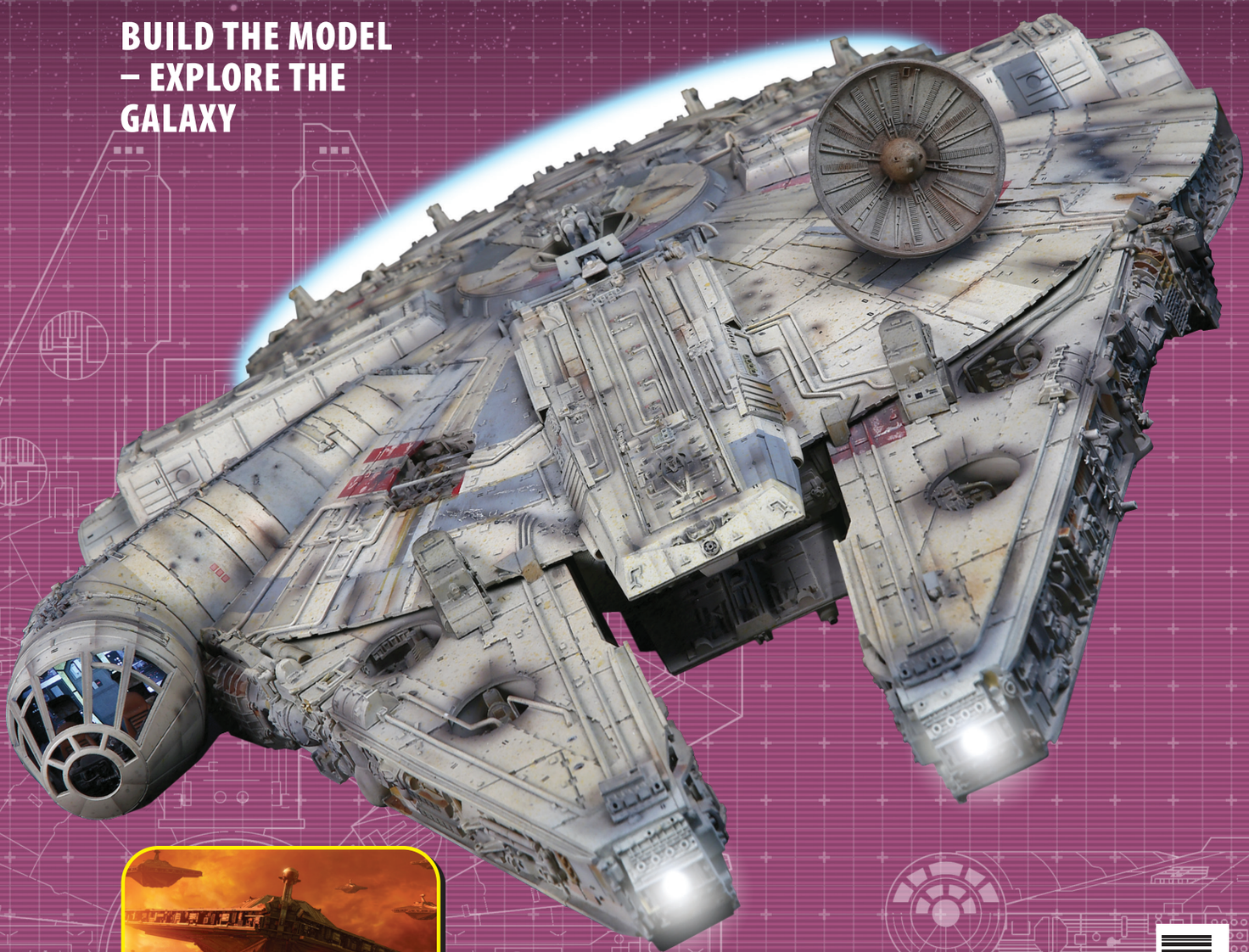
STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



REPUBLIC ASSAULT SHIP

F219FSC049

FANHOME

DeAgostini COLLECTIBLES

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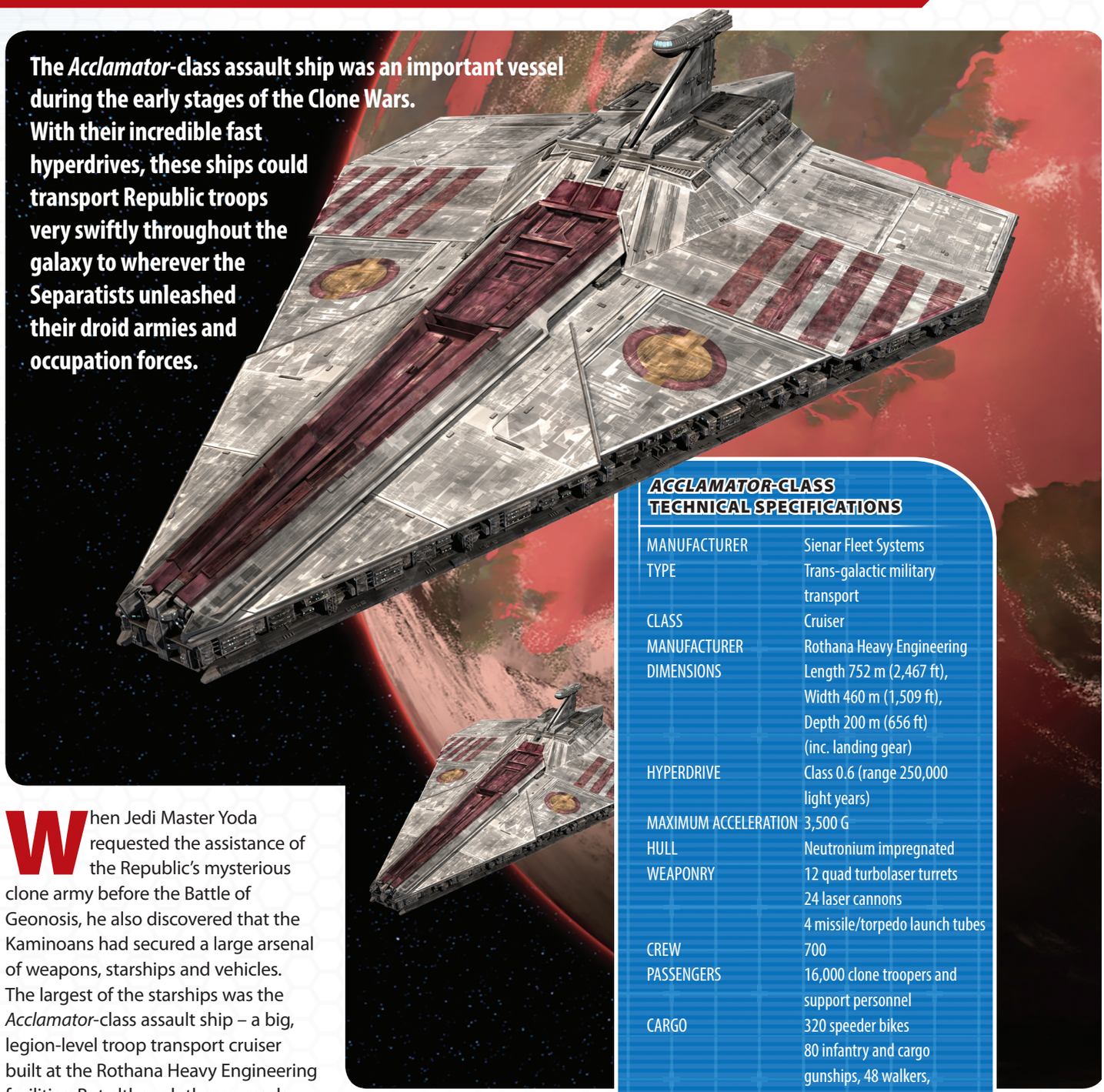
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REPUBLIC TROOPSHIP

ACCLAMATOR-CLASS ASSAULT SHIP

The *Acclamator*-class assault ship was an important vessel during the early stages of the Clone Wars. With their incredible fast hyperdrives, these ships could transport Republic troops very swiftly throughout the galaxy to wherever the Separatists unleashed their droid armies and occupation forces.



When Jedi Master Yoda requested the assistance of the Republic's mysterious clone army before the Battle of Geonosis, he also discovered that the Kaminoans had secured a large arsenal of weapons, starships and vehicles. The largest of the starships was the *Acclamator*-class assault ship – a big, legion-level troop transport cruiser built at the Rothana Heavy Engineering facilities. But although these vessels looked formidable, they had never been tested on a battlefield under an actual combat situation.

Like capital ships both before and after it, the *Acclamator* was based on an arrowhead design. This was due to the wedge shape's effectiveness at concentrating firepower forwards while presenting a small target.

ACCLAMATOR-CLASS TECHNICAL SPECIFICATIONS

MANUFACTURER	Sienar Fleet Systems
TYPE	Trans-galactic military transport
CLASS	Cruiser
MANUFACTURER	Rothana Heavy Engineering
DIMENSIONS	Length 752 m (2,467 ft), Width 460 m (1,509 ft), Depth 200 m (656 ft) (inc. landing gear)
HYPERDRIVE	Class 0.6 (range 250,000 light years)
MAXIMUM ACCELERATION	3,500 G
HULL	Neutronium impregnated
WEAPONRY	12 quad turbolaser turrets 24 laser cannons 4 missile/torpedo launch tubes
CREW	700
PASSENGERS	16,000 clone troopers and support personnel
CARGO	320 speeder bikes 80 infantry and cargo gunships, 48 walkers, 36 SPHA-Ts 200,000 cu. m (2,152,780 sq. ft) cargo space

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STARSHIP FACT FILE



SHIPBUILDING EXPERTISE

Around 800 years before the Battle of Yavin, the frozen planet of Rothana was sold to Kuat Drive Yards, which established Rothana Heavy Engineering as a subsidiary that could profit from the mineral wealth of the planet's rich soil. Since their home world was nearby, the Kaminoans appointed Rothana Heavy Engineering to work in secret to build several outstanding ships and vehicles for the Republic clone army. Results of this cooperation included several Republic Clone Wars icons, such as the AT-TE walker, the LAAT gunship and the *Acclamator*-class assault ship.

Based on a wedge design that would become a very familiar shape for a later generation of capital ships, the *Acclamator*-class was created in secret, to meet the needs of the Republic clone army. These vessels were 752 m (2,467 ft) long and were dominated by a huge hangar on the underside. This bay could house 16,000 clone troopers, 80 gunships, nearly 50 armored walkers, and much more.

The hull was built around four sublight engines: two main ones and two auxiliary. But the principal function of the cruisers – some critics called this an overspecialization – was to race through hyperspace to deliver Republic troops as quickly as possible to systems that had been occupied or contested by the Confederacy of Independent Systems. Aided by a 200m-long (and easily damaged) hyperdrive fin, an *Acclamator* could attain a speed of 0.6 in hyperspace, cutting standard trans-galactic journey times almost in half.

*Acclamator*s were not designed for ship-to-ship combat. Nevertheless, a Republic assault ship carried enough firepower to break through planetary blockades in order to land on planet surfaces and even on water. It was armed with 12 quad turbolasers, 24 anti-starfighter laser cannons, and its heaviest weaponry was four missile tubes in the bows for smashing through opponents. However, the ship's offensive devices placed great strains on the generators and were not very accurate. The windowless bridge, communications and battle rooms were situated in an elevated part of the ship, making them rather vulnerable and it was not uncommon for Republic assault ships to be escorted by starfighters or other battleships for additional defense.



Each assault ship carried a clone navigator who was responsible for the ship's rapid hyperspace jumps.



CLONE CREW

*Acclamator*s were manned by clones, 700 of whom were needed as crew to operate the ship. They were situated on the main bridge, located on top of a tower module towards the aft of the vessel, which was windowless because KDY preferred to rely on scanners to provide visuals. Most of the operatives were seated in twin crew pits below an area from which the command officer could gain an overview.

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THE BATTLE OF RYLOTH

A RISKY LANDING

When the Senate recognized the strengths of the *Acclamator*, new mission profiles were found. Most of the time, the ships provided ground support for campaigns or gathered data on enemy ships with their powerful radar array, but in the early days of the Clone Wars, the *Nevoota Bee* was adapted as a fleet carrier and transported 156 V-19 starfighters to the Battle of Muunilinst. However, a notable weakness of the landing ships was discovered during the Battle of Ryloth. As the Republic's ground forces descended upon the planet, proton cannons in the city of Nabat opened fire on their transports. The shields failed to repulse the shots from the ground, and one transport took heavy damage. It was forced to break off the attack while ground forces were sent in to neutralise the cannons.



Three *Acclamator*-class assault ships took part in the Battle of Ryloth, landing the invasion force. When they met resistance from proton cannons, one was heavily damaged.

The assault ships' deployment was not always prompted by military action. In 21BBY, the Republic sent a relief mission to the rocky planet of Aleen after it suffered a series of devastating groundquakes.



HARBINGER OF THE FUTURE

When 20 *Acclamators* suddenly arrived on Geonosis to deliver the Republic clone army and their vehicles, neither the Jedi nor the Confederacy could have foreseen the consequences of this action. The Separatists had hoped to see the Republic continuing its endless debates about the Military Creation Act, while these assault ships showed that the Republic was ready to respond quickly to any Confederacy threat by meeting it with force, instead of relying on diplomatic solutions.

The assault ships were soon studied and spied upon by famous engineers and starship builders, such as the Arch-Provost of Rendili and the Commissars of Grizmallt. They were anxious to follow in the footsteps of Rothana Heavy Engineering, a subsidiary of one of their greatest rivals, Kuat Drive Yards.

In the first weeks after the Battle of Geonosis, Republic assault ships transported many legions from Coruscant to the battlefields of what would be known as the Clone Wars. Centuries of peace were over, and many considered the return of large, trans-galactic, capital ships an omen of grim times to come. When the *Acclamators* were replaced by a new class of similar-looking, but even bigger, Star Destroyers later in the Clone Wars, this truly heralded the dawn of a new era.

Following the Battle of Geonosis, and the *Acclamators'* success as a rapid-deployment troop carrier, the Republic ordered 1,000 more of these capital ships.

BEHIND THE SCENES

FAMILIAR SHAPE...

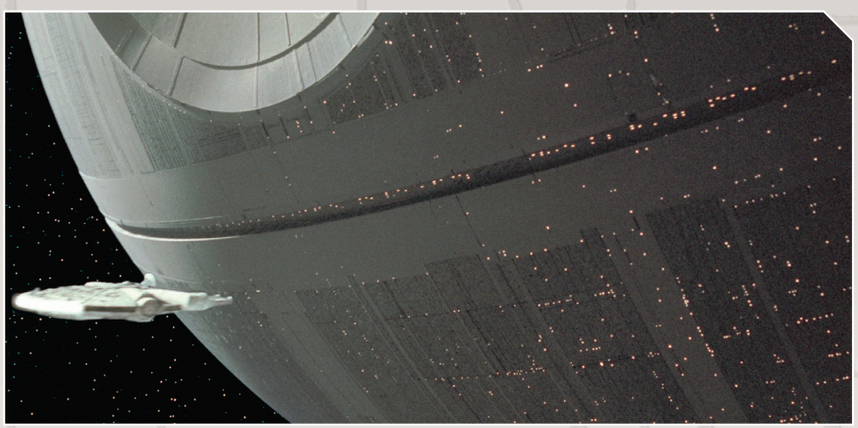
After its appearance in Episode II: *Attack of the Clones*, the *Acclamator*-class went on to feature in numerous episodes of *Star Wars: The Clone Wars*. The original concept designs for the Republic assault ships (labeled 'Jedi troop transports' in pre-production), hint at the future of galactic warfare. The blunted triangular shapes of the vessels sketched by artists including Ed Natividad, Doug Chiang and Marc Gabbana show a strong connection to the Imperial Star Destroyers of the original trilogy – although the new ships were scaled to a third of their size. For the final scene, when all the clones are gathering on Coruscant in Episode II, the artists took some inspiration from the Nazi propaganda film of the 1934 Nuremberg Rally, *Triumph of the Will* (1935) by Leni Riefenstahl. The troop-gathering was based on one Chiang sketch showing ordered ranks of troopers marching into a single transport.



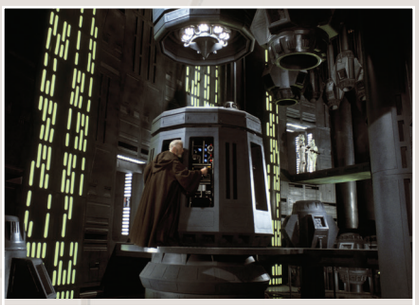
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TRACTOR BEAMS

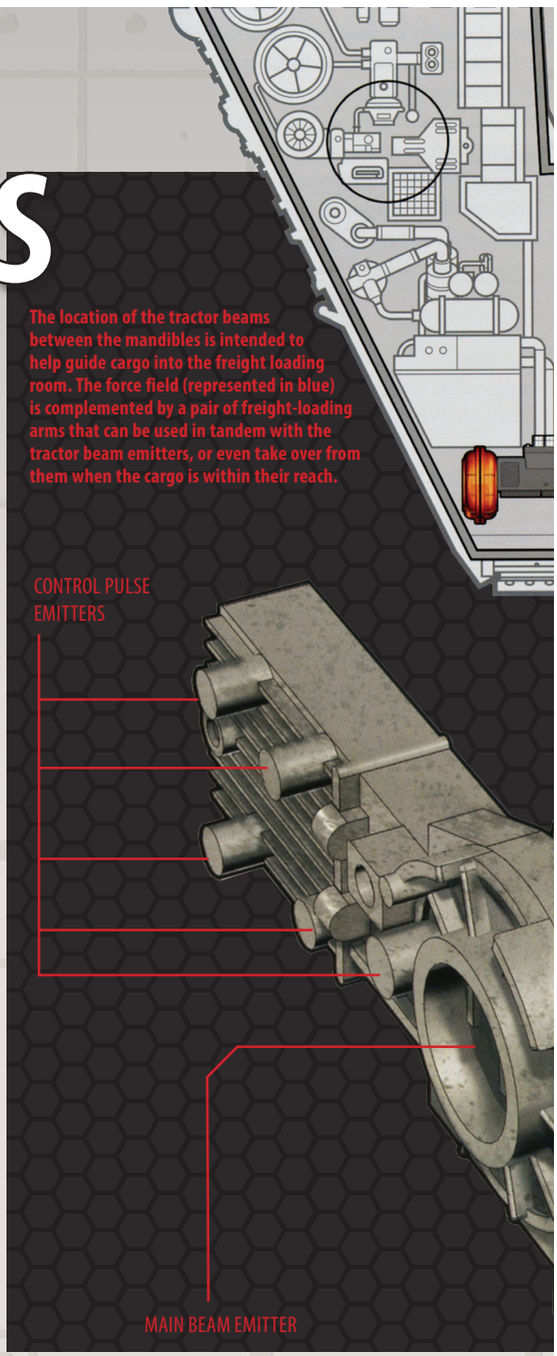
Tractor beams are powerful force fields developed to help starship operators to move cargo and other large objects. Space stations and spaceports use tractor beams to guide vessels in to land, but are also fitted to allow large starships to capture a smaller one in mid-flight.



When the *Millennium Falcon* first encountered the Death Star, the Imperial tractor beam operators snared the ship and hauled it in for examination. The force field was much too strong to resist.



Obi-Wan Kenobi had to neutralize the Death Star's tractor beams to allow the *Falcon* to escape.



The location of the tractor beams between the mandibles is intended to help guide cargo into the freight loading room. The force field (represented in blue) is complemented by a pair of freight-loading arms that can be used in tandem with the tractor beam emitters, or even take over from them when the cargo is within their reach.

Unusually, the original technology that powers tractor beams was first developed for commercial applications, to save having to use mechanical means for loading and unloading cargo, or grabbing passing asteroids to mine. The idea was soon seized by the military, whose best and brightest minds could see applications or tractor beams aboard their vessels beyond such mundane uses. As a result, tractor beams come in two grades: commercial and military.

COMMERCIAL-GRADE TRACTOR BEAMS

Also known colloquially as grappling rays or magnetic beams, a tractor beam's grade governs both its strength and its primary use. Weaker, civilian-strength examples of these force fields are primarily employed for moving heavy goods from one place to another. Tractor beam operators may find themselves loading or unloading the hold of freighter that has just landed in port, or shifting cargo around a storage facility.

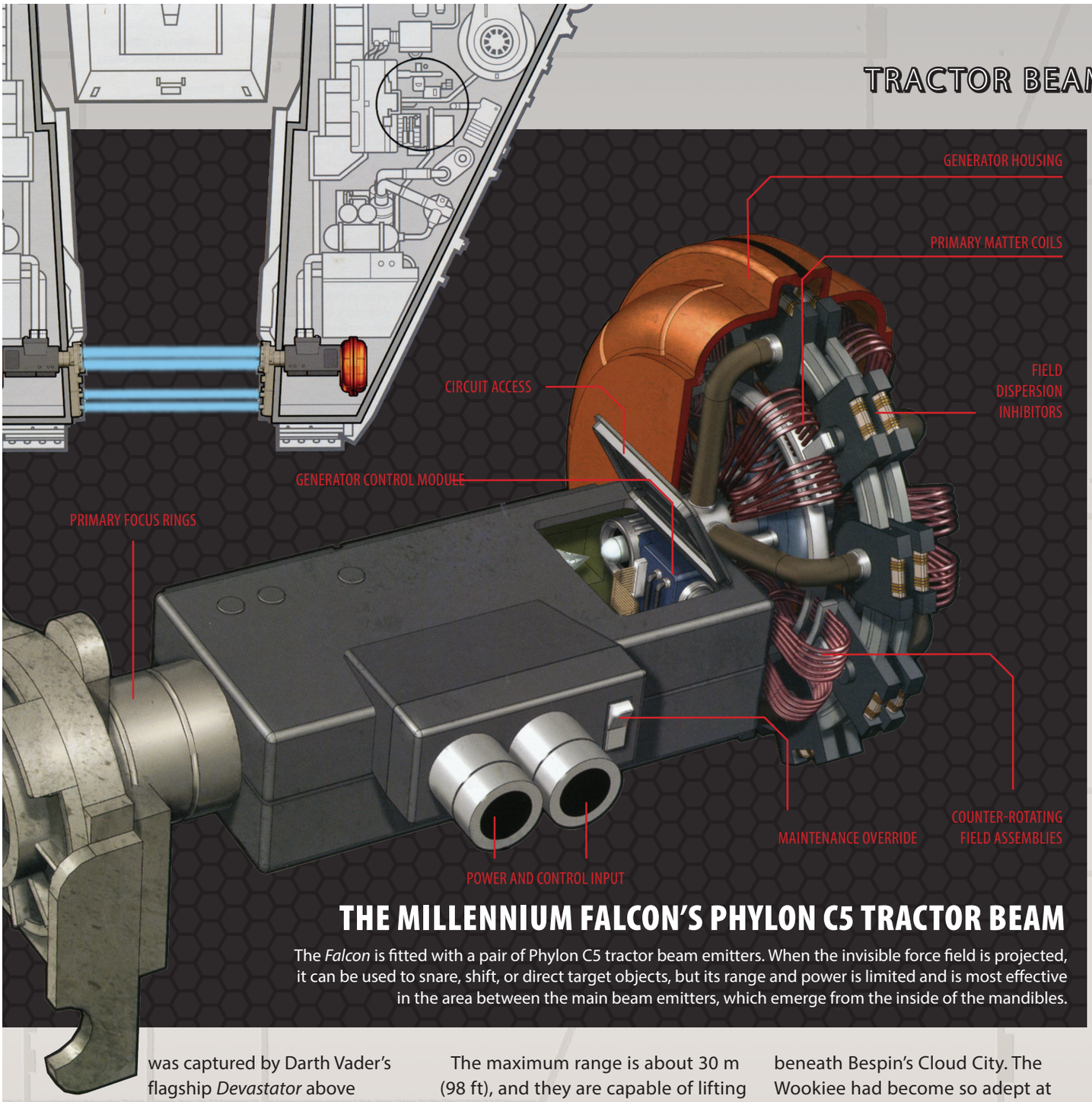
Civilian tractor beams are also used by planet-based port authorities (or the crews of space-borne capital ships and space stations) to guide a vessel in gently to land. The captain of the target ship must be willing to turn control of his vessel over to another pilot, and a set of standardized galactic protocols ensures that there are no surprises for anyone. Similar tractor beams are also used by salvage vessels and engineering teams. These low-level, short-range, tractor beams are weak enough for most ships to break free from without causing any damage to the ship or the facility controlling the beam.

MILITARY TRACTOR BEAMS

The strength and range of a tractor beam is determined by the power source available to its emitters, which is why military-grade tractor beams tend to be restricted to large capital starships (such as Imperial Star Destroyers) and space stations. They are primarily used as a weapon against other ships. Such operations are an acquired skill. Targeting a fleeing vessels intent on jumping to hyperspace (or a fighter making a strafing run on your position) is difficult.

The tractor beams aboard an Imperial Star Destroyer are strong enough to stop smaller vessels in their tracks, as Captain Raymus Antilles of the Alderaan Diplomatic Cruiser *Tantive IV* discovered when his vessel

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THE MILLENNIUM FALCON'S PHYLON C5 TRACTOR BEAM

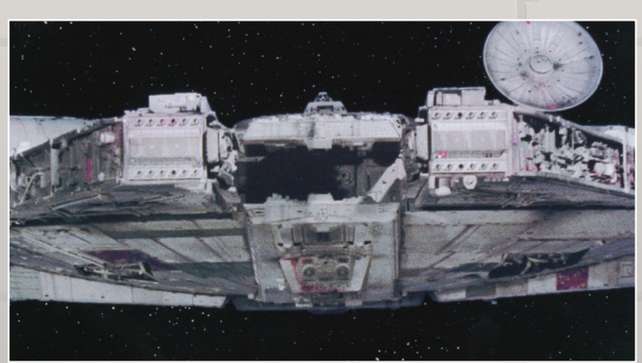
The *Falcon* is fitted with a pair of Phylon C5 tractor beam emitters. When the invisible force field is projected, it can be used to snare, shift, or direct target objects, but its range and power is limited and is most effective in the area between the main beam emitters, which emerge from the inside of the mandibles.

was captured by Darth Vader's flagship *Devastator* above Tatooine. The same went for the many tractor beams installed aboard the Death Stars, as the *Millennium Falcon*'s crew found out when they were snagged by just a few of the first Death Star's beams.

THE FALCON'S TRACTOR BEAMS

Like many freighters, the *Falcon* herself has a pair of tractor beam emitters installed. These have been an integral part of her configuration ever since she blasted out of the Corellian Engineering Corporation's orbital shipyard – although, like most civilian-grade tractor beams, their strength is limited.

The maximum range is about 30 m (98 ft), and they are capable of lifting about 900kg (1,984 lb) on a planetary surface, although there is no such limit in the weightlessness of space. Usefully, the *Falcon* has several sets of tractor beam controls, which can be operated from the freight loading room, engineering stations, or cockpit. Chewbacca put the *Falcon*'s tractor beams to good use beneath Bespin's Cloud City. The Wookiee had become so adept at tractor beam operation that he was able to use them to cushion Luke Skywalker's fall from a vane beneath the city after he had been injured in his battle with Darth Vader.



Just visible on the inner edges of the *Millennium Falcon's* freight-loading mandibles are the Phylon C5 tractor beam emitters.

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YOUR NEXT PARTS

COMPONENTS CHECKLIST

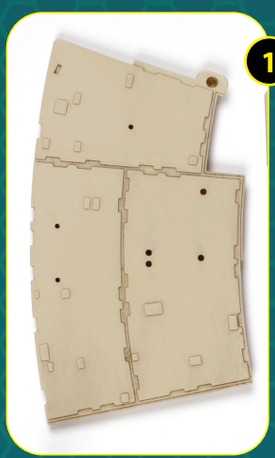
1. Hull plating TP-8
2. Hull frame TF-10
3. Hull frame TF-11
4. Fixing screws (x 31, plus 1 spare)
5. Fixing screws (x 4, plus 1 spare)
6. Fixing screws (x 13, plus 1 spare)
7. 2-hole connectors (x 3)
8. Plant-on details (3 on sprue)

This issue's parts are for the upper hull, which you will start assembling in the next stage, after adding the last details to the underside.

In the steps that follow, you will complete the underside of the hull – apart from a few vulnerable details that will be added when the model is almost finished. If you have decided not to paint your model, you will be ready to move straight on to assembling the top in Stage 50 (which includes the frame and plating parts supplied). If you have decided to add a custom finish, we also show you how to prepare and prime the lower hull assembly.

WHERE THE PARTS FIT

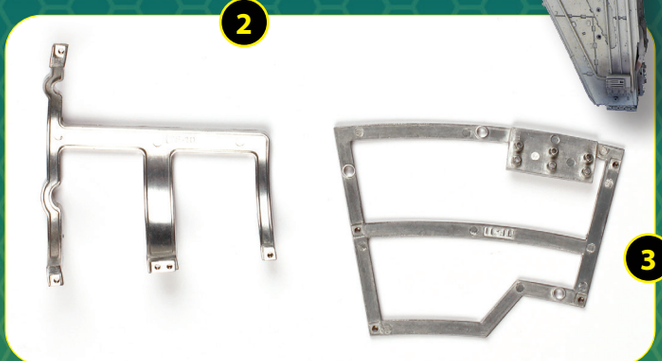
HULL PLATING



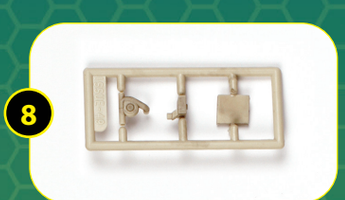




HULL FRAMES



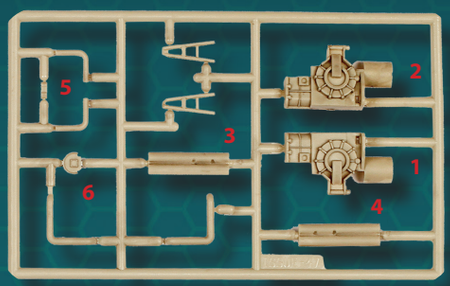
PLANT-ON DETAILS

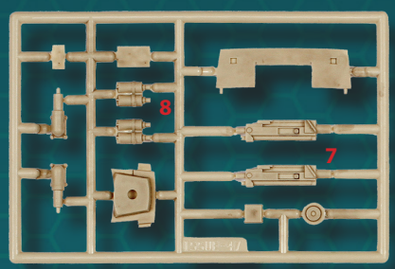


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ADDING PLANT-ON DETAILS

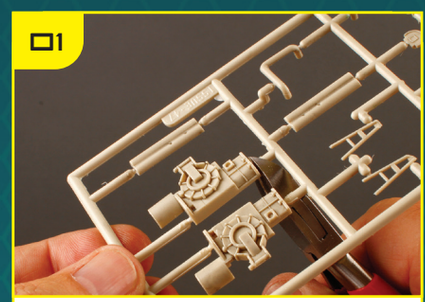
Whether or not you plan to paint your model, the next step is to apply some of the small plant-on details supplied with earlier issues. Note that a few small details are not fitted until later on in the build, because they might be vulnerable to damage while the rest of the structure is built up. Leave these on the sprue and store them safely until they are needed.





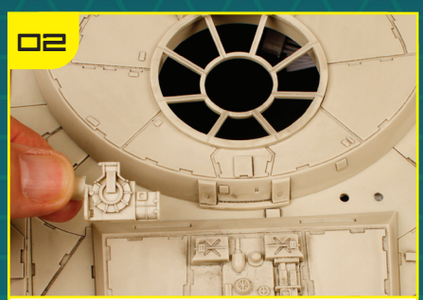
Start by taking the two sprues provided with Issue 47 (Parts 6 and 9). You will be fitting the numbered details and leaving the rest on the sprues.

01



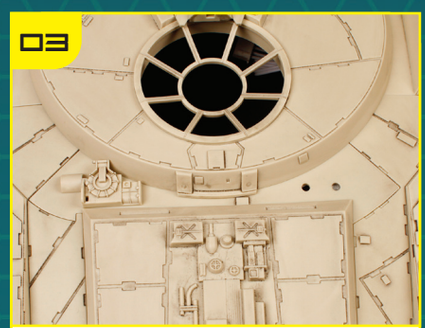
Begin by clipping off large detail (1) from the larger of the two sprues.

02



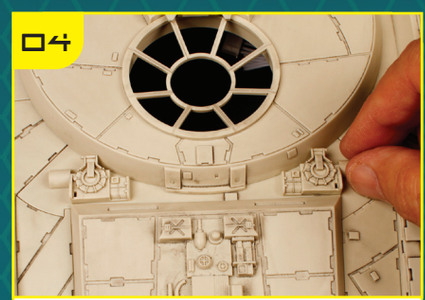
Glue the two pins on the back of the part into the two holes near the turret.

03



It fits flush with the surface like this.

04



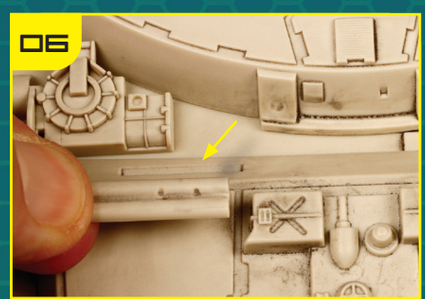
Fit the mirror-image detail (2) to the opposite side of the turret.

05



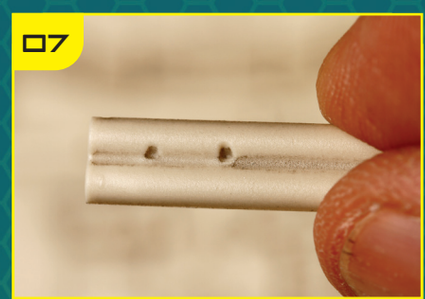
Clip off detail (3) and hold it this way round.

06



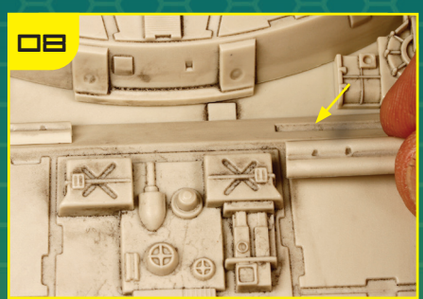
Glue it into this angled recess close to detail (1).

07



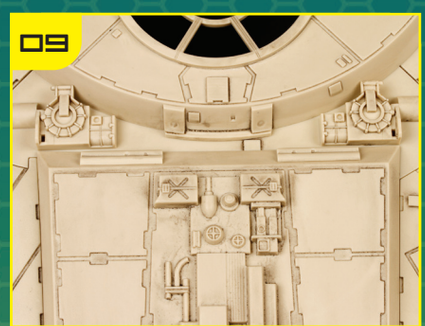
Clip off detail (4) and hold it this way round.

08



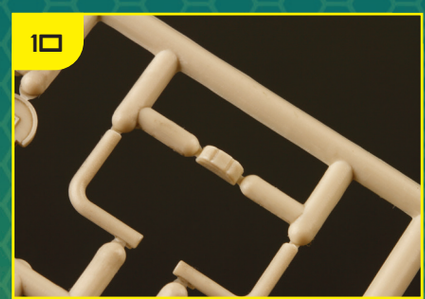
Glue it into this angled recess close to detail (2).

09



The area should now look like this.

10

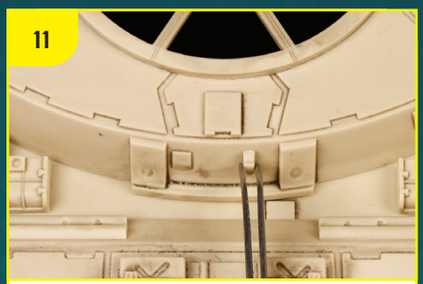


Clip off the very small detail (5), being careful not to lose it.

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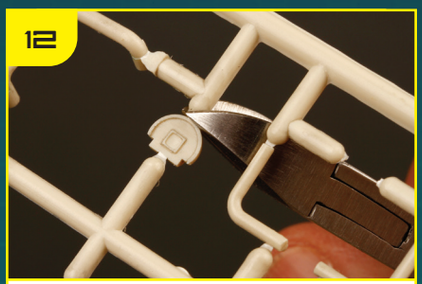
STAGE 49 ASSEMBLY

11



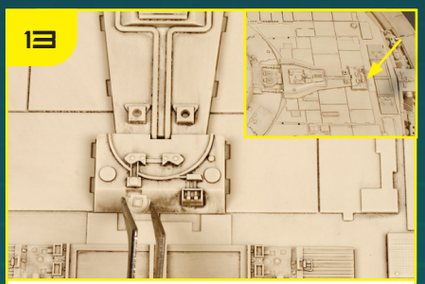
Hold it with tweezers and glue it to this small hole on the side of the turret.

12



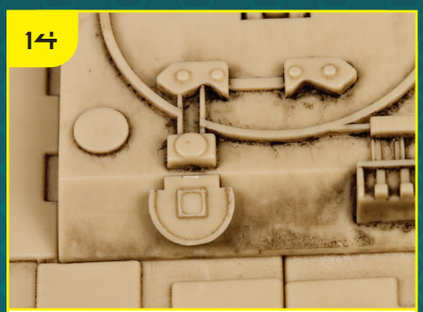
Clip off the very small detail (6), being careful not to lose it.

13



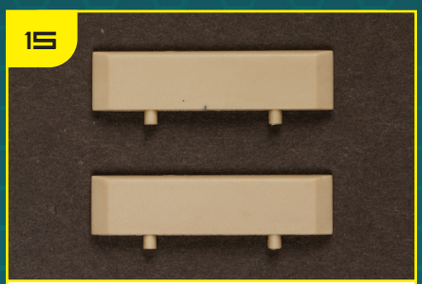
Hold the part with tweezers and glue it to this small hole on the plating.

14



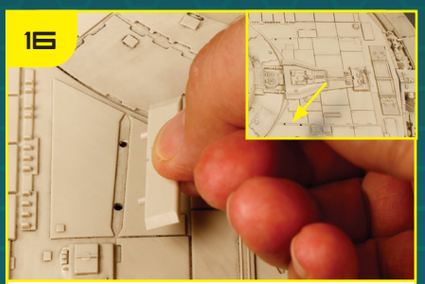
It should fit this way up.

15



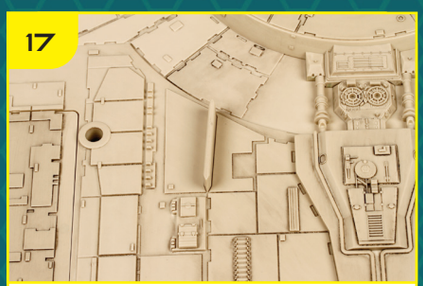
Take the two external vanes from Issues 44 and 45, which are identical.

16



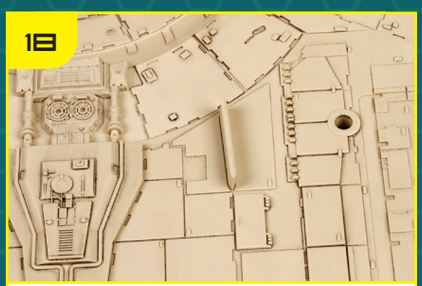
Glue the two pins on one of the vanes into the holes in this matching recess.

17



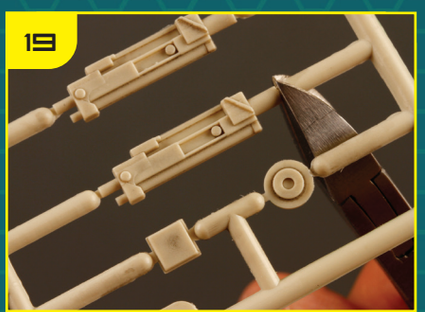
Make sure that the vane sticks out at right angles to the surface.

18



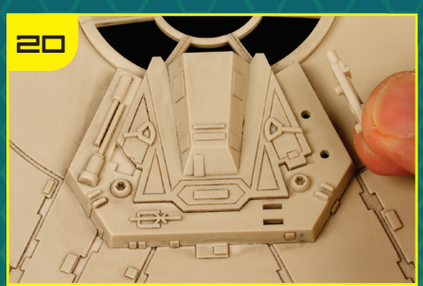
Glue the second vane into position as a mirror-image of the first.

19



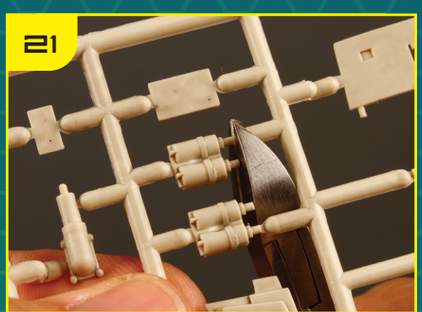
Clip detail (7) off the second sprue.

20



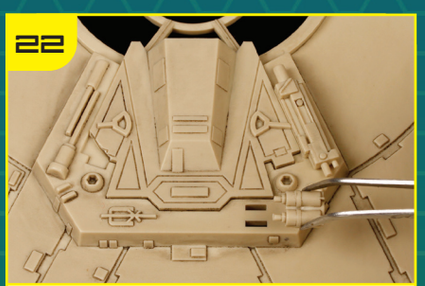
Glue the two pins on the back into the two holes beside the laser mount.

21

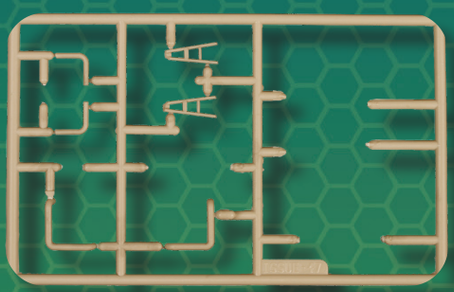


Clip detail (8) off the second sprue.

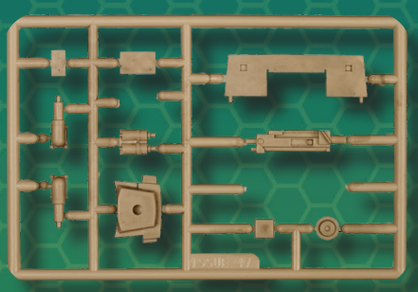
22



Glue the two pins on the back into the two slots beside the laser mount.



These are the parts that will be left on the sprues. Store them carefully until they are needed. Some of the details will not be used until you fit the upper laser turret in a much later stage of the build.



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CUSTOM PAINTING YOUR MILLENNIUM FALCON WITH STEPHEN DYMSZO

PREPARING YOUR MODEL

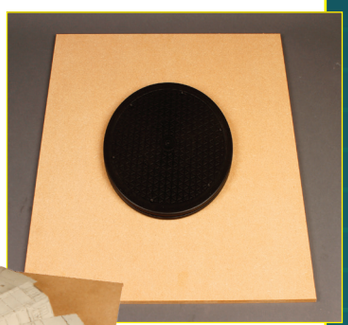
Now that the underside plating is complete (apart from a few plant-ons that will be added later), you can start to paint it if you have decided to do so. Remember that the standard, 'used' finish will still produce a great display model if you choose to leave the parts as supplied, because the alternative begins with painting the whole of the model with a flat priming coat.

MAKING A PAINTING STAND

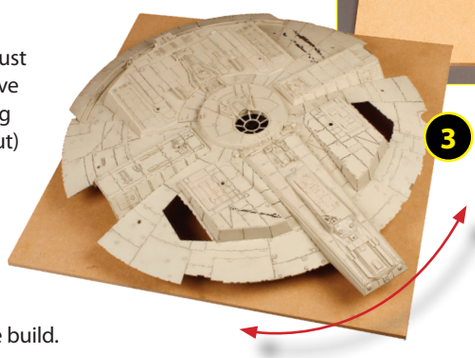
The size of the hull can make it a little awkward to work on, so we suggest that you build a simple rotating stand which will allow you to turn the model around as you paint it. It is very easy to make and can be fabricated inexpensively with household items and/or things that can be found at any hardware store. A basic support stand can be built simply by screwing a Lazy Susan to the bottom of a half-meter square piece of sturdy chipboard or plywood.



1 Improvising a revolving painting stand will make it much easier to paint your model. Base it on a cheap Lazy Susan like the one shown here.



2 Firmly secure the stand to the center of a piece of stiff board measuring roughly half a meter square.



3 Place the model on top, making sure it is firmly supported, and test that the stand revolves smoothly. You can cover the board with a trash bag to protect it.

WORKING SPACE

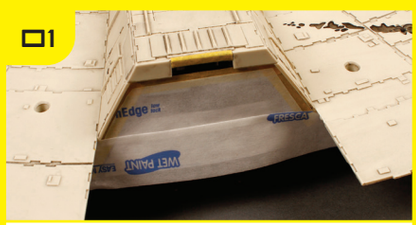
If you have a suitable workbench, you can just place the stand on a dust sheet to protect the surrounding area from overspray. If you don't have a workbench, you can adapt the stand to use it on the floor by placing a sturdy cardboard box on top. The box (which needs to be taped shut) should be roughly a half-meter cube that will support the model securely. This arrangement will allow you to place the hull on top without worrying about getting it damaged, and allows you to rotate the model around (even with your foot!) so you can use your hands to get to all of the areas of the model without having to touch it and possibly damage the paintwork that you just applied. You will also be able to adapt the stand for reuse at later stages in the build.

Priming the surface

We have recommended using white acrylic lacquer supplied in spray cans. This will provide a very hard, durable surface on which to apply the subsequent details. You will need at least three cans to cover the entire model, and one will not be quite enough to cover the whole of the underside. Work in a warm, ventilated, dust-free area and follow the health and safety instructions on the can.

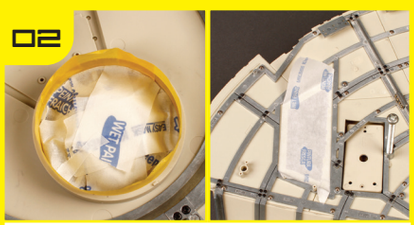


01



Carefully mask the ramp mechanism to stop it being damaged by overspray.

02



Mask the inside of the turret and the two recesses to catch any overspray.

03



Spray from a distance of 25-30cm, using a light, fast, sweeping motion.

04



Only apply a light 'mist' coat, and do not try to achieve the final color in one go. Never allow the paint to puddle in one area, as this will obscure fine details.

The final result should look like this: a flat, even off-white.



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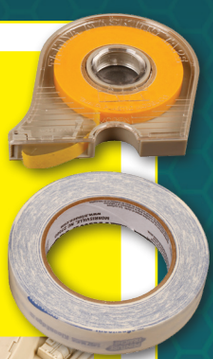


STEPHEN DYMSZO
PRESIDENT, SD STUDIOS

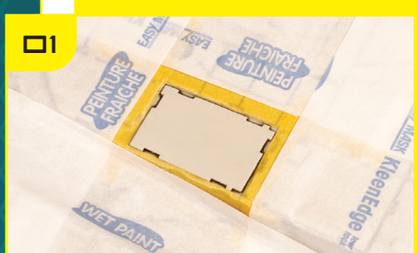
If this is the first time you have painted a model like this, there is an advantage to starting on the bottom. Not only did ILM give it a much simpler paint job, but the technique and finish does not match the top. The two areas have a noticeably different overall color, with the lower half much lighter than the upper.

Masking and preparation

Some of the paint detail will require masking, so it is important to let the base coat harden thoroughly, and use the right masking tape. Use 6mm modeling tape (top right) for masking off areas that will receive different color treatments. Its flexibility and narrow width helps it to follow outlines accurately. To prevent overspray, adjacent areas can be covered with low-tack decorator's tape (bottom right), which is less sticky than regular masking tape. When removing the tapes, never rip them off; slowly pull the tape back over itself. This causes the least amount of tension on the underlying paint and precludes paint-lifting. Silly Putty can be used to mask off small recessed areas, complex raised details or gaps, where applying tape is not practical.



01



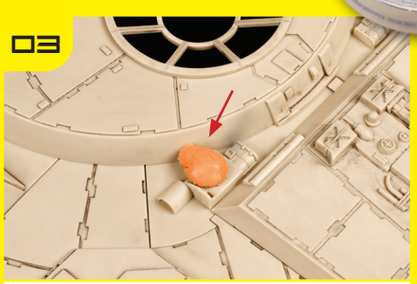
Use modeling tape for fine detail and awkward curves. Use low-tack decorator's tape to mask large areas.

02

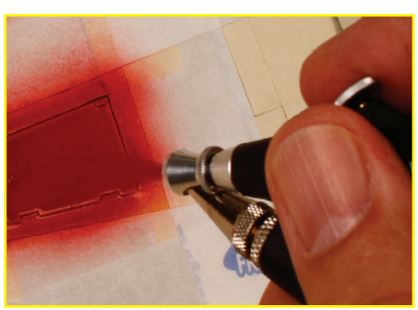


Remove the tape by pulling it back over itself to prevent the paint lifting.

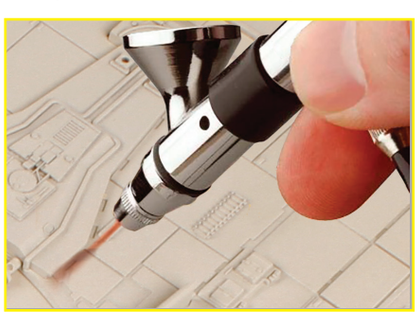
03



You can use blobs of children's Silly Putty to cover up awkward details.



A beginner's single-action airbrush sprays in a fan pattern. This will limit you to painting the larger areas of color, such as the mismatched armor panels.



Professional double-action airbrushes are more expensive, but their extra control will allow you to paint the fine details seen on the original filming miniature.

AIRBRUSHING



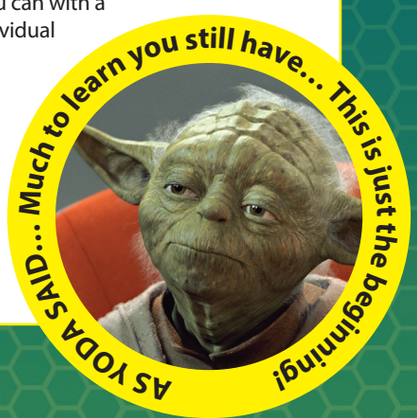
A single-action airbrush designed for ambitious beginners.

ILM sprayed all the small painted details onto the model with an airbrush, so you will need one of these and a selection of good-quality paints like those detailed in Stage 48. But there is an important distinction between the type of airbrush sold to enthusiastic modelers and those intended for more professional use:

- Cheaper amateur airbrushes are single-action. These will only spray out a large fan pattern, which is not suitable for the fine weathering and detailing on this replica.
- Double-action airbrushes have a trigger-control and adjustable needle, so you can alter the air/paint mixture and spray pattern to suit your needs. This is essential if you want to paint the very fine lines, streaks, and small dot or 'splat' patterns on the *Falcon*.

We will be demonstrating all the techniques needed, but if you don't have much experience (or none at all) with airbrushing, you may wish to consult one of the books or Internet courses that start with the basics and go into full detail on how to achieve great results. You also need to decide if you want to use a compressor, air-tank, or disposable air-can to power your airbrush. Air-cans are small and relatively inexpensive, but be aware that you cannot adjust the pressure as you can with a compressor or large tank that uses a regulator. And individual air-cans don't last very long on large projects like this.

Practice makes perfect. You can always experiment on scrap card or a junked plastic model. Get a feel for the airbrush and how different pressure/air/paint mixtures affect what you will see on your model. And don't worry about it going wrong! With a good base coat of Insignia White, you can apply/remove/reapply each paint detail numerous times without worrying about damaging the underlying surface.



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