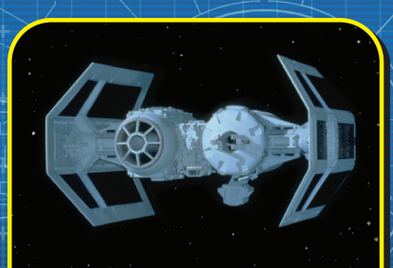
STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





TIE/SA BOMBER

F219FSC051

FANHOME

DeAgostini COLLECTIBLES

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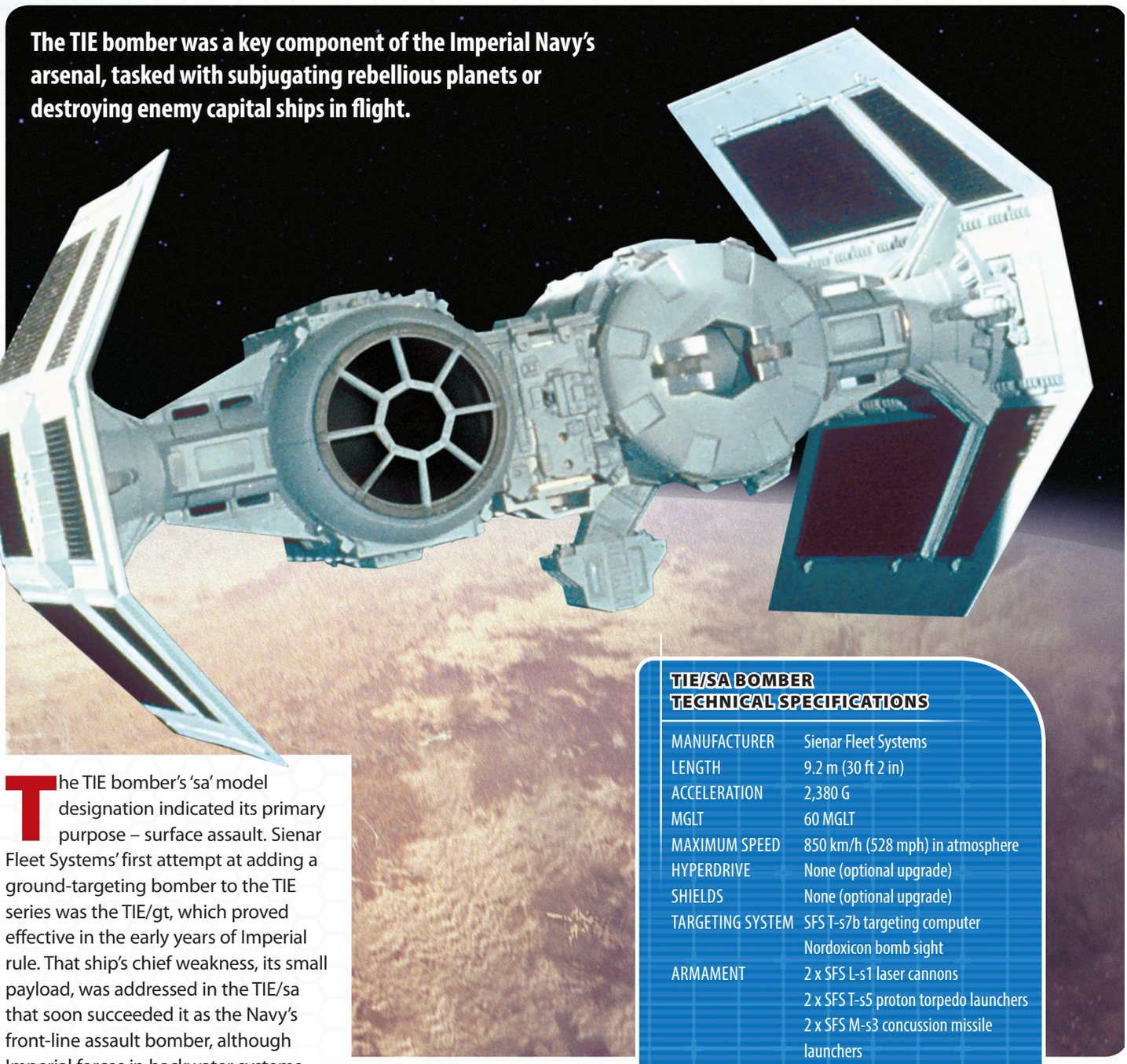
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IMPERIAL BOMBER

TIE/SA BOMBER

The TIE bomber was a key component of the Imperial Navy's arsenal, tasked with subjugating rebellious planets or destroying enemy capital ships in flight.



The TIE bomber's 'sa' model designation indicated its primary purpose – surface assault. Sienar Fleet Systems' first attempt at adding a ground-targeting bomber to the TIE series was the TIE/gt, which proved effective in the early years of Imperial rule. That ship's chief weakness, its small payload, was addressed in the TIE/sa that soon succeeded it as the Navy's front-line assault bomber, although Imperial forces in backwater systems continued to use the earlier ship for some years.

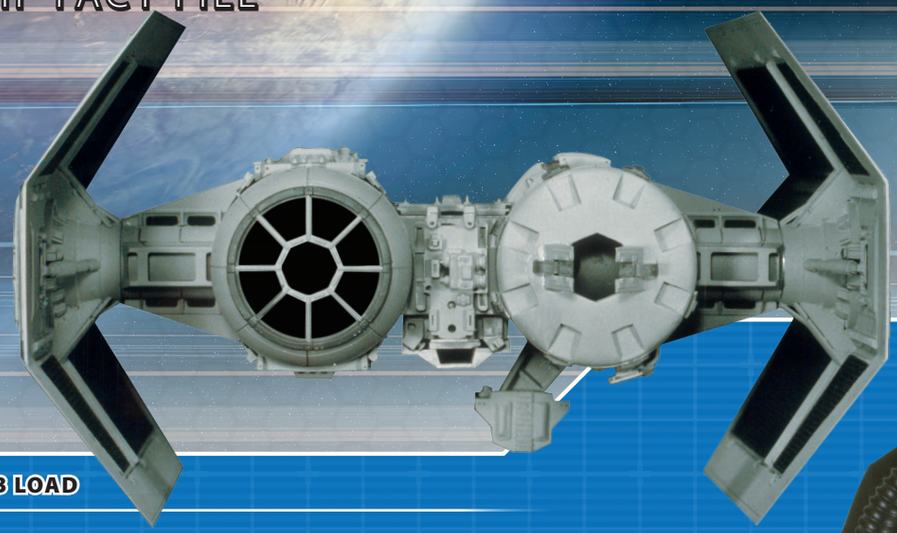
The TIE/sa's design team addressed the problem of increasing its load

Slow enough to be dubbed 'sitting ducks' by their opponents, the lumbering TIE bombers carried a deadly arsenal of bombs, missiles, and other munitions, which they could plant with extreme precision during low-level surface assaults.

TIE/SA BOMBER TECHNICAL SPECIFICATIONS

MANUFACTURER	Sienar Fleet Systems
LENGTH	9.2 m (30 ft 2 in)
ACCELERATION	2,380 G
MGLT	60 MGLT
MAXIMUM SPEED	850 km/h (528 mph) in atmosphere
HYPERDRIVE	None (optional upgrade)
SHIELDS	None (optional upgrade)
TARGETING SYSTEM	SFS T-s7b targeting computer Nordoxicon bomb sight
ARMAMENT	2 x SFS L-s1 laser cannons 2 x SFS T-s5 proton torpedo launchers 2 x SFS M-s3 concussion missile launchers Variable load of ArmaTek SJ-62/68 orbital mines, ArmaTek VL-61/79 proton bombs, thermal detonators
CREW	Pilot

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BOMB LOAD

The weapons pod was equipped with a lethal array of munitions to suit a range of targets. The main drop chute launched proton bombs – the key ordnance, which delivered a destructive shower of high-velocity subatomic particles. But as these could be blocked by particle-deflector shields, the bomber carried other elements of the Imperial arsenal, such as guided concussion missiles or proton torpedoes. The center of the pod had a missile-firing port with a force-field projector, and an ordnance-maneuvering arm to load and launch its deadly cargo.

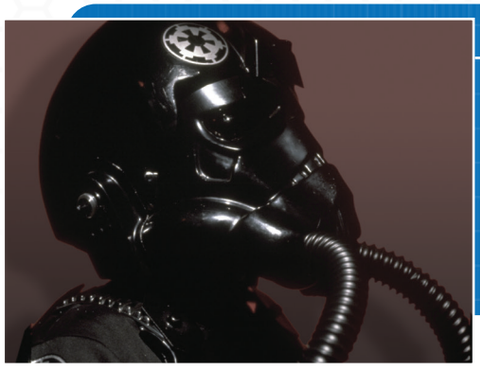
capacity in a radical way – although it was actually an entirely logical development, given the modular nature of the TIE-series. The TIE/gt had had its main control pod elongated from a sphere to a cylinder to add a bomb bay behind the pilot. This feature was retained in the TIE/sa, but the ship's capacity was increased at a stroke by adding a second pod to the left of the pilot, which housed a pair of multi-purpose warhead launchers.

FORMIDABLE WEAPON

With a capacity of 15 tonnes, a TIE bomber could deploy a formidable array of 64 thermal detonators, 16 concussion missiles, 12 proton torpedoes, eight proton rockets, six orbital mines or four proton bombs, depending on the mission profile. In a less-destructive capacity, TIE bombers were also used to drop propaganda, and some were even converted to carry a small squad of troops.

The price paid for the extra load capability was that the dual hull made the ship much larger and heavier. Although its bulk inevitably meant that it was less maneuverable than other TIE-series starships, the factory compensated for the extra mass by fitting larger, curved wings with an increased area of solar paneling to give a higher power output for its SFS I-a2b solar ionization reactor. While it was not expected to engage enemy fighters directly, it could target them with its missiles from a distance, and was also equipped with two wing-mounted laser cannons for defense in a dogfight. Despite this, opponents tended to view the lumbering bombers as easy prey.

Like most of the TIE-series, the TIE



TIE BOMBER PILOTS

Unusually for the TIE-series, the TIE bomber was equipped with a life support system, but its pilots still wore flight suits for protection in the event of an emergency that required them to use the cockpit ejection system.

TIE bomber pilots wore the same uniform as their fighter counterparts, even though their ships had a life support system.

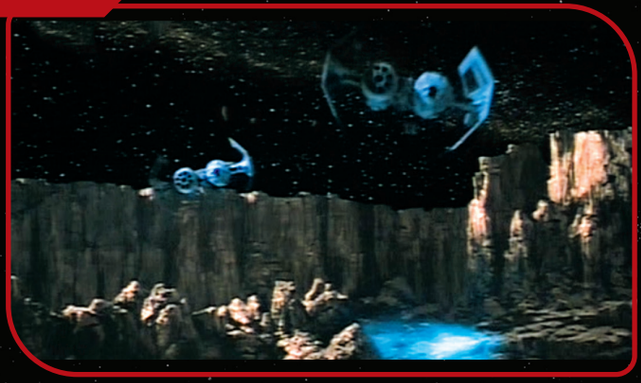


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THE BATTLE OF HOTH

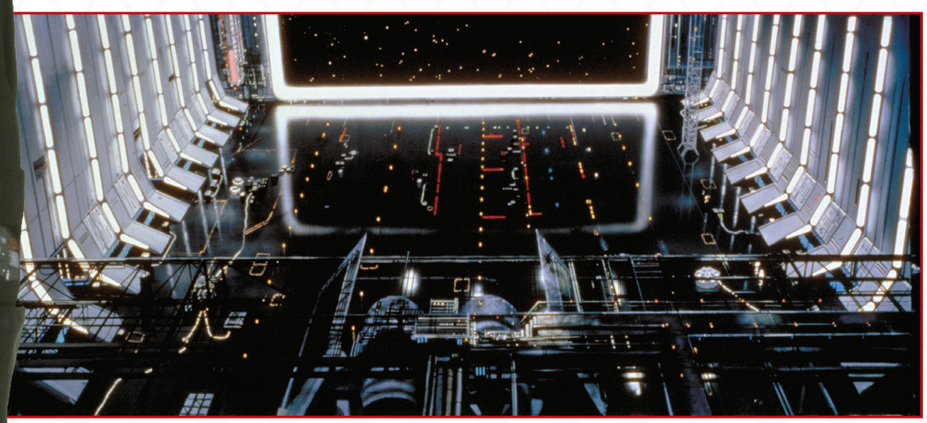
HIDING IN THE ASTEROID BELT

During the escape from Hoth, the *Millennium Falcon* came under heavy fire from Star Destroyers blockading the planet, which dispatched TIE fighters to deal with the rebel ship. Han was able to evade the pursuit by heading into an asteroid field in which the enemy TIE fighters came to grief. The rebels took refuge inside a cave on one of the largest asteroids, but Darth Vader ordered every available ship to sweep the asteroids until the *Falcon* was found. Based on the rebels' last known location, Captain Needa's Star Destroyer blasted a clear path through the swirling debris while TIE bombers blasted the surface of the asteroid itself. However, while the rebels were soon forced to flee their refuge, this had nothing to do with the bombardment and everything to do with the space slug that lived there.



A pair of TIE bombers carried out low-level precision bombing runs over the crater in which the *Falcon* was concealed, even landing their projectiles in the opening to the cave.

Both Death Stars carried a complement of TIE bombers, one of which was visible in the hangar used by Darth Vader when he arrived to check on the progress of the second battle station.



bomber was not equipped with shields or a hyperdrive, although a hyperdrive could be fitted as an upgrade. It did, however, have a life support system with a two-day air supply, and an ejector seat for the pilot. The hull was also reinforced to protect the pilot from the back-blast of the bomb load, which would otherwise pose a problem during low-level ground attacks in a planetary atmosphere.

DEPLOYMENT

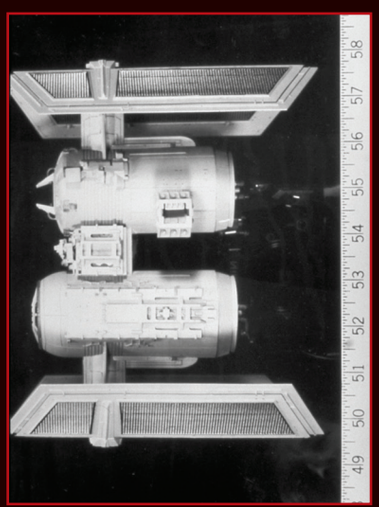
TIE bombers were usually carried into action by a capital ship; an Imperial Star Destroyer generally held a squadron of 12. Standard procedure was for them to be escorted into action by more agile starfighters that could handle any opposition while leaving the less-maneuverable bombers to engage the target with surgical precision.

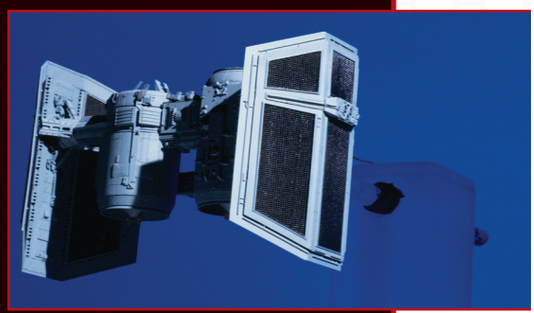
Although the bombers' lack of speed, shields or a hyperdrive could be seen as weaknesses, they suited the Imperial Navy's philosophy of throwing overwhelming numbers of inexpensive mass-produced ships at any potential threat. Pilots were, ultimately, expendable. Throughout the Galactic Rebellion, TIE bombers participated in numerous strikes aimed at quelling insurrection around the galaxy. During the evacuation of Yavin after the Rebel Alliance destroyed the Death Star, TIE bombers were sent to attack the Great Temple. They were deployed in a similar way during the evacuation of Hoth, when they attacked the rebel transports that attempted to escape from the blockade of the planet. The TIE bombers served the Imperial purpose well throughout their service history.

BEHIND THE SCENES

LATE ARRIVALS

Lucasfilm designed a TIE bomber before the release of *Star Wars: A New Hope*, but although the Death Star was documented as carrying them, they did not appear in the movie. They remained unseen until Marvel *Star Wars* comic 15 came out in June 1978, but made their movie debut in *The Empire Strikes Back*, when they were sent to flush the *Millennium Falcon* out from the Hoth asteroid field. They also appeared briefly in *Return of the Jedi*.





ILM designed the TIE bomber before the first *Star Wars* movie, but these ships were not seen on screen until 1980. Relatively small filming miniatures (top right) were constructed, and were animated using Lucasfilm's standard bluescreen techniques (bottom right).

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POWER CORES

Power cores are self-contained generators, made in many shapes and sizes to meet the galaxy's energy consumption needs. The high-output versions carried on board starships are among a vessel's most vital pieces of equipment, as they are what keep the whole system running.

The most efficient high-output power cores are energized by pulling hypermatter into realspace, where its destruction releases huge amounts of energy. Alternative, but far less powerful, types of power core use chemical reactions, or fission- or fusion-based reactors. These are scalable technologies, which allows power cores to be made in a range of sizes, starting with small, disposable, and portable devices, and ending with the large units found deep in the heart of vast starships.



Although the *Millennium Falcon's* much-modified circuitry could be temperamental, the ship's power core, which provided the energy to run all of her key systems, was one of her most reliable pieces of equipment.

PORTABLE AND PERMANENT DEVICES

Portable power cores are repositories of energy big enough to supply a survey team or scouting mission. The Rebel Alliance equipped its bases and mobile units with this type of unit as it fought the Galactic Empire, so that Luke Skywalker was able to light his temporary camp on Dagobah and recharge his astromech R2-D2 with one. Such power cores will gradually become depleted, at a rate that depends on the energy drained from them, but they can be recharged.

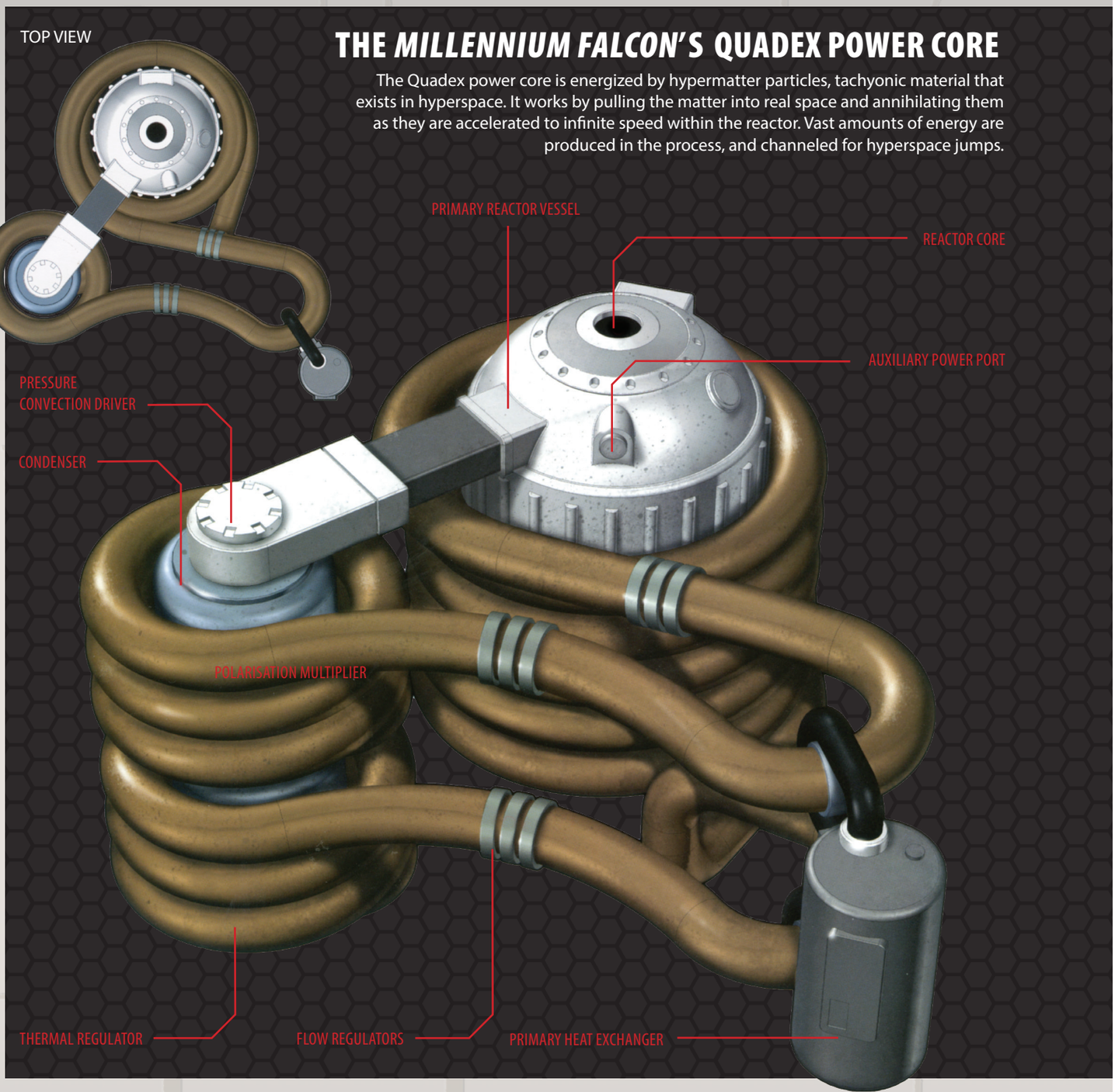
Larger, more permanent, power cores are installed on planets around the galaxy to meet the needs of their citizens. Such cores generate their own power, and are at the heart of galactic civilization. Their design varies across the galaxy, depending on make, model, and age, and most cities need more than one. The cityworld of Coruscant boasts thousands of such plants around the planet. They are also vital for the operation of the armed forces, both at planet-side facilities and on board starships.

STARSHIP POWER CORES

If a starship was a living organism, the power core would be its beating heart, and a key factor defining its abilities. The make and model of the unit usually decides how much power the ship's hyperdrive generator can draw upon when jumping into hyperspace, and how quickly that particular ship can access the power that is available to her systems. The power core is also used for a host of lesser functions.

When developing the YT-1300 freighter project at its orbital shipyards, the Corellian Engineering Corporation sourced its power core from the specialist manufacturer Quadex (the same supplier used by the Imperial Navy some years later). CEC's engineers mounted the YT-1300's Quadex hypermatter-annihilation power core in the central hub, where it would be afforded maximum protection from damage or

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destruction in the event that the ship suffered catastrophic damage or fell under attack from pirates.

THE MILLENNIUM FALCON

At first glance, the *Millennium Falcon* still seems to be powered by the standard Quadex hypermatter-annihilation she came with, which looks very much like it did when the ship was brand-new. But a long-in-the-tooth starship engineer who takes a closer look would discover that her power plant was actually retooled at some point in the past, long before Lando Calrissian owned the ship, let alone before she went to Han Solo and Chewbacca. The F*alcon*'s power core was modified to feed energy directly to the ship's AG-2G quad laser cannons, one of many special modifications likely to be blamed on Solo if the ship were ever returned to her manufacturer.



In an emergency, the *Falcon* was able to divert extra power directly to her laser cannons – just one of many modifications that had helped her crew guide her out of situations that a lesser ship might not have survived.

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YOUR NEXT PARTS

COMPONENTS CHECKLIST

1. Hull panel TP-9
2. Hull frame TF-15
3. Hull frame TF-14
4. Radial stiffening rib
5. Radial stiffening rib
6. Rib connector
7. 2-hole connectors (x 3)

This issue's parts are used to extend the upper hull framework round towards the opening for the main cutaway and battery compartment.

The steps on the next two pages apply to everyone and will use all this issue's parts except for the armor plating panel, which you should keep until a later stage. If you are painting your model, the guide to the next stage of painting the lower hull begins on page 9.

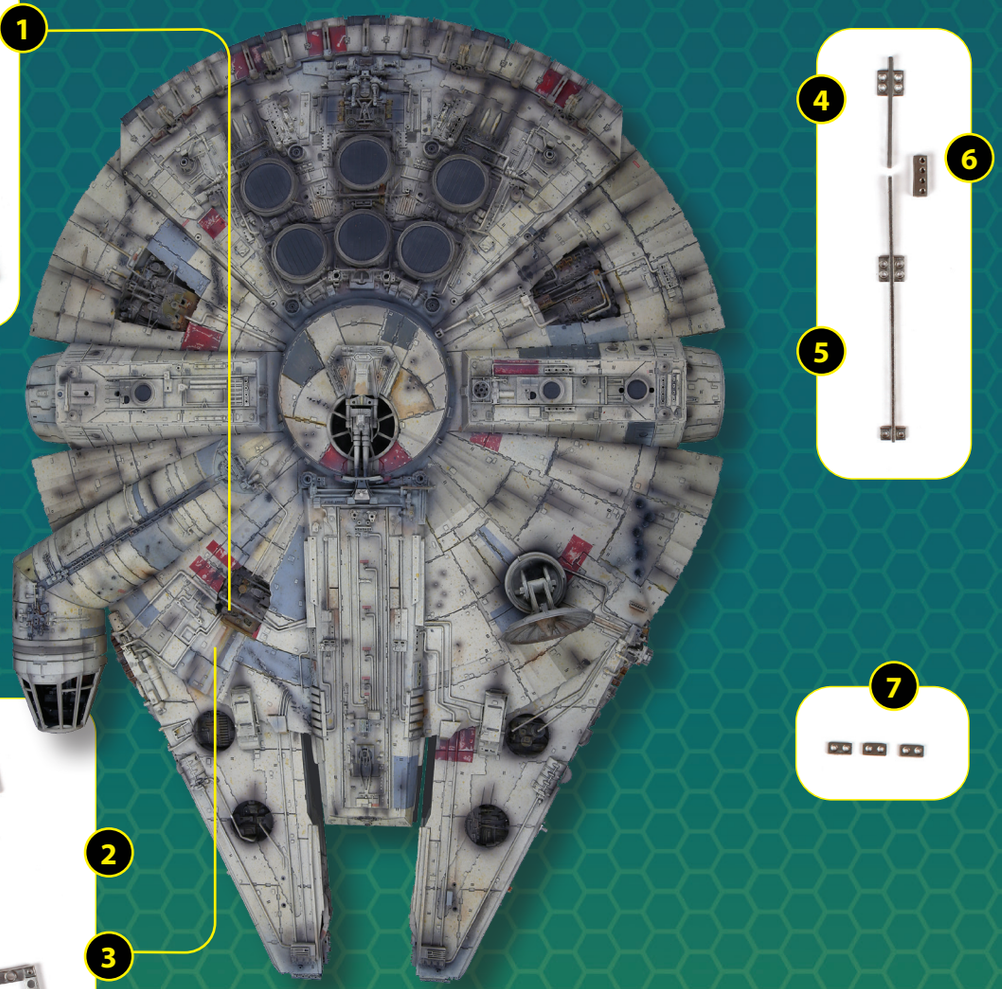
WHERE THE PARTS FIT

HULL PLATING



HULL FRAMES



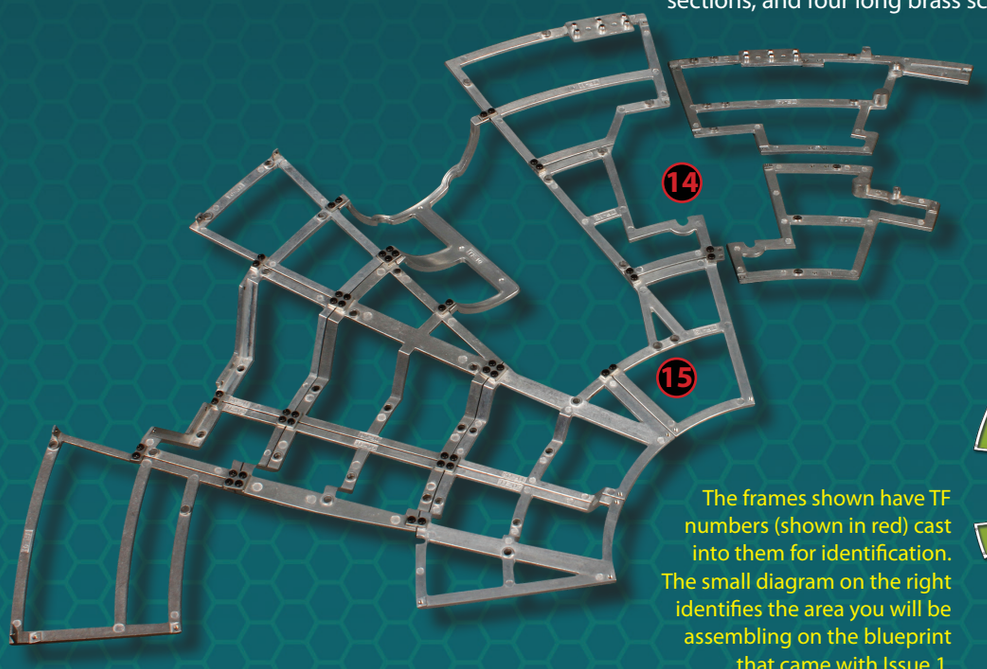


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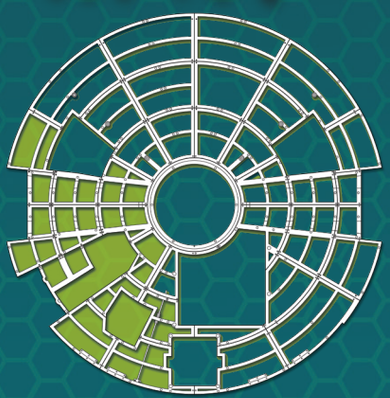
ASSEMBLING THE TOP FRAMES

Adding the next two frame parts and radial rib (shown below) to the existing framework you assembled in Stage 50 will complete one-third of the top of the hull.

For this stage, you need the two frame sections provided with this issue, plus both halves of the radial ribs and their connector. You also need 15 short black button-head screws to fix the frame sections, and four long brass screws to join the radial rib.

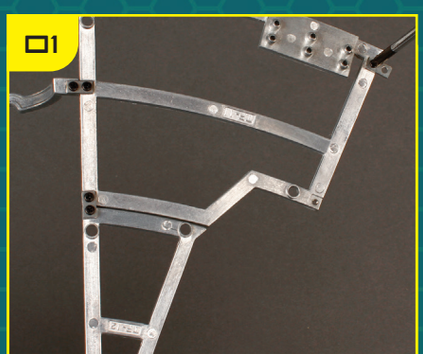






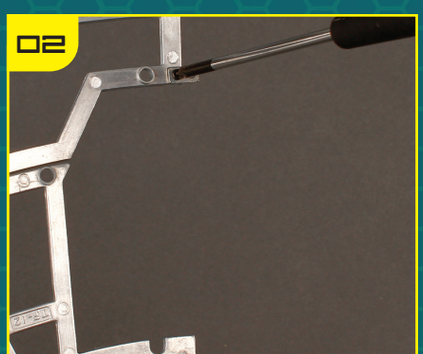
The frames shown have TF numbers (shown in red) cast into them for identification. The small diagram on the right identifies the area you will be assembling on the blueprint that came with Issue 1.

01



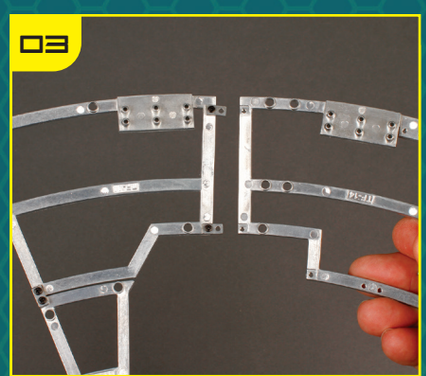
Screw a 2-hole connector to this hole in TF-11.

02



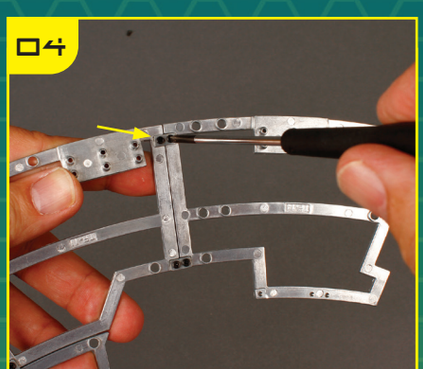
Screw another 2-hole connector to this hole in TF-11.

03



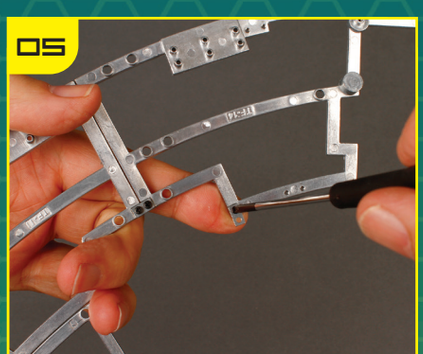
Fit TF-14 to the assembly, as shown.

04



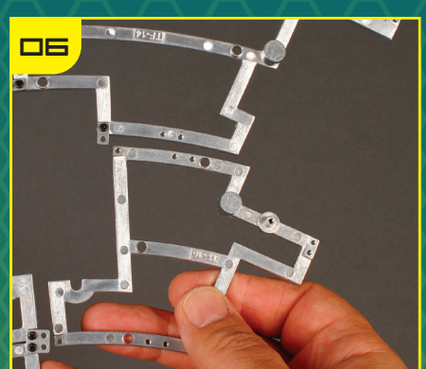
Screw TF-14 to both connectors.

05



Screw a 2-hole connector to this hole in TF-14.

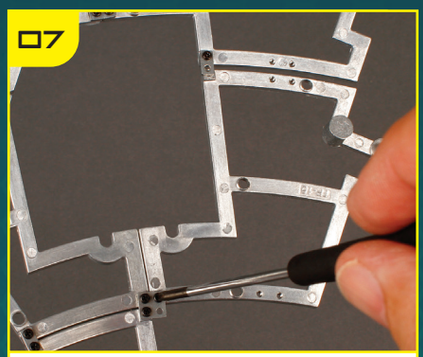
06



Fit TF-15 to the assembly, as shown.

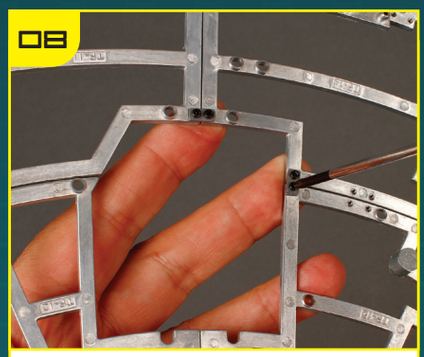
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07



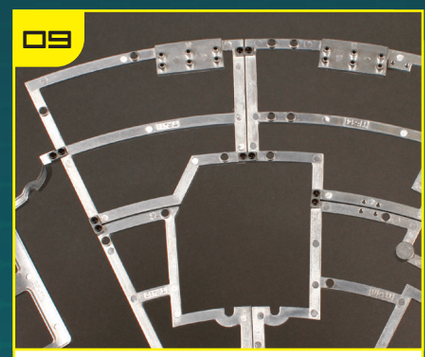
Screw this corner of TF-15 to the 4-hole connector.

08



Screw the other corner of TF-15 to the 2-hole connector.

09

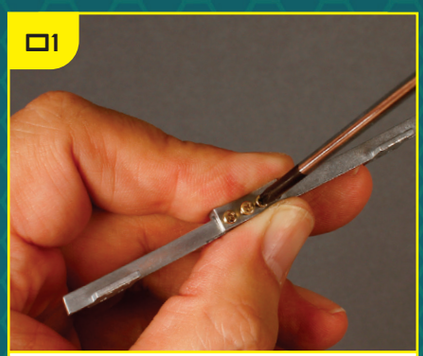


That completes the fitting of the two frames.

ADDING THE RADIAL RIB

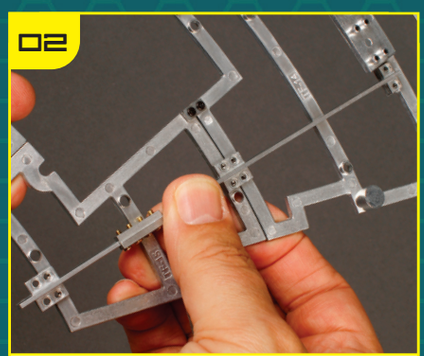
As on the lower hull, the framework is stiffened by radial ribs, but unlike the ones you have fitted before, the first one on the upper hull crosses the middle of the frames, rather than running along one of the joints.

01



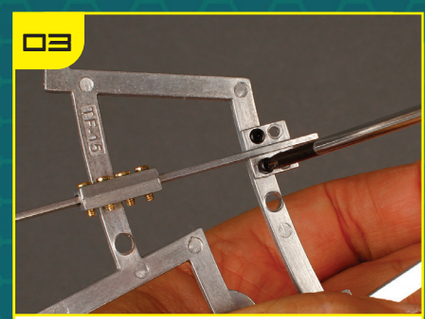
Assemble the halves of the rib using the connector and four screws as before.

02



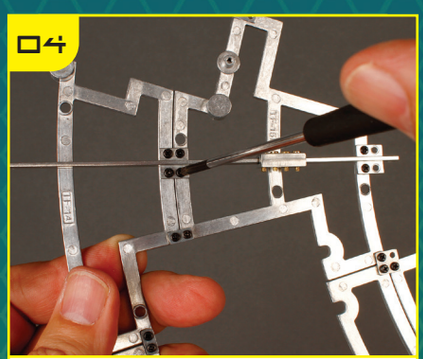
Fit the rib across TF-14 and TF-15 like this.

03



Screw the inner flange to TF-15, noting how the end of the rib overhangs the assembly.

04



Screw the central flange and the outer flange to the framework.



The completed framework should look like this.

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CUSTOM PAINTING YOUR MILLENNIUM FALCON WITH STEPHEN DYMSZO

ADDING THE FINER COLOR DETAILS

You should already have painted the solid color areas that can be masked off and airbrushed. The fine details shown here will need to be done freehand, so make sure you are comfortable with your airbrush and your skills before applying them. If necessary, practice on pieces of scrap first, matching the color and effect to the reference photos we have provided.

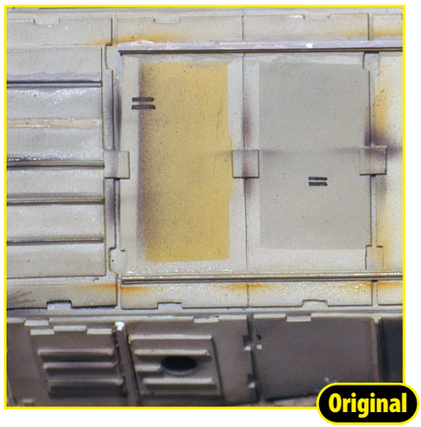
Gray paint applied over a red panel.



GRAY OVER RED DETAILS

In Stage 50, you should have already painted the main rusty red panels, not forgetting the flaps over the sublight engines. (Leaving the actuators off saves a lot of time on masking, but you will need to complete the red areas before you attach these plant-ons.) Many of the red panels were lightly misted with very light gray (similar to the main body color) or darker shades. Some were also lightly scraped with sandpaper to expose the off-white body color underneath.

Dark yellow panel with gray shading applied on top.

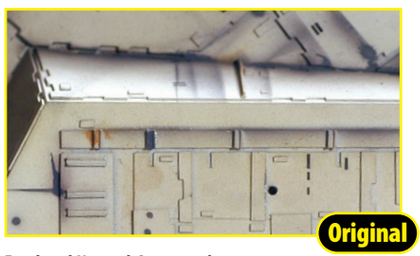


DARK YELLOW DETAILS

There are several dark yellow panels on the bottom of the model, which can be identified on the reference images. Regular shapes can be masked and sprayed, but there are also numerous areas where panels are 'accented' with a misting or streak of this color. If you are using Tamiya paints, add a few drops of Red Brown to Flat Yellow to darken it slightly. (Tamiya does produce an XF-60 'Dark Yellow' color, but it is too tan for this application). Yellow on its own will appear far too bright.

Many painted areas were 'distressed' with scrapes and scratches to simulate age and battle damage. The whole surface of the ship is also covered with light flecks and spatters. The techniques for replicating these will be covered in the next stage, by which time the paint you have applied here will be thoroughly dry.

Gray streaks, and thin gray wash run into panel lines.



Freehand Neutral Gray streak.



GRAY DETAILS

There are several shades of gray detailing visible, ranging from straight Neutral Gray streaks to a light (barely visible) misting. For the more solid areas, you can cut the Neutral Gray with a bit of white. You will also notice that a medium-gray shadow was applied to most of the corners and intersections of raised details (like the two large housings and rear flap shelf). Add a little black if necessary.

For misted areas, lower the pressure on your regulator and spray with a very light, fast sweeping motion. Do not hold the airbrush still, or the color will deepen too much. You can also experiment with spraying from closer or farther away to control the paint density.

Practicing airbrushing

Make sure that your color and technique match the reference photos before spraying the model. A piece of white board makes a handy test surface on which to spray a sample. If you make an error on the model, it should wipe off with a rag moistened with thinners, so long as you do it straight after spraying.



Use a piece of white board to check the color and density of the paint you are spraying before trying it on the model.



Use the correct thinners to dilute the paint or wipe off mistakes.

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STEPHEN DYMSZO
PRESIDENT, SD STUDIOS

Don't forget the advice we gave in the previous stages – 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.

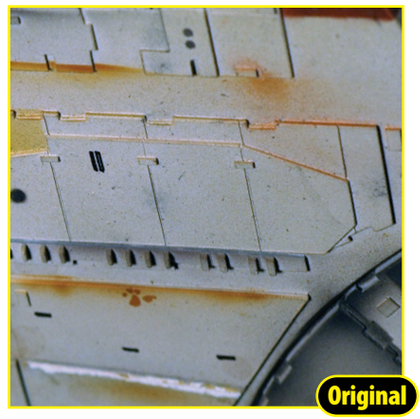
A view of the blue detail forward of the turret.



LIGHT BLUE DETAILS

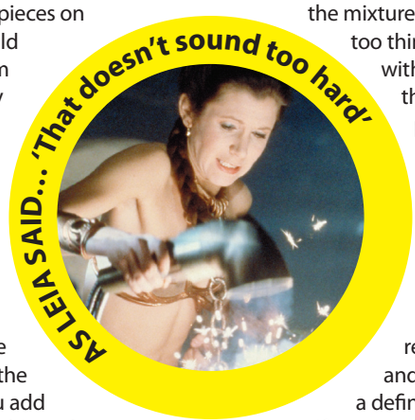
There is one small detail on the underside next to the lower turret (originally made from a piece of a Tyrrell racing car transmission with an attached elbow pipe) which is painted a light blue. (Note however that the half-round shape it butts up against is a light gray/yellow color). Since these two parts are molded as separate pieces on your model, you could choose to paint them separately and apply them afterwards to save on masking. Otherwise, use tape and Silly Putty to cover this area while painting each color. There are also some blue streaks in front of the starboard pod. Vary the amount of white you add to Medium Blue to achieve the appropriate shades.

Dark yellow/orange wash applied along panel lines.

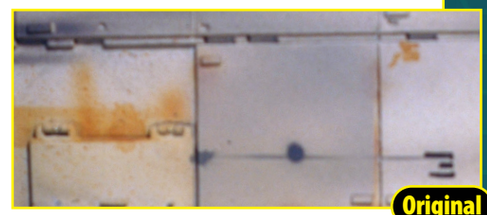


EMPHASIZING THE PANEL LINES

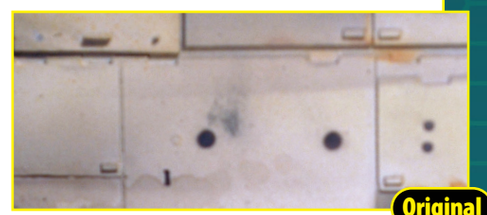
Numerous panel lines (the recessed cracks between panels) have rust, yellow and gray washes applied, mostly using a fine paintbrush. ILM did not apply a wash to *all* panel lines however, so you will need to study the reference pictures carefully to see what color is applied (and where). Pour each color into a cup of thinner until the mixture runs easily, but is not too thin or translucent. Start with about 80 per cent thinner to 20 per cent paint (a four-to-one mix) and adjust from there. When you touch the paintbrush to any recessed area, surface tension should immediately pull the wash along the recess for some distance and quickly dry, leaving a definite stain of that color. If your wash doesn't perform like this, adjust the ratio.



Dark yellow stippling.



Dark gray stippling.



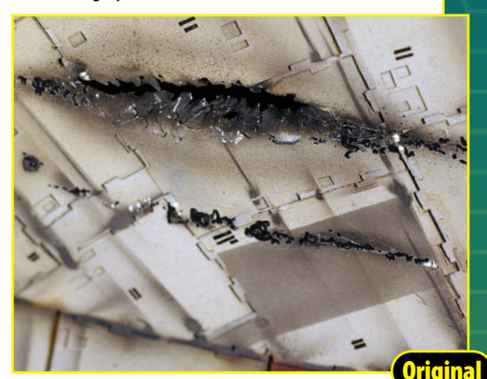
STIPPLING

If you look at the reference images, you will see numerous areas where dark yellow and gray paints were thinned and applied to the raised armor panels with a paintbrush or airbrush in indiscriminate patterns. Do not thin the paint used for this application as much as for the washed areas, or it won't be dense enough.

BLACK/DARK GRAY SCARS

You can repaint the depths of the blast marks in Flat Black with a paintbrush or air brush. As mentioned before, only use black for the deepest shows in the blast mark gouges (as you did in the darker areas in the recesses you previously painted. All the weathering nearer to the surface should be done in dark gray, or it will look too dark.

Black/dark gray battle scars.





Examples of color details

All these examples are taken from photos of the original filming miniature and show the various techniques used by ILM, described in the main text. Use the reference picture of the replica on pages 6-7 of Stage 50 (inset left) to identify where the details were applied, and use the large downloadable photos of the original to study the effect you are trying to copy.

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