STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





***HARDCELL*-CLASS TRANSPORT**

F219FSC057

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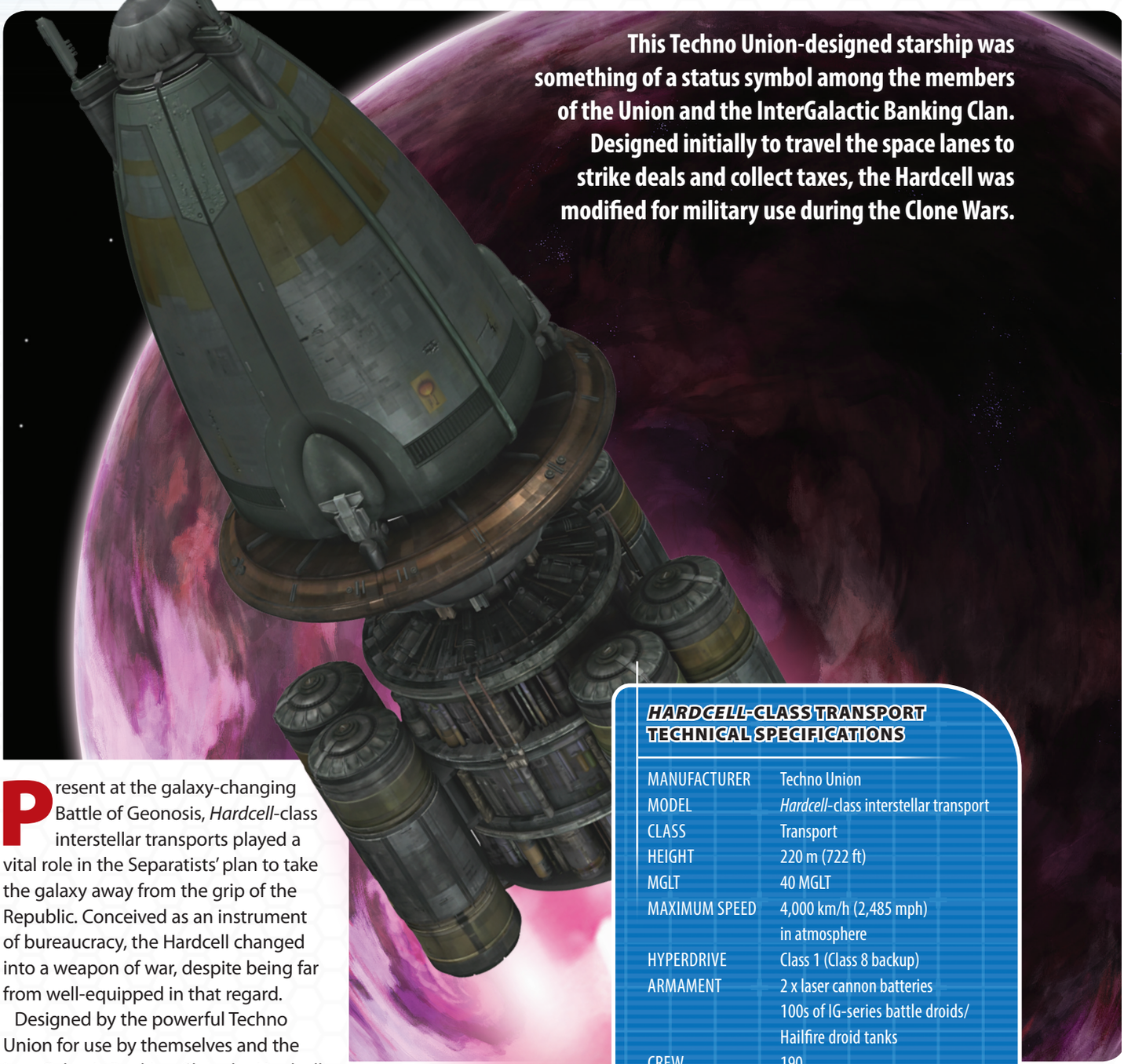
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TECHNO UNION SHIP

HARDCELL-CLASS TRANSPORT

This Techno Union-designed starship was something of a status symbol among the members of the Union and the InterGalactic Banking Clan. Designed initially to travel the space lanes to strike deals and collect taxes, the Hardcell was modified for military use during the Clone Wars.



Present at the galaxy-changing Battle of Geonosis, *Hardcell*-class interstellar transports played a vital role in the Separatists' plan to take the galaxy away from the grip of the Republic. Conceived as an instrument of bureaucracy, the Hardcell changed into a weapon of war, despite being far from well-equipped in that regard.

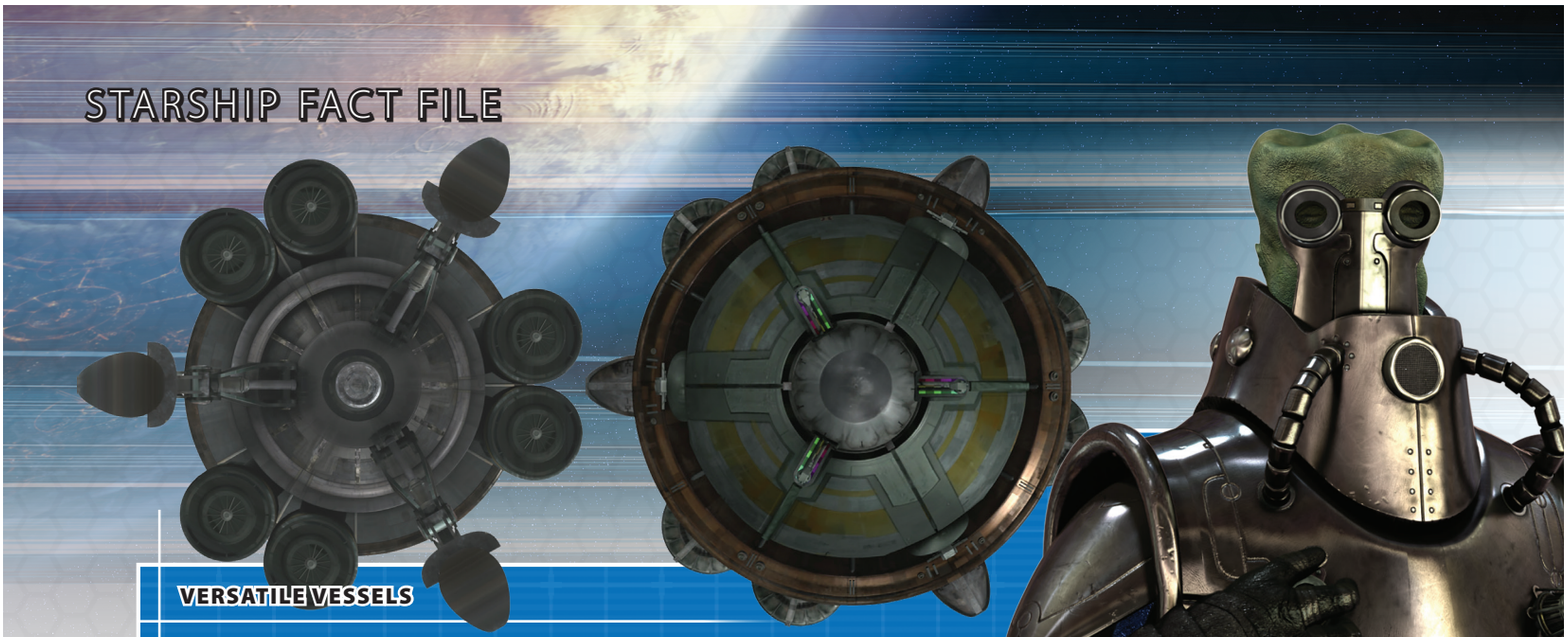
Designed by the powerful Techno Union for use by themselves and the InterGalactic Banking Clan, the Hardcell was an impressive vehicle. Standing 220 m (722 ft) tall, the vessel landed upon planets vertically, its six primary thrusters guiding it down onto any

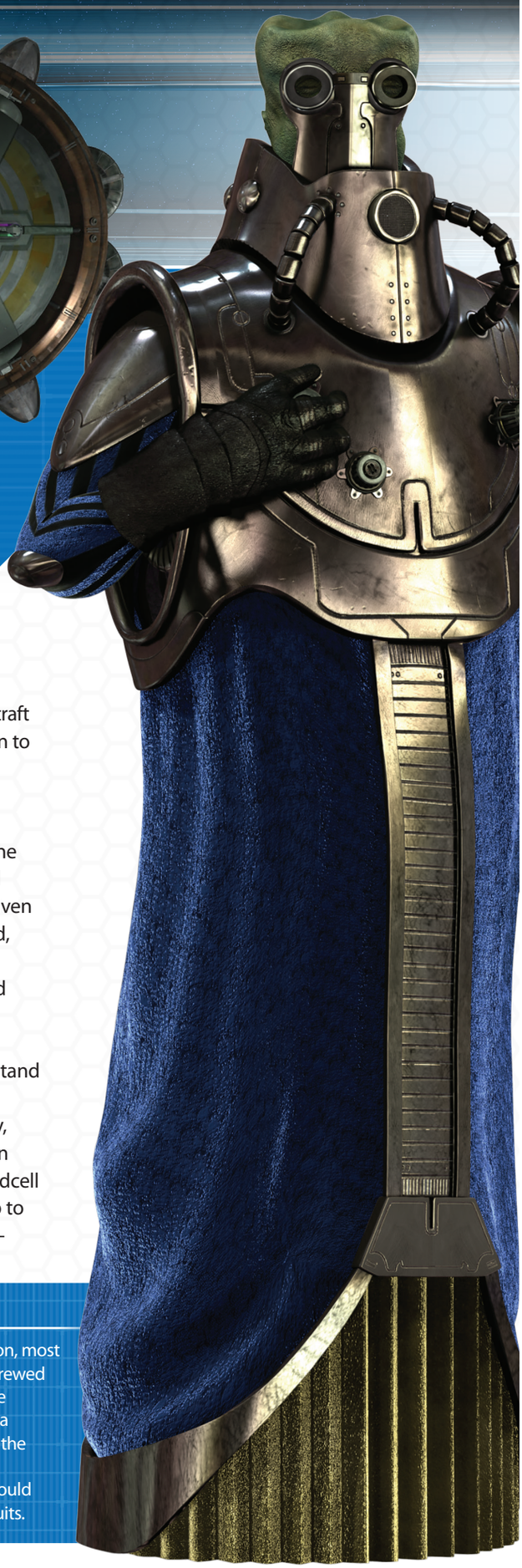
Towering up over 200m and landing and taking off vertically, the Techno Union's *Hardcell*-class ships were an impressive sight. However, their slim-waisted design was the key to a fatal weakness that was exploited when they became weapons of war.

HARDCELL-CLASS TRANSPORT TECHNICAL SPECIFICATIONS

MANUFACTURER	Techno Union
MODEL	*Hardcell*-class interstellar transport
CLASS	Transport
HEIGHT	220 m (722 ft)
MGLT	40 MGLT
MAXIMUM SPEED	4,000 km/h (2,485 mph) in atmosphere
HYPERDRIVE	Class 1 (Class 8 backup)
ARMAMENT	2 x laser cannon batteries 100s of IG-series battle droids/ Hailfire droid tanks
CREW	190
PASSENGERS	1,017
CARGO CAPACITY	12,400 tons
CONSUMABLES	6 months

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VERSATILE VESSELS

The ongoing popularity of these starships is largely down to their multi-purpose nature. Equally at home as a diplomatic transport as it is a cargo carrier or military vehicle, the Hardcell has excelled in every arena. Its expensive design and build make it a desirable starship for those operators looking to impress their clients. There are few more imposing sights than a Hardcell making a landing in a busy starport. Indeed, as many starports are unable to facilitate the tall vessel, captains are often led to park prominently outside the docking bays.

terrain – the need for repulsor technology having been dismissed in the craft's original conception. This design choice served two purposes. Firstly, it gave the vessel extra cargo space where the hefty and sizable repulsorlift generators would have gone. Secondly, it gave the ship a distinct advantage when arriving and exiting a battlefield.

Used most commonly to collect fees and taxes, the ship was seen as a statement of wealth and prominence, and its impressive silhouette afforded its operators a certain level of importance. When operated by the staff of the InterGalactic Banking Clan, the vessel was alive with hushed conversations in meeting rooms, the tapping of keyboards and the busy bustle of a financial hub – advanced sensors keeping the ship's passengers connected to the galactic stock exchange. When adopted by the Separatist movement, however, the craft underwent an internal transformation to ready it for military use.

MILITARY APPLICATIONS

In its military role, which began at the start of the Clone Wars, the Hardcell acted primarily as a landing craft. Given its regular forays onto the battlefield, the ship was surprisingly light on external armament. It was protected primarily by a pair of laser cannon batteries set around the fuselage, though its titanium hull could withstand considerable impact.

With no repulsors to get in the way, and no requirement to shift between repulsor and thruster mode, the Hardcell was able to descend at speeds of up to 800km/h (497 mph). The ship's retro-



SKAKOAN CREW

Designed and built by the Techno Union, most Hardcell transports were piloted and crewed by Skakoan. While this was logical – the Federation's foreman Wat Tambor was a Skakoan – it was also expensive, given the Skakoans' requirement for a carefully controlled internal atmosphere that would allow them to remove their pressure suits.

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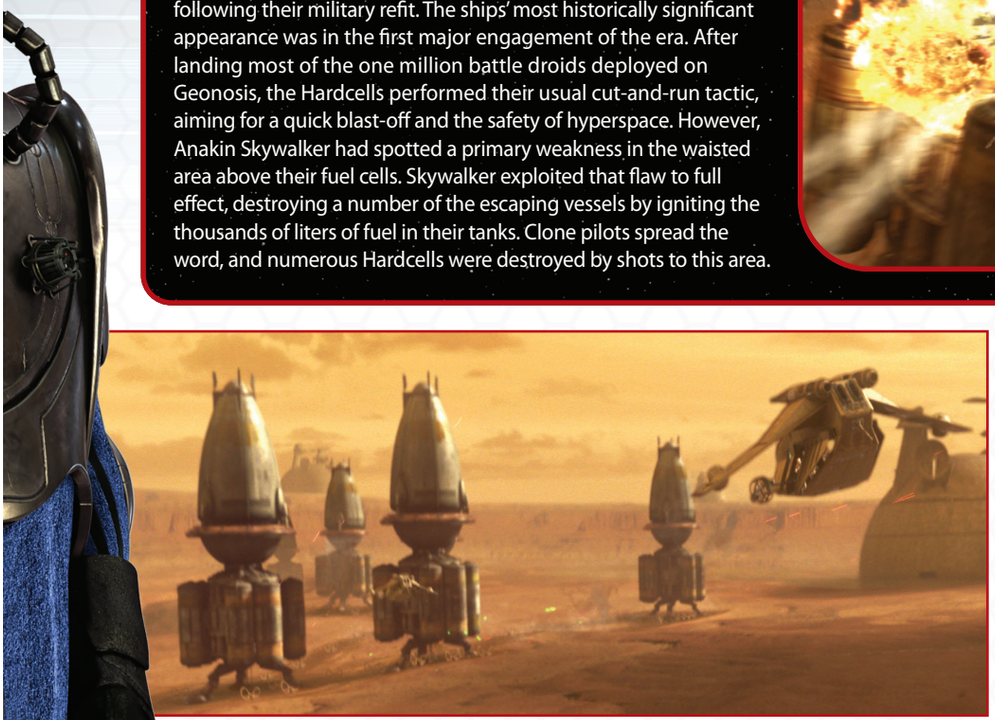
THE FIRST BATTLE OF GEONOSIS

WEAKNESS EXPOSED

With the capacity to carry enough materiel to equip an army, the transports saw plenty of action on the Clone Wars' battlefields following their military refit. The ships' most historically significant appearance was in the first major engagement of the era. After landing most of the one million battle droids deployed on Geonosis, the Hardcells performed their usual cut-and-run tactic, aiming for a quick blast-off and the safety of hyperspace. However, Anakin Skywalker had spotted a primary weakness in the waisted area above their fuel cells. Skywalker exploited that flaw to full effect, destroying a number of the escaping vessels by igniting the thousands of liters of fuel in their tanks. Clone pilots spread the word, and numerous Hardcells were destroyed by shots to this area.



Once Jedi Knight Anakin Skywalker had spotted the weak point in the Hardcells' design, he and the Republic clone pilots were able to target the vulnerable area above the fuel cells to devastating effect.



Before the First Battle of Geonosis, the Techno Union had sent numerous ships to the planet. When Republic forces attacked, they attempted to use their usual tactic of taking off rapidly and fleeing into hyperspace.

rockets kept it locked in position, and powerful claw-like landing struts cushioned the landing. As a result, blast-off was quick and powerful – a Hardcell would quickly reach speeds of up to 4,000km/h. When one came under fire, by far the best tactic for the ship's captain was to retreat at speed and head for the safety of hyperspace, using its Class 1 hyperdrive.

The organic commander and crew occupied the highest levels of the Hardcell. Pressurized cabins allowed the usually Skakoan crew to remove their pressure suits in relative comfort, while the ship's medical quarters also lay close by. The design of the Hardcell was unique. Able to hold hundreds of battle droids and Hailfire tanks, the design allowed for quick deployment of these forces. Using a network of powerful turbolifts, each of the craft's decks connected to the others, allowing for swift vertical deployment of droids and tanks. There was plenty of space inside for such weapons and, in ideal conditions, the Hardcell could deploy its entire arsenal in just a few short minutes.

To its advantage, the Hardcell could also retreat quickly, loading craft and troops in swiftly and raising them up to higher levels within the ship in short order. However, given the low relative cost of such equipment, many Hardcell captains opted to leave their disposable cargoes behind during a retreat.

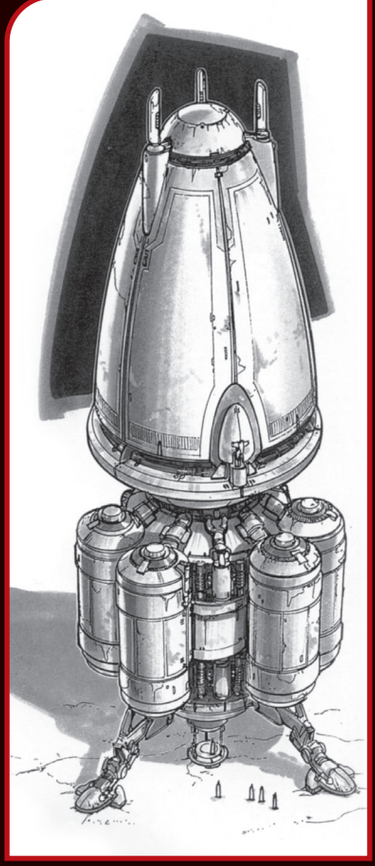
DESIGN WEAKNESS

The Hardcell was a hardy vessel, suited to the rigors of fast lift-offs and long bouts of interstellar transit. However, the craft's thin 'waist' above the fuel cells made them susceptible to a carefully placed shot, as the Battle of Geonosis showed. Although this meant that their battlefield effectiveness was diminished, that didn't stop the Techno Union supplying hundreds more Hardcells to the Confederacy.

FUTURE LEGEND

Since their appearance in *Star Wars: Attack of the Clones*, the *Hardcell*-class interstellar transports became iconic in the film and also appeared in several comic books, novels, and video games, such as the two installments of the Battlefront video game series and the LEGO-*Star Wars* video games.

Concept art showing the development of the Hardcell design for the Attack of the Clones.



BEHIND THE SCENES

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FIREFIGHTING

Fire is the spacer's greatest fear. Fed by the same oxygen the crew needs to breathe, it can tear through the enclosed spaces of a ship's hull, quickly leaving a burnt-out shell and no alternative but the escape pods. Fortunately, all manner of firefighting equipment is available to make space travel as safe as possible.



The *Millennium Falcon*'s worn-out cables, some of which have been patched up over many years, require little more than a sharp jolt to cause a short circuit that could start a fatal conflagration.

The use of energy weapons in space combat means that it is almost inevitable that fires will break out aboard some of the starships involved. Even during peacetime, shipboard fires can easily be caused by everything from poor electrical maintenance to flammable cargo in transit. That is why the latest firefighting equipment must not only be fitted to every vessel, but also regularly inspected and maintained to the highest standards to ensure a starship is spaceworthy.

SHIPBOARD SAFETY SYSTEMS

Many a careless starship captain and crew has not lived to regret being lax about safety procedures, with out-of-control fires rapidly consuming all the oxygen on board before causing the hull to lose its integrity and implode. All reputable manufacturers insist on regular inspections and servicing of the shipboard firefighting equipment on every vessel that rolls off its production lines to ensure the warranty remains valid. Even secondhand starship dealers (who generally offer their own limited warranties) insist on the same rigorous conditions as the manufacturer. So do galactic insurance companies, or else their policies will become void.

A typical mid-range vessel, the Corellian Engineering Corporation's YT-1300 light freighter comes with a built-in fire-suppression system designed to fight fires automatically as they occur. Pressurized canisters, containing both anti-incendiary gas and high-expansion fire-suppression foam (commonly known as 'fire foam'), are installed around the ship. When the ship's internal sensors pick up a fire, they activate the suppression system, which fights the fire through strategically installed nozzles.

However, Han Solo and Chewbacca have learned not to trust the automatic system on board the *Millennium Falcon*. The ship is so old, and her sensors and computer system so unpredictable, that there have been instances when a small fire has broken out undetected by the ship. The captain and first mate are too proud to admit it to others, however, and Solo has even bragged about his ship's firefighting abilities. In practice, the pair keep a series of handheld fire extinguishers in vital sections of the ship. There is one, for example, in the cockpit, and there are more at every hatch.

FIREFIGHTING DROIDS

In addition to automated systems, droids are often used to fight fires aboard starships. Firefighter droids were included in the 139,000 battle droids carried aboard Trade Federation battleships around the time of the

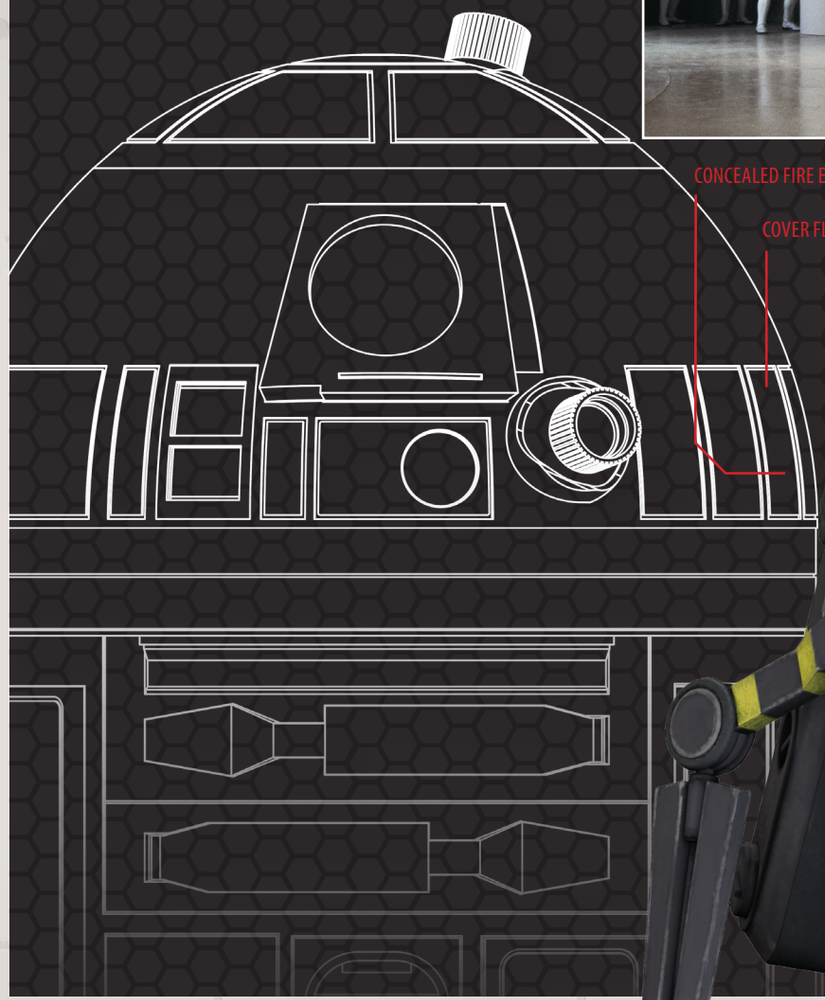
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ASTROMECH EXTINGUISHERS

As a first-line emergency measure, some astromechs are equipped with small fire extinguisher sprays. The limited amount of space inside the droid means that there is only room for a small reservoir of fire retardant medium, and as it is most likely they will be dealing with an electric fire, the normal chemical used is the inert gas halon, which can be stored in highly compressed form.

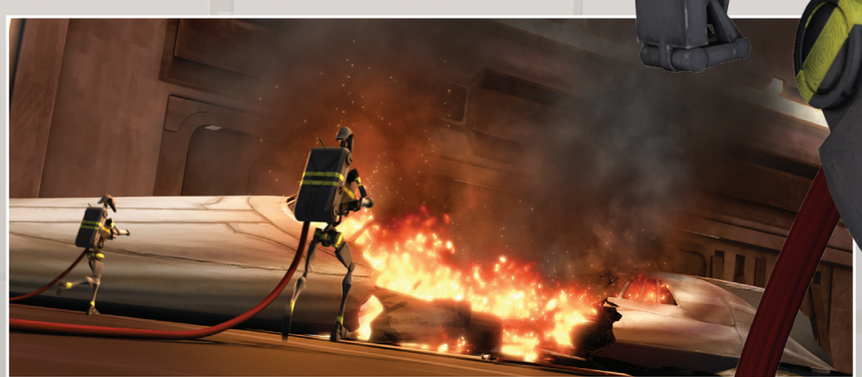


On Bespin's Cloud City, R2-D2 used his built-in fire extinguisher to act as a smokescreen to cover his friends' escape from the stormtroopers.





Firefighter droids tackling a blaze in the hangar bay of General Grievous's flagship *Malevolence*, using the ship's firehoses to put out the flames with streams of retardant foam.



Firefighter droids were similar to the standard battle droid. Standing 1.91m tall, they were distinguished by their red and yellow markings, and specially designed backpacks.

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Emergency firespeeders get in close to the stricken *Invisible Hand* to douse the flames breaking out through her hull plating.

Clone Wars. They looked like the standard battle droid model, but the top of their heads was painted a luminous red, with luminous yellow stripes on the droid's torso, arms, waist and ankles. They carried firefighting equipment in special backpacks.

Firefighting capability is built into at least some of droid manufacturer Industrial Automaton's models. The company's sophisticated astromech droids include a small built-in fire extinguisher. On the R2 model, the extendable firefighting nozzle, which sprays fire retardant, is hidden behind the third flip-open panel on the droid's domed head, to the left of its holographic projector.

R2-D2, who began his life assigned to the Naboo Royal Starship, came to the rescue of the *Millennium Falcon* and her crew with his fire extinguisher on numerous occasions. Once, when the *Falcon* was under attack from TIE fighters as she fled the first Death Star, R2-D2 extinguished a small electrical fire in the ship's hold which the ship's automated fire suppression had failed to pick up. Had it been allowed to spread, the ship might never have made it to the fourth moon of Yavin, where it delivered the battle station plans to the Rebel Alliance.

On another occasion, aboard Bespin's Cloud City, R2-D2's fire retardant was used to create cover for the city's Baron Administrator Lando Calrissian as he fled to the *Falcon* with his new friends from the Rebel Alliance. The little droid's timely use of fire retardant saved the ship's former owner, along with Princess Leia, Chewbacca and a dismembered C-3PO, from the Imperial stormtroopers who had occupied the floating city.

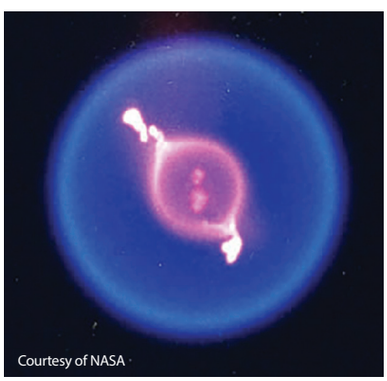
FIRESHIPS

Spaceports and large planetary cities, are serviced by fleets of repulsorlift-powered fireships, or firespeeders, equipped to battle the biggest blaze. Such vessels, equipped with blue and yellow warning lights and sirens, are little more than flying tanks of fire retardant. These range from ordinary water to alternative liquids and powders, depending on the type of fire needed fighting. Fireships are controlled both by the captain on the bridge set far forward on the ship and a co-pilot near the stern. Between them, they have a 360-degree view of the fire situation.

BEHIND THE SCENES

FIRE IN SPACE

Fires in low gravity can be less predictable and more lethal than on Earth, as experiments aboard the International Space Station have shown. 'There have been experiments where we observed fires that we didn't think could exist, but did,' NASA aerospace engineer Dan Dietrich told *Smithsonian Magazine* in 2012. On Earth, fire creates a convection process which keeps the flames fed with fresh oxygen, but NASA found that odd things happen in space where gravity loses its grip on solids, liquids, and gases. 'If you ignite a piece of paper in microgravity, the fire will just slowly creep along from one end to the other,' Dietrich said. 'Astronauts are all very excited to do our experiments because space fires really do look quite alien.' The magazine concluded that such fires might appear eerily tranquil to people accustomed to the capricious nature of earthly flames. But a flame in microgravity can be more tenacious, capable of surviving on less oxygen and burning for longer periods of time.



A burning fuel droplet in a NASA zero-gravity Flame Extinguishment Experiment (FLEX) forms an eerie glowing ball unlike anything seen on Earth.

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YOUR NEXT PARTS

This issue's parts provide the heart of the electronics system that powers the internal lights and ramp motor. With the circuit board fitted and connected up, you will be able to start to bring your model to life.

The electric components provided this time are all fixed to the lower hull plating and connected in this assembly stage. Handle the circuit board carefully, and make sure you do not lose the small socket cover that is packed inside the same protective case.

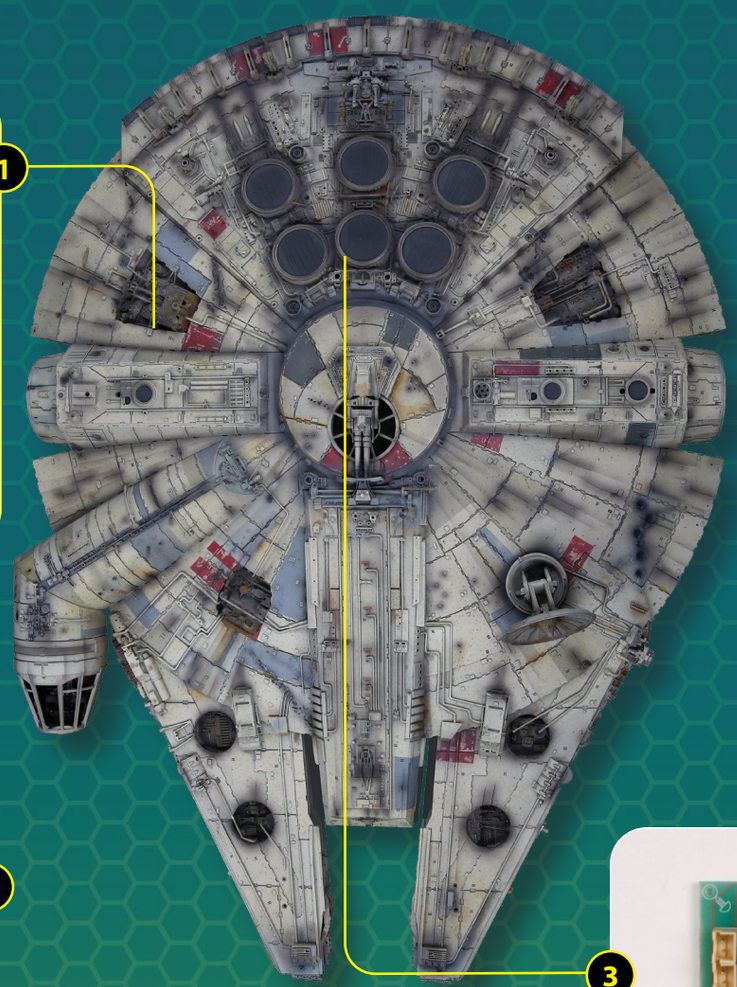
COMPONENTS CHECKLIST

1. Wiring harness with external power socket and main switch
2. Socket cover
3. Control circuit board

WHERE THE PARTS FIT

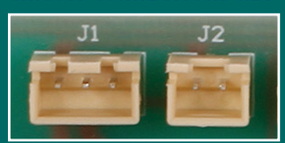
WIRING HARNESS





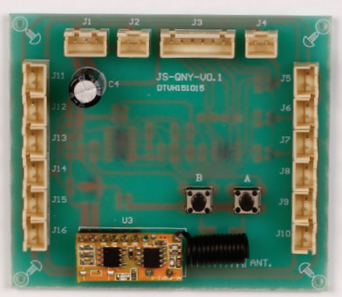


CIRCUIT CONNECTIONS KEY



Socket	Connection
J1	External power socket
J2	Battery box
J3	Ramp motor
J4	Ramp light
J5	Starboard forward landing light
J6	Starboard rear landing light
J7	Lower gun control light
J8	Upper gun control light
J9	Starboard headlight
J10	Starboard sublight engines
J11	Port forward landing light
J12	Port rear landing light
J13	Landing gear switch
J14	Cockpit lights
J15	Port headlight
J16	Port sublight engines

CIRCUIT BOARD

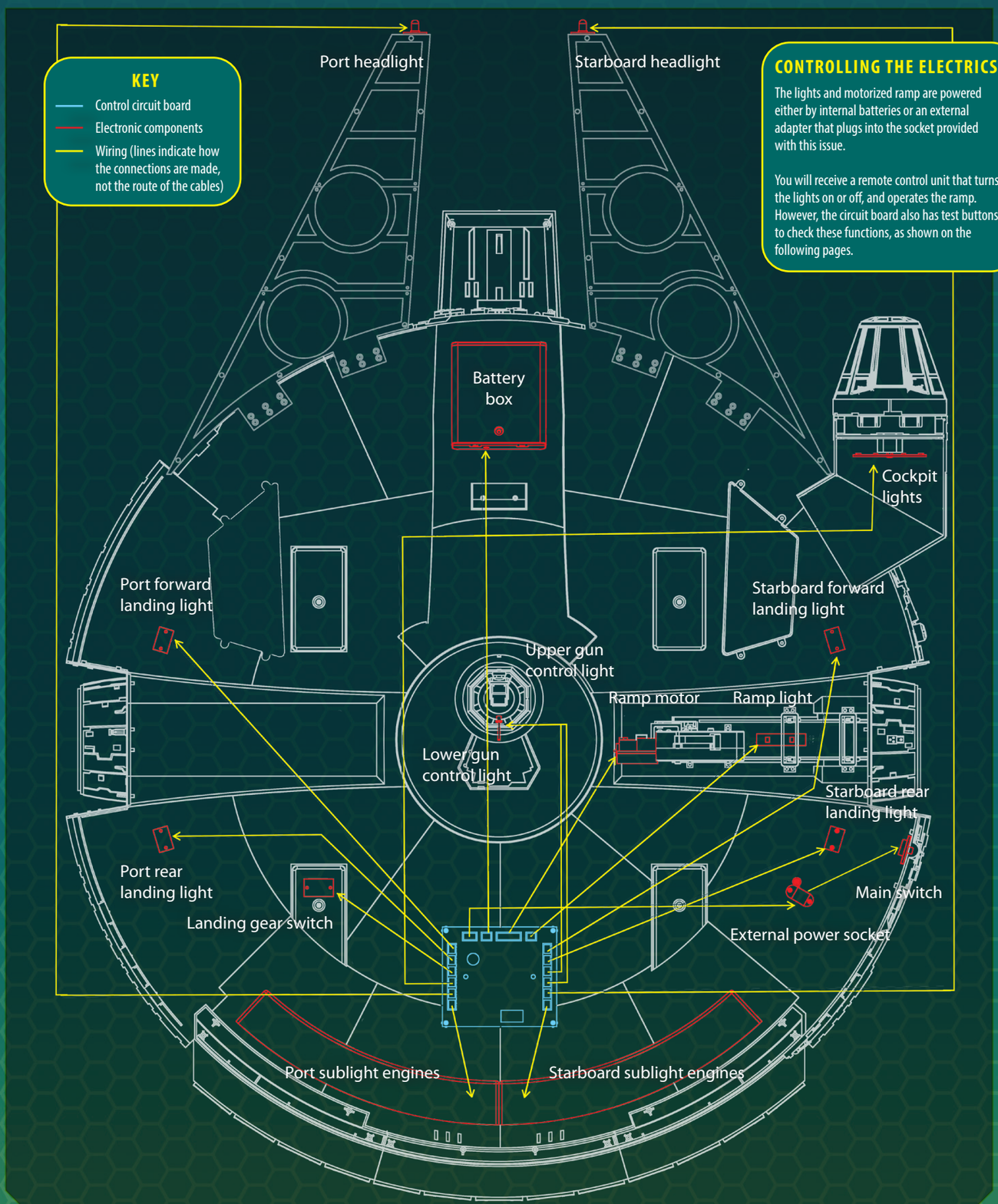


As the board has bare contacts, it is important not to connect it to a power source if there is any risk of these touching a conductor – which includes the metal hull framework. To avoid a short circuit, leave the board in its packaging until you are ready to install it, and do not let it make contact with other metal objects when the battery is connected.

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WIRING DIAGRAM

This simplified schematic shows you all the electronic components that will be fitted inside the *Falcon,* and indicates how they are connected to the control circuit board. You will be making the first of the connections as shown on the following pages, and adding more lighting in the later stages where the other lights are fitted and connected up.

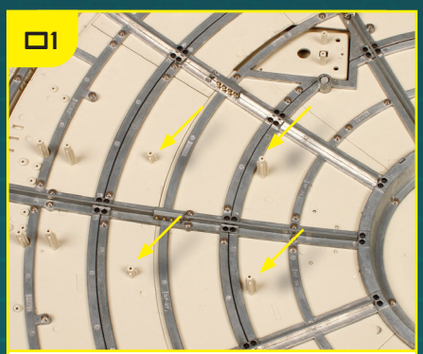


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INSTALLING THE CIRCUIT BOARD

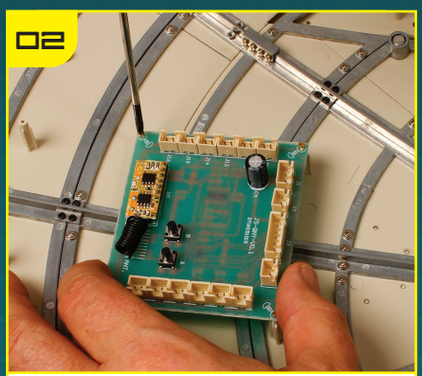
The circuit board is screwed to four molded posts in the paneling astern of the lower turret.

01



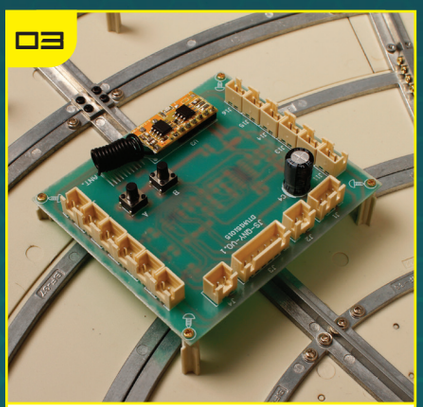
Place the board over these four posts, making sure it is the right way round – as shown in the following steps.

02



Screw the board to the posts using four self-tapping screws.

03

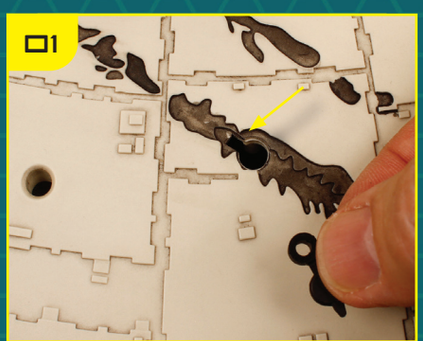


That completes this part of the job.

FITTING THE POWER SOCKET

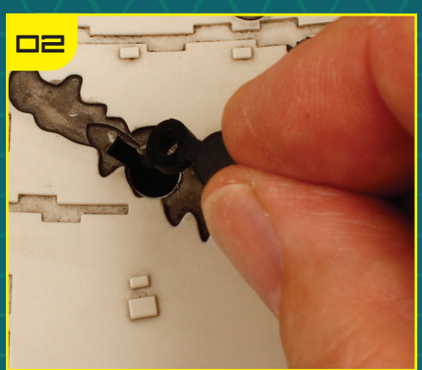
The external power socket fits over a hole in panel BP-14. Both the hole and the rubber cover that seals it are hidden in one of the large blaster scars on the underside of the ship. The socket comes complete with its wiring, which includes the main switch. This will be installed in a concealed mounting on the side of the ship, but for now, just needs to be safely taped out of the way.

01



Before fitting the power socket, you need to install its rubber cover, the thin leg of which fits through this keyhole slot.

02



Feed the loop through the slotted part of the hole, from the underside of the hull.

03



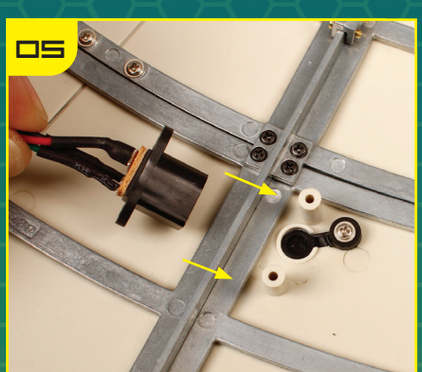
Make sure that the cover seals the hole like this – it is possible to insert it the wrong way up.

04



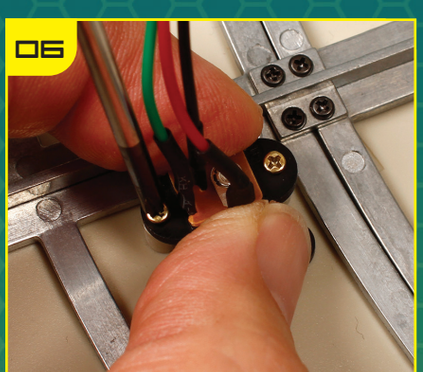
Fit the loop over this molded post and secure it with one silver self-tapping screw.

05



Fit the socket to these two posts, making sure it is the right way round.

06



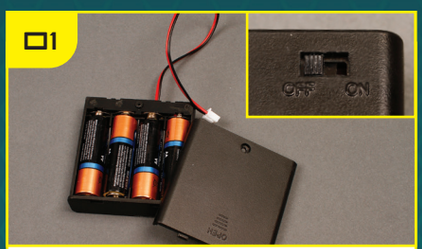
Secure the socket with two long self-tapping screws.

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CONNECTING THE WIRING

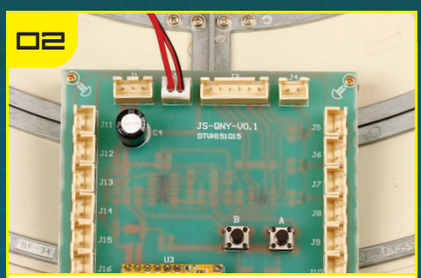
Later on, you will receive an extension cable to attach the battery box to the circuit board. However, to connect up in this stage you need to position the batteries closer to the circuit board – so if you did install the holder in Stage 54, temporarily unscrew it now.

01



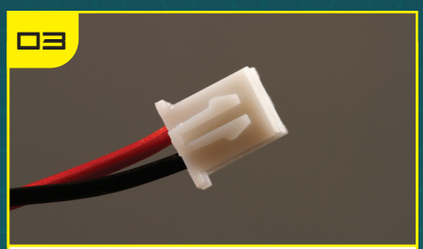
Make sure that the battery box has four batteries correctly installed, but leave the switch turned OFF at this stage.

02



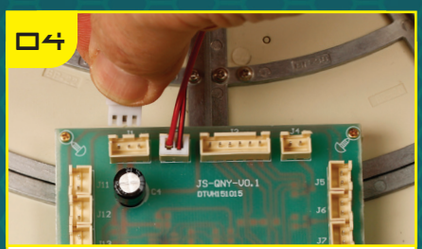
Plug the 2-pin connector from the battery box into socket J2 on the board.

03



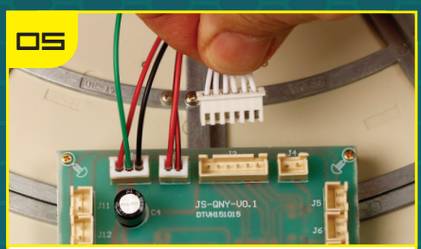
The connectors only fit one way round and are retained by these barbs to prevent them coming out easily.

04



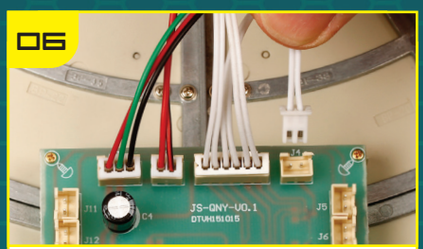
Plug the 3-pin connector from the power socket into J1 on the board.

05



Plug the 6-pin connector from the ramp motor into socket J3 on the board.

06

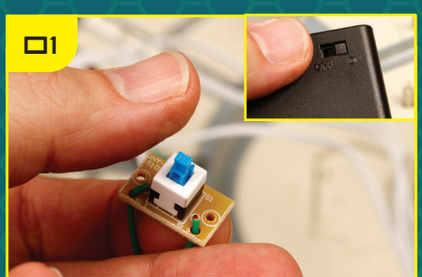


Plug the 2-pin connector from the ramp light into socket J4 on the board.

TESTING THE RAMP

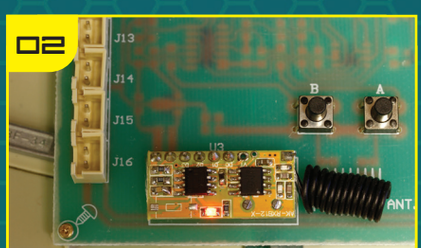
Before testing the ramp, make sure that the hull is standing on four support bolts with **at least 50mm clearance** between the work surface and the lowest part of the hull. If there is too little clearance, the mechanism could be damaged as the ramp goes down.

01



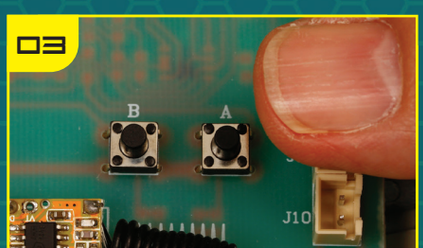
Turn the battery box switch ON and press the blue main switch.

02



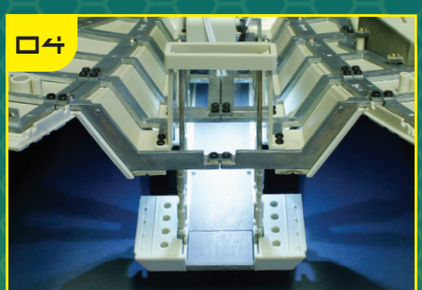
The red LED light on the board should come on. If it does not, check the batteries and connections J1 and J2.

03



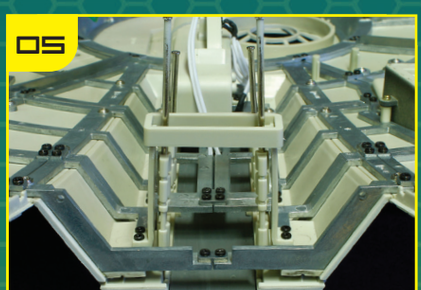
Press test button A on the board once. (Button B is used to test lights that you have not connected yet.)

04



The ramp should slowly lower and stop, with the light coming on as it does so.

05



Press test button A again to raise the ramp and turn off the light.

At Step 2, if the batteries and connections are sound but the LED does not light up, either the board or the main switch may be faulty. At Steps 3-4, if the connections are sound and *neither* the ramp nor the light operate when you press button A, you may have a faulty board. If *only one* does not work, suspect a fault in that component. If you have a problem, please contact Customer Services.

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