45

STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



VULTURE DROIDS

FANHOME

DeAgostini COLLECTIBLES

Disney · LUCASFILM
© & ™ 2024 LUCASFILM LTD.

F219FSC045

STAR WARS MILLENNIUM FALCON

USA Published by De Agostini
Publishing USA, Inc.
299 Park Avenue, New York,
New York 10171

UK Published by De Agostini UK Ltd
c/o Royds Withy King, 69 Carter Lane,
London EC4V 5EQ

DE, AT, NL, PL, CZ, SK, LT, SE
Published by De Agostini Publishing, S.p.A, Via G. da Verrazano 15,
28100 Novara, Italy

GREECE
Εισαγωγέας: De Agostini Publishing S.p.A.
Via G. Da Verrazzano 15,
28100 Novara, Ιταλία

Συμβουλευτικές Υπηρεσίες και Επίβλεψη της Ελληνικής Έκδοσης: BEST FLOWPACKS INTERNATIONAL LTD.

All Rights Reserved.

Printed in Italy

ISSN: 2976-6990 (Print)
ISBN EE Countries: 979-12-209-0809-2

© & ™ 2024 LUCASFILM LTD.

Pictures and © & TM 2024 LUCASFILM LTD.
The price of this issue includes the magazine and the attached assembly parts.

TO OUR READERS
The publisher reserves the right to modify any components as required during the course of the collection. Not suitable for children under the age of 14 (12 for USA). This product is not a toy and is not designed or intended for use in play. The model is complete in 100 issues.

CUSTOMER SERVICES
USA
email: support@usa.fanhome.com
UNITED KINGDOM
email: support@uk.fanhome.com
DEUTSCHLAND
email: support@de.fanhome.com
AUSTRIA
email: support@at.fanhome.com
NETHERLANDS
email: support@nl.fanhome.com
POLAND
Kontakt z biurem obsługi klienta:
tel: 22 307 64 59
e-mail: bok@deagostini.pl
CZECH REPUBLIC
Kontakt na zákaznické centrum ČR:
tel: 246 017 120
e-mail: zakaznicke.centrum@deagostini.cz
SLOVAKIA
Kontakt na zákaznické centrum SR:
tel: 0220 839 090
e-mail: zakaznicke.centrum@deagostini.sk
GREECE
customer.service@deagostini.gr
tel: 211 198 59 55

WARNING
Any reproduction, even partial, of the contents of the magazine is prohibited without permission from the Publisher. The assembly parts and the magazine that accompanies it are strictly for private use, and within the family, in accordance with Article L122–5 10 of the Code of Intellectual Property. Any reproduction other than that provided for in Article L122–5 20 of the Intellectual Property Code is prohibited. The magazine and/or elements of the collection may not be distributed, loaned, resold, rented or exploited for commercial purposes.

ITALY
Pubblicazione periodica edita da De Agostini Publishing S.p.A.
Uscita n. 45 del 10/09/2025
Pubblicazione periodica quattordicinale
Registrazione presso il Tribunale di Novara n. 755 del 23/01/2024
Iscrizione al ROC n.21243 del 21/6/2011
Direttore Responsabile: Pietro Boroli
De Agostini Publishing S.p.A.
via G. Da Verrazzano 15 - 28100 Novara
Redazione: via G. Pepe 44 - 20159 Milano
Stampa: Rotomail S.p.A., Vignate (MI)

Data di prima pubblicazione: 03/01/2024

Poste Italiane S.p.A. Spedizione in abbonamento postale DL 353/2003 (conv. in L. 27/02/2004 n. 46) art. 1, comma 1, CNS Novara).

L'Editore si riserva il diritto di variare la sequenza delle uscite della collezione e/o i prodotti allegati. Forme e colori possono variare rispetto a quelli raffigurati.

La tua collezione si compone di 100 numeri.
Prezzo primo numero € 0,45 anziché € 17,99.
Prezzo secondo numero € 4,49 anziché € 12,99.
Prezzo numeri successivi € 13,40. Salvo variazione delle aliquote fiscali. L'Editore si riserva la facoltà di modificare il prezzo delle uscite in caso di significativi aumenti del costo delle materie prime, dei trasporti, del tasso di inflazione e dei tassi di interesse applicabili a livello nazionale.

SCOPRI DI PIÙ SULLE COLLEZIONI DE AGOSTINI E ATTIVA IL TUO ABBONAMENTO SU: deagostini.com

Per informazioni e assistenza contatta il SERVIZIO CLIENTI al numero 199 120 120* Il numero è attivo dalle 8.00 alle 18.00 dal lunedì al venerdì
Se ti serve aiuto per il montaggio, contatta il nostro numero di assistenza al montaggio: 338-3002881**. Il numero è attivo ogni giovedì dalle 16 alle 18.
* Costo massimo della chiamata da rete fissa 0,1449 euro al minuto, IVA inclusa, senza scatto alla risposta. Da rete mobile costo dipendente dall'operatore utilizzato.
** La telefonata non prevede costi aggiuntivi rispetto a quanto previsto dal proprio piano tariffario di rete fissa o mobile.

GREECE
Η σειρά αποτελείται από 100 τεύχη.
Τιμή γνωριμίας 1ου τεύχους: 1€
Ειδική Τιμή 2ου τεύχους: 4,99€
Τιμή 3ου τεύχους και των επόμενων τευχών: 13,89€
Με την επιφύλαξη μεταβολών στους φορολογικούς συντελεστές.
Ο εκδότης διατηρεί το δικαίωμα να μεταβάλει την τιμή των εκδόσεων που βγαίνουν στην κυκλοφορία στην περίπτωση που υπάρξει σημαντική αύξηση του κόστους των πρώτων υλών, της μεταφοράς, του ποσοστού πληθωρισμού και των επιτοκίων που ισχύουν σε εθνικό επίπεδο.

FANHOME

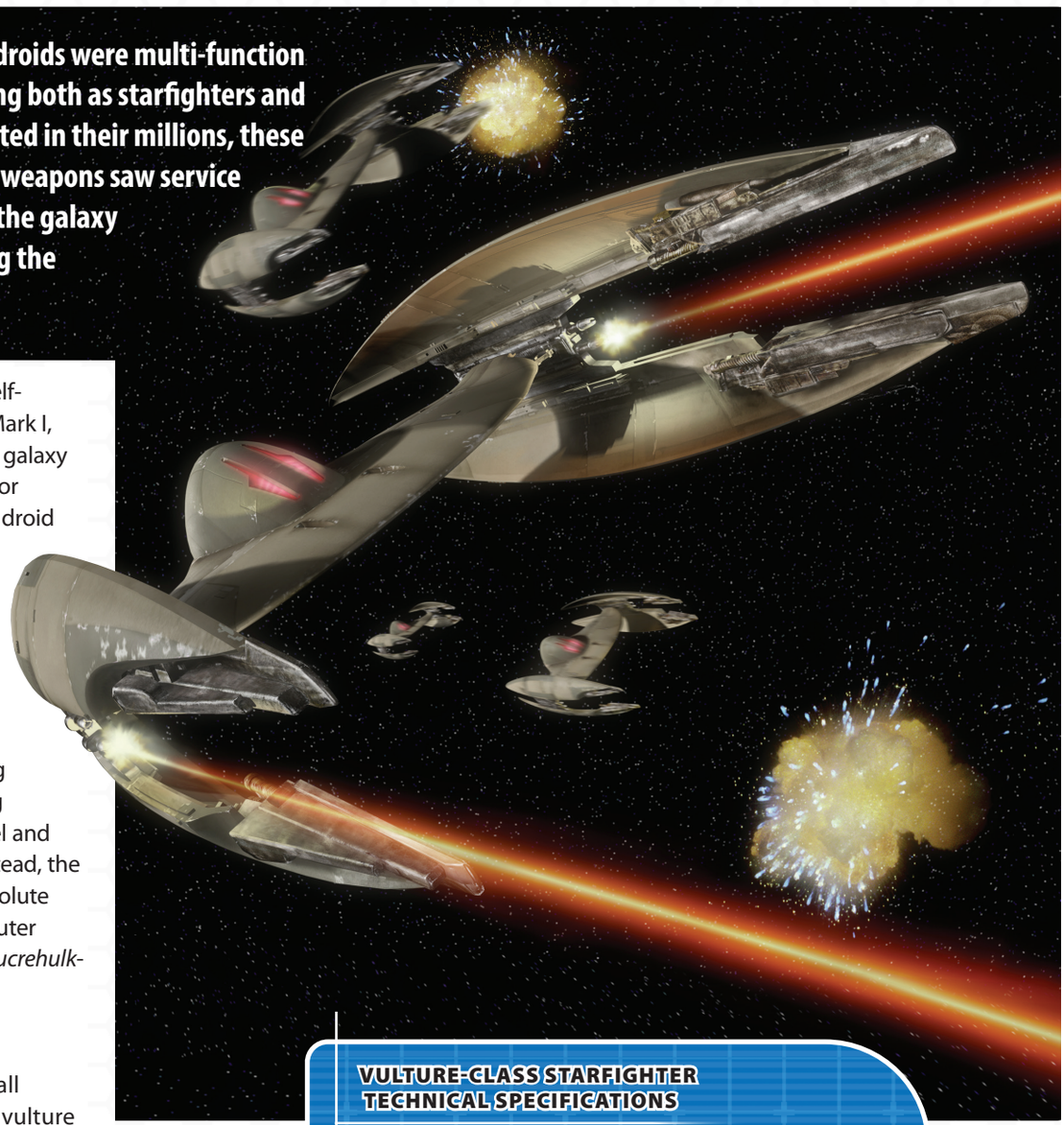
More information at
fanhome.com deagostini.com

DeAgostini COLLECTIBLES

AUTOMATED DROID STARFIGHTER

VULTURE-CLASS STARFIGHTER

These highly advanced droids were multi-function vehicles capable of acting both as starfighters and sentry patrols. Constructed in their millions, these sophisticated, effective weapons saw service across vast stretches of the galaxy leading up to and during the Clone Wars.



The Variable Geometry Self-Propelled Battle Droid, Mark I, better known across the galaxy as the *Vulture*-class starfighter, or simply the vulture droid, was a droid starfighter used by the Trade Federation in a number of key engagements during the latter days of the Galactic Republic. As with most of the Federation's vehicles and soldiers, the vulture droid was entirely automated, eliminating the costly and time-consuming requirement to enlist personnel and operate training programs. Instead, the Trade Federation preferred absolute control, linked to a supercomputer housed aboard their massive *Lucrehulk*-class droid control ships.

DESIGN PROCESS

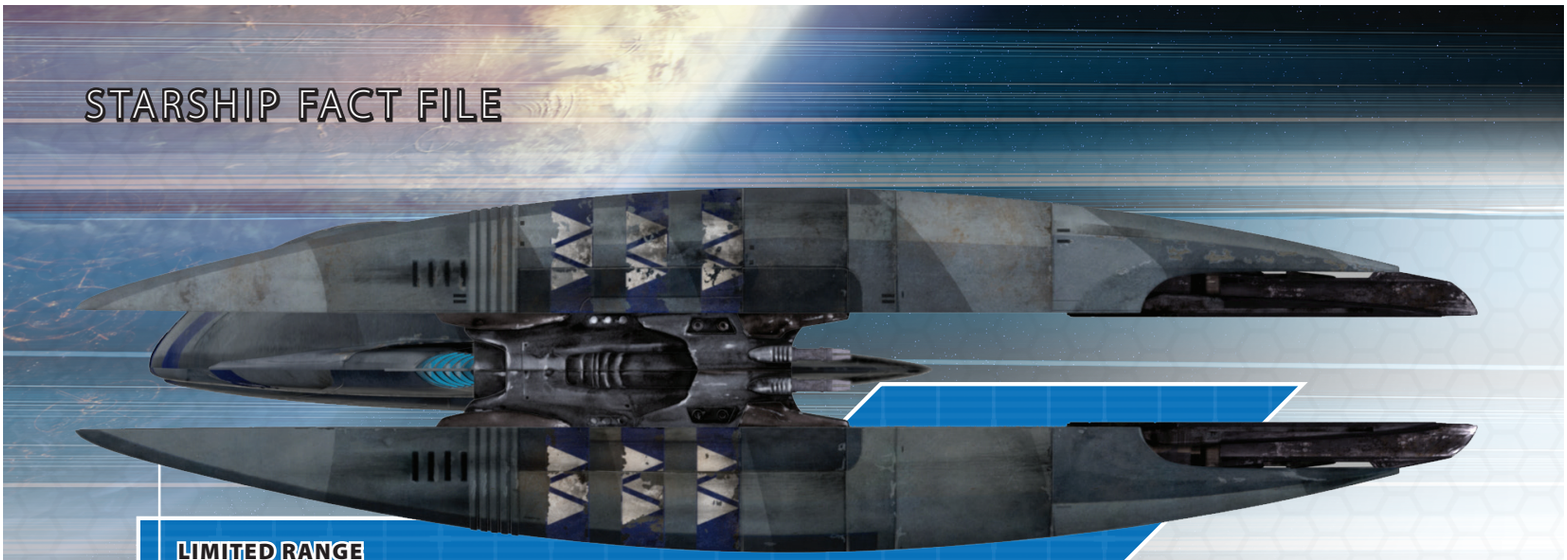
Built by the fanatical Haor Chall Engineering Corporation, the vulture droid had the insectoid appearance of most Xi Charrian designs. Xi Char was a religious cult that believed in bespoke manufacture of the highest order, so the vulture droid was fitted with systems of the ultimate technical quality. The fuselage featured multiple weapons emplacements designed for maximum impact, and was contained within a compact hull

Vulture droids were launched in swarms, battering the enemy with wave after wave of attack, to rapidly overwhelm any opposition Using this tactic, their commander didn't need to concern himself with the starfighters' short window of engagement: the battle would be over almost as soon as it had begun.

VULTURE-CLASS STARFIGHTER TECHNICAL SPECIFICATIONS

MODEL	Variable Geometry Self-Propelled Battle Droid, Mark I
LENGTH	3.5 m (11 ft 6 in)
HEIGHT/DEPTH	3.5 m (11 ft 6 in)
HULL	Non-magnetic alclad alloy
ARMAMENT	4 x blaster cannons 2 x energy torpedo launchers
CREW	Integrated droid brain
CONSUMABLES	Fuel slugs (35 minutes of combat flight time)

MF_45_2ED_SFF_US.indd 1 21/12/2023 11:20



LIMITED RANGE

While fast, maneuverable and often effective, the primary drawback of the vulture droid was its comparatively short operating window. Fuel slugs, designed to minimize the weight carried on the fighter, allowed for only 35 minutes of effective operational time, meaning the vulture droids almost always had to be deployed directly from their *Lucrehulk*-class droid control ship bases. This lost them the element of surprise, something that would have made the vulture droid even more fearsome.

that gave its enemies a much smaller target to aim at.

Prior to its first major deployment at the Battle of Naboo, the fighter saw action in skirmishes across the Elrood sector and on the world of Lok, all in order to give the fighter a full operational shakedown before the historic invasion of Naboo began.

ARMAMENT AND ENGINES

One of the benefits of not having to accommodate a physical pilot was the option to fill that space with additional weapons systems, and Haor Chall Engineering made full use of that. For such a small vehicle, the vulture droid was heavily armed, with four blaster cannons and two energy torpedo launchers embedded in the hull.

Later modifications gave Clone Wars-era models six blasters and four buzz droid discord missiles in place of the earlier model's energy torpedoes. That gave the upgraded vulture droid (now manufactured by Baktoid Armor Workshop on behalf of the CIS) more offensive options, and the ability to trouble the enemy in a variety of ways.

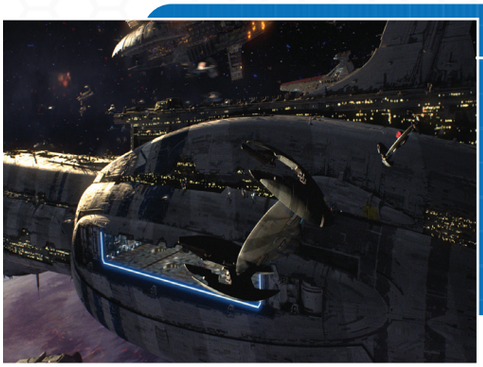
In addition to powerful weapons, vulture droids boasted engines able to propel them at up to 1,200km/h (745 mph) in a planetary atmosphere – a devastating speed that many planetary defense forces couldn't hope to defend against. Married with the capability to perform maneuvers that would kill an organic pilot, this made them fearsome low-atmosphere fighters. One of their few deficiencies was the lack of a hyperdrive. Due to their short range, they were often required to return to their *Lucrehulk*-class droid control ship, which could carry anything up to 1,500 vulture droids.

DUAL MODE

Among the vessel's many selling points was its ability to shift configuration, allowing it to act as both a starfighter and a sentry. Switching to walking mode, a vulture droid could 'strut' on the tips of its wings, using adjustable shock absorbers to move. This not only gave it a menacing appearance, but also allowed it to act as troop support for its B-1 battle droid



When not in flight, vulture droids could transform into walking weapons platforms, used as ground sentry patrols and troop support.



DROID CONTROL SHIPS

Vulture droids were able to communicate with each other and with battle droids. This was intended to improve their battlefield actions, although their primary decisions were still dictated by the massive processors on the *Lucrehulk* droid control ships.

MF_45_2ED_SFF_US.indd 2 21/12/2023 11:20

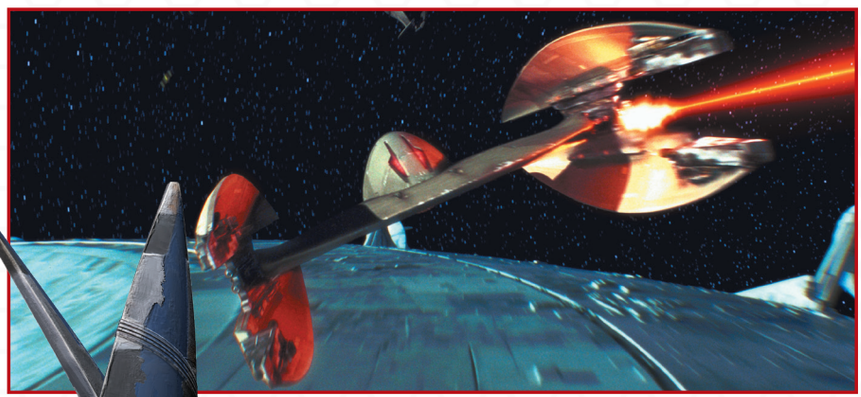
THE BATTLE OF NABOO

AN ACHILLES HEEL

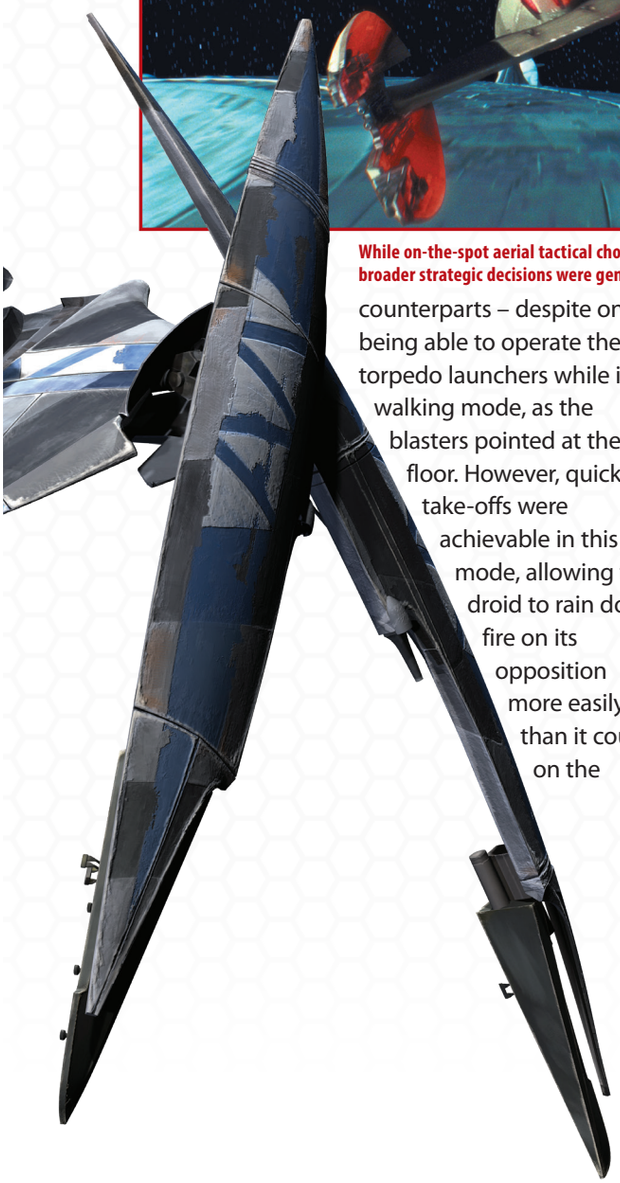
The shortcomings of vulture droids were best displayed during their mass engagement at the Battle of Naboo. Swarming out of the launch bays of the Neimoidian ships, they engaged the aerial forces of the Naboo in a fierce dogfight above the planet, and strafed the Naboo and Gungan armies fighting side by side to defeat the Trade Federation on land. Despite a clear technical superiority and the ability to pull death-defying turns, the droids ended up on the losing side. An intuitive act of heroism by Anakin Skywalker destroyed the lead droid control vessel, and with it the chain of command. Indeed, vulture droids were programmed to self-destruct if this link was critically severed.



A squad of Trade Federation vulture droids flies over the Naboo capital of Theed.



While on-the-spot aerial tactical choices were formulated by the vulture droids, broader strategic decisions were generated aboard their control ships.



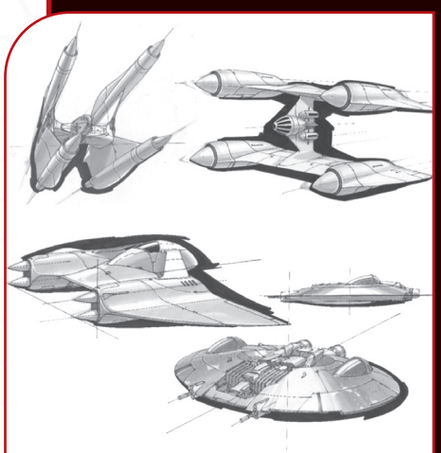
counterparts – despite only being able to operate the torpedo launchers while in walking mode, as the blasters pointed at the floor. However, quick take-offs were achievable in this mode, allowing the droid to rain down fire on its opposition more easily than it could on the ground. Its powerful and accurate energy torpedo launchers could then soften up the enemy before unleashing a barrage of heavy fire from its blasters.

Haor Chall Engineering's designers ensured that all the droid's systems were well protected in operating mode. Walking mode was only used in secure hangars, but vulture droids could also latch onto metallic surfaces in zero-gravity, allowing them to launch from the hulls of friendly or enemy capital ships. In standard flight mode, its wings collapsed to conceal the twin blaster cannons, but split to reveal them when it went into attack mode.

BEHIND THE SCENES

CHANGING IDEAS

Vulture droids made their very first public appearance in Terry Brooks's novelization of *The Phantom Menace,* a few weeks before they were seen in the Episode I movie. Earlier plans for these mechanized fighters had depicted them quite differently. Initially, it was envisaged that the Trade Federation would use a type of conventional starfighter piloted by B-1 battle droids (and Lucasarts games would present the Variable Geometry Self-Propelled Battle Droid Mark I in that way, primarily for gaming purposes). It was only late in pre-production that George Lucas asked Doug Chiang to design a starfighter that would be a complete droid itself.



Early Episode I concept sketches (top) show a ship with a distinctly TIE fighter-like cockpit for its battle droid pilot. This was followed by a design (center left) that resembled the later Jedi starfighter – after which the flying saucer-like design shown at bottom right was retained during much of the pre-production phase.

MF_45_2ED_SFF_US.indd 3 21/12/2023 11:20

USING CARGO PODS

Cargo pods are used all over the galaxy. Most are simple, sealed containers that can be used to transport goods with the aid of a separate tug. But there are also specially designed pods that can be clamped onto a starship's hull to act as additional storage space or boost the total capacity of a freighter.



Like spaceports all over the galaxy, the spice mines of Kessel were littered with cargo pods, one of which was compatible with the VCX-100's loader. The crew of the *Ghost* used this to stage a rescue dubbed a '22 pickup' during their mission to rescue Wookiee prisoners.

Cargo pods are a common sight in shipyards, construction sites and orbital parking zones. Moved with the aid of tugs or tractor beams, pods are used to carry cargo between large freighters and its destination. Individual pods can be loaded or unloaded at leisure, so they provide a convenient way to transport freight around a fixed location without keeping the ships waiting any longer than absolutely essential.

Cargo pods are also one of the many accessories that operators can add to a basic freighter. External pods are widely available modifications for many popular ships, and come in sizes ranging from light to heavy. A heavy pod usually costs about 1,500 credits, but can make good economic sense, as it allows independent pilots with smaller transports (such as the YT-series) to ferry more cargo – although they do reduce the speed and maneuverability of a ship. This makes cargo pods unpopular with pirates and the pilots of military supply vessels.

PICKING UP CARGO PODS

One type of freighter that uses external pods is the C-ROC *Gozanti*-class cruiser. These transport ships have a cargo space in their mid-section, where containers can be stacked during flight. Some ships have a built-in system that enables them to carry external cargo containers without the assistance of a loader. These include the VCX-100 light freighter, which has a magnetic lock under the hull for picking up compatible containers. On at least one occasion, the crew of the *Ghost* (the VCX-100 used by the Lothal rebel cell) employed this as a getaway tactic.

BARGES AND TUGS

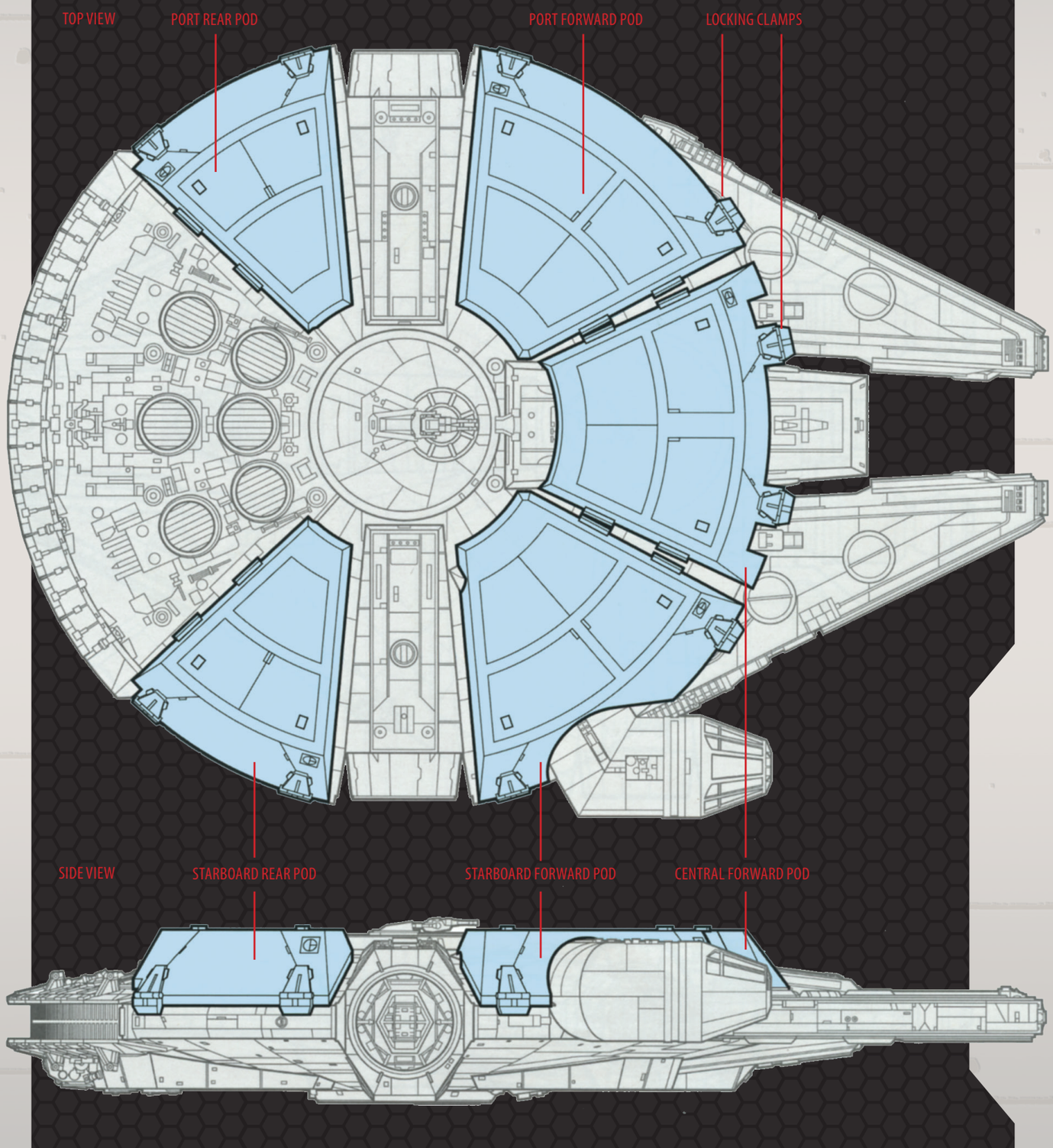
Drone barges are little more than large cargo pods fitted with a power unit and operated by a droid brain. These automatic cargo vessels are usually restricted to routine interstellar routes, where they are used to transport a variety of goods, ranging from bulk foodstuffs to waste material. Drones feature no living quarters or life support, but are popular with some freight carriers because they are cheaper than employing organic pilots.

Tugs are general-purpose workhorses that are used for towing other ships and structures, and for loading and unloading cargo from larger ships and space stations. But as they include all

MF_45_2ED_SOS_US.indd 4 11/12/2023 14:14

YT-1300 CARGO PODS

So long as it has a sufficiently powerful engine (upgrades are available), any YT-1300 can be fitted with a range of optional cargo pods. The most popular configuration (shown here) is based on five sturdy containers that fit over the whole upper hull, apart from the engine-bay quadrant and the side corridors. The only complication is that operators may need to relocate existing shield, sensor or gun turret fittings. The pods are loaded or removed from above using tractor beams, and have clamps that lock them securely in place. While this process takes a little longer than loading a YT-1300 conventionally, adding pods will almost double the cargo capacity at a far lower cost than buying a second ship. Being sealed against the vacuum of space, they are suitable for a wide range of cargo, but are not suitable for carrying most life forms as they do not have an air supply or life-support system.

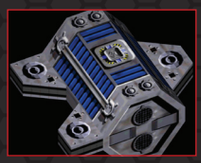


MF_45_2ED_SOS_US.indd 5 11/12/2023 14:14

MODULAR CONTAINER SYSTEMS

Different modular containers are made to suit varying cargoes, such as solids, liquids, gases, manufactured goods and hazardous material. Xizor Transport System's range is typical, and can be loaded onto a wide variety of transports and freighters.


CLASS-A CONTAINER


CLASS-B CONTAINER


CLASS-C CONTAINER


CLASS-D CONTAINER


CLASS-E CONTAINER


CLASS-F CONTAINER


CLASS-G CONTAINER


CLASS-H CONTAINER


CLASS-I CONTAINER


CLASS-J CONTAINER


CLASS-K CONTAINER


CLASS-L CONTAINER


PRESSURE TANK


CONTAINER CANISTER



Tugs (like the one above) are used to transport a variety of cargo pods, as well as helping to maneuver larger ships and built structures around in space. A popular example is the Heavy Lifter tug produced by Patel Ironwerks, which is significantly larger than the Utility Tug manufactured by the competing Nicholas/Gordon Spacewerks.

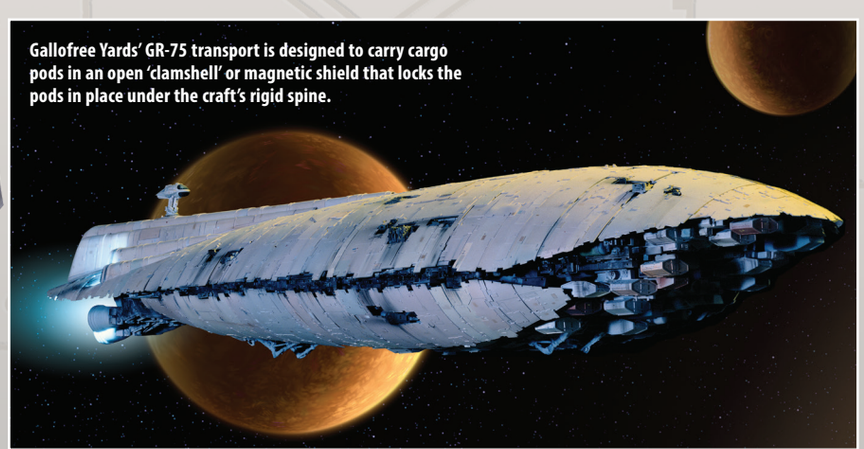
the important parts of a cargo carrier except the hold, they can easily fulfill the role of a freighter or barge, with the simple addition of a pod (or several).

A typical tug consists of little more than powerful engines, a cockpit and some basic living quarters – plus a docking mechanism or powerful tractor beam. One of the smallest is the 5m-long CT-11 from Phylon Freight. Rather more versatile, at twice the size of the CT-11, the Nicholas/Gordon Spacewerks Utility Tug is used to tow cargo to and from storage facilities. Very much larger, the Patel Ironwerks Heavy Lifter measures over 55m long, and is outfitted with a hyperdrive. The large CRX-Tug (also known as the VR-10 Cuirilla-Raye *Xylines*-class Spacetug) can even be armed, leading to some debate if this ship isn't more of a starfighter than a mere tug.

POD CARRIERS

Some would class Gallofree Yards' GR-series of medium transports as a form of tug, since they are basically gigantic cargo pod carriers, equipped with a magnetic shield that locks individual cargo modules safely in place underneath the hull of the ship. This allows for a great variety in the number and type of modular containers that a GR can transport.

Although it is very slow, the low-cost GR-75 can transport a total of 19,000 tonnes. The Rebel Alliance made great use of them, as well as a number of Gallofree's PDT-8 personnel transports to set up Echo Base on Hoth. They also proved their worth during the rapid evacuation that followed the Empire's discovery of the secret stronghold.



Gallofree Yards' GR-75 transport is designed to carry cargo pods in an open 'clamshell' or magnetic shield that locks the pods in place under the craft's rigid spine.

BEHIND THE SCENES

TUG ORIGINS

Cargo pods and tugs were more widely introduced to the *Star Wars* universe in the games *Star Wars: X-Wing* and *Star Wars: TIE Fighter*. The CRX-Tug was featured in the role-playing books by West End Games in the 1990s, while the Republic tugboat appeared in several episodes of *The Clone Wars*.



Different versions of the Utility Tug appeared in (top to bottom): *Star Wars: X-Wing vs. TIE Fighter; Star Wars: X-Wing vs. TIE Fighter-Balance of Power;* and *Star Wars: X-Wing Alliance.*

MF_45_2ED_SOS_US.indd 6 11/12/2023 14:14

YOUR NEXT PARTS

This issue provides the last large piece of plating for the hull, plus some complex machinery and other small details for the rear section.

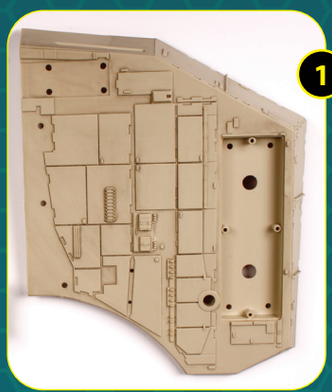
In addition to completing the recess, we also introduce you to using spray paint for the first time. This is not essential, but will add greatly to the realism of this detail.

COMPONENTS CHECKLIST

1. Hull plating BP-30
2. External machinery
3. Plant-on pipe
4. Plant-on brace (left)
5. Plant-on brace (right)
6. External vane
7. External housing
8. Plant-on details (9 on sprue)
9. Plant-on details (9 on sprue)

WHERE THE PARTS FIT

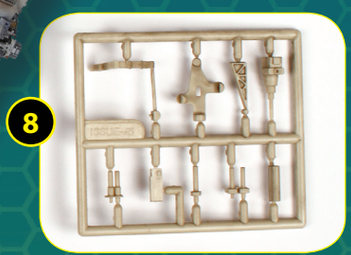
HULL PLATING



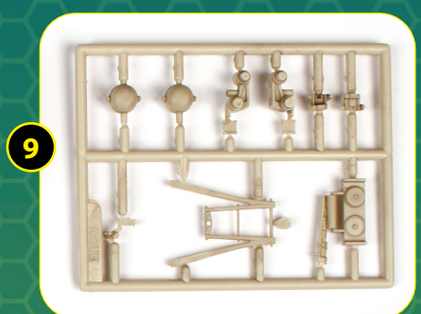


PLANT-ON DETAILS





PLANT-ON DETAILS

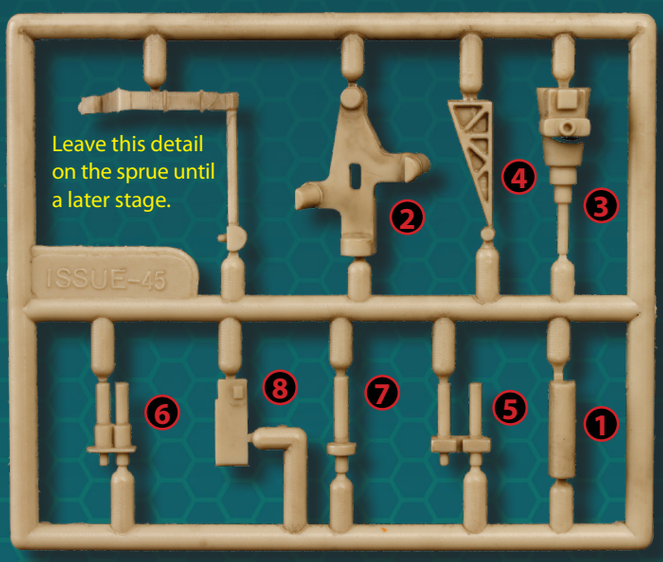


All parts are for the **underside** of the hull.

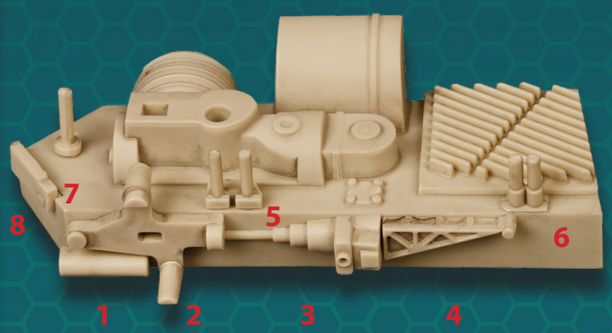
MF_45_2ED_BTF_US.indd 7 11/12/2023 14:10

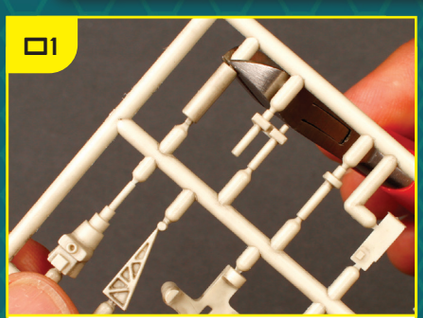
DETAILING THE MACHINERY

The machinery is almost a mirror image of the assembly from Stage 44, but there is a small difference in one of the parts on this side.



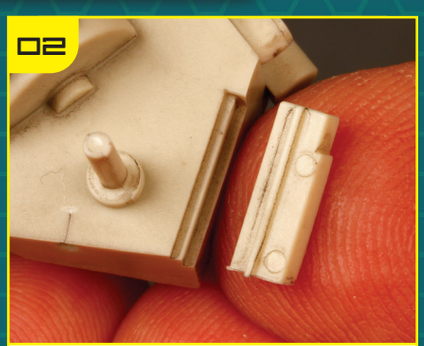
Refer to these two numbered photographs and the step-by-step instructions in Stage 44 to see how to apply the plant-on details. Steps 2 and 3 show which way round to fit part (8). As before, one large plant-on detail is not used here. This is because it straddles two areas of paneling after they have been assembled. Leave this part attached to the sprue to avoid it being lost or damaged.





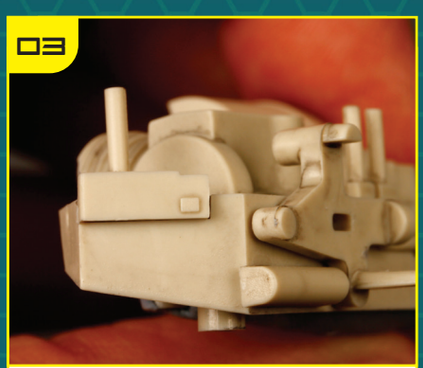
01

Trim each of the parts off the sprue and glue them in place in a similar way to that shown in Stage 44.



02

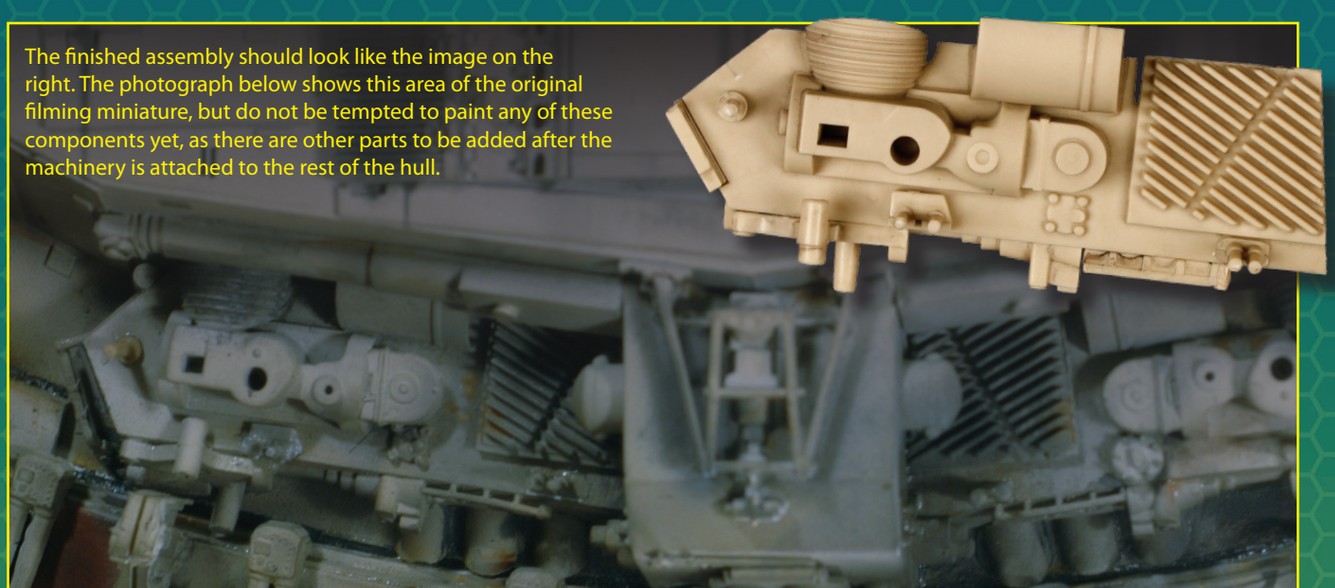
Part (8) is different from the one in Stage 44 and fits one way round.



03

This shows (8) in position.

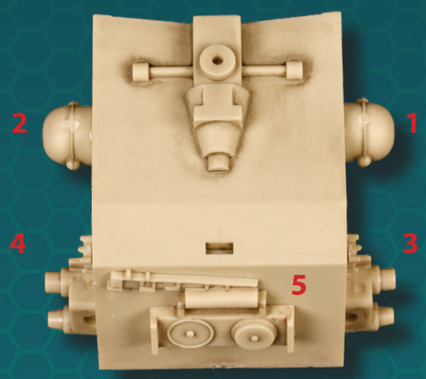
The finished assembly should look like the image on the right. The photograph below shows this area of the original filming miniature, but do not be tempted to paint any of these components yet, as there are other parts to be added after the machinery is attached to the rest of the hull.

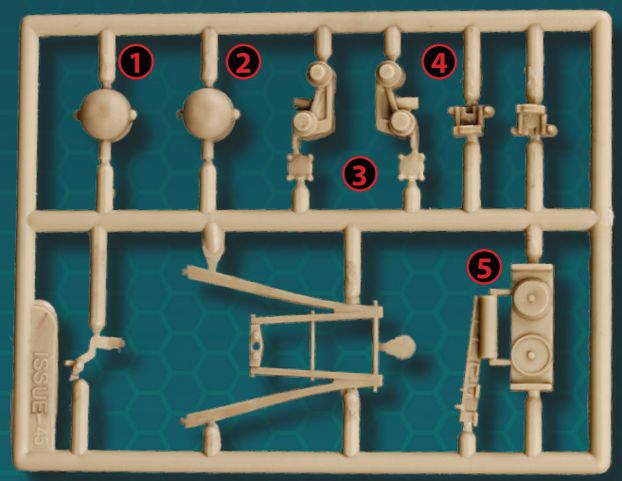


MF_45_2ED_BTF_US.indd 8 11/12/2023 14:10

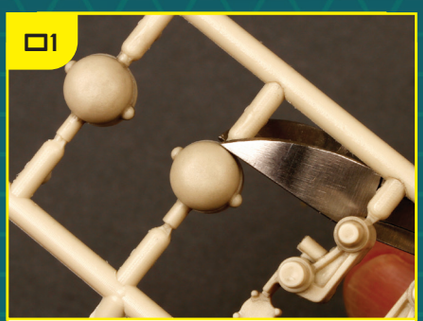
ADDING THE HOUSING DETAILS

There are nine plant-on details for the housing, but only five of them should be fitted as shown here until you have attached the housing to the rest of the plating.



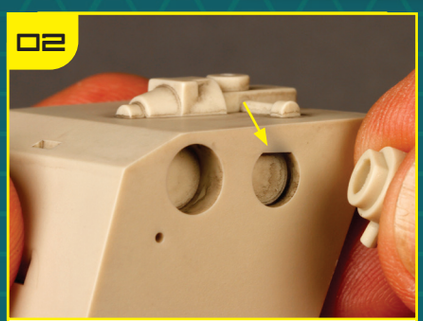


01



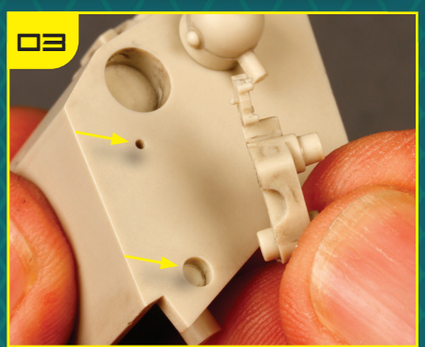
Cut off the parts you need and leave the others on the sprue for protection.

02



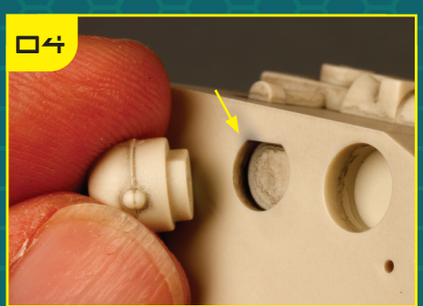
Glue (1) into this hole, noting the flat top, which only lets it fit one way up.

03



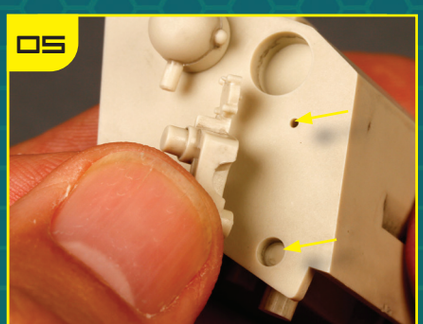
Glue (3) into these two holes.

04



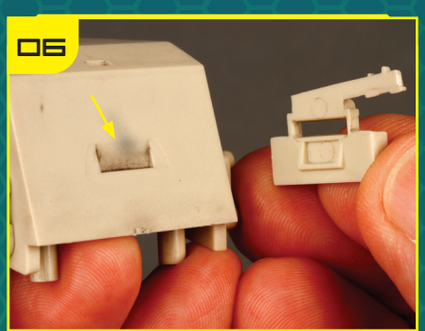
Glue (2) into this hole. Like (1), it only fits one way up.

05



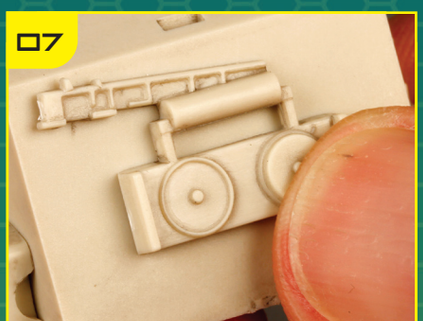
Glue (4) into these two holes.

06



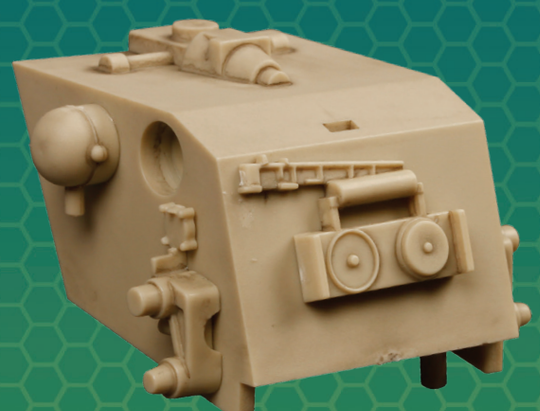
Glue (5) into this angled slot.

07



Press (5) flat against the surface.

The complete housing should look like this. Some of the unused mounting holes are intended to attach other details after the assembly has been fitted to the hull. It goes in the central position shown in the photograph of the original prop shown opposite.



MF_45_2ED_BTF_US.indd 9 11/12/2023 14:10

STAR WARS MILLENNIUM FALCON

FANHOME

DeAgostini COLLECTIBLES

MF_14_2ED_BC_US.indd 10 31/07/2023 19:25