STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



GHA NACHKT'S *VULTURE'S CLAW*

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SALVAGE VESSEL

GHA NACHKT'S *VULTURE'S CLAW*

The *Vulture's Claw* was an old, foul-smelling but powerful GS-100 salvage ship that belonged to the Trandoshan Gha Nachkt. When the Clone Wars erupted, Nachkt become a scourge of the battlefield by collecting salvageable material and selling it to the highest bidder as scrap or as reforged warhead slugs.



The *Vulture's Claw* was almost 175 meters (573 feet) long, and began life as a regular GS-100 salvage ship before she received her many upgrades. Already an old and battered ship when Gha Nachkt acquired her, she was a box-like vessel that seemed to carry three blue container-like structures on her back, but came with everything needed for Nachkt's line of work.

Gha Nachkt was a nefarious scavenger who roamed the space lanes of the Republic, hoping to profit from others'

The GS-100 salvage ship had a central body measuring almost 175m long (573 ft) Its back was straddled by three separate container pods used to hold and process the cargo of scrap gathered by the manipulator arms protruding from the body.

VULTURE'S CLAW TECHNICAL SPECIFICATIONS

TYPE	GS-100 salvage ship
CLASS	Transport
MANUFACTURER	Gallofree Yards, Inc.
LENGTH	174.80m (573 ft 6 in)
ACCELERATION	1,800G
MAXIMUM SPEED	400km/h (248.5 mph)
HYPERDRIVE	Class 2.0
CREW	1 x pilot and 2 x co-pilots (droids)
PASSENGERS	20 x droid workers
CARGO	140 tonnes
ARMAMENT	Dual laser cannon
CONSUMABLES	1 month

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GS-100 SALVAGE SHIP

Gallofree Yards' GS-100s were bulky craft designed to collect usable scrap, and the aft section usually had an attachment point for a Gallofree Z-A1 Star Tug. The GS-100 could run with a small crew complement and most owners preferred the assistance of droids so they didn't have to split up their profits. It was often used by Trandoshans, earning the nickname 'Trandoshan Scavenger Ship.' A GS-100 could carry 140 tonnes of cargo, and was slow in atmospheric conditions. But among fields of debris and wrecked spacecraft, it was one of the best vessels you could get.

misfortunes. More specifically, as a battlefield scavenger, almost nobody dared to stand in Gha Nachkt's way. The *Vulture's Claw* was outfitted with specialized salvage tools, updated sensors, military shielding and thick armor allowing her to cruise among debris or spaceship graveyards. Her sensors were calibrated for detecting alloys and chemical traces that could be connected with valuable material.

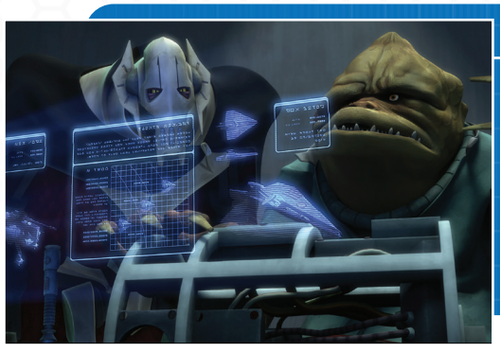
Assisted by multi-spectrum spotlights, little escaped the Trandoshan's attention. Two large grasping claws were situated on each side of the GS-100, and were constantly reaching out for debris that could be of any value. The retractable arms were controlled by a simple droid brain, programmed to bring the scavenged parts inside the *Vulture's Claw,* so that Nachkt could reforge or sell his scrap.

MOBILE FACTORY

Only a small part of the ship was dedicated to the crew's needs. Nachkt's cockpit was found on the bottom of the ship's bow. It also functioned as his private quarters, since it had a bed and some cargo compartments in the back. The Trandoshan did have another private room, but he preferred to remain in the cockpit so he could react as quickly as possible whenever something had been detected.

It was unwise to explore the rest of the ship too deeply, because Nachkt had

Gha Nachkt was an unsavory individual, even for a Trandoshan. Witnesses claimed to be overwhelmed by the foul smell – probably caused by Nachkt himself – that seemed to have penetrated the entire ship.



TRANDOSHAN CAPTAIN

Gha Nachkt was a fat, flatulent, malodorous Trandoshan scavenger, who was convinced that he was going to be rich when the Clone Wars began. His face was asymmetrical due to a cantina fight on Coruscant that had left permanent damage to his right eye. Nachkt, a level-five droid programmer, dealt with multiple Confederacy leaders, although he had no particular allegiance in the conflict. Greed became Nachkt's ultimate downfall.

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BATTLE OF BOTHAWUI

SOMETHING TO SELL

When Gha Nachkt stumbled upon an abandoned astromech in the Fervse'dra asteroid belt after the Battle of Bothawui, he realized that General Grievous would pay handsomely for R2-D2. The little droid was desperate to escape from the *Vulture's Claw* as he was carrying secret strategic plans, but he did at least manage to warn the Republic where he was. When General Grievous inspected R2-D2 and discovered the hidden plans, it turned out the astromech was worth a lot more than Nachkt originally bargained for. But Grievous didn't care for Nachkt's desire to gain more profit from selling the droid, and stabbed him in the back with a lightsaber. R2-D2 was rescued by Anakin Skywalker, Ahsoka Tano and their clone troops.



Hoping to sell his captive R2-D2 to General Grievous, Nachkt traveled to Skytop Station, the CIS's secret listening post, in orbit around Ruusan.



The *Vulture's Claw* was a large ship, and slow moving when in an atmosphere.



After the Battle of Bothawui, the *Vulture's Claw* nosed through the debris, looking for salvage.

installed some unique items, such as a pair of IG-86 sentinel droids, although these were allegedly deactivated.

The first dorsal structure housed the ventral docking hatch, an area where salvage was sorted, and with a lot of small passageways. This part of the *Vulture's Claw* was no more than a reeking maze of oily holds, workrooms, and storage areas. Two TT-8L gatekeeper droids guarded the hatch to scan Nachkt's clientele as they came aboard.

The central pod structure housed two processors for smelting collected parts, and the lower hold where particularly dangerous salvage was stored. Finally, the aft section housed the forge that Gha Nachkt used to turn reclaimed durasteel into warhead slugs, plus a mobile smelting operation. This area also held many components and systems that were crucial to starship operation, such as the ion acceleration chamber, shield projectors, hyperdrive generators, and power generators.

A dual laser cannon was mounted on top of the hull as an additional defense, despite the thick armor plating. The ship had to be protected against collisions with debris, which the *Vulture's Claw*'s military-grade shields and hull were well able to do. Despite what one would have expected from its bulk, the *Vulture's Claw* was not a slow ship. Nachkt had augmented the hyperdrive engines, which enabled him to beat his colleagues by arriving first at a scavenging site.

The *Vulture's Claw* met its end early in the Clone Wars, when it was stalled aboard the Separatist listening post Skytop Station. It was subsequently wrecked during the raid by the Republic commando team that ultimately destroyed the battlesphere.

BEHIND THE SCENES

JUNK TRUCK

The *Vulture's Claw* appeared for the first time in 'Downfall of a Droid', the sixth episode of *The Clone Wars*. Designer Kilian Plunkett drew most of his inspiration for the ship from everyday life. 'I was driving to work and I saw this dump truck. It was big, green, greasy, rusty, and dirty. It just looked like it was from *Star Wars*', remembers Plunkett. He turned the truck sideways and used a Trandoshan vessel from *Shadows of the Empire* as another basis for the design. Dave Filoni's original idea was that the ship could open and close, but it just didn't have enough bulk for the idea to work properly. The voice of Gha Nachkt, who was deliberately portrayed as being out of his prime, was provided by Ron Perlman (*Hellboy*).



Artist Kilian Plunkett has worked on numerous *Star Wars* projects, starting with comic book series. Joining Lucasfilm Animation, he was lead character designer on *Star Wars: The Clone Wars* and the art director on *Star Wars Rebels*.

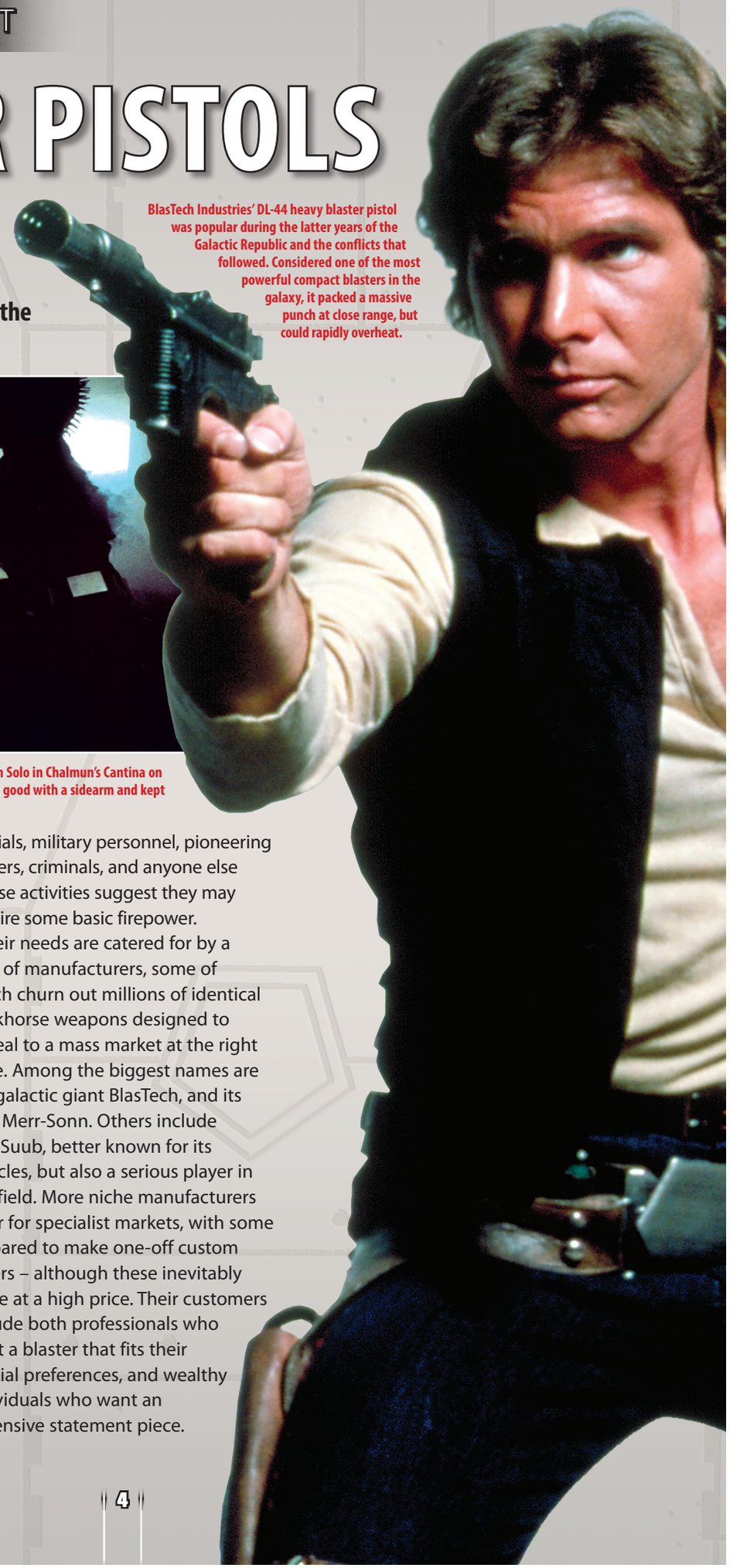
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BLASTER PISTOLS

As freebooters like Han Solo are fond of telling people, in an uncertain and dangerous galaxy, nothing beats a good blaster at your side – so long as you have the knowledge and skill to go with it.



When the Rodian bounty hunter Greedo pulled a blaster pistol on Han Solo in Chalmun's Cantina on Tatooine, he should have heeded the smuggler's reputation for being good with a sidearm and kept a better eye on both his adversary's hands.



BlasTech Industries' DL-44 heavy blaster pistol was popular during the latter years of the Galactic Republic and the conflicts that followed. Considered one of the most powerful compact blasters in the galaxy, it packed a massive punch at close range, but could rapidly overheat.

Technically a type of 'ranged energy weapon', blasters have dominated galactic conflicts for centuries. All blasters direct a high-energy particle beam at the opponent, focused into concentrated, coherent bolts that strike with concussive impact. Most blasters also have settings that can be adjusted merely to stun, or to have fatal effects.

BLASTER MANUFACTURE

The scientific principles have been understood for eons, but personal blasters came into being when it was discovered how to miniaturize the technology into a compact form that would fit into the body of a hand-held rifle or pistol. The latter would rapidly become the most common energy weapons in the galaxy: relatively cheap, easily carried or concealed, and simple to wield with one hand. They are carried by spacers, traders, enforcement officials, military personnel, pioneering settlers, criminals, and anyone else whose activities suggest they may require some basic firepower.

Their needs are catered for by a host of manufacturers, some of which churn out millions of identical workhorse weapons designed to appeal to a mass market at the right price. Among the biggest names are the galactic giant BlasTech, and its rival Merr-Sonn. Others include SoroSuub, better known for its vehicles, but also a serious player in this field. More niche manufacturers cater for specialist markets, with some prepared to make one-off custom orders – although these inevitably come at a high price. Their customers include both professionals who want a blaster that fits their special preferences, and wealthy individuals who want an expensive statement piece.

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TYPES OF BLASTER PISTOL

The cheapest blaster is a basic hold-out pistol. Small and easy to conceal, they are designed mainly for protection, and are popular with individuals such as politicians, aristocrats or gamblers who may be targets but don't want to advertise that they are carrying a weapon. Most use energy cells good for only a handful of shots. Regular or medium blasters are heavier, with power packs that allow sustained firing and a multi-fire option. Many can be customized or upgraded to suit the user, but this is generally reflected in the price, with basic workhorse pistols being much cheaper. Heavy blasters are all about stopping power, where, for one reason or another, it is impractical to carry a blaster rifle. On most planets, ownership is generally tightly controlled, so these weapons are mainly used by military or law enforcement officers, professional bodyguards – and the underworld. In close combat situations, they are lethal.

LIGHTWEIGHT PERSONAL PROTECTION/HOLD-OUT BLASTERS



Q2 HOLD-OUT BLASTER



ELG-3A BLASTER PISTOL

MEDIUM BLASTERS



KYD-21 BLASTER PISTOL



BLASTECH DH-17 BLASTER PISTOL

HEAVY BLASTERS



BLASTECH DL-44 HEAVY BLASTER PISTOL



CR-2 BLASTER

CUSTOM-MADE BLASTERS (BOUNTY HUNTERS)



WESTAR-34 BLASTER PISTOL



BLASTECH LL-30 BLASTER PISTOL

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Although the lightsaber became his weapon of choice after his training by Obi-Wan Kenobi, Luke Skywalker also carried and used blaster pistols, and was known as a good shot.

BLASTER TECHNOLOGY

The ancestor of the modern blaster is the pulse-wave weapon. Some of these remain in use in galactic backwaters, but while they still pack a deadly punch, their range is poor and they do not have a stun setting.

The modern blaster is powered by a gas that has a high potential – such as tibanna. Small amounts of this gas are released from the gas cartridge into a chamber where the power pack energizes the gas before passing it into the actuating blaster module, which transforms it into a package of compressed high-energy particles.

The package is passed through a prismatic crystal, which focuses it into a particle beam, combined with intense light. Finally, this is fired from the emitter nozzle as a glowing energy bolt, whose color depends on the gas used, and the focusing method. The process also generates heat, which is the chief cause of blasters malfunctioning during rapid firing, as they are quite likely to overheat.

Clawdite bounty hunter Zam Wesell favored a KYD-21 blaster pistol. This had impressive stopping power for its small size, and although it was expensive, it was popular with assassins who preferred subtle methods.

MAKING IT LOOK REAL



The basis of Han Solo's DL-44 blaster (like many of the other *Star Wars* weapons) is a real gun, in this case, the German Mauser C96. This was a very popular weapon in the early 20th century. Copies were made for the Soviet Russians, and hundreds of thousands of copies were made in China during World War II.

After George Lucas told designer John Barry and set decorator Roger Christian that he wanted the *Star Wars* weapons to look real and 'visceral', John Barry took him to a props-hire company that offered a wide selection of real weapons. As Barry explained, 'Rather than have your slick streamlined ray guns… there are really quite large chunks of real weapons with additional things fixed on to them… it stops them from having that homemade look'. The most important component in Han Solo's DL-44 blaster was the pistol used for its base, which was a German semi-automatic pistol, the Mauser C96. This has a comfortable curved wooden grip, sometimes nicknamed the 'broom handle', and a distinctive box magazine in front of the trigger.

BEHIND THE SCENES

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YOUR NEXT PARTS

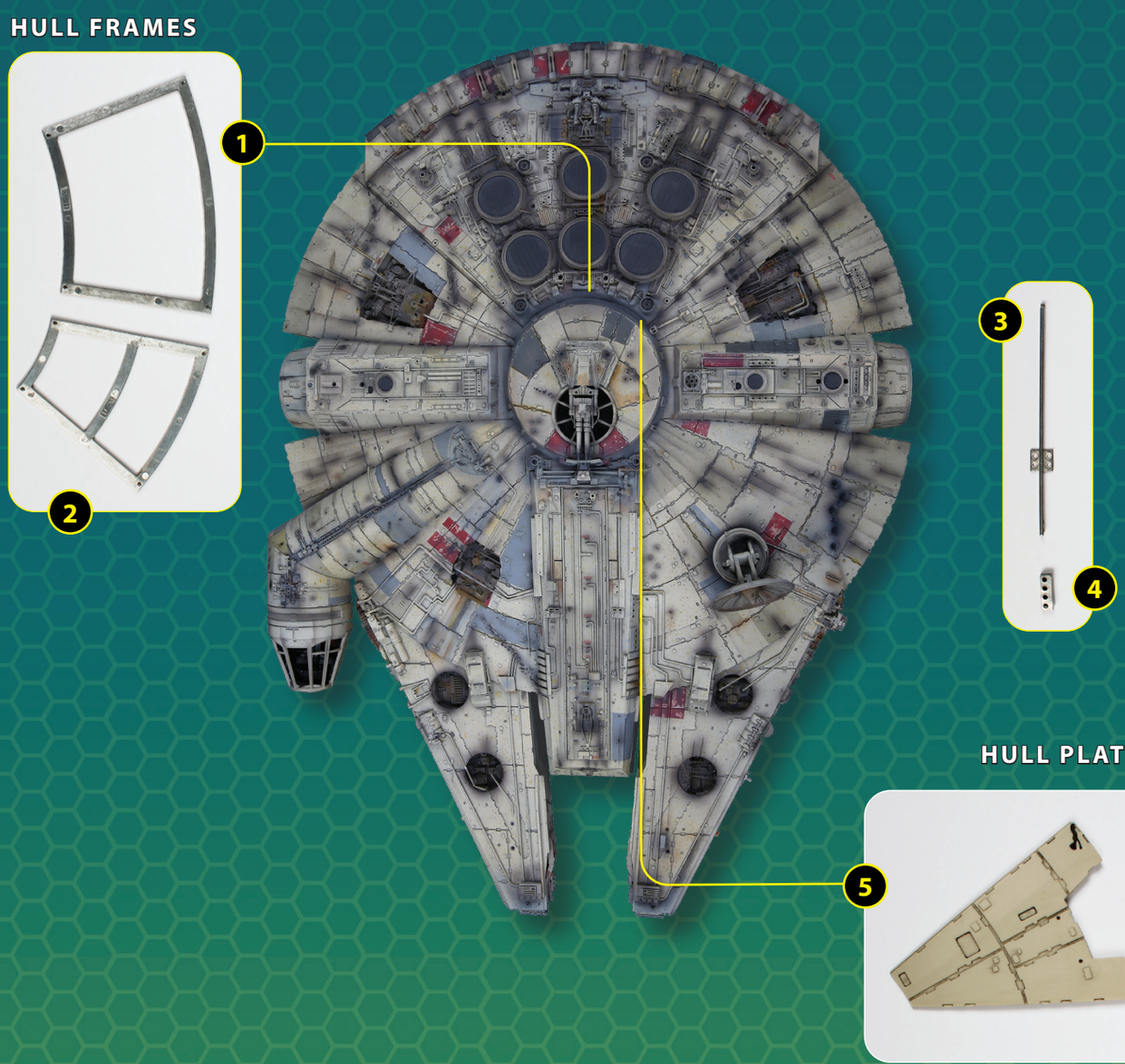
This issue's parts are used to extend the upper hull framework. You have also received another piece of hull paneling.

The steps on the next two pages add two more pieces to the top framework, which completes a sector of the main disc. The only part not used in this stage is the top hull panel, which has an opening for the machinery-filled recess to the rear of the port corridor. Keep this safely until later.

COMPONENTS CHECKLIST

1. Hull frame TF-33
2. Hull frame TF-34
3. Radial rib (inner section)
4. Rib connector
5. Hull panel TP-20

WHERE THE PARTS FIT

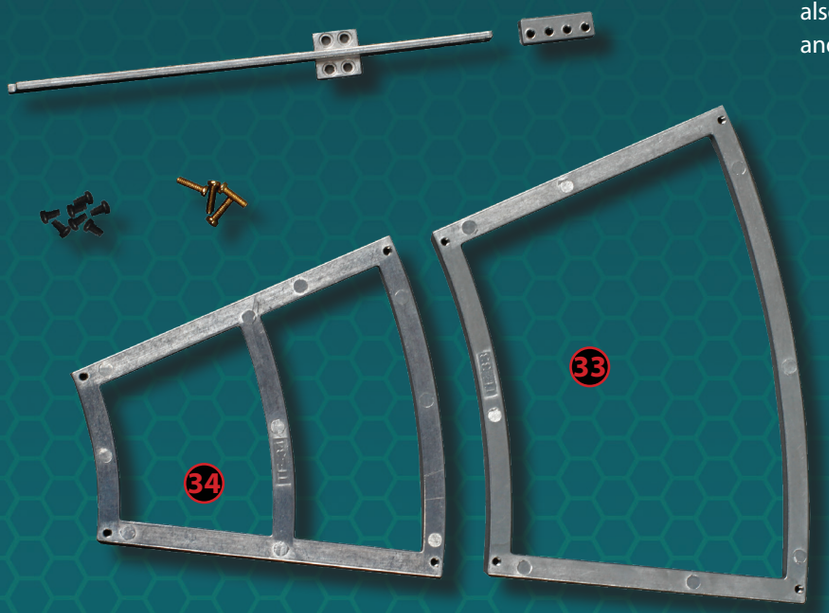


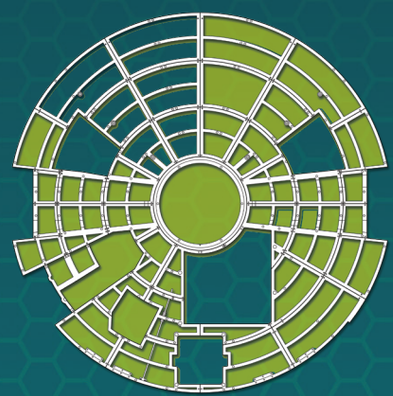
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ASSEMBLING THE TOP FRAMES

Fitting the next sections of the frame will fill in the sector of the hull that you started to assemble in Stage 61.

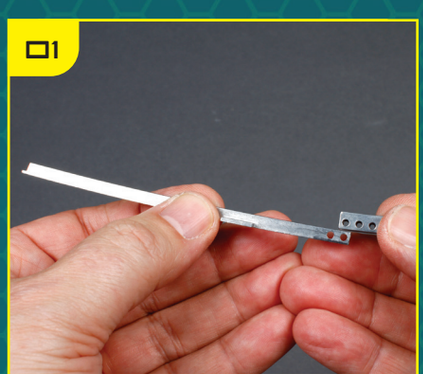
For this stage, you need the two frame parts and radial rib section provided with this issue. You also need the rib connector, four long brass screws, and seven short black button-head screws.





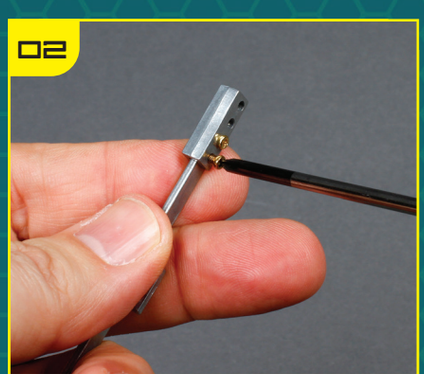
The frames shown have TF numbers (shown in red) cast into them for identification. The small diagram above identifies the area you will be assembling on the blueprint that came with Issue 1.

01



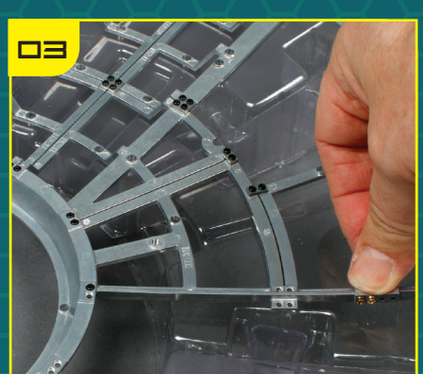
Fit the rib connector over the end of the inner rib section, with the threaded part of the holes to the back, as shown.

02



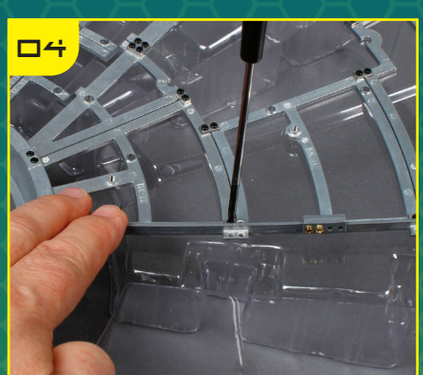
Line up the two end holes and screw the connector to the end of the rib using two screws.

03



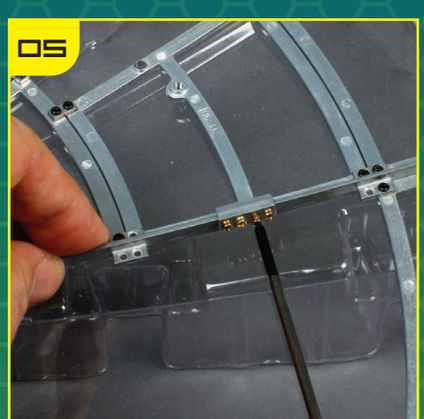
Fit the rib to the side of frame TF-31. Hook the inner end under the turret ring and fit the connector over the outer rib.

04



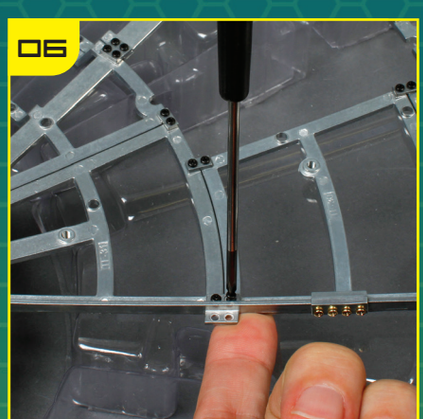
Screw the flange to frame TF-31 to hold the rib in position.

05



Screw the rib connector to the outer rib.

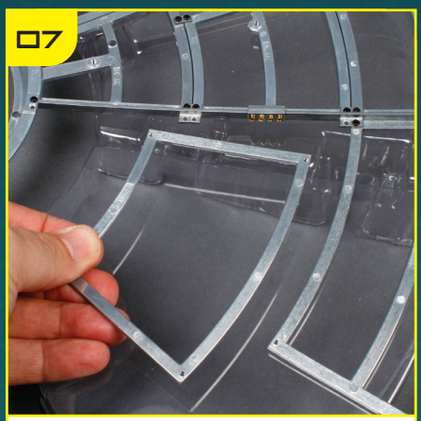
06



Screw the flange to frame TF-30.

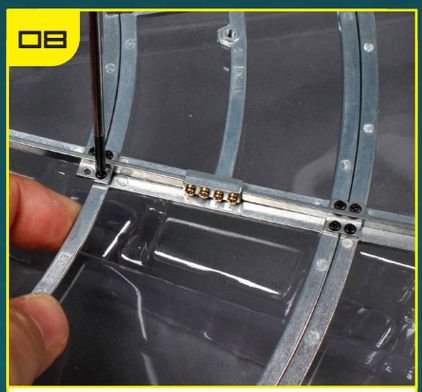
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07



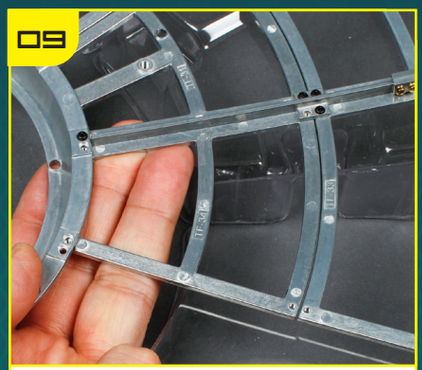
Align frame TF-33 with the assembly.

08



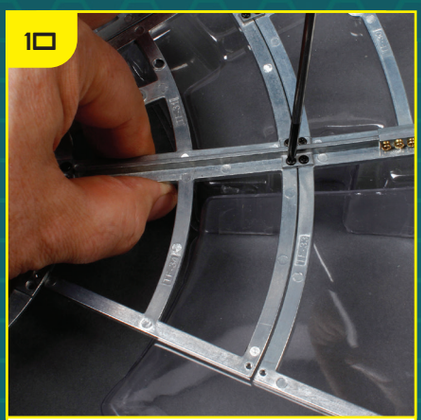
Screw the corners of TF-33 to the two flanges on the radial rib.

09



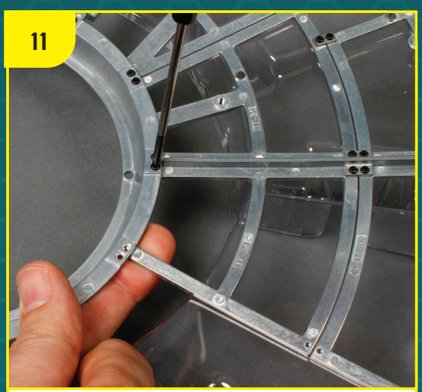
Fit frame TF-34 to the assembly, tucking it under the turret ring and the flange on the radial rib.

10



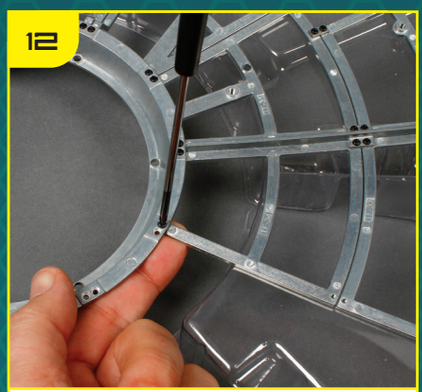
Screw the flange to TF-34.

11



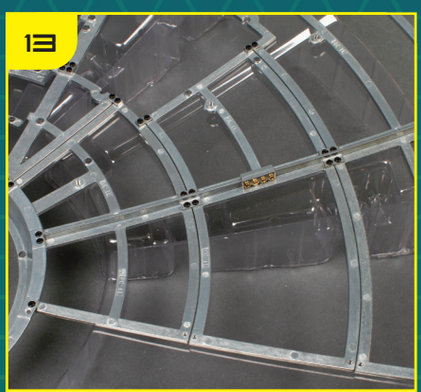
Screw the inner corner of TF-34 to the turret ring.

12



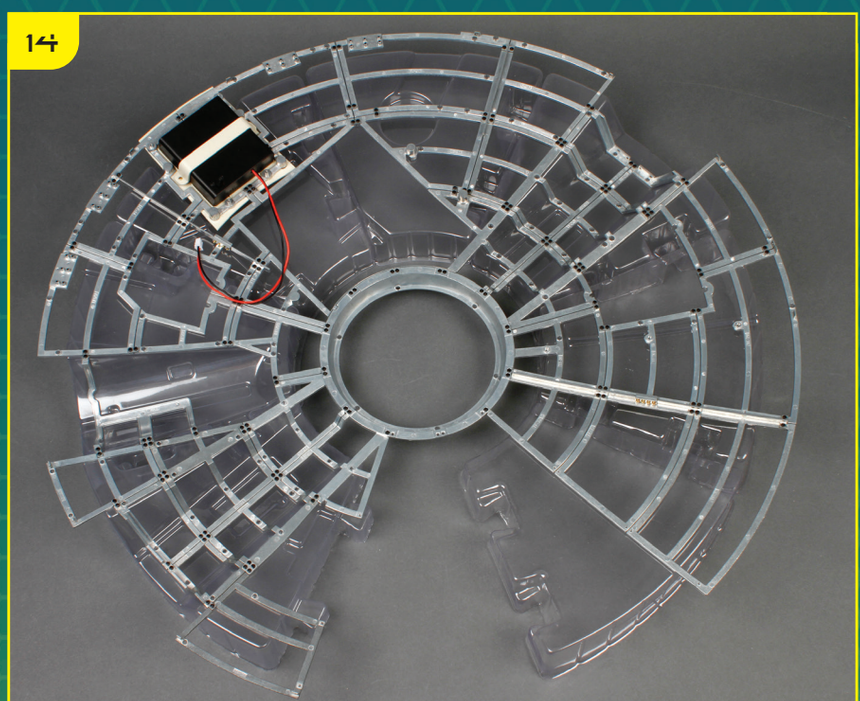
Screw the remaining corner of TF-34 to the turret ring.

13



The outer edges of frames TF-32, 33 and 34 will be connected in the next stage.

14



That completes the assembly for this stage.

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