STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



ESCAPE PODS – PART 2

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CONFEDERACY DROID STARFIGHTER

Ddroid tri-fighter

The forces of the Confederacy of Independent Systems were vast and almost endless, hurling mechanical soldiers and weaponry at the armies of the Republic in wave after wave. Among these waves was the swift and deadly droid tri-fighter, a dog-fighting specialist that plagued Republic forces across the galaxy.



Fast, agile and loaded with deadly weaponry, the tri-fighter was a key component in the aerial artillery of the Confederacy of Independent Systems. Arriving at a critical juncture in the Clone Wars, the vehicle heaped pressure on a buckling Republic, adding offensive options for a confident and forward-moving Separatist military, and leading the charge towards Coruscant.

Designed around a central core that housed a powerful and intuitive droid brain, the tri-fighter became the bane of Republic forces during the latter days of the Clone Wars. The three-armed

Three droid tri-fighters forming a raiding party over Coruscant. While their droid brains were intelligent enough to control individual operations, their sophisticated communication network allowed them to act together and mount a swarm attack.

DROID TRI-FIGHTER TECHNICAL SPECIFICATIONS

DESIGN	Colicoid Creation Nest
MANUFACTURE	Phlac-Arphocc Automata Industries and Colla Designs
LENGTH	5.4m (17 ft 9 in)
WIDTH	3.45m (11 ft 2 in)
MGLT	125
MAXIMUM SPEED	1,180-37,000km/h 733-22,990 mph (in atmosphere)
HYPERDRIVE	None
SHIELDING	None
ARMAMENT	1 x heavy laser cannon 3 x light laser cannons
CREW	Integrated droid brain
PASSENGERS	None
CARGO CAPACITY	None
CONSUMABLES	None

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SOWING DISCORD

The slower tri-fighters could deploy buzz droids to confuse and irritate their enemies. Dropped from discord missiles, buzz droids would swarm over their target in a wave of metal – ripping, sawing and tearing at the enemy ship either until its systems were worn down by the attack and failed, the cockpit was exposed to the elements and the pilot expired or they caused enough confusion for the tri-fighter to score an easy kill. This was another reason why tri-fighters were an unwelcome sight for any Republic flight wings.

design was drafted by Colicoid Creation Nest, who based the configuration on the skulls of a fierce predator native to their world of Colla IV, while Phlac-Arphocc Automata Industries and Colla Designs manufactured the vessel in great quantities.

ARMED AND DANGEROUS

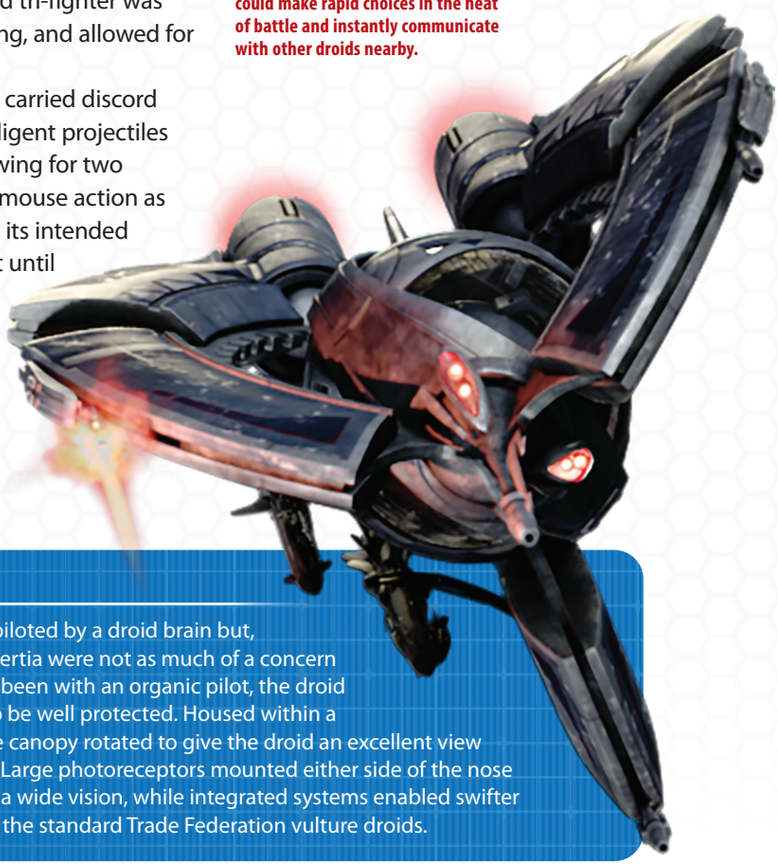
The tri-fighter's three wing/arms surrounded its central core, which housed both the main reactor (protected by a rotating frame) and the control center. The primary armament was an array of four laser cannon options. A fixed nose laser at the very front of the fighter had its barrel lined with cooling blades to allow quick heat release and rapid fire. Behind the laser was the discharge unit and targeting scanners, with its heuristic droid brain just behind that.

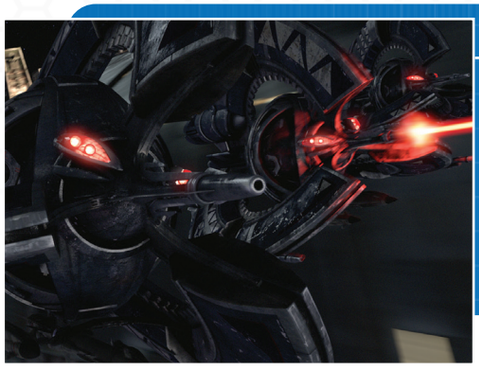
Sitting on the top arm was a bank of capacitors that fed power to the laser cannons and allowed rapid bursts of fire. The wing cannon was mounted on top of the arm, and just behind it sat a support clamp that locked the laser in place while the droid tri-fighter was weaving and dodging, and allowed for increased accuracy.

The tri-fighter also carried discord missiles. These intelligent projectiles had a fuel tank allowing for two minutes of cat-and-mouse action as the missile targeted its intended victim and chased it until it delivered its payload or spluttered out of fuel. Discord missiles were designed to get ahead of the



The tri-fighter's configuration gave it a wide choice of propulsion system and weaponry with which to confuse and confound an enemy. These ships could make rapid choices in the heat of battle and instantly communicate with other droids nearby.





DROID BRAIN

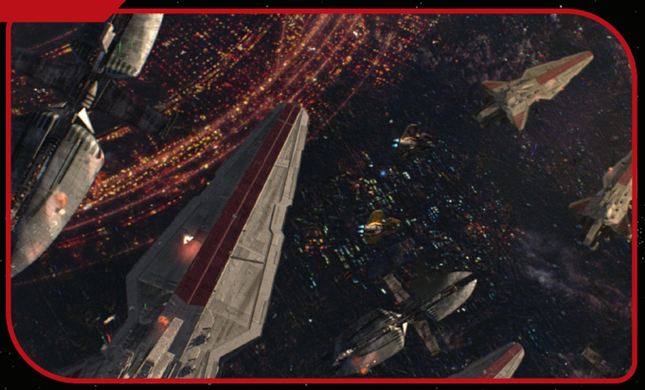
The tri-fighter was piloted by a droid brain but, while gravity and inertia were not as much of a concern as they would have been with an organic pilot, the droid brain still needed to be well protected. Housed within a gyroscopic core, the canopy rotated to give the droid an excellent view of its surroundings. Large photoreceptors mounted either side of the nose cannon allowed for a wide vision, while integrated systems enabled swifter reaction times than the standard Trade Federation vulture droids.

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THE BATTLE OF CORUSCANT

ATTACKING IN SWARMS

The tri-fighters' most effective and well known engagement was near the conclusion of the Clone Wars during the Battle of Coruscant, where waves of tri-fighters went head to head with ARC-170 squadrons above the capital of the waning Republic. Using their superior speed and maneuverability, they broke the lines of the larger ships and deployed buzz droids before cutting in and taking out vast numbers of ARCs. As able in atmosphere as in space, tri-fighters also flew down to attack people on the surface, causing all manner of problems for ground crews below. Utilizing their effective tactic of working in groups of three, the fighters were hard to destroy and proved to be an effective and deadly component of the Separatists' plans to cripple Coruscant and take it for the CIS.



Tri-fighters attacked in swarms over Coruscant, destroying squadrons of ARC-170s, challenging Jedi and clone pilots alike. Others dived on the city itself.



enemy so they could pop open and distribute anything up to seven deadly buzz droids onto its hull. These would then cut and shred the vessel until it was destroyed or disabled enough to become easy pickings for the tri-fighter or any other starship in the vicinity.

MULTIPLE POWER UNITS

The repulsorlift system, which allowed the fighter to fly low over planetary surfaces, was located at the front of the wings, while the ion drive system that propelled the vehicle at incredible speeds was fitted to the rear of the top arm. The fuel tank was housed here, too – as was a chain of power cells which lined the curve of the arm. There were also cooling radiators that allowed the vehicle to operate at high capacity for long periods without overheating.

The two lower arms were also utilized for releasing the tremendous build-up of heat which the vessel generated, allowing it to run smoothly at high temperatures. All three wings carried powerful independent thrusters that enabled the tri-fighter to maintain its superiority in space and in atmosphere.

INDEPENDENT INTELLIGENCE

Unlike its vulture droid cousin, the tri-fighter had no need for command instructions from a central control ship and was able to analyze and anticipate enemy tactics and maneuvers. Its intelligent onboard systems let tri-fighters take on their opponents either individually or as offensive wings, linking their controls in one coordinated swarm attack.

When the tri-fighter was designed, its transceiver was unusually powerful for such a small vehicle, giving added offensive options. During the final year of the Clone Wars, the vessel was deployed more and more regularly, giving Republic commanders a tough time. While a skilled and connected Jedi pilot might be able to evade a number of tri-fighters, regular Republic pilots faced enormous difficulty evading their concerted attacks.

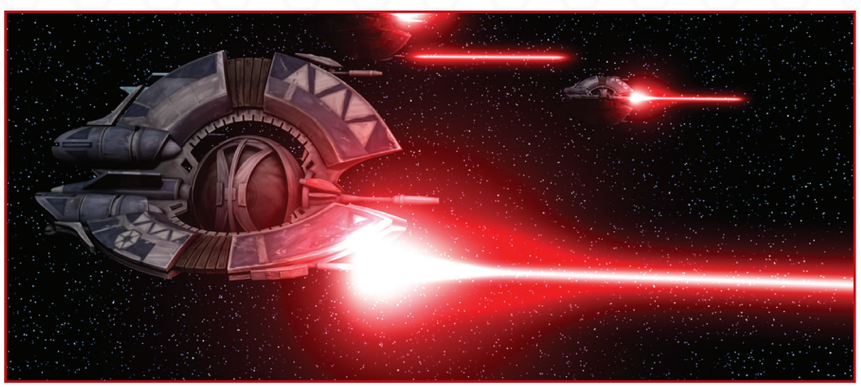
Tri-fighters were armed with a heavy laser cannon mounted on the core, and light laser cannons on each of the arms. These could fire independently or together.

BEHIND THE SCENES

VARIATIONS

The tri-fighter has been depicted in several different ways across the many and varied forms of *Star Wars* productions and licensed products. The 2003 animated micro-series by Gendy Tartakovsky (*below*) showed the tri-fighter with a single, central main gun, differing in style to the movie version that would appear two years later. Lego's first tri-fighter, which appeared in 2005, had a buzz droid located where the droid brain would usually be housed. However, a later set launched in 2010 had a rocket battle droid sitting in a cockpit. 2005's *Star Wars Battlefront 2* had likewise showed the tri-fighter with a droid pilot instead of a droid brain. It also swapped out the central laser cannon for a chain gun – most likely for dramatic purposes.





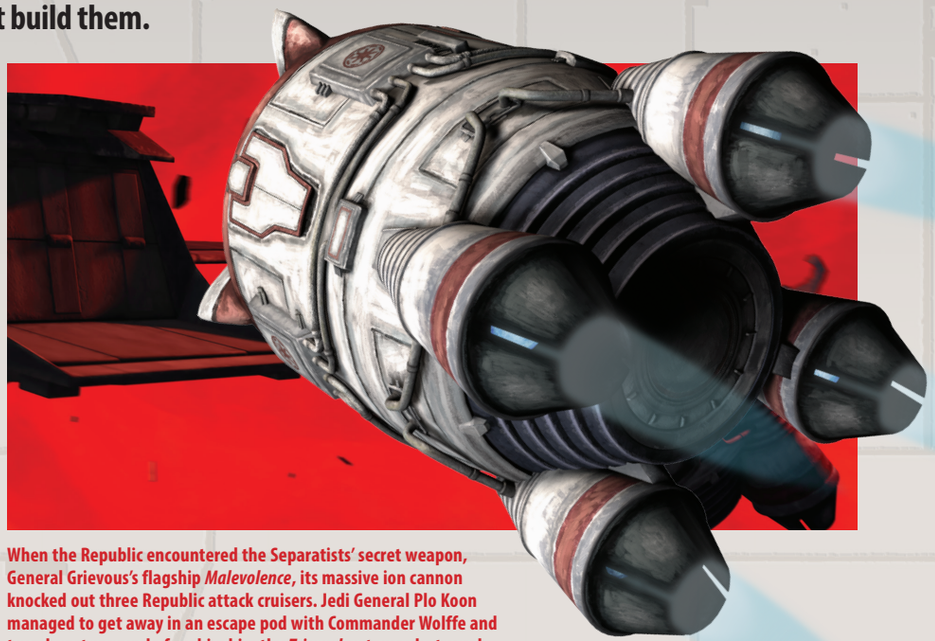
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ESCAPE PODS – PART 2

Different classes of escape pods can be found installed in an array of starships plying the space lanes across the galaxy. A form of insurance for the crew, which is required by law, escape pods are as diverse as the ships that carry them and the planets that build them.

Escape pods come in all shapes and sizes. The smallest are barely bigger than a coffin, but designed to preserve the occupant for life rather than death. Larger escape pods are more like small starships and can carry more passengers, but their interiors are just as spartan as the smaller models. Pods are a last resort, and only carry a limited fuel supply, but are equipped with up to two weeks' supplies to aid passenger survival.

Long before the Clone Wars, the Corellian Engineering Corporation was able to capture a sizable portion of the lucrative escape pod market with its Class-6 model, designed to carry six average human-sized passengers. The CEC design became the workhorse of escape pods – and it, or a third-party lookalike, is still in widespread use aboard starships across the galaxy.



When the Republic encountered the Separatists' secret weapon, General Grievous's flagship *Malevolence*, its massive ion cannon knocked out three Republic attack cruisers. Jedi General Plo Koon managed to get away in an escape pod with Commander Wolffe and two clone troopers before his ship, the *Triumphant,* was destroyed.

CLASS-6 ESCAPE PODS

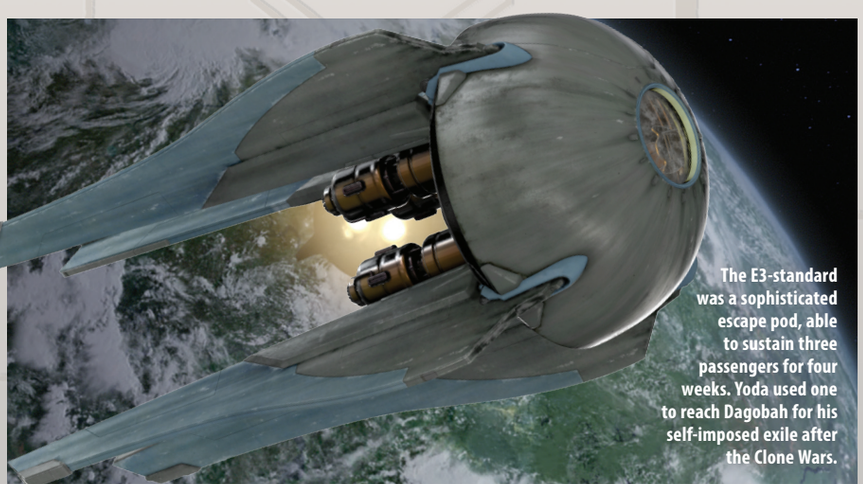
Class-6 pods are powered by four retro thrusters that throw them clear of the starship that launches them – after which six small maneuvering jets help set each pod on its course. On automatic, a Class-6 escape pod will seek the nearest habitable planet and set course there. It can also be piloted, either using the single viewport, which takes the form of a small slot, or the fore and aft cameras that feed a viewscreen mounted inside the pod.

While it's easy to deploy a pod, there's not always time to launch them in the heat of battle, as the crew of the Republic attack cruiser *Triumphant* discovered during the Clone Wars. The *Triumphant* was so badly damaged by the Separatist super-weapon, the *Malevolence,* that its commander, Jedi General Plo Koon, gave the order to abandon ship. While the cruiser, a *Venator*-class Star Destroyer, was equipped with enough escape pods for its 7,400 personnel, only a handful blasted clear from the *Triumphant* before it was destroyed by the cyborg General Grievous.

The pods took refuge in the debris field, but Grievous sent a number of *Droch*-class boarding ships, also known as pod hunters, to track and destroy them. Only Koon's skill with the Force saved his skin and those of his compatriots, Clone Commander 'Wolffe' CC-3636, Clone Sergeant Sinker and trooper Boost.

YODA'S ESCAPE

Escape pods aren't only installed aboard starships; they can also be found aboard space stations and even planetside. Towards the end of the

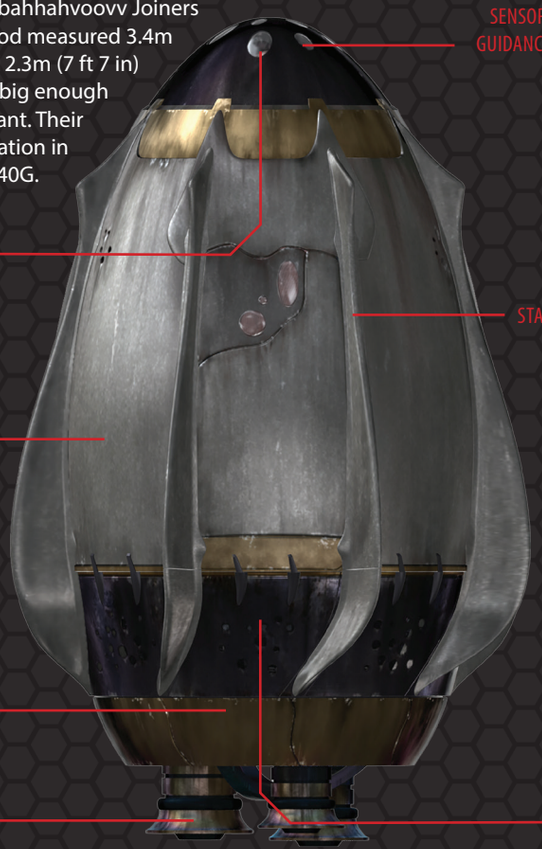


The E3-standard was a sophisticated escape pod, able to sustain three passengers for four weeks. Yoda used one to reach Dagobah for his self-imposed exile after the Clone Wars.

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KASHYYYK ESCAPE POD

When Separatist battle droids began the occupation of Kashyyyk, the Wookiees prepared thousands of escape pods in case it became necessary to evacuate their planet. Hand built by Uurbahhahvoovv Joiners & Artisans, each pod measured 3.4m (11 ft 2 in) tall and 2.3m (7 ft 7 in) in diameter – just big enough for a single occupant. Their maximum acceleration in open space was 140G.



Clone Wars, the Wookiees of the planet Kashkyyyk hid thousands of escape pods around the planet in case a Separatist attack succeeded. It was to such an escape pod, constructed from parts of crashed starships, that Chewbacca and Tarfful guided Jedi Master Yoda and helped him escape when Palpatine issued Order 66.

Escape pods are equipped with emergency distress beacons so that they can be tracked. When trying to avoid capture in interplanetary space, as Yoda was, it is wise to deactivate this. Yoda used his Jedi pocket emergency transmitter to send a signal to Senator Bail Organa of Alderaan aboard the CR90 corvette *Tantive IV*, which picked him up.

Yoda traveled in a much larger and more sophisticated escape pod when he set off from Polis Massa to go into self-imposed exile on Dagobah. This was an E3-standard lander equipped with advanced guidance systems and landing mechanisms.

ESCAPE TO TATOOINE

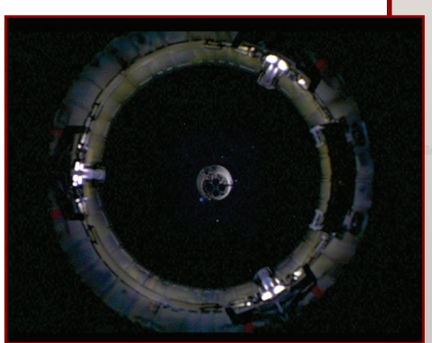
Nineteen years later, one of the *Tantive IV*'s Corellian Engineering Corporation Class-6 escape pods would determine the fate of the Rebel Alliance, and by extension, the galaxy, by carrying the droids C-3PO and R2-D2 to Tatooine. The ship's emergency equipment included eight Class-6 pods, as well as four 12-seaters which were armed with mounted laser canons. However, the *Tantive IV*'s rebel crew knew that fleeing a waiting Imperial Star Destroyer in an escape pod would be futile, and thus stayed aboard.

A number of pods were nonetheless discharged from the stricken *Tantive IV*. The gunners on board the Imperial ship *Devastator* declined to waste a shot destroying pods that showed no signs of organic life. They were not to know that a resourceful astromech had overridden the interlock that would normally prevent droids from entering, or that it was carrying the exact item Darth Vader was searching for.

ESCAPE POD EFFECTS

BEHIND THE SCENES

The sequence showing the escape pod tumbling away from the *Tantive IV* was one of the first visual-effects shots to be completed by the new team that had been assembled to work on *Star Wars*. With George Lucas due to return from principal photography, ILM was under immense time pressure, and put the shot together in around 10 days. The escape pod (a prop that would not be seen again), was constructed very cheaply by sticking a cut-down disposable paint bucket on top of a whole one, filling the two with foam and removing the buckets to leave a solid capsule shape, which was dressed-up with kit-bashed model parts and painted. The model makers also built part of the launch bay, with electro-magnets holding the pod in place. The miniature set was positioned hanging below a camera in such a way that when the pod was released, it simply fell towards a piece of black velvet on the floor. As it did so, the pod momentarily flashed past a strong light source, and was followed by a handful of mica dust that looked like the glittering particles seen in real-world shots of rockets separating from their boosters.



The moment the escape pod ejects from the *Tantive IV*. In reality, the team filmed a small model falling towards the studio floor while some special effects were applied.

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YOUR NEXT PARTS

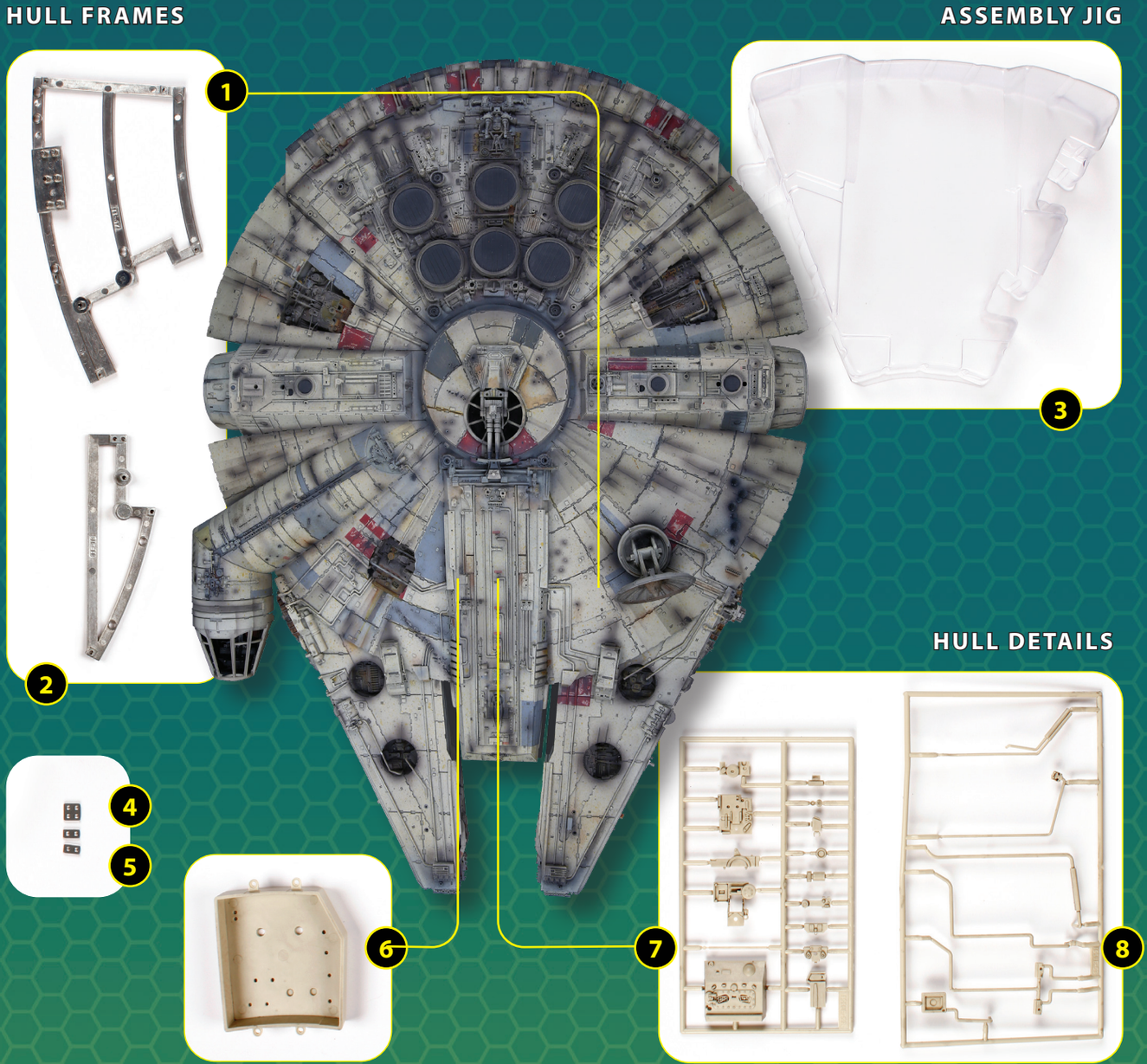
COMPONENTS CHECKLIST

1. Hull frame TF-17
2. Hull frame TF-18
3. Assembly jig (1 section)
4. 4-hole connector
5. 2-hole connectors (x 2)
6. Starboard fore recess
7. Plant-on details (15 on sprue)
8. Plant-on details (6 on sprue)

This issue's parts are used to extend the upper hull framework and add details to the upper plating. You have also received a section of the assembly jig, which will be used to support the growing framework.

The steps on the next two pages add two more pieces to the top framework, which now needs the assembly jig to support it and keep it safe. You will also assemble the recess that fits in front of the passage tube.

WHERE THE PARTS FIT

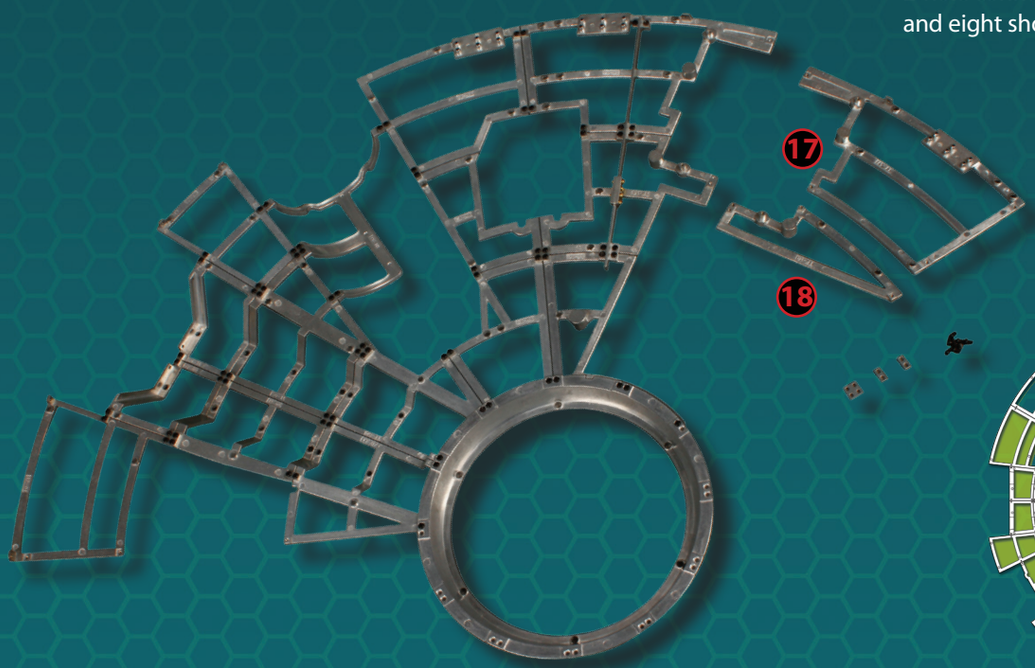


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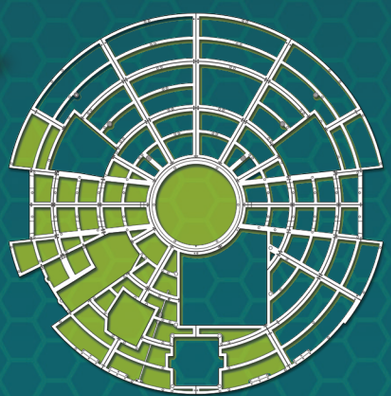
ASSEMBLING THE TOP FRAMES

Adding the next two frame parts to the existing framework you assembled in Stage 52 will complete the square housing around the battery compartment.

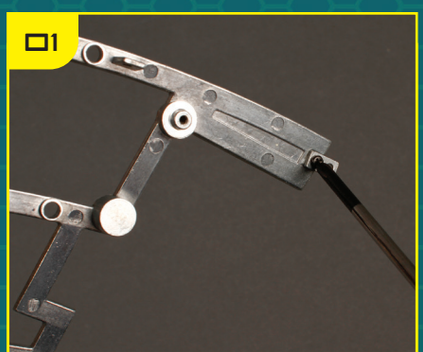
For this stage, you need the two frame sections provided with this issue, plus two 2-hole connectors, one 4-hole connector, and eight short black button-head screws.



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

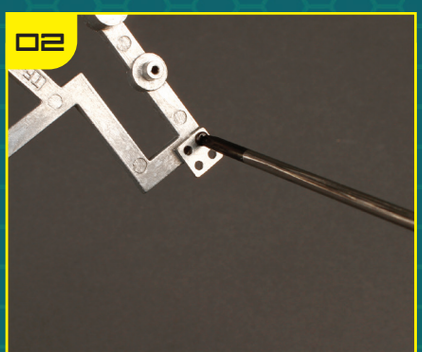


01



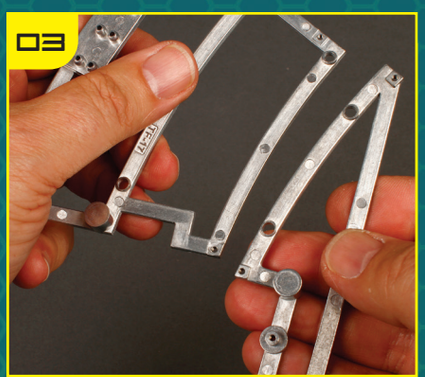
Screw a 2-hole connector to the end of TF-14.

02



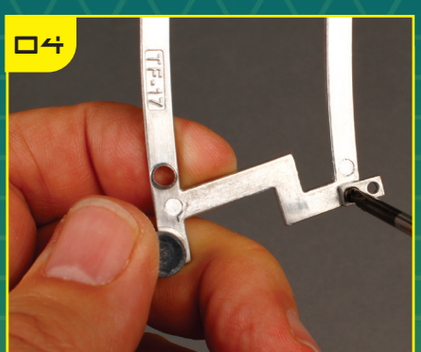
Screw a 4-hole connector to the end of TF-15, using two screws.

03



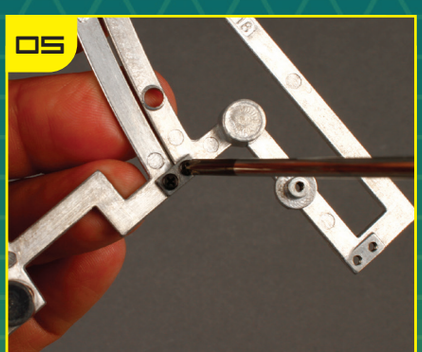
TF-17 and TF-18 fit together like this.

04



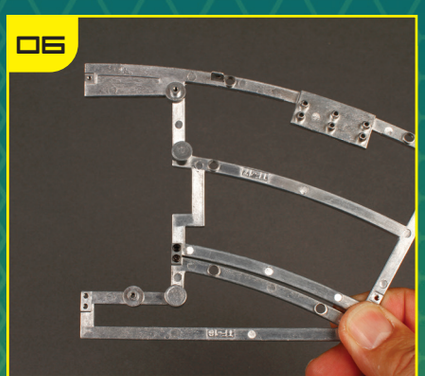
Screw a 2-hole connector to this corner of TF-17.

05



Screw the other end of the 2-hole connector to this corner of TF-18.

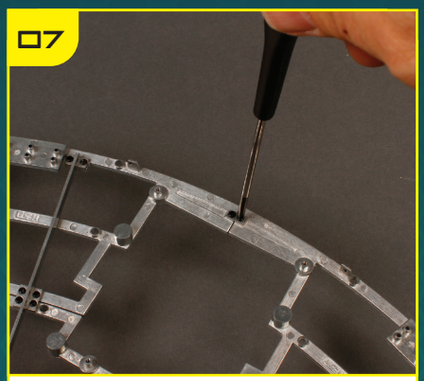
06



The assembly should look like this.

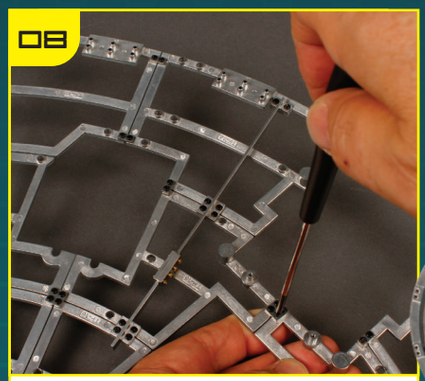
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07



Screw this end of TF-17 to the connector you added in Step 1.

08



Use two screws to join TF-18 to the connector you added in Step 2.

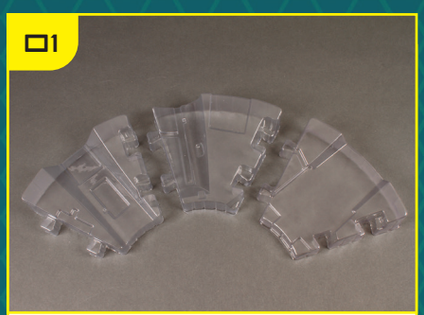


The completed framework should look like this.

USING THE ASSEMBLY JIG

The addition of frames TF-17 and TF-18 to the end of the framework makes the assembly vulnerable to being bent, so use the assembly jig to provide support and protection.

01



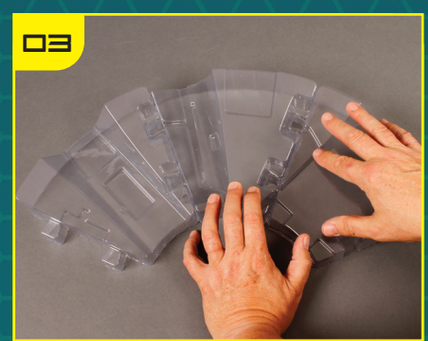
Take the three sections of the jig provided with Issues 48, 50 and 53.

02



Join the first two sections by pressing the dovetail joints into each other.

03



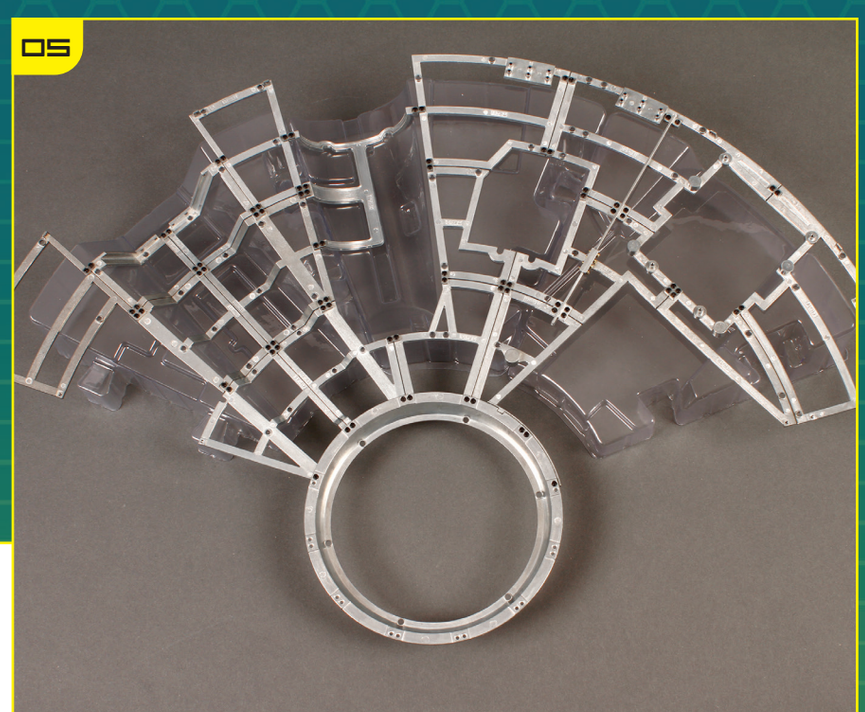
Add the third section in the same way.

04



That completes the assembly.

05



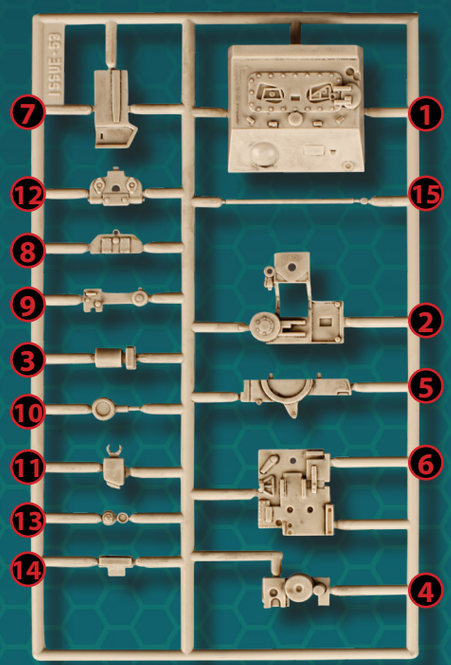
Place the completed framework on the jig, which will be extended as the frame grows. If you wish, you can mount the jig on a board, as you did with the one for the lower hull.

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ASSEMBLING THE RECESS

The recess contains a complex jumble of machinery, which is added by gluing 15 pieces from the sprue into place. As some of these overlap each other, it is important to fit them in the order shown.

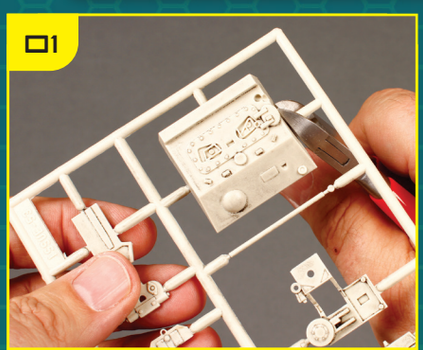
For this stage, you need the recess (Part 6) and the smaller of the two sprues containing plant-on details (Part 7), as shown below left. The remaining sprue will not be used until later, so keep it safely until then.



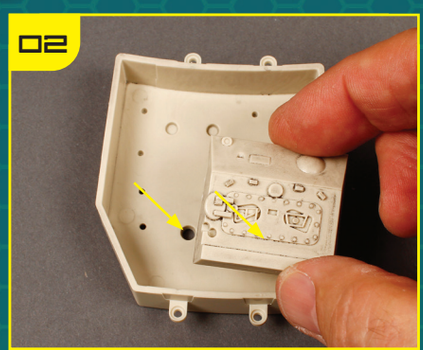


The numbers in yellow show which detail fits where, and the order in which they need to be attached. Be careful to get them all the right way round.

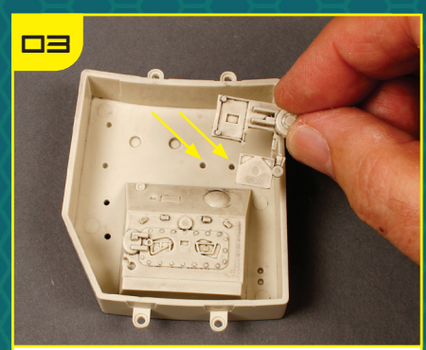




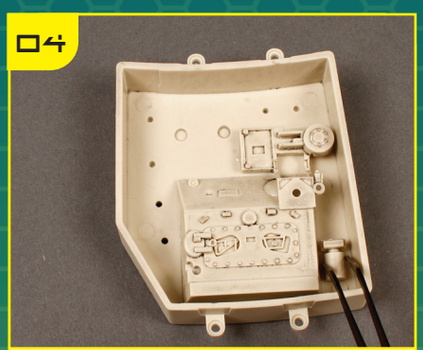
Remove detail 1 from the sprue and trim off any molding flash.



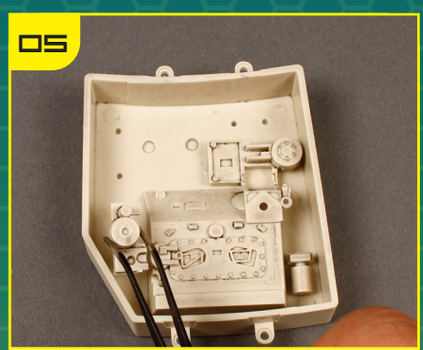
Glue the two large pins on the back into the two largest holes in the recess.



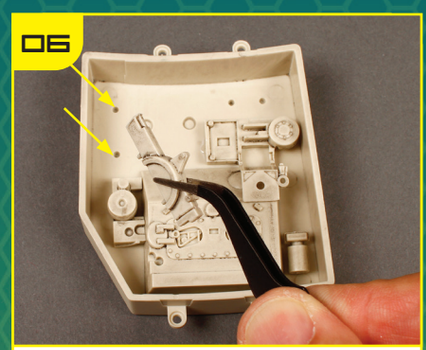
Glue detail 2 into the two small holes next to detail 1, which it overlaps.



Glue detail 3 into the two small holes in the corner.



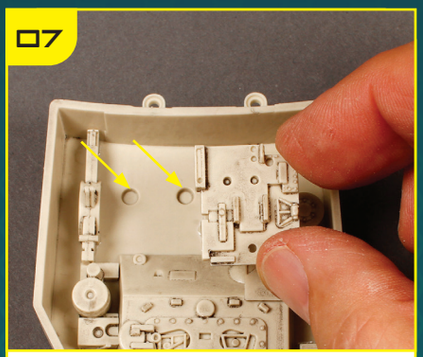
Glue detail 4 into the two small holes beside detail 1.



Glue detail 5 into the two small holes above detail 4.

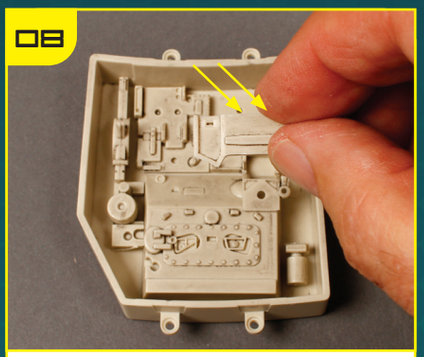
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07



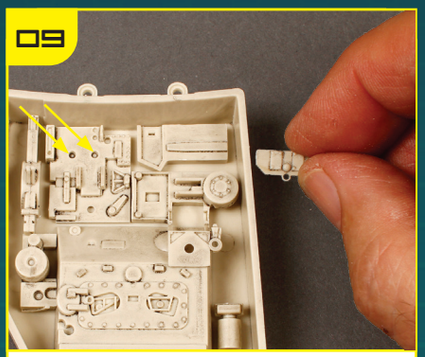
Glue detail 6 into the two large recesses beside detail 5.

08



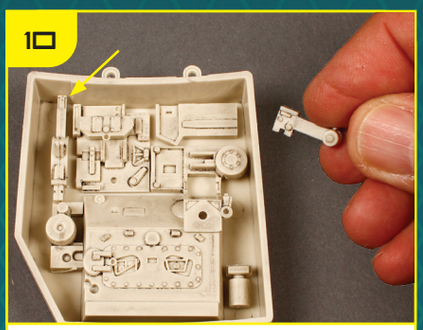
Glue detail 7 into the two remaining small holes beside detail 6.

09



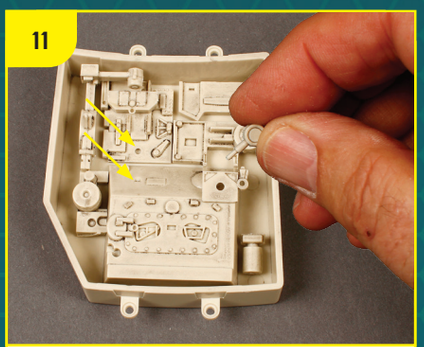
Glue detail 8 into the two small holes on top of detail 6.

10



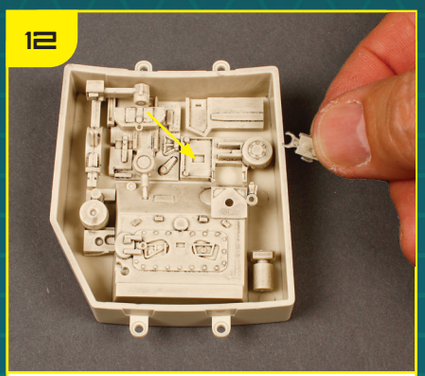
Glue the slot on the end of detail 9 over the matching saddle on the end of detail 5.

11



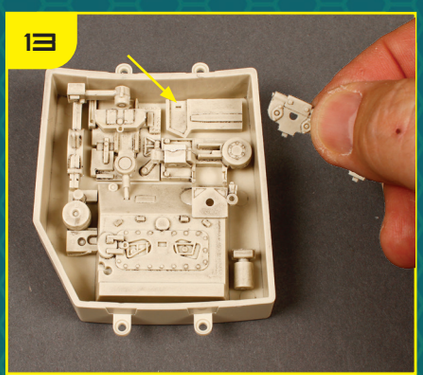
Glue detail 10 into the holes in detail 1 and detail 6.

12



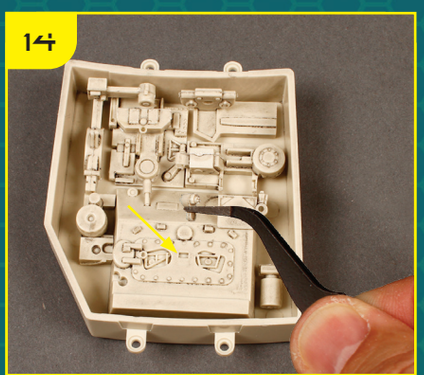
Glue detail 11 into the slot in detail 2.

13



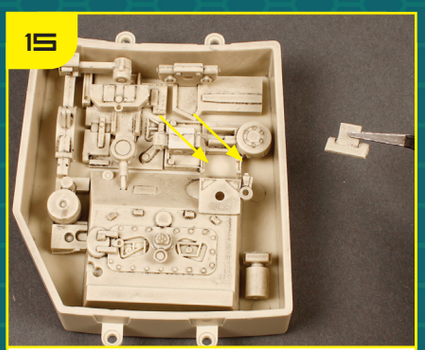
Glue detail 12 into the slot in detail 7.

14



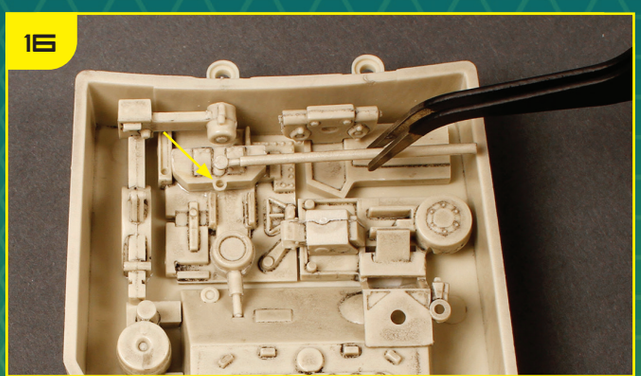
Glue detail 13 into the slot in detail 1.

15

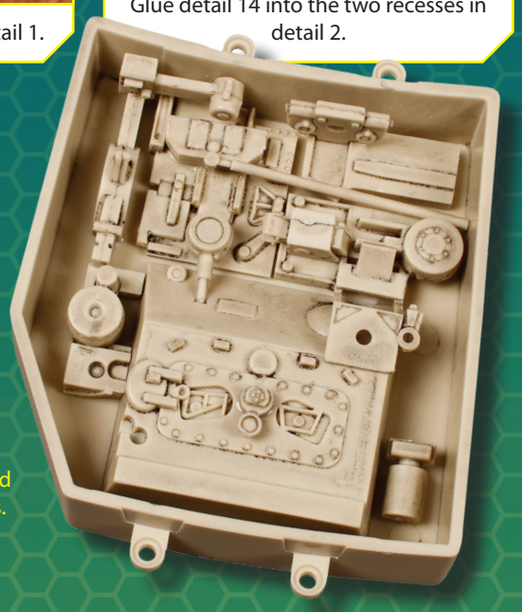


Glue detail 14 into the two recesses in detail 2.

16



Glue detail 15 to the hole in detail 8 and the side of detail 2.



The completed recess should look like this.

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