STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





***HYENA*-CLASS BOMBER**

F219FSC081

FANHOME

DeAgostini COLLECTIBLES

Disney · LUCASFILM
© & ™ 2024 LUCASFILM LTD.

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.

All Rights Reserved.

Printed in Italy

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

© & ™ 2025 LUCASFILM LTD.

Pictures and © & TM 2025 LUCASFILM LTD.

The price of this issue includes the magazine and the attached assembly parts.

TO OUR READERS
The Publisher reserves the right to modify the price of the issues in the event of significant increase in sourcing and production costs, transport costs, postage rates and tax inflation increasing.
The Publisher reserves the right to modify the order of the issues of the collection and/or the enclosed components. Shapes and colours may vary from those depicted. Not suitable for children under the age of 14 (12 for USA). This product is not a toy and is not designed or intended for use in play. The model is complete in 100 issues.

CUSTOMER SERVICES
USA
email: support@usa.fanhome.com
UNITED KINGDOM
email: support@uk.fanhome.com
DEUTSCHLAND
email: support@de.fanhome.com
AUSTRIA
email: support@at.fanhome.com
NETHERLANDS
email: support@nl.fanhome.com
POLAND
Kontakt z biurem obsługi klienta:
tel: 22 307 64 59
e-mail: bok@deagostini.pl
CZECH REPUBLIC
Kontakt na zákaznické centrum ČR:
tel: 246 017 120
e-mail: zakaznicke.centrum@deagostini.cz
SLOVAKIA
Kontakt na zákaznické centrum SR:
tel: 0220 839 090
e-mail: zakaznicke.centrum@deagostini.sk
GREECE
customer.service@deagostini.gr
tel: 211 198 59 55

WARNING
Any reproduction, even partial, of the contents of the magazine is prohibited without permission from the Publisher. The assembly parts and the magazine that accompanies it are strictly for private use, and within the family, in accordance with Article L122–5 10 of the Code of Intellectual Property. Any reproduction other than that provided for in Article L122–5 20 of the Intellectual Property Code is prohibited. The magazine and/or elements of the collection may not be distributed, loaned, resold, rented or exploited for commercial purposes.

ITALY
Pubblicazione periodica edita da De Agostini Publishing S.p.A.
Uscita n. 81 del 07/10/2026
Data di prima pubblicazione: 03/01/2024
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)

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).

More information at
fanhome.com **deagostini.com**

FANHOME

DeAgostini COLLECTIBLES

DROID BOMBER

HYENA-CLASS BOMBER

Designed and constructed by the Bactoid Armor Workshop, the *Hyena*-class bomber was the technical successor to the vulture droid starfighter and would, in time, fight alongside its lighter-armored cousin in engagements across the galaxy during the Clone Wars.



Larger and more heavily armored than the vulture droid starfighters that came before it, the *Hyena*-class bomber was a serious player in the increasingly deadly aerial arena of the Clone Wars. Like the Confederacy of Independent Systems' droid starfighters, the class was designed to be cheaper and easier to construct than pilot-driven bombers – and as such more disposable – and the inclusion of a light but effective bomber to augment the massed ranks of fighters added a new dimension to the Separatist fleet for Republic strategists to contend with.

Larger, sturdier and with heavier armaments than its cousin, the vulture droid, Baktoid Armor Workshop's *Hyena*-class was designed to complement the smaller fighters, providing a droid bomber option for Separatist commanders during the Clone Wars.

HYENA-CLASS BOMBER TECHNICAL SPECIFICATIONS

MODEL	*Hyena*-class bomber
CLASS	Droid bomber
MANUFACTURER	Baktoid Armor Workshop
LENGTH	12.48 m (40 ft 11 in), in flight mode
HEIGHT	3.1 m (10 ft 2 in), in flight mode
WEAPONS	Twin light laser cannons, proton torpedoes, concussion missiles, proton bombs
CREW	None (integrated droid brain)

MF_81_2ED_SFF_US.indd 1 17/06/2024 12:48

STARSHIP FACT FILE

TOP TARGET

Designed to complement the lighter vulture droid fighters, the *Hyena*-class carried a hefty armament of ordnance. Making use of the space usually occupied by a biological pilot, the craft carried light laser cannons, proton torpedoes, concussion missiles and proton bombs. This arsenal proved devastating on a number of occasions, leading to Republic leaders making their destruction a top priority.

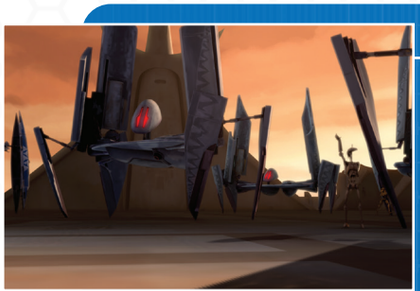


Separatist leader Wat Tambor used *Hyena*-class bombers in his assault on Ryloth during the Clone Wars, targeting populated villages as part of his cruel shock tactics.

Though initially constructed in limited numbers, the early *Hyenas* soon proved their worth. During the blockade of Christophsis, under the command of Admiral Trench, *Hyena*-class vessels ran repeated and deadly bombing raids on the Republic-held areas of the planet. The speed and efficiency with which they were able to strike, then return to base, were shown to full effect, and the class started appearing in Separatist flight wings across the galaxy.

VERSATILE

One of the *Hyena*'s primary strengths was its versatility. While slower and less maneuverable than the smaller and more nimble vulture droid, it was still light enough to act as an out-and-out fighter if required, working in tandem with the vulture droid and making good use of its twin light laser cannons. To allow for this changing of roles, the engineers at Bactoid ensured that the *Hyena*'s integrated droid brain was similarly versatile, making it equally adept at following



PILOTLESS BOMBER

Utilising its integrated droid brain to execute fierce, physically demanding manoeuvres that biological pilots would not be able to withstand, the *Hyena*-class bomber made for a tough opponent for any Republic pilots not at the very top of their game. The lack of an organic pilot also meant the *Hyenas'* commanders could play fast and loose with its deployment, often sending the mass-produced – and therefore easily replaced – craft on suicide missions.

Much like the vulture droid that came before it, the *Hyena*-class was able to reconfigure into 'walker mode', using its wings as legs and presenting ground-based troops with a formidable opponent.

MF_81_2ED_SFF_US.indd 2 17/06/2024 12:48

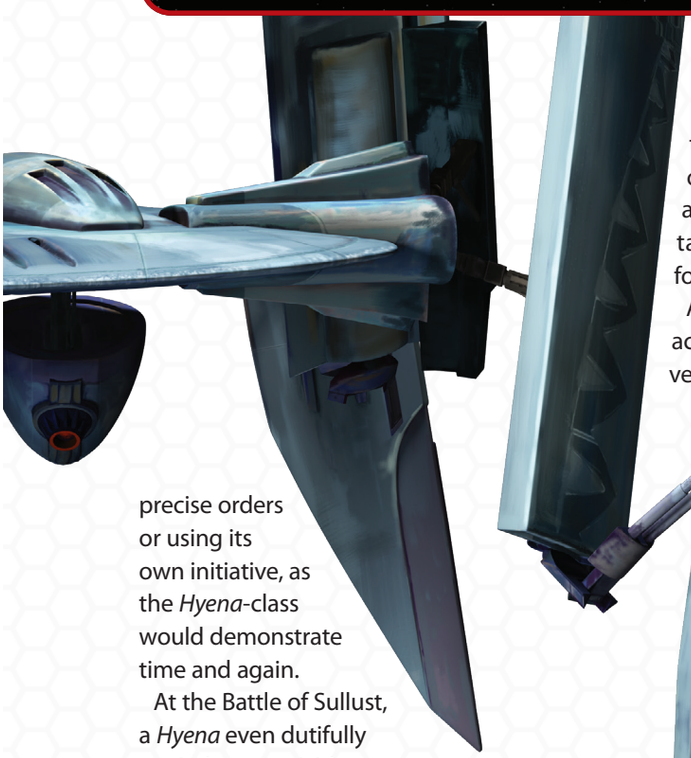
THE BATTLE OF MALASTARE

HYENA SUICIDE RUNS

Despite their relative scarcity – at least when compared to the innumerable vulture droid starfighters in the CIS ranks – *Hyena*-class bombers were highly desired by Separatist commanders due to their versatility, and saw action across the length and breadth of the galaxy during the Clone Wars. Their strength and power was such that, even when they failed their primary mission, they often had enough punch to damage the enemy, by resorting to less conventional means. That was shown in the Battle of Malastare, when the CIS's squadrons of *Hyena* bombers were targeted by Republic stun tanks. With their primary aerial assault strategy compromised, the *Hyena* bombers instead launched kamikaze runs at the Republic's armored columns. That tactic, while successful, was frowned upon.



With the *Hyena* bombers' primary weapons debilitated, the droids were sent on suicide runs, striking at the Republic's armoured columns.



precise orders or using its own initiative, as the *Hyena*-class would demonstrate time and again.

At the Battle of Sullust, a *Hyena* even dutifully carried out a suicide run. Under the command of tactical droid TJ-912, the bomber was ordered to aim for the hangar and kill the Republic personnel inside. Though the mission ultimately failed, the tactic illustrated just how deadly the versatile and blindly obedient droid bomber could be in any given situation.

WALKOVER SUCCESS

Able not only to fly in-atmosphere and in deep space, the *Hyena*-class could also enter 'walker mode', just like the vulture droid. Its broader hull meant that the vessel appeared to have two heads, with the wings splitting to fold beneath the body as it walked. In this upright configuration, the vessel towered intimidatingly over most ground troops, and gave Separatist tacticians yet another option for its deployment.

As the Clone Wars raged across the galaxy, the versatility of the *Hyena*-class, and its brutal efficiency when used along with the vulture droid, gave the forces of the CIS the upper hand in a number of key battles. So much so that the Republic began to target the bombers from the outset, aiming to pick them off before they could wreak havoc on vulnerable ground positions and other strongholds.

As near to a compliment as any military leader could pay to another, this singling out of *Hyena*s was seen as a nod to the proficiency of Bactoid Armor Workshop and the ships they produced.

BEHIND THE SCENES

ONLINE QUEST

The distinctive cousin of the more common vulture droid, the *Hyena* bomber made an early appearance in the *Star Wars* universe in the online webcomic *The Clone Wars: The Fall of Falleen*. Debuting in 2008 on Starwars.com, the story, written by Pablo Hidalgo and drawn by Tom Hodges, showed the bombers protecting Separatist troops while they are being deployed on the world of Falleen. Later that year, LEGO would release the bomber as part of one of its *Star Wars* sets, before going on to feature it in its 2009 short film *The Quest for R2-D2*. The bomber would appear regularly in the animated series *The Clone Wars* on Cartoon Network, but fans wouldn't learn of its full name and designation until 2015 and the release of Dorling Kindersley's *Ultimate Star Wars*.



To celebrate 10 years of producing *Star Wars* toy sets, LEGO produced a short animated film called *The Quest for R2-D2*, which featured the *Hyena*-class bomber.

MF_81_2ED_SFF_US.indd 3 17/06/2024 12:48

EVASIVE MANEUVERS – GOING TO GROUND

The boldest and bravest pilots can pull off spectacular evasive maneuvers to escape from the heat of battle, but perhaps the best way to avoid entrapment by one's enemies is – in principle – far more straightforward: simply leaving space altogether and going to ground...



The rebels established a base within the depths of the Great Massassi Temple on the otherwise uninhabited fourth moon of Yavin, which briefly provided a sanctuary for the Rebel Alliance fleet.

Sometimes the best way for a captain to ensure that his or her ship and crew survive to fight another day is to perform the ultimate evasive maneuver – going to ground. Whether it is a spur-of-the-moment decision or a long-calculated strategic move, going to ground is often the best way for a starship to disappear from the sensor displays of an enemy, by seemingly vanishing from the universe. It is an age-old tactic borrowed from the natural world: a starship limping out of a dogfight to land on a friendly or out-of-the-way world is in essence the modern equivalent of a wounded animal rushing to the safety of its burrow, to hide until it is safe to venture out.

Han Solo and Chewbacca earned themselves a reputation for being able to vanish when the heat was on, making the *Millennium Falcon* disappear from established trade routes for galactic weeks or even months at a time. Decades of working together meant that they established a good understanding of when it was wise to go to ground. But, like any evasive maneuver, where they took their trusty ship depended on the situation they found themselves in.

GROUND RULES

There was more to going to ground than simply landing, however, and this was proved most dramatically during the Galactic Civil War, when the *Millennium Falcon* went to ground in a something of a hurry on the fourth moon of the planet Yavin, with a rescued rebel princess aboard.

It was an uninhabited moon rarely included on official maps, and the combination of a remote location and a friendly welcome from the Rebel Alliance meant all seemed set for the perfect evasion. However, not long after the *Falcon*'s pilot watched the happy reunion between Leia and the Alliance High Command, the alarm was raised. Solo had taken his ship to ground successfully enough, but had failed to sweep it for homing beacons, and in so doing had led the Empire to the rebels. Even a pilot as cunning as Solo made mistakes from time to time.

MF_81_2ED_SOS_US.indd 4 17/06/2024 12:47

BEST-LAID PLANS

In ideal circumstances, a starship pilot wishing to disappear will be able to call in at a friendly world for sanctuary – and pilots that find themselves needing to do so often will build up a list of contacts to call on in times of need. (Han Solo thought he was doing this by making for Lando Calrissian's Cloud City on Bespin.) Sometimes, however, an unfamiliar or uncharted landing spot will be used, and this, naturally, holds an element of risk.

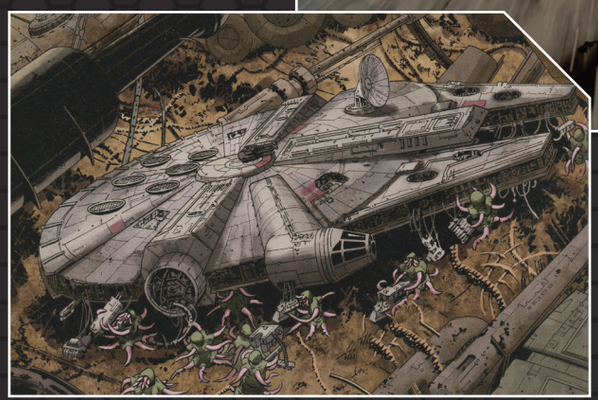
Among the most famous examples of why it pays to be sure of where you are landing is the story of the *Millennium Falcon*'s escapades in the asteroid field surrounding Hoth. With a damaged hyperdrive, Solo was forced to go to ground in a somewhat rushed and improvised manner, hiding the ship in what he thought was an asteroid. While the tactic worked, screening the *Falcon* from the pursuing Imperials, it turned out the cave in which they found themselves was in fact the mouth of a giant space slug, forcing the ship into a hasty exit.

The encounter over Hoth was not the first time that the *Falcon* had got into trouble while going to ground, however. On an Alliance mission to destroy the Imperials' largest munitions factory, Weapons Factory Alpha on Cymoon 1, Chewbacca set the ship down undetected in one of the factory moon's many junkyards, ready to spirit the rebel strike team away once their mission was complete. However, he hadn't counted on the presence of the moon's native scavengers, a group of which went to work dismantling the ship from the outside. After a series of confrontations – first by C-3PO, who was promptly taken hostage by the scavengers and dismantled, and then, more successfully, by Chewbacca – the ship was repaired in the nick of time, and managed to escape the moon with the rebel strike team on board.

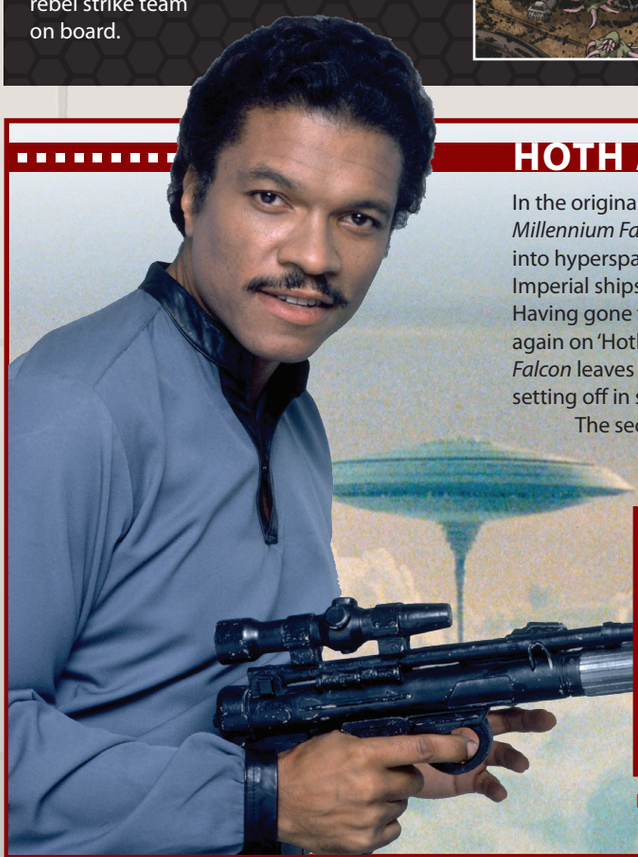


When escaping Imperial TIE fighters, Han Solo took the *Millennium Falcon* into what he believed to be a cave on an asteroid. It turned out to be the mouth of a space slug, leading to a frenzied escape.





On Cymoon 1, Chewbacca took the *Falcon* to ground in a junkyard, to wait undetected until the rebel strike team needed to make a getaway. Unfortunately, native scavengers swarmed over the ship, removing external components and rendering it temporarily out of action.



HOTH AND LANDO KADAR

In the original story treatment of *The Empire Strikes Back*, the crew of the *Millennium Falcon* escape the battle at the Rebel Alliance base and make it safely into hyperspace. On arriving at the rendezvous with the rebel fleet, they find Imperial ships have got there first, so escape into the nearby asteroid field. Having gone to ground once in the asteroids, Han evades the Imperials and tries again on 'Hoth' – the initial name for the gas giant that became Bespin. The *Falcon* leaves the asteroids without issue – there was no space slug – with Han setting off in search of an old smuggling contact called Lando Kadar.

The second draft of the script included Han's bold evasive tactic to avoid detection by hiding on the hull of a Star Destroyer, while the third added Boba Fett following the *Falcon* as it left.



Ralph McQuarrie's concept art shows the development of the Hoth asteroid and space slug scene, with the *Falcon* ducking into cover amidst the chaos of the asteroid field.

BEHIND THE SCENES

MF_81_2ED_SOS_US.indd 5 17/06/2024 12:47

YOUR NEXT PARTS

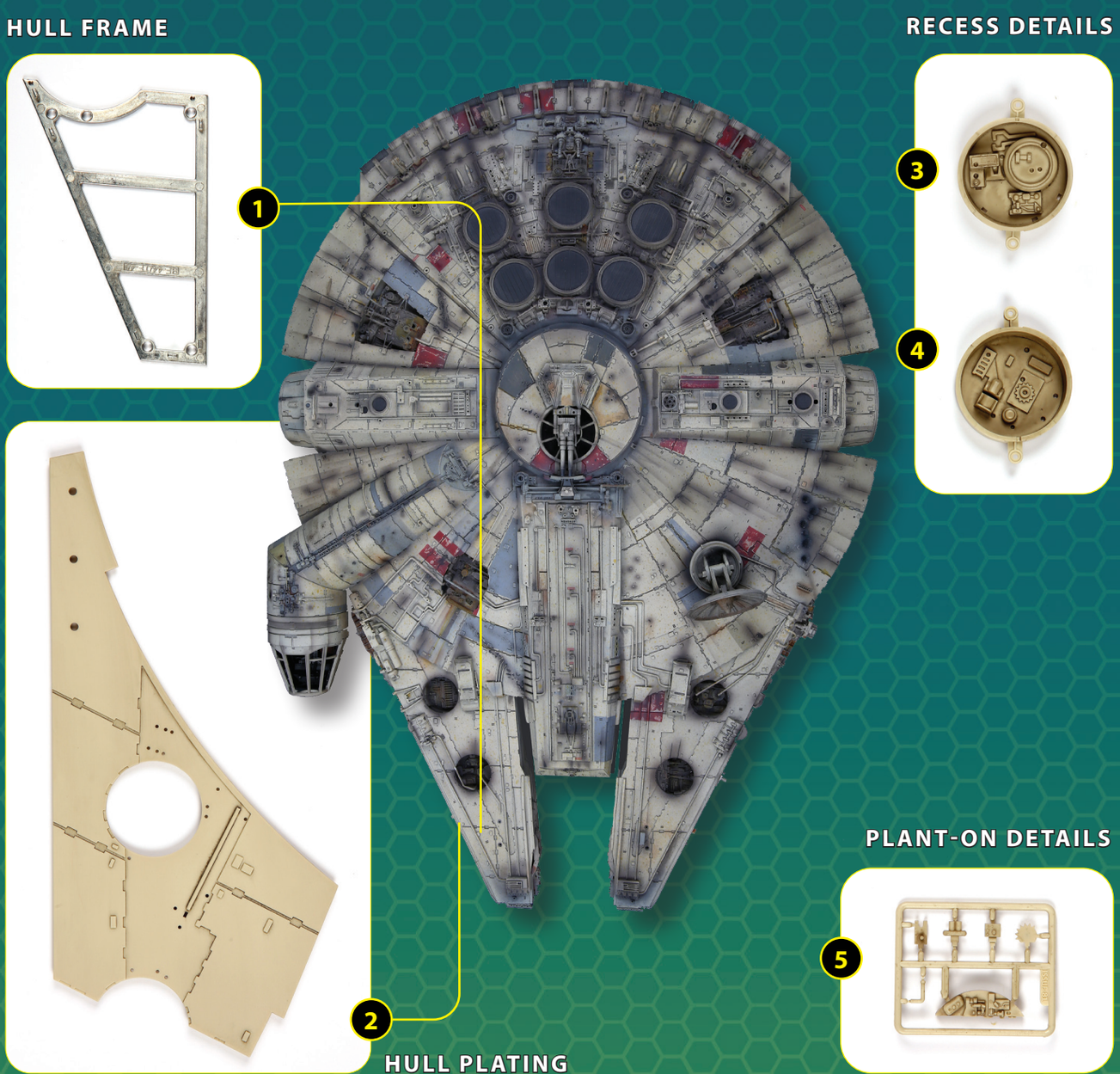
COMPONENTS CHECKLIST

1. Top frame TF-46 (mandible)
2. Bottom panel BP-34 (mandible)
3. Recess
4. Recess
5. Plant-on details (six on sprue)

This issue's parts include the next frame for the port mandible, and the second part of the lower plating. You also have two recesses to fit into the completed underside, with plant-on details to add to them.

In this stage, you complete the lower part of the port mandible and prepare the first two recesses before attaching them to the plating. Keep the frame section for now, as it will be used to make the upper framework.

WHERE THE PARTS FIT

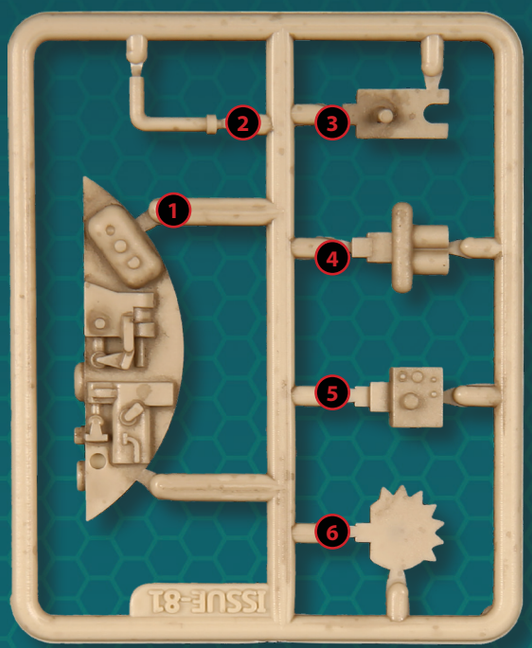


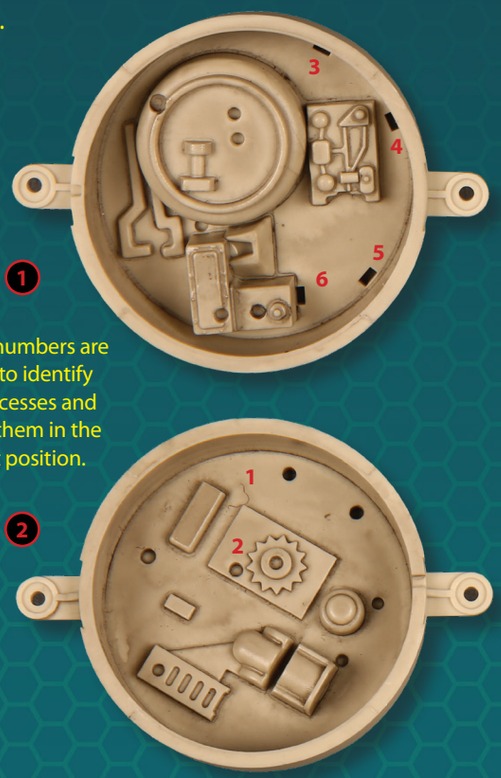
MF_81_2ED_BTF_US.indd 6 17/06/2024 12:49

ADDING DETAILS TO THE RECESSES

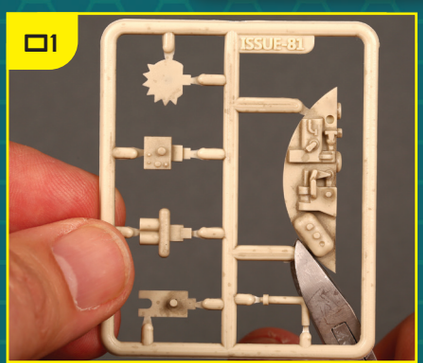
The sprue provided includes internal details for the recesses supplied with this issue.

All six of the parts on the sprue are used for this stage – four on recess (1) and two on recess (2). Follow the numbers below carefully to identify which parts to fit where inside the recesses.

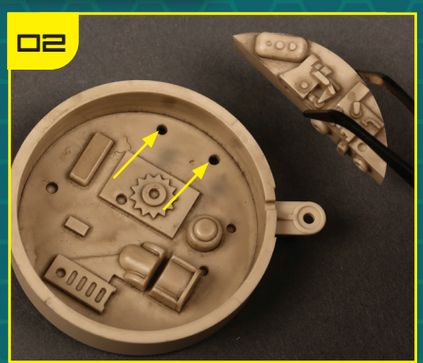




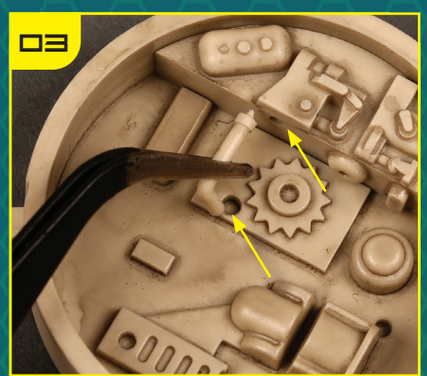
These numbers are used to identify the recesses and place them in the right position.



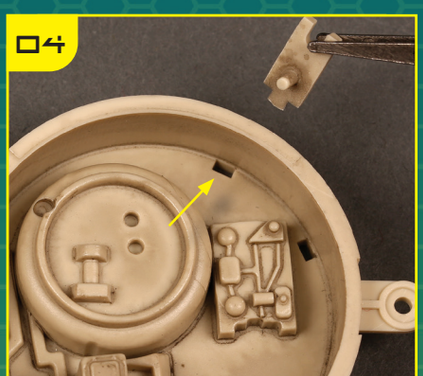
Start by removing detail (1) from the sprue.



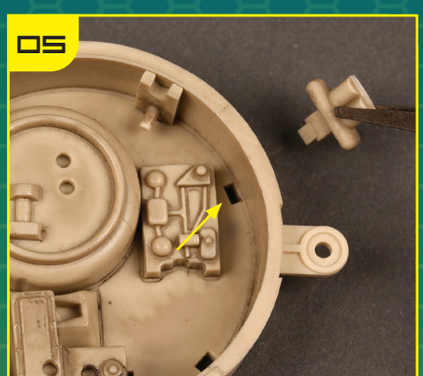
Glue detail (1) into these two holes in recess (2).



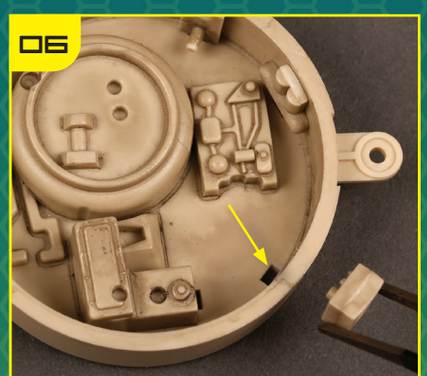
Glue (2) into these two holes.



Glue (3) into this slot in recess (1).



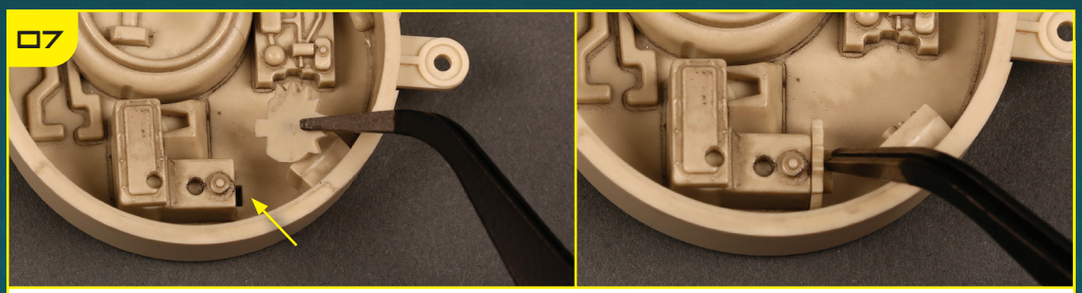
Glue (4) into this slot in recess (1).



Glue (5) into this slot in recess (1).

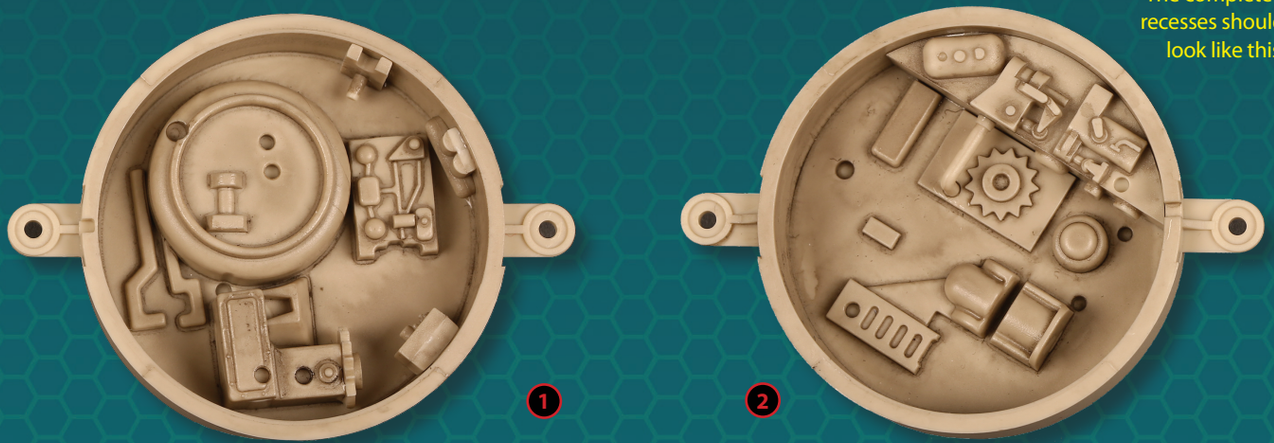
MF_81_2ED_BTF_US.indd 7 17/06/2024 12:49

07



Glue (6) into the slot indicated, making sure it fits flush as shown.

The completed recesses should look like this.



1 2

FINISHING THE RECESSES

As with the recesses you fitted in Stage 77, finishing the surface with spray paint will add a used, grimy appearance.

01



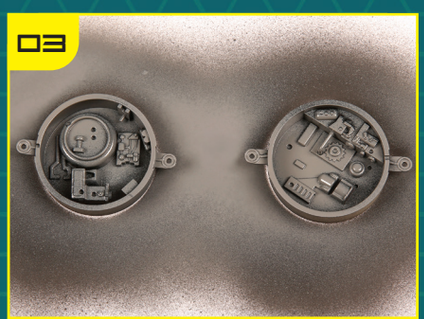
Shake the can well to mix the color, and spray lightly from 20-30cm.

02



Start with matte black paint, making sure all areas are covered, and leave to dry.

03



Spray thin coats of mid- and light gray to emphasize the high spots.

The completed recesses should look like this.



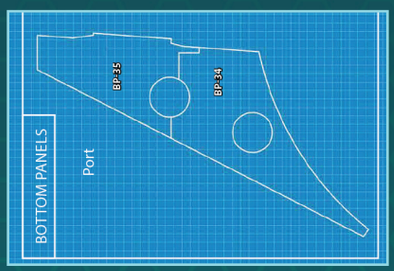
1 2

MF_81_2ED_BTF_US.indd 8 17/06/2024 12:49

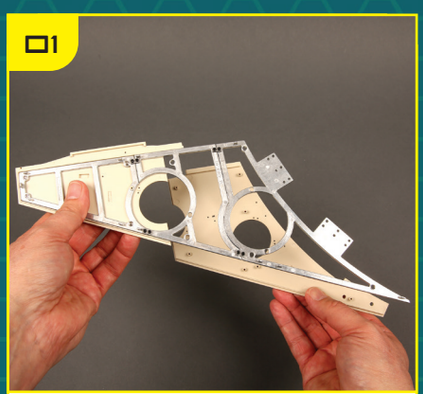
ASSEMBLING THE MANDIBLE

The port lower mandible framework is completed in a similar way to the lower panel from Issue 74, which it mirrors.

Fitting the panel provided will finish off the main plating, ready to attach the recesses you just completed. You also need five silver screws to join the parts.

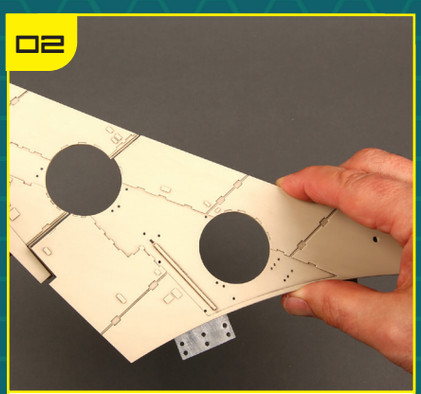


These components are shown on the blueprint supplied with Issue 73.



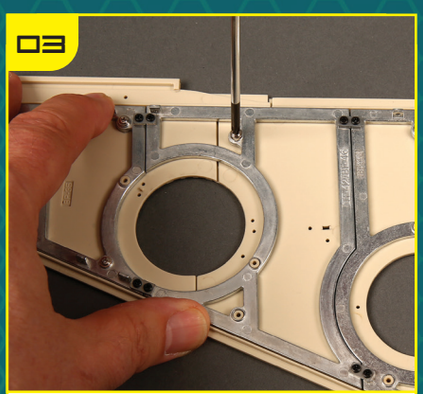
01

Take the assembly from Stage 80, together with bottom panel BP-34.



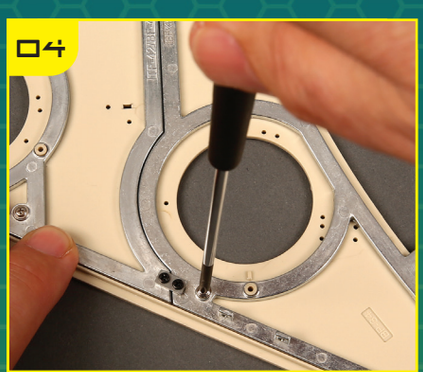
02

The panel fits onto the framework with its edge overlapping BP-35.



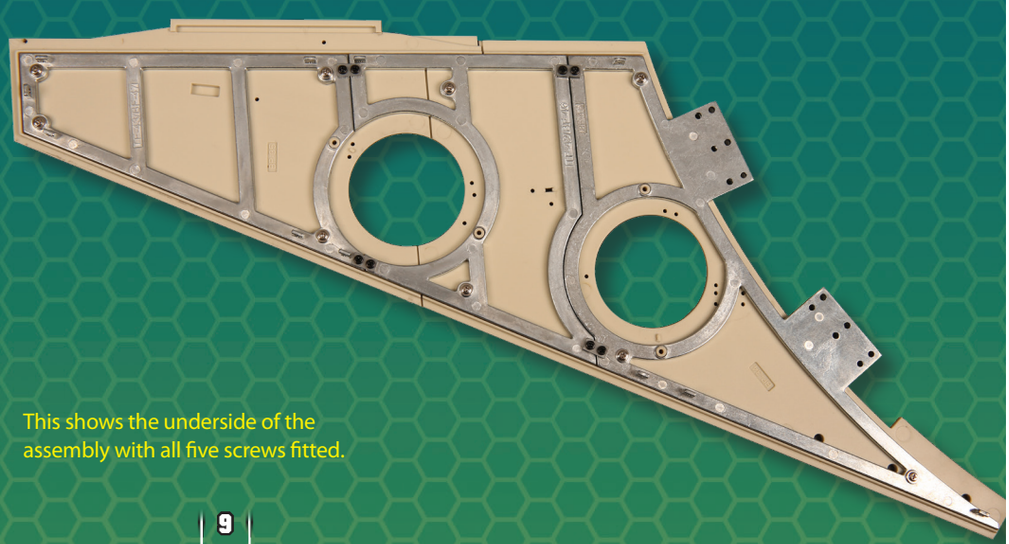
03

Use silver self-tapping screws to fix the frames to the panel.



04

Fit screws to the lugs around the perimeter but not to the ones in the circle round the recess.



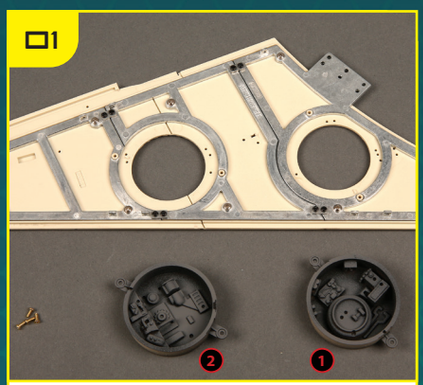
This shows the underside of the assembly with all five screws fitted.

MF_81_2ED_BTF_US.indd 9 17/06/2024 12:49

FITTING THE RECESSES

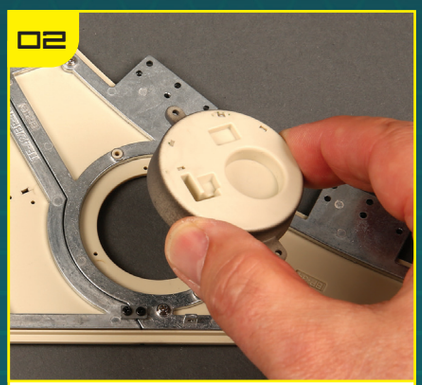
Each of the recesses is held in place against the underside of the plating using two brass self-tapping screws. Identify both recesses carefully to make sure you fit them in the right positions and the right way round.

01



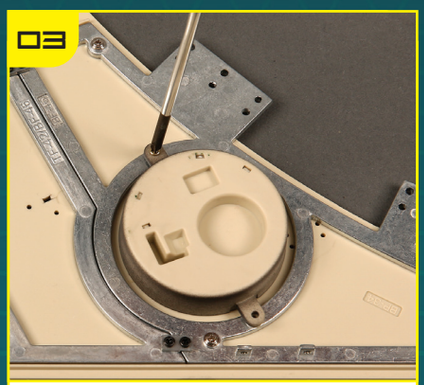
Recesses (1) and (2) fit into the mandible in the positions shown.

02



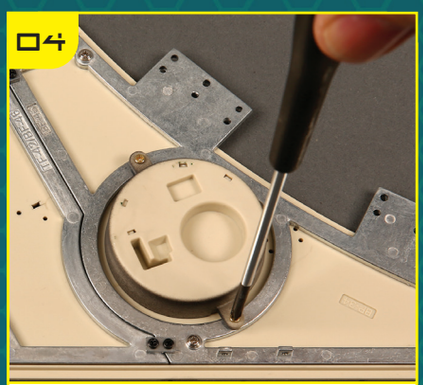
Fit recess (1) under the hole in the plating, lining up its two lugs.

03



Check it is the right way round and insert a brass self-tapping screw.

04



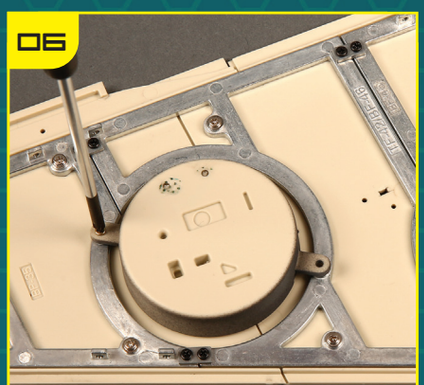
Add another brass screw to secure the recess in place.

05



Fit recess (2) under the hole in the plating, making sure it is the right way round.

06



Insert a brass self-tapping screw.

07



Finish off with one final screw.

The completed assembly should look like this.

MF_81_2ED_BTF_US.indd 10 17/06/2024 12:49