STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



T-70 X-WING STARFIGHTER

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RESISTANCE FIGHTER

INCOM FREITEK'S T-70 X-WING STARFIGHTER

The Incom-FreiTek T-70 X-wing starfighter is a tough and hardy successor to the Rebel Alliance's T-65B X-wing, and has become the staple of the Resistance fleet as it stands against the forces of the First Order.



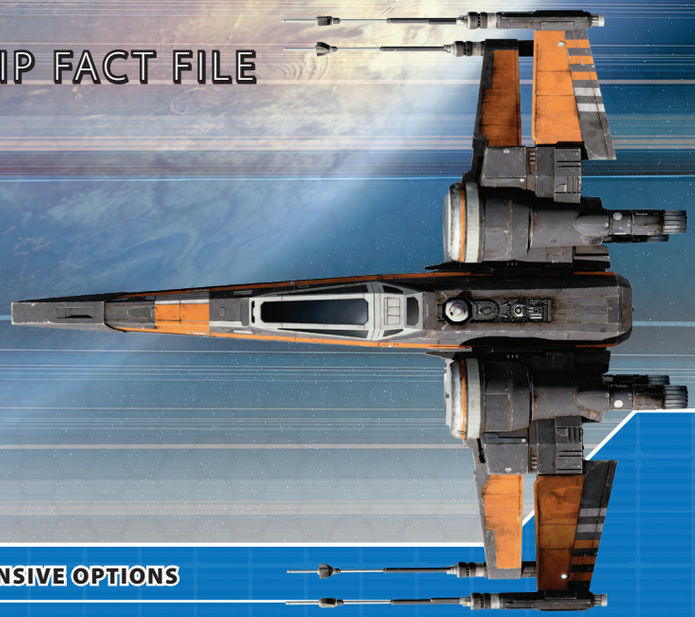
If necessity is the mother of invention, then the 100 years that came before the attack on the New Republic by the First Order's Starkiller Base – which had included both the Clone Wars and the Galactic Civil War – should have provided enough necessity for a significant advance in science and technology. Sure enough, a number of influential shipbuilding companies continuously rolled out fresh versions of their most iconic vessels, and in the case of the Incom Corporation, this came in the form of its new joint venture, the Incom-FreiTek T-70 X-wing.

One of the many upgrades to the X-wing series is in the propulsion department. While never lacking in raw power, the quartet of advanced 5L5 fusial thrust engines give the T-70 a fierce kick, while other intuitive systems allow for ever tighter and more complex maneuvers.

T-70 X-WING STARFIGHTER TECHNICAL SPECIFICATIONS

MANUFACTURER	Incom-FreiTek
MODEL	T-70 X-wing
LENGTH	12.48 m (40 ft 11 in)
ENGINE UNIT	4 x 5L5 fusial thrust engines
ARMAMENT	4 x Taim & Bak KX12 laser cannons 1 x weapons bay, including optional: • Paired proton torpedo launchers • Mag-pulse launcher • Concussion missiles Underslung blaster cannon
CREW	1 x pilot 1 x astromech droid
OTHER SYSTEMS	Guidenhauser ejector seat Spotlight

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OFFENSIVE OPTIONS

The T-70 carries a wider range of weaponry than any of its predecessors, giving it a broader offensive scope than many comparable craft. Utilizing the obvious benefits of a modular weapons bay that can switch out different packages between missions, the pilot can fire off proton torpedoes, concussion missiles or mag-pulse launchers as they choose. As with previous models, the four wings have laser cannons, and, for ground defense, a drop-down blaster cannon can be deployed.

Faster, more maneuverable and significantly more heavy-hitting than any of its predecessors, the T-70 became the signature starfighter of a still-young New Republic. Replacing the venerable but fast-fading Incom T-65B X-wing, used most famously by the Rebel Alliance during the Galactic Civil War, the T-70 saw service across a galaxy freed from Imperial rule, as the New Republic sought to secure a new era of peace and prosperity.

Over time, the T-70 itself was replaced by the still more advanced T-85, and the aging fleet of T-70s quietly shifted from the hangars of the New Republic to the squadrons of the Resistance, a military splinter group founded by General Leia Organa in response to the Republic's inaction towards the rapidly mobilizing First Order. With so many officials remaining indifferent, many of the fighters found their way into the hands of the Resistance by way of allied Senators, similarly concerned local security forces or defected New Republic personnel.

HEAVY HITTER

Co-manufactured by its original designers, Incom, in partnership with Frei-Tek, the T-70 makes for an impressive starfighter. Its offensive arsenal is such that it can take on ships far larger than itself. A modular weapons bay can be switched between missions to offer pilots the best choice of ordnance for any given objective, and can hold proton torpedoes,



POE DAMERON

Flying his customized T-70 X-wing fighter *Black One*, Resistance pilot Poe Dameron was among the best in the entire organization. A personal friend and loyal comrade of General Leia Organa, Poe was entrusted with some of the most dangerous missions flown against the First Order as the fight between the two factions intensified. His involvement would later prove vital in the destruction of Starkiller Base.

Resistance ace Poe Dameron was one of the best pilots around, and was always at the forefront of the Resistance's fight against the First Order.

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STARKILLER BASE

T-70S TAKE ON STARKILLER BASE

The first major victory of the Resistance against the First Order showed off the startling capabilities of the T-70 X-wing. Despite being succeeded by the New Republic's T-85S, the T-70 is a close match in terms of performance, its major shortcoming being the expense of repairs. Its durability and effectiveness was showcased over Starkiller Base when Red and Blue Squadrons, led by Poe Dameron, destroyed the ultimate weapon of the First Order just as it was about to obliterate the Resistance's base on D'Qar, far away in the Illenium system. Dameron and his squads targeted the thermal oscillator of the Starkiller Base, making numerous bombing runs before Dameron broke through the line of defending First Order TIE fighters and critically damaged the target, leading to the destruction of the entire planet.



Poe Dameron, and the squadron of T-70 X-wings he led, were instrumental in taking down the First Order's superweapon, Starkiller Base.



A secret base on the remote planet D'Qar, in the Outer Rim Territories, served as the rallying point for Resistance X-wing squadrons returning from various missions. Red and Blue Squadrons' attack on Starkiller Base saved a great many lives.

concussion missiles and mag-pulse launchers. As with the classic T-65, the S-foil configuration allows its four Taim & Bak KX12 laser cannons to punch hard, while a smart cooling system married with common charge cells allows for longer bursts.

Eight Krupx MG7-A proton torpedoes are loaded for standard missions, edging the T-70 into the arena of bombing missions previously reserved for craft such as Y-wings and B-wings. When required, and most usually when the ship has landed, a blaster cannon can drop down from a concealed hatch on the bottom of the hull and fire on approaching enemies, giving the T-70 time to evacuate.

Other innovations are dotted across the fighter, which measures 12.48 m (40 ft 11 in). Various models are decked out in a wide palate of colors, making use of sensor-scattering ferrosphere paint, allowing fighters more time to intercept and investigate a situation before being spotted by the enemy. When engaged, a powered-up rear deflector shield generator provides a more efficient protective shield than earlier models, while a fast-calculating hyperdrive system works in parallel with both the navicomputer and the fighter's astromech, giving the T-70 greater range than prior models as well. To accommodate changes in astromech design, a variety of different droids can be seated into the socket behind the pilot, instantly plugging into the ship's systems and allowing the pilot to rest and recuperate between jumps.

Depending on the model, the droid can access the ship via either a bottom-loading grip system, which pulls the droid up and into the droid socket, or via the more familiar top-loading method, which sees the droid lowered in, as on most earlier X-wings.

AGAINST THE ORDER

Improvements in maneuverability have come about thanks to miniaturization techniques that have allowed smaller gyroscopic systems to be housed in the retro-thruster systems. This benefits the pilot greatly by allowing for far tighter and more intricate turns, dips and wheels during dogfights. This is just as well, for the highly-trained pilots of the First Order have also benefited from improvements to their principal starfighters, the TIE series – though it is widely agreed that the T-70 has the edge over the TIE fighters for performance. Though expensive to produce, and to maintain, the T-70's vastly improved systems and increased versatility has made it a truly impressive craft, and a staple of the Resistance fleet.

BEHIND THE SCENES

PAST AND PRESENT

Poe Dameron's T-70 X-wing, landed on Jakku, was one of the opening shots of *The Force Awakens*, and few in the audience missed the new craft's obvious likeness to the much-loved hero fighter of the original trilogy, the Rebel Alliance's T-65. However, similarities were later found with even earlier designs, when – after the T-70 was finalized – development materials drawn up by the renowned *Star Wars* concept artist Ralph McQuarrie for *A New Hope* were found to show an X-wing with a similar S-foil system and split-engine configuration.



By coincidence, Ralph McQuarrie's early concept art of an X-wing, from the development stage of *A New Hope*, shows a close relation to the T-70.

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HOLOGRAPHIC TECHNOLOGY PART 2

Holographic technology was designed to make life easier, whether via instant communication with one's associates or keeping up to date with wider galactic affairs. Starship captains ignore it at their peril.

While holograms in themselves were useful enough, helping to relay messages or display maps or plans to a number of people at once, one of the most popular technologies to be developed was the HoloNet. Established by the Republic, and commandeered by the Galactic Empire, the HoloNet is a vast galaxy-wide network that can be used to broadcast news to the general public, or encrypted communications between military leaders.



Just as the Rebel Alliance had done in the build-up to their attacks on the Empire's Death Stars, Resistance leaders used holographic schematics in preparation for an assault on the First Order's Starkiller Base.

HOLOGRAM PROJECTION POD/HOLONET TRANSCEIVER

At around three meters in diameter, hologram projection pods were circular constructs that beamed large holograms into the air above them. They tended to be used for broadcasting to a large number of individuals at once, as the projected image could be made many meters high. Basic projection pods were used for advertising, while more advanced models could be put to use for information broadcasts in public areas or for theatrical events.

The Empire developed hologram projection pods with HoloNet transceiver technology built in, to allow its commanders to communicate quickly and efficiently. The Emperor himself frequently made use of the technology when conversing with Darth Vader and his other senior commanders, using a setting that broadcast his hooded face, magnified to enormous size, to intimidate his underlings.

Much later, and using far more advanced holoprojectors, developed during the 30 years following the Emperor's death, Supreme Leader Snoke used a similar method to present himself as a giant on an immense throne. The holoprojector used for this was set in a specific audience chamber built solely for the purpose at Starkiller Base.



Supreme Leader Snoke used large-scale holographic transmissions of himself to inspire fear and respect in his subordinates.



The Empire used hologram projection pods with in-built HoloNet transceivers, allowing its commanders to stay up to date with galactic affairs and keep in constant contact with each other.



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THE HOLONET

Faster-than-light communications have long been the cornerstone of galactic civilization. The HoloNet was first commissioned by the Old Republic Senate as a way of bridging the gap between its citizens that thrived on the Core Worlds and those in the more far-flung corners of the galaxy, such as the Outer Rim. The technology behind the HoloNet was built on hundreds of thousands of non-mass transceivers, networked together through hyperspace simutunnels to massive computer sorters and decoders. Together, these enabled the transfer of instantaneous holographic, 2D video and audio calls between any individuals with a HoloNet-enabled device.





As well as public broadcasts, the HoloNet could be used for private one-to-one communications.

Journalist Alton Kastle was a popular HoloNet News reporter, though many saw his broadcasts as thinly veiled Imperial propaganda.

CENSORSHIP AND CONTROL

One of the principal HoloNet services, HoloNet News used the technology to report on galactic events, and was broadcast across the galaxy. However, the service was often censored by the powers that be during times of unrest or outright conflict. During the Clone Wars, for example, many news items were redacted by Republic censors, who were anxious that too much open and free information on the progress of the war might play into the Separatists' hands. Later, after the rise of Palpatine's Empire, the HoloNet as a whole saw heavy regulation, with ever-larger portions of the formerly free-to-all network being shut down entirely, to keep news of the latest Imperial atrocities from reaching the wider galactic population.

However, where the Empire began with censoring or blocking services such as HoloNet News, as its grip on the galaxy tightened, it began using the HoloNet to its own ends, for propaganda. This intensified until, some 15 years into Imperial rule, galactic law required Imperial HoloNet broadcasts to be played in all public spaces, such as bars and cantinas, at all times. Journalists, such as the popular Alton Kastle, had their work overseen by the Imperial Ministry of Information, who ensured that any items broadcast over the Holonet were consistent with Palpatine's vision. However, while some found Kastle's transmissions comforting, many saw them for what they were – little more than another tool with which the authorities imposed Imperial order.

THE HOLONET AND REBELLION

Despite being partially shut down by the Empire, and with what was left 'live' being closely regulated, the HoloNet nevertheless became a vital source of information for those standing against the Empire, who used it to convey anti-Imperial messages and broadcasts to like-minded parties. However, such action was taken at enormous risk, and carried the strictest penalties, with many involved in such broadcast being 'disappeared' when the authorities' patience ran out – as happened on Lothal to the parents of the young rebel Ezra Bridger.

The same rebel cell of which Ezra was a member used the HoloNet to keep abreast of galactic events, and to keep in contact with the burgeoning Rebellion. However, the Empire was, on one occasion at least, one step ahead. Hera, and her rebel crew, had long been inspired by the broadcasts of Senator Gall Trayvis, who openly opposed the Empire, and lived his life on the run from the authorities as a consequence. In his many underground HoloNet broadcasts, Trayvis reported on the tyranny of Palpatine's administration and urged the population to rise up – a call to arms for the Lothal rebels. However, it soon became apparent that Trayvis was an Imperial double agent, and the Empire was well aware of his 'dissent', using the broadcasts to lure rebels or sympathizers into revealing themselves so that they could be dealt with by the Emperor. In the case of the Lothal rebels, this was unsuccessful, but served as a reminder of the power of their enemies.



Gall Trayvis was supposedly a rebel Senator who devoted his life to exposing the tyranny of the Empire in underground HoloNet broadcasts. However, in reality he was an Imperial double agent, tasked with drawing rebel cells out into the open.

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CHEDAK FREQUENCY AGILE SUBSPACE TRANSCEIVER

HoloNet communications were enabled aboard the *Millennium Falcon* by a Chedak Frequency Agile subspace transceiver. This cockpit-mounted device automatically monitors subspace transmissions for hailing messages and distress signals within 40 light years of the starship. Such a great range is achieved through the connected ship-mounted subspace antenna, which includes 12km of tightly wound ultra-thin superconducting wire. Han Solo hardwired a Carbanti Whistler encryption module into the *Falcon*'s communications systems, but seldom used it. The *Falcon* also had a standard subspace radio with a range of just a few light years.

A good captain needs to stay in the loop, and Han Solo fitted his ship out with a top-of-the range subspace transceiver to achieve this.



As well as a Chedak Frequency Agile subspace transceiver, the *Falcon* also had a more standard subspace radio fitted.

BEHIND THE SCENES

RECREATING HISTORY

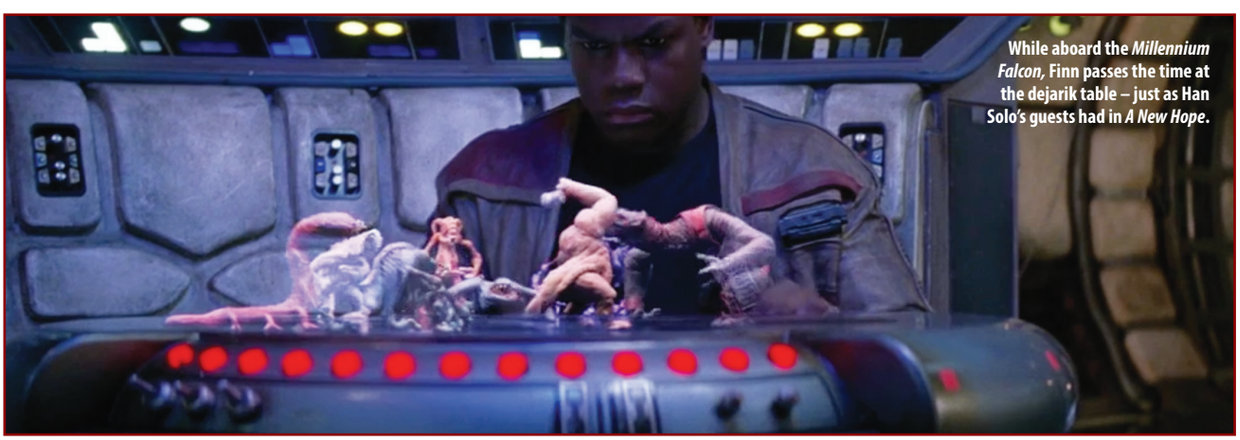


The original dejarik figures, some of which had been given to George Lucas as a gift, were scanned and remoulded for the scene in *The Force Awakens* in which Finn plays the hologame on the *Falcon*.

The Force Awakens included a recreation of the classic dejarik holochess game aboard the *Millennium Falcon* as seen in the original trilogy. Head of Lucasfilm, Kathleen Kennedy, herself contacted Phil Tippett who, along with Jon Berg, had created and animated the foam rubber stop-motion figures for the first *Star Wars* film. That sequence was created in the mad rush of the final weeks of filming on *A New Hope*, and the figures were never meant to last.

Thirty-eight years later, the just-about-surviving figures – which had been attached to a board and presented to George Lucas as a gift – were scanned at a very high resolution before being reconstructed and digitally patched up. The results were 3D printed, and molds made to produce new versions of the aged critters, this time out of silicone.

Tippett handed over the stop-motion animation to teammates Tom Gibbons and Chuck Duke, who used traditional techniques to animate the chess pieces at 24 frames per second. The end result, while time consuming even with modern computers taking the pictures, was a fitting nod to the skills – and the history – used in bringing the galaxy to life over the past 40 years.



While aboard the *Millennium Falcon*, Finn passes the time at the dejarik table – just as Han Solo's guests had in *A New Hope*.

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YOUR NEXT PARTS

This issue's parts include the first side panels and frames for the port mandible. These will be used to join the upper and lower panels, but first, you need to add some plant-on details to the plating.

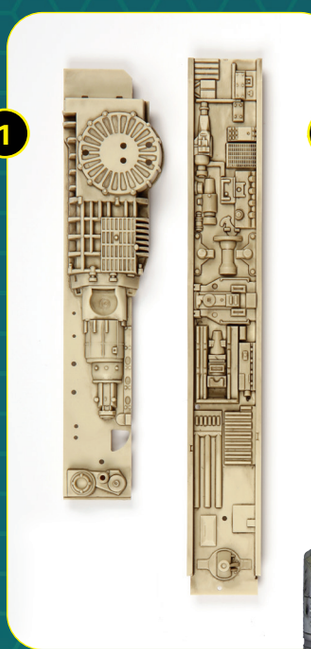
The upper and lower panels of the port mandible are assembled in much the same way as the starboard one, which you put together in Stage 78. As before, all the outer surfaces of the mandible are richly detailed with plant-ons, starting with the pipework supplied here.

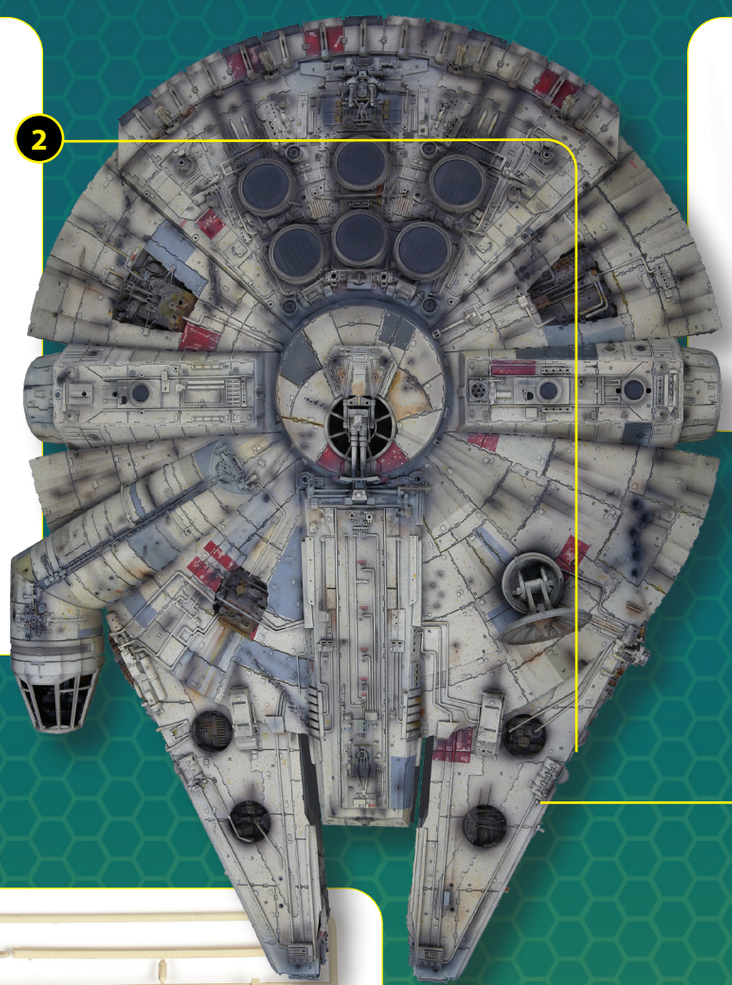
COMPONENTS CHECKLIST

1. Side panel SP-24 (mandible)
2. Side panel SP-23 (mandible)
3. Side frame SF-08 (mandible) x 2
4. Side frame SF-09 (mandible)
5. Plant-on details (5 on sprue)

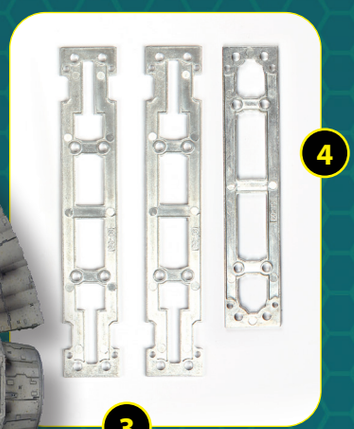
WHERE THE PARTS FIT

HULL PANELS

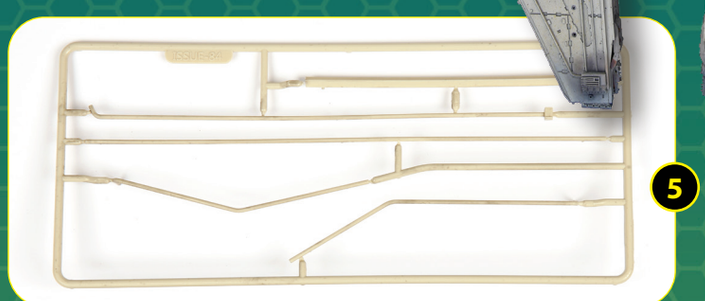




SIDE FRAMES



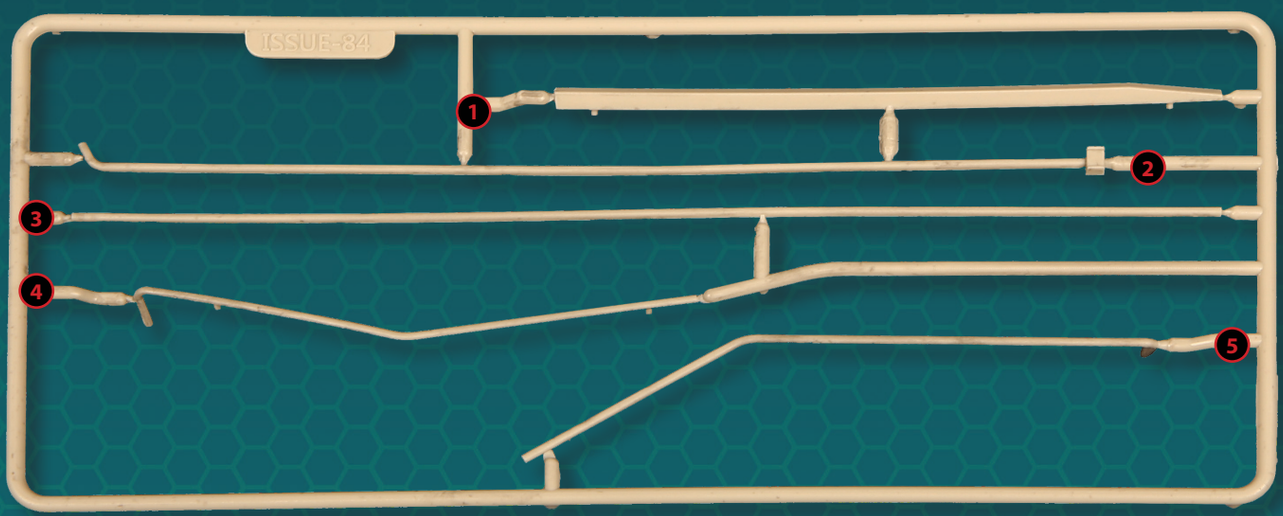
PLANT-ON DETAILS



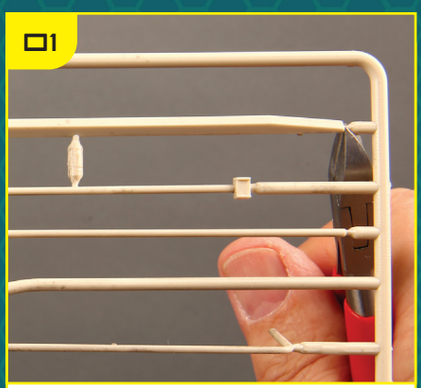
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ADDING PLANT-ON DETAILS

All five of the plant-on pipes on the upper side of the mandible are supplied on the sprue that comes with this issue.

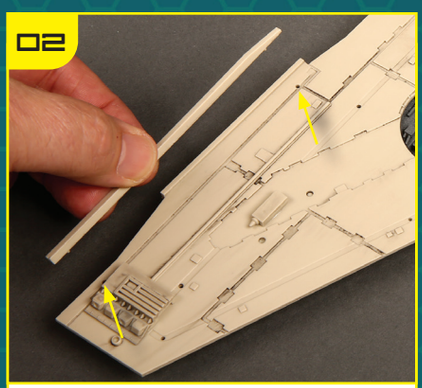


01



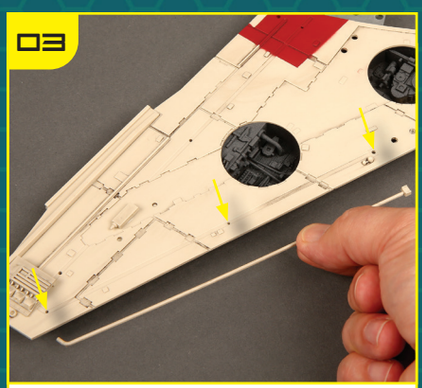
Carefully remove each plant-on detail from the sprue as you need it.

02

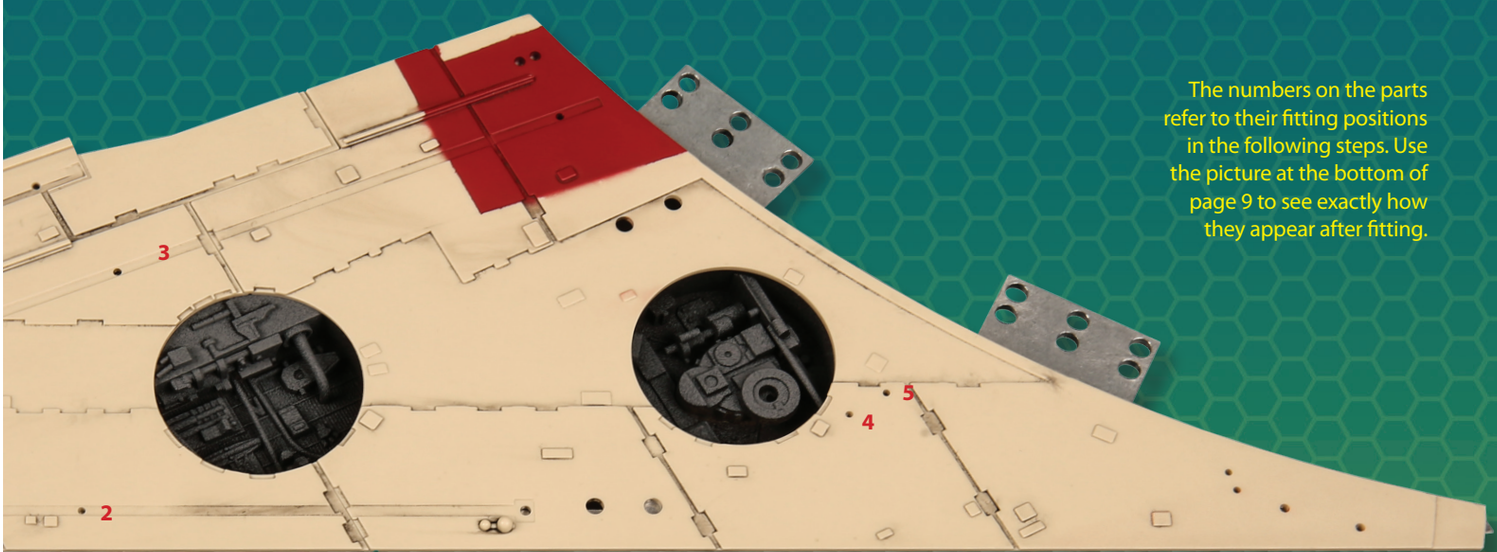


Glue the two pins on (1) into the arrowed holes in the lower mandible.

03



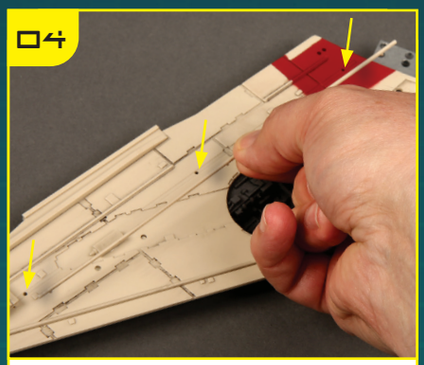
Glue the three pins on (2) into the arrowed holes in the panel.



The numbers on the parts refer to their fitting positions in the following steps. Use the picture at the bottom of page 9 to see exactly how they appear after fitting.

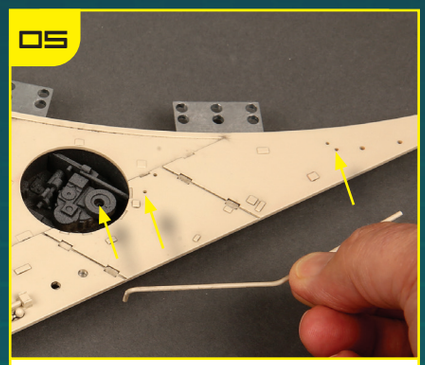
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04



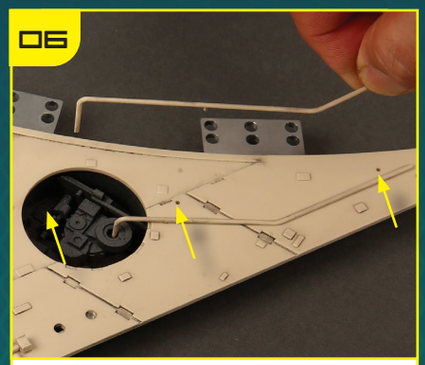
Glue the three pins on (3) into the arrowed holes in the panel.

05



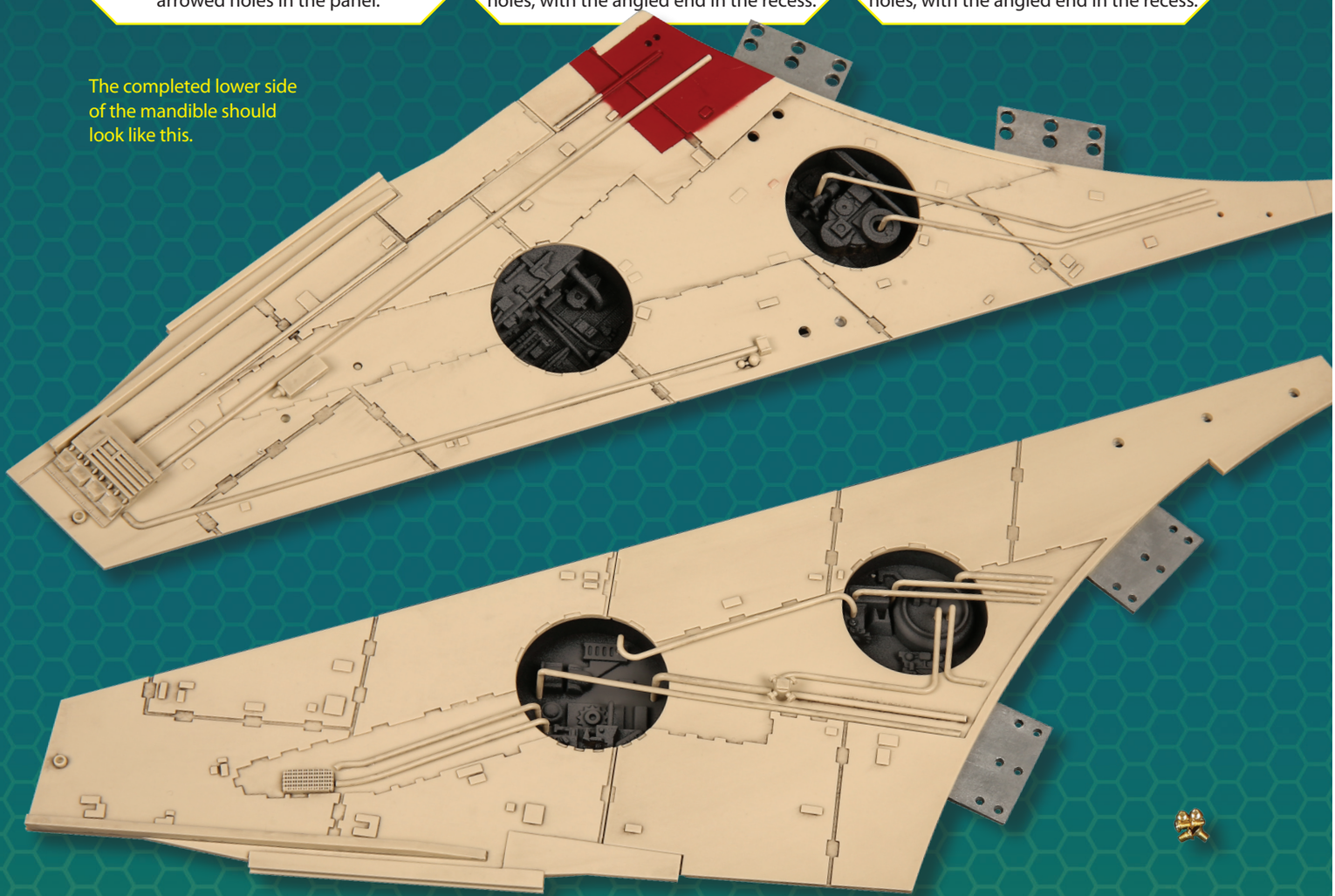
Glue the two pins on (4) into the arrowed holes, with the angled end in the recess.

06



Glue the two pins on (5) into the arrowed holes, with the angled end in the recess.

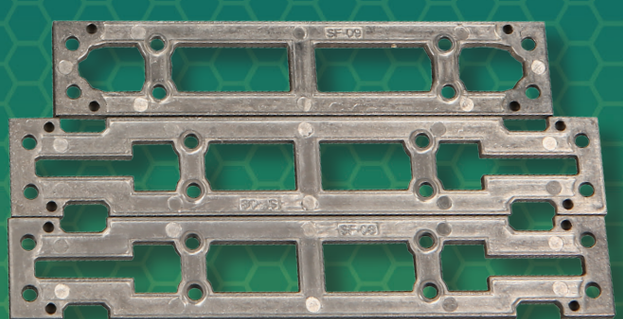
The completed lower side of the mandible should look like this.



ADDING THE SIDE FRAMES

Start by fitting the three side frames you have received this time to the long outer face of the lower mandible. You will continue the assembly in the next stage.

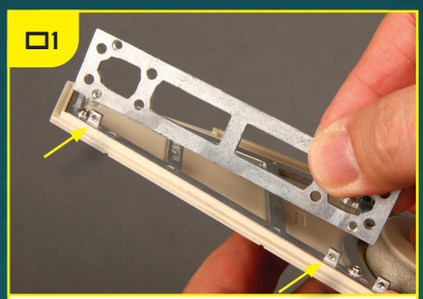
In addition to the mandible panel and the three frame sections, you need six countersunk screws to join the parts.



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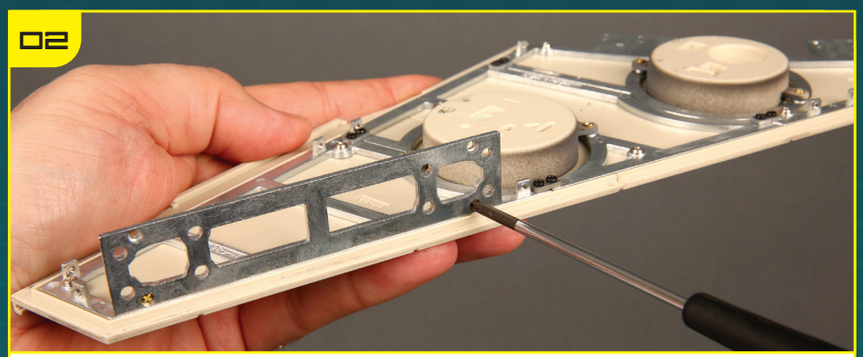
STAGE 84 ASSEMBLY

01



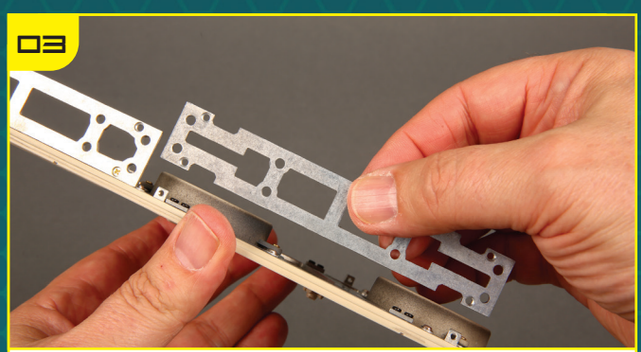
Take the SF-09 frame and align the two countersunk holes in one side with the lugs on the tip of the lower mandible.

02



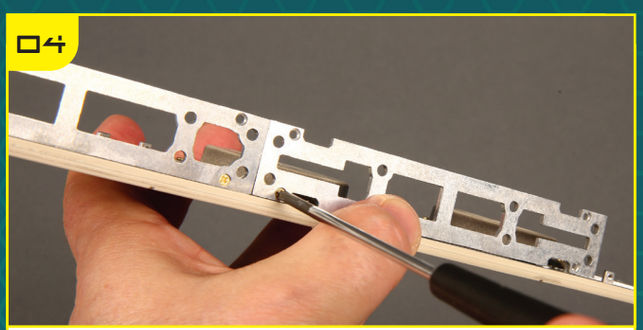
Secure the SF-09 by driving two screws into the lugs indicated in Step 1.

03



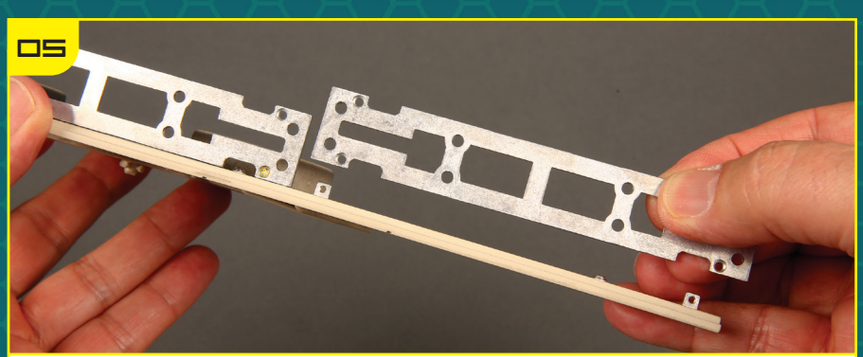
Take an SF-08 frame and align it next to the frame you just fitted.

04



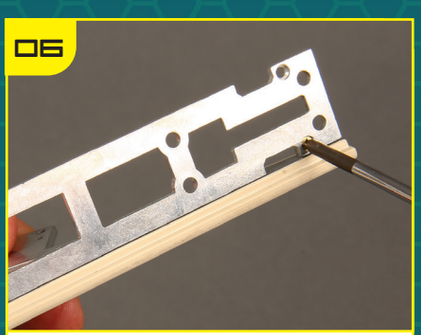
Secure the SF-08 by driving two screws into the lugs in the lower mandible.

05



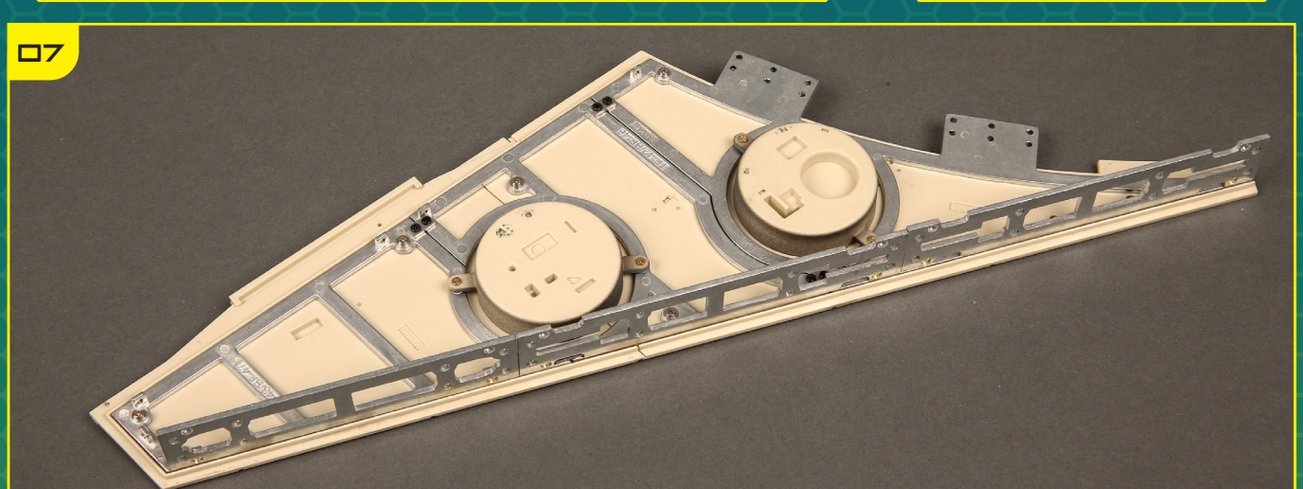
Align the second of the SF-08 frames next to the one you just fitted.

06



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

07



After fitting the frames, the completed lower side of the mandible should look like this.

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