75

STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





THE *INVISIBLE HAND*

F219FSC075

FANHOME

DeAgostini COLLECTIBLES

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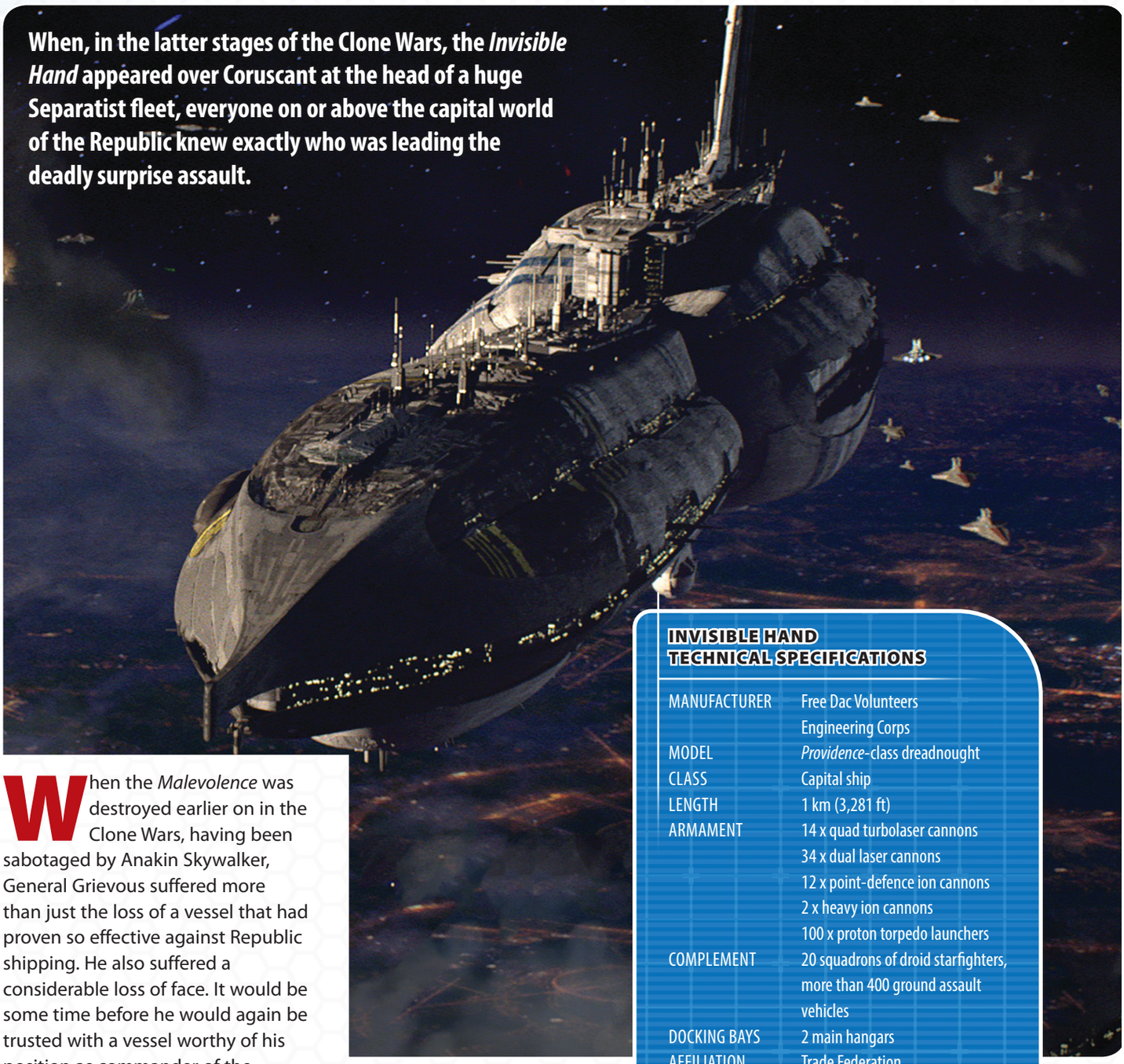
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PROVIDENCE-CLASS DREADNOUGHT

GENERAL GRIEVOUS' *INVISIBLE HAND*

When, in the latter stages of the Clone Wars, the *Invisible Hand* appeared over Coruscant at the head of a huge Separatist fleet, everyone on or above the capital world of the Republic knew exactly who was leading the deadly surprise assault.



When the *Malevolence* was destroyed earlier on in the Clone Wars, having been sabotaged by Anakin Skywalker, General Grievous suffered more than just the loss of a vessel that had proven so effective against Republic shipping. He also suffered a considerable loss of face. It would be some time before he would again be trusted with a vessel worthy of his position as commander of the Separatist droid armies. For a while, Grievous had to make do with posting his flag aboard a series of endlessly disposable CIS *Munificent*-class frigates.

Though a powerful and well-armed ship, the *Invisible Hand* was left a sitting duck for the latter half of the Battle of Coruscant. It didn't help that its commander was distracted with thoughts of personal revenge, nor that the bridge crew were forced to abandon their stations.

INVISIBLE HAND TECHNICAL SPECIFICATIONS

MANUFACTURER	Free Dac Volunteers Engineering Corps
MODEL	*Providence*-class dreadnought
CLASS	Capital ship
LENGTH	1 km (3,281 ft)
ARMAMENT	14 x quad turbolaser cannons 34 x dual laser cannons 12 x point-defence ion cannons 2 x heavy ion cannons 100 x proton torpedo launchers
COMPLEMENT	20 squadrons of droid starfighters, more than 400 ground assault vehicles
DOCKING BAYS	2 main hangars
AFFILIATION	Trade Federation, Confederacy of Independent Systems, Separatist Navy
OWNER	General Grievous

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ESCAPE OPTIONS

The *Invisible Hand*, like all *Providence*-class ships, was generously fitted out with escape pods. These were intended for use by the organic crew, rather the ship's complement of replaceable battle droids. Two lines of pods, set on the port and starboard side of the ship's 1km-long hull, were accessible from the rear of the bridge. Visiting dignitaries stayed in the tower in the aft section, which also had a share of the escape pods.

REPUTATION RESTORED

Eventually, Count Dooku relented and Grievous was allowed to claim the *Providence*-class carrier/destroyer the *Invisible Hand*. Here, at last, was a ship Grievous could use to further cement his appalling reputation for vicious excess. The rear of the ship was dominated by the hangar space, where 20 squadrons of droid fighters waited to launch. These would provide cover while the *Invisible Hand*'s landing craft dropped off the more than 400 ground assault vehicles. If Grievous didn't want to wait to subdue his enemy, his new flagship was capable of conducting its own planetary bombardment from orbit using 14 quad turbolaser cannons.

Should anything get through its fighter screen, the *Invisible Hand* was more than capable of defending itself. Twelve point-defense ion cannons and 34 dual laser cannons could deal with smaller craft, while the quad turbolaser cannons and two heavy ion cannons could deal with larger vessels, backed up by over 100 proton torpedo launchers. Thickly armored and heavily shielded, the *Invisible Hand* could trade broadsides all day against standard Republic fleet groups and still come out on top.

FINAL FIGHT

Provided with the secret coordinates that allowed Grievous to come out of hyperspace directly over Coruscant, the *Invisible Hand* led a surprise attack on the Republic capital world. Within minutes, a substantial number of the Republic Star Destroyers protecting the

General Grievous may well have been given a brand new and powerful flagship, in the *Invisible Hand*, but he didn't have to think twice about sacrificing it to the fight – especially if it meant that Anakin Skywalker and Obi-Wan Kenobi might be destroyed.

COMMAND CENTER

Grievous's command center was in the forward bridge of the *Invisible Hand*. Heavily shielded and protected by point-defense cannons, the bridge offered180-degree views of surrounding space. If necessary, if the bridge was threatened or one of the ports was cracked, heavy armor plating quickly locked down into place, safely sealing the bridge against atmosphere loss.

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RESCUING THE CHANCELLOR

MASTER PLAN

Finding themselves aboard the flagship of the leader of the Separatist armies, Anakin and Obi-Wan were presented with a two-fold opportunity: return the Chancellor safely to the seat of power, but also take General Grievous out of the fight. Whether an act of pure improvisation or part of a quickly devised master plan, the two Jedi, along with the Chancellor and R2-D2, allowed themselves to be recaptured and taken to the command bridge. There, R2 provided the electrifying distraction that allowed the two Jedi to pull their lightsabers back from the gloating Grievous and launch an attack. Battle droids and MagnaGuards fell in seconds, but unfortunately the general himself escaped, smashing a viewport and leaping into space.



A fierce fight broke out in the control bridge of the *Invisible Hand*, in which many droids and MagnaGuards were destroyed – but Grievous himself managed to escape.



The massive main engines on the *Invisible Hand* were to prove no help at all to Anakin as he tried to land the crashing ship. The entire rear half of the vessel broke off, leaving the Jedi few options.

cityworld were reduced to flaming wreckage, with the *Invisible Hand* counting for many of the kills. Amidst the chaos and panic, Grievous flew down to the planet itself and took a single, but invaluable prisoner – Supreme Chancellor Palpatine – before returning to his flagship.

However, the Republic ships rallied magnificently and formed a blockade around Grievous's fleet, preventing it from jumping out of the system. The Separatist general drew his surviving ships to him, creating a screen around the *Invisible Hand*. Across space, ships pounded each other mercilessly. This was the situation that greeted Obi-Wan Kenobi and Anakin Skywalker, rushing to the scene, when they dropped out of hyperspace with their fleet group.

The two Jedi were charged with rescuing the Chancellor. They managed to get aboard Grievous's ship even as a Republic Star Destroyer came in range and began trading fire with it. During a confrontation in front of the kidnapped Chancellor himself, Anakin slayed Count Dooku, who had traveled with Grievous. The Jedi freed Palpatine but were recaptured and brought to the bridge. Unfortunately for Grievous, this proved to be part of the Jedi's plan. Freeing themselves, they destroyed Grievous's guards and drove off the bridge crew, leaving the *Invisible Hand* largely defenseless.

Grievous abandoned his stricken flagship, blasting off all the escape pods, leaving the Jedi with a burning wreck to pilot. Fortunately, Anakin Skywalker was up to the task.

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MILITARY STARSHIP CLASSIFICATION PART 2

While a navy's larger and more powerful capital ships often stole the limelight in any space battle, they were ponderously slow. Protecting them, racing to intervene as hot spots flared up and generally putting themselves in harm's way, were the close support ships.



Close support was the domain of the frigates and corvettes. These ships were designed to be versatile – able not only to contend with the enemy's largest capital ships, but also to stand up to that fleet's own corvettes, frigates and starfighters as well.

Ranging dramatically in size – larger frigates could be nearly the size of a capital ship, with smaller ones measuring far closer to a starfighter – the close support class was tasked primarily with taking the heat off the capital ships long enough to allow the behemoths to maneuver into position. During this time, they had to swat away attacks from any enemy starfighters or fighter/bombers that made it through the protective outer screen of the more nimble starfighters.

FRIENDLY FIRE

In addition to worrying about the enemy, the close support ships had to contend with another threat – their own cruisers. The big capital ships couldn't slow down or speed up the way starfighters or smaller craft did, as any movement of such large vessels created huge amounts of momentum that needed to be canceled out first. Along with keeping the capital class vessels safe throughout the course of a battle, the captains of the close support ships also had to make sure to keep out of the way of the capital ships' heavy assault fire and avoid colliding with them.

CLONE WARS ERA: REPUBLIC SHIPS

The *Consular*-class had not been designed for all-out warfare, but the speed with which the Clone Wars engulfed the galaxy meant that it saw plenty of action in the early years of the conflict.

CONSULAR-CLASS SPACE CRUISER

A leftover from a pre-Clone Wars era, the Consular vessels were unsuited to open warfare, but, with the Republic often short of ships, it could still find itself in the fighting. More often, however, it continued to fulfill its role as a diplomatic transport. Modified versions, with additional weapons and shielding, were used as frigates.

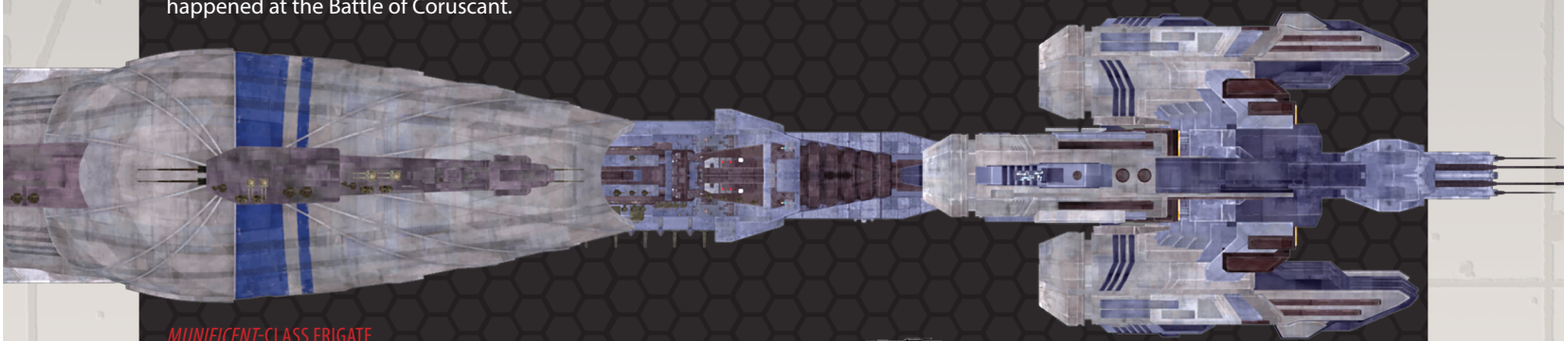


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SEPARATIST SHIPS

RECUSANT-CLASS LIGHT DESTROYER

Built by the Commerce Guild, this close support ship was lightly armored but heavily armed. The bow of the ship mounted an immense turbolaser cannon. Manned by droids, they were entirely disposable – like so many Separatist vessels. The droid brain that controlled the ship was slow to react, and the Recusants had a reputation for colliding with friendly ships, something that happened at the Battle of Coruscant.

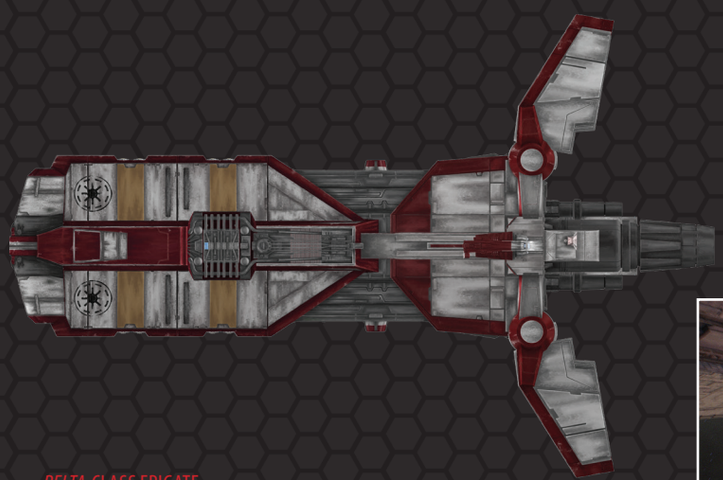


MUNIFICENT-CLASS FRIGATE

One of the most common ships in the Separatist fleet, the Munificent frigates often went into pitched battles where the support of a larger capital class vessel would have been appropriate. These ships often served as flagships to the likes of General Grievous and other CIS leaders.



The large and capable Munificent class was well represented at the Battle of Coruscant, as the Separatists launched a daring full-scale attack on the galactic capital.



PELTA-CLASS FRIGATE

Although classed as a frigate, and although the Rebel Alliance would later convert at least one into a full combat ship, the *Pelta*-class frigates were originally used by the Republic to transport wounded clones to medical stations.



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YOUR NEXT PARTS

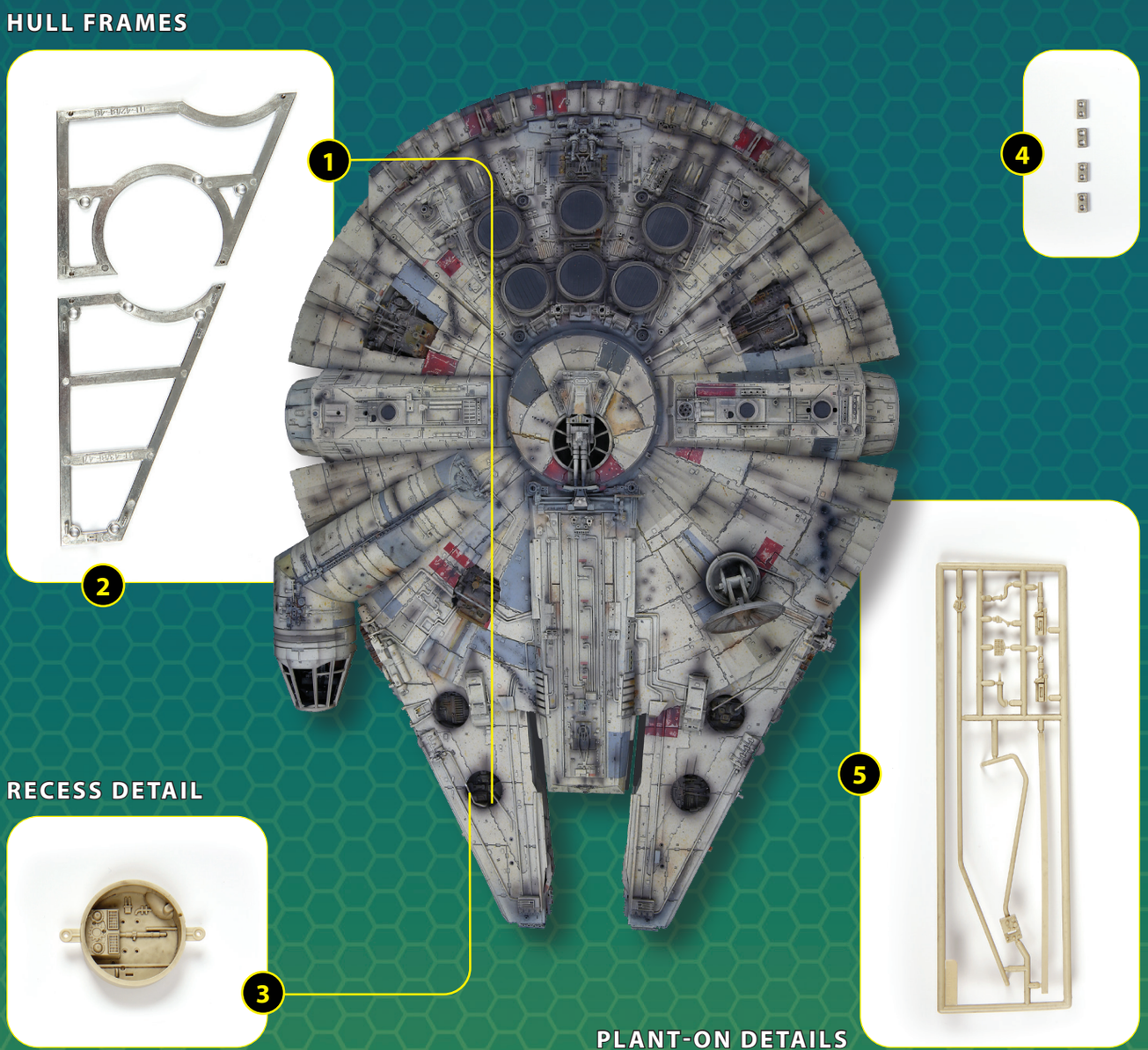
COMPONENTS CHECKLIST

1. Top frame TF-42 (mandible)
2. Top frame TF-43 (mandible)
3. Recess
4. 2-hole connectors (x 4)
5. Plant-on details (nine on sprue)

This issue's parts include the next set of frames for the starboard mandible, plus the second recess in the plating, with plant-on details to add to it and the recess you received in the previous issue.

In this stage, you will complete the upper frame for the starboard mandible and start to prepare the first two recesses, ready to attach them to the plating.

WHERE THE PARTS FIT

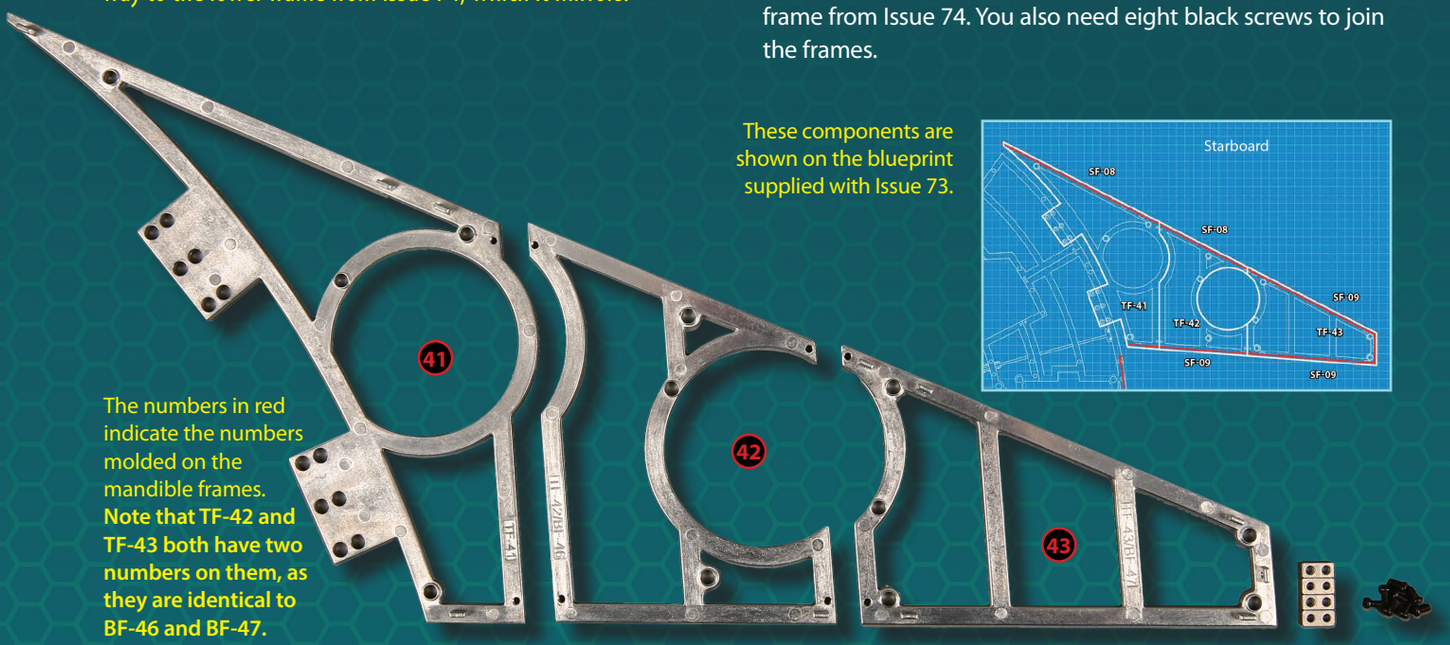


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ASSEMBLING THE MANDIBLE

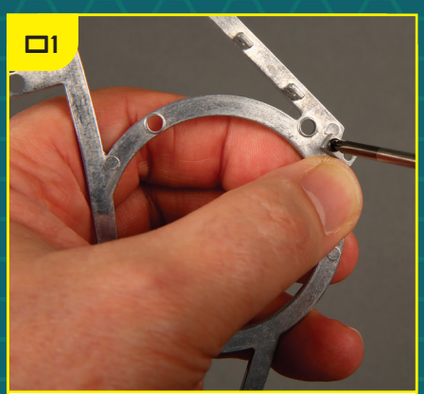
The starboard upper mandible framework is made in a similar way to the lower frame from Issue 74, which it mirrors.

The parts for this stage include the two frames and four 2-hole connectors supplied with this issue, as well as the frame from Issue 74. You also need eight black screws to join the frames.

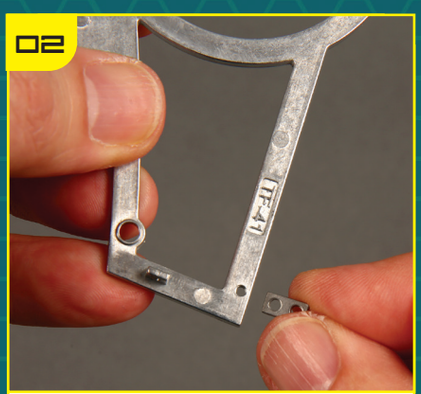


The numbers in red indicate the numbers molded on the mandible frames. **Note that TF-42 and TF-43 both have two numbers on them, as they are identical to BF-46 and BF-47.**

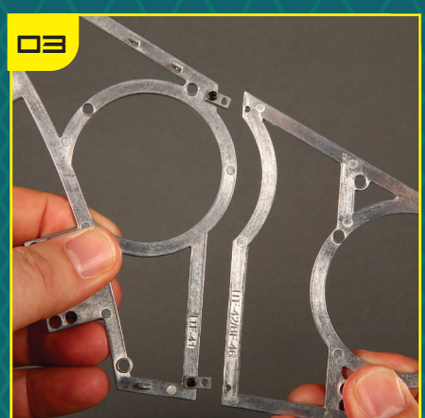
These components are shown on the blueprint supplied with Issue 73.



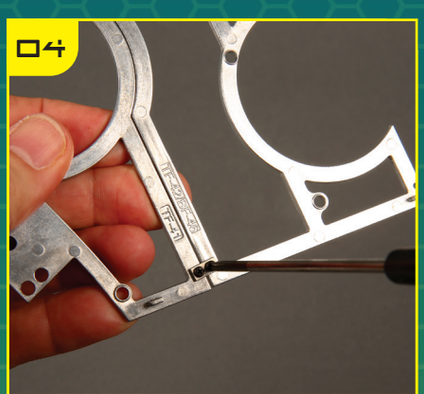
Screw a 2-hole connector to this corner of mandible frame TF-41.



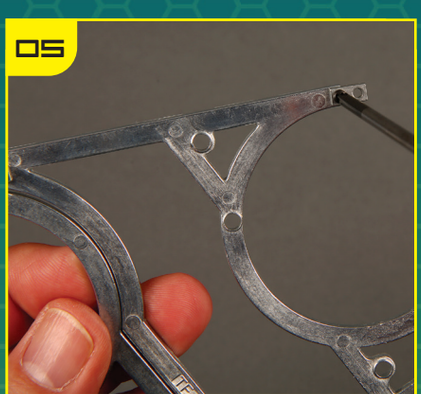
Add another 2-hole connector to this corner of TF-41.



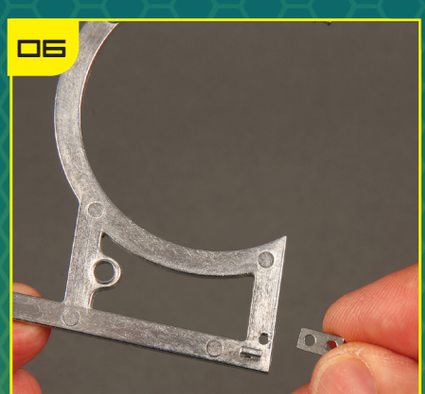
Align TF-41 with TF-42.



Use two screws to join TF-42 to the two connectors.



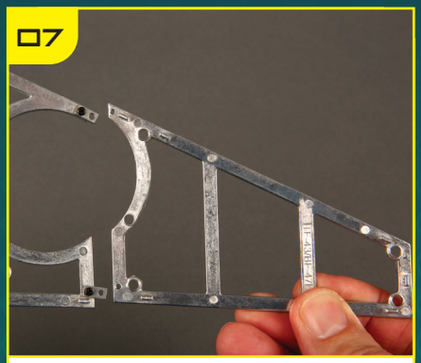
Screw a 2-hole connector to this corner of frame TF-42.



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

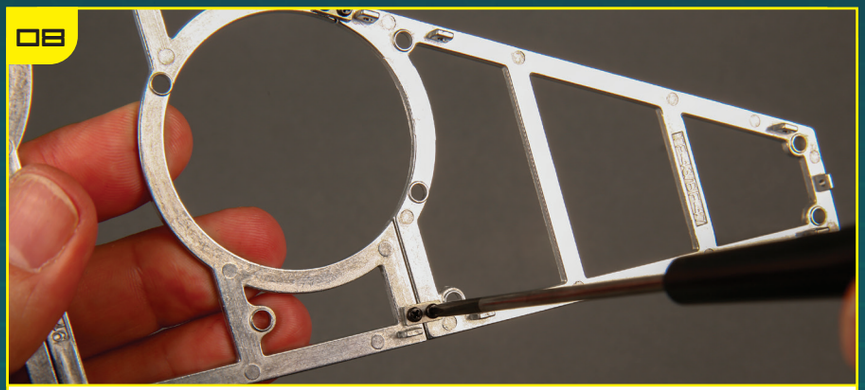
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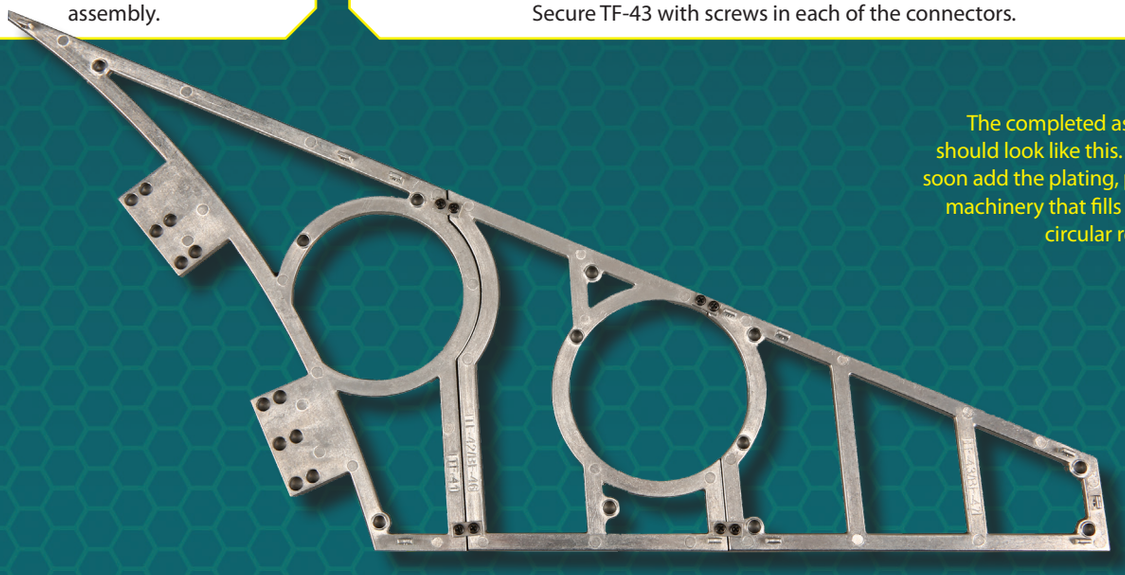


Align TF-43 with the end of the assembly.

08



Secure TF-43 with screws in each of the connectors.

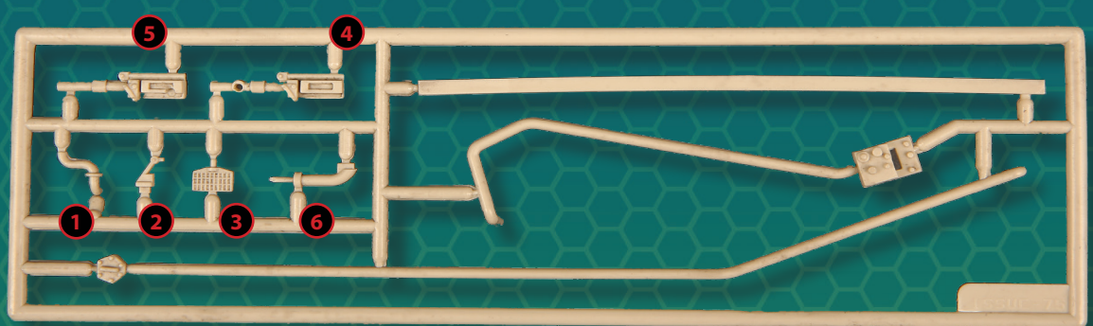


The completed assembly should look like this. You will soon add the plating, plus the machinery that fills the two circular recesses.

ADDING DETAILS TO THE RECESSES

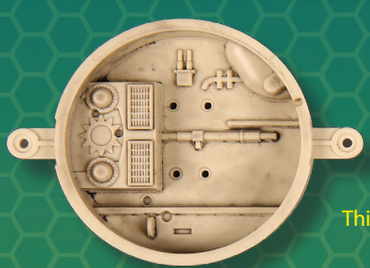
The sprue provided includes internal details for the recesses supplied with this issue and Issue 74.

As well as the parts for this stage, the sprue includes some long pipes that won't be used until later. Leave these on the sprue and follow the numbers below carefully to identify which parts you need now.





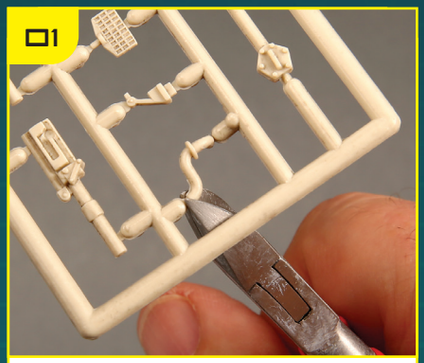
This recess is provided with Issue 74.



This recess is provided with this issue.

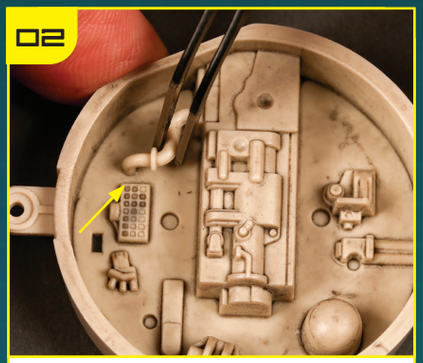
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01



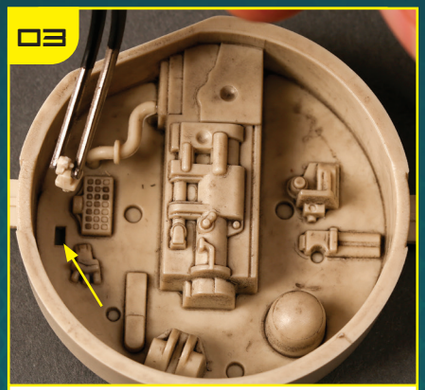
Start by removing detail (1) from the sprue.

02



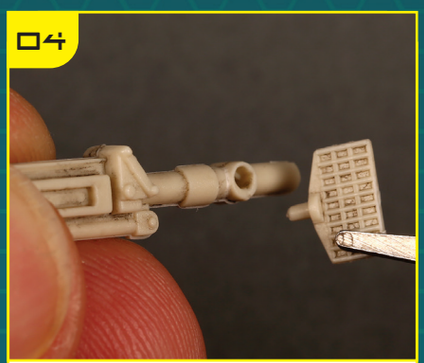
Glue (1) into this hole in the recess from Issue 74.

03



Glue (2) into this hole.

04



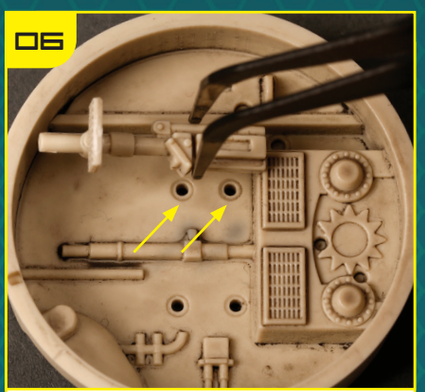
Remove details (3) and (4), and glue them together to make...

05



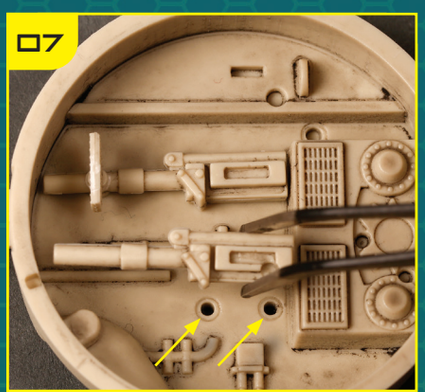
... an assembly that looks like this.

06



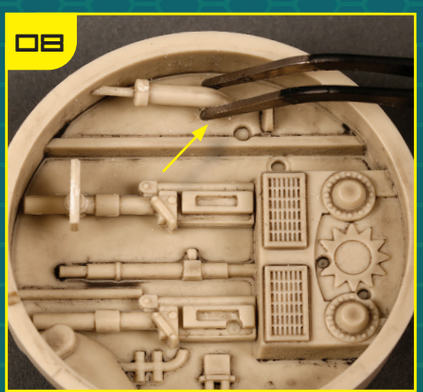
Glue the assembly into these holes.

07



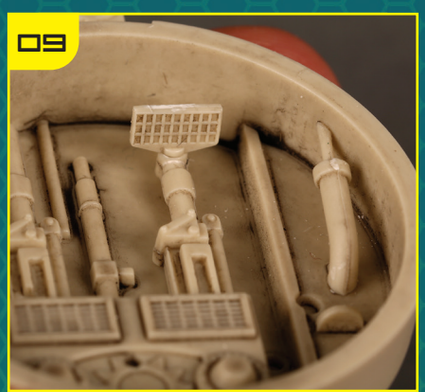
Glue (5) into these holes.

08



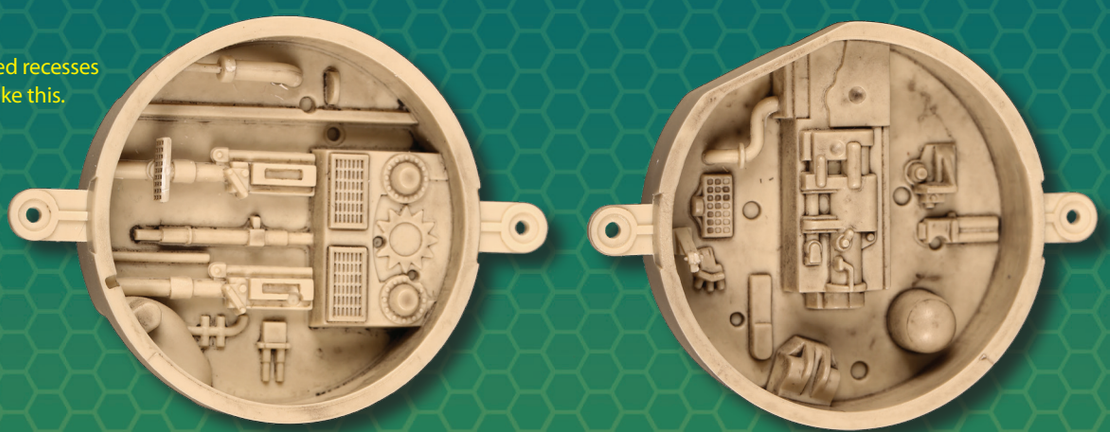
Glue (6) into this hole...

09



... so that the other end fits like this.

The completed recesses should look like this.



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STAR WARS MILLENNIUM FALCON

FANHOME

DeAgostini COLLECTIBLES

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