STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





GAUNTLET FIGHTER/ARMED TRANSPORT

F219FSC068

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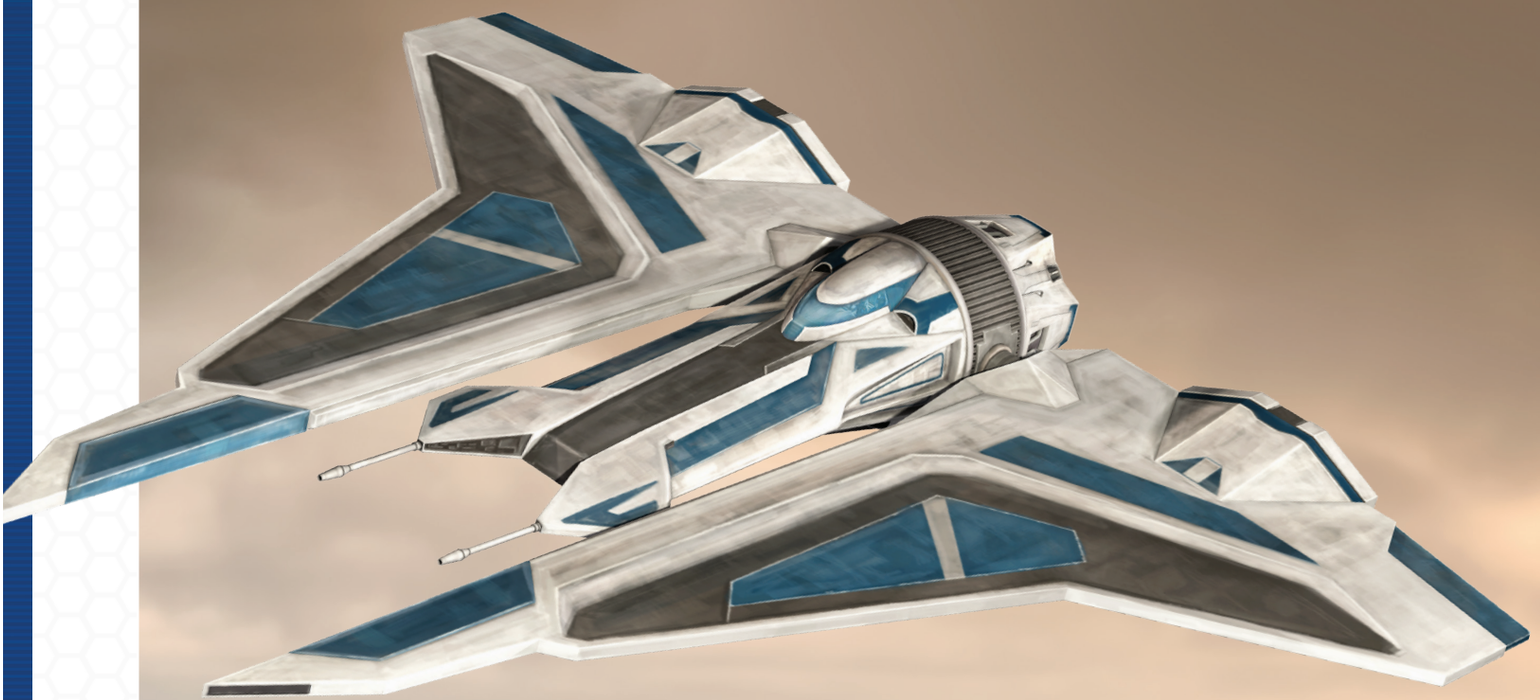
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DEATH WATCH FIGHTER

GAUNTLET STARFIGHTER

The design known as the *Kom'rk*-class fighter (Mando'a for 'gauntlet') was a versatile ship classified as both a fighter and as a transport ship. It was used by the Mandalorian Death Watch during much of the Clone Wars, and, near the end of the conflict, by Darth Maul's Shadow Collective.



The *Kom'rk*-class was designed and built in secret by engineers and technicians loyal to the Mandalorian Death Watch, a warrior cult that craved a return to Mandalore's warlike past and desired to abolish the pacifism of the New Mandalorians. The group used the factories on Mandalore's moon of Concordia – which were regulated and supervised by Governor Pre Vizsla.

Vizla had secretly begun to rally his forces on Concordia, and members of Death Watch made several terrorist attacks in the Mandalorian capital city. The leader of the New Mandalorians,

The *Gauntlet* was finished in traditional Mandalorian colors of white, blue, and gray. Like other Mandalorian craft, the central, sleek hull was flanked by two 'wings' that could rotate to a vertical or horizontal position for maximum maneuverability.

MANDALORIAN KOM'RK FIGHTER TECHNICAL SPECIFICATIONS

CLASS	Fighter/armed transport
DIMENSIONS	Length: 52.3m (171 ft 7 in) Height: 13.23m (43 ft 5 in) Width: 52.4m (171 ft 10 in)
HYPERDRIVE	Equipped
ARMAMENT	4 x laser cannons (2 front, 2 aft)
CREW	4
PASSENGERS	24

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STARSHIP FACT FILE



CONCORDIA

While Mandalore itself was a desolate world, made so by years of conflict, the moon of Concordia retained much of its natural beauty. At the end of the civil war, with the ascension of the New Mandalorians, surviving members of the warrior caste were exiled to the moon. They were thought to have died out, killing each other off through bitter in-fighting. In fact, the survivors banded together under the leadership of Pre Vizsla to become Death Watch, hiding out in the abandoned mines of Concordia.

Duchess Satine Kryze, trusted Governor Vizsla as a loyal ally in the crusade against the Death Watch. Little did she know that Vizsla was, in fact, the leader of her most dangerous adversary.

MANDALORIAN CONFIGURATION

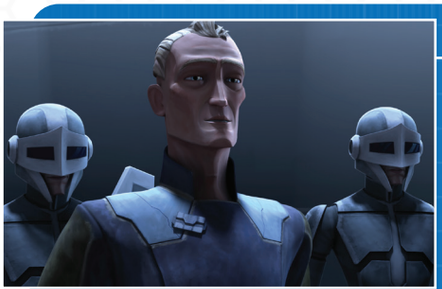
The Kom'rk was proudly finished with white, blue, and gray paint, faithful to Mandalorian tradition. It also followed the peculiar configuration of Mandalorian craft. The central, sleek hull was flanked by two wing-like structures. These were positioned vertically while the ship landed, but when flying they could rotate to a horizontal position with the wings flanking the hull. This offered the fighter very impressive maneuverability for a ship of its size.

The wings, which also functioned as the aft landing gear, housed essential engineering components. The ship was propelled by more than one type of drive, as a turbojet was inserted in the rear section of the hull to ensure quick getaways and rapid start-ups.

Landed, a *Kom'rk*-class ship stood a little more than 13 m (43 ft) high. Its large cockpit accommodated a crew of four, with additional room for small cargo. However, the main hold could transport up to 24 passengers – mostly Death Watch troops who could disembark with their jetpacks to provide air support during combat situations. The ship itself had two forward laser cannons, and two aft-facing cannons that could protect the boarding tube.

DEATH WATCH

While the rogue Death Watch faction was preparing its coup on Mandalore, it



DEATH WATCH LEADER

Pre Vizsla, a member of the prominent Mandalorian Clan Vizsla, succeeded in gaining Duchess Satine's trust when he functioned as Concordia's governor. In secret, Vizsla was gathering allies on Concordia for his beloved Death Watch. Vizsla's personal weaponry consisted of two WESTAR-35 blaster pistols and an ancient darksaber, a weapon stolen from the Jedi Temple by Vizsla's ancestors centuries before.

Pre Vizsla wore Mandalorian armor and was typically heavily armed. His personal ship was a *Kom'rk*-class vessel, which he called *Gauntlet* – the ship's name rendered in Basic.

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MISSION TO DATHOMIR

DARTH MAUL'S ESCAPE

After Pre Vizsla's death, the remaining Death Watch forces continued to use the Kom'rk ships. Death Watch commandos Gar Saxon and Rook Kast took one to liberate Darth Maul from the Separatist Spire prison on Stygeon Prime. When word of Maul's escape reached the Confederacy of Independent Systems and the Republic, plans were set in motion. Darth Sidious wanted to recapture Maul to lure out his old nemesis, Mother Talzin, while the Jedi hoped to avoid Separatist control of Mandalore. Maul himself used a Kom'rk fighter during his struggles against both the CIS and the Republic. While battling Republic forces on the Mandalorian supply post near Ord Mantell, Maul and Dooku escaped in the same vessel, which was later used by Saxon and Kast to escape with Maul after Darth Sidious succeeded in killing Mother Talzin on Dathomir.



Darth Maul and Count Dooku used one of Death Watch's fighters to journey to Dathomir, where the Sith battled Mother Talzin to the death.





Death Watch kept a number of *Kom'rk*-class fighters at its secret base. After their discovery, it used them in an attack that its leader Pre Vizsla promised would allow the renegade army to take control of Mandalore.

kept a base on Concordia, guarded by two Gauntlet fighters. Next to the *Aka'jor*-class shuttles, these were the largest ships in its possession. Death Watch leader Pre Vizsla's own fighter was simply christened *Gauntlet*.

After he was unmasked as the leader of the Death Watch, Vizsla still had high hopes that his alliance with Count Dooku and the Confederacy of Independent Systems would pay off. Instead, Dooku canceled the invasion when the Republic decided to let Mandalore keep its neutrality, and the count rewarded Vizsla with a nasty lightsaber scar across his left cheekbone.

Next stop for Vizsla was the snowy planet Carlac, before a new base was established on Zanbar, where more Death Watch zealots gathered. With the help of Darth Maul and Savage Opress, Vizsla planned another invasion of Mandalore. Although this took place, and proved to be a victory for Death Watch, it also led to Vizsla's personal downfall, as he was killed in a ritual combat when Maul questioned his leadership of the warrior group.

BEHIND THE SCENES

ANIMATED SHIP

Gauntlet was one of several new designs created for the Mandalorians in *The Clone Wars* animated series, although Clan Vizsla was already long-established in Legends material – such as the comic series *Jango Fett: Open Seasons* (2002). *Gauntlet* debuted in *The Mandalore Plot* in Season Two of *The Clone Wars,* and the ships made several other appearances whenever Death Watch featured. This class of the ship was first mentioned in *The Clone Wars Official Episode Guide Series 1 & 2* (2010), and is not to be confused with the similar, but much smaller *Aka'jor*-class shuttle. A new Mandalorian starfighter, looking like a descendant of *Gauntlet*, appeared in the second season of the animated series *Rebels* in 2015.



A reference illustration of *Gauntlet*, showing its wings moved into the upright configuration used when landing or parked.

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SMUGGLING BOSSES

Even if an individual owns their own freighter, they still need a cargo. That means carrying what customers want, going where they want their goods taken, and doing it according to their timetable. Some cocky smugglers might boast that they don't take orders from anyone, but the reality is very different.



Jabba the Hutt liked to play both ends against the middle whenever he could. During the Clone Wars, he traded with the Separatists and the Republic, treating each side with similar disdain. However, Separatist leader Count Dooku hatched his own plot to bring Jabba on side.

The average freelance smuggler ends up running drop-point deliveries. Such jobs are usually organized indirectly, by seedy middlemen and women working for some criminal organization or other. Their business consists of recruiting smugglers so the real employers don't have to get their hands dirty.

Jabba the Hutt was typical of such an employer: a crime lord whose operation flourished during the Clone Wars, when the Republic's attentions turned to defeating the Separatists rather than to law enforcement. Willing to trade with both sides, Jabba made a fortune in the process – but he and the other Hutt clans weren't to have everything their own way.

The notorious Black Sun syndicate gave Jabba a run for his money. Originally led by Falleen nobles from a fortress on Mustafar, the leadership of



During the Clone Wars, the crime syndicate Black Sun, led by the highly influential Fallen noblemen Xomit Grunseit and Ziton Moj, was a major player in much of the galaxy's illicit activities.

Black Sun was killed by Darth Maul and the organization temporarily added to his Shadow Collective. At that time, it was anyone's guess who was really in charge of Black Sun.

TRADING TERMS

Smuggling contracts usually start in some backwater spaceport and end in a dark and dingy warehouse (or some less salubrious location), and the cargo can be anything from moisture vaporators destined for a farmer on Tatooine to blasters ordered by some mysterious Mon Calamari on Ralltiir.

It's a good idea to build up a list of contacts with whom to trade, as diversity is the spice of life. Pilots who put all their eggs in one basket when it comes to picking contacts tend to find themselves going very swiftly out of business when the authorities catch up with that contact.

Most jobs require pick-up and delivery of the specified goods in a set time for a specific fee. Pilots can expect a distinctly average rate per tonne of legitimate cargo being shipped per day – barely enough of a return to keep flying. Risky runs carrying more lucrative illegal cargo (possession of which perhaps carried the death penalty) paid much, much more.

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CRIME SYNDICATES

While many individual crime lords prosper and some run large smuggling operations, the biggest profits have always been controlled by organized crime syndicates, whose reach is galaxy-wide. Such organizations thrive on disorder. One of the most powerful – the mysterious and secretive Black Sun – prospered during the Clone Wars. When Emperor Palpatine took control, the criminal organization formed what was a mutually advantageous working relationship with the Empire, which saw Black Sun controlling the flow of large amounts of contraband, through the Outer Rim in particular. Operating on a smaller scale, but no less effectively, the Pyke Syndicate was a powerful cartel, whose criminal activities gave them almost total control of the production of raw spice and its flow from Kessel to Coruscant, using independent smugglers and freighter captains on the notorious Kessel Runs to ensure spice deliveries. Supreme Chancellor Finis Valorum had tried to bring the organization to heel, but the Pykes killed his envoy, Jedi Master Sifo-Dyas. Years later, during the Clone Wars, the Pyke Syndicate allied themselves with Darth Maul and his Shadow Collective.



Until the rise of the Empire, Black Sun was run by a cabal of Falleen nobles, operating from a fortress on Mustafar.



In the years before the Clone Wars, Lom Pyke was leader of the Pyke Syndicate, which controlled much of the spice trade.



Han Solo fell foul of his employer Jabba the Hutt when he was forced to jettison a cargo he was smuggling for the crime lord. On his return to Docking Bay 94 in Mos Eisley, the wily smuggler found the Hutt and a gang of enforcers waiting for him.

DANGEROUS GAME

The story of Han Solo's fall from the grace of Jabba the Hutt is an oft-told cautionary tale used to warn emerging smugglers of the dangers of working for someone else, and the necessity of getting to know your employer. One day, your very life may depend on how well you know the person or organization you are working for – or, as in Solo's case, the Hutt holding your leash.

Smugglers share Solo's story to show how the Corellian captain probably would have evaded capture by the Hutt, or one of his goons, if Han had not rashly thrown his lot in with the Rebel Alliance. Solo had managed to stay one step ahead of the Hutt's anger, and his retinue of hit men and bounty hunters, until he decided to help the would-be Jedi Luke Skywalker rescue Rebel Alliance leader Princess Leia Organa from the Death Star. From that moment, he also made an enemy of Emperor Palpatine and his enforcer Darth Vader, and earned a huge bounty. That took him from being a small-time criminal to a big-time Imperial target.

A PRICE ON HIS HEAD

Jabba the Hutt threatened to put a price on Solo's head after the captain of the *Millennium Falcon* dumped a spice shipment ahead of an Imperial boarding. Even though he had no choice in the matter, Solo knew at the time Jabba would be furious. Still, he knew he was valuable to the Hutt and played that knowledge to his advantage. He almost succeeded.

Han Solo, along with his ship, was one of the most valuable assets Jabba the Hutt owned. The Corellian might have argued about the whole 'ownership' thing, but never directly to Jabba. He promised Jabba he'd pay him back, but work was scarce and the Hutt – who wanted the infamous *Millennium Falcon* more than he wanted its pilot – wasn't inclined to help. Jabba sent the very disposable Greedo to find Han to remind him to pay up.

HUTT VENGEANCE

Meeting Jabba later, Han was able to sweet-talk the crime lord one more time – he only had to make a passenger run to Alderaan and get back to pay his debt with interest. Even Han knew

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Having already dispatched the Hutt's messenger Greedo, Solo was able to negotiate directly with his employer, persuading him that the job he had just taken on would enable him to pay back more than he owed, and more than simply seizing the *Falcon* would bring Jabba.

it was his last chance, but Jabba was content that he'd get more credits than the dumped shipment had been worth.

By now, of course, everyone knows things didn't go according to plan for Jabba or Solo. Han got his reward, eventually, but then made the bold decision to join the Rebel Alliance. He even used his knowledge of Jabba's operations to help the Alliance steal one of Jabba's ships and interfere in his business dealings with the Empire. Left with no other choice, Jabba sent the legendary bounty hunter Boba Fett after him. Before long, the Corellian was frozen in a carbonite block, hanging on Jabba's wall. Luckily, Jabba's weakness for gifts and flattery meant Solo's friends were able to bluff their way into his palace and rescue Solo, ultimately costing Jabba his life.

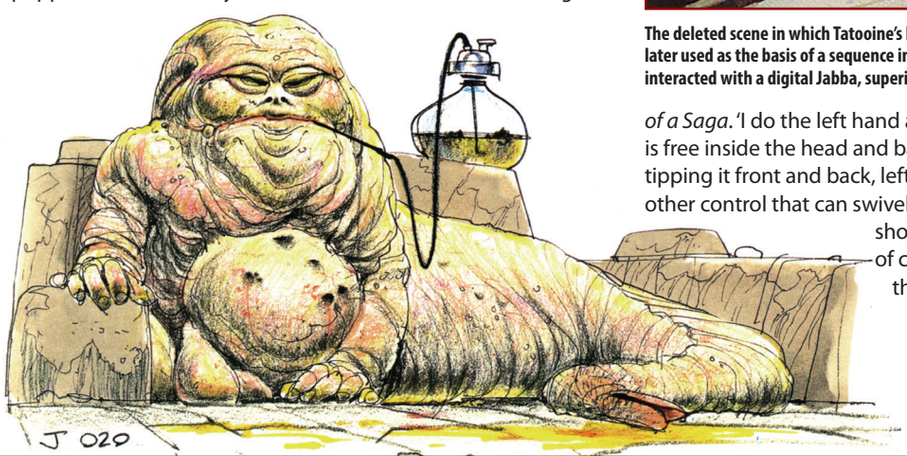
BEHIND THE SCENES

BRINGING JABBA TO LIFE

Jabba the Hutt was originally played in *A New Hope* by Irish actor Declan Mulholland in a fur jerkin. George Lucas cut the scene from the original release, reinstating it in 1997's Special Edition release of the film, but overlaying the actor with a digital Jabba the Hutt based on the one that appeared in *Return of the Jedi*. That Jabba the Hutt was a model sculpted from four tonnes of clay and animated by four puppeteers inside, including two in the head. 'I operate Jabba's right arm and the jaw of his mouth and I do the voice at the moment to make the lips sync and between Toby and myself we do the body movements,' said puppeteer Dave Barclay in *From Star Wars to Jedi: The Making of a Saga*. 'I do the left hand and the tongue and my right hand is free inside the head and basically works this head control, tipping it front and back, left and right, up and down. I have one other control that can swivel the head, revolve it, and for certain shots I have the tongue, I have a couple of cable controls that do snarls around the mouth,' said Toby Philpott. There were another two inside (one in the belly, another in the tail), operating those parts. A fifth person provided the smoke for Jabba's hookah pipe.



The deleted scene in which Tatooine's biggest crime lord was depicted as human was later used as the basis of a sequence in the Special Edition reissue of *A New Hope*. Solo interacted with a digital Jabba, superimposed in place of actor Declan Mulholland.



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YOUR NEXT PARTS

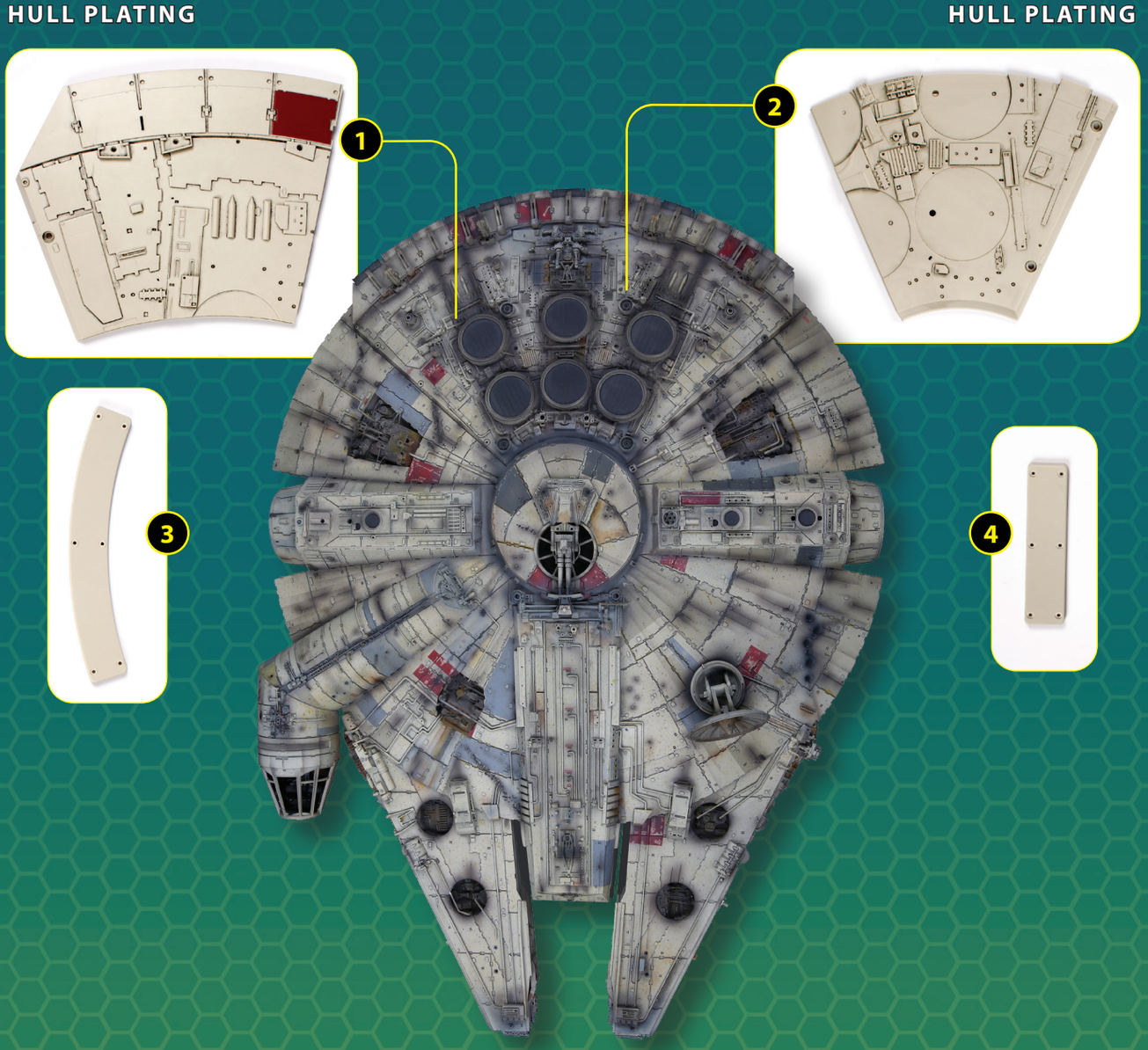
This issue's parts are used for the cover over the engine bay. This will be fitted in one piece, which you can start to assemble using parts from the last issue, as well as all four components provided this time.

The steps on the next three pages show you how to start putting together the rear quarter of the paneling, which covers the large open area in the plating that you fitted in Stage 66.

COMPONENTS CHECKLIST

1. Hull panel TP-24
2. Hull panel TP-22
3. Connector for TP-21, TP-22 and TP-23
4. Connector for TP-23 and TP-24

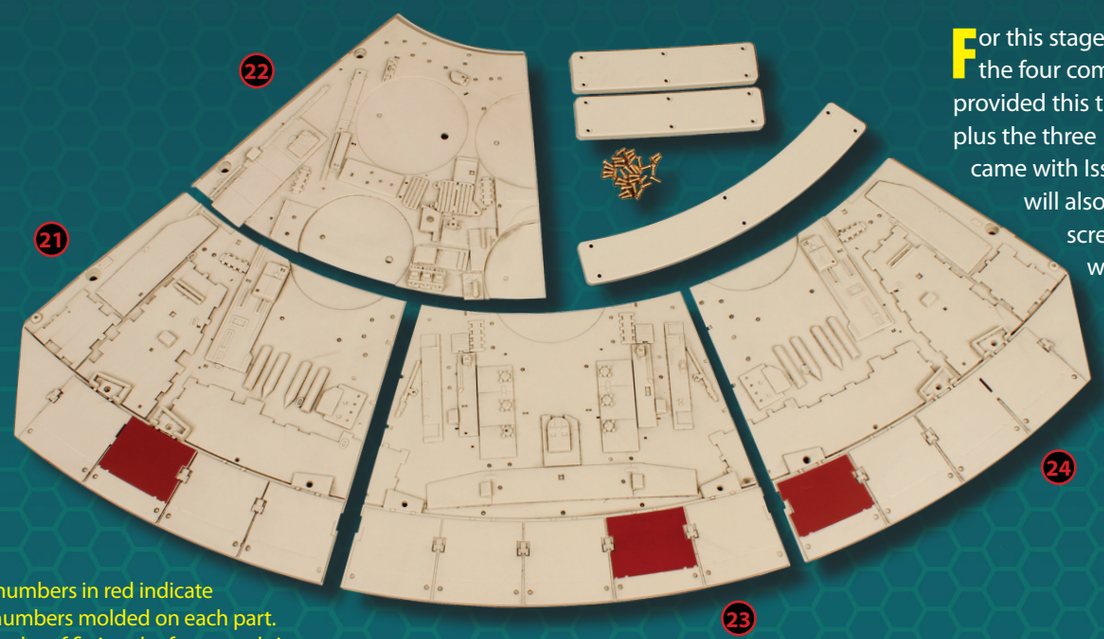
WHERE THE PARTS FIT



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ASSEMBLING THE ENGINE BAY COVER

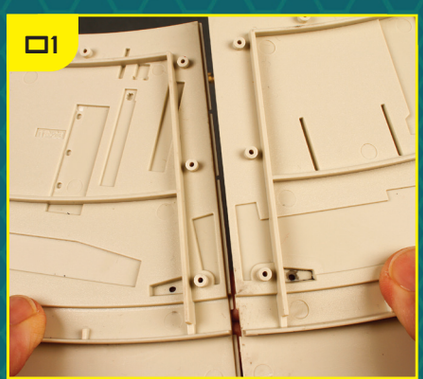
The engine bay cover is made from five large sections of paneling, to which plant-on details will be added. You received the first two sections with Issue 67. The next two are supplied this time, together with shaped strips to connect the panels together.



The numbers in red indicate the numbers molded on each part. The order of fitting the four panels is important, as some overlap others.

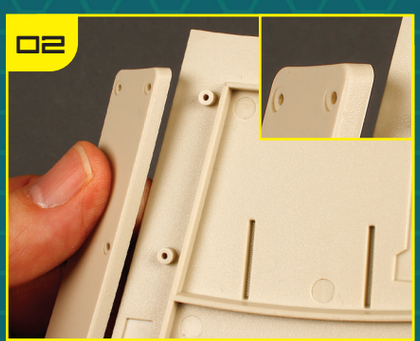
For this stage, you need the four components provided this time, plus the three parts that came with Issue 67. You will also need 18 screws, provided with Issue 67.

01



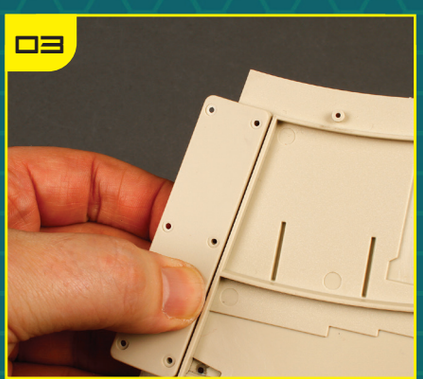
Start with TP-21 and TP-23, which fit together like this.

02



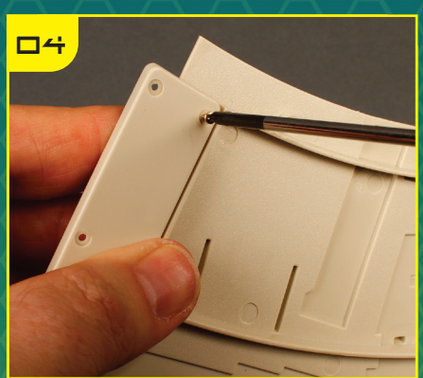
Take either of the short connectors and align the end that slopes as shown inset with the inner curved edge of TP-21.

03



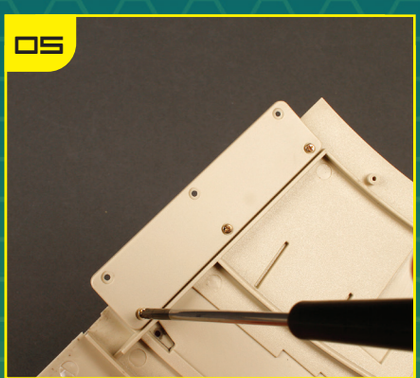
Fit the connector so that its three fixing holes line up with the ones on TP-21.

04



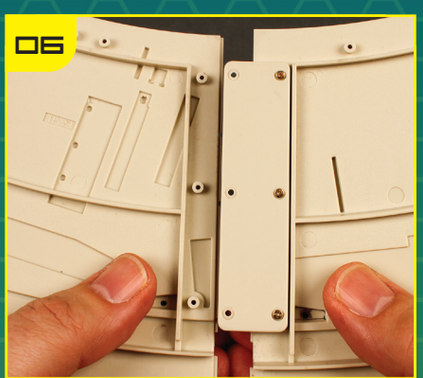
Fit a fixing screw to the first hole and tighten it fully.

05



Fit another two fixing screws through the connector in the same way.

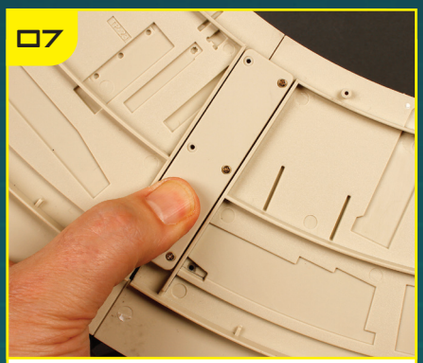
06



Fit the assembly from Step 5 over the edge of TP-23, aligning the holes.

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07



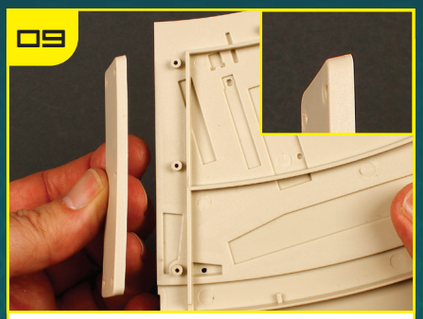
Hold the assembly together firmly.

08



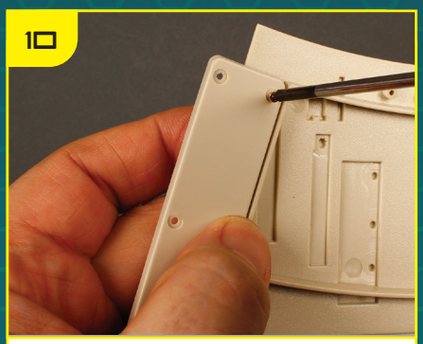
Fit screws through all three holes and tighten them securely.

09



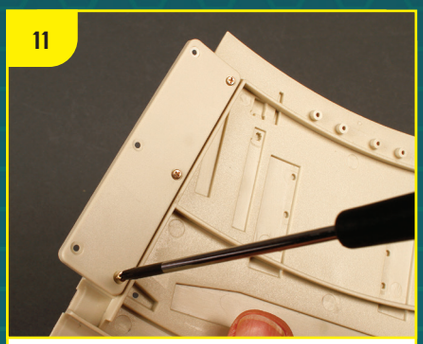
Take the second short connector, and align the end that is angled as shown inset with the inner curve of TP-23.

10



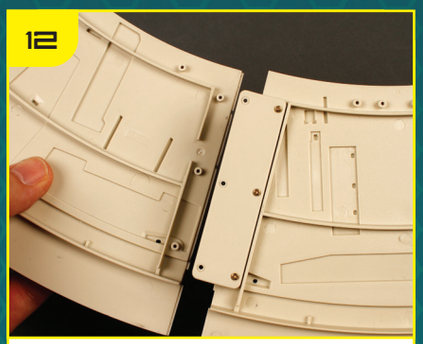
Fit a fixing screw to the first hole and tighten it fully.

11



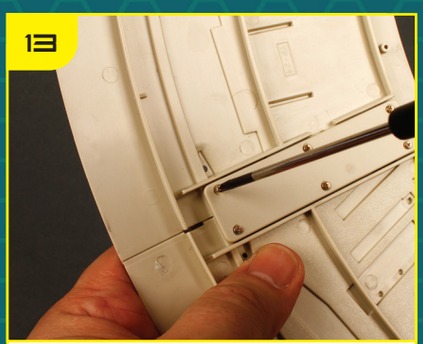
Fit another two fixing screws through the connector in the same way.

12



Fit the assembly from Step 11 over the edge of TP-24, aligning the holes.

13



Use three screws to join the panels securely together.

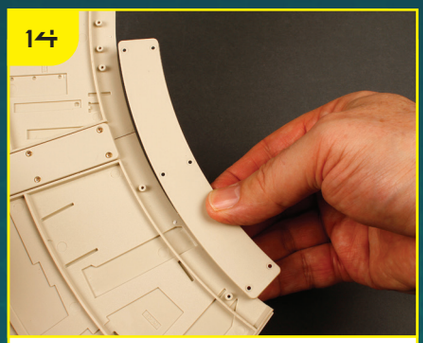
UNDERSIDE OF COMPLETED ASSEMBLY

This shows the position of the three connectors.

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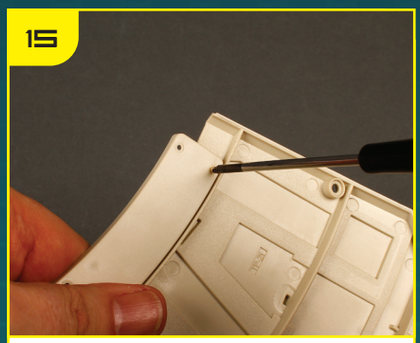
STAGE 68 ASSEMBLY

14



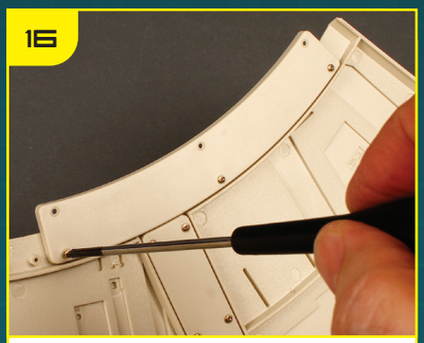
Take the curved connector and align its three holes with those in TP-21 and 23.

15



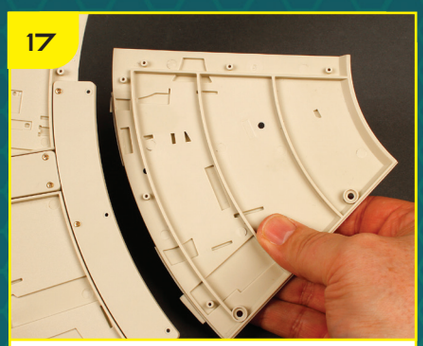
Fit a fixing screw to the first hole and tighten it fully.

16



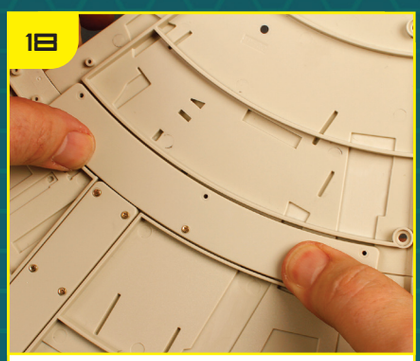
Fit another two fixing screws through the connector in the same way.

17



Fit the assembly from Step 16 over the edge of TP-22, aligning the holes.

18



Hold the assembly together firmly.

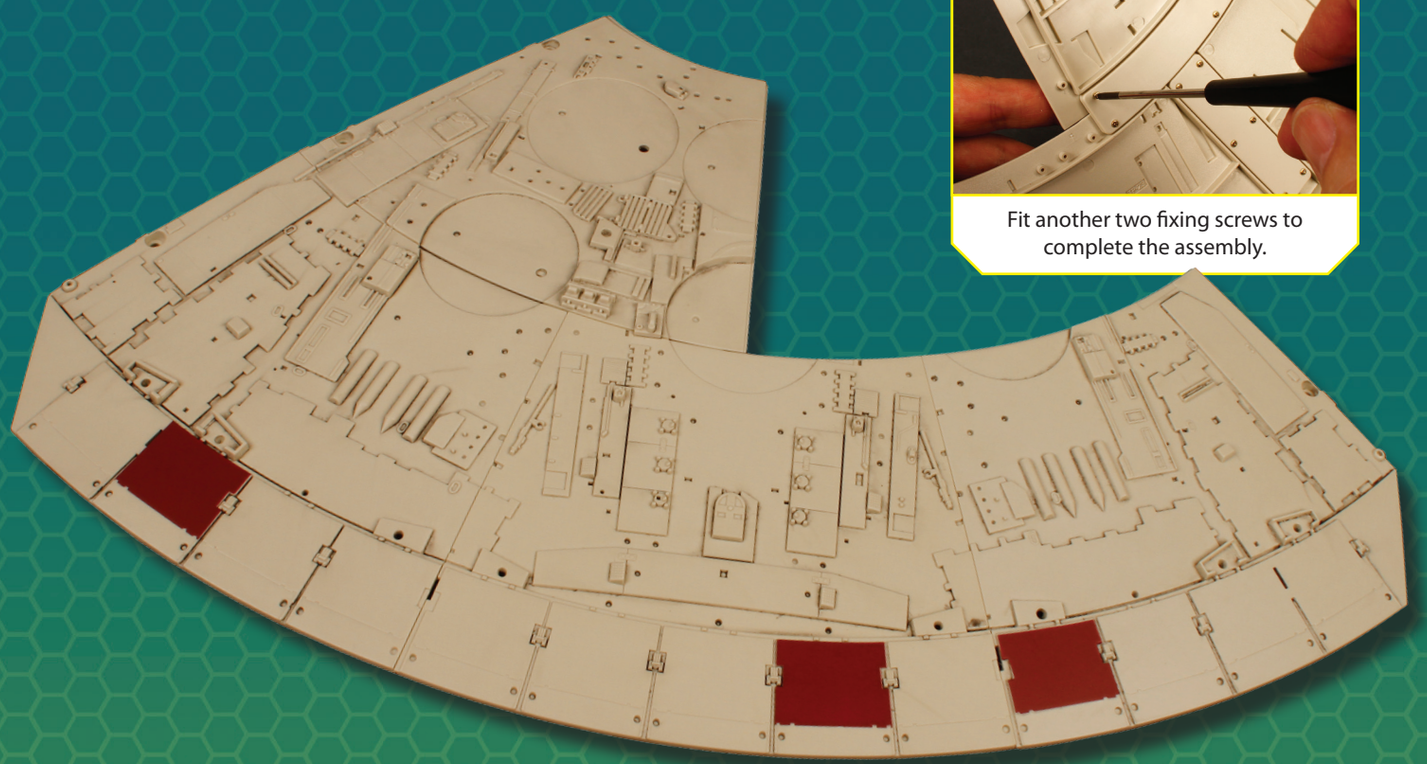
19



Fit a fixing screw to the first hole and tighten it fully.

TOP VIEW OF COMPLETED ASSEMBLY

The remaining section will be added in the next stage.



20

Fit another two fixing screws to complete the assembly.

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