STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





***NU*-CLASS ATTACK/ TRANSPORT SHUTTLE**

FANHOME

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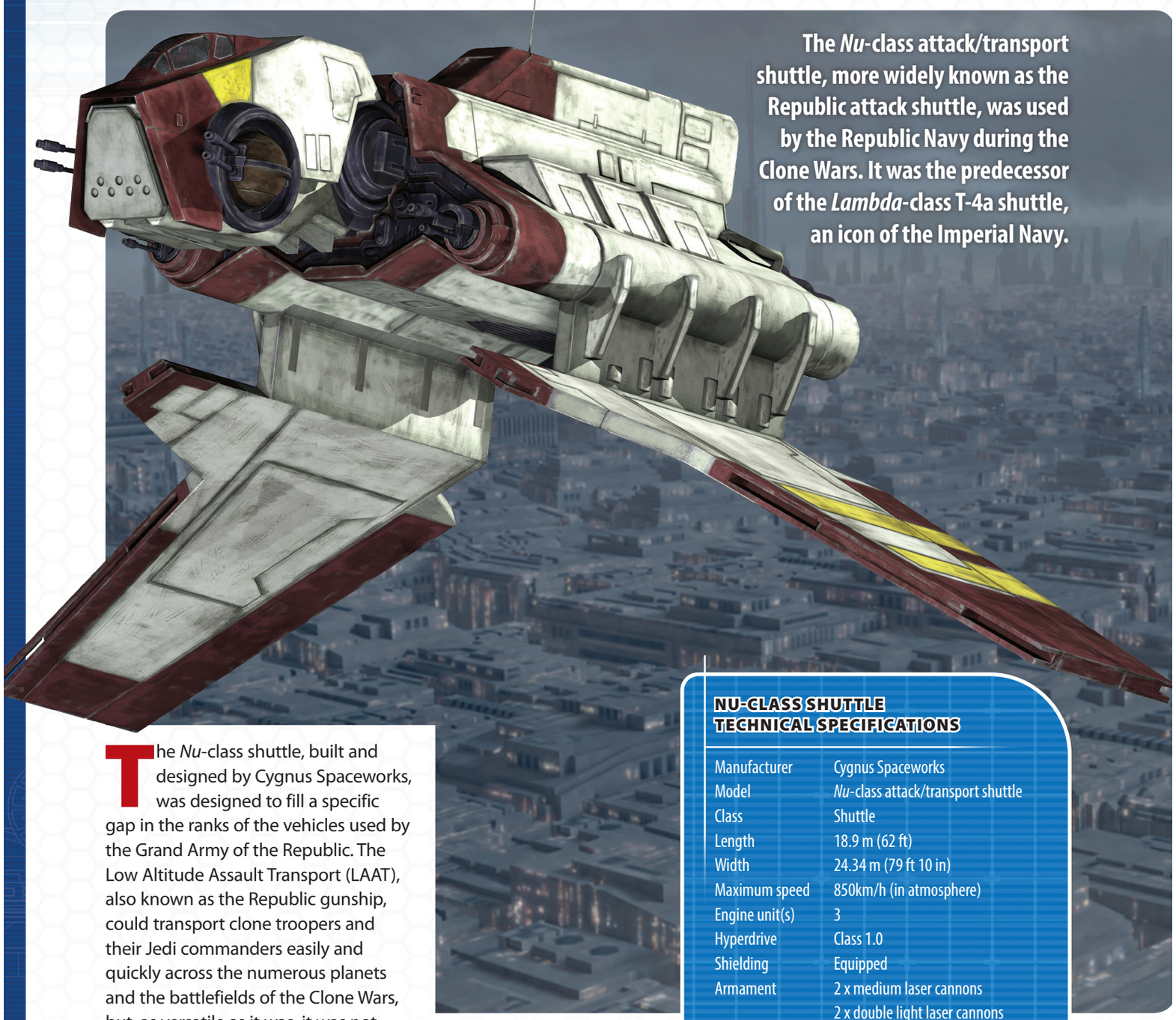
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REPUBLIC ATTACK SHUTTLE

NU-CLASS ATTACK/ TRANSPORT SHUTTLE



The *Nu*-class attack/transport shuttle, more widely known as the Republic attack shuttle, was used by the Republic Navy during the Clone Wars. It was the predecessor of the *Lambda*-class T-4a shuttle, an icon of the Imperial Navy.

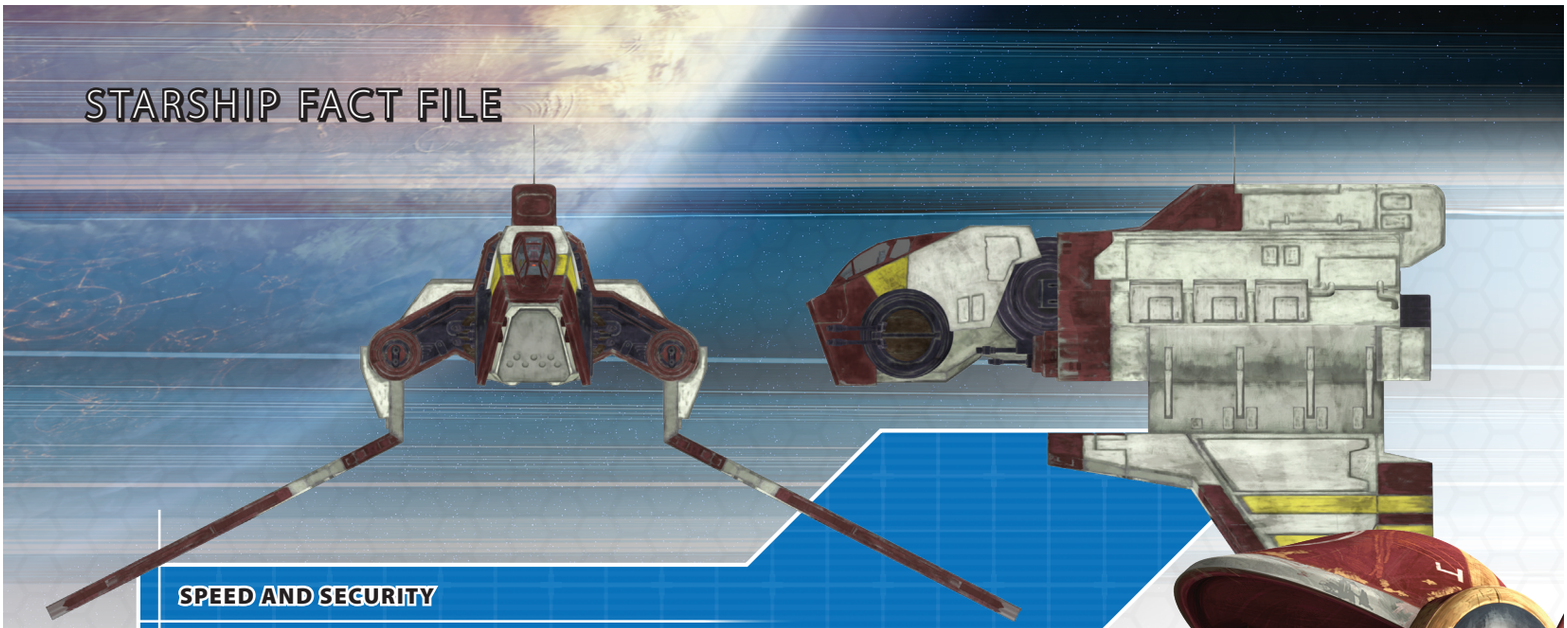
The *Nu*-class shuttle, built and designed by Cygnus Spaceworks, was designed to fill a specific gap in the ranks of the vehicles used by the Grand Army of the Republic. The Low Altitude Assault Transport (LAAT), also known as the Republic gunship, could transport clone troopers and their Jedi commanders easily and quickly across the numerous planets and the battlefields of the Clone Wars, but, as versatile as it was, it was not good at travelling long distances. For these journeys, the LAAT required a larger ship for transport – mainly due to the lack of an on-board hyperdrive.

The *Nu*-class attack shuttle was used by the Grand Army of the Republic during the Clone Wars. Designed to supplement the standard LAAT gunship, it was a faster, long-range vessel that was able to deliver 30 clone troopers to a trouble spot at high speed.

NU-CLASS SHUTTLE TECHNICAL SPECIFICATIONS

Manufacturer	Cygnus Spaceworks
Model	*Nu*-class attack/transport shuttle
Class	Shuttle
Length	18.9 m (62 ft)
Width	24.34 m (79 ft 10 in)
Maximum speed	850km/h (in atmosphere)
Engine unit(s)	3
Hyperdrive	Class 1.0
Shielding	Equipped
Armament	2 x medium laser cannons 2 x double light laser cannons
Crew	1 x pilot and 1 x gunner
Passengers	30 (standing)
Affiliation	Galactic Republic

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SPEED AND SECURITY

In clear atmosphere, a *Nu*-class shuttle could reach speeds in excess of 850km/h, with its wings giving it considerable stability. Its hyperspace engines were Class 1.0, although there was no backup. Under those circumstances, the crew and passengers had to rely on the communications system, which included a HoloNet transceiver with an impressive range for such a small ship. When landed, the communications systems would automatically access the local planetary feeds in order to boost its range and ensure transmissions were suitably encrypted.

The Galactic Republic needed a small, nimble, and stealthy ship with an on-board hyperdrive, heavy armament, and capable shielding. It also had to be able to hold its own whilst deploying and picking up troops, including laying covering fire over the landing zone. The *Nu*-class shuttle was the answer to this problem and fulfilled the role of a long-range armored assault shuttle. It was also used as a testbed for many other vehicles that came after it – including the later Imperial shuttles, also manufactured by Cygnus Spaceworks.

ADAPTABLE CONFIGURATION

The shuttle had two movable wings, which were pivoted on each side of the hull. During flight, the wings were folded down, aiding stability and maneuverability. For landing, the wings folded upwards, allowing the shuttle to set down on almost any terrain. There was space for up to 30 passengers, and the shuttle was also able to carry two tonnes of cargo, making it perfect for a wide variety of operational duties.

The *Nu*-class shuttle quickly became a favorite with the clone troopers that used it. Republic commanders, and the senate, were also quick to add their support to the ship due to its variable interior configuration and adjustable landing gear. During the Clone Wars the shuttle was used for combat and diplomatic services, until it was eventually replaced by the next-generation ship.

DUM-series repair droids, manufactured by Serv-O-Droid, were originally used as pit droids, but were reprogrammed to act as pilots during the Clone Wars. WAC-47 was part of D-Squad, flying several other droids on an important mission, under Colonel Meebur Gascon.



PILOT SEATS

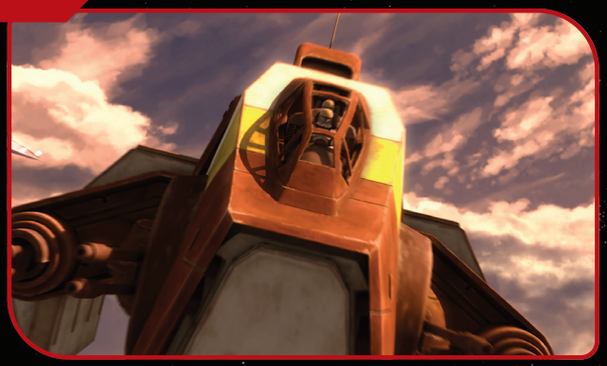
The shuttle was piloted by a crew of two – a pilot and gunner, who flew in tandem formation. Their seats lowered down from the ceiling into the forward area of the main hold, allowing the flight crew to use the standard boarding hatch at the front of the ship. This meant that there was no need to provide an additional access method that would have taken up valuable space inside the hold.

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FLIGHT TO FLORRUM

RANSOM MISSION

The impressive range and firepower of the *Nu*-class shuttle ensured that it was used regularly for reconnaissance, and even diplomatic missions into potentially hostile territory. This type of ship was often used by Clone commanders like Captain Rex and Commander Cody to travel on inspection tours of Republic monitoring stations listening for Separatist incursions into Republic space. One particularly dangerous mission saw respected Senator Kharrus, Jar Jar Binks, Commander CC-5869 (nicknamed 'Stone') and his troops take a ransom of spice to the planet Florrum. Their mission was to bargain with pirate Hondo Ohnaka for the captive Count Dooku, but on entering Florrum's atmosphere they were shot down by renegade members of the pirate band. Kharrus died in the crash, along with the two pilots, and the shuttle damaged its hull.



As they entered Florrum's atmosphere, the clone pilot told his passengers to secure themselves for the landing, not expecting a treacherous attack.



With its wings folded up, the shuttle could land on almost any terrain, and the drop-down boarding ramp at the front led to a spacious hold.



The shuttle was most vulnerable to an attack from the rear, which could exploit its forward-facing armament and a weakness in the shields.

COMBAT READY

The shuttle was well armored for its size. Its main hold was 'double-skinned' to protect those inside or the cargo being carried. Its weaponry included no fewer than six laser cannons, with two double on either side fitted into ball turrets. The only weak points were at the rear. Even though it was heavily shielded, there were vulnerabilities around the engine ports at the stern. And as the designers expected that the ship would always have a fighter escort, its on-board weapons only faced forward, leaving it vulnerable to attack from behind – although the ball turrets could fire to the sides. With all weapons facing forward, the boarding ramp at the front of the shuttle was jokingly referred to as the 'safest place in the galaxy' by the clone troopers that traveled on it.

As the Clone Wars ended, the Imperial Navy adopted the *Nu*-class shuttle. But behind the scenes, Cygnus Spaceworks had taken the foundations and best elements of the *Nu*-class, and applied them to a new ship that could carry almost double the number of troopers, with much more equipment too. The larger *Sentinel*-class shuttle superseded the *Nu*-class, but its influences lingered for a long time to come.

BEHIND THE SCENES

MODEL SHUTTLE

When licensed manufacturers Hasbro launched a model of the Republic attack shuttle, it represented the first time that they had produced a large vehicle which had previously only been seen in the TV animation series, *Star Wars: The Clone Wars*. Previous launches had all been based on starships and vehicles that had featured in a movie release. Hasbro revealed the Republic attack shuttle at the 2011 International Toy Fair in New York, and it was made available for purchase later that year. It was a completely new design that folded open to become an interactive play environment, featuring many moving pieces, action features, and sounds. It also came packed with a clone pilot action figure, which used the body of Clone Commander Stone from 2009, adapted with the addition of an all-new head sculpt.



Hasbro's Republic attack shuttle was a multi-purpose convertible vehicle that transformed into an armored attack base with pop-up guns and a detachable recon fighter. The imaginative design also featured lights, sound effects, and a clone pilot action figure.

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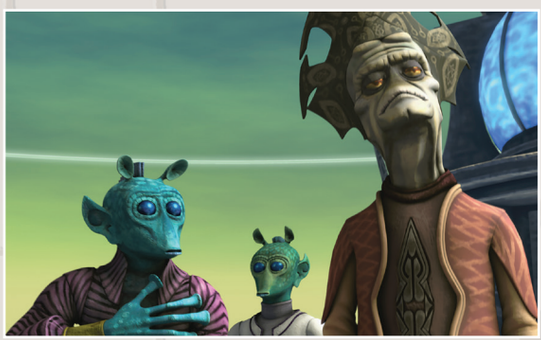
A SMUGGLER'S GUIDE – PART 2

The advice of experienced smugglers is a rare and invaluable aid for any spacer setting up in the illicit business. Keeping an ear out for information – names, contacts, locations – could be the difference between staying in business and staying in jail.

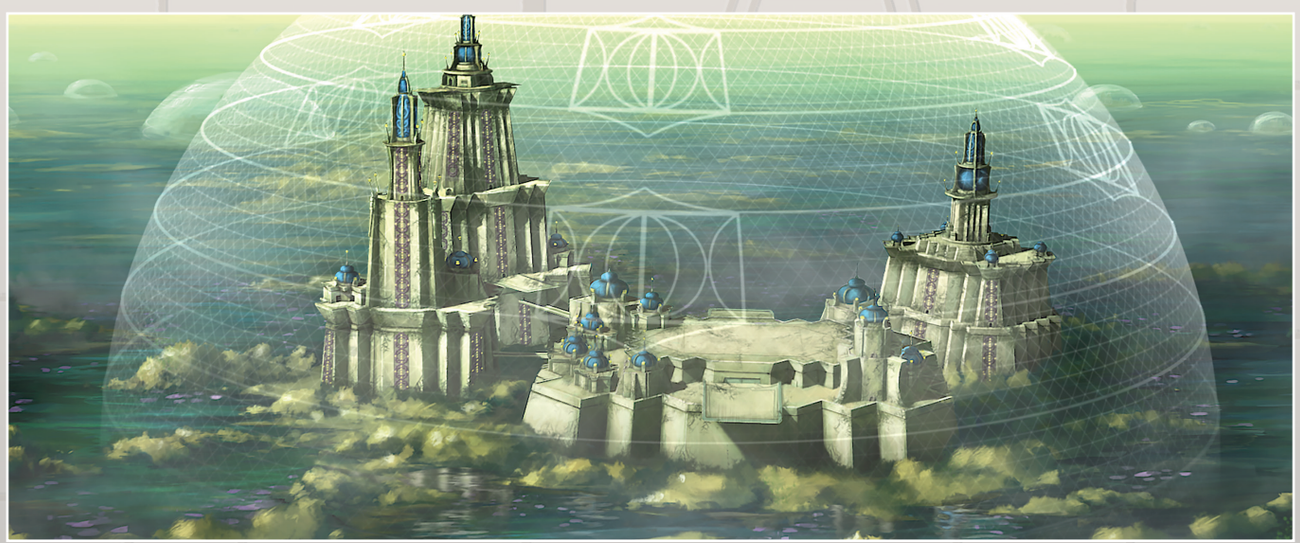
Rodia, with its many moons, is in the Tyrius star system. It is a stormy world, covered in gray and purple clouds whose near-continuous rains have spawned dense jungle. It's also a humid planet, with a sticky atmosphere which humans describe as 'close'. The inhabitants of the jungle world gained a reputation in Republic circles for being 'a slippery lot'. This reputation continued through the Civil War era. When Luke Skywalker came to Rodia on Rebel Alliance business, he found it a nest of intrigue, replete with secret landing pads, hidden tunnels and dubious loyalties – in short, a smuggler's paradise.

The sons of Rodia earned a certain notoriety in the galaxy for their own illegal activities – especially kidnapping, something underlined by the actions of two different Rodians during the Clone Wars. First, Senator Onaconda Farr's name briefly became synonymous with treachery when Farr kidnapped Senator Padmé Amidala of Naboo, on behalf of the Separatists. But Farr atoned for his sins by delivering Trade Federation Viceroy Nute Gunray into Republic custody. He was eventually poisoned by his Separatist-employed aide.

Later, Rodian criminal Greedo became notorious as a kidnapper. When Pantoran Chairman Papanoida's daughters Chi Eekway and Che Amanwe disappeared, it turned out that Greedo had abducted the sisters after the chairman asked for Republic help when the Trade Federation blockaded his world. Greedo was known to the smuggling fraternity, and was working for Jabba the Hutt when he tried to collect the bounty on Han Solo at the Mos Eisley Cantina on Tatooine. However, he died at the end of the smuggler's blaster, despite his reputation as a skilled hunter.



Often violent and bloodthirsty – and frequently well-armed – the people of Rodia gained a reputation for dubious loyalties, double-dealing and downright criminality. Providing a smuggler is willing to take them on these terms, Rodia is a profitable base for operations.



Rodian cities are sealed under protective domes, with doors that open to admit starships and vehicles. While a smuggler's instincts might be to look for a more out-of-the-way landing site, Platt Okeefe offered the sensible advice that these facilities offer the only relatively safe place to conduct business.

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SMUGGLING UNDER THE EMPIRE

Although those high in Imperial government would deny it, smuggling was rife even under the iron rule of the Empire. Even the most tightly-controlled planets – from Lothal to the galactic capital world of Coruscant – attracted all manner of law-breakers, who operated under the noses of the officials and their legions of stormtroopers. Coruscant has always had a dark side to it, seen most clearly in its entertainment districts. Here, pleasures legal and illicit danced openly side by side in the fragrant smoke under bright holo-signs, and where Hutt clan representatives rubbed shoulders with Senators.



Official corruption, which was always there under the Republic, was ripe to be exploited as a means of manipulating the people and helping to consolidate Imperial power. The import and export of controlled goods enabled minor officials to prosper at the expense of the people they were supposed to serve.



Just about any goods from around the galaxy could be bought and sold on Coruscant – legally in the malls or illegally on the black market. All you needed was to carry plenty of spare credits for the odd bribe to ensure that officials would look the other way when you needed them to. In those dark days, there was also plenty of money to be made by 'independent traders' through bargaining with Imperial officials. Indeed, it was the only way smuggling could be safely carried out on the capital world. Deals could be done with Imperial bureaucrats, politicians, and military, as well as civilian contractors. Usually, none would share their machinations with others in their jurisdiction – let alone their superiors, for fear of falling foul of another's political plotting. Such a perceived weakness could result in demotion or death, but the endgame was always advancement up the Imperial ranks at the expense of others less fortunate.

Rodia is a planet of extreme contrasts. Jungles full of vicious creatures butt up against cities and settlements in shimmering domes that mix high technology with occasionally simple buildings. During the Civil War, the ruler of Rodia was from the Chattza clan, and cooperated fully with the Empire. As a result, the majority of trade was supposed to flow through the Chattza clan. The other clans conducted business openly within the rules when it suited them; however, as they always had done, they also operated more clandestine trades through hidden landing platforms, manufacturing facilities, and other meeting places.



It does not pay to underestimate the Wookiees of Kashyyyk. They have a deep-rooted hatred of the Trandoshan slavers that regularly raid their planet looking for Wookiees to sell on for profit.

Smugglers working on Rodia tend to cultivate ties to one specific clan. There exists a state of near continuous conflict between clans, with each spying on, sabotaging, and reporting on the others in the quiet but intense battle for supremacy. Trying to work with more than one clan is a good way to get killed quickly on a planet where weapons are commonplace.

BETTER SAFE THAN SORRY

If doing deals is the main focus of your trip, it's wise to limit your travels to the domed cities. Excursions outside of these are ill-advised, even for smugglers used to living dangerously. The jungles should be considered off-limits for anyone but natives of the planet – not simply due to their vicious predators, but because they are guarded and used by the various clans for weapons tests. Trespassers will be hunted unto death.

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The coastal city of Kachirho, based around a giant wroshyr tree, is Kashyyyk's best starship landing site. The area was the location of a great battle during the Clone Wars, since when the planet has undergone troubled times.

KASHYYYK

One of the galaxy's most famous smugglers hails from Kashyyyk. Chewbacca the Wookiee, co-pilot and first mate to Captain Han Solo of the *Millennium Falcon*, comes from this mid-rim forest world in the Mytaranor sector. Visitors to this world make a common mistake. It could be easy to think of the Wookiees as only big, shaggy humanoids, but travelers who stay long enough discover that the Wookiees have an ancient culture full of its own subtleties, with close ties to nature.

It is easy to think of Wookiees as primitives, but their technology blends with the environment in which it was created. This means Wookiee technology can sometimes be hard to spot, while alien technology stands out. In some cases, alien technology is not only rare, but actively sought after.

TRADING OPPORTUNITIES

Trading with the Wookiees of Kashyyyk can be not only a simple experience, but a profitable one, too. The coastal city of Kachirho, wrapped around the trunk of a giant wroshyr tree, has the planet's best starship landing site – since it is wide open. It was the location of a massive invasion by the Separatist army during the Clone Wars. The planet was put under martial law during the rise of the Empire, and both planet and people were harshly treated. The slave trade, always a troubling reality of Wookiee life, was formalized by the Empire, which was always on the lookout for strong manual laborers and the ruthless captains to transport them. After the Battle of Endor, General Han Solo and Chewbacca returned to free the planet, and trade quickly resumed to aid the considerable rebuilding work.

Kashyyyk can be more than a little rough for a smuggler or swindler and it's certainly not wise to upset a Wookiee. They have a great affinity for the Force and whether due to this, or to their heightened natural senses, they are quick to spot a ruse, and will react badly to deception. They have been known to rip people's arms from their sockets when they are bested in a trivial contest, for example – or worse for bigger infractions. However, Wookiees also make the most loyal and trusting friends.



The Wookiees possess unparalleled strength. This has made them an enslaved race throughout history.

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YOUR NEXT PARTS

This issue's parts are used for the cover over the engine bay. Before fitting them, it's time to assemble the starboard rear recess and the machinery inside.

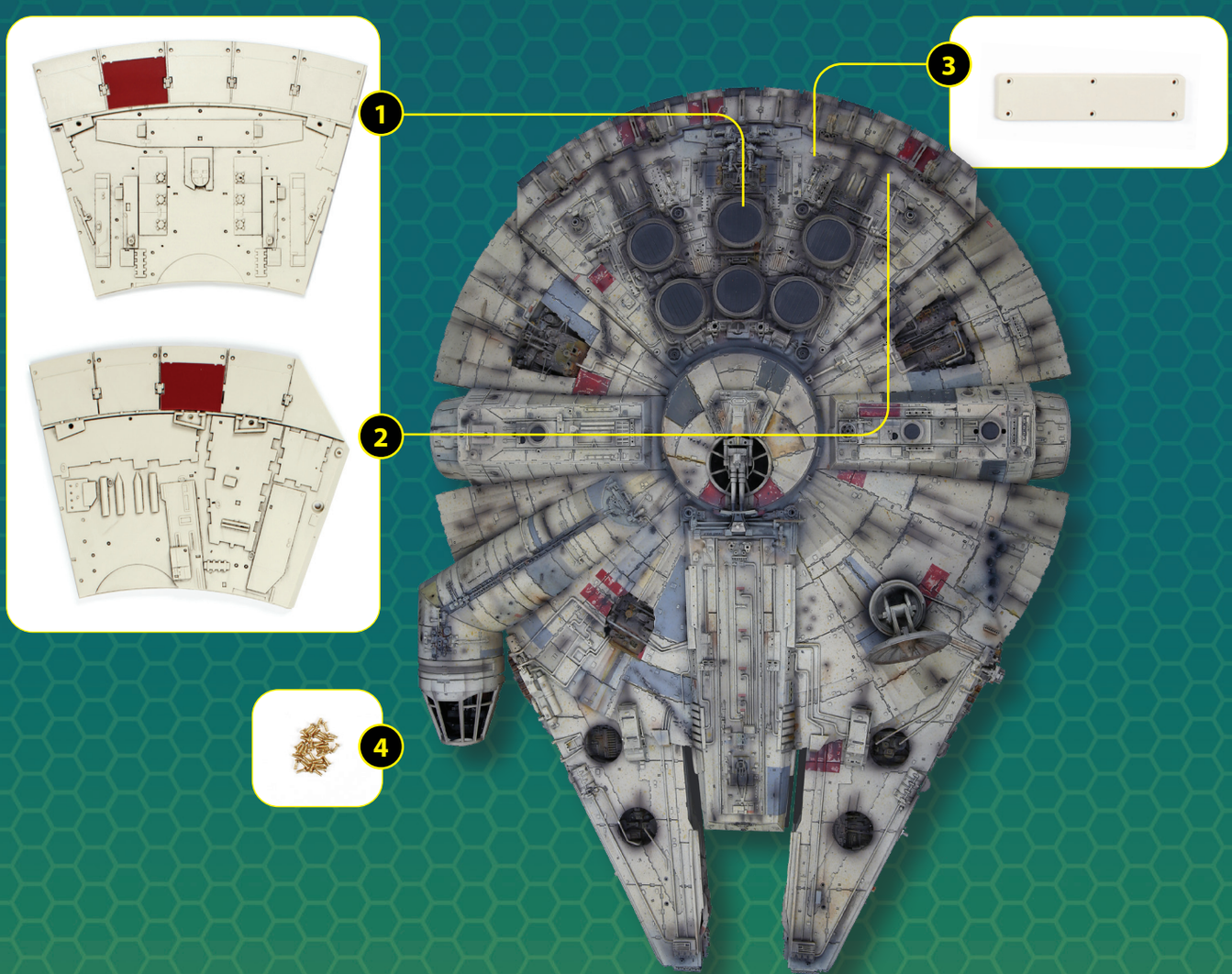
The steps on the next two pages show you how to put together the complex of machinery and pipework that fills the last upper hull recess. The parts supplied here will be used to complete the rear quarter of the paneling, which covers the open area in the plating you applied in Stage 66.

COMPONENTS CHECKLIST

1. Hull panel TP-23
2. Hull panel TP-21
3. Connector for TP-21 and TP-23
4. Fixing screws x 33 (including spare)

WHERE THE PARTS FIT

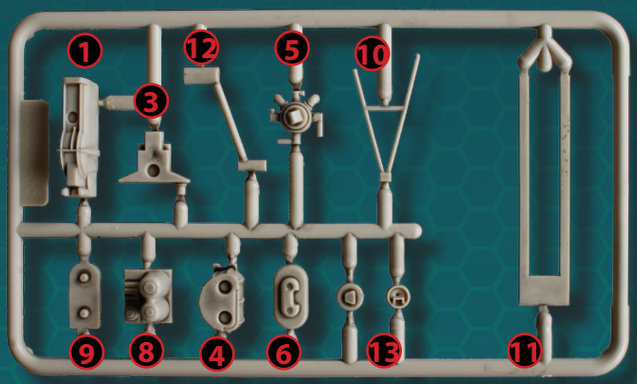
HULL PLATING

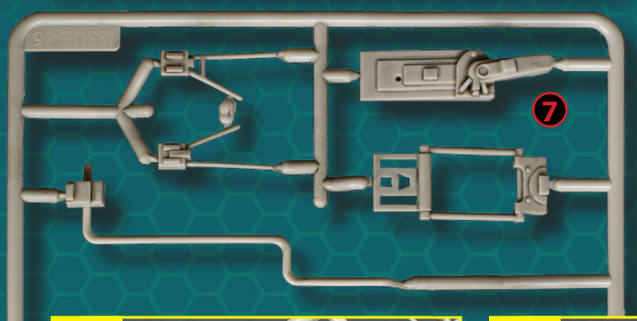


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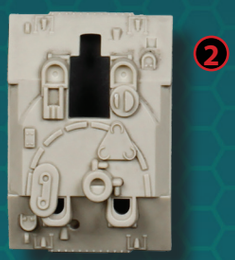
DETAILING THE STARBOARD RECESS

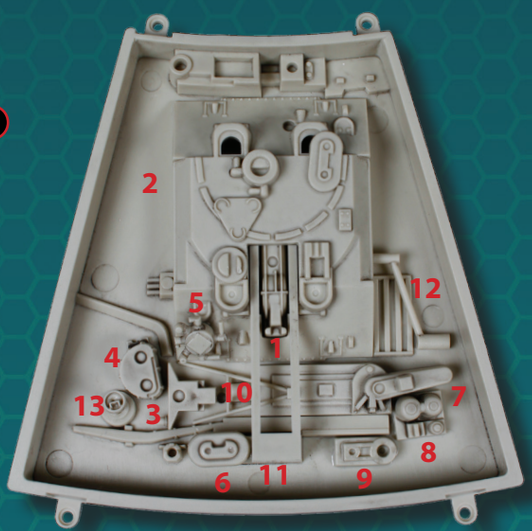
The large recess to the rear of the starboard corridor has a number of plant-on details that can be fitted now. Some further details will be added later on, when the recess is fitted into the hole in the plating.



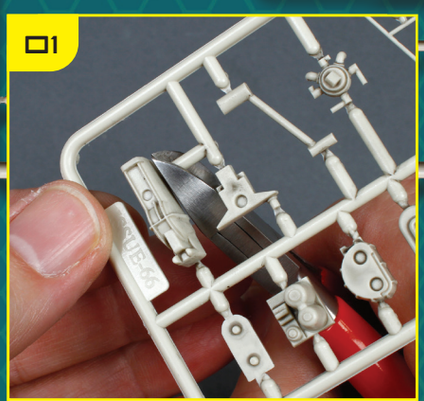


For this stage, you need four parts provided with Issue 66: the recess itself, the machinery that fits into it, and the two sprues containing the plant-on details. Some details will not be used until later, so store them safely (especially the single part left on the smaller sprue).

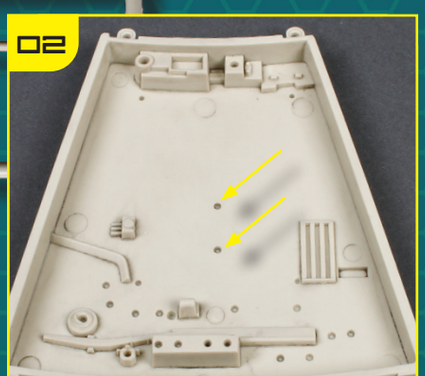




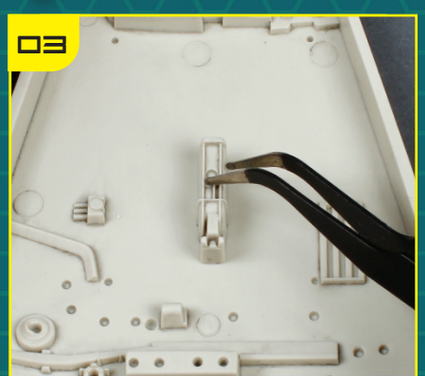
This shows where the 13 details fit. The order of fitting is important, as some overlap others.



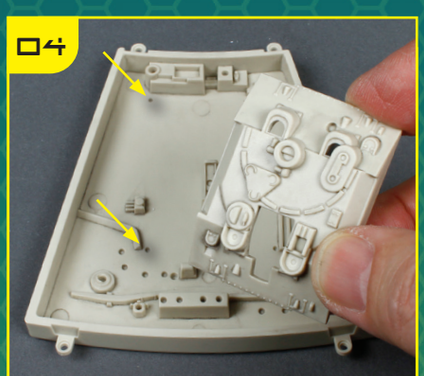
Start by trimming (1) off the sprue.



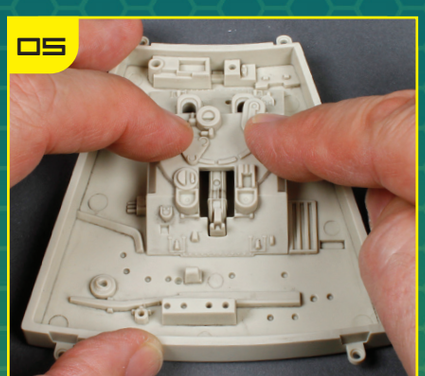
Locate these two holes near the center of the recess.



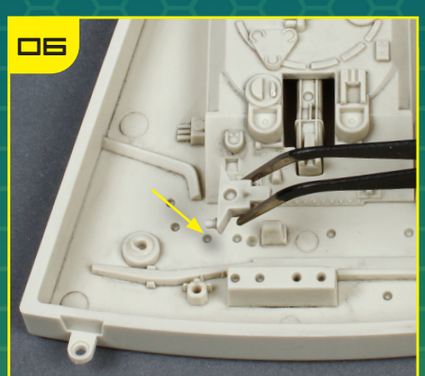
Glue (1) to the two holes, noting which way round it fits.



Align (2) with the four corner holes in the recess (two indicated here).



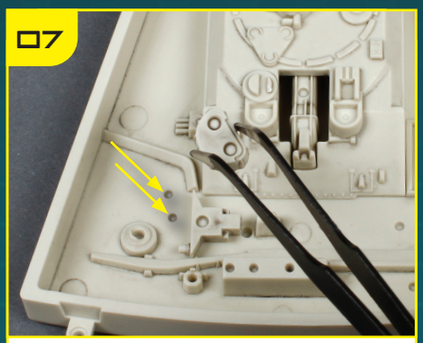
Glue (2) to the recess, fitting (1) through the slot in the center.



Align (3) with this hole in the recess and glue it in place.

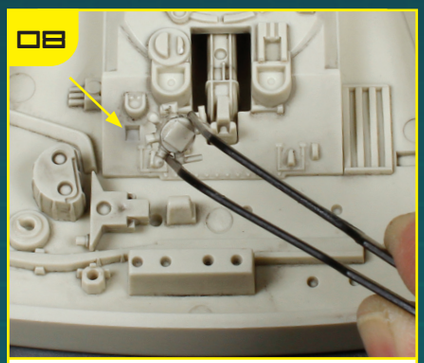
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07



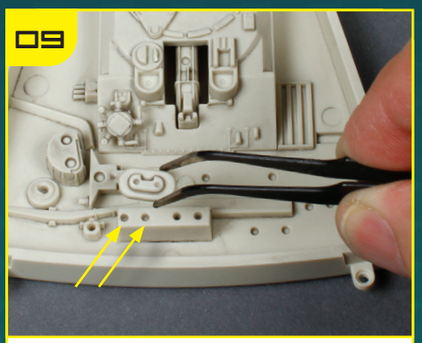
Align (4) with these holes in the recess and glue it in place.

08



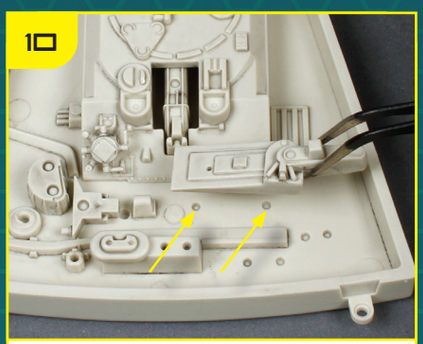
Glue (5) to this square hole in the recess.

09



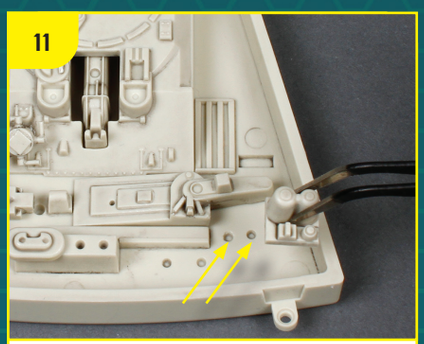
Align (6) with these holes in the recess and glue it in place.

10



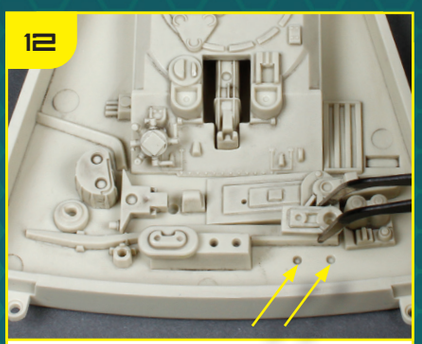
Align (7) with these holes in the recess and glue it in place.

11



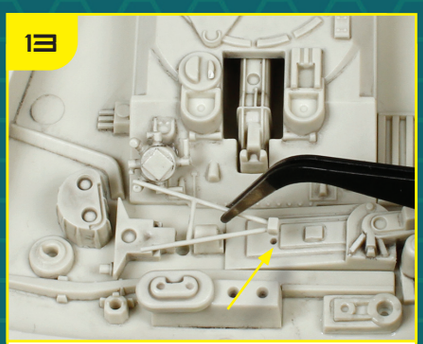
Align (8) with these holes in the recess and glue it in place.

12



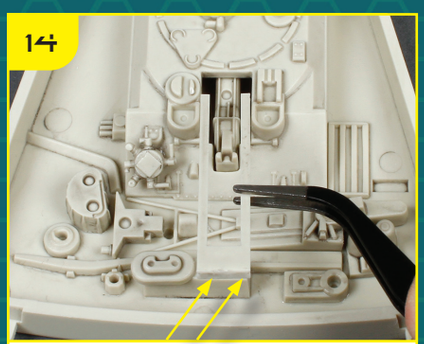
Align (9) with these holes in the recess and glue it in place.

13



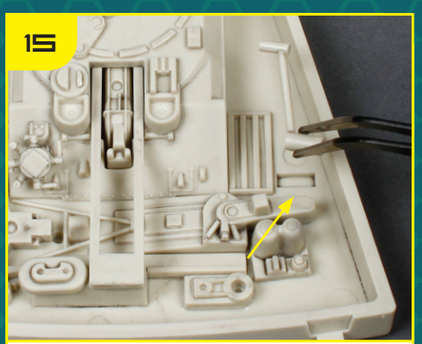
Glue (10) to the hole indicated, and glue its legs to the recess.

14



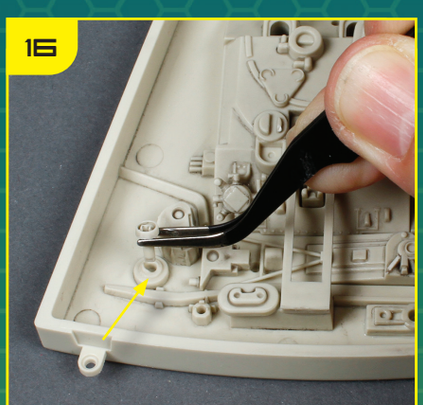
Glue (11) to the two holes indicated, and glue its legs into the slots above.

15



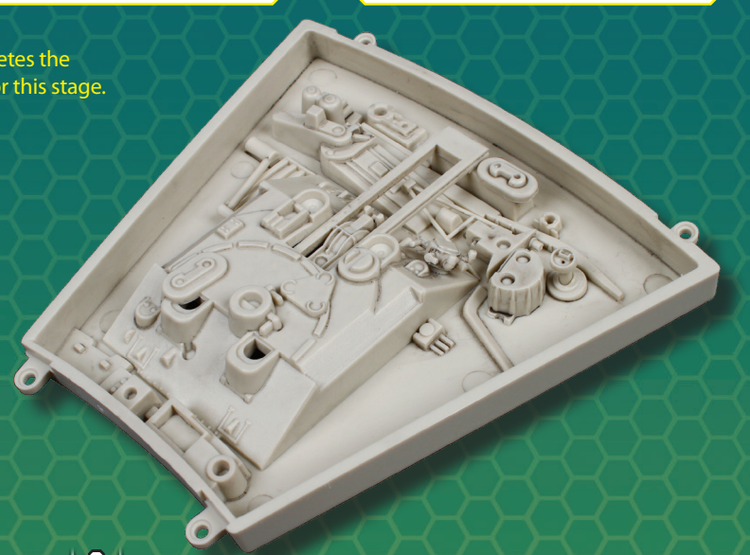
Glue (12) to the slot indicated, and glue its other end to the side of (2).

16



Glue (13) into this hole in the recess.

That completes the assembly for this stage.



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