STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





FIRST ORDER SPECIAL FORCES TIE FIGHTER

F219FSC073

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STAR WARS MILLENNIUM FALCON

USA Published by De Agostini
Publishing USA, Inc.
299 Park Avenue, New York,
New York 10171

UK Published by De Agostini UK Ltd
c/o Royds Withy King, 69 Carter Lane,
London EC4V 5EQ

DE, AT, NL, PL, CZ, SK, LT, SE
Published by De Agostini Publishing, S.p.A, Via G. da Verrazano 15,
28100 Novara, Italy

GREECE
Εισαγωγέας: De Agostini Publishing S.p.A.
Via G. Da Verrazzano 15,
28100 Novara, Ιταλία

Συμβουλευτικές Υπηρεσίες και Επίβλεψη της Ελληνικής Έκδοσης: BEST FLOWPACKS INTERNATIONAL LTD.

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Printed in Italy

ISSN: 2976-6990 (Print)
ISBN EE Countries: 979-12-209-0809-2

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ITALY
Pubblicazione periodica edita da De Agostini Publishing S.p.A.
Uscita n. 73 del 12/08/2026
Pubblicazione periodica quattordicinale
Registrazione presso il Tribunale di Novara n. 755 del 23/01/2024
Iscrizione al ROC n.21243 del 21/6/2011
Direttore Responsabile: Pietro Boroli
De Agostini Publishing S.p.A.
via G. Da Verrazzano 15 - 28100 Novara
Redazione: via G. Pepe 44 - 20159 Milano
Stampa: Rotomail S.p.A., Vignate (MI)

Data di prima pubblicazione: 03/01/2024

Poste Italiane S.p.A. Spedizione in abbonamento postale DL 353/2003 (conv. in L. 27/02/2004 n. 46) art. 1, comma 1, CNS Novara).

L'Editore si riserva il diritto di variare la sequenza delle uscite della collezione e/o i prodotti allegati. Forme e colori possono variare rispetto a quelli raffigurati.

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Prezzo numeri successivi € 13,40. Salvo variazione delle aliquote fiscali. L'Editore si riserva la facoltà di modificare il prezzo delle uscite in caso di significativi aumenti del costo delle materie prime, dei trasporti, del tasso di inflazione e dei tassi di interesse applicabili a livello nazionale.

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SPACE SUPERIORITY FIGHTERS

FIRST ORDER TIE FIGHTERS

Decades after the Galactic Concordance was signed, TIE craft continue to plague the galaxy as the First Order's primary starfighter. The small and nimble craft have been upgraded, and they are no longer considered expendable by the First Order.

During the Galactic Civil War, thousands upon thousands of different twin ion engine craft were produced in Sienar Fleet Systems' factories, and used to devastating effect throughout much of the conflict – if only through the sheer number of the craft produced. After the Battle of Endor, and its subsequent defeat in the Battle of Jakku, however, the Empire's fleet had been decimated, and its remnants forced to retreat into the Unknown Regions. There, its most zealous servants established the First Order, an organization driven by a desire to

Long a symbol of the power of the Empire, the agile and deadly TIE fighters are still seen in the skies of the galaxy, flown by the First Order in their attempts to crush the New Republic.

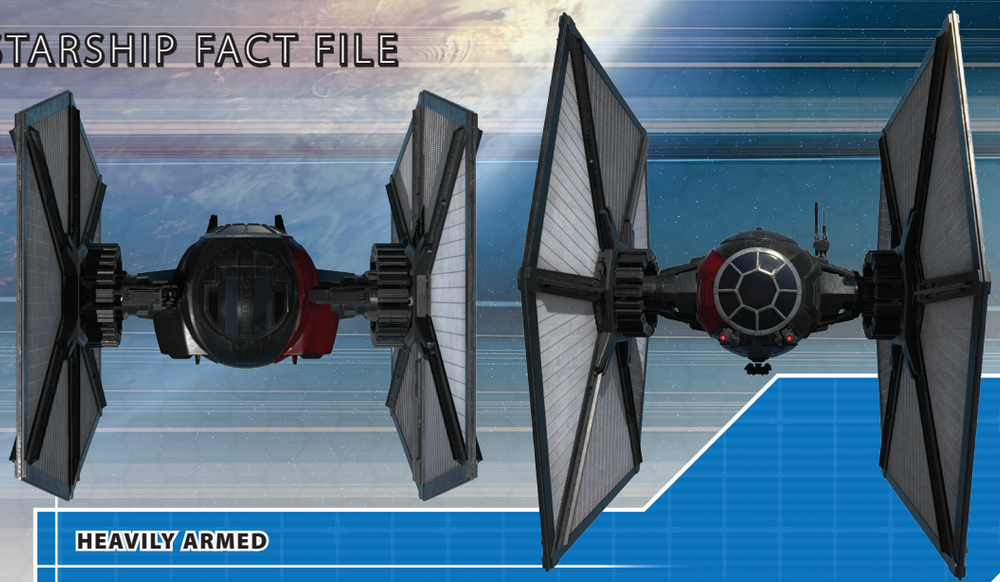
TIE/FO TECHNICAL SPECIFICATIONS

MODEL	TIE/fo space superiority fighter
CLASS	Space superiority fighter
MANUFACTURER	Sienar-Jaemus Fleet Systems
SIZE	6.69 m (21 ft 11 in)
ENGINES	SJFS P-s6 twin ion engine system
REACTOR	SJFS I-a4b solar ionisation reactor
WEAPONS	2 x SJFS-L-s9.6 laser cannons
CREW	1
AFFILIATION	First Order

TIE/SF TECHNICAL SPECIFICATIONS

MODEL	TIE/sf space superiority fighter
CLASS	Space superiority fighter
MANUFACTURER	Sienar-Jaemus Fleet Systems
SIZE	6.69 m (21 ft 11 in)
ENGINES	SJFS P-s6 twin ion engine system
REACTOR	2 SJFS I-a4b solar ionization reactors
WEAPONS	2 x SJFS-L-s9.6 laser cannons, 1 x SJFS Lb-14 dual laser turret, Kuat Drive Yards Arakyd ST7 concussion and mag-pulse warhead launcher
CREW	1 x pilot and 1 x gunner
AFFILIATION	First Order

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HEAVILY ARMED

As well as being able to take on long-range missions, the TIE/sf is also heavily armed. Its primary weapons are two L-s9.6 laser cannons, but these particular TIEs also have an Lb-14 dual laser turret that faces backwards, and an ST7 concussion warhead launcher to take on tougher opponents. The pilot and the rear gunner are seated back-to-back, and both possess an ejector seat that allows them a chance to escape and fight another day. The gunner can switch between cannons, mag-pulse rockets and missiles, with a computerized sight used to aim.

reinstate the rule of Empire by defeating the New Republic. The TIE fighter would be central to this aim.

A NEW APPROACH

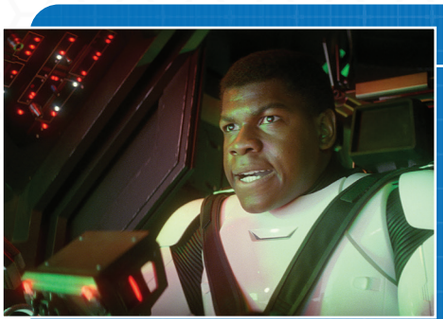
Without a galaxy of rigorously controlled factories at its disposal, the First Order made the important decision not to view their TIEs as expendable goods, as the Empire had done. Instead, each craft was valued highly, as were the pilots who were motivated enough to fly and fight for the First Order. This new approach also had a positive effect on the design of the craft itself: aided by the engineers of the Sienar-Jaemus Fleet Systems, new ideas and designs got approval far more rapidly than during the days of the Galactic Empire, when every Advisor or Moff had his own political agenda to pursue.

TIE/FO MODEL

The First Order commissioned two main fighters. The first was based on the Galactic Empire's most ubiquitous model, the TIE/In, which served as the basic design for an upgraded vessel renamed the TIE/fo (standing for First Order). Still a short-range fighter, the craft retains the characteristic wings with solar-gathering arrays. The design also takes advantage of some of the improvements that the Empire implemented in their TIEs, namely the improved solar cells and higher-capacity converters introduced in the TIE Advanced project.

The most impressive modification is the inclusion of a SJFS deflector shield generator. This is fitted in the pylons

When defecting from the First Order, stormtrooper FN-2187 commandeered a TIE/sf fighter to make his escape from the *Finalizer* – taking Resistance prisoner Poe Dameron with him.



FOCUSED TRAINING

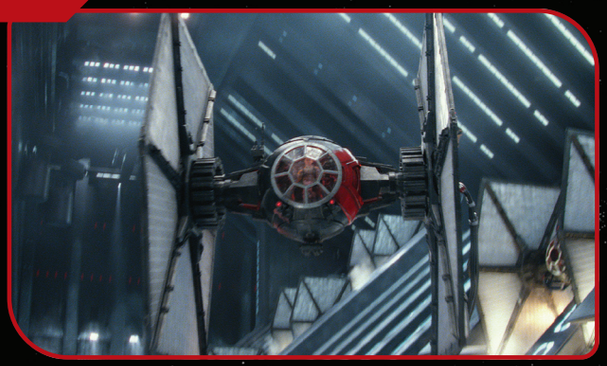
When trooper FN-2187 rescued Resistance ace pilot Poe Dameron, his escape plan relied heavily on Poe being able to fly a TIE fighter. This was because the training of First Order stormtroopers was highly focused: there was nothing in their mission parameters that would require them to fly a TIE craft, so they received no training in that. FN-2187 could, however, operate the fighter's weapon systems, as the basic controls and targeting systems were the same for a number of the ground-based weapons that stormtroopers were expected to operate.

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ESCAPE TO JAKKU

FINN AND POE ESCAPE FROM THE *FINALIZER*

When FN-2187 decided to rescue the captured Resistance pilot Poe Dameron from the *Finalizer*, both men escaped in the same TIE/sf from the Star Destroyer's starboard hangar. While attempting to detach from an anchoring cable, FN-2187 destroyed the hangar's control station, killing Colonel Kaplan and Petty Officer Thanisson. Poe and FN-2187, who was quickly named Finn by Dameron, worked well together and almost managed to escape the *Finalizer*'s guns. Despite Dameron's amazing flying skills, a blast from the Star Destroyer's ventral cannons hit the TIE, causing it to crash into the deserts of Jakku, but both men survived. Unable to find his new friend, Finn continued Poe's mission. The Resistance pilot was eventually discovered by a Blarina scavenger known as Naka Lit.



Leaving chaos in its wake, the stolen TIE/sf containing a rogue stormtrooper and a Resistance prisoner sped from the *Finalizer*'s starboard hangar.



Both variants of the TIE fighter were deployed in the pursuit of the *Millennium Falcon*, after defected stormtrooper FN-2187, along with Jakku local Rey, commandeered the old freighter to get off the desert planet.

connecting the cockpit to the solar panels. Deflector shields also offer greatly improved performance in atmospheric conditions.

TIE/SF MODEL

The highly specialized TIE Advanced fighter had been an asset reserved for a privileged few during the time of the Empire, but the First Order expanded its production with its TIE/sf model. The 'Special Forces' model TIE fighter was designed as a long-range fighter and is equipped with a miniaturized hyperdrive. This powerful ship is able to generate power from two reactors. It carries two crew members, is heavily armed and is also outfitted with deflector shields.

A TIE/sf can be recognized by the red marks on the cockpit and its reinforced connections between the solar wings and the pylons. These thick connectors house the deuterium power cells that augment the starfighter's energy. The pylons themselves are also reinforced with layers of alloy bracing. Because of these upgrades, the TIE/sf is known to produce more heat than it can handle, so engineers have fitted an experimental ion-flux cooling system to address the issue.

The TIE/sf is much heavier than the standard TIE/fo, but it is also a versatile starfighter that can dominate dogfights and perform excellently across a range of mission profiles. Loaded in vertical storage decks aboard *Resurgent*-class Star Destroyers, such as the *Finalizer*, the TIEs are launched from different hangars, and are more than ready to take on the New Republic and the Resistance anytime.

BEHIND THE SCENES

DESERT SHOOT

Like many of the starship designs for the First Order, the TIE models were based on ships that already appeared in the previous films, and in fact the TIEs received the least visual changes of all First Order vessels when compared to their Imperial counterparts. The new TIE fighters were developed during the pre-production process of *The Force Awakens*, and other modifications included the helmets of the TIE pilots, which were redesigned to fit more snugly. According to production designer, Darren Gilford, the TIE used in Finn and Poe's escape from the *Finalizer* proved the most challenging to film, as the model used was built to a full-size 1:1 scale and so was the largest set element the crew had to recreate on location – in this case, Al Qasr's orange sand dunes in the United Arab Emirates.



The scene in which Finn and Poe's stolen TIE crash-lands in the Goazon Badlands on Jakku was among the most challenging for *The Force Awakens*' on-location production team, who had to work in the UAE's Al Qasr desert with a full-size mock-up of the downed craft.

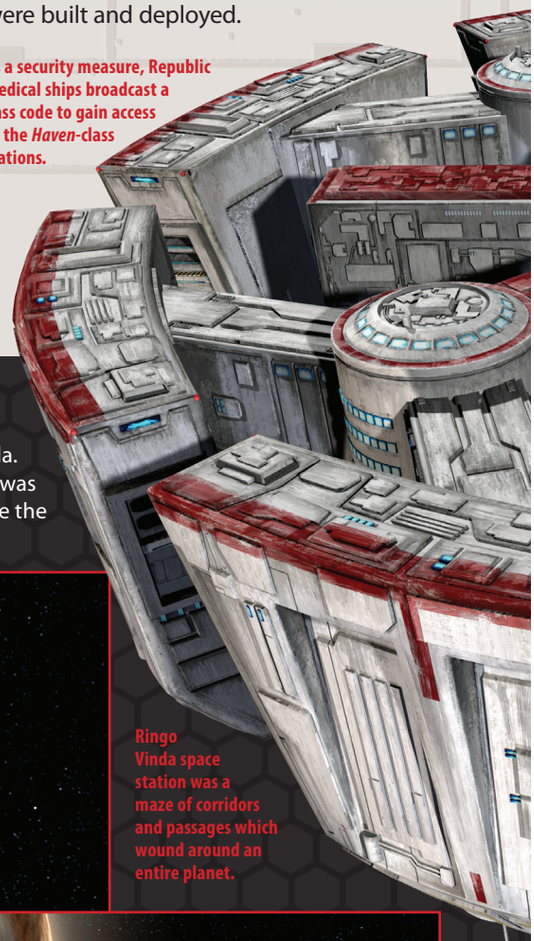
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SPACE STATIONS – CLONE WARS ERA

The strain put on both sides during the Clone Wars saw a rise in the use of space stations – large, floating structures providing medical, military or strategic support for the ever-intensifying conflict.



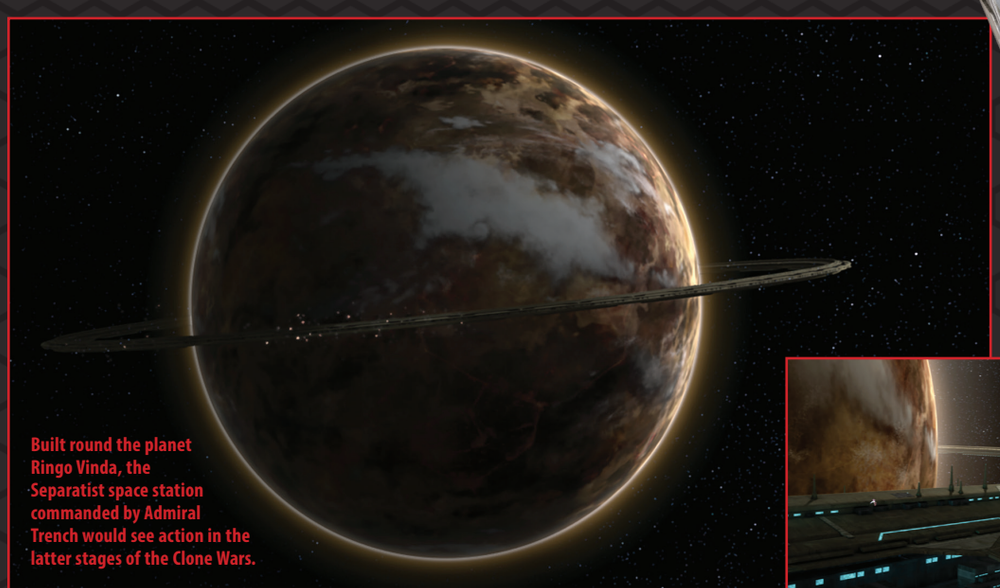
The sheer scale and spread of the Clone Wars put enormous strain on both combatants. Military and relief forces were required for maneuvers which were often very far from friendly worlds, so to keep the troops supplied, vast space stations were built and deployed.



As a security measure, Republic medical ships broadcast a pass code to gain access to the *Haven*-class stations.

RINGO VINDA

One of the most important Separatist space stations during the Clone Wars was Ringo Vinda. A gigantic circular structure built around the Mid Rim world of the same name, the station was under the control of renowned Separatist leader Admiral Trench. The station would become the site of a fierce battle in the closing stages of the Clone Wars.



Built round the planet Ringo Vinda, the Separatist space station commanded by Admiral Trench would see action in the latter stages of the Clone Wars.

Ringo Vinda space station was a maze of corridors and passages which wound around an entire planet.



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HAVEN-CLASS MEDICAL STATION

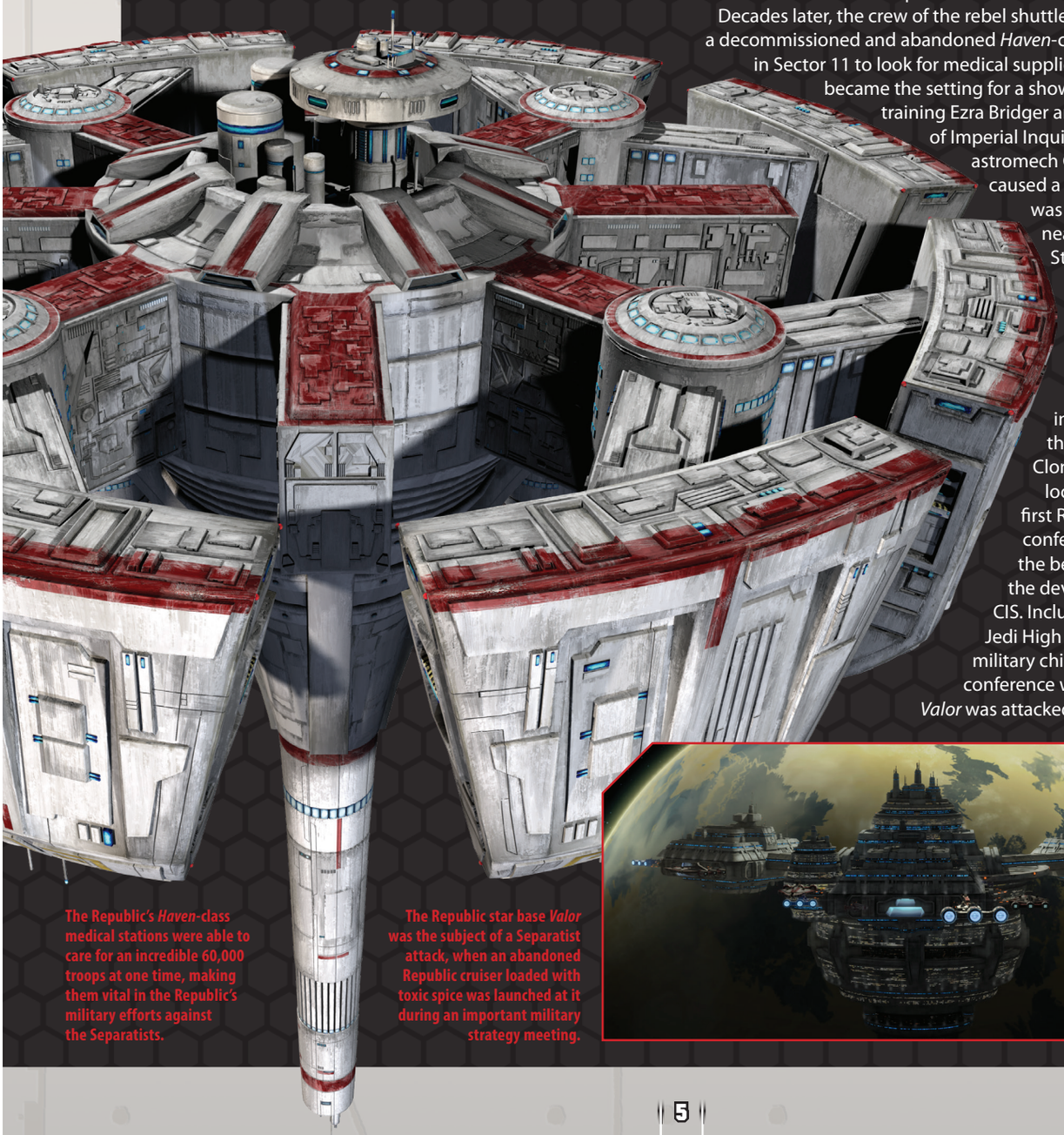
Casualties were an inevitable part of war, and numerous *Haven*-class medical stations were secretly built around the galaxy at the height of the Clone Wars to help the Republic care for its wounded. The stations resembled umbrellas, with a series of docking bays equidistant from the control tower at their top. Medical transports shipped injured Republic forces to the multi-leveled hospital stations, only able to land when they broadcast the right code to open the hangar bay doors. Each medical station was capable of treating at least 60,000 clone troopers in tanks of healing bacta.

Occasionally, the location of the hidden medical stations was discovered, as was the case with the Kaliida Shoals Medical Centre, situated in the Outer Rim Territories star system of Ryndellia and led by the Kaminoan chief Nala Se. After Separatist leader Count Dooku learned of its location from his Master Darth Sidious, he sent General Grievous and the heavy cruiser *Malevolence* to destroy the station. Medical transports from the nearby world of Naboo were used to hurriedly evacuate Kaliida Shoals, though ultimately Jedi General Anakin Skywalker was able to lead his Shadow Squadron of Y-wing starfighters against Grievous and thwart his plans.



The *Haven*-class medical stations were operated in utmost secrecy, and only high-ranking Republic officers and Jedi Masters were free to come and go as they wished.

Decades later, the crew of the rebel shuttle *Phantom* boarded a decommissioned and abandoned *Haven*-class medical station in Sector 11 to look for medical supplies. The station became the setting for a showdown for Jedi-in-training Ezra Bridger and a pair of Imperial Inquisitors after the astromech Chopper accidentally caused a power surge that was detected by a nearby Imperial Star Destroyer.



The Republic's *Haven*-class medical stations were able to care for an incredible 60,000 troops at one time, making them vital in the Republic's military efforts against the Separatists.

VALOR

A huge Republic star base operational in the Carida system of the Colonies during the Clone Wars, *Valor* was the location of the conflict's first Republic fleet strategy conference, held to decide the best course of action in the developing war with the CIS. Including members of the Jedi High Council and Republic military chiefs such as Tarkin, the conference was interrupted when *Valor* was attacked by Separatist forces.

The Republic star base *Valor* was the subject of a Separatist attack, when an abandoned Republic cruiser loaded with toxic spice was launched at it during an important military strategy meeting.

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YOUR NEXT PARTS

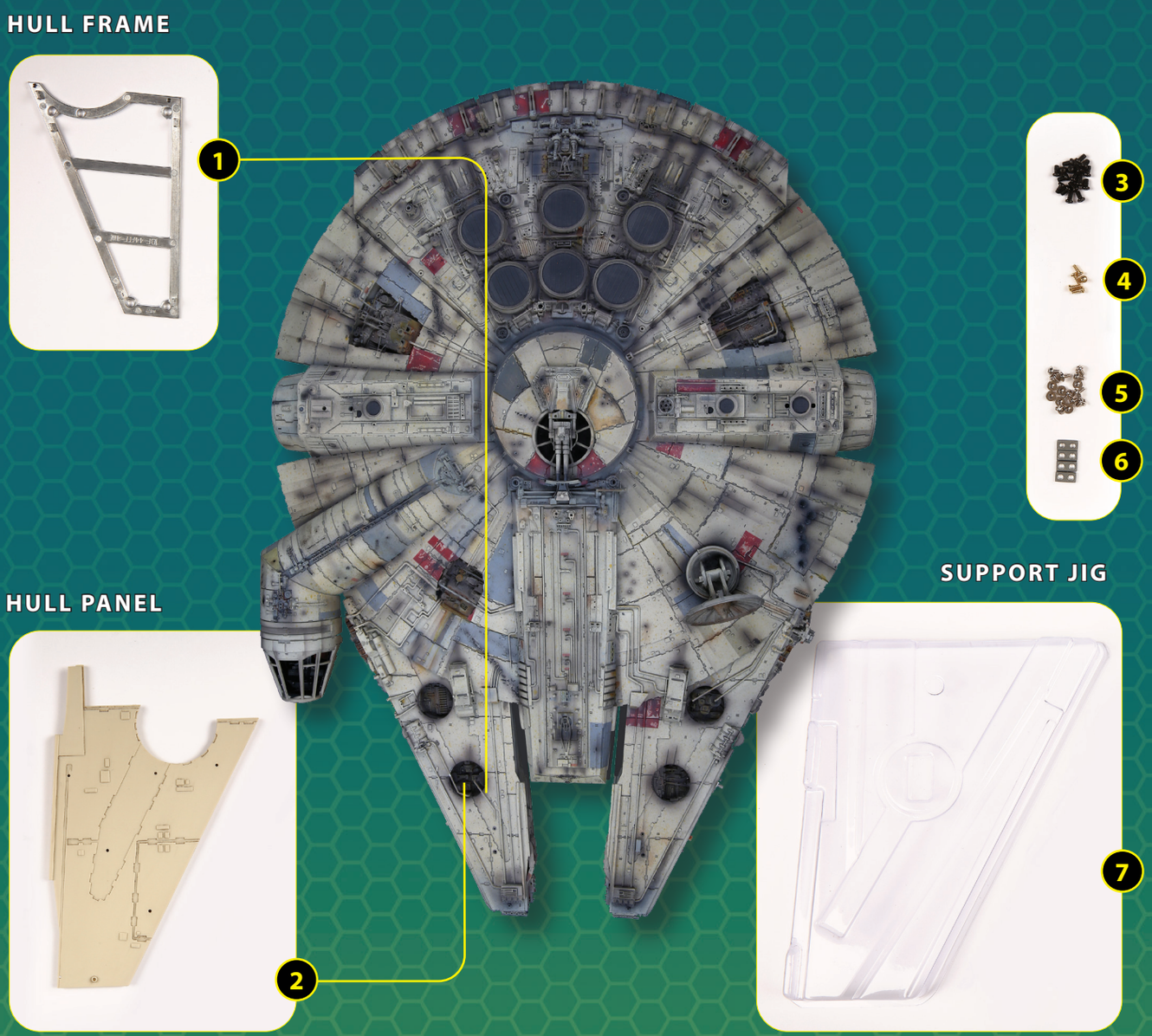
COMPONENTS CHECKLIST

1. Bottom frame BF-44 (mandible)
2. Bottom panel BP-33 (mandible)
3. Fixing screws x 17 (including spare)
4. Fixing screws x 16 (including spare)
5. Fixing screws x 6 (including spare)
6. 2-hole connectors x 4
7. Support jig

This issue's parts include the next set of frames and support jig for the forward mandibles, which you are ready to start making. You also have the first piece of external plating, which can be fitted at the same time.

Each mandible consists of an upper and a lower side, plus some side frames and panels that fit between them to make a roughly triangular 'sandwich' that will be attached to the main disc of the hull at a later stage. The first parts you have received are for the underside of the starboard mandible.

WHERE THE PARTS FIT

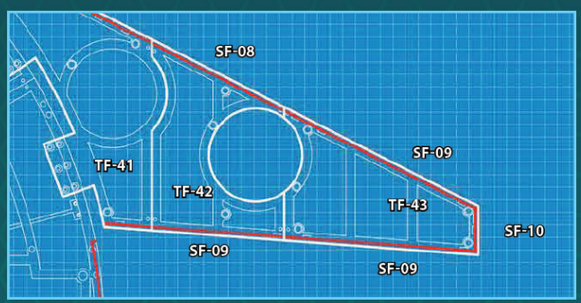


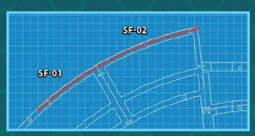
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USING THE MANDIBLES BLUEPRINT

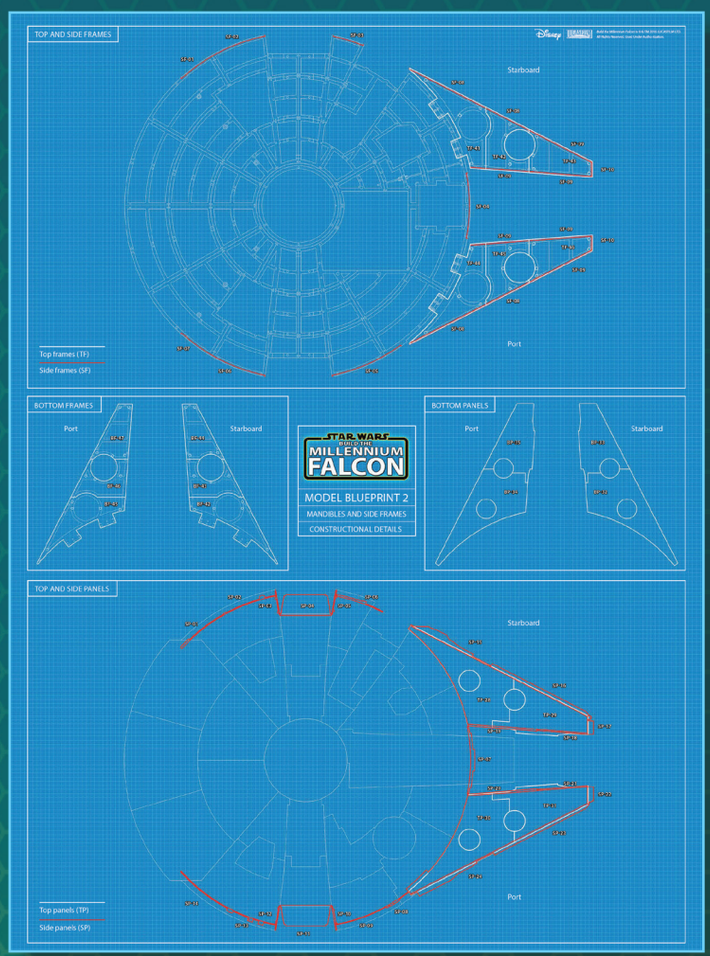
This issue comes with a blueprint similar to the one you received with Issue 1. This shows you where each frame and panel fits, and can be used alongside the step-by-step instructions that follow.

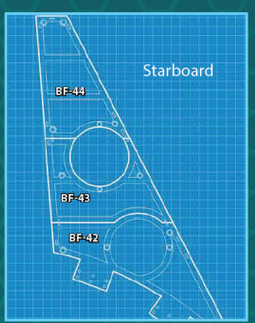
This view (top of blueprint) shows the underside of the upper hull framework, with the mandible frames in position at the front (heavy white outlines). Both mandibles have two rectangular flanges with locating lugs that lock into matching sockets at the front of the main framework. Each of the six mandible frames has a code number that begins with 'TF-', which will be used throughout the step-by-step instructions.



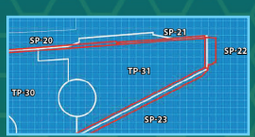


The red outlines show the position of the side frames that join the top and bottom of the mandibles, as well as the top and bottom of the main hull. Each of these side frames has a code number that begins with 'SF-', which will be used in the step-by-step instructions.



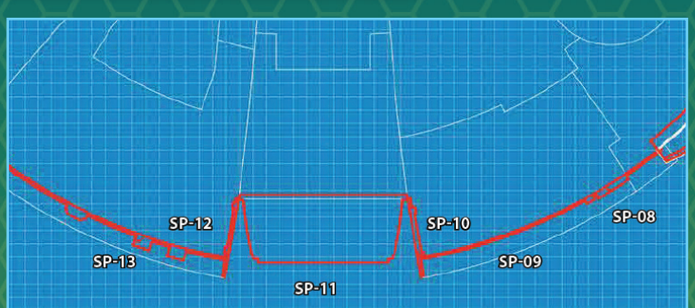


The two smaller boxes (middle of blueprint) show the top of the six lower mandible frames and the four panels that fit onto them. Both mandibles have two rectangular flanges that screw to the front of the main hull framework. Each frame part has a code number that begins with 'BF-', and the panels have codes that begin 'BP-'. These will be used throughout the step-by-step instructions.



This view (bottom of blueprint) shows the underside of the upper hull plating, with the four mandible panels in position at the front (heavy white outlines). Each of the mandible panels has a code number that begins with 'TP-', which will be used throughout the step-by-step instructions.

The red outlines show the position of the 24 side panels that join the top and bottom of the mandibles, as well as the top and bottom of the main hull. Each of these side panels has a code number that begins with 'SP-', which will be used throughout the step-by-step instructions.

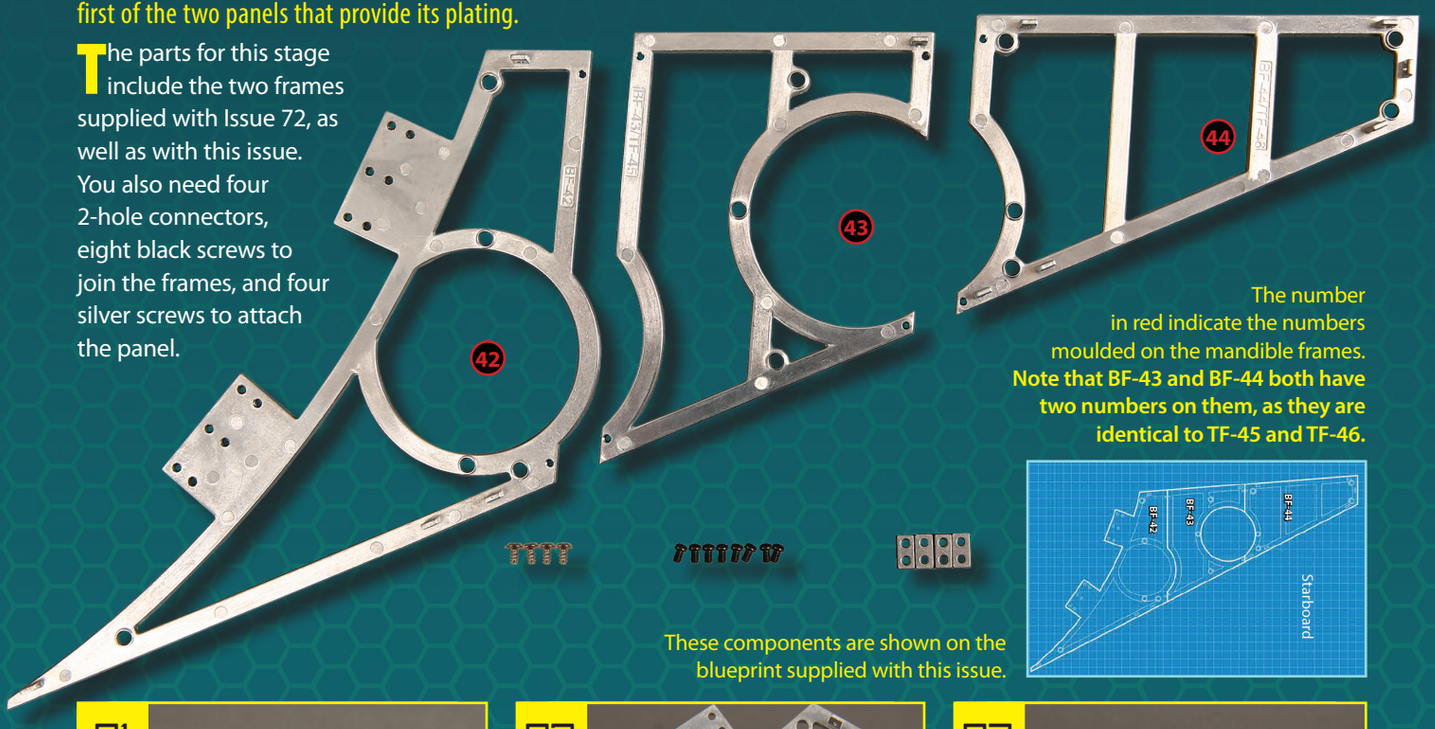


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ASSEMBLING THE MANDIBLES

Start by assembling the lower mandible framework, followed by the first of the two panels that provide its plating.

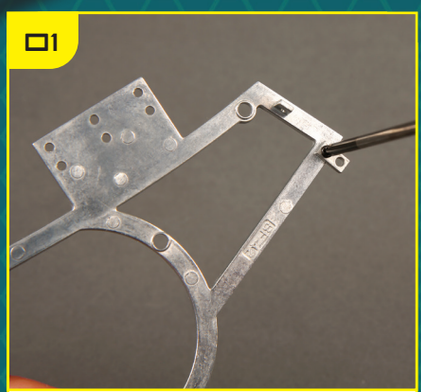
The parts for this stage include the two frames supplied with Issue 72, as well as with this issue. You also need four 2-hole connectors, eight black screws to join the frames, and four silver screws to attach the panel.



The number in red indicate the numbers moulded on the mandible frames. **Note that BF-43 and BF-44 both have two numbers on them, as they are identical to TF-45 and TF-46.**

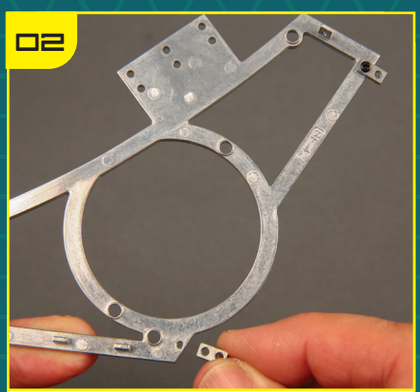
These components are shown on the blueprint supplied with this issue.

01



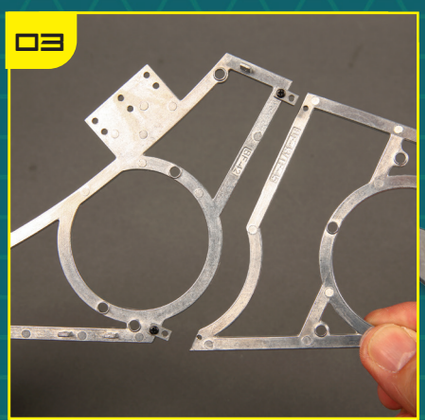
Screw a 2-hole connector to this corner of mandible frame BF-42.

02



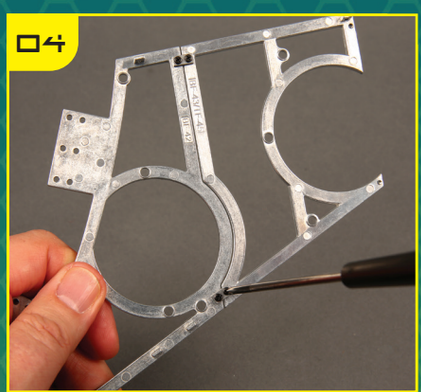
Add another 2-hole connector to this corner of BF-42.

03



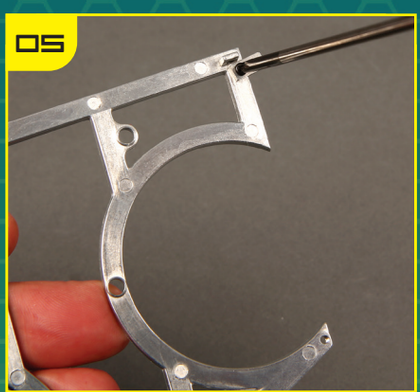
Align BF-43 with BF-42.

04



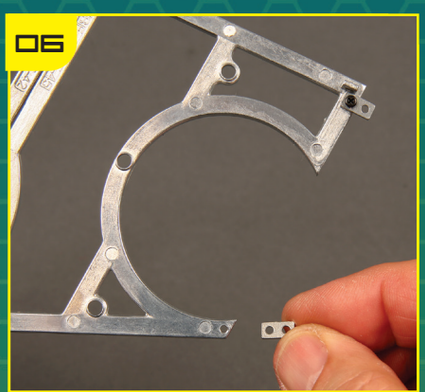
Use two screws to join BF-43 to the two connectors.

05



Screw a 2-hole connector to this corner of frame BF-43.

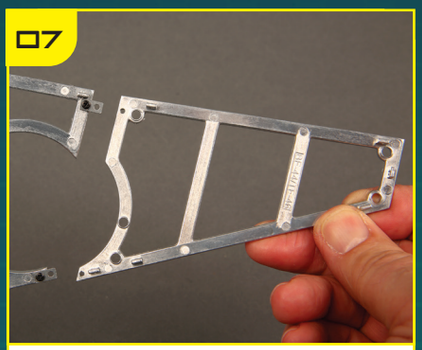
06



Add another 2-hole connector to this corner of BF-43.

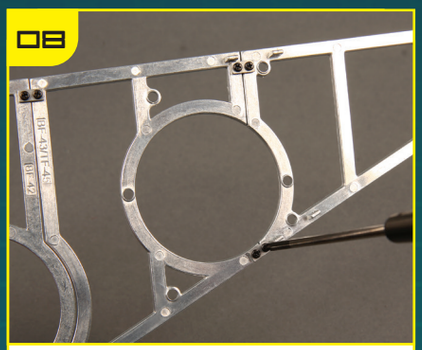
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07



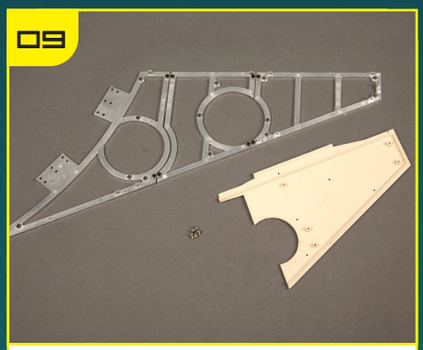
Align BF-44 with the end of the assembly.

08



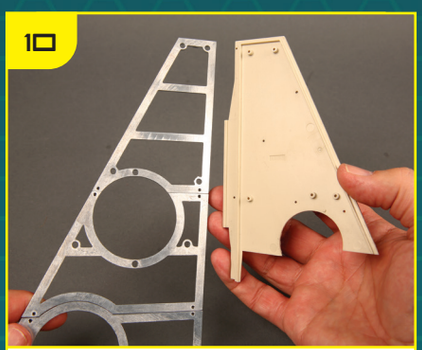
Use two screws to join BF-44 to the two connectors.

09



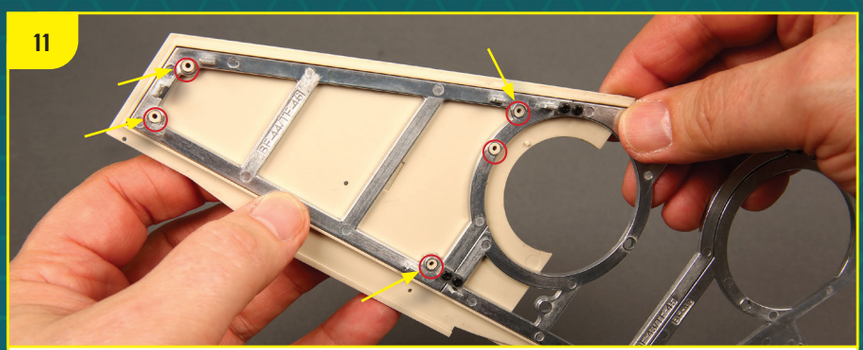
The completed framework looks like this. You now need panel BP-33.

10



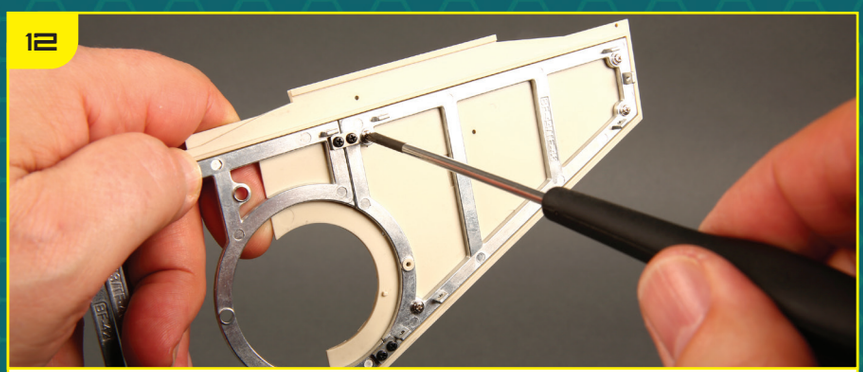
Align BP-33 with the tip of the mandible framework.

11



Fit the panel, making sure that the five lugs on BP-33 go into the holes circled in red. The four yellow-arrowed holes will be used for fixing screws in Step 12.

12



Secure BP-33 by driving four screws into the four lugs arrowed above.

The completed assembly should look like this. You will soon add the rest of the plating, plus the machinery that fills the two circular recesses.

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