78

STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



THE *PHANTOM*

FANHOME

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VCX-SERIES AUXILIARY SHUTTLE/STARFIGHTER

THE PHANTOM – SHORT-RANGE SHUTTLE

The Lothal rebels, later part of the Phoenix rebel cell, always seemed to have a surprise up their sleeves for the Empire. One of those surprises was the *Phantom* – an attack shuttle that came as a package with the *Ghost*.



When Corellian Engineering Corporation was working on the specifics for the VCX-100 light freighter, they sought to address an issue that many freighter captains struggled with: docking a freighter anywhere, even a small one, could be an expensive undertaking. When transporting passengers or small volume cargoes, it was often cheaper to use a shuttle. The majority of light freighters had no such luxury, so the CEC designers went out of their way to offer the optional extra of a small shuttle, the VCX-100 auxiliary shuttle.

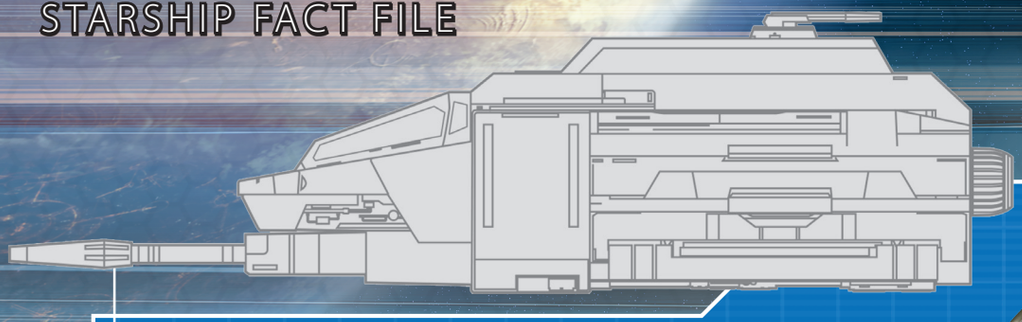
The *Phantom* was as heavily modified as its mothership, the *Ghost*, and would receive further very non-standard upgrades when the Lothal rebels joined the greater rebellion against the Empire.

THE PHANTOM TECHNICAL SPECIFICATIONS

MANUFACTURER	Corellian Engineering Corporation
MODEL	Modified VCX-series auxiliary shuttle/starfighter
MODIFIED BY	Quarrie
CLASS	Short-range Corellian shuttle/fighter
HYPERDRIVE	Aftermarket hyperdrive
ADDITIONAL	Astromech socket
LENGTH	11.63 m (38 ft 2 in)
MAXIMUM SPEED	1,200 km/h (746 mph) in atmosphere
ARMAMENT	1 x Taim & Bak MS-2B twin laser cannon, 1 x Taim & Bak KX4 dorsal laser turret
CREW	1 (pilot)
PASSENGERS	Up to 8

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STARSHIP FACT FILE



UNSEEN PHANTOM

The *Ghost* was so named because of its unique electronic countermeasures and jammers, which combined to disguise the vessel as background radiation when picked up by all but the most focused of scans. It would have been next to impossible for the *Phantom* to function as backup to the *Ghost* without similar technology. As a result, the shuttle/starfighter was given its own jamming equipment – designed and fitted by Sabine Wren, the Lothal rebel cell's weapons and technology expert.

A desire to help with another issue many freighter captains sadly encountered saw the auxiliary shuttle become a starfighter. Light freighters were an easy target for pirates, so turning the supply shuttle into a short-range starfighter offered the captain and crew of the freighter a chance to defend themselves. Restrictions on armament ensured the starfighter in its factory-model form was a little under-powered, but CEC knew that most of its customers would soon quietly deal with that.



On a mission to Ibaar, the *Phantom* was damaged. Quarrie, an eccentric Mon Calamari starship designer, added a hyperspace engine and a droid socket to the shuttle.

GHOST OF A CHANCE

Hera Syndulla, captain of the modified VCX-100 light freighter *Ghost*, and her crew – particularly Chopper, the astromech – went to work on their VCX-series auxiliary starfighter. The front end of the ship was changed with the addition of an actual starfighter's cockpit, stolen in a raid, fitting the vessel with systems far more suited to combat than those of the original design. Its weapons, shields and armor all received upgrades, turning the *Phantom* into a fearsome addition to the Lothal rebels' armory.

The *Phantom* had a Taim & Bak MS-2B twin laser, the two barrels projecting rather incongruously out from under the ship's 'chin'. Up on top was a KX4 dorsal laser turret, also by Taim & Bak. Either weapon was enough to destroy a TIE fighter, but the forward cannon was capable of so much more, being able to deal significant damage to anything up to a frigate, including the Imperial



KANAN JARRUS

Despite its many modifications, the *Phantom* was most commonly used by the crew of the *Ghost* simply as a shuttle. Kanan Jarrus often flew the little ship, having full faith in its capabilities – on one occasion, he tested it to near-destruction when he disengaged from the *Ghost* while in hyperspace, dropping the shuttle into realspace in a move that might well have torn a less durable craft to pieces.

Kanan Jarrus made frequent use of the *Phantom*. After it was fitted with a hyperdrive, he used it to separate him and Ezra from the others to ensure their safety from the Jedi-hunting Inquisitors.

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THE PHANTOM AND PHOENIX GROUP

DOUBLE TEAM

The *Phantom* and the *Ghost* that carried it were welcome additions to the Rebel Alliance's Phoenix fleet group when the Lothal rebel cell joined its ranks. Both proved their worth early on, during one 'smash and grab' operation to steal shield generators from the Empire. Sabine Wren flew the smaller and more agile *Phantom*, using it to find a shipment of generators, then blasting them free of the transport that was carrying them. The cargo was then picked up by the *Ghost*, with Zeb Orrelios using the magnetic cargo lock to snatch the canisters out of open space and attach them to the larger ship. All of the rebel ships then escaped safely into hyperspace.



The *Phantom* wasn't as fast or maneuverable as a TIE fighter, but it was better armed, it was shielded, and had tougher armor.



Impressive though it was, the *Phantom* wasn't indestructible. Pursued by determined TIE fighters, even Hera Syndulla couldn't always prevent the ship from getting damaged.

Gozanti transports or an *Arquitens*-class light cruiser.

BACK TO FRONT

Even with all of the additions, the *Phantom* retained certain basics of shape and function with the original VCX-series auxiliaries. Firstly, when docking with the *Ghost*, the pilot had the option of a quick and easy face-first approach – useful in a hurry – or backing in so the forward weapons of the shuttle doubled as additional rear-facing firepower for the freighter. In either case, the access hatch in the floor of the VCX-auxiliary married with a similar hatch in the freighter.

Docked backwards, the rear door of the shuttle attached to an access hatch to allow easy loading and unloading. The four swing seats in the aft area of the ship could be folded out of the way to allow for cargo. Being specifically a short-range vessel, there was only a single pilot's seat up front, but standing room for more behind it.

FURTHER MODIFICATIONS

The *Phantom* was of immense benefit to the crew of the *Ghost*, but was always restricted by the fact that it could only travel at sublight speeds, so was reliant on the *Ghost* for a proper quick getaway. This issue was solved, though in a rather unusual way, during the time the former Lothal rebels were with the Phoenix rebel fleet group. An opportunity had arisen for the rebels to obtain a fast assault starfighter from Quarrie, an eccentric Mon Calamari engineer living on Ibaar.

Damaged on arrival, thanks to Ibaar's challenging atmospheric conditions, Quarrie set about repairing the *Phantom*. He could never resist the chance to tinker and so, without referring back to Hera or anyone else, he quietly installed a hyperdrive and an astromech socket. He also slaved the *Phantom*'s autopilot to the *Ghost*'s location, ensuring the shuttle/starfighter would automatically return to the 'mothership' were it ever stolen or otherwise lost.

BEHIND THE SCENES

WOLF?

Shown at New York's Comic Con in 2013, a video hosted by Dave Filoni gave fans their first glimpse of a lot of what was going to be appearing in *Star Wars Rebels*. This included the *Ghost*'s attack shuttle, but, at that time, it was called the *Wolf*, being presented to the audience as concept art, showing the interior and exterior of the vessel. The final name for the shuttle was later confirmed as the *Phantom* when LEGO released a kit of the ship at 2014's Nuremberg International Toy Fair.



The *Ghost*'s attack shuttle had initially been called the *Wolf* during the concept stage of *Star Wars Rebels*, something picked up on by eagle-eyed fans on seeing the same ship, now named the *Phantom*, the following year.

In addition to this, the craft's astromech socket allowed Chopper to act as astrogation computer, storing coordinates for the shuttle. It also meant that Chopper could properly fly the ship, accessing all its systems including weapons and scanners. All of this was to prove vital time and again, increasing the tactical and practical options for the crew of the *Ghost* and for the greater rebellion.

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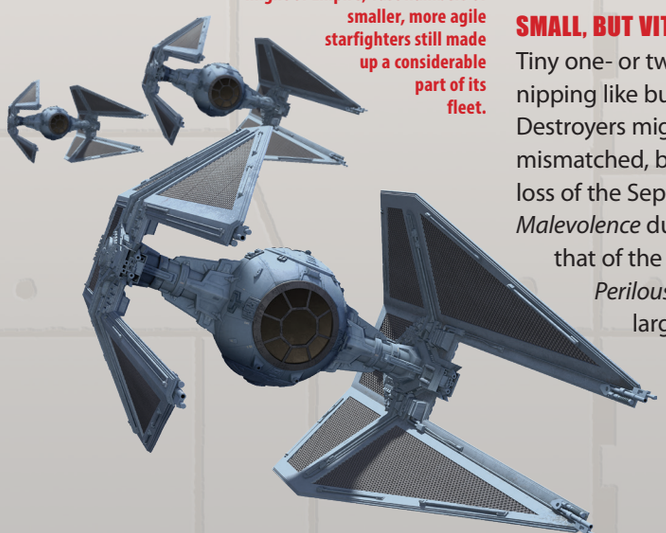
MILITARY STARSHIP CLASSIFICATION PART 5

Although the rise of the Empire brought with it a whole new scale of military might, best embodied by the gargantuan Death Stars, it was the actions of a single-seater starfighter that would ultimately decide the outcome of the Galactic Civil War.



The brave souls of the Alliance starfighter units, flying predominantly X-wings and A-wings, proved decisive to the outcome of the Battle of Endor.

While the hugely resourced Empire could draw on a galaxy of factories to churn out its massive fleet, which included untold numbers of uniform TIE starfighters, the ships of the Rebel Alliance's picket line tended to be an odd mix – clapped-out freighters flew alongside heavily modified, unique vessels belonging to daring individuals like Han Solo or Hera Syndulla. Zipping amongst them, though, were the squadrons of A-, B-, X-, and Y-wings.



While the Death Stars embodied the might of Empire, vast numbers of smaller, more agile starfighters still made up a considerable part of its fleet.

SMALL, BUT VITAL

Tiny one- or two-pilot starfighters nipping like bugs at gargantuan Star Destroyers might seem impossibly mismatched, but the memory of the loss of the Separatist command ship *Malevolence* during the Clone Wars, or that of the Imperial Star Destroyer *Perilous* – neither downed in large-scale battle but by the actions of individual saboteurs – reminded commanders that size alone was no guarantee of superiority. By the climax of the Galactic Civil War, this would be seen most dramatically when the majestic *Executor* plunged into the second Death Star after seeing its bridge destroyed by a single crashing A-wing.

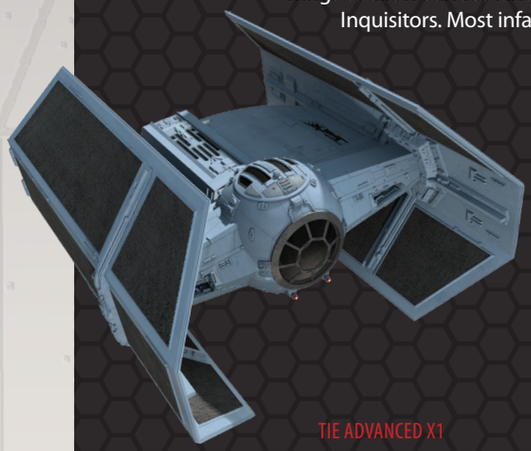
AFTER EMPIRE

Such lessons would live long in the minds of those in the galaxy fighting for freedom. When the New Republic dismissed Resistance leaders' warnings that the First Order represented the greatest threat to lasting peace since the Emperor, its generals – including the former Rebel Alliance leader Leia Organa – prepared for the inevitable conflict. With funding at a minimum, the smaller starfighters would again be called on.

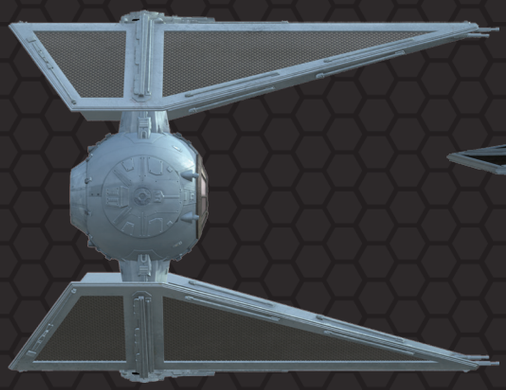
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IMPERIAL STARFIGHTERS

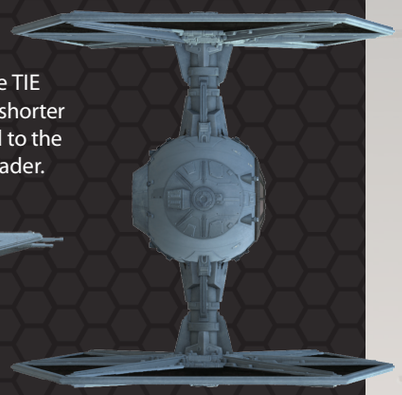
The TIE-series starfighters became as synonymous with the Empire as the Star Destroyers. As well as the familiar flat-winged TIE starfighter, there were the TIE bombers and, eventually, the TIE Interceptor. There were other variations, including the TIE fighters produced on Lothal, with sturdier, shorter wings to allow surface landings, and the dreaded TIE Advanced prototypes gifted to the Inquisitors. Most infamous of all was the TIE Advanced X1 flown by Darth Vader.



TIE ADVANCED X1



TIE INTERCEPTOR



TIE FIGHTER

REBEL STARFIGHTERS

Without the resources of the Empire, the Rebellion and, later, the Rebel Alliance, had to rely on old, stolen, and donated starfighters to fill their fleet. Their Y-wings were abandoned former Clone Wars stock, while the B-wings, produced from designs provided by reclusive genius Quarrie, were a unique design that put heavy demands on the pilot. The A-wing was fragile but blisteringly fast. The X-wing was a multi-role space superiority starfighter that, while slower than the Imperial TIE fighter, was able to soak up and dish out far more damage than its opponents. The real stars of the starfighter fleet were the pilots. Dedicated and driven, they outflew and outfought vastly superior numbers time and time again to finally free the galaxy from Imperial tyranny.



B-WING STARFIGHTER



T-65 X-WING STARFIGHTER



A-WING STARFIGHTER

RESISTANCE AND FIRST ORDER STARFIGHTERS

While the Rebel Alliance was able to secretly manufacture and repair its few starfighters in hidden locations, the Resistance had a harder time thanks to continual interference from well-meaning but naive politicians. Instead, it had to rely almost entirely on donated stock. Fortunately, this included the incredible T-70 X-wing. Also lacking the resources of its predecessor, the First Order could not afford to squander either pilots or ships. Its new generation of TIE fighters had shields and more armor. With more powerful engines and weapons, these were terrifying starfighters befitting a fearsome foe.



TIE/SF SPACE SUPERIORITY FIGHTER



T-70 X-WING STARFIGHTER

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YOUR NEXT PARTS

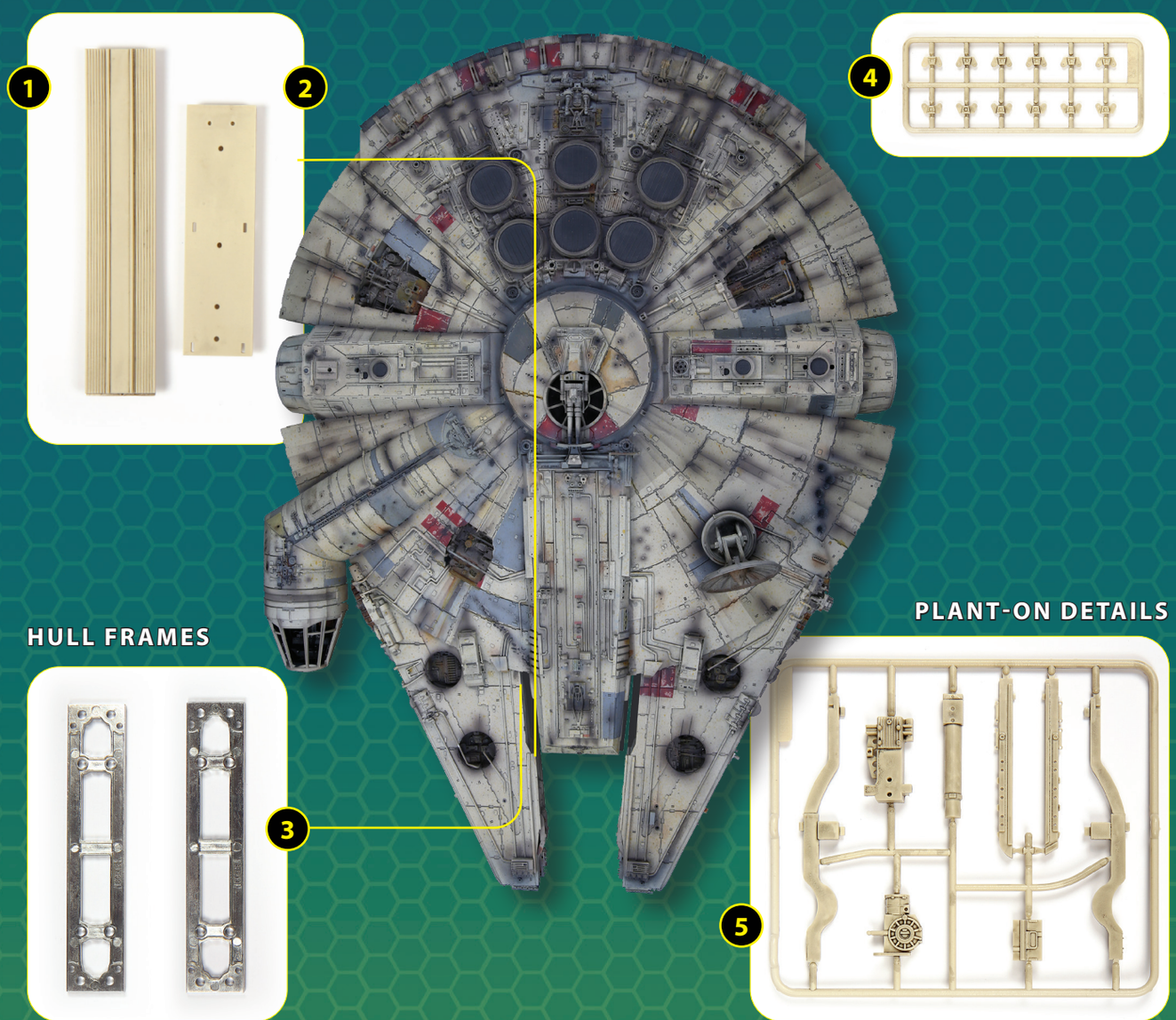
This issue's parts include the inner side panels and frames for the starboard mandible, which you can now start to assemble. You also have a number of plant-on details which you will soon add to the paneling.

With the upper and lower side of the starboard mandible complete, you can join the two with the side frames and panels that you have received with this issue and Issue 77. Keep the detail parts safe, ready to add in the next stage.

COMPONENTS CHECKLIST

1. Side panel SP-19 (mandible)
2. Side panel SP-18 (mandible)
3. Side frame SF-09 (mandible) x 2
4. Plant-on details (12 on sprue)
5. Plant-on details (8 on sprue)

WHERE THE PARTS FIT



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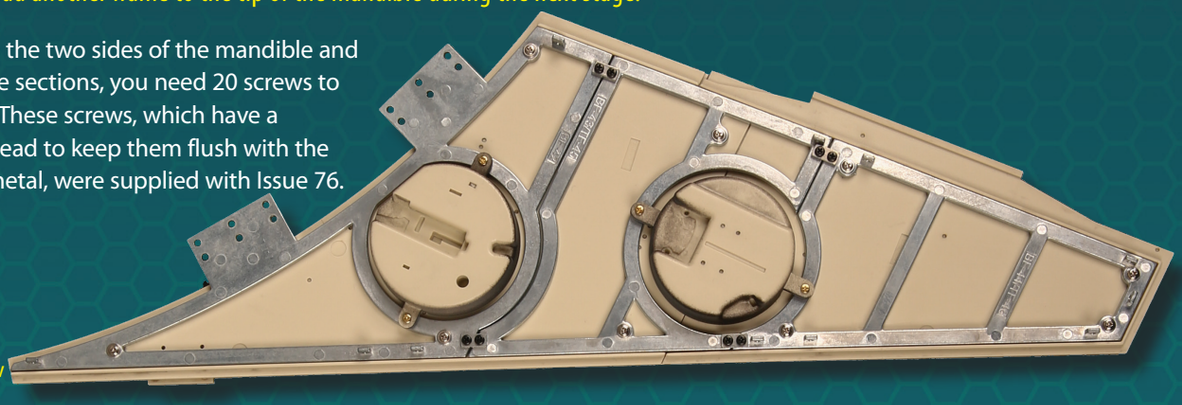
ADDING THE SIDE FRAMES

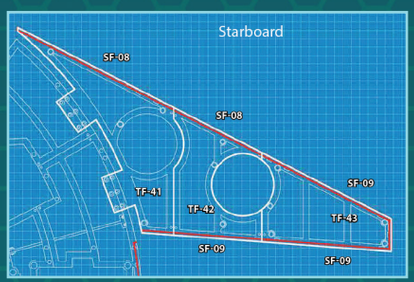
The two panels you assembled in Stage 75 are joined with three frames along the outer side and two on the inner. You will add another frame to the tip of the mandible during the next stage.

In addition to the two sides of the mandible and the five frame sections, you need 20 screws to join the parts. These screws, which have a countersunk head to keep them flush with the surrounding metal, were supplied with Issue 76.

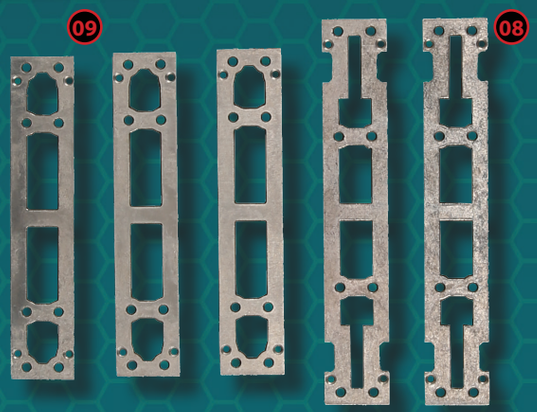


Countersunk screw

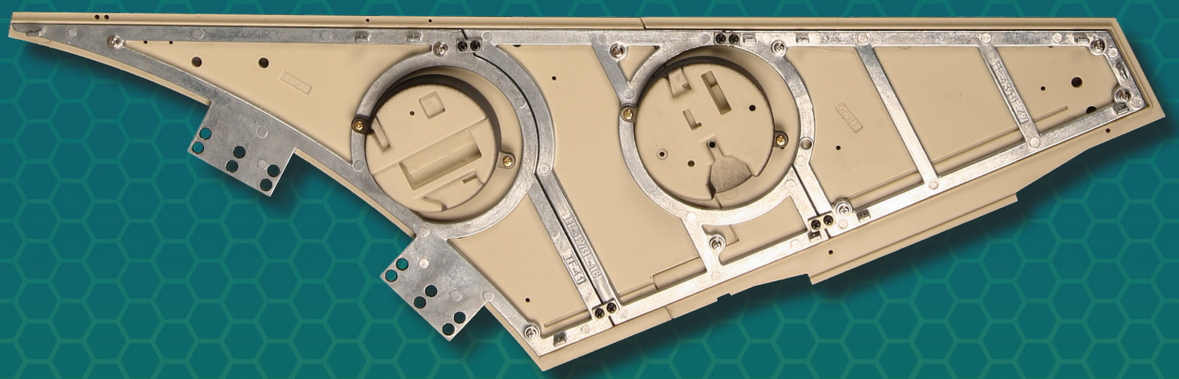




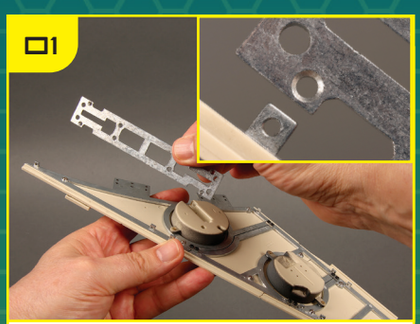
These components are shown on the blueprint supplied with Issue 73.



The numbers in red indicate the numbers molded on the mandible frames. Note that you have three identical parts SF-09 and two identical parts SF-08.

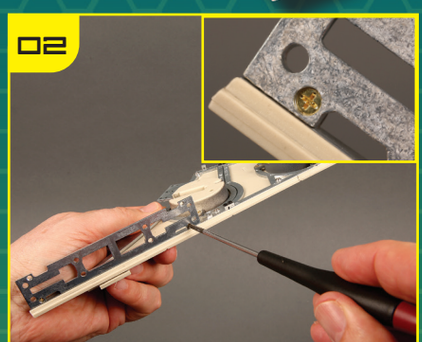


01



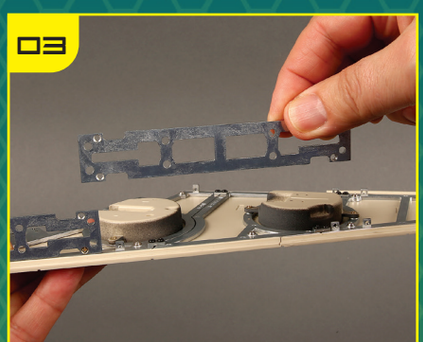
Take an SF-08 frame and align it with the lugs on the tip of the lower mandible, noting the countersunk recesses (inset).

02



Secure the SF-08 by driving two screws into the lugs indicated in Step 1.

03

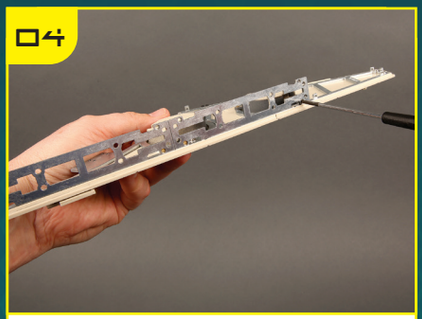


Take the other SF-08 frame and align it next to the one you just fitted.

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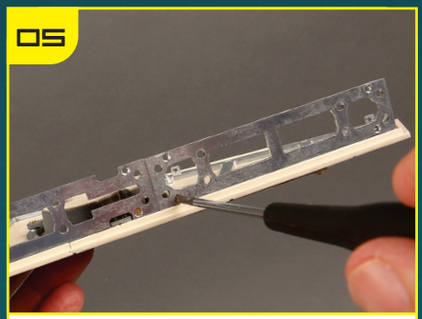
STAGE 78 ASSEMBLY

04



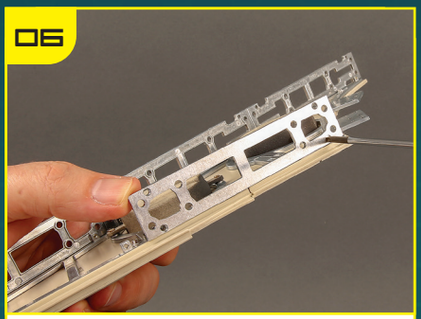
Secure the SF-08 by driving two screws into the lugs in the lower mandible.

05



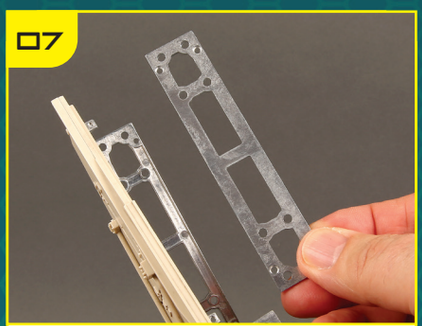
Screw on one of the SF-09 frames to complete the outer side.

06



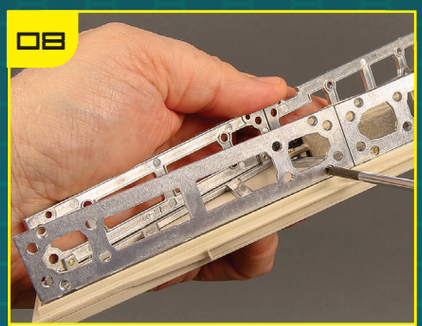
Screw another of the SF-09 frames to one end of the inner side.

07



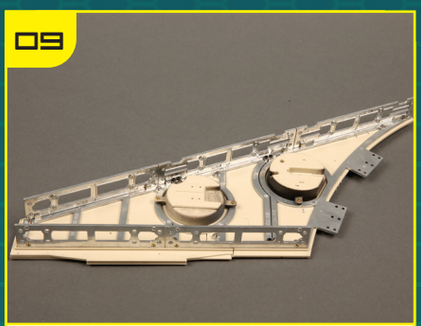
Fit the last of the SF-09 frames next to the one from Step 6.

08



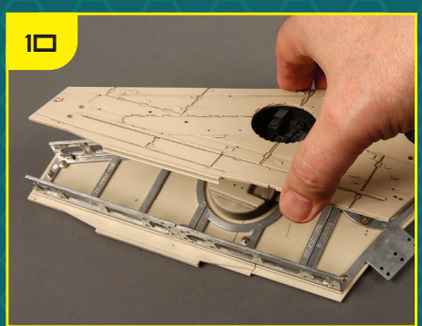
Secure the SF-09 by driving two screws into the lugs in the lower mandible.

09



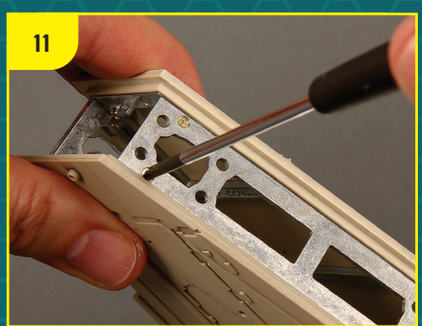
You have now fitted all five side frames to the lower mandible.

10



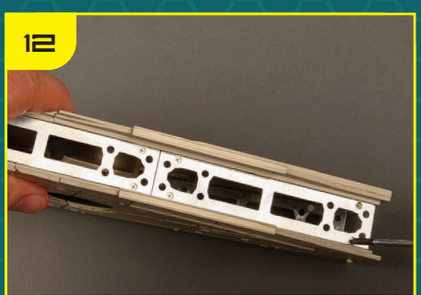
Fit the upper mandible on top, ensuring the lugs fit inside the side frames.

11



Start fitting screws into all the lugs in the upper mandible.

12



Add the remaining screws to secure the upper mandible. Finally, check all the screws you have fitted are tight.



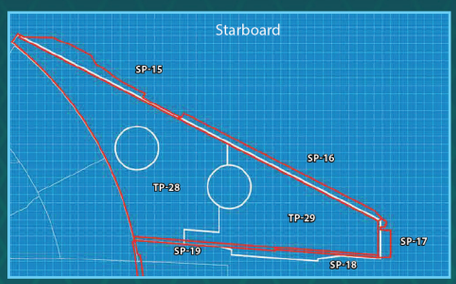
The completed mandible should look like this. This view shows the underside.

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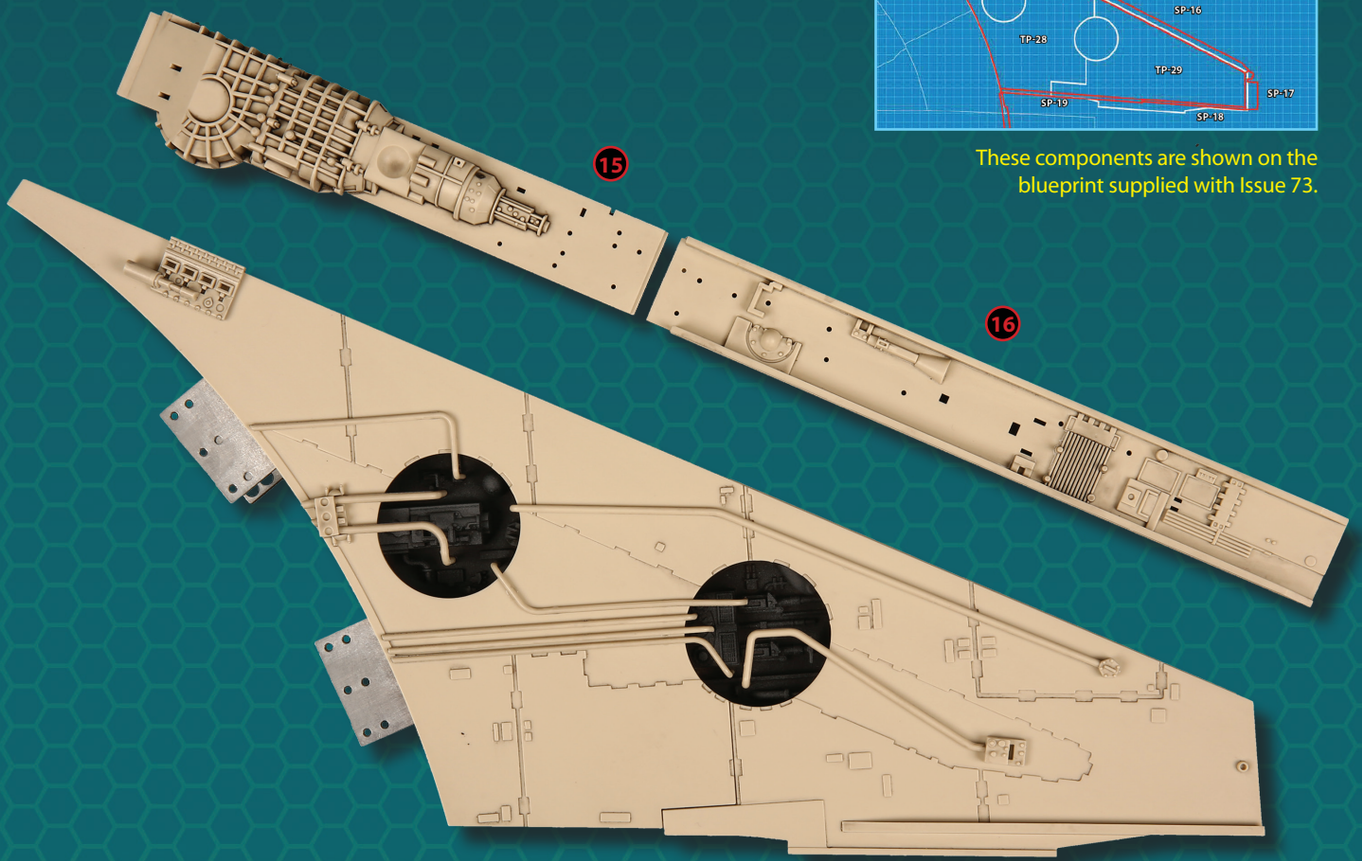
ADDING THE SIDE PANELS

With all the frames in place, you can add the inner and outer panels, which are supplied with Issue 77 and this issue. All of these will be finished off with plant-on details in the next stages.

Start by laying out the four panels next to the mandible you have just completed. The panels are glued to the frames, so it is important to fit them in the right order.

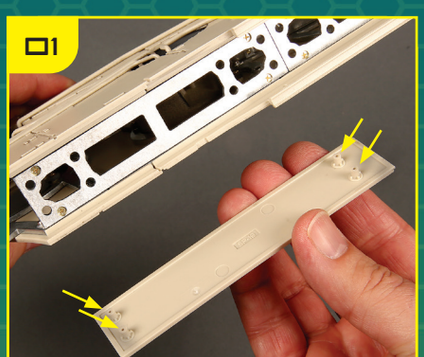


These components are shown on the blueprint supplied with Issue 73.

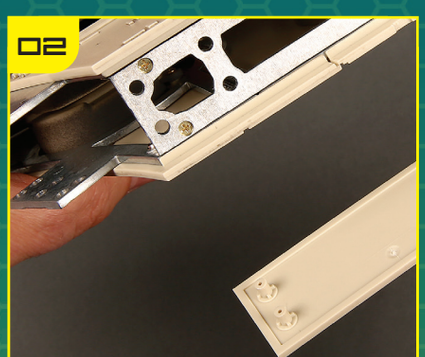


The numbers in red indicate the numbers molded on the mandible side panels.





Start with SP-19, noting the four lugs that match the holes in the frame.



The two lugs that are closer to the end of SP-19 go in these holes in the frame.

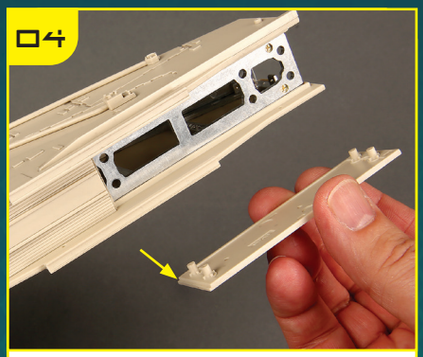


Apply a little superglue to all four lugs and press the part flush into the frame.

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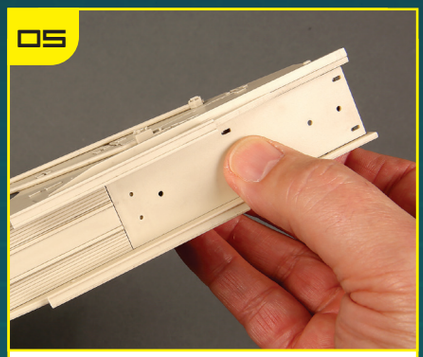
STAGE 78 ASSEMBLY

04



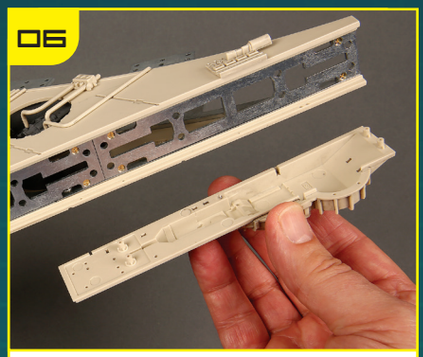
Align SP-18, noting that the arrowed end has a recess that overlaps SP-19.

05



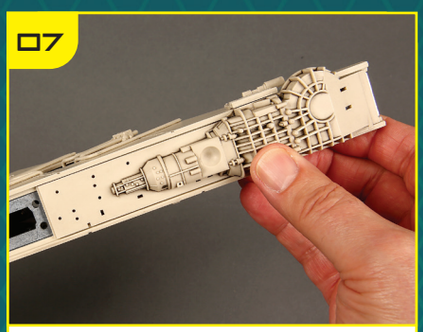
Glue SP-18 to the frame in the same way you did with SP-19.

06



Align SP-15, which has a curved piece of machinery projecting from one side.

07



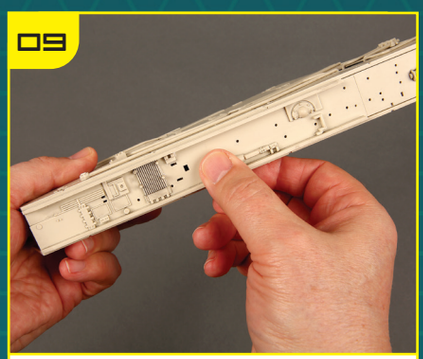
Glue SP-15 to the end of the side frame, noting how the curved part extends beyond the lower mandible.

08

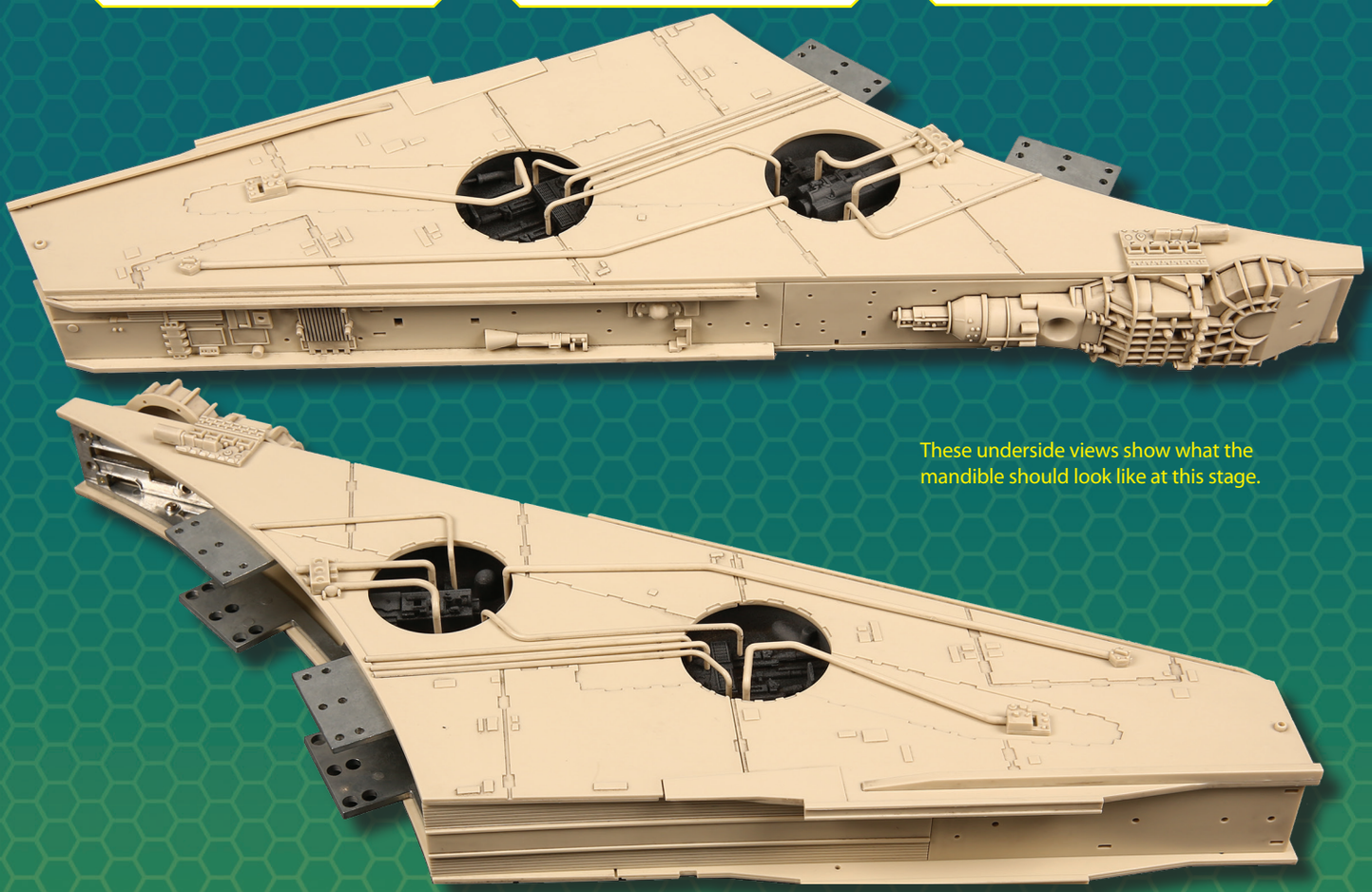


Align SP-16, which has six lugs and a recessed end that overlaps SP-15.

09



Glue SP-16 to the side frames to complete the sides of the mandible.



These underside views show what the mandible should look like at this stage.

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