STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





AA-9 CORUSCANT STARFREIGHTER

F219FSC050

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YOUR NEXT PARTS

This issue's parts are for the upper hull, and with the lower part of the ship completed for now, you can start assembling the framework for the top.

The steps on this and the following two pages apply to everyone. But if you have decided to custom-paint your model, you will also be able to start adding colored details to the lower hull, following the guide that begins on page 10.

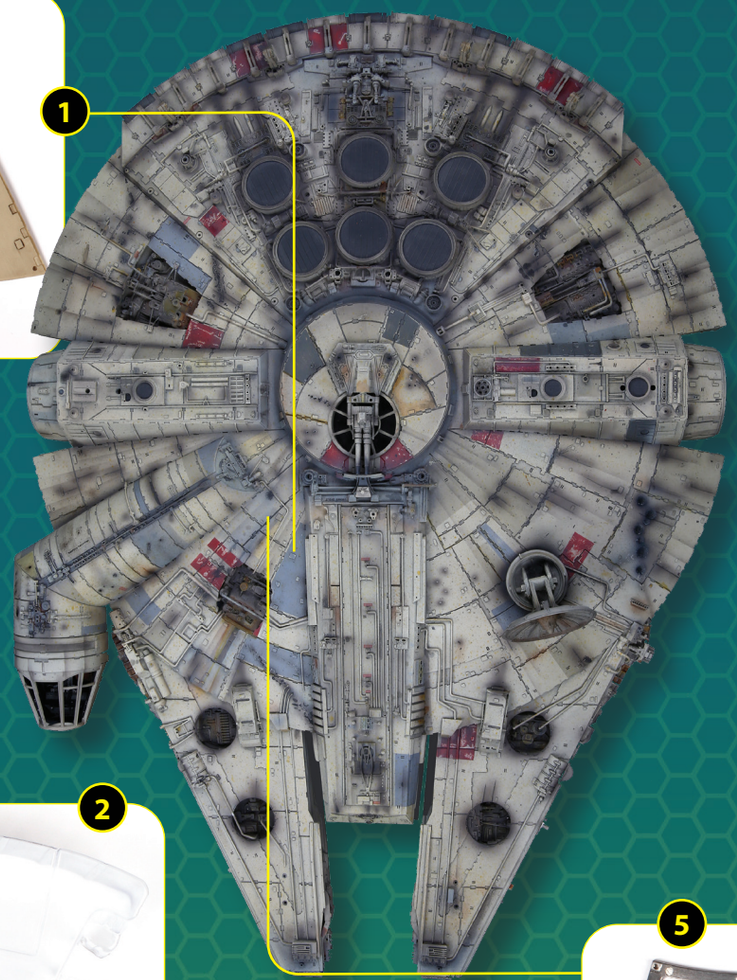
COMPONENTS CHECKLIST

1. Hull plating TP-10
2. Assembly jig (1 section)
3. 4-hole connector
4. 2-hole connectors (x 3)
5. Hull frame TF-12
6. Hull frame TF-13

WHERE THE PARTS FIT

HULL PLATING



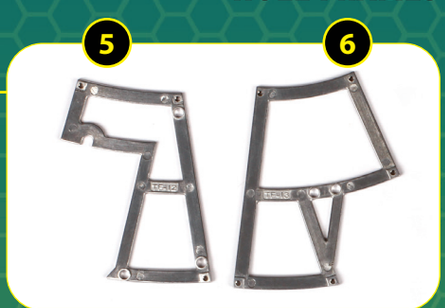




ASSEMBLY JIG



HULL FRAMES

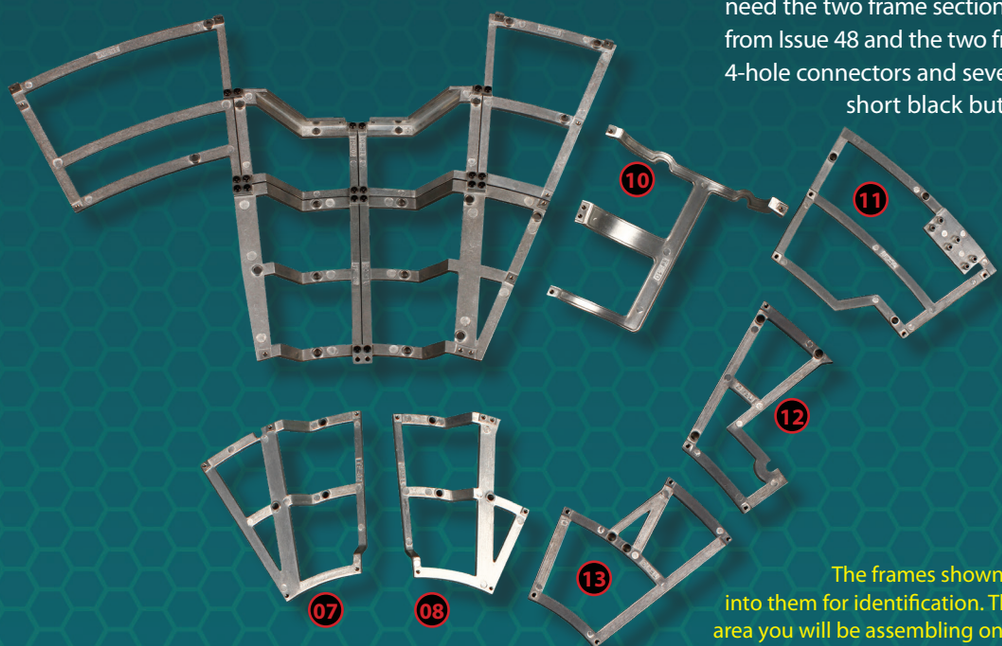


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ASSEMBLING THE TOP FRAMES

Adding the next six parts to the frames you assembled in Stage 4 will complete around one-fifth of the upper hull framework.

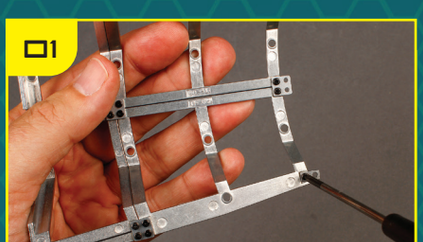
Start by collecting the parts shown here. In addition to the framework that you put together in Stage 4, you will need the two frame sections provided with this issue, the two from Issue 48 and the two from Issue 49. You also need three 4-hole connectors and seven 2-hole connectors, plus 26 short black button-head screws.





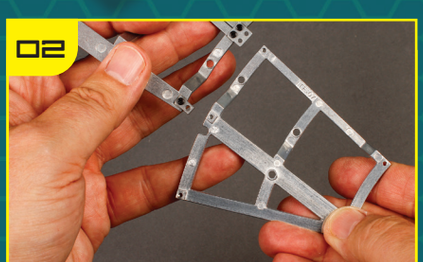
The frames shown have TF numbers (shown in red) cast into them for identification. The small diagram above identifies the area you will be assembling on the blueprint that came with Issue 1.

01



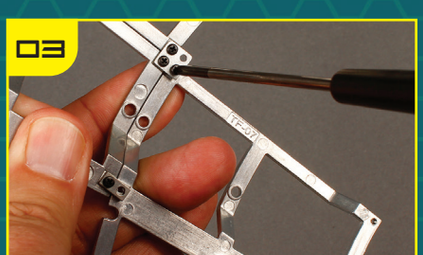
Screw a 2-hole connector to the corner of frame TF-05.

02



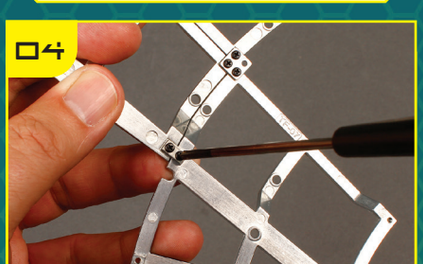
Fit frame TF-07 to the end of TF-05.

03



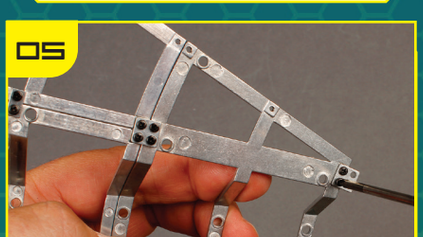
Insert one screw in the 4-hole connector.

04



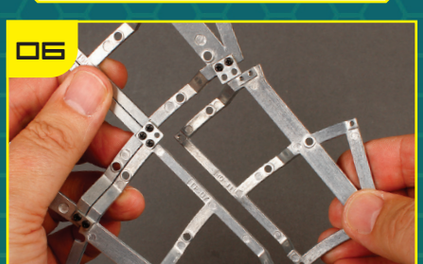
Fit another screw in the 2-hole.

05



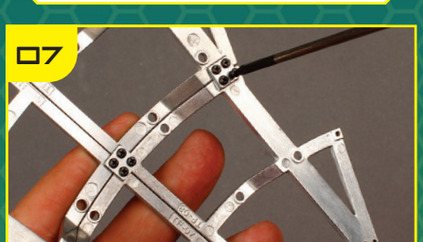
Screw a 4-hole connector to the corner of frame TF-06.

06



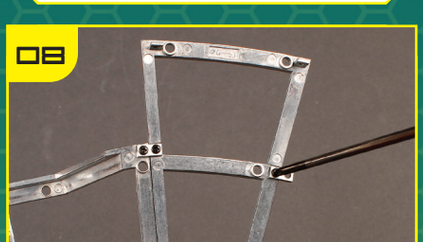
Fit frame TF-08 to the end of TF-06.

07



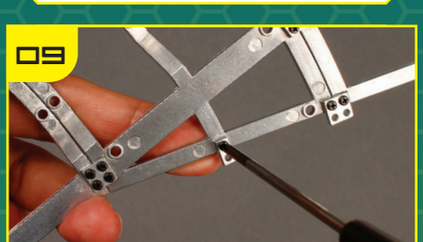
Fix TF-08 in place with three screws in the two 4-hole connectors.

08



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

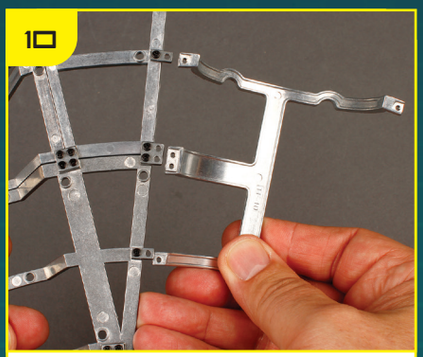
09



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

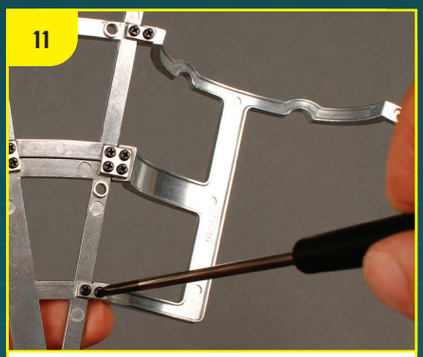
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10



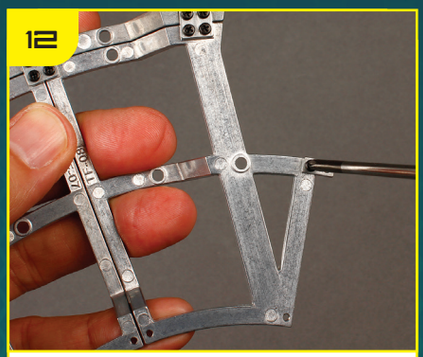
Fit frame TF-10 against the assembly as shown.

11



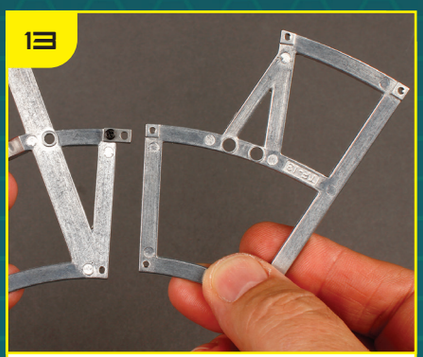
Fix TF-10 with one screw in each 2-hole connector and two in the 4-hole.

12



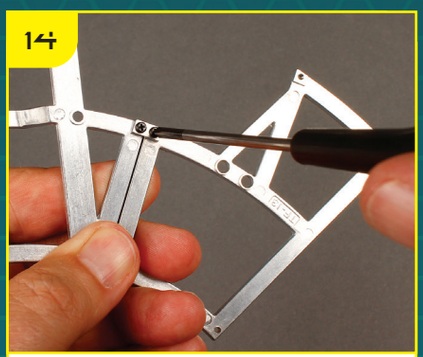
Screw a 2-hole connector to this hole in frame TF-08.

13



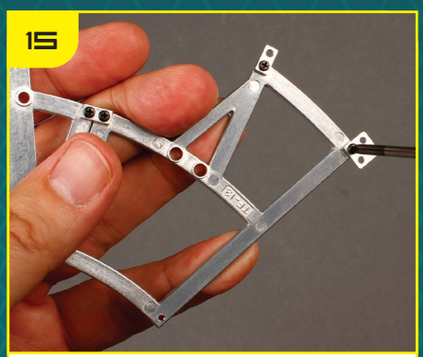
Fit frame TF-13 against the assembly as shown.

14



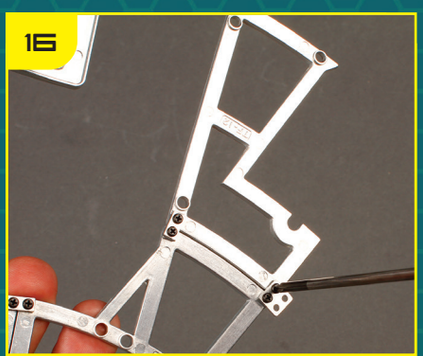
Fix TF-13 in place with one screw in the 2-hole connector.

15



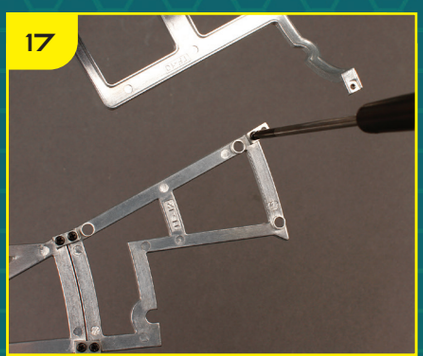
Screw a 2-hole and a 4-hole connector to these two corners of TF-13.

16



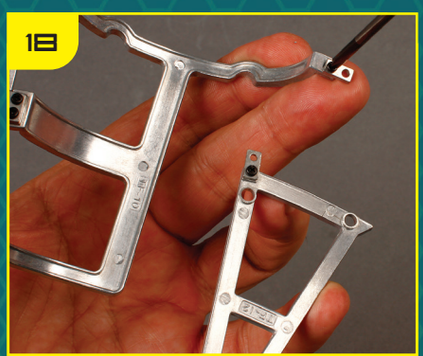
Fix TF-12 in place with one screw in each of the two connectors.

17



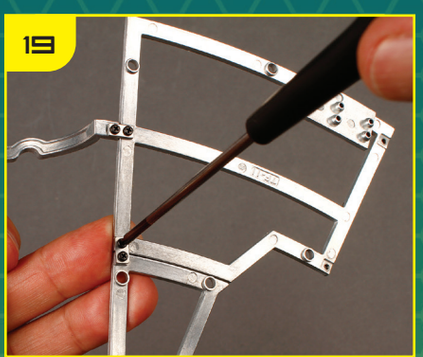
Screw a 2-hole connector to the corner of frame TF-12.

18



Screw a 2-hole connector to the end of the arm on frame TF-10.

19



Fix TF-11 in place with one screw in each of the connectors from Steps 17 and 18.



The finished assembly should look like this.

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PAINT DETAILS REFERENCE

This picture is a visual checklist for painting the dozens of color patches, streaks of rust and damage that mark the underside of the *Falcon*. We will also be providing numerous close-up images that help you to see key areas in detail as you work through the stages of applying the paint.

The main picture shows a *Millennium Falcon* model that has been painted using the techniques described in on the following pages. This replica is intended to provide a convenient reference guide for painting your model, but **note that it is not the original filming miniature from *The Empire Strikes Back***.

It is not possible to take a comparable photograph showing the whole of the underside of the ILM model – but for those painters who want to achieve the ultimate authenticity, we have provided a series of photographs showing parts of the original filming miniature. These are available to download from our website. They show area-by-area details of the ILM painters' handiwork, and can be used together with this reference image to see exactly how the paint was applied to the original. We will also be printing close-up details of this image to show how to mask, paint or distress key areas.

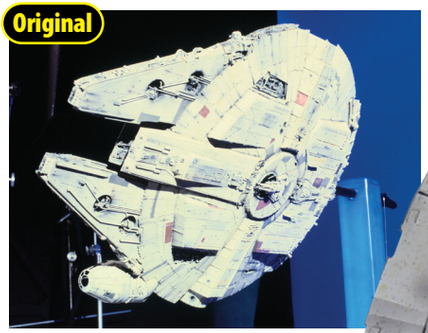
MOUNTING POINTS

The original filming miniature had multiple concealed mounting points to support it during filming. These differ slightly from your model, which is designed for tabletop or wall display.

- The main reference – like the original – does not have the four mounting holes that we provide for wall display. If you prefer your model standing on its landing legs, you can blank off the unwanted holes with modeling putty and recut the lines of the armor plating to match this reference. However, you will not then be able to use the wall mounts, unless you redrill the holes at some future point.

- The filming miniature had a large hole for a central stand, under a removable laser cannon. As it is now stored on this type of stand in the Lucasfilm archive, there is no close-up reference for the cannon or its mount. This area has to be interpreted from studio stills showing the model being filmed using the alternative supports inside the mandibles or engine bay.

Original



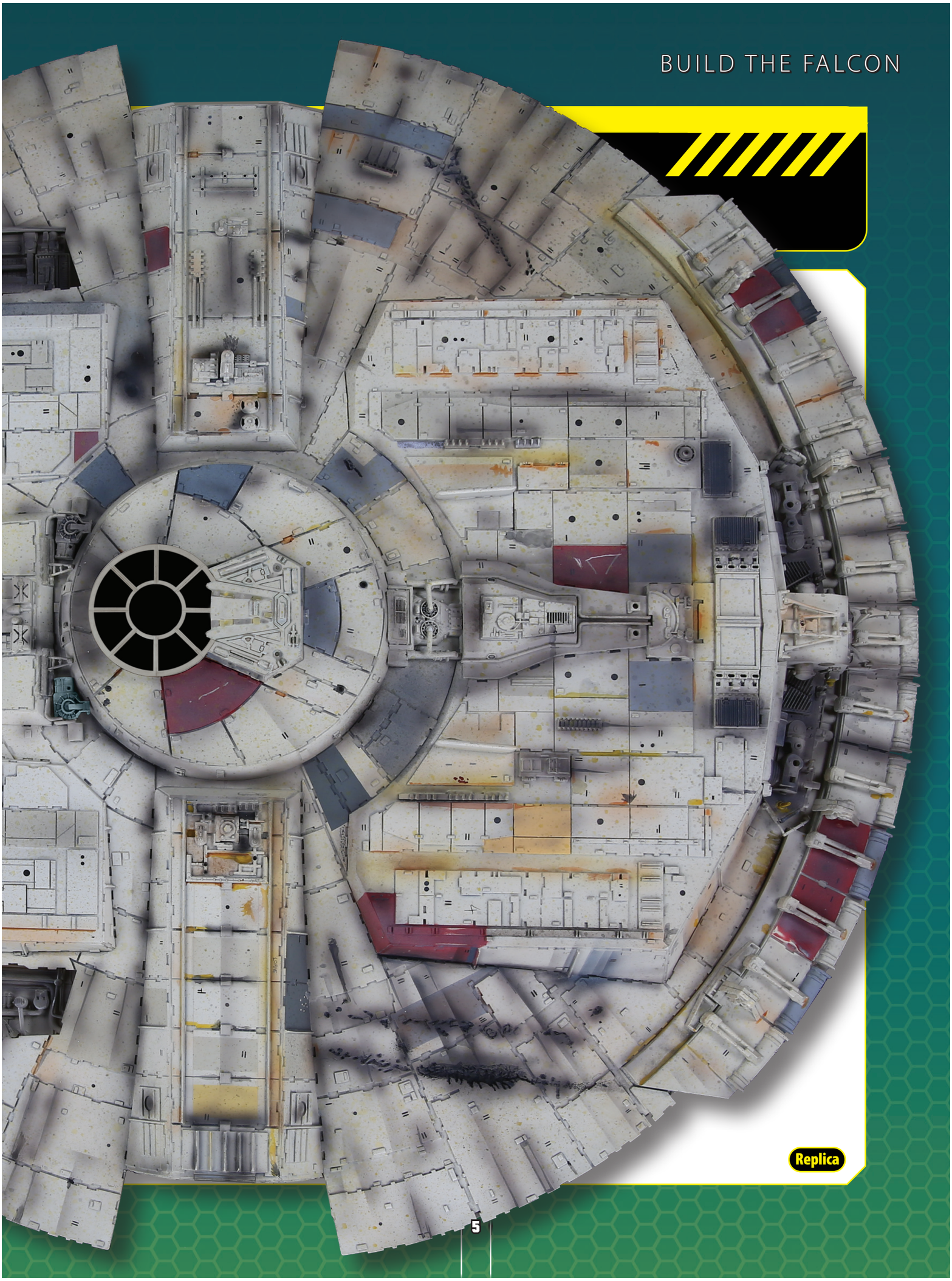
***The Empire Strikes Back* movie prop had several hidden mounting points from which it could be supported during bluescreen filming.**

As explained in the main text, for reasons of clarity, many of the demonstration pictures show a painted replica. We are also providing reference photos of the 32" model held in the Lucasfilm archive. To avoid you unknowingly making a copy of a copy, the images will be clearly marked 'Original' or 'Replica'.

Original

The original filming miniature is now mounted on a stand that fits into a hole in the center of the lower turret.

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Replica

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PAINTING THE MAIN PANELS

At this point, you should have the bottom of the model assembled and spray-painted with several coats of the white acrylic laquer. Make sure that you have a good, even coat across the whole surface before you start adding the painted panels, as this ensures you can make good any mistakes.

ADDING THE FIRST DETAILS

The first details to paint are the prominent red- and gray-accented geometric panels. The eight red patches and 15 gray ones need to be masked off and airbrushed with Neutral Gray and a mixture of a little Red Brown/Flat Red (or equivalents) to produce the rust color. But it's important to note that both of these shades will be overlaid with post-shading, streaks, blast marks, sanding and spattering, so the final shape and color will change significantly.

There are also some very light gray panels and soft-edged patches. These don't need to be masked off at this stage, as they will be 'misted-in' with a different color later.

ORDER OF WORK

Start by using modeler's tape for masking off these panels. To prevent overspray, the adjacent areas can be covered with low-tack decorator's tape or even pieces of paper where there is a large patch.

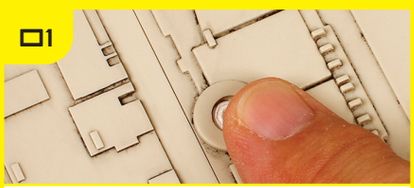
Apply the gray paint to all the patches first. Thinning the rusty red may make it slightly translucent, so it will look 'pinkish' if sprayed onto the off-white hull. Priming the red panels with the gray color first will make the rusty color appear denser, so you can apply fewer coats.

There is a case for waiting to paint the model in one go after it has been fully assembled, as that is the way the filming miniature was done. But to help you spread the workload across the build, it is fine to paint the model in stages, as each major section is completed. When you come to join the underside, mandibles, side walls and top later on, you can avoid any problems with overspray by masking off the paintwork that you have previously completed. The joints will be airbrushed with gray shading, which can help to hide any unfinished patches or glue marks. The filming miniature had this shading in almost every seam and joint.

Filling the mounting holes (optional)

As discussed in the main text, if you are sure you will not want to mount the model on the wall and want the plating to be as accurate as possible, you may wish to fill the four mounting holes on the underside. But consider this option carefully, as it will be very difficult to go back and redrill the holes.

01



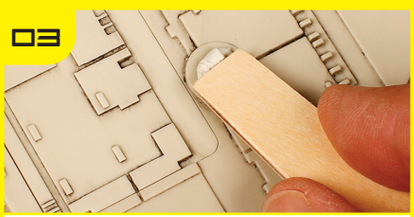
Pack the base of the hole with a wad of tissue paper to protect the screw threads used for the support bolts.

02



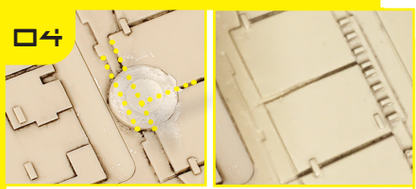
Squeeze out a pea-sized amount of modelling putty.

03



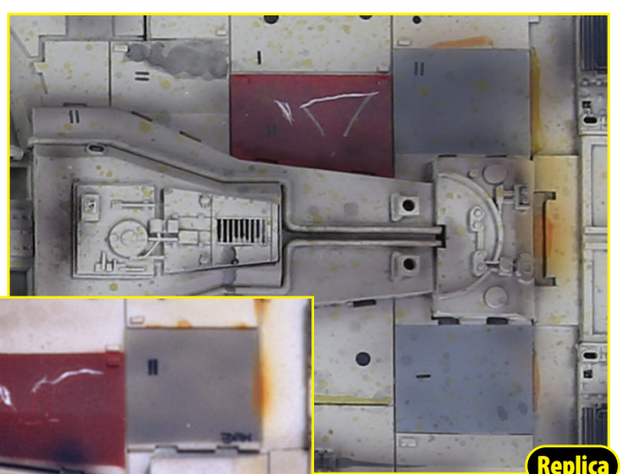
Use a spatula to smooth putty into the hole, flush with the surface.

04

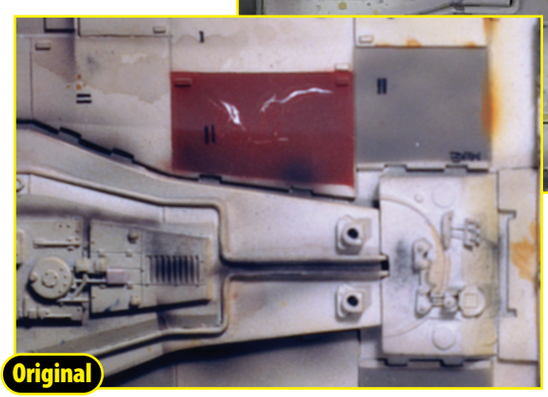


After the putty has hardened, recut the outlines of the plates with files or a rotary modeling tool, then repaint the area.

Use the large image of the replica to identify which panels need to be painted in which color. You can download pictures of the same to compare with the original. Start with the gray and red rectangles and other geometric shapes, which can be masked and sprayed with solid color.



Replica



Original

The dirt, corrosion and scratches that appear on top will be added later. Note that ILM's masking was often done in haste and does not follow the panel edges precisely. You can choose to copy this feature, or neaten it if you prefer, as has been done on the replica.

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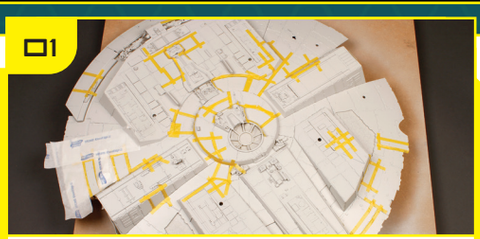
STEPHEN DYMSZO
PRESIDENT, SD STUDIOS

Don't forget the advice we gave in the previous stage – the colors of printed references and downloaded photos can all vary, depending on the medium. Also make sure you know whether you are looking at pictures of the replica. The original filming miniature images will be clearly marked as such.

Painting the color patches

Start by masking off the solid gray and rusty red panels, using the reference photos to see where to lay the tape. It is important to note that ILM rarely followed the panel edges precisely. As you can see by comparing the reference images, most of the panels have irregular paint edges, crooked lines and curves, and overspray from adjacent panels. You will need to decide if you want to copy the ILM-style precisely, or 'idealize' your model a bit and make the edges of the painted panels cleaner.

01



Use modeling tape to define the edges of all the geometric gray and red panels. Make sure the tape is pressed down well.

02



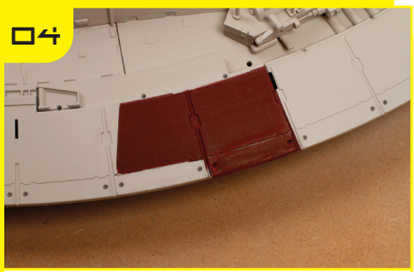
Cover the rest of the hull with low-tack decorator's tape and/or paper.

03



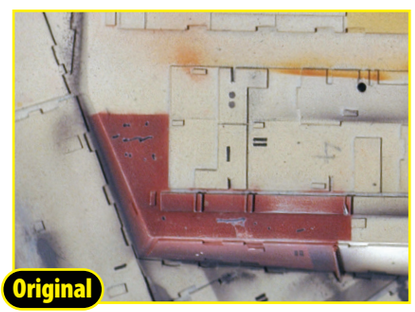
Spray all the gray patches with Neutral Gray paint.

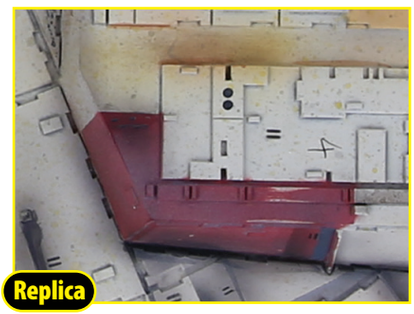
04



Allow the gray to dry, flush out the airbrush and spray a rusty red mix.

In the next stage, you will add the smaller 'dark yellow' panels, the single light-blue detail in front of the center laser turret and the multitude of dark yellow and rust highlights. You will also start to overlay the red and gray panels with more colors, including the shading, streaks, blast and scorch marks. Ninety-nine per cent of these darker paint details will be done in dark gray, rather than flat black. In this scale, using black for these marks will result in the model looking too dark and unrealistic. There are only a few areas where you will be applying flat black, such as the large blast marks and random spots inside the access bays.





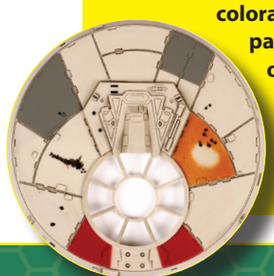
Another comparison between the original and the replica. As the final color is produced by a mixture of base color, overlays of different colors, sanding and scratches, it will be impossible to copy every detail exactly.





Each of the downloadable reference photos of the original only covers a small area, so you may need to compare two or three shots to work out exactly how you should paint a particular detail. Remember, too, that colors may vary.

Please note that the top and bottom laser turrets have different detailing and panel coloration, so when painting the bottom of the hull, do not try to copy the prefinished upper turret supplied with Issue 2.



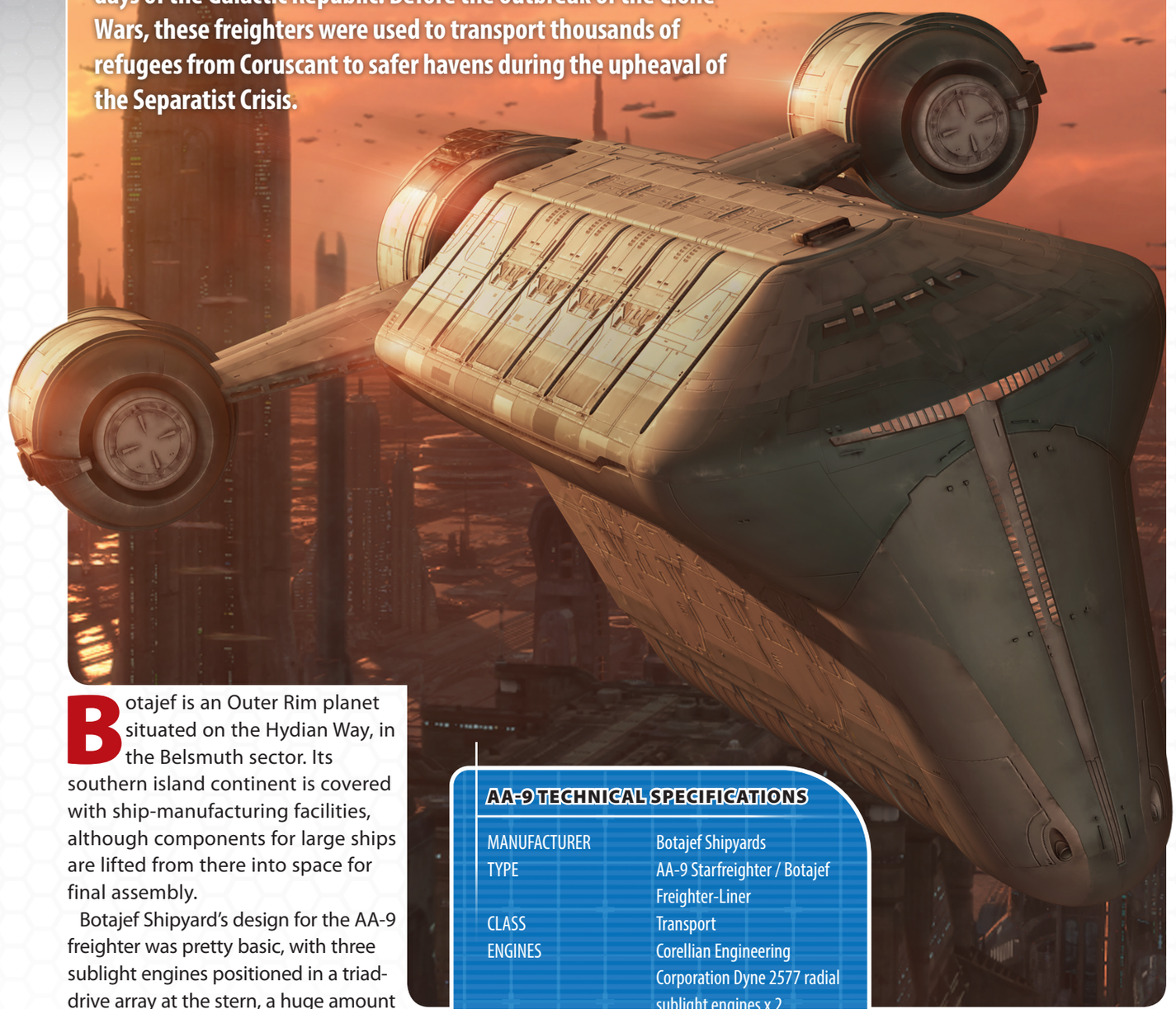


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BOTAJEF FREIGHTER-LINER

AA-9 CORUSCANT STARFREIGHTER

The AA-9 Starfreighter, also known as the Botajef Freighter-Liner, was a common model of large transport ship during the days of the Galactic Republic. Before the outbreak of the Clone Wars, these freighters were used to transport thousands of refugees from Coruscant to safer havens during the upheaval of the Separatist Crisis.



Botajef is an Outer Rim planet situated on the Hydian Way, in the Belsmuth sector. Its southern island continent is covered with ship-manufacturing facilities, although components for large ships are lifted from there into space for final assembly.

Botajef Shipyard's design for the AA-9 freighter was pretty basic, with three sublight engines positioned in a triad-drive array at the stern, a huge amount of cargo space and a cockpit in the prow, offering the crew a clear view during travel. While the ship was being developed, Botajef Shipyards received

AA-9 TECHNICAL SPECIFICATIONS

MANUFACTURER	Botajef Shipyards
TYPE	AA-9 Starfreighter / Botajef Freighter-Liner
CLASS	Transport
ENGINES	Corellian Engineering Corporation Dyne 2577 radial sublight engines x 2
LENGTH	390 m (1,279 ft)
WEAPONRY	None
PASSENGERS	30,000

Forced to deal with whole populations displaced by the Separatist Crisis, the Refugee Relief Movement converted a number of Botajef Shipyards' AA-9s into makeshift passenger transports, each able to carry 30,000 people.

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PASSENGER CONVERSION

A converted AA-9 could house 30,000 refugees in its cargo hold, but conditions were far from luxurious: no different classes were offered, only steerage. Accommodation was very basic, with open, cramped barracks and sleeping quarters and very few private areas. A handful of droids performed duties such as cleaning and cooking meals. This was often done by COO Cook Droids, who simply reheated pre-prepared food donated for the passengers. The recipes were basic and contained standard ingredients aimed at pleasing as many species and cultures as possible.

help from the Corellian Engineering Corporation, which provided the large Dyne 2577 radial sublight engines that powered these hulking behemoths.

PASSENGER TRANSPORT

Botajef Shipyards intended the AA-9 as an all-round transport vessel, and the Starfreighter quickly became a common sight on Coruscant and on many other planets in the galaxy that possessed busy Republic-class starports. But the AA-9 will probably be most remembered for the important role it played during the turbulent time known as the Separatist Crisis.

In the years before the Clone Wars, more and more star systems were leaving the Republic under the influence of the enigmatic Count Dooku and the economic powerhouses of the galaxy, such as the Commerce Guild and the Trade Federation. As a result, thousands of alarmed economic and political refugees fled to the Core Worlds from planets that were no longer part of the Republic.

Not even Core Worlds such as Coruscant could find the proper facilities to integrate a constant stream of refugees. The flood of arrivals caused social unrest, fear of epidemic diseases, and cultural disputes – as unfortunately proven in a massive brawl between Weequay and Houk migrants that left 15 dead and 45 injured. Coruscant's immigration committee decided to limit the possibilities for asylum, meaning that most refugees had to be transported to other worlds once they'd reached Coruscant.



Among many freighter trampers were Donovian rainmen, mechanics who maintained the signal towers on the rainy planet of Donovia.



STEERAGE PASSENGERS

The AA-9 *Jendirian Valley* was populated by several steerage overseers. These officials, led by Constable Marcel Shradeer, received the authority to intervene whenever problems arose between the passengers. Armed with stun batons, the overseers could force troublesome passengers to disembark wherever the freighter landed. These strict measures allowed all passengers to travel in relative peace and tranquility.

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CRISIS IN THE SENATE

REFUGEES FROM CORUSCANT

As the Republic teetered in crisis, passengers leaving Coruscant aboard the *Jendirian Valley* included trampers such as the Nikto Gondrin Upal, Kaycee Kollenz, and Nar Hida, recognizable by his Luptoomian fashion. Less noticed were Senator Padmé Amidala of Naboo, her Jedi bodyguard Anakin Skywalker, and loyal droid R2-D2. The Military Creation Act dominated the agenda in the Senate, and as an opponent of this proposal, Amidala returned to Coruscant for the vital vote. After the first of a series of assassination attempts were made on the young politician's life, Supreme Chancellor Palpatine himself demanded that Amidala be placed under the protection of the Jedi. Directed by the Jedi Council to pose as refugees from the Thousand Moons System, Anakin was to escort Senator Amidala back to Naboo.



While Anakin accompanied Padmé aboard the refugee ship, Obi-Wan Kenobi was tasked with seeking out the bounty hunter responsible for her attempted murder.

Coruscant's Westport opened in 24 BBY. Shortly before the Clone Wars, it saw a 6,000 per cent increase in departures, as a result of the growing Separatist Crisis. Most of the refugees travelled on converted AA-9 Starfreighters.



Several planets, including Naboo, Alderaan, Monastery, Durkteel, and Kalarba accepted the offer to welcome these refugees, and in order to make it viable to transport large numbers of migrants with limited funds, AA-9 Starfreighters were refitted to function as basic passenger liners. At Coruscant's Westport and Eastport, two of the large spaceport districts, multiple AA-9s departed to new destinations almost on a daily basis.

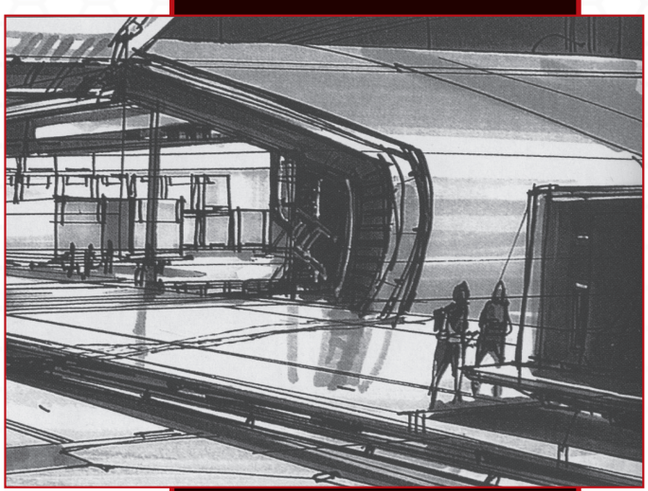
Within two years, Coruscant recorded a 60-fold increase in its refugee traffic. But not only migrants boarded the Starfreighters – the budget transports also became economic lifelines for many 'freighter trampers', workers that hop from one job to another on different planets.

REFUGEE RELIEF MOVEMENT

One charity organisation that made a serious effort to relocate the dispossessed was the Refugee Relief Movement from Naboo. Under its direction, the Refugee Resettlement Coalition was founded, which included 10 Mid Rim planets that eased their immigration laws.

One of the converted AA-9s was the *Jendirian Valley*, registered to a Naboo transportation guild and named after an area of natural beauty near the city of Theed. Shortly before the Battle of Geonosis, the *Jendirian Valley* departed from Westport on Coruscant to Naboo. On board were thousands of refugees, freighter trampers, and outland peasants, as well as two people who would play a key role in the Clone Wars.

One of Jay Shuster's concept designs, showing the boarding ramp in Westport, and an open hatch revealing the cavernous interior of the AA-9.



BEHIND THE SCENES

OCEAN LINERS?

An unused concept for the AA-9 looks a lot like the Trade Federation XT Beetle Transport seen in *The Clone Wars* episode 'Trespass'. But Concept Design Supervisor Doug Chiang compared the final appearance of the Starfreighter in Coruscant Westport to a large ocean liner in a harbor, because passengers entered the vessels at mid-level – an idea that George Lucas had suggested – while the cockpit of the AA-9 was influenced by aircraft cockpit windows to make them look very tiny compared to the large scale of the vessel. The scene in *Attack of the Clones* where Padmé, Anakin and R2-D2 board the *Jendirian Valley* mixes visual ideas of a bus terminal with an airport, and conceptual designs were drawn by Jay Shuster, Marc Gabbana, and Doug Chiang. An idea to include CGI cattle aboard the vessel was dropped when the scene was shortened.

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