attacker pulls up above him, decelerates, then drops back down again behind him. Get the timing wrong, and the attacker hands the advantage back to the defender.

BATTLE SPREAD MANEUVERS

When starfighters fly in pairs, side by side, and close together, it is known as a 'Battle Spread'. Two starfighters flying in this formation tend to be more effective than two flying independently. A favorite maneuver of starfighters flying in Battle Spread is known as The Trap. If either of the starfighters comes under attack from behind, he can bank hard either to port or starboard, breaking the formation. If the attacker follows, it will end up in the crosshairs of the wingman, who must be alert for a defense. The attacker starts to follow his target but performs a full throttle hop, in which case, the wingman will be forced to overshoot him. Both starfighters are then back in the attacking pilot's sights.

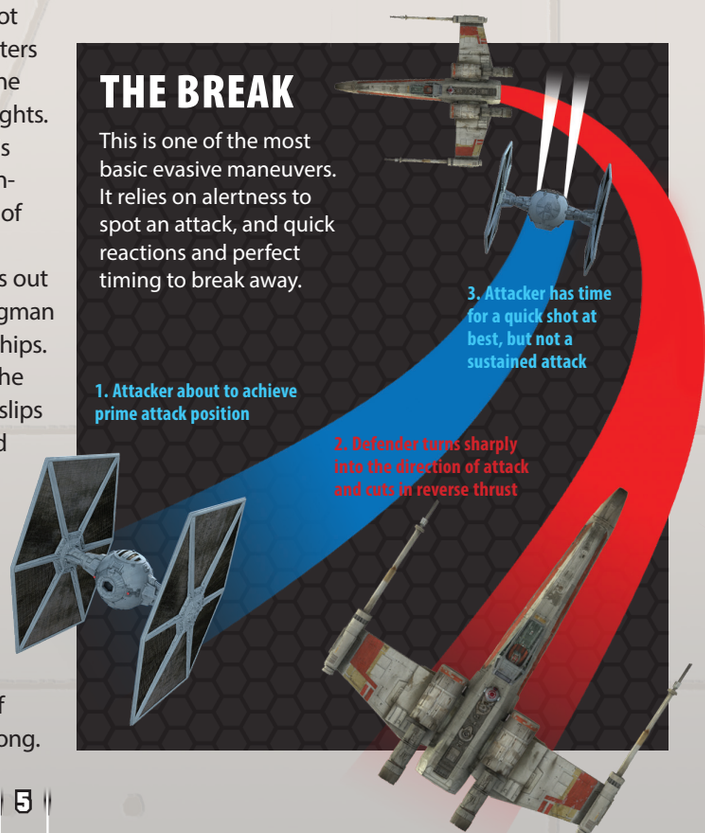
The Under Split is another deception-based move. One of the starfighters in Battle Spread pulls out in front of his wingman to lure attacking ships. As they go in for the kill, the wingman slips under unobserved and pulls up hard for a belly shot at the attackers. This is dangerous maneuver for the lead, whose ship must be up to taking some hits if anything goes wrong.

THE LONE STARFIGHTER

Deception is one of the ace pilot's greatest weapons, so it's essential to know when to use it against the enemy and recognize it when they are trying it on you. 'Lone' starfighters are seldom that. Imperial TIE fighter pilots learned to bait rebel starfighters by appearing to be flying without support. This was, of course, a trap, and in reality there was a wingman trailing some distance behind. Once the unsuspecting rebel

THE BREAK

This is one of the most basic evasive maneuvers. It relies on alertness to spot an attack, and quick reactions and perfect timing to break away.

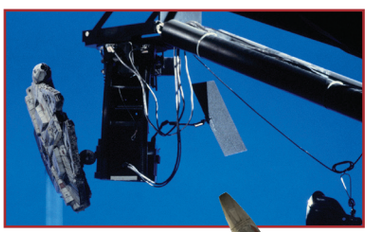


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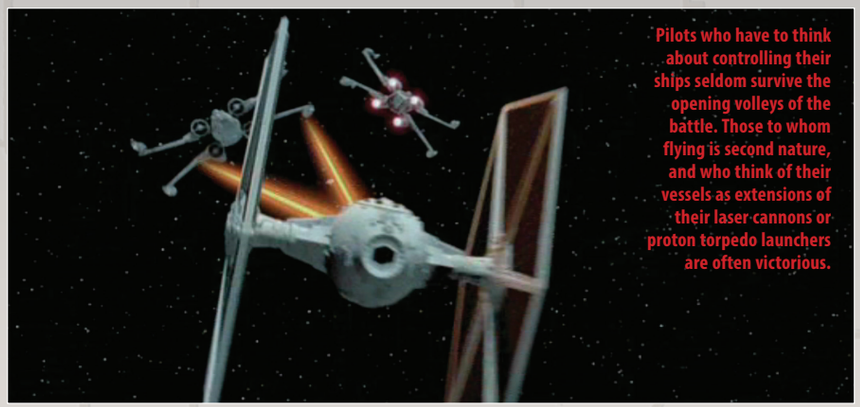
BEHIND THE SCENES

BLUE SCREEN

John Dykstra led the pioneering team that filmed the dogfights in *Star Wars*. He recalled that 'the motion, size, position in frame, and frame counts' of the action sequences were based on examining black-and-white World War II dogfight footage – so the movie copies real fighter maneuvers closely. Using models filmed against a blue screen onto which a background could later be superimposed, US Mustangs were replaced by X-wing starfighters, and Japanese Zeros were replaced with TIE fighters, firing lasers instead of bullets. The light sky in the original footage became a starscape, and the gray horizon in the black-and-white movie was replaced with an image of the surface of the Death Star. The miniature ships were mounted so that they could roll or yaw about their axis, and crab across the track of the camera, which was placed so that the ship started in the position that began each flying sequence.



Setting up a model *Millennium Falcon* on a computerized motion control arm so that it can perform complex maneuvers.



Pilots who have to think about controlling their ships seldom survive the opening volleys of the battle. Those to whom flying is second nature, and who think of their vessels as extensions of their laser cannons or proton torpedo launchers are often victorious.

had been lured behind the first fighter, the wingman would have him in his crosshairs, and strike before the rebel could attack. One TIE fighter pilot used a variation of this tactic on the *Millennium Falcon* after the destruction of Alderaan, baiting Solo to follow his scout ship in range of the Death Star's tractor beams.

FEINT AND BACKSTAB

The rebels' answer to the Imperial 'Lone starfighter' ruse was a far more sophisticated technique called Feint and Backstab. Two starfighter formations (Blue Flight and Red Flight, say) are needed to make this maneuver work. One flight identifies the target enemy starfighters and sets a head-on collision course, before accelerating to attack speed. Then, before the flight gets to effective combat range, it veers out of the path of the target starfighters. Meanwhile, the second flight has used the distraction to close in on the enemy wingman and take him out of the fight.

FEINT AND BACKSTAB

Two starfighter formations (Red Flight and Blue Flight in this example) are needed to make this maneuver work. Like the lone starfighter ruse, it relies on deception, but in this case, a false attack run draws the enemy's attention away from the real danger.

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YOUR NEXT PARTS

Finish the lower hull framework by adding the ramp sub-assembly – completing a full disc onto which you will soon add the hull plating.

For this stage, you will need the connectors and screws supplied. In addition, you have received another section of plating for the underside of the hull, which includes the mounting for the external power supply and one of the landing lights. You also have parts for the gun control wells, and the glazing for the cockpit and turrets. Keep these components until later on.

COMPONENTS CHECKLIST

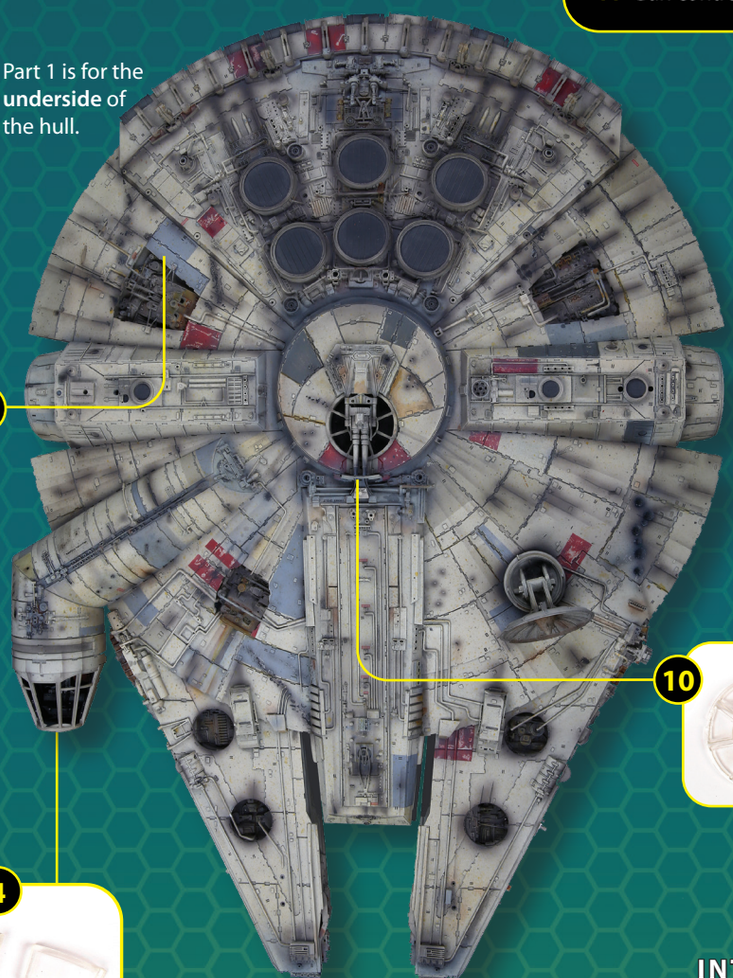
- **1** Hull plating BP-14
- **2** Cockpit right window
- **3** Cockpit upper windows
- **4** Cockpit left window
- **5** Cockpit front window
- **6** Fixing screws (x 4, plus 1 spare)
- **7** Fixing screws (x 18, plus 1 spare)
- **8** Fixing screws (x 15, plus 1 spare)
- **9** 2-hole connectors (x 3)
- **10** Turret windows (x 2)
- **11** Gun control details (11 on sprue)

WHERE THE PARTS FIT

HULL PLATING



Part 1 is for the **underside** of the hull.

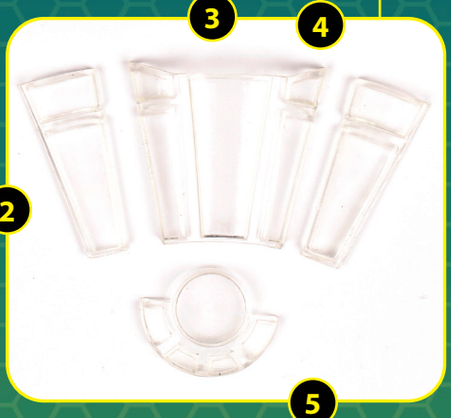




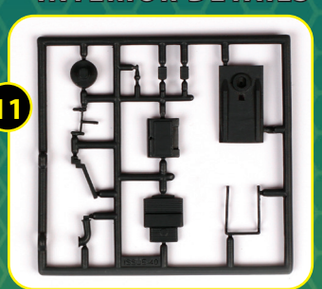
GLAZING



GLAZING



INTERIOR DETAILS



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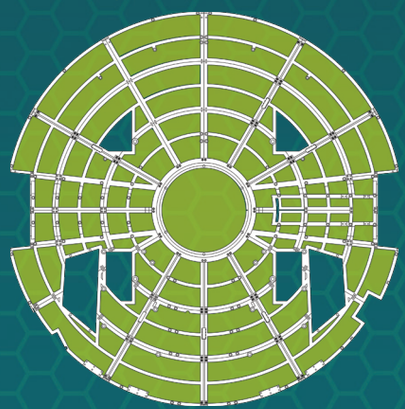
FITTING THE RAMP SUBFRAME

Adding the ramp subframe (shown below) to the assembly you completed in Stage 33 will complete the circular framework for the bottom of the hull.

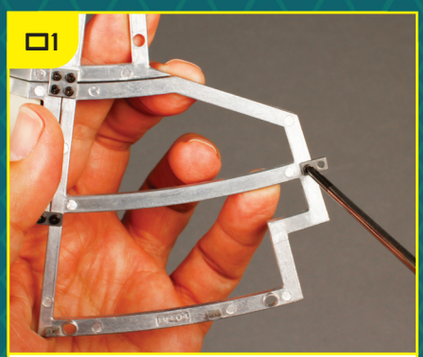


Take the ramp subframe assembly, completed in Stage 39, and the main frame assembly that you set aside after Stage 33. Lay them out as shown. To join them together, you also need the three 2-hole connectors from this issue, plus 15 of the short black button-head screws.

The photo on the left indicates how the framework and ramp subframe fit together, and the diagram below identifies this area on the blueprint that came with Issue 1.

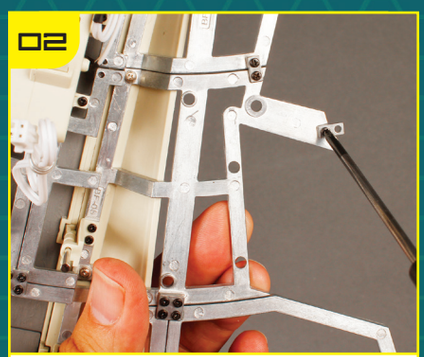


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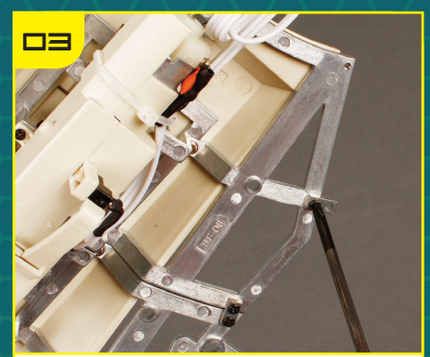
Screw a 2-hole connector to this hole in frame BF-04.

02



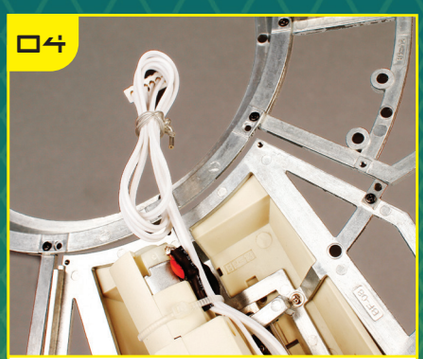
Screw a 2-hole connector to this hole in frame BF-06.

03



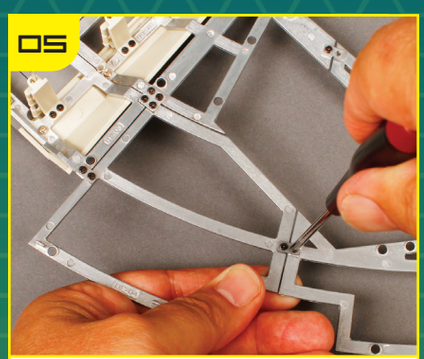
Screw a 2-hole connector to this hole in frame BF-08.

04



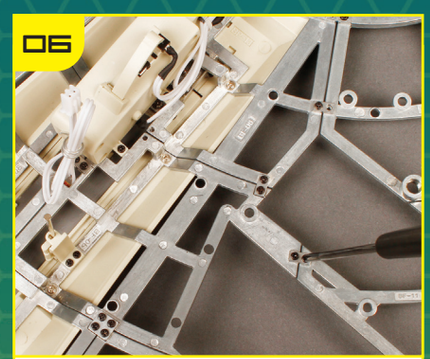
Fit the end of the ramp subframe under the turret ring on the frame assembly.

05



Screw the outermost 2-hole connector (fitted in Step 1) to frame BF-10.

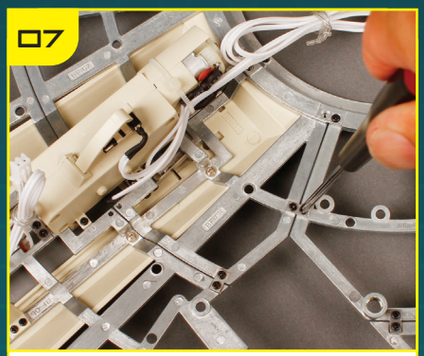
06



Screw the 2-hole connector from Step 2 to frame BF-11.

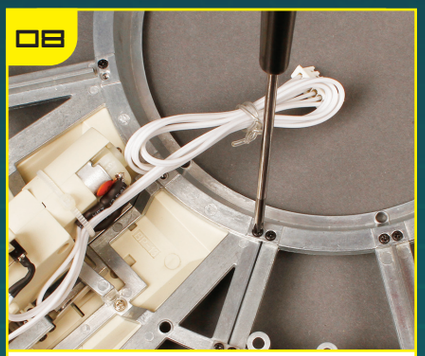
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07



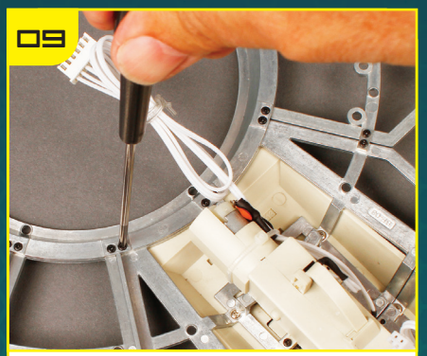
Screw the 2-hole connector from Step 3 to frame BF-12.

08



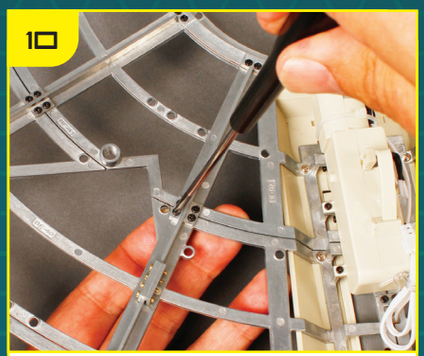
Screw the inner end of the ramp assembly to the turret ring…

09



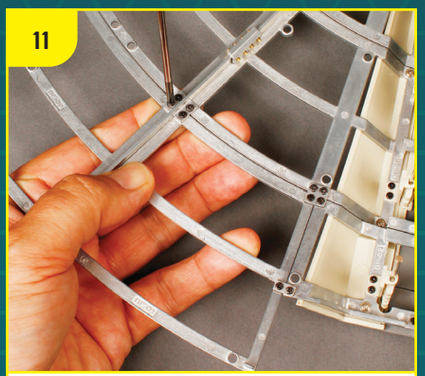
… using one screw in each of the four holes.

10



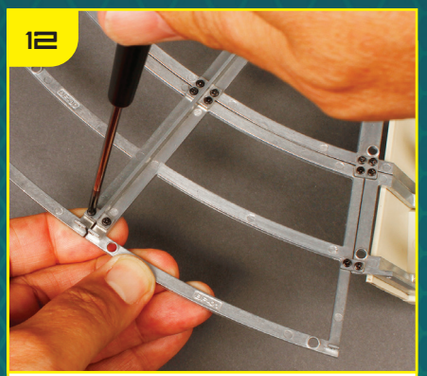
Now work along the radial rib, screwing the innermost flange to the frames…

11



… followed by the middle flange…

12



… and finally the outermost flange.



This completes the assembly, which you can return to the assembly jig for safe storage while you continue with the build.

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