# STAR WARS MILLENNIUM FALCON

## BUILD THE MODEL – EXPLORE THE GALAXY





POLICE GUNSHIP

F219FSC082

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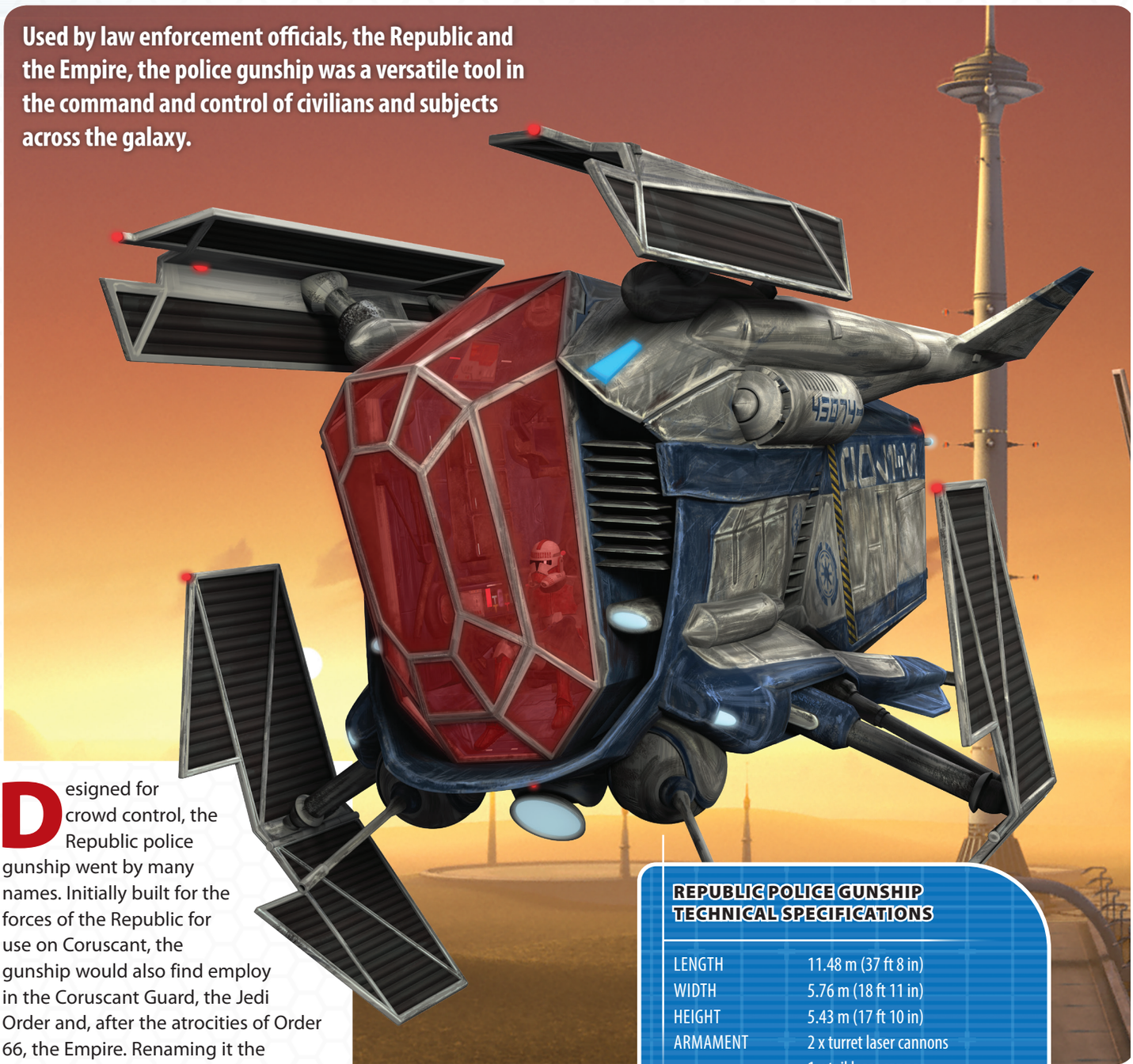
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## LAW ENFORCEMENT GUNSHIP

# POLICE GUNSHIP

**Used by law enforcement officials, the Republic and the Empire, the police gunship was a versatile tool in the command and control of civilians and subjects across the galaxy.**



Designed for crowd control, the Republic police gunship went by many names. Initially built for the forces of the Republic for use on Coruscant, the gunship would also find employ in the Coruscant Guard, the Jedi Order and, after the atrocities of Order 66, the Empire. Renaming it the Imperial Patrol Transport, Palpatine's military commanders sent the vessel to every far-flung corner of the galaxy to ensure the citizens of the new Galactic Empire were brought to heel.

**Fast, maneuverable, and armed with light but efficient weaponry, the Republic police gunship – later known as the Imperial Patrol Transport – was ideal for law enforcement in heavily built-up locales such as the galactic capital and cityworld of Coruscant.**

### REPUBLIC POLICE GUNSHIP TECHNICAL SPECIFICATIONS

| | |
|---|---|
| LENGTH | 11.48 m (37 ft 8 in) |
| WIDTH | 5.76 m (18 ft 11 in) |
| HEIGHT | 5.43 m (17 ft 10 in) |
| ARMAMENT | 2 x turret laser cannons<br>1 x tail laser cannon<br>2 x missile launchers |
| CREW | 1 x pilot, 1 x gunner |
| PASSENGERS | Troop bay |



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# STARSHIP FACT FILE



## CROWD CONTROL

The vessel was used by a number of different regimes and a swathe of different organizations, and one element of its design that operators found particularly attractive was the powerful punch the ship packed, while minimizing broader collateral damage. With twin ball-mounted laser cannons seated beneath the cockpit and a laser cannon to the rear, the gunner had all angles covered, which also gave the pilot the comfort of concentrating exclusively on maneuvering the ship through the crowded streets of Coruscant, Lothal or anywhere else.

## URBAN LIVING

Cityscapes were a natural habitat for the gunship, and played a large part in its design. Conceived as a lighter, more maneuverable cousin of the Republic Grand Army's attack gunship, the police gunship was created to weave through the endless spires of urbanized worlds like Coruscant, deploying troops to any trouble spots.

Pilot and gunner sat right at the very front of the ship, looking out through vertically-set windows to the streets below, and the gunner was equipped with a compact package of accurate weaponry, minimizing the wider damage which had brought public condemnation in the past. To the rear, a troop compartment could be packed with shock troopers, police, security officers or Jedi, depending on the mission at hand.

As Coruscant was one vast city, it had to be separated into planetary districts, with the police gunships being assigned to their own individual areas. In quiet times, encroaching upon neighboring districts was frowned upon, but during conflict and rebellion, these borders were relaxed, with Coruscant's various districts working together to marshal resources and cover the borders.

## STAYING AIRBORNE

Highly efficient engines and repulsors could propel the gunship through the streets, giving it the power to fly high and low with equal ease. Much like the firespeeders they shared the packed skies of Coruscant with, the police gunship often needed to stay airborne for a significant amount of time, explaining the many solar panels which covered the ship. While occasionally swapping piloting and gunnery duties, the crew could work extensive shifts in the air during times of tension or unrest. They stayed wired in to the situation via constant comms with headquarters, and could be dispatched from one corner of their assigned



## REPUBLIC PILOTS

A lighter, less powerful version of the Republic attack gunship, the police gunship was a favorite of many of its pilots. Just as capable of diving down into the depths of megacities like Coruscant as it was traversing the vast wastes of worlds like Lothal, these pilots quickly learned to appreciate the smart piloting systems and reactive controls of the gunship. Many even rated it among the best vehicles they'd ever flown.

**When it was first built to serve the Republic, the police gunship was typically flown by the clone troops of the Republic Grand Army, many of whom took an instant liking to the nimble and speedy craft.**



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## TRIALS OF AHSOKA

### TO CATCH A JEDI

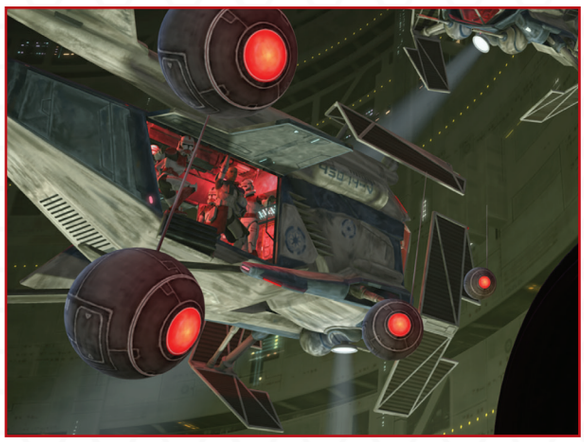
The capabilities of the police gunship were shown to full effect during the escape, and subsequent police pursuit, of Jedi Padawn Ahoska Tano, wrongly accused of murder. As the young Jedi fled into the depths of Courscant, determined to find an explanation to prove her innocence, a number of police gunships were scrambled. The crafts' tight turns, powerful searchlights, and rear ramps for rapid deployment meant that, once Tano had been located, the Jedi aboard could swiftly leap into action and make chase.



**Ahsoka's escape into the depths of Coruscant called on the full capabilities of the police gunships, and their pilots, who used the crafts' impressive handling to weave between buildings and into the dark streets below.**



**With two side hatches and a rear ramp, the police gunship could drop its detachment of troops directly into the center of the trouble spot rapidly. Combined with the use of floating probe droids, this made for a highly efficient pursuit.**



district to the other at a moment's notice.

The heavy-hitting offensive capabilities of the Republic attack gunship were always going to be excessive for the smaller and lighter police model, but the basic arrangement of weapons stayed the same. Therefore, two forward-facing ball-mounted turret laser cannons were installed beneath the cockpit, along with a tail laser cannon for extra protection. In addition, missile launchers gave the vessel an element of long-range offensive power when needed – usually, but not always, outside of the more densely populated environs of the metropolis. In times of need, police gunships could be pulled in to assist rescue missions, using their carefully guided weaponry to blast away steel and duracrete where required and allowing the emergency services access to trapped civilians.

### NIGHT VISION

In a city so heavily built up, the requirement to be able to peer into every nook and cranny in search of criminals was essential. Hardwired into the design of the police gunship were powerful searchlights, powered in part by banks of solar panels fitted to the ship. These lights were controllable, allowing the pilot and gunner to focus on specific areas or bathe the entire blocks in light. This capability allowed the gunship to swoop down into the Stygian depths of Coruscant to the more undesirable districts of the city.

In order to deploy police, troops or Jedi swiftly, the gunship had two disembarkation routes: via the normal entry and exit hatches on either side of the ship, and also, in case of emergency, via a rear ramp, which could be lowered to allow troops to jump down directly into the thick of a combat or rescue situation. Jedi, meanwhile, could leap down into the action even more rapidly, as they could counterbalance the normal laws of gravity with the use of the Force.

## BEHIND THE SCENES

### INFLUENCES

During the production of *Star Wars: The Clone Wars*, George Lucas began early exploration for a proposed live-action series focused on the criminal underworld of the galaxy. Ideas and designs developed for this show would occasionally cross over into *Star Wars: The Clone Wars*. The Republic police gunship was one of a number of examples inherited from this process, appearing first in the latter seasons of the show, where it played a leading role in the pursuit of escaped Jedi Ahsoka Tano. The police gunship was seen again in Disney XD's later *Star Wars Rebels* series, set some 15 years after the events of the Clone Wars, where it has been absorbed into the ranks of the Empire and renamed as the Imperial Patrol Transport.



**Hyunwoo Lim's concept drawings for the Rebublic police gunship vehicle from *The Clone Wars* season five episode *To Catch a Jedi*.**

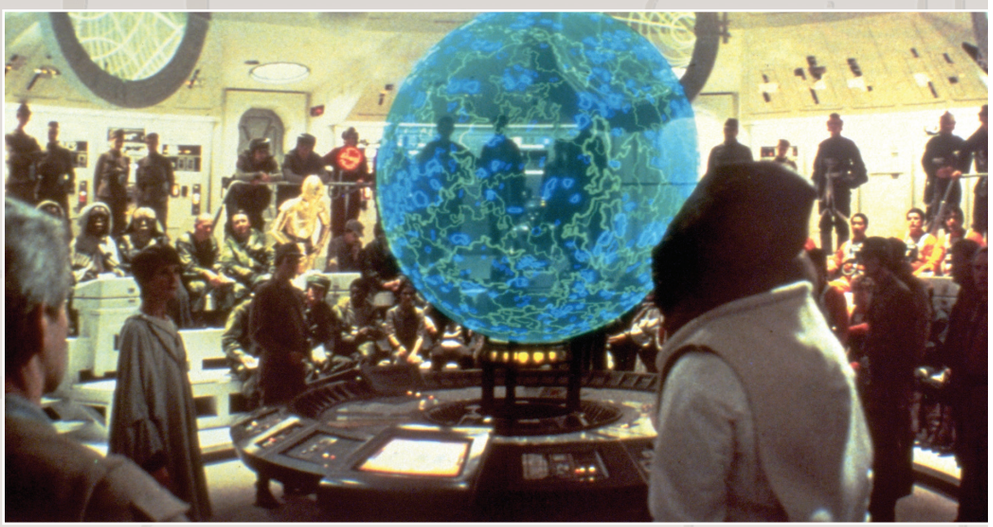


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# HOLOGRAPHIC TECHNOLOGY PART 1

**One of the most ubiquitous pieces of technology in the galaxy, holograms are so much part of daily life that many take them entirely for granted, along with the technology used to project them.**

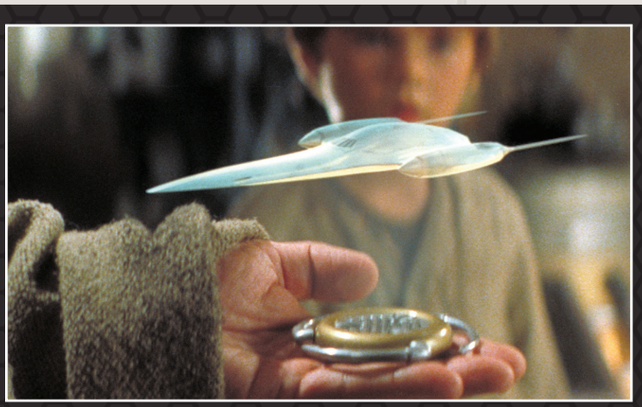
A hologram is a projection in three dimensions of an object, or a projection of data – most commonly maps, technical plans or other information. The type and quality of the images are wide-ranging: they can be static or moving, live or recorded, with or without sound, large or small, color or monochrome. Much of that is determined by the quality of the original recording or broadcast, as well as the device projecting the hologram. Over the centuries, hologram technology advanced to the point that, by the time of the Clone Wars, it was difficult to immediately tell when something was real or a hologram.



A large hologram showed the Rebel Alliance military stategists exactly what they were up against when they were planning their assault on Palpatine's second Death Star, in the lead up to the Battle of Endor.

## FAR AND WIDE, GREAT AND SMALL

From entertainment to military planning, to stirring political speeches, holograms touch the lives of almost everyone in the galaxy, no matter how far-flung their system. The technology is used in a variety of different ways, and in sizes great and small.



Jedi Knights often carried compact holoprojectors with them on missions. Small enough to be operated in one hand, the devices could also be synched up to a comlink to act as a live broadcast and recording tool.

## HANDHELD PROJECTORS

Handheld holographic projectors have been around for centuries. Sometimes, they are integrated into communications devices; other times, they could tie in remotely with a communicator. This was certainly the case with the circular holoprojector carried by Jedi Knights in the twilight of the Republic.

The SoroSuub Corporation Imagecaster Personal Holoprojector was the size of a human palm. It could hold up to 100 minutes of projected images, or be tied in to the Hush-98 comlink (also manufactured by SoroSuub) to allow for live broadcast and recording. The Imagecaster was a tough little unit, with three projecting, curved arms that could be twisted down into a tripod stand. The hologram projection quality was useful rather than outstanding, displaying the usual 'scan lines' that were typical of the majority of holoprojectors of the time.



SOROSUUB CORPORATION IMAGECASTER PERSONAL HOLOPROJECTOR



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## HOLOCRONS

The nature of the Jedi and Sith holocron – their design and construction – remain a mystery. They had a deeply complex interface, able to record the teachings of an individual Master and then present those teachings as an interactive lesson program that, at their most complex, responded to even the unstated needs of any given pupil.

At their most simple, a holocron could contain hours of diary entries, or a wealth of maps and other information, all available to be projected in above-average quality – and often without any visible projector lens assembly or similar technology.



JEDI HOLOCRON

**Combining holographic technology with the ancient mysteries of the Force and Jedi Order, Jedi holocrons were complex, valuable devices, able to hold a seemingly infinite amount of data. To add to their aura of mystery, most could only be opened by members of the Order.**



SITH HOLOCRON

**Like Jedi holocrons, Sith holocrons could only be opened by a Force-user – in their case, those able to harness the power of the dark side.**





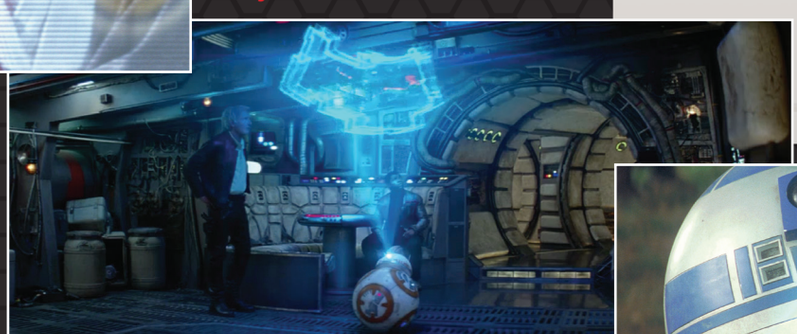
## DROID HOLOCAMS

Astromech droids, such as R2-D2 and BB-8, were fitted with holocams and projectors. This allowed them to record and play back holographic data and messages, as well as to act as a mobile HoloNet communications interface when tied in to the comms systems of a starship or a facility such as a military base.

It was this technology that allowed Obi-Wan Kenobi to record vital information for the Jedi Council with the help of his astromech, R4-P17, broadcasting it to R2-D2 on Tatooine, so he could then use the more powerful transmitter on the ship he was on to relay the message to Coruscant. Later, R2-D2 would use similar technology to record the message from Princess Leia to Obi-Wan Kenobi, shortly before her capture by Darth Vader, that changed the course of galactic history. Later still, combining the holographic galaxy map data held by BB-8 and R2-D2 allowed General Leia Organa to send Rey to find Leia's brother, Jedi Master Luke Skywalker, and bring him back from his self-imposed exile.



**Droid holocams performed a basic, but useful, function, recording or broadcasting audio-visual messages between astromech units.**

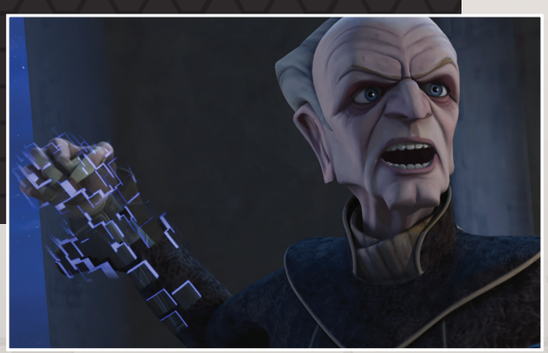


**BB-8 held a portion of a holomap in his internal systems, but, being incomplete, could not be used until he was united with the older unit R2-D2.**

## HOLOGRAPHIC DISGUISE MATRIX

When Count Dooku sought out a team of bounty hunters to plan and execute the kidnapping of Chancellor Palpatine, from the Festival of Light celebrations on Naboo during the Clone Wars, he employed hunter and tech genius Sinrich, a Snivvian. He had invented the Holographic Disguise Matrix, a work of singular brilliance. Beamed out from an emitter not much bigger than the SoroSuub Imagecaster, it cloaked the user in a holographic disguise that, in concert with a voice emulator and sensor-baffling technology, turned the wearer into someone else. While not perfect – Sinrich never did iron out the power issue that caused the disguise to flicker occasionally – the matrix disguises were enough to fool Senate Commando guards and Jedi. With the death of Sinrich before the main operation on Naboo even began, and the confiscation of his technology after, the Holographic Disguise Matrix became a legend of the criminal underworld.

**Holographic disguise matrixes could fool even the keenest eye, and were used primarily in espionage and terrorism.**





**Sometimes, the most basic technology was the most effective – and the course of galactic history might well have been very different were it not for the holomessages held by Anakin, then Luke Skywalker's astromech, R2-D2.**



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# YOUR NEXT PARTS

## COMPONENTS CHECKLIST

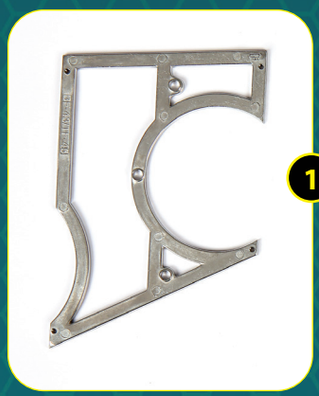
1. Top frame TF-45 (mandible)
2. Top panel TP-31 (mandible)
3. Fixing screws x 13 (including spare)
4. Fixing screws x 10 (including spare)
5. Fixing screws x 9 (including spare)
6. Fixing screws x 5 (including spare)
7. 2-hole connectors x 2
8. Plant-on details (12 on sprue)

This issue's parts include the next frame for the port mandible, and the first part of the upper plating. You also have plant-on details to add to the completed lower mandible.

In this stage, you start assembling the upper part of the port mandible, which is put together in a similar way to the previous mandible sections. You will also add the strips of external pipework that are fitted to the lower side.

## WHERE THE PARTS FIT

### HULL FRAME





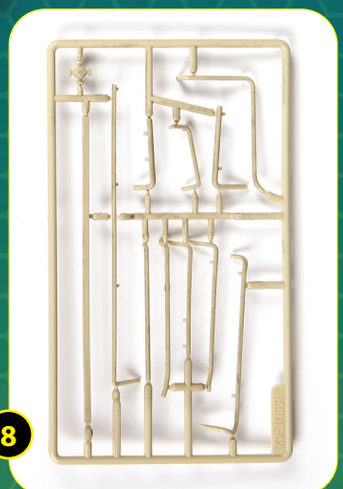




### HULL PLATING



### PLANT-ON DETAILS



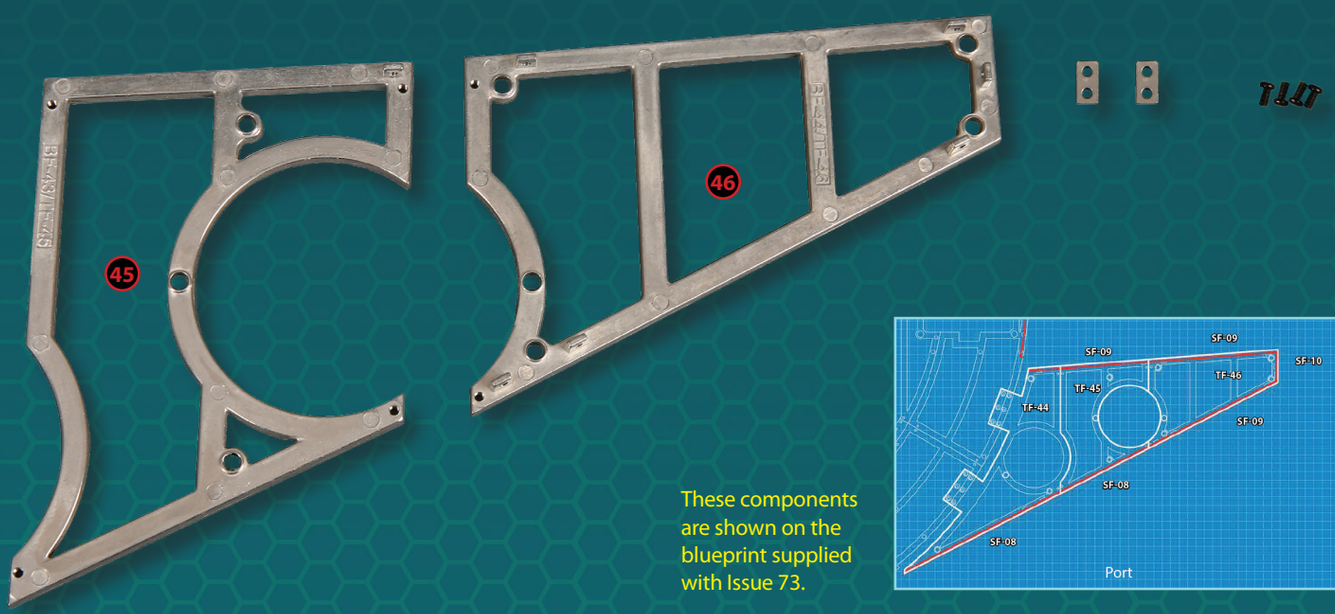



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# ASSEMBLING THE MANDIBLE FRAME

**You can begin to assemble the port upper mandible in a similar way to the starboard upper panel from Stage 75, which it mirrors.**

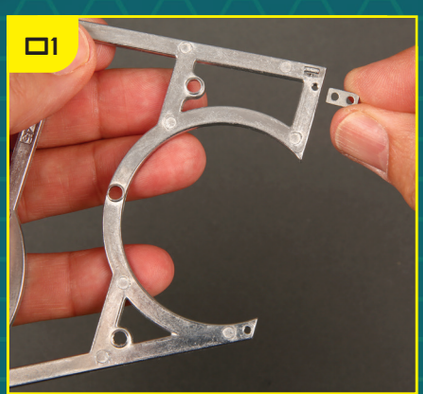
In addition to panel TF-45, provided this time, you need panel TF-46 from Issue 81. You also need the two 2-hole connectors and four black screws to join the parts.




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

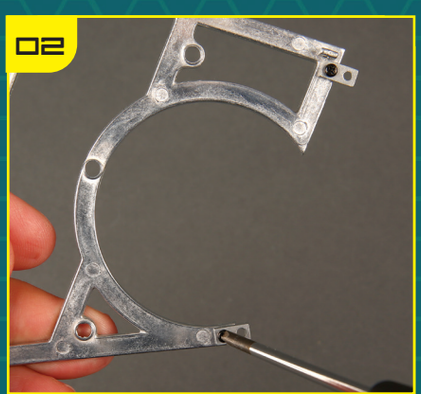



**01**



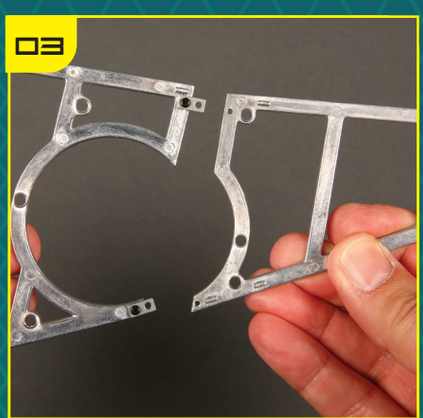
Screw a 2-hole connector to this corner of mandible frame TF-45.

**02**



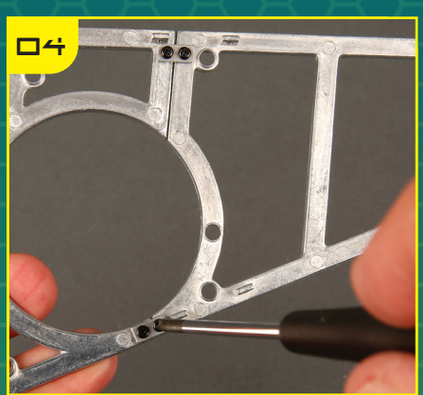
Add another 2-hole connector to this corner of TF-45.

**03**



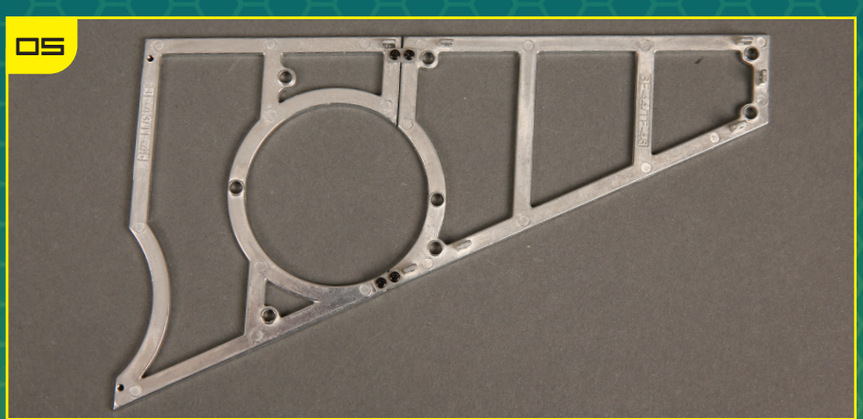
Align TF-46 with TF-45.

**04**



Use two screws to join TF-46 to the two connectors.

**05**



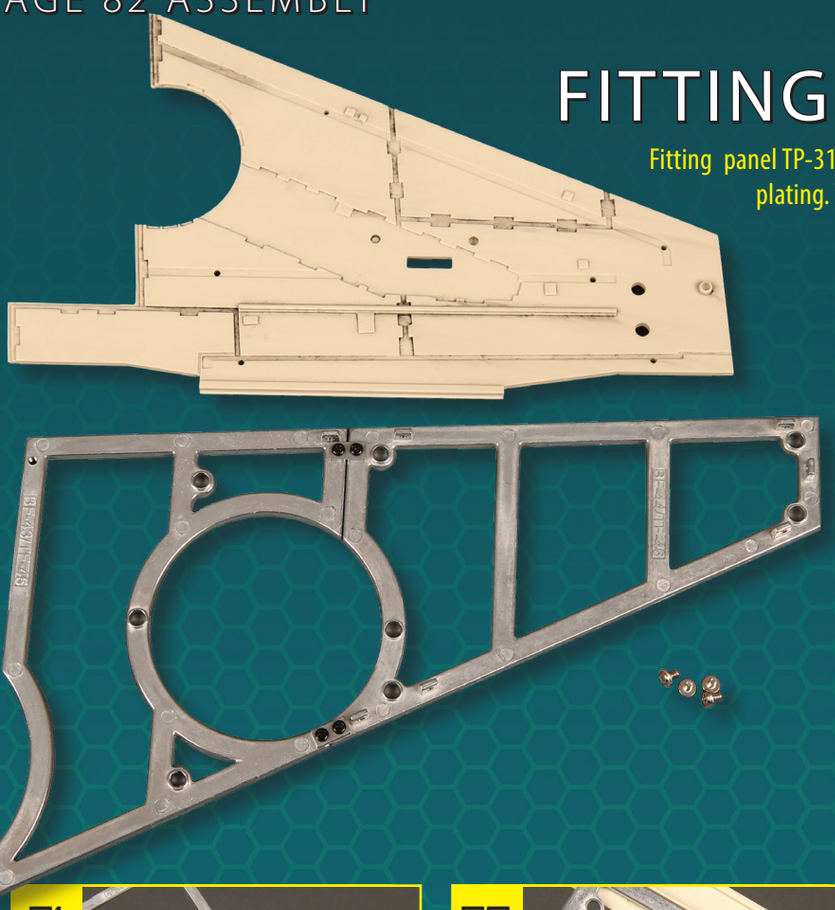
The completed assembly should look like this.

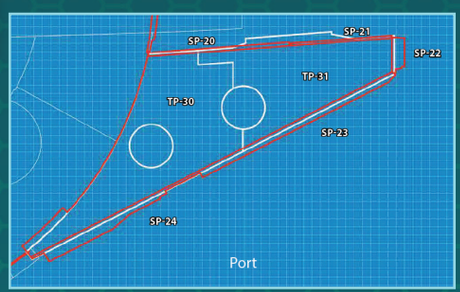


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# FITTING THE PLATING

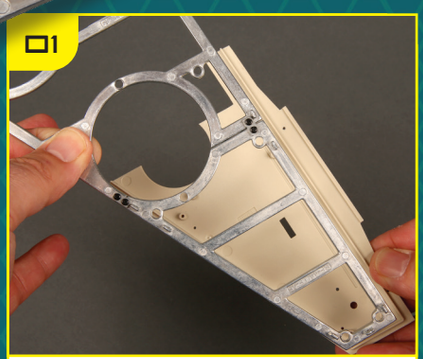
Fitting panel TP-31, provided this time, will complete the tip of the plating. You also need five silver screws to join the parts.





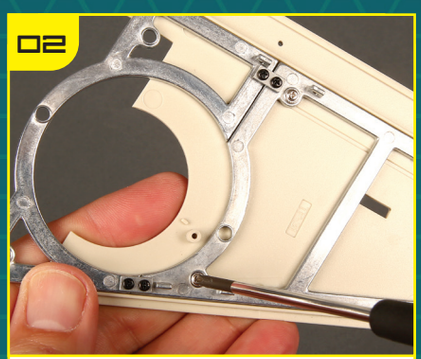

The hull panels are shown on the blueprint supplied with Issue 73.

**01**



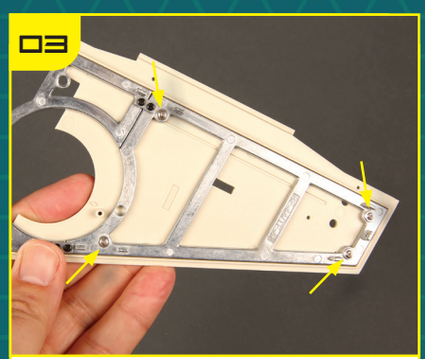
Fit panel TP-31 to the frame you have just assembled.

**02**



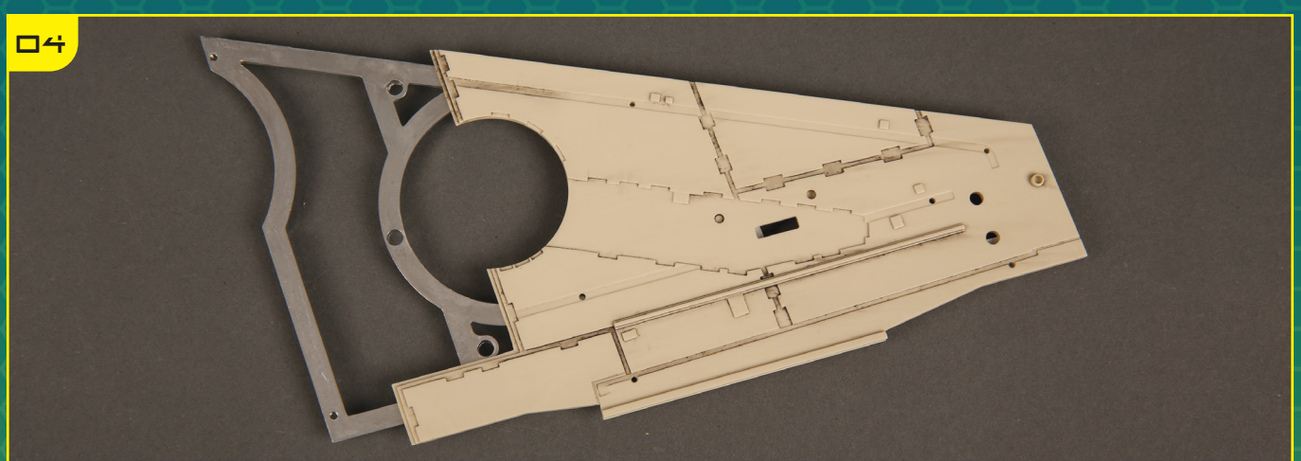
Make sure the lugs are firmly seated, then screw the panel to the frame.

**03**



You need to insert screws in all four of the lugs indicated.

**04**



The completed assembly should look like this.

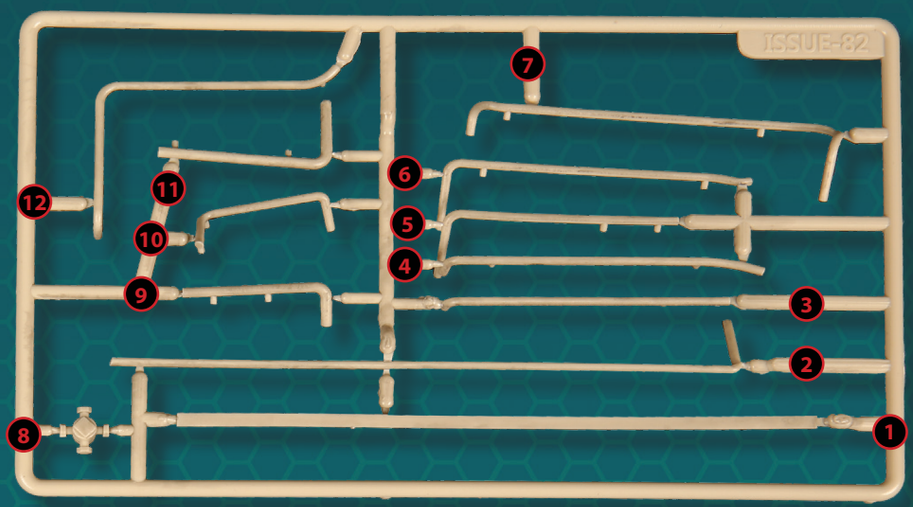


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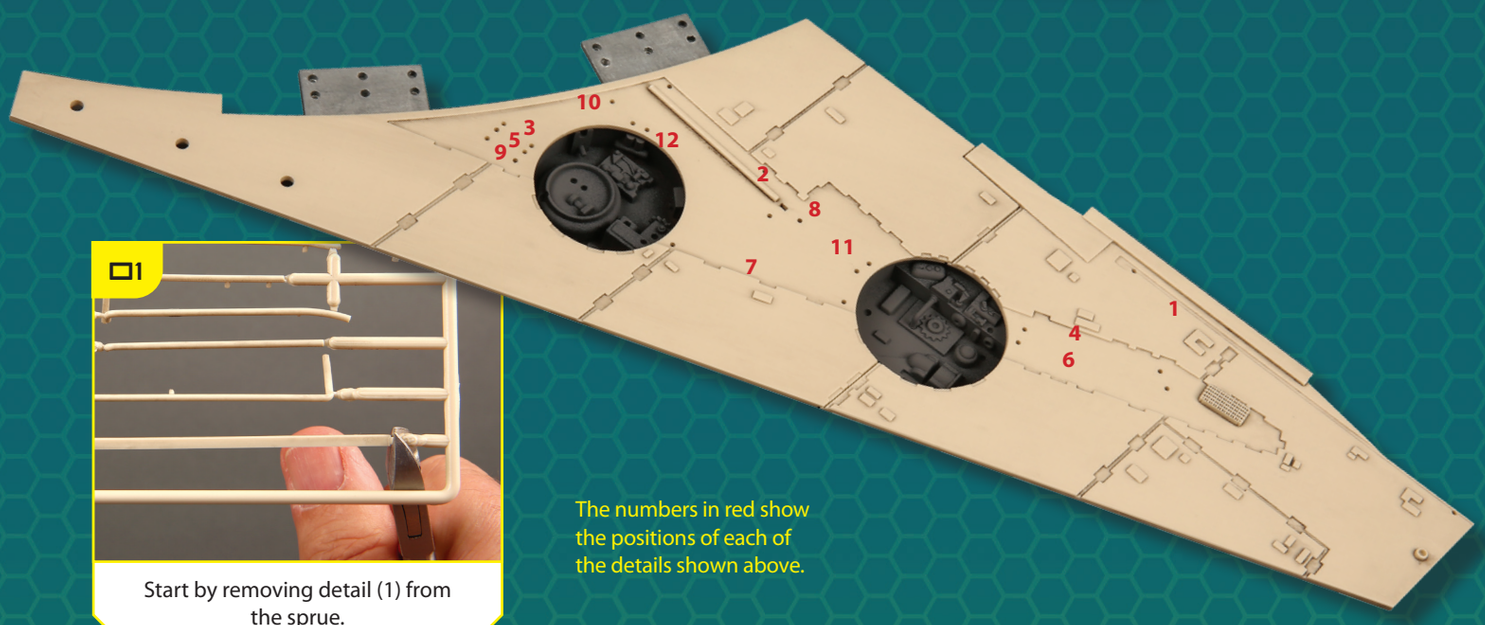
# ADDING DETAILS TO THE MANDIBLE

The sprue provided with this issue includes external details for the port lower mandible.

All 12 parts on the sprue are fitted to the mandible. Follow the numbers below to identify which parts fit where.




The numbers in red show the order in which the details are fitted.



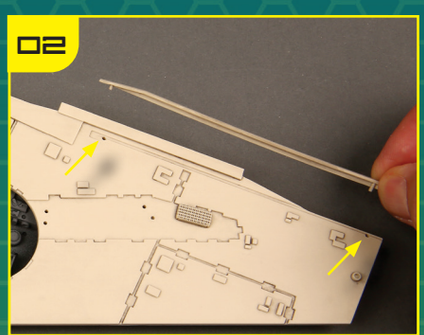

The numbers in red show the positions of each of the details shown above.

**01**



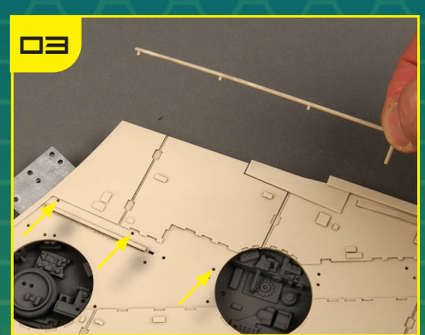
Start by removing detail (1) from the sprue.

**02**



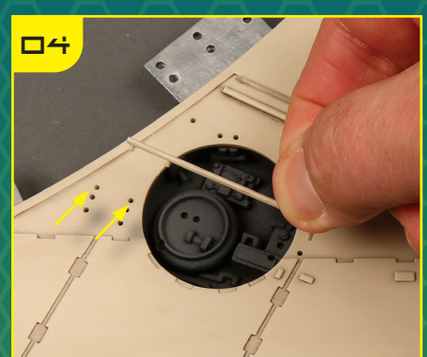
Glue the pins on (1) into these two holes. Make sure that the tapered end faces the wider end of the mandible.

**03**



Glue the pins on (2) into these three holes. The end of it fits into the base of the recess.

**04**



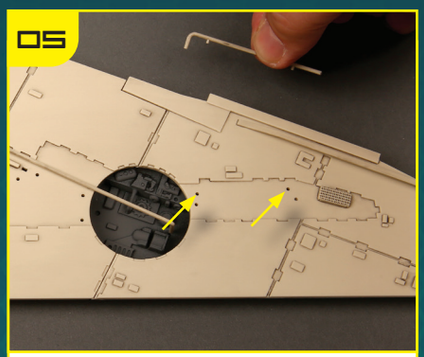
Glue the pins on (3) into these two holes. Its end fits into the base of the recess.



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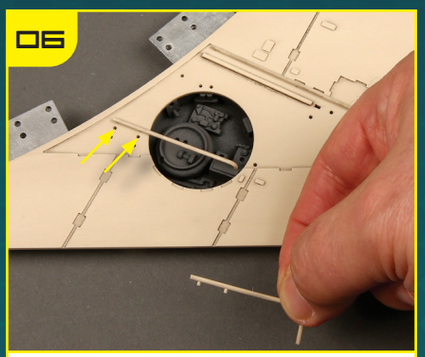
# STAGE 82 ASSEMBLY

05



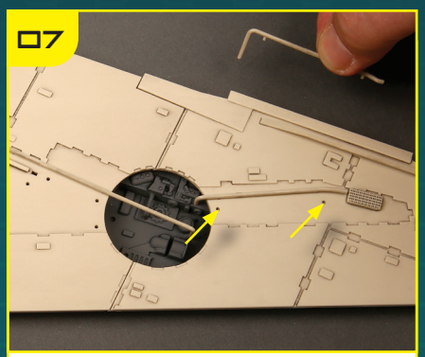
Glue the pins on (4) into these two holes. Its end fits into the recess.

06



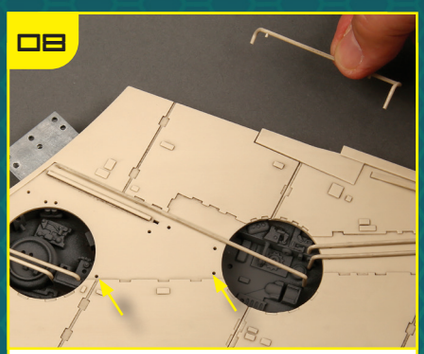
Glue the pins on (5) into these two holes. Its end fits into the recess.

07



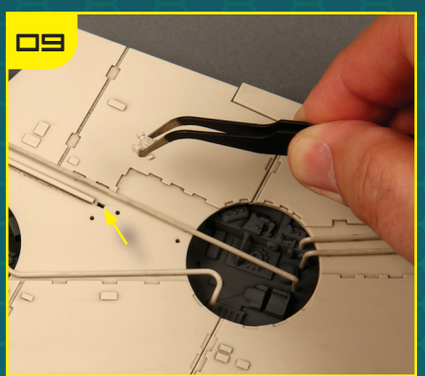
Glue the pins on (6) into these two holes. Its end fits into the recess.

08



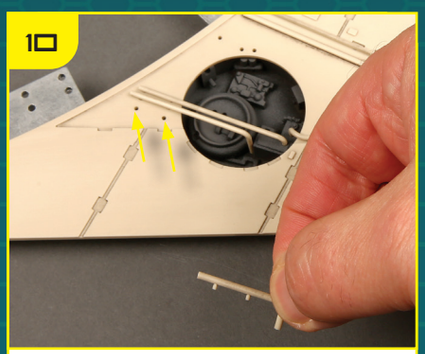
Glue the pins on (7) into these two holes. Its end fits into the recess.

09



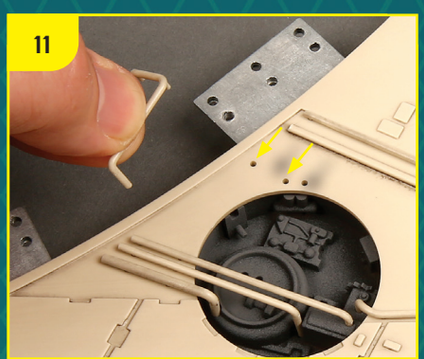
Glue the tab on (8) into this slot.

10



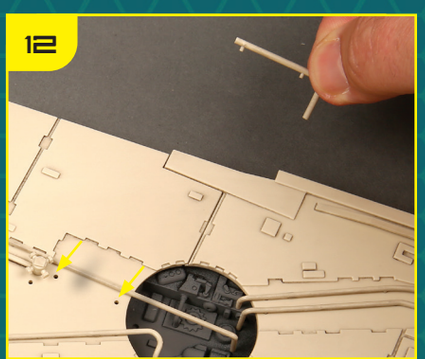
Glue the pins on (9) into these two holes. Its end fits into the recess.

11



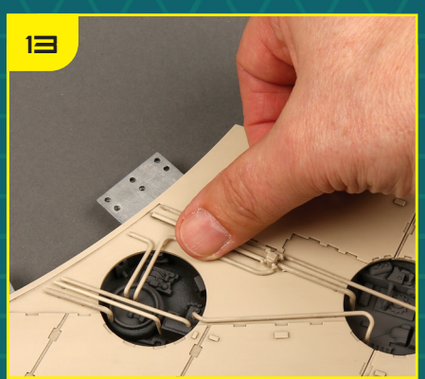
Glue the pins on (10) into these two holes. Its end fits into the recess.

12



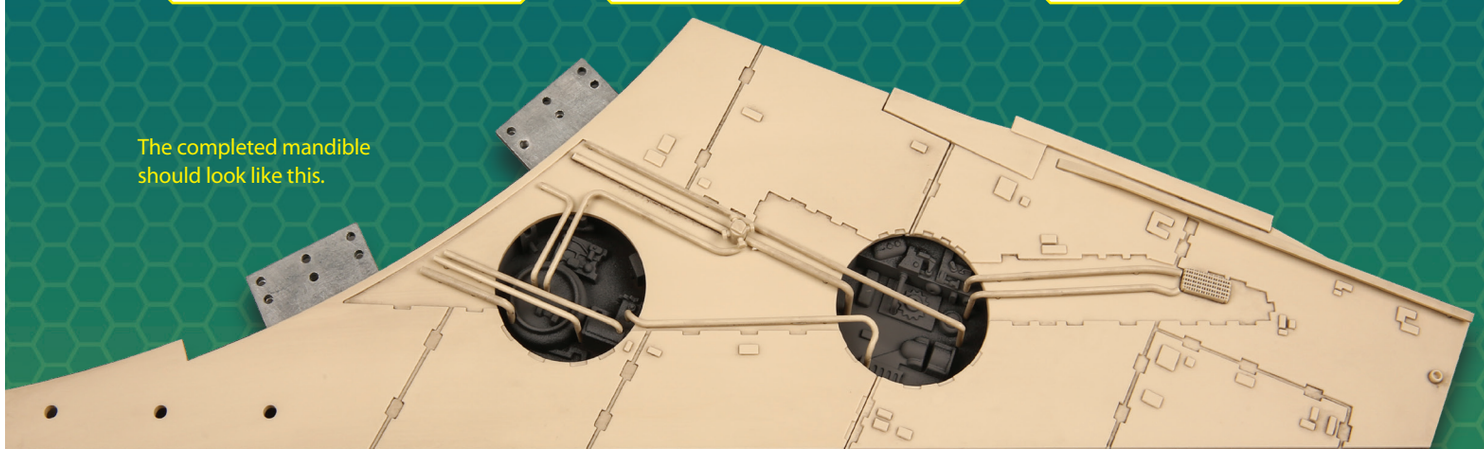
Glue the pins on (11) into these two holes. Its end fits into the recess.

13



Glue (12) into the remaining two holes.

The completed mandible should look like this.





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