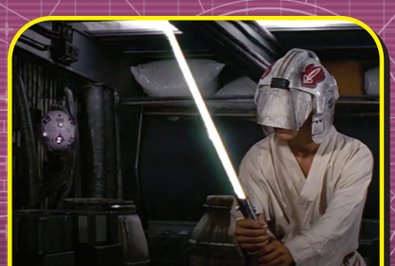
STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





TRAINING REMOTES

FANHOME

DeAgostini COLLECTIBLES

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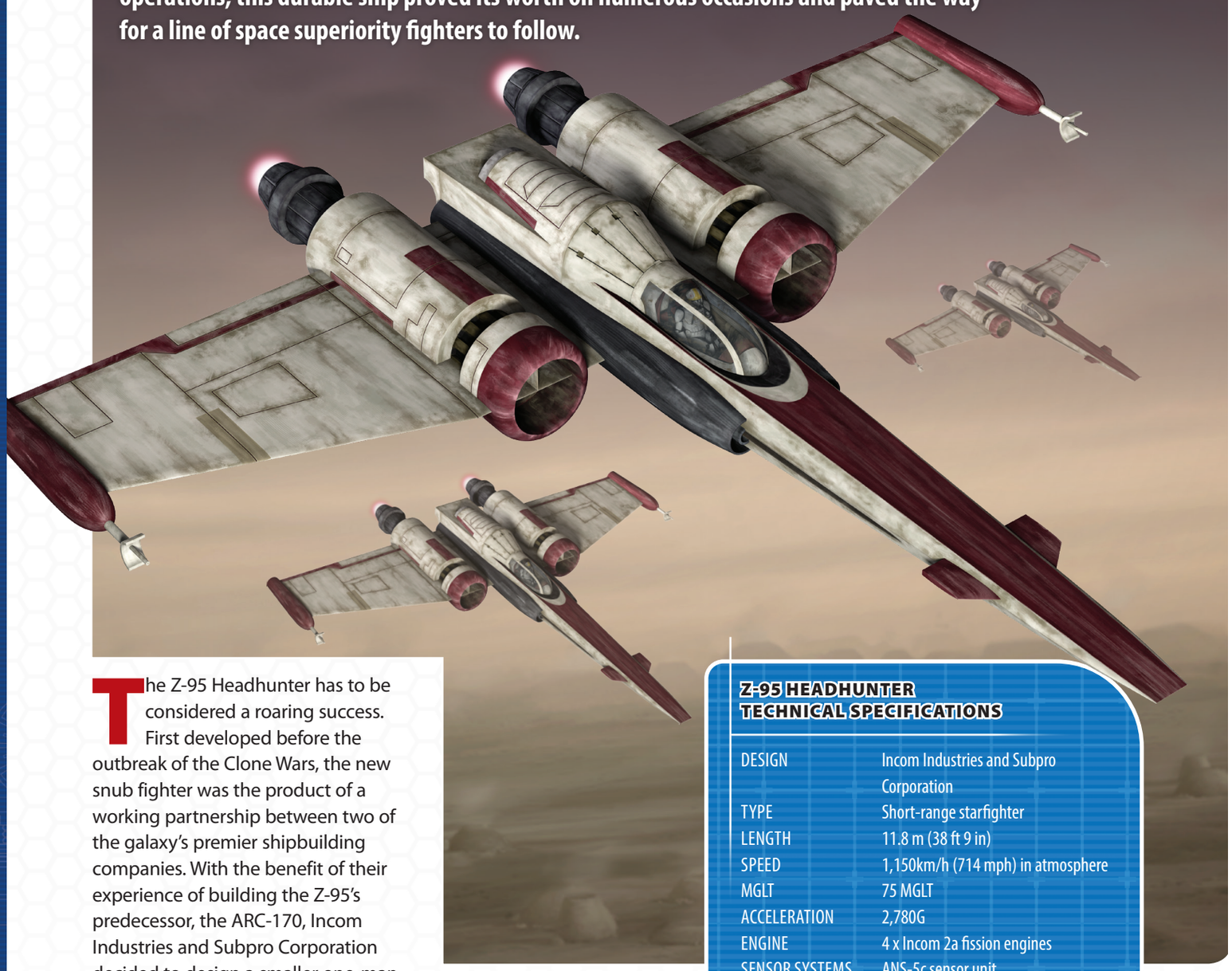
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MULTI-ROLE STARFIGHTER

INCOM/SUBPRO Z-95 HEADHUNTER

A versatile and hardy starfighter, the Z-95 Headhunter saw service in practically every corner of the galaxy. As the core vessel in civilian and military fleets, pirate crews, and one-man operations, this durable ship proved its worth on numerous occasions and paved the way for a line of space superiority fighters to follow.



The Z-95 Headhunter has to be considered a roaring success. First developed before the outbreak of the Clone Wars, the new snub fighter was the product of a working partnership between two of the galaxy's premier shipbuilding companies. With the benefit of their experience of building the Z-95's predecessor, the ARC-170, Incom Industries and Subpro Corporation decided to design a smaller one-man fighter that would be more cost-effective and relatively simple to make.

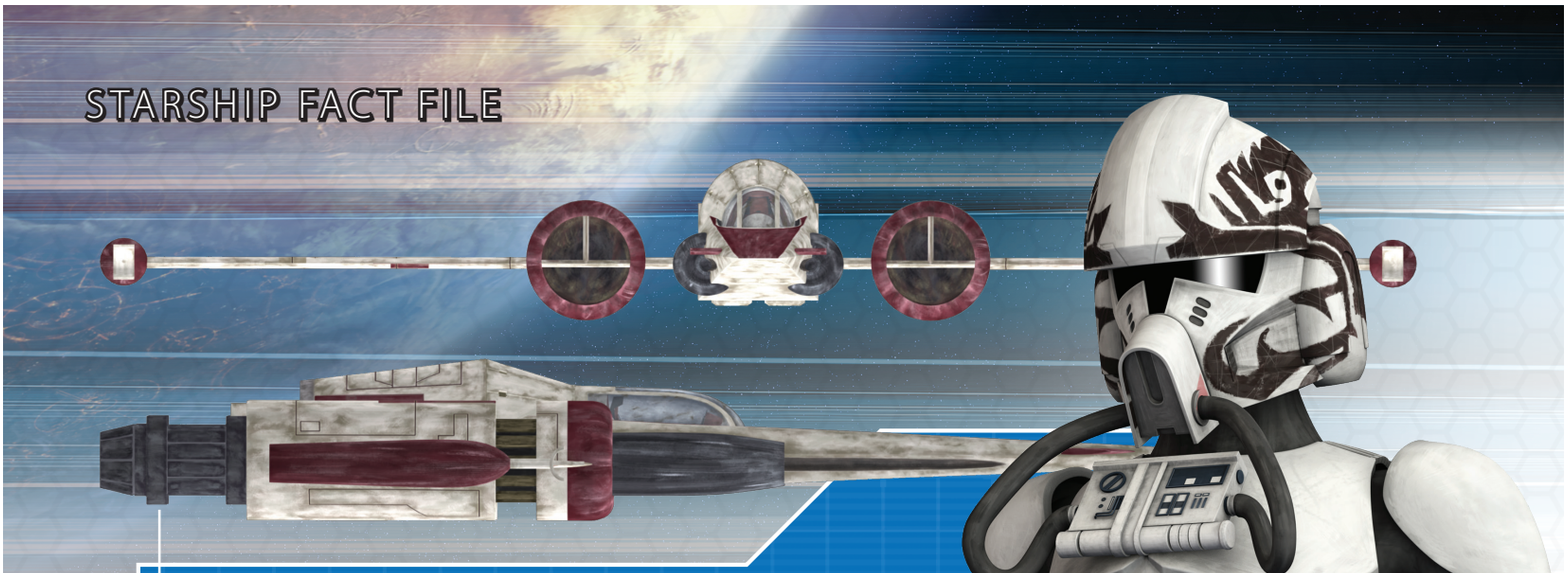
With its familiar bubble-domed cockpit and fixed-wing configuration

Fast, agile, and well-armed, the Z-95 was a joint-venture project from two of the galaxy's best shipbuilding companies, which were determined to learn from their previous experience and build a cheaper, more versatile starfighter than the ARC-170.

Z-95 HEADHUNTER TECHNICAL SPECIFICATIONS

DESIGN	Incom Industries and Subpro Corporation
TYPE	Short-range starfighter
LENGTH	11.8 m (38 ft 9 in)
SPEED	1,150km/h (714 mph) in atmosphere
MGLT	75 MGLT
ACCELERATION	2,780G
ENGINE	4 x Incom 2a fission engines
SENSOR SYSTEMS	ANS-5c sensor unit
TARGETING SYSTEMS	ANq 2.4 tracking computer
CONSUMABLES	1 day
CARGO	85kg (187 lb)

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WING DEVELOPMENT

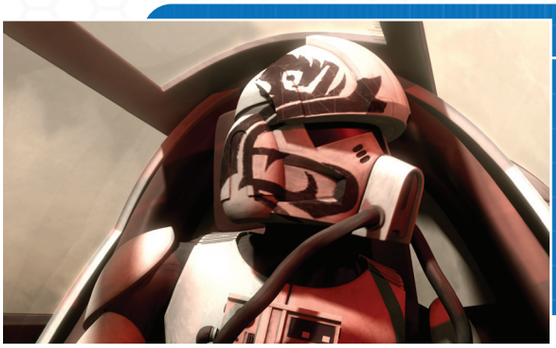
Under 12m in length, the Z-95 Headhunter was far smaller than the vessel that influenced its design, the ARC-170. Taking a fixed-wing approach instead of the split-wing mode of the ARC-170, the Headhunter was able to mount a variety of systems onto its frame. That solid base gave smart technicians and mechanics the opportunity to attempt different configurations, including some tinkering that split the S-foils into an 'X' design. That innovation in turn influenced the design and construction of the Incom T-65B X-wing, just prior to the Galactic Civil War.

the Z-95 fighter borrowed its popular name from a fierce creature from the world of Fresia, known as the Coromon Headhunter. It swiftly became a common sight across the galaxy, and delighted mechanics soon realized just how flexible the design could be. The Galactic Republic configured its own version, the Clone Z-95, for use during the Clone Wars, while other techs developed split-wing and multi-pilot versions. The Z-95 was adapted as a bomber and for reconnaissance – a role it excelled at – while other versions flew in close air support. The early models did not include a hyperdrive, but later editions gave the fighter a Gbk-435 Class 3 hyperdrive motivator, which freed the vessel from requiring a base ship and increased its operational range and effectiveness.

After the end of the Clone Wars, Incom ended its partnership with Subpro, and held sole rights to the Z-95. But as Sienar Fleet Systems designed and constructed the majority of the Empire's vehicles, Incom had no army to build for, so the fighter became a popular choice among pirate and underworld collectives. Its adaptable frame was the perfect platform upon which to add bespoke systems, and its low cost gave its buyers an affordable way to amass a small fleet.

ADAPTABLE AND VERSATILE

It was often said that no two Headhunters were the same, such was their adaptability. Reaching out to the peripheries of the Outer Rim, local defense forces used the Z-95, while wide-eyed jet-jockeys looking for a fast ship to hone their piloting skills often took the Z-95 as their first ship. Indeed,



CLONE PILOTS

Many pilots flew the versatile Z-95, including Jedi General Plo Koon, but it became particularly associated with the clone trooper pilots of the Republic Navy. A version was even specially customized to allow pilots to cross-train in both the Z-95 and the other Incom/Subpro starfighter, the heavier ARC-170, due to the similarity of the two starfighters' flight controls.

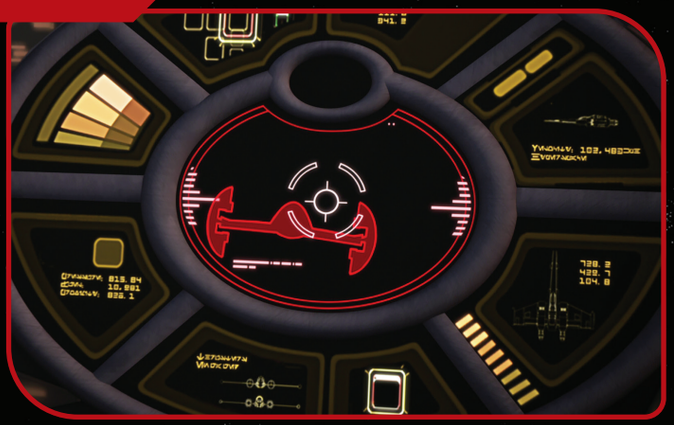
Many clone trooper pilots took to the Z-95 in preference to other Republic starfighters, and a few, such as Warthog and Hawk, became renowned aces.

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THE BATTLE OF UMBARA

REPUBLIC VICTORY

When Umbara seceded from the Republic, Z-95 Headhunters joined a task force sent to retake the planet. The mission was led by Jedi commanders Ahsoka Tano and Barriss Offee, who attacked a *Munificent*-class star frigate that was blockading Umbara. With the Separatist frigate taken out of the equation, the Z-95s provided cover to enable the Republic invasion force to reach the surface. Squadrons of Headhunters and Y-wings took on a much larger fleet of Umbaran and droid starfighters, suffering some heavy losses until the elimination of a heavily guarded Separatist supply ship handed victory to the Republic, with the Umbaran militia forced to surrender control.



The targeting computer of a Z-95 starfighter with a Separatist fighter in its sights.



The agility of the Z-95 made it difficult for an opponent to get a weapons lock onto one, and its durable spaceframe was able to shrug off the kind of damage that would destroy many a more modern design.

many of the galaxy's greatest pilots have fond memories of the Headhunter being their first vessel.

Their legend even crossed over to the pilots of the Imperial Navy, who referred to Headhunters as 'skulls'. With many of their owners long-standing thorns in the side of the Empire, the Z-95 often came into contact with the fighters of the Imperial Navy – as it had with the forces of the Confederacy of Independent Systems during the Clone Wars. The fighters were a constant nuisance that the Empire was unable to completely eradicate. Only the passage of time was able to do that.

WANING YEARS

The Z-95 managed to hold its own in an age of faster ships with more powerful shields, longer flight ranges, and heavier arsenals. Its immediate successor, the T-65 X-wing, was faster, larger, and more heavily armed, and yet the Headhunter was still a common sight due to its impressive durability and ease of repair. Added to that, its more compact and solid spaceframe allowed the Headhunter to pull much tighter turns. Even vastly experienced pilots found it difficult to get a weapons lock on a Z-95. This made it a useful addition in many operational roles, while the Rebel Alliance used a training version of the Z-95 for the development of their pilots, until it was eventually replaced by the T-65 trainer.

As the years passed, while the appearance of Z-95s remained high, their presence was increasingly restricted to civilian usage. Military outfits switched over to newer vessels, and their fleets of Headhunters were either scrapped or sold. Many Z-95s hit the secondhand markets, joining those already working and operating in the Outer Rim Territories. Further into the interior, those that remained ended up in aerospace museums or were passed on to civilian sports fliers.

BEHIND THE SCENES

LONG LINEAGE

The Headhunter has made numerous appearances in novels, comics, and onscreen over the years. By the seventh episode of Season Four of *The Clone Wars*, and the episode 'Darkness on Umbara', we saw a vehicle designated as a 'Z-85'. This was amended in the episode guide to read 'Headhunter', making it likely that the vehicle seen onscreen was indeed the same as the classic Z-95. Fast-forward to 2015 and *The Force Awakens* saw the appearance of the T-70 X-wing, heavily influenced by Ralph McQuarrie's original X-wing painting – the same image which influenced the original Z-95 design.



Ralph McQuarrie's original production painting of the trench run around the Death Star in *Star Wars*, showing a ship that set the pattern for a line stretching back to the Z-95.

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TRAINING REMOTES

In a galaxy filled with unpredictable challenges, it pays to keep one's defensive skills sharp. Training remotes are an ideal, cheap way to practice the techniques needed to evade a shot from a blaster – and despite their simple technology, these basic droids have been pressed into a number of other uses.



In the days of the Republic, Jedi Younglings practiced Shii-Cho using training remotes and special helmets, under supervision of a Jedi Master. When Obi-Wan Kenobi came looking for help in locating Kamino, he found Yoda instructing a class.

Training remotes have had a wide range of uses. In the days of the old Galactic Republic, they were extensively used by the Jedi to train Younglings how to use a lightsaber to deflect blaster bolts. During the Clone Wars, remotes were adapted to become shooting-range targets, used during the training of clone snipers and sharpshooters. When the Empire came to power, they were adapted to more sinister uses, as instruments of control and oppression.

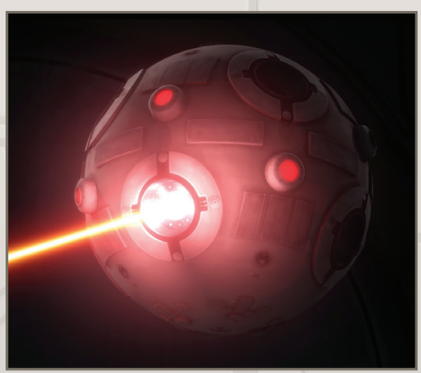
TOOLS FOR NEFARIOUS TRADES

On an individual basis, many would-be blaster marksmen purchase training remotes to practice their quick-draw and targeting skills. Like many smugglers and bounty hunters, Han Solo carried a training remote (one of Industrial Automaton's Marksman-H models) to keep his reflexes and aiming skills sharp during long voyages on the *Millennium Falcon*.

When fitted with listening devices, remotes have been adapted to spying and surveillance work. They can also be programmed to act as defensive 'security guards' that will deter all but the most determined interloper. With the blaster set to a lethal level, they can more-or-less guarantee that intruders will not breach a secure zone. In the hands of bounty hunters, and when fitted with upgraded weapons, humble remotes have even been used as deadly drones.

LOW-LEVEL DROID INTELLIGENCE

Even the most sophisticated remotes only have a very limited intelligence, with no initiative beyond the ability to understand the user's commands, randomize their actions based on a library of preprogrammed combat drills and other actions, and learn from experience to adapt to the user's skills and the required level of difficulty. This ranges from novice-level (slow movements, with no return fire) to a range of more-expert levels (moving at progressively higher speeds while firing a barrage of blasts at up to two per second). The accuracy of the

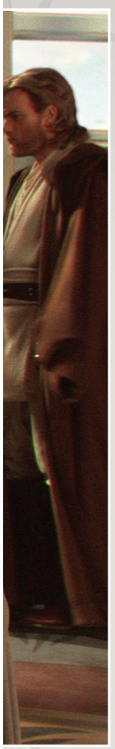


Able to move quickly and unpredictably, remotes have blasters with multiple power levels, including sting and, in some cases, lethal settings.

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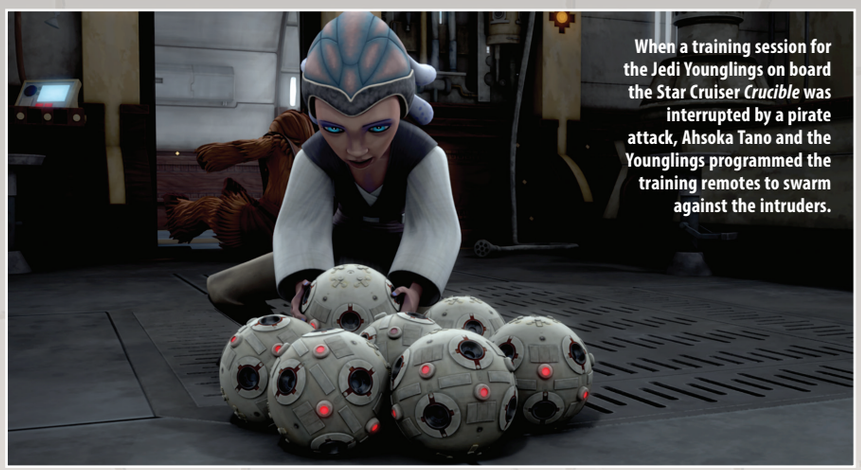
blasts can also be varied from snap shots to precision targeting, while the intensity can range from a faint sting to a limb-numbing jolt.

To prevent damage to the remote during return fire, it is important for the trainee to set their blaster to discharge light-only blasts. The remote's sensors automatically detect being struck by the user's light beam, and score each hit accordingly.



DEADLY WEAPONS

Under the totalitarian rule of the Galactic Empire, combat remotes were sometimes modified to carry out executions. Unlike assassin droids, which were sent out to hunt down specific victims, remotes worked in a far more insidious way, randomly killing whichever 'undesirables' happened to stray into their patrol zone.

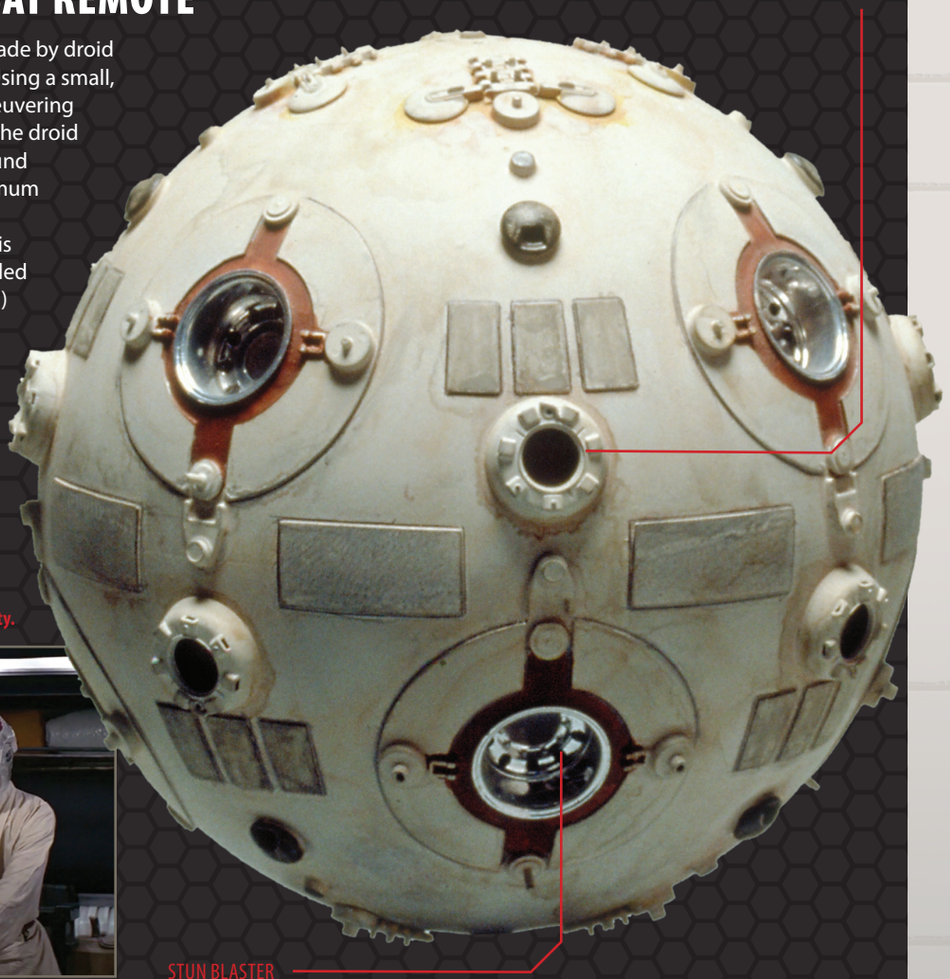


When a training session for the Jedi Younglings on board the Star Cruiser *Crucible* was interrupted by a pirate attack, Ahsoka Tano and the Younglings programmed the training remotes to swarm against the intruders.

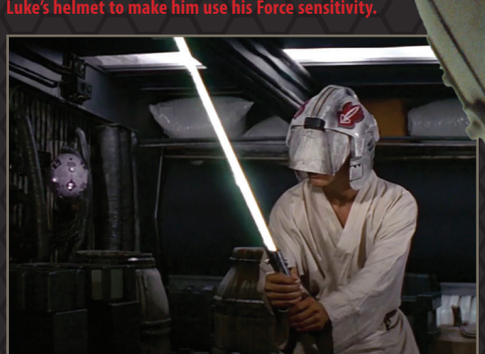
Programmed to seek out enemies of the Empire, which they could identify from biometrics stored in their memory banks, these miniature automated assassins roamed population centers looking for known targets. When one was identified, the victim would be executed on sight, using the high-powered blasters that replaced the non-lethal ones fitted to the normal remote. The droids' small size and quick movements meant that they were difficult to spot, almost impossible to evade and very hard to shoot down.

MARKSMAN-H COMBAT REMOTE

The Marksman-H combat remote is made by droid manufacturer Industrial Automaton. Using a small, self-contained repulsorlift, eight maneuvering thrusters, sensors, and laser emitters, the droid is programmed to hover and dart around unpredictably at high speed. Its maximum velocity is 25km/h (15 mph), but its acceleration from a standing position is almost instantaneous – and this, coupled with its small diameter (just 15cm/6 in) makes the Marksman-H a difficult target to hit. It is armed with a light blaster that is normally set to produce a painful sting, but cause no permanent injury to the target.



When Obi-Wan Kenobi showed Luke Skywalker how to use the remote carried on the *Millennium Falcon*, the young Jedi-in-training became impatient, and could not predict the remote's actions until Obi-Wan lowered the blast visor on Luke's helmet to make him use his Force sensitivity.



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YOUR NEXT PARTS

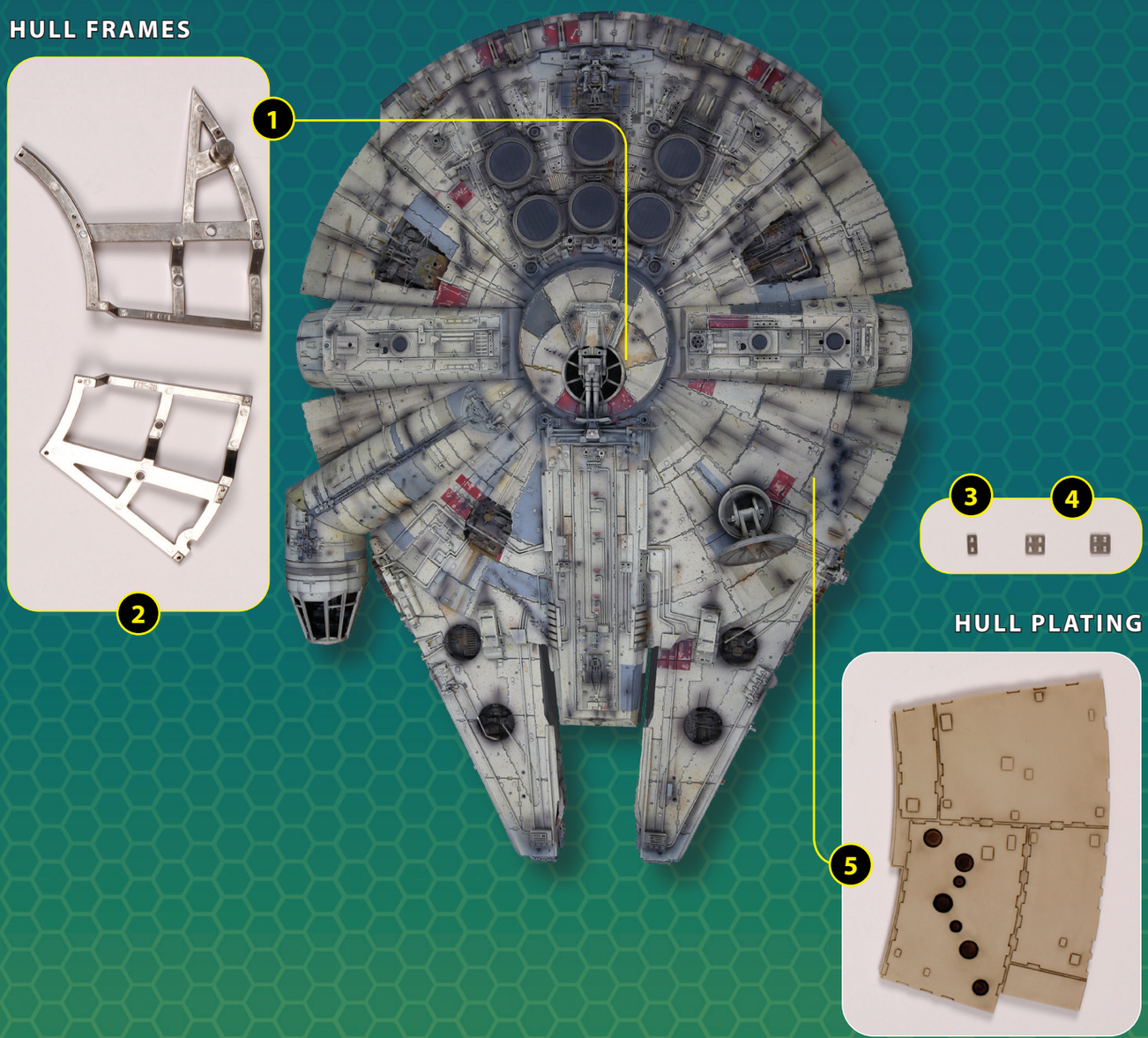
COMPONENTS CHECKLIST

1. Hull frame TF-27
2. Hull frame TF-28
3. 2-hole connector
4. 4-hole connectors (x 2)
5. Hull panel TP-15

This issue's parts are used to assemble the area of the upper hull framework that supports the port corridor. You have also received another section of the upper hull paneling.

The steps on the next two pages add five more pieces to the top framework, including the two you have received this time, and three you received earlier. The only part not used in this stage is the top hull panel. Keep this safely until later.

WHERE THE PARTS FIT

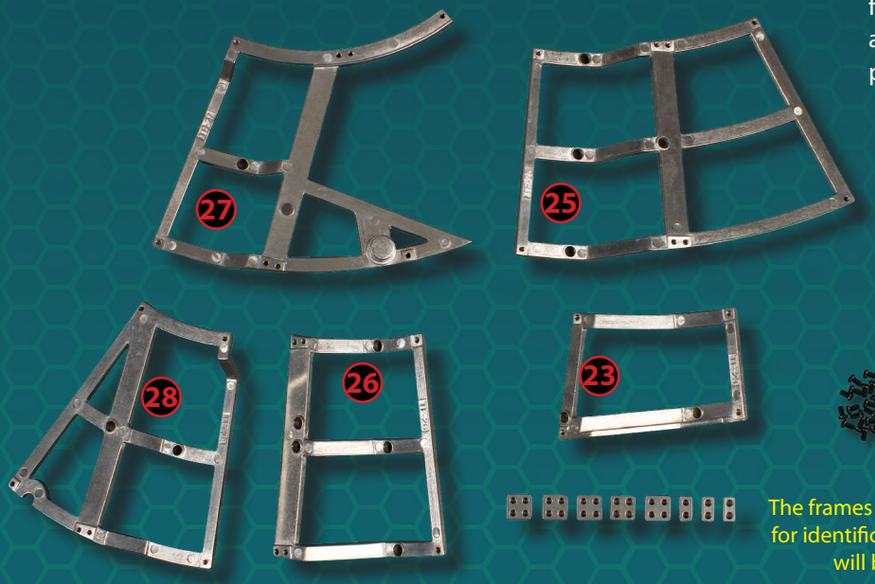


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ASSEMBLING THE TOP FRAMES

Adding the next five frame parts to the framework you assembled in Stage 55 will take you round to the start of the large recess astern of the port corridor. The frame will need extra support to extend beyond this opening, so you will be receiving another jig section with the next issue.

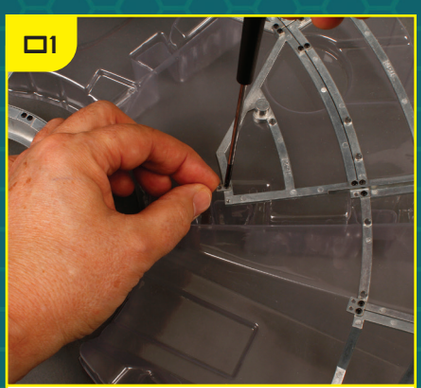
For this stage, you need the two frame sections provided with this issue, plus frame TF-23 (provided with Issue 56) and frames TF-25 and TF-26 (provided with Issue 58). You will not be fitting TF-24 yet, as it needs extra support. You also need five 4-hole and three 2-hole connectors, plus 30 short black button-head screws.





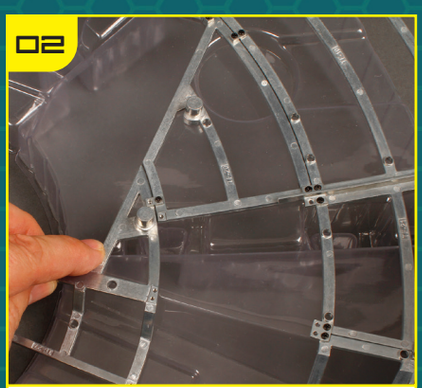
The frames shown have TF numbers (shown in red) cast into them for identification. The small diagram above identifies the area you will be assembling on the blueprint that came with Issue 1.

01



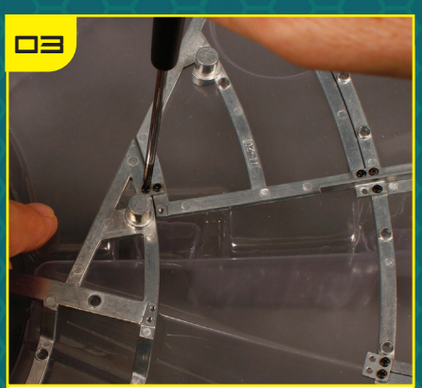
Screw a 2-hole connector to the inner side of TF-20.

02



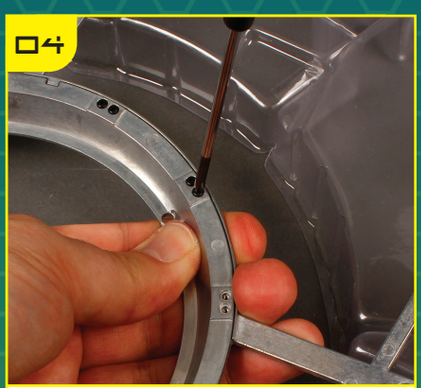
Fit the pointed corner of TF-27 against the inner side of TF-20.

03



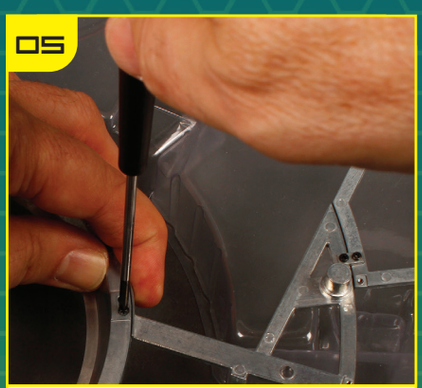
Screw the connector from Step 1 to the hole next to the big boss in TF-27.

04



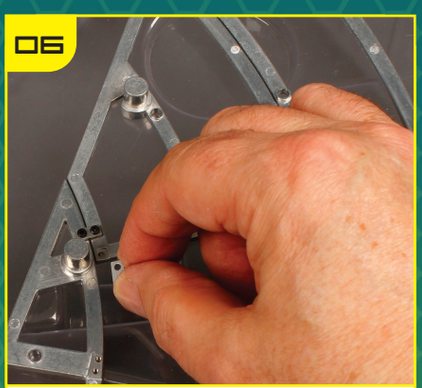
Screw the end of the long, curved arm on TF-27 to the turret ring.

05



Screw the two holes at the other end of the curved arm to the turret ring.

06

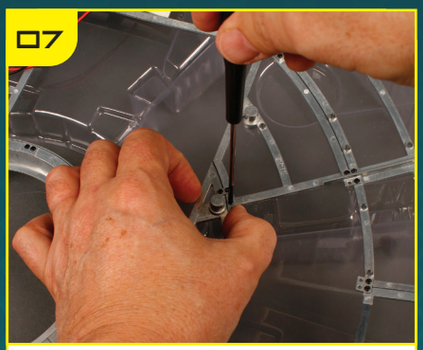


Fit a 2-hole connector to the inner corner of TF-20.

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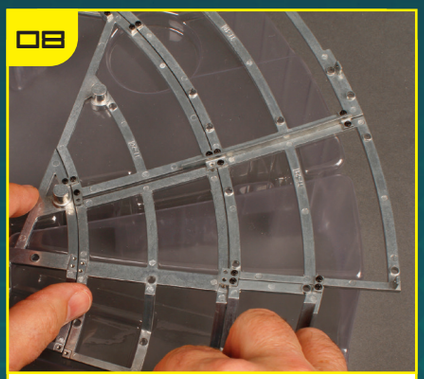
STAGE 59 ASSEMBLY

07



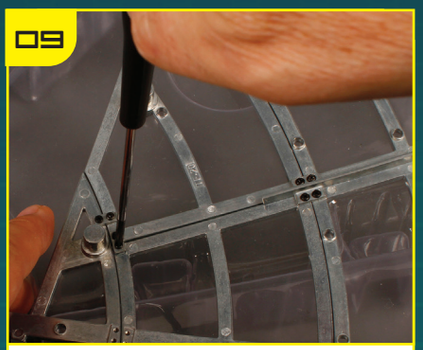
Screw the connector in place with one screw.

08



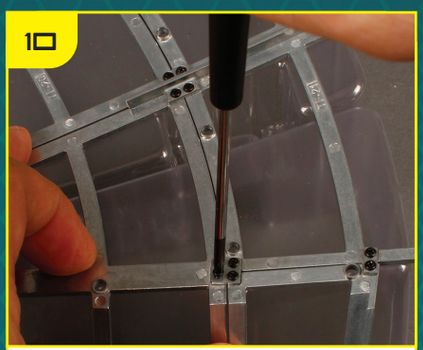
Fit TF-25 against the side of TF-20.

09



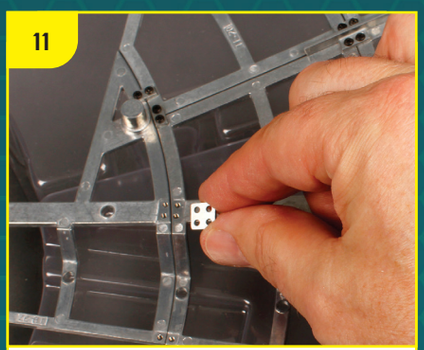
Screw TF-25 to the flange of the radial rib and the connector from Step 7.

10



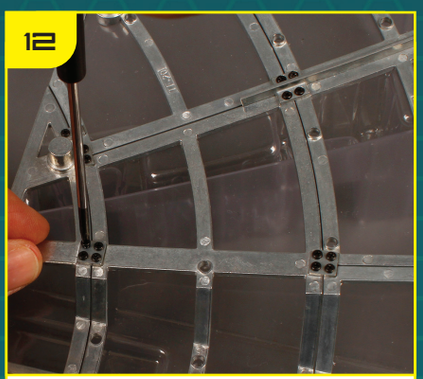
Screw the outer edge of TF-25 to both holes in the 4-hole connector.

11



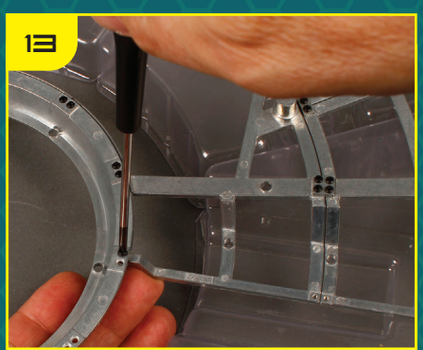
Fit a 4-hole connector to this joint where TF-25 meets TF-27.

12



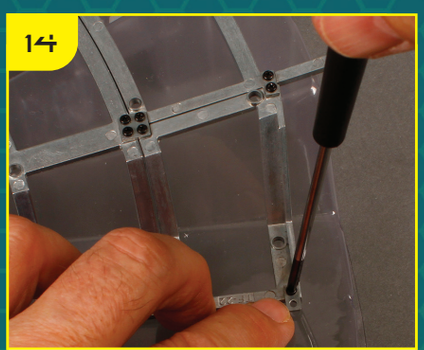
Drive screws into all four holes.

13



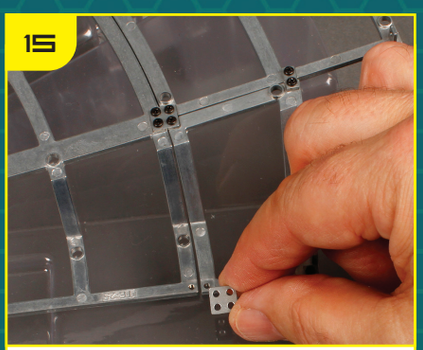
Screw the remaining corner of TF-27 to the turret ring.

14



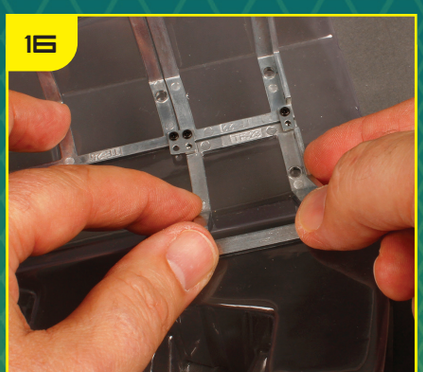
Screw a 2-hole connector to the outer corner of TF-22.

15



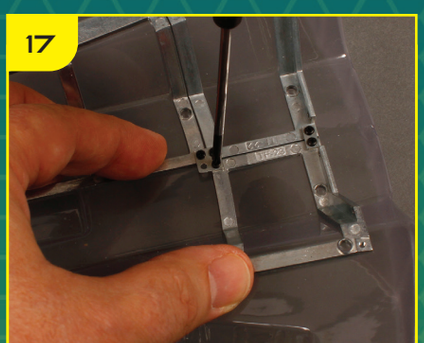
Screw a 4-hole connector across the joint between TF-22 and TF-25.

16



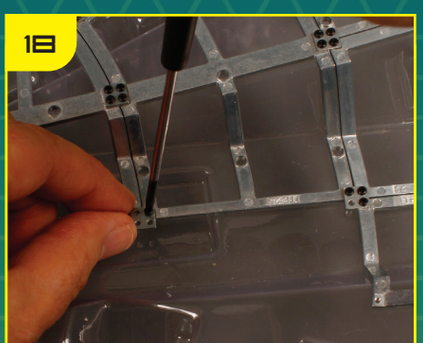
Fit TF-23 against the side of TF-22.

17



Screw TF-23 to the connectors from Steps 14 and 15.

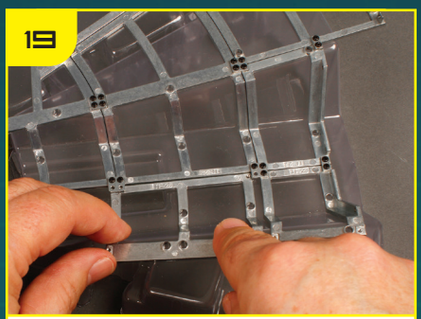
18



Screw a 4-hole connector across the joint between TF-25 and TF-27.

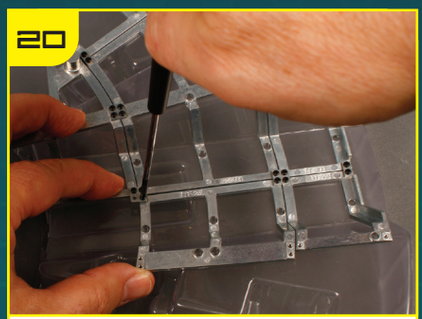
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19



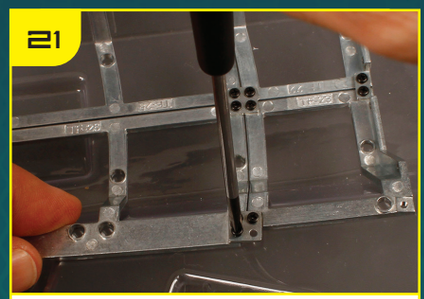
Fit TF-26 against the side of TF-25.

20



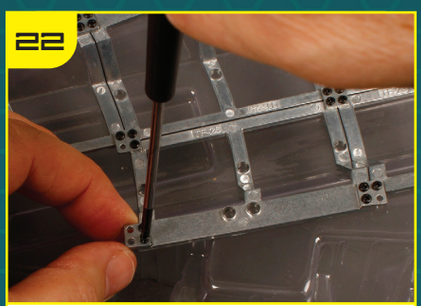
Screw TF-26 to both connectors.

21



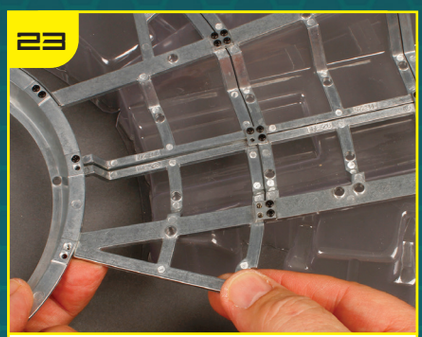
Screw a 4-hole connector to the corners of TF-23 and TF-26, using three screws.

22



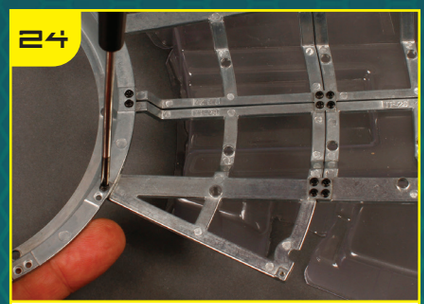
Screw a 4-hole connector to the inner corner of TF-26, using two screws.

23



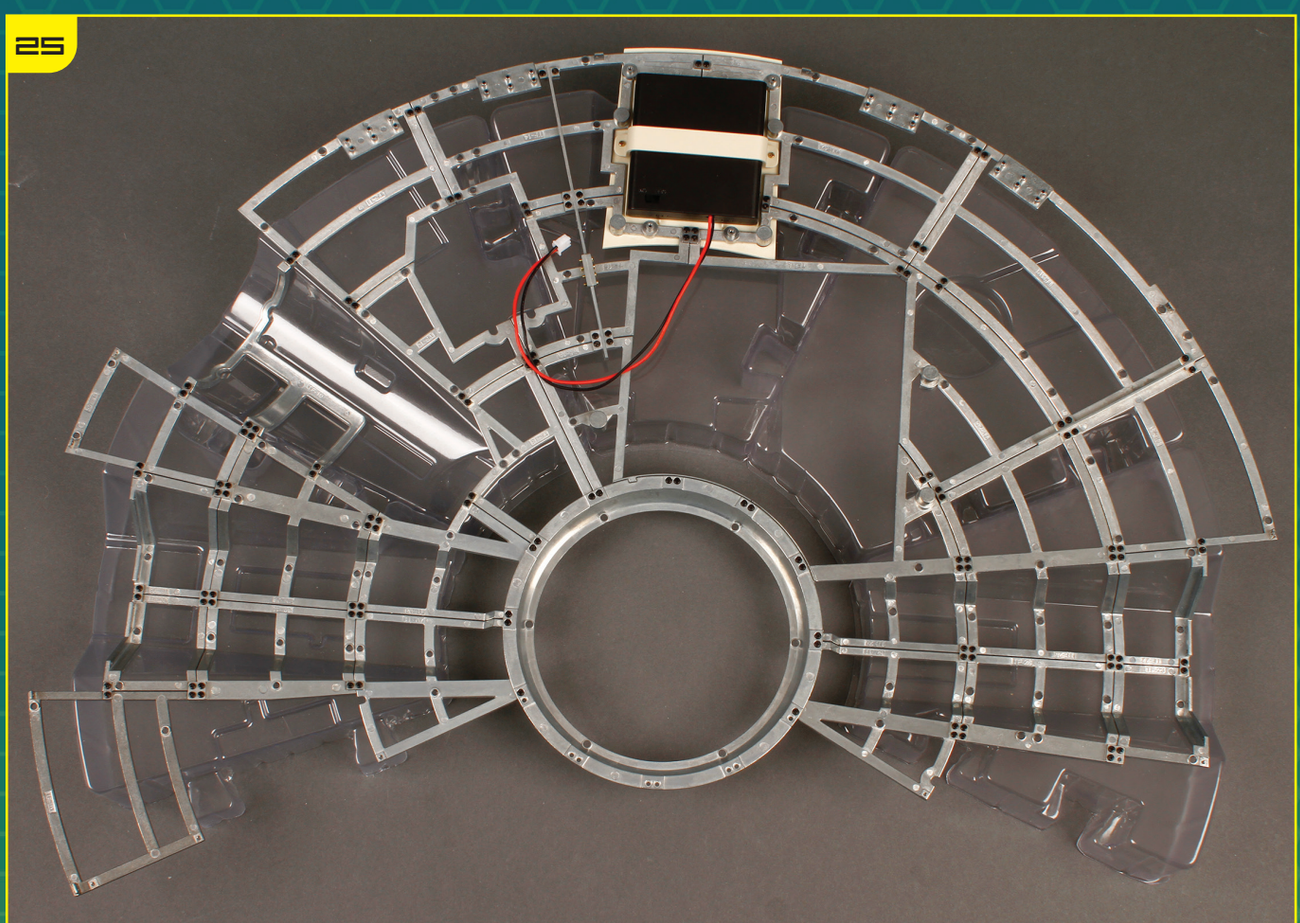
Fit TF-28 against the side of TF-27.

24



Screw TF-28 to the two 4-hole connectors and the turret ring.

25



That completes the assembly for this stage.

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