STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



THE *IMPERIALIS*

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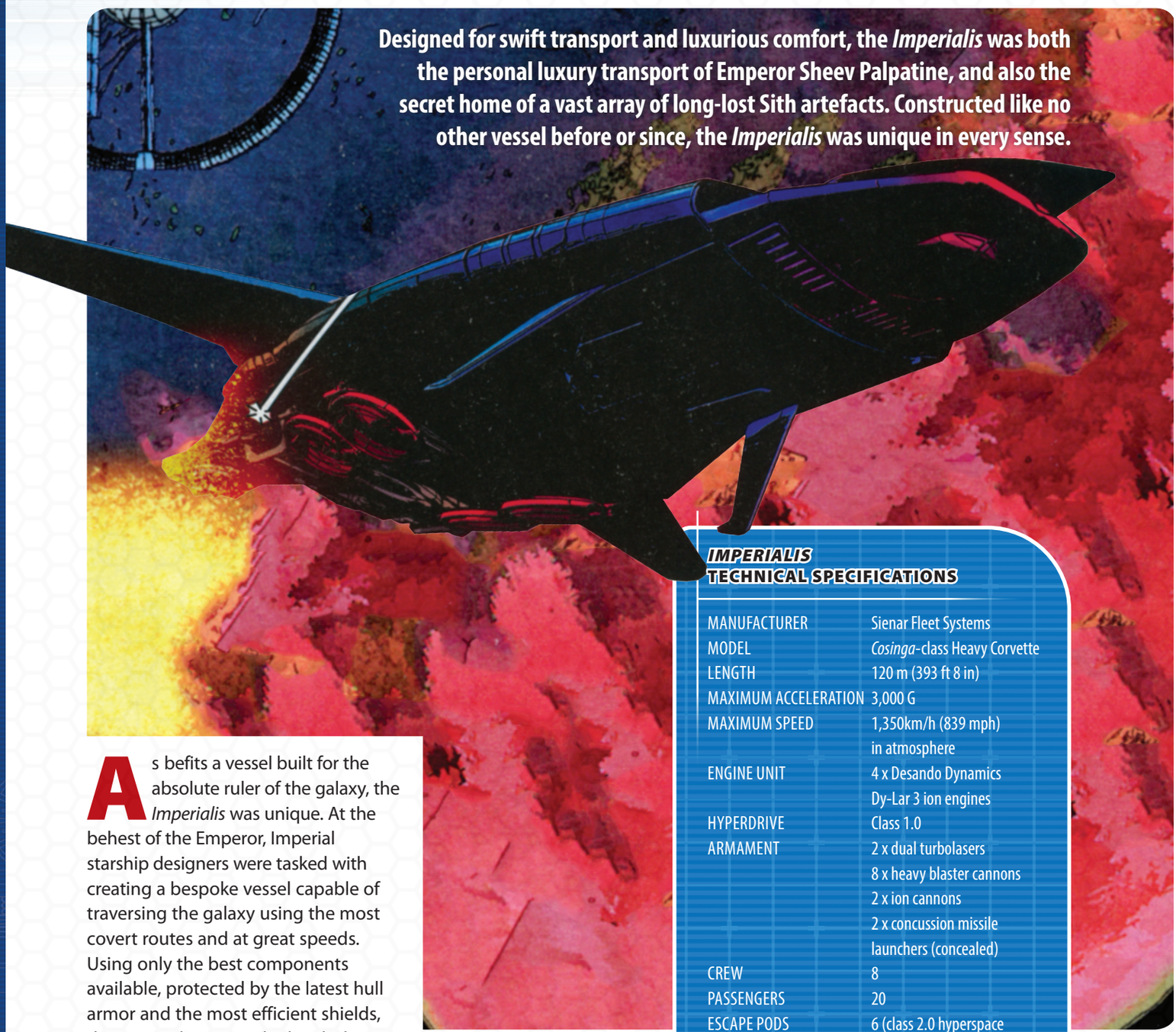
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LUXURY STAR YACHT

HEAVY CORVETTE *IMPERIALIS*

Designed for swift transport and luxurious comfort, the *Imperialis* was both the personal luxury transport of Emperor Sheev Palpatine, and also the secret home of a vast array of long-lost Sith artefacts. Constructed like no other vessel before or since, the *Imperialis* was unique in every sense.



As befits a vessel built for the absolute ruler of the galaxy, the *Imperialis* was unique. At the behest of the Emperor, Imperial starship designers were tasked with creating a bespoke vessel capable of traversing the galaxy using the most covert routes and at great speeds. Using only the best components available, protected by the latest hull armor and the most efficient shields, the *Imperialis* was packed with the galaxy's most potent weaponry.

Designs were drafted and plans submitted, with the Emperor personally choosing his preferred design. He

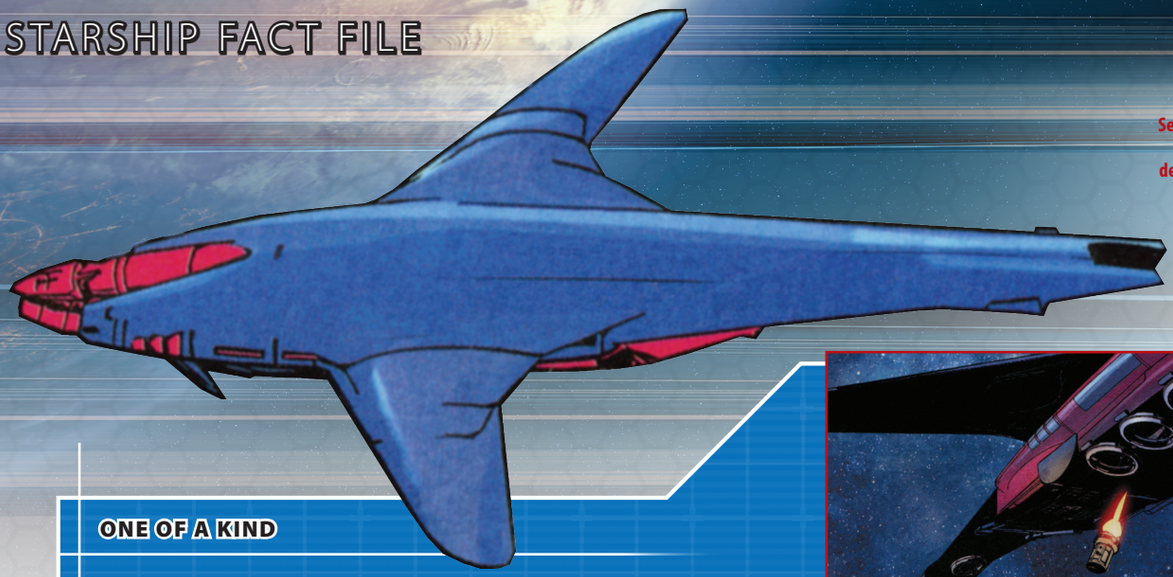
Sleek, fast, and heavily armed, the *Imperialis* was as outstanding a vessel as the supreme ruler of the galaxy might be expected to own, and as the lair of a Sith Lord, it housed his collection of dark side artifacts, protected by two members of the Royal Guard.

IMPERIALIS TECHNICAL SPECIFICATIONS

MANUFACTURER	Sienar Fleet Systems
MODEL	*Cosinga*-class Heavy Corvette
LENGTH	120 m (393 ft 8 in)
MAXIMUM ACCELERATION	3,000 G
MAXIMUM SPEED	1,350km/h (839 mph) in atmosphere
ENGINE UNIT	4 x Desando Dynamics Dy-Lar 3 ion engines
HYPERDRIVE	Class 1.0
ARMAMENT	2 x dual turbolasers 8 x heavy blaster cannons 2 x ion cannons 2 x concussion missile launchers (concealed)
CREW	8
PASSENGERS	20
ESCAPE PODS	6 (class 2.0 hyperspace capable)
CARGO CAPACITY	2,000 metric tonnes
CONSUMABLES	8 years

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STARSHIP FACT FILE



Security of the passengers was paramount in the design, which included six hyperspace-capable escape pods fitted with high-power modified V-wing hyperspace generators, ensuring a swift, safe getaway should the need arise.

ONE OF A KIND

Extensive modifications to the original *Cosinga*-class Heavy Corvette made the *Imperialis* unique. A strengthened subframe allowed for the installation of automatic, independently operated defensive packages to protect the ship from any and all attacks. Blisteringly quick countermeasures meant that sneak attacks on the *Imperialis* were all but impossible, and powerful sensor suites and jamming systems let the *Imperialis* glide through the galaxy almost undetected. A Class 1.0 hyperdrive system made it one of the fastest corvettes in the galaxy.

ordered it to be constructed over the Outer Rim world of Hypori, a remote world along the Corellian Run, best known for its mass production of battle droids. It had been largely abandoned after the end of the Clone Wars.

There, construction crews toiled to bring together disparate technologies and methods into a cohesive whole, bringing elements from all arms of the galaxy to the vehicle: engines from the Sedapard Cluster; deep-red Havod hull plating from Kuat Drive Yards; a first-class bacta tank and medical unit; custom weapons arrays from the Emperor's personal designers on Coruscant – all delivered and fitted to the exacting specifications required.

After a laborious and detail-driven construction period of over 18 months, the *Imperialis* was complete. At 120 meters in length, the vessel fell into the corvette class, and therefore required sizable engines and repulsors. Like most starships, the *Imperialis* was able to drop from hyperspace on the periphery of a planet's gravity well, enter the atmosphere using its ion engines and, once within it, switch over to its powerful repulsors which guided the vehicle effortlessly down. It was the way the *Imperialis* did all that, however, that made it very special. Smoothness of ride was an essential requirement for the Emperor, not only for his own personal comfort but for the safety of the wealth of artifacts he carried aboard the ship in its deepest chamber.

ULTRA-HIGH SPECIFICATIONS

The Emperor had many requirements for his personal vessel. The areas within which he walked matched the opulence and splendor of the Imperial Palace. Security was of paramount importance. To evade detection, the ship's transponder signal mimicked that of a neutron star, instantly confusing those attempting to locate and target the corvette. Six hyperspace-capable escape pods fitted with modified



The end of a monstrous dream. The Emperor's chosen bounty hunter Chanath Cha initiated the luxury yacht's self-destruct system, but helped Lando Calrissian and the badly wounded Lobot to blast free in one of the ship's escape pods before it was blown to oblivion.



COMPACT COCKPIT

While the corvette was designed with a comparatively small cockpit and flight deck, it was packed with the highest-grade components and systems. For the captain and co-pilot, literally every shipboard control was within easy reach.

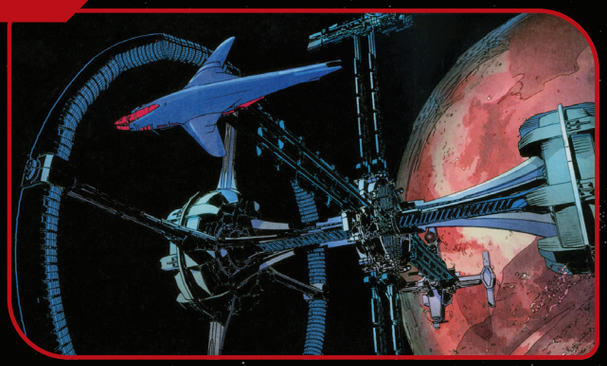
Expert pilot though he was, Lando Calrissian was surprised to encounter a control system unlike any he had seen before, but he and Lobot were quickly able to master the high-performance luxury yacht.

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HIJACKING THE *IMPERIALIS*

WRATH OF THE EMPEROR

At the time of its hijacking, the *Imperialis* had almost completed a refit at Sienar Fleet Systems' orbital shipyard CC-24, high above Castell on the busy Perlemian Trade Route. Under orders from Castell-based crime lord Papa Toren, a small team led by conman and gambler Lando Calrissian stole the *Imperialis* from under the nose of Imperial Commander Pasqual. Along with a ragtag crew, which included assassins Pavel and Aleksin, the Ugnaught professor Sava Korin Pers, and Lando's friend and expert slicer Lobot, Calrissian stole the ship and escaped. Furious at this costly and inconvenient loss, the Emperor dispatched three Imperial Star Destroyers to intercept the ship. But before beginning their pursuit, the commander of the Star Destroyers made a clear demonstration of the Emperor's anger, destroying orbital shipyard CC-24 with all hands.



To Papa Toren and Lando Calrissian, the *Imperialis* was just the plaything of 'some rich Imperial' – a prize ripe for the taking with no concern about the consequences.



V-wing hyperspace generators, allowed His Excellency to retreat back to Coruscant should the need arise.

The main reason for the Emperor's insistence on quality was the archive of Sith treasures within. To a galaxy fed on a diet of Imperial propaganda that discredited the bloated and irrelevant Republic, the history of the dark side was a rumor, but little more. In the *Imperialis*'s deepest chamber lay a potted history of the Sith, a haven for the Emperor to continue his studies of the darkest regions of the Force. Hidden away in plain sight, far from the curious eyes of even his apprentice Darth Vader, Palpatine could use the *Imperialis* to further his ambitions. As a further safety measure, two of the Emperor's elite Royal Guards were assigned to the ship. Instructed to protect the Emperor's precious cargo with lethal force, they were corrupted by the dark side energies of the artifacts themselves.

THE END OF THE IMPERIALIS

As with any other star-faring vehicle, the *Imperialis* required regular servicing and, for a vehicle composed of so many disparate technologies, that took time. The corvette was sent to the orbital shipyard CC-24 above the planet Castell for its refit, overseen by the shipyard's owners Sienar Fleet Systems. But with the refit almost complete, the *Imperialis* was stolen by Lando Calrissian. On the personal orders of the Emperor himself, a bounty hunter named Chanath Cha was dispatched either to retrieve or destroy the vessel quietly. Luckily for Calrissian, Cha was a former partner of his colleague Lobot. Together, they evaded their partners in crime Aleksin and Pavol, who had been turned by the dark side energies of the Sith artifacts, and escaped before the self-destruct sequence ran down and blew the *Imperialis* to scrap, along with its dark side archive.

BEHIND THE SCENES

ORIGINS

The first appearance of the *Imperialis* in 2015's Marvel comic 'Lando – Part 1' saw the corvette being refitted at the Sienar Fleet Systems Orbital Shipyard CC-24, high above the world of Castell in the Colonies. This planet had been around in the *Star Wars* galaxy for over a decade, first appearing in *Star Wars Gamer* magazine back in 2002 in an article called 'Galactic Power Brokers'. It's here that we learned that the Separatist Shu Mai, president of the Commerce Guild during the Clone Wars, hailed from Castell.

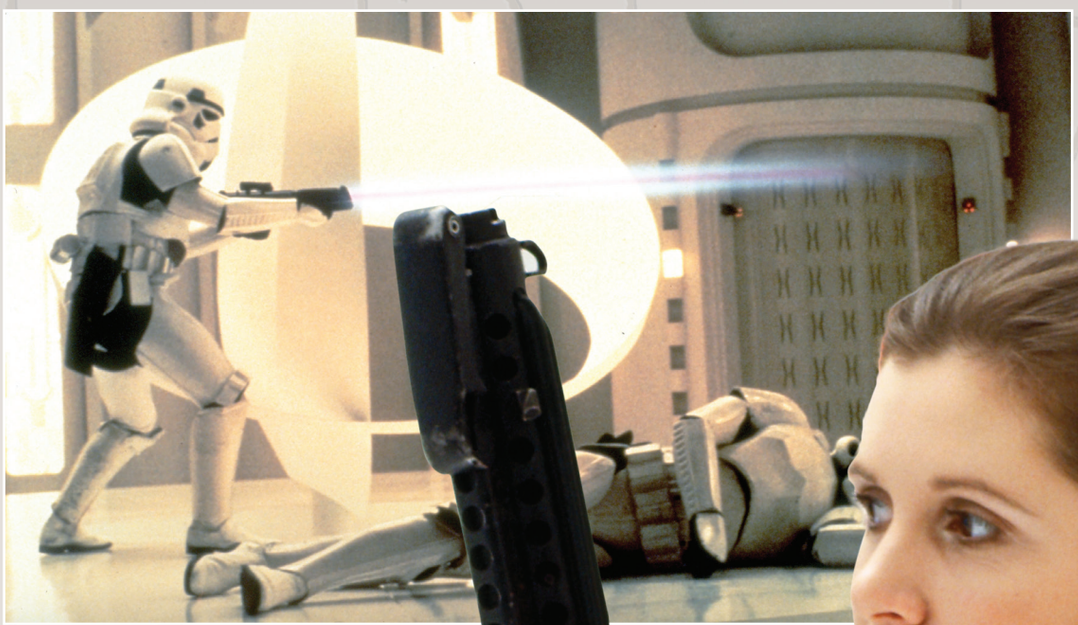


The first mention of the world of Castell, where we are introduced to the *Imperialis*, appeared in a *Star Wars Gamer* magazine published in 2002.

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BLASTER RIFLES

Heavier and more unwieldy than a blaster pistol, rifles are the main weapon of regular infantry and battle droids. While rifles use standard blaster technology, the long barrel makes them accurate at a distance, and there are many variants – including shorter carbine versions more suitable for shipboard and paramilitary use.



Imperial blasters were also used by members of the Rebel Alliance – usually when they were able to commandeer one of these weapons, as Princess Leia Organa did to cover her escape from Cloud City.

Standard issue for Imperial stormtroopers, the E-11 blaster rifle could discharge its high-powered red plasma blasts in semi-automatic, fully automatic or pulse-fire mode.

Mass-produced for armed forces of systems all over the galaxy, blaster rifles are built in such large numbers that some inevitably find their way onto the black market. Heavy to carry and impossible to conceal, their chief appeal outside the military is to mercenaries, bounty hunters and assassins, and settlers on untamed planets on the fringes of the galaxy.

Regular blaster rifles typically weigh around 5kg, although heavier models are made, and lighter versions for forces whose mobility is paramount. The smallest and lightest are carbines, which are fitted with a shorter barrel and smaller stock, trading range and accuracy for portability and convenience. Heavy blaster rifles are more powerful, oversized weapons that may weigh twice as much as a

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TYPES OF BLASTER RIFLE

Personal preference is not such a factor in obtaining a blaster rifle as it is with other ranged weapons. The rank and file members of military forces are issued with theirs, while civilians usually have to rely on what they can find on the black market, which is normally one of the examples shown here. However, the scale of galactic conflicts means that there are generally some well-used old service rifles to be had, even if this means using a weapon designed for the clumsier hands of a battle droid. For those whose priority is occasional personal protection against pirates or wild beasts, almost anything will serve, although it pays to make sure that it is easy to obtain a supply of replacement ammunition. Those whose profession is likely to involve using a rifle on a more regular basis – such as smugglers and bounty hunters – are usually more choosy. For many, the size of a military rifle means that a carbine, or at least a smaller blaster rifle, such as the Imperial E-11, is a better option.



STORMTROOPER'S BLASTECH E-11 BLASTER RIFLE



BOBA FETT'S EE-3 CARBINE RIFLE



BATTLE DROID'S E-5 BLASTER RIFLE



CLONE TROOPER'S DC-15S BLASTER CARBINE



CLONE TROOPER'S DC-15A BLASTER RIFLE

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The Republic's clone troopers were equipped with the standard-issue DC-15A blaster rifle, which was long and heavy, but packed a substantial punch.

Battle droid blaster rifles were mass-produced for the Separatist droid armies, first being deployed for the Battle of Naboo in the years before the Clone Wars.



standard blaster rifle, as well as being much longer and more awkward to handle. The focus of their design is stopping power over a long distance.

Most models can be set to stun mode or full power, single shot, or multifire. Standard rechargeable power packs have enough energy for 50 shots. Some cheap, light repeating blasters are designed for melee battles or close-range crowd control, when accuracy does not matter so much as the ability to discharge multiple shots on full automatic. The Corporate Sector's BlasTech 500 riot gun and Merr-Sonn Deck Sweeper Stun Blaster are two such examples – one more lethal than the other.

MILITARY SERVICE

The experience of the Clone Wars did much to shape the military use of blaster rifles. The clone troopers' standard-issue BlasTech DC-15A blaster gave the Republic forces significant firepower, but was a heavy 4.3kg, and awkwardly long. Despite its size, it was not a true repeating rifle, as the instability of the blaster gas reduced its accuracy under sustained fire.

The other common weapon of the period was the Baktoid Armor Workshop E-5 Droid Blaster carried by the Separatist battle droids, which was reverse-engineered from a BlasTech design. While crudely made and making no concessions to the comfort of a living user, large numbers of these weapons were in circulation after the Clone Wars.

The Imperial stormtroopers who followed the clones were armed with powerful, light, and compact rifles. Made in vast numbers and seen throughout the galaxy, the BlasTech E11 is easily the most universal and best recognized blaster in existence. With its folding stock making it as compact as many carbines, its clever engineering also makes it cheap to manufacture.

NON-MILITARY BLASTERS

The most common non-military blaster rifles are sporting blasters, designed for hunting or target practice. More lightly built than rifles intended for use in combat, they are nevertheless popular with frontier dwellers looking for a defensive weapon – or snipers and assassins choosing the tools of their trade – all of whom find it more useful to be able to take accurate shots at extreme range than to be able to fight off a mass attack.

STERLING REWORKED

Like most of the blasters in the original trilogy, the stormtroopers' E-11 blaster rifles were based on real weapons. The props used in *A New Hope* and *The Empire Strikes Back* were based on British army Sterling Mark 4 submachine guns provided by the hire company Bapty & Co. These were modified by removing the side-mounted magazine, folding the stock forward, adding telescopic sights (a model originally fitted to World War II tanks), mechanical counter boxes, and other stick-on metal details. However, at their heart these were still real working guns, and the film makers loaded them with blank cartridges to give the actors a cue to react to, plus a visual flare that the rotoscoping artists who animated the blaster bolts could use as a reference point. Eagle-eyed fans have spotted ejected cartridge cases in several scenes. The blasters in *Return of the Jedi* are not based on original Sterlings, but used copies made by a company called MGC (Model Gun Corporation). This was one of the first Japanese companies to produce metal replicas of World War II guns, launching copies of the German MP40, and British Sten, and Sterling in the 1960s.



The Sterling submachine gun was used by the British army from the 1950s until as late as the 1990s. This example is fitted with a curved magazine on the left of the barrel, and its collapsible stock is folded forwards, as in the prop blasters.

BEHIND THE SCENES

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YOUR NEXT PARTS

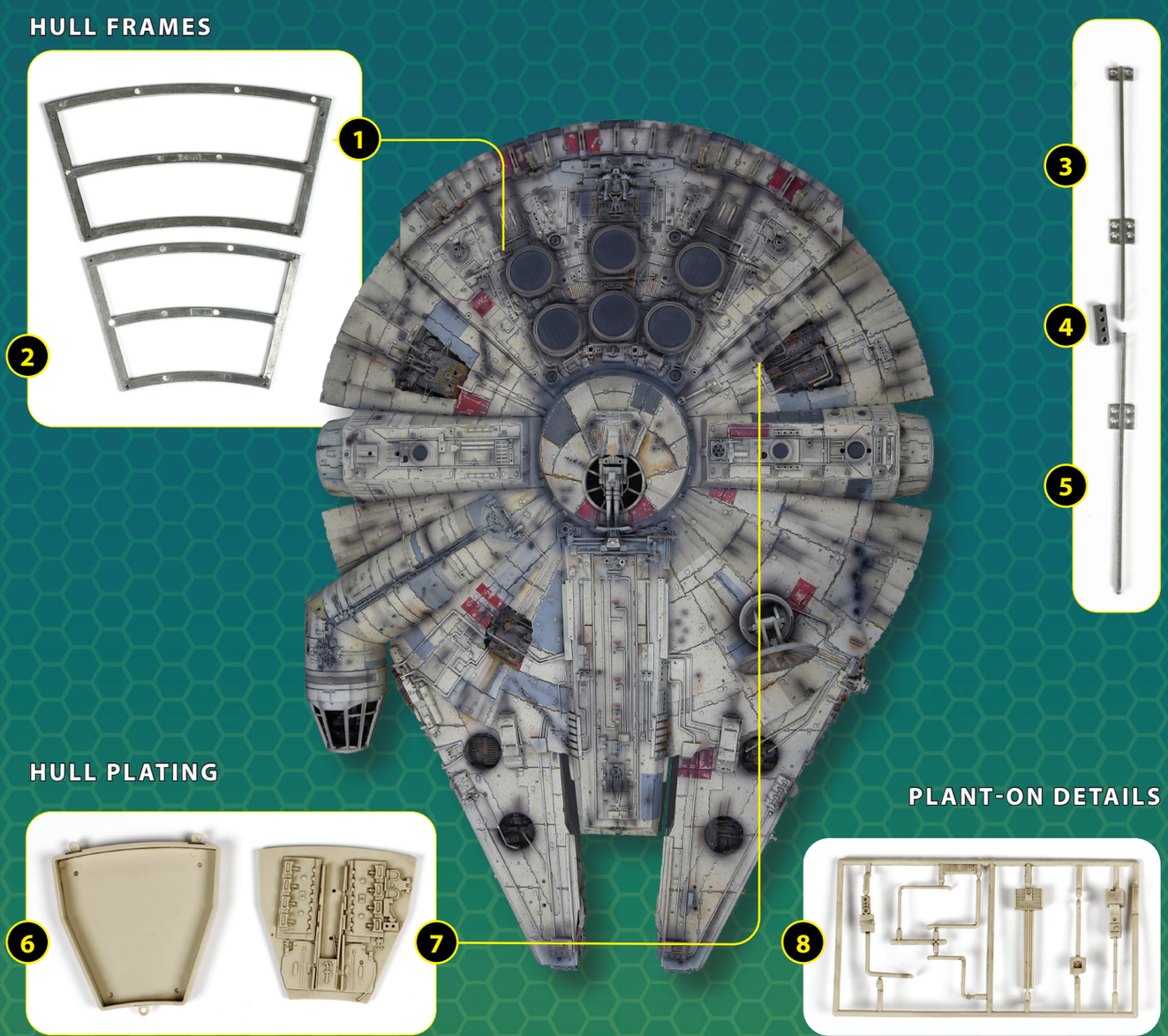
This issue's parts are used to extend the upper hull framework. You have also received the pieces to make the port rear recess and the machinery inside.

The steps on the next two pages add two more pieces to the top framework, beginning another sector of the main disc. The other parts include the housing that supports the machinery-filled recess to the rear of the port corridor, and some plant-on details to add to it. The only parts not used in this stage are three details that go on the outer hull plating. Leave these safely on the sprue until later.

COMPONENTS CHECKLIST

1. Hull frame TF-35
2. Hull frame TF-36
3. Radial rib (outer section)
4. Rib connector
5. Radial rib (inner section)
6. Port rear recess
7. Recess liner (including machinery)
8. Plant-on details (7 on sprue)

WHERE THE PARTS FIT



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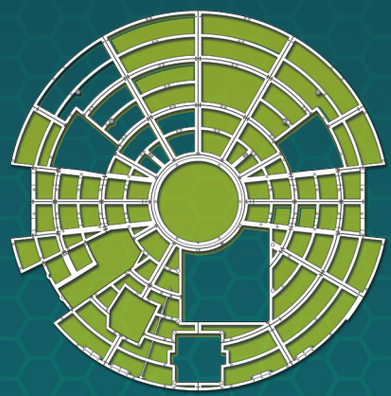
ASSEMBLING THE TOP FRAMES

Fitting the next two parts will extend the upper hull framework into the last-but-one sector of the main circle.

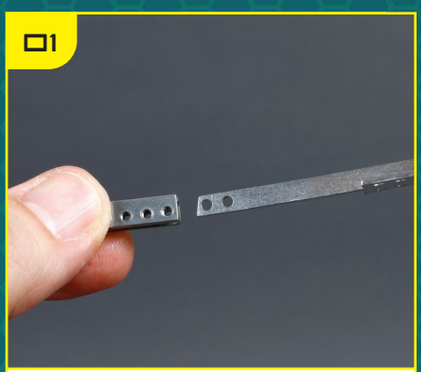
For this stage, you need the two frame parts and radial rib sections provided with this issue. You also need the rib connector, four long brass screws and ten short black button-head screws.







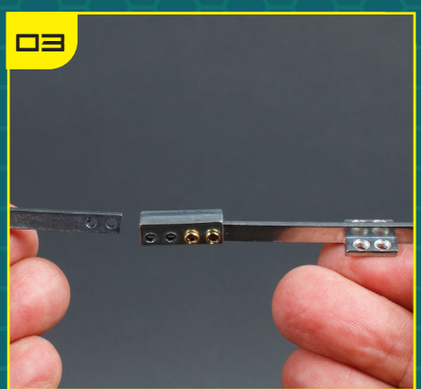
The frames shown have TF numbers (shown in red) cast into them for identification. The small diagram above identifies the area you will be assembling on the blueprint that came with Issue 1.



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



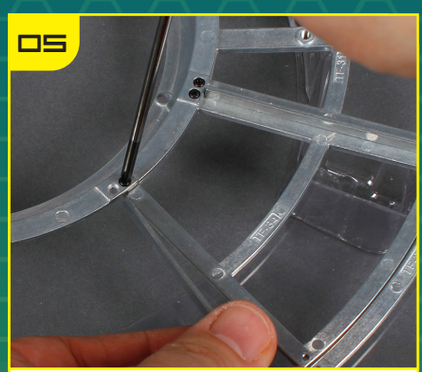
Line up the two end holes and screw the connector to the end of the rib using two screws.



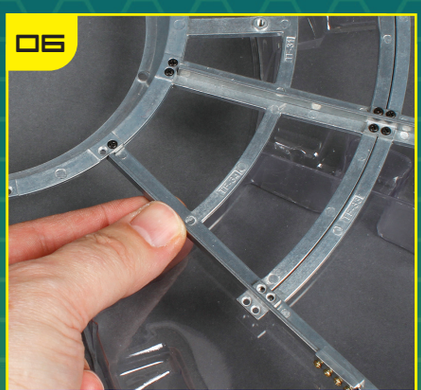
Fit the inner rib section into the rib connector, lining up the two holes.



Screw the connector to the end of the rib using two screws.



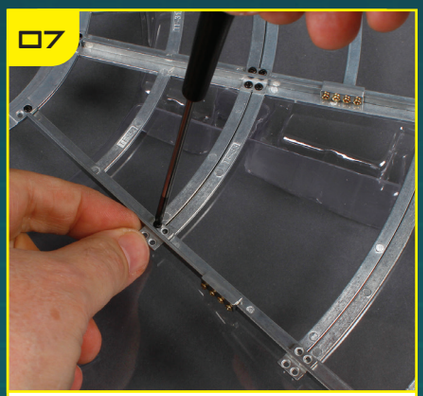
Slacken the screw holding TF-34 to the turret ring, so you can hook the end of the inner rib under the turret ring.



Align the rib with the ends of the frames and retighten the screw.

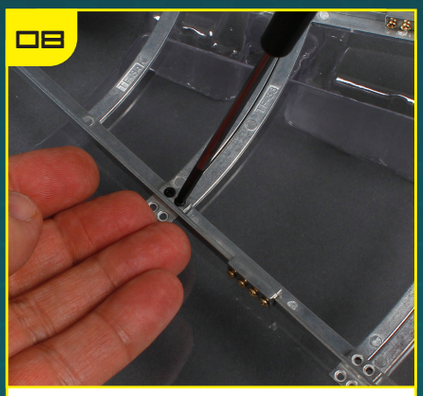
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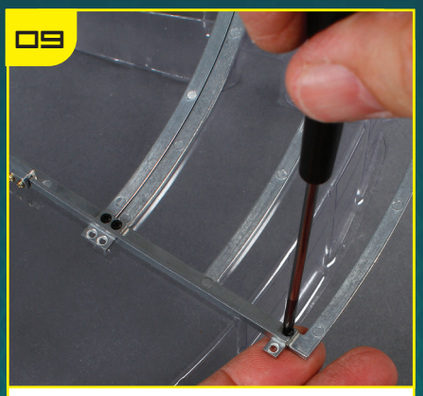
Screw the inner flange to the corner of frame TF-34.

08



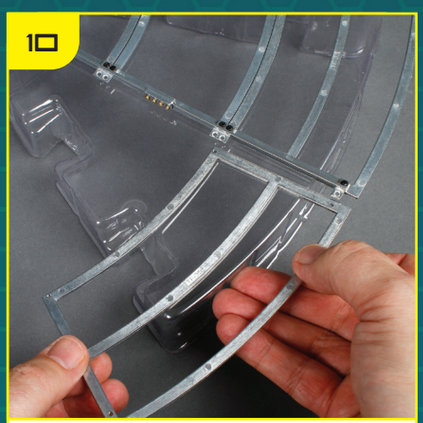
Screw the inner flange to the corner of frame TF-33.

09



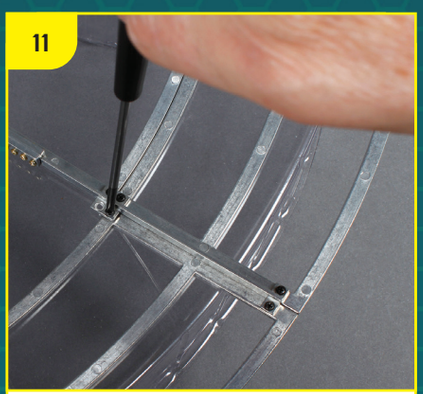
Screw the remaining three holes in the rib to their respective frames.

10



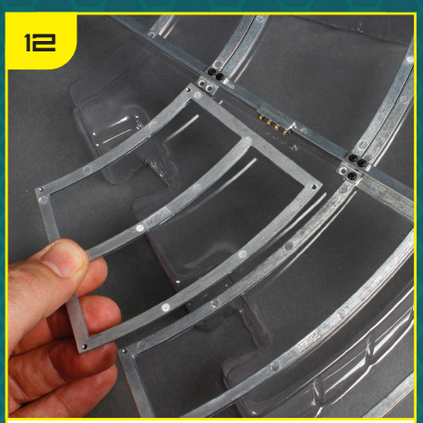
Align frame TF-35 with the outer rib.

11



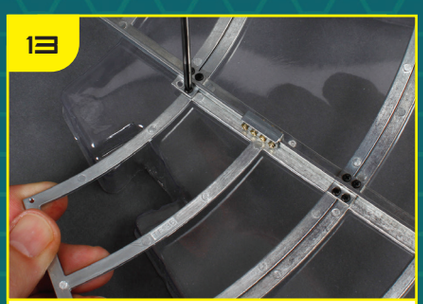
Screw both corners of TF-35 to the flanges on the rib.

12



Align frame TF-36 with the outer rib.

13



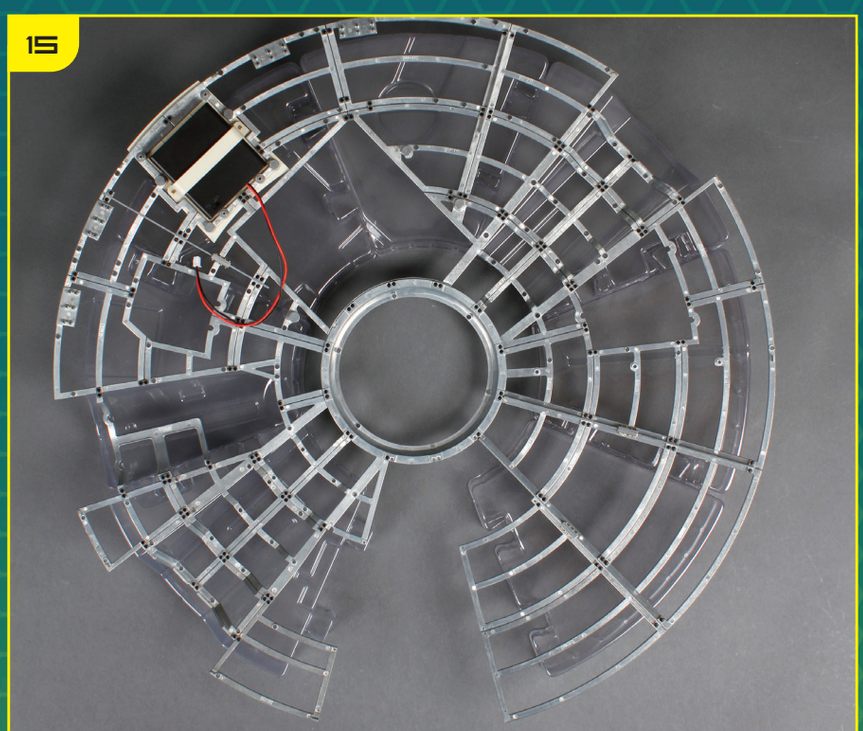
Screw both corners of TF-36 to the flanges on the rib.

14



Be careful not to apply pressure to the unsupported edges of TF-35 and TF-36.

15



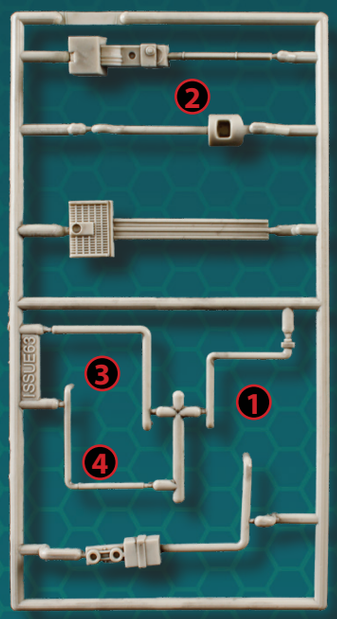
That completes the assembly for this stage.

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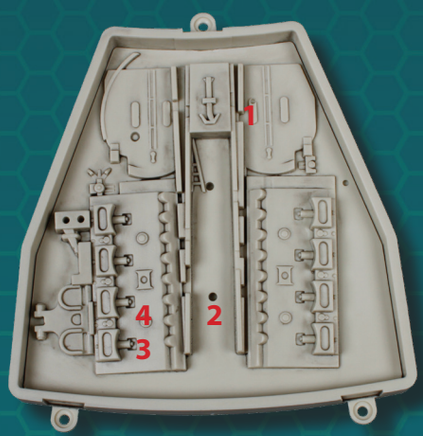
DETAILING THE PORT RECESS

The large recess to the rear of the port corridor has a number of plant-on details that can be fitted now. Some further details will be added later on, when the recess is fitted into the hole in the plating.

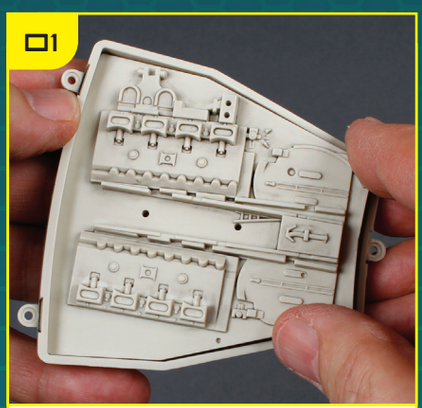
For this stage, you need three parts provided with this issue: the recess itself, the liner that fits into it, and the sprue containing the plant-on details. Three of these will not be used until a later stage, so store them safely.



This shows where the four details fit. Compare these photographs with the completed assembly, shown in Step 7.

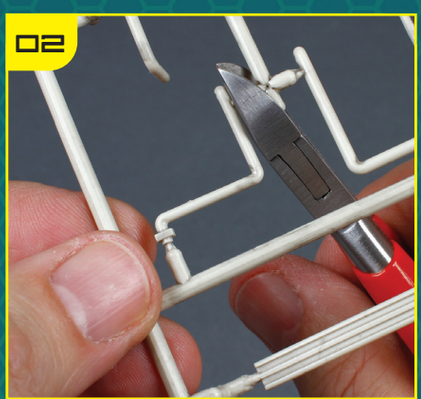


01



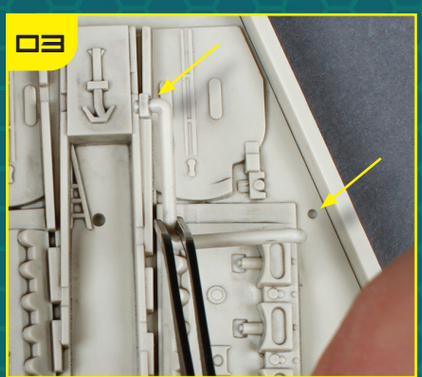
Start by gluing the liner into the base of the recess.

02



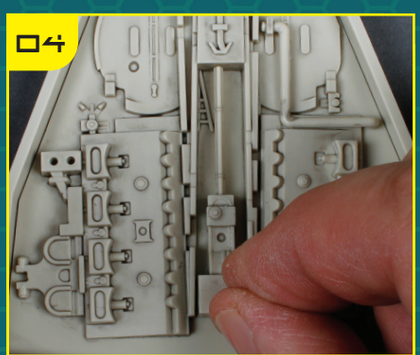
Start by trimming (1) off the sprue.

03



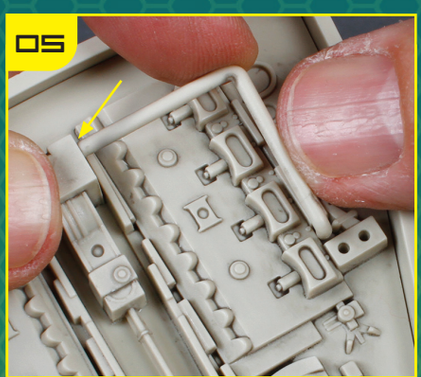
Glue (1) to the square recess and round hole in the liner.

04



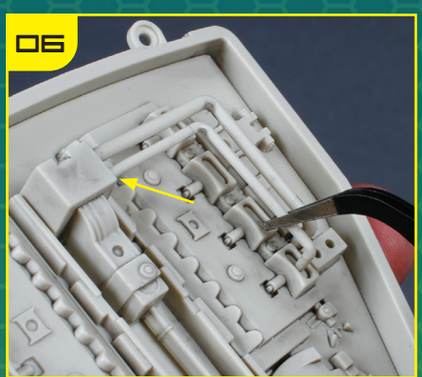
Glue (2) to the two holes in the center of the liner, noting which way round it fits.

05



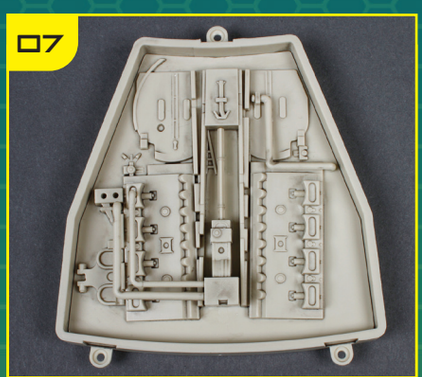
Glue (3) to the liner, fitting the straight end into the arrowed hole in the block.

06



Glue (4) to the liner, fitting the straight end into the arrowed hole in the block.

07



That completes the assembly for this stage.

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