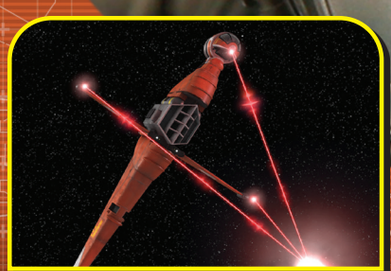
STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY



BLADE WING STARFIGHTER

FANHOME

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PROTOTYPE B6 B-WING

BLADE WING STARFIGHTER

The 'Blade Wing' starfighter made a name for itself when it single-handedly broke an Imperial blockade in the early stages of the Galactic Civil War, leading it to become the basis of the design for the Alliance's A/SF-01 B-wing.



The Blade Wing was a one-of-a-kind prototype, a unique starfighter created by the reclusive Mon Calamari engineer and shipwright Quarrie. The Mon Calamari resided on the planet Shantipole, in a small landing field consisting of a secret starfighter laboratory, a control tower and his home, which he shared with the astromech BG-81.

Quarrie's Prototype B6 – nicknamed the Blade Wing – was painted in a red-orange color with yellow markings, with gray engines and weaponry. Many of its design features were clear antecedents to the later Alliance B-wing

Built by reclusive genius Quarrie on the planet Shantipole, the Prototype B6 or Blade Wing would later form the basis of Project Shantipole – set up by Alliance founder Bail Organa to manufacture a number of B-wings for the Rebel Alliance.

PROTOTYPE B6 BLADE WING TECHNICAL SPECIFICATIONS

NAME	Prototype B6 'Blade Wing'
CLASS	Starfighter
MANUFACTURER	Quarrie and BG-81
CREW	1 x pilot and 1 x gunner (optional)
HYPERDRIVE	Equipped
ARMAMENT	3 x Armek SW-5 ion cannons, 2 x Gyrhil SQD-1NK high intensity blasters, Rhed SNAPR proton torpedoes, composite beam system
AFFILIATION	Quarrie, Phoenix Squadron

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STARSHIP FACT FILE

COMPOSITE BEAM SYSTEM

As the pilots of its Alliance successor would find, the Blade Wing was a heavy-hitting starfighter, being armed with three Armek SW-5 ion cannons and two Gyrhil SQD-1NK high intensity blasters, as well as Rhed SNAPR proton torpedoes. What later Alliance fliers would not benefit from, though, was the prototype's immensely powerful composite beam system – which joined the beams of four lasers into one broad laser burst that, when fired accurately, could devastate even very large enemy craft.



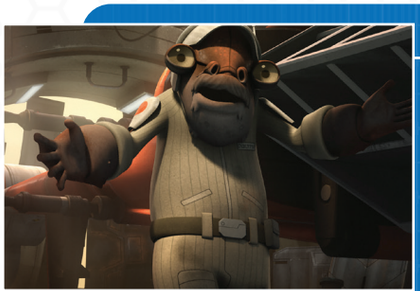
Hera Syndulla had the honor of being the first rebel pilot to fly a B-wing, when she took Quarrie's Prototype B6 for a test flight in the skies of Shantipole.

starfighter that would be built on its image, most strikingly the S-foil wing configuration and the gyroscopic cockpit for which the Alliance craft would become renowned.

Perhaps the most impressive feature of Quarrie's Blade Wing was its composite beam system, a technology that combined the beams of four ion cannons into one focused laser blast. While creating enough power to deliver significant damage to even a capital ship, the system put a severe drain on the rest of the ship's systems.

The prototype also included a ball turret. Set at the end of its primary arm, this effectively made the B6 a two-seater, giving the pilot the option of bringing a specialized gunner along with them for more 'active' missions, or just operating the craft's weaponry alone from the cockpit.

The engineering and shipbuilding genius Quarrie was no fan of the Empire, so he was happy to donate his most recent creation, a prototype Blade Wing, to the Rebellion.



QUARRIE AND BG-81

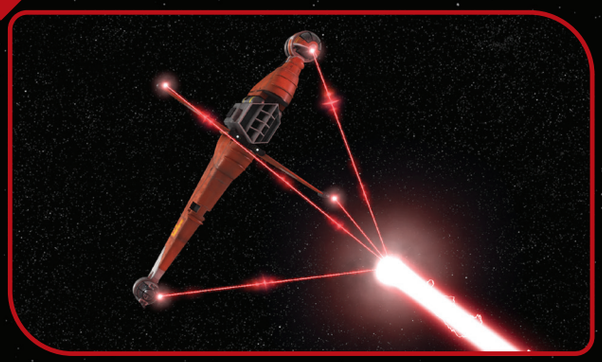
Quarrie and his astromech BG-81 lived like hermits on Shantipole, receiving very few visitors (with those who did visit usually crashing before reaching Quarrie's landing field). The old engineer knew that a pilot who could fly on Shantipole could fly anywhere, so after watching her test flight, agreed to help Hera's cause, donating his Prototype B6 Blade Wing to the Rebellion so it could fly its first ever action against the Empire.

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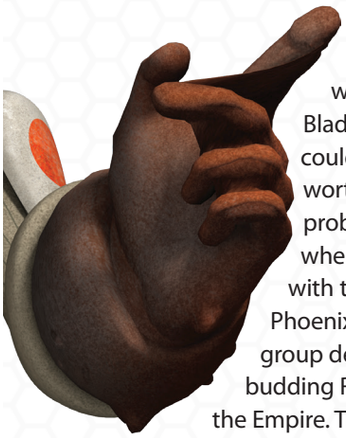
IBAARIAN BLOCKADE

PROJECT SHANTIPOLE IS BORN

When the prototype Blade Wing arrived at Ibaar to assist Phoenix Squadron's attempts to break the Empire's blockade of the planet, it was dismissed by the commander of the blockading fleet, Agent Kallus. This proved to be a grave error, though, when the new, unidentified craft led the approach toward the blockade and used its composite laser to tear apart one of the *Artiquens*-class light cruisers in the heart of the blockade. The rebels were able to use this gap in the Imperial line to deliver much-needed supplies to their allies on the world below, and the Blade Wing's 'test flight' was heralded a great success. Following this, Alliance founder Bail Organa reached an agreement with Slayn & Korpil to secretly manufacture starfighters based on the Prototype B6. 'Project Shantipole' would continue, under Quarrie's supervision, and would eventually lead to the production of the Rebel Alliance's powerful A/SF-01 B-wing starfighter.



The first outing of the Prototype B6 against the Empire proved a huge success, with Alliance founder Bail Organa arranging a secret deal with Slayn & Korpil to produce more of the distinctive new craft.



REBEL CONTACT

The only problem with Quarrie's early Blade Wing was that he couldn't find a pilot worthy to fly it. This problem was solved when he crossed paths with the rebel cell Phoenix Squadron, a group dedicated to the budding Rebellion against the Empire. The cell had been stalled by an unbreakable Imperial blockade near the planet Ibaar, which had prevented it from supplying its allies holed up on the planet. Captain Rex, a former Republic clone, suggested travelling to Shantipole, where he knew that an engineer with no love for the Empire was working on a heavy starfighter designed to bust blockades. So it was that Hera Syndulla, pilot of the *Ghost* and lead member of the Lothal rebels who had recently joined forces with Phoenix Squadron, made the journey to meet with Quarrie and become the first rebel ever to fly a B-wing.

ACTION STATIONS

Hera took the Blade Wing out for a successful test flight, soaring high in Shantipole's sky, testing its impressive maneuverability by darting between flying dactillions. The ship was every bit as fast, agile and heavy-hitting as Quarrie had promised. After a few last adjustments to the weapons systems, the Prototype B6 headed out to Ibaar to take center stage in its first battle against the Galactic Empire.



Quarrie led the rebels into his shipbuilding yard, where he showed them his Prototype B6, before inviting Hera Syndulla to take it for a test flight. Impressed by her piloting skills, he donated his 'Blade Wing' to the Rebellion there and then.

BEHIND THE SCENES

SHANTIPOLE

Unofficially nicknamed the Bill-Wing fighter during filming of *Return of the Jedi*, after one of its designers Bill George, no in-universe explanation for the naming of the Rebel Alliance's B-wings had been given until the story arc surrounding Quarrie's B6 Prototype 'Blade Wing' in the second season of *Star Wars Rebels*. That story stayed close to a much earlier Legends source, West End Games' 1988 adventure *Strike Force: Shantipole*, which saw the B-wing's development spearheaded by Commander Ackbar at Shantipole, a Verpine research station on an asteroid in the Roche system. The name of the location, the project and the connection to the Mon Calamari species were all kept in *Rebels* – with the Mon Calamari in question, Quarrie, being named after the renowned conceptual designer Ralph McQuarrie. Bill George got his recognition in the designation of Quarrie's astromech, BG-81.



Ralph McQuarrie dressed as a rebel for filming of *The Empire Strikes Back*, In which he was an extra.

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MINING THE GALAXY PART 1

From the very beginning of civilization in the galaxy, the extraction of natural resources has been key to survival and progress. Mining, whether from scratches in the ground or the large-scale exploitation of entire planets, has cemented itself as one of the principal industries galaxy wide.

A ship's captain looking to make some credits might well look to the mining industry in some form or other – be it transporting workers, machinery or mined resources – and an understanding of the industry is key to securing the best jobs around.

What many 'greener' spacers might be surprised to learn when setting out to turn a profit from mining is the number of organic beings still directly involved in the industry. For while automation certainly helps speed up operations, droid maintenance and repair costs can end up being higher than the meager wages paid to the galaxy's more desperate organic beings. In some cases, employer costs are even reduced to zero, as slavery and bonded labor are a long-standing problem in the mining world. In others, though, it is a species or community's stubborn insistence on tradition that results in generation after generation taking to the mines for work.

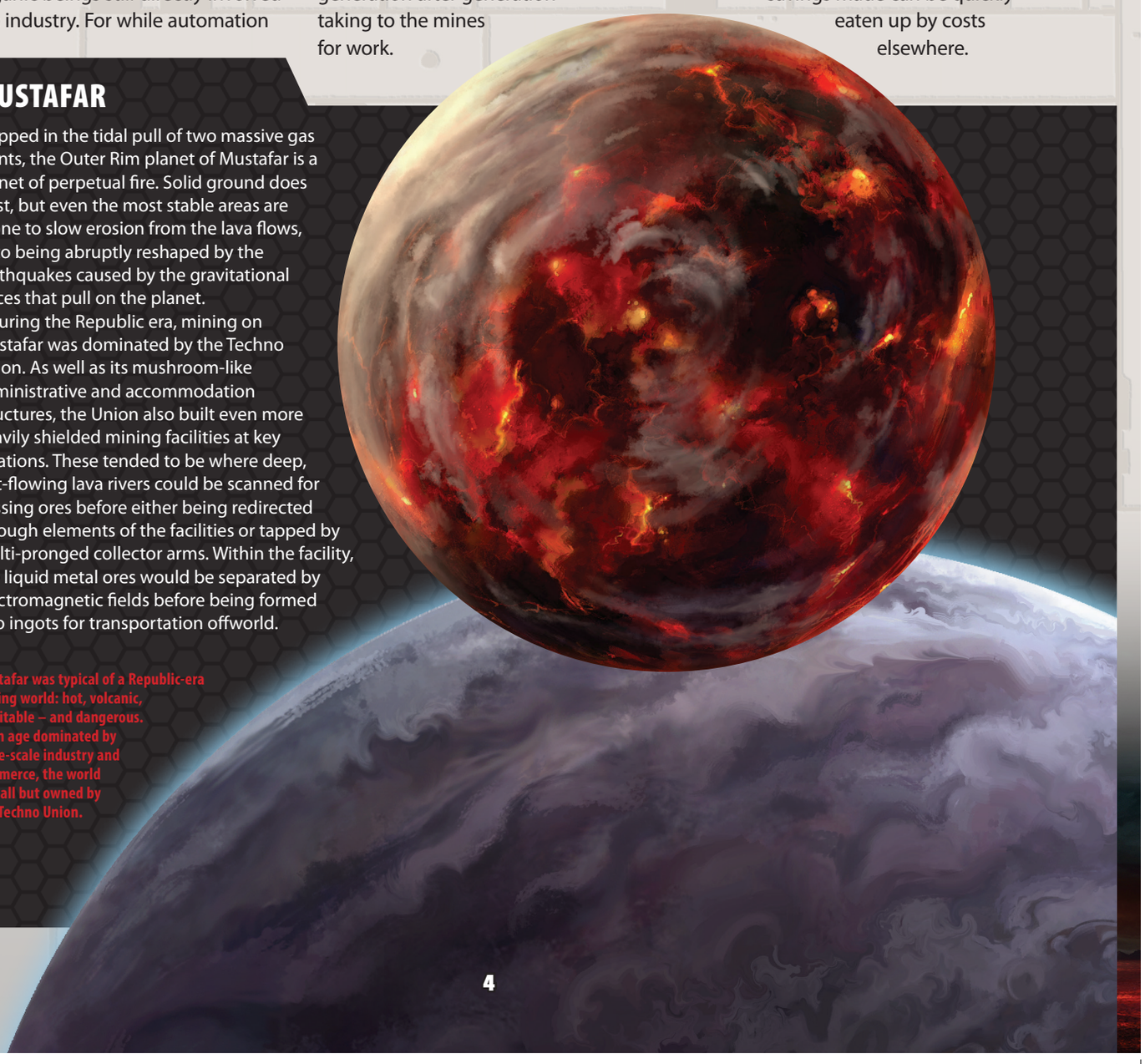
FEELING THE HEAT

The extraction of valuable ores from a planet's rock, and the separation and refinement of those ores, is often a slow and involved process. Mining volcanic worlds is a good way to speed up or completely skip certain processes – miners using the furnaces nature provides – and as such, volcanic worlds are commonly the site of the largest mining operations. However, any savings made can be quickly eaten up by costs elsewhere.

MUSTAFAR

Trapped in the tidal pull of two massive gas giants, the Outer Rim planet of Mustafar is a planet of perpetual fire. Solid ground does exist, but even the most stable areas are prone to slow erosion from the lava flows, or to being abruptly reshaped by the earthquakes caused by the gravitational forces that pull on the planet.

During the Republic era, mining on Mustafar was dominated by the Techno Union. As well as its mushroom-like administrative and accommodation structures, the Union also built even more heavily shielded mining facilities at key locations. These tended to be where deep, fast-flowing lava rivers could be scanned for passing ores before either being redirected through elements of the facilities or tapped by multi-pronged collector arms. Within the facility, the liquid metal ores would be separated by electromagnetic fields before being formed into ingots for transportation offworld.



Mustafar was typical of a Republic-era mining world: hot, volcanic, profitable – and dangerous. In an age dominated by large-scale industry and commerce, the world was all but owned by the Techno Union.

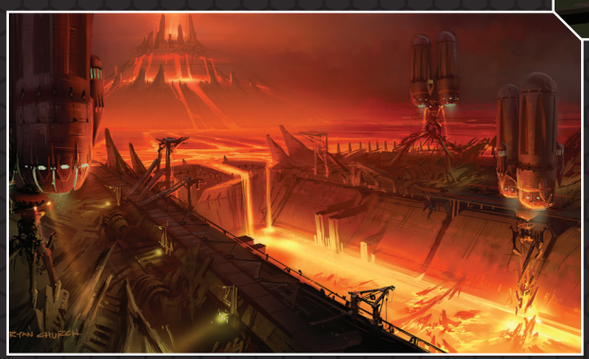
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MUSTAFAR: A MINER'S LIFE

The smart spacer knows that Mustafar manufactures most of the mining technologies it needs itself – but the one thing of which there is always a shortage is water. This is because while many who work the mines are locals, hardened to their environment, a large number are offworlders, who need water to survive the otherwise unbearably hot conditions. Besides, without water, Mustafar's miners would not be able to brew the hooch that was a popular – if dangerous – tipple among the locals of the more rough-and-ready settlements.



While few working in the mining operations had the time or inclination to admire their surroundings, there was a rugged, deadly beauty to volcanic worlds like Mustafar.



Smugglers and independents typically don't get much of a look-in with Mustafar's mining companies, most of whom run a closed shop and use their own shipping companies. However, particularly in the Imperial era, miners saw their bosses' control diminish to a degree, as crime syndicates such as Black Sun exerted increasing influence over the industry. At their height, such groups effectively ran many of the smaller towns – though while they may have enjoyed seeing their employers taken down a peg, this did not always make life any easier for the miners.

Though lava mining facilities were built, as far as possible, to withstand the incredible heat of the molten rock, the inevitable wear and tear could cause fatal collapses.



The first hint of a failure of a facility's shields would cause an immediate – often desperate – evacuation order to be given. No mining operation would last long once its protection against the burning lava was gone.

MUSTAFAR: PLANT SHIELDING

The unique evolutionary development of the Mustafarian lava flea saw it extract minerals and metals from the crust of the planet and deposit underneath its skin to be reformed as lava-resistant plates of chitin. The Mustafarians harvested these plates and fashioned them into wearable armor, specially crafted to their own physiognomy, to protect themselves against the heat of the lava. Modern mining facilities, however, are built to employ offworlders, so they have to rely more heavily on plant shields. If these fail, even the toughest modern alloys or protective gear will last mere minutes against the impossible heat of the lava flows.

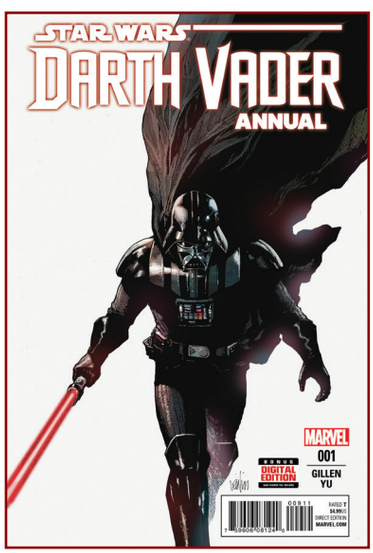
This is something ship's captains have to keep in mind. Smaller outposts, which are more commonly manned by natives, rarely have extensive shielding, and a sudden volcanic eruption can wreak deadly havoc in the town. It then follows that any starship landed in that town will likely not be taking off any time soon after. Worse still, any survivors would likely be stranded, with little option but to work the dangerous lava flows to earn enough credits to get off the planet.

BEHIND THE SCENES

VADER

Between 2015 and 2016, the lava-mining planet of Shu-Torun appeared in the Marvel's *Star Wars* comics series *Darth Vader*. It was first revealed in the *Darth Vader Annual*, before the tale of Vader taking on the rebellious ore-dukes was picked up again in 2016. The arc was written by British journalist and author Kieron Gillen.

Darth Vader was his usual unsubtle self in his dealings with the people of Shu-Torun, making for a grimly entertaining story.



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SHU-TORUN: DEALS BY DANCING

From space, the Mid Rim world of Shu-Torun doesn't look much different from Mustafar. Closer in, spacers will see that there is more solid ground on the world, bringing with it a greater degree of seismic stability, though between the stable land the planet is dominated by lava flows, which, like Mustafar, attracted the mining industry to the world in the Republic era.



The delving citadels were a mixture of antique and ultra-modern components, and had served the Shu-Toruns for centuries. Darth Vader, however, was not one to respect tradition.

The planet was settled by human explorers relatively early on in the days of the Galactic Republic. Rich in mineral wealth, it had made the families of those first hardy settlers insanely wealthy, and over the following centuries, protected from the occasionally deadly vagaries of galactic politics by its importance as an independent resource world, developed an oddly stagnant, feudal culture. Any spacers hoping to do business with the people of Shu-Torun might like to read up on their customs – and practice their dance moves...

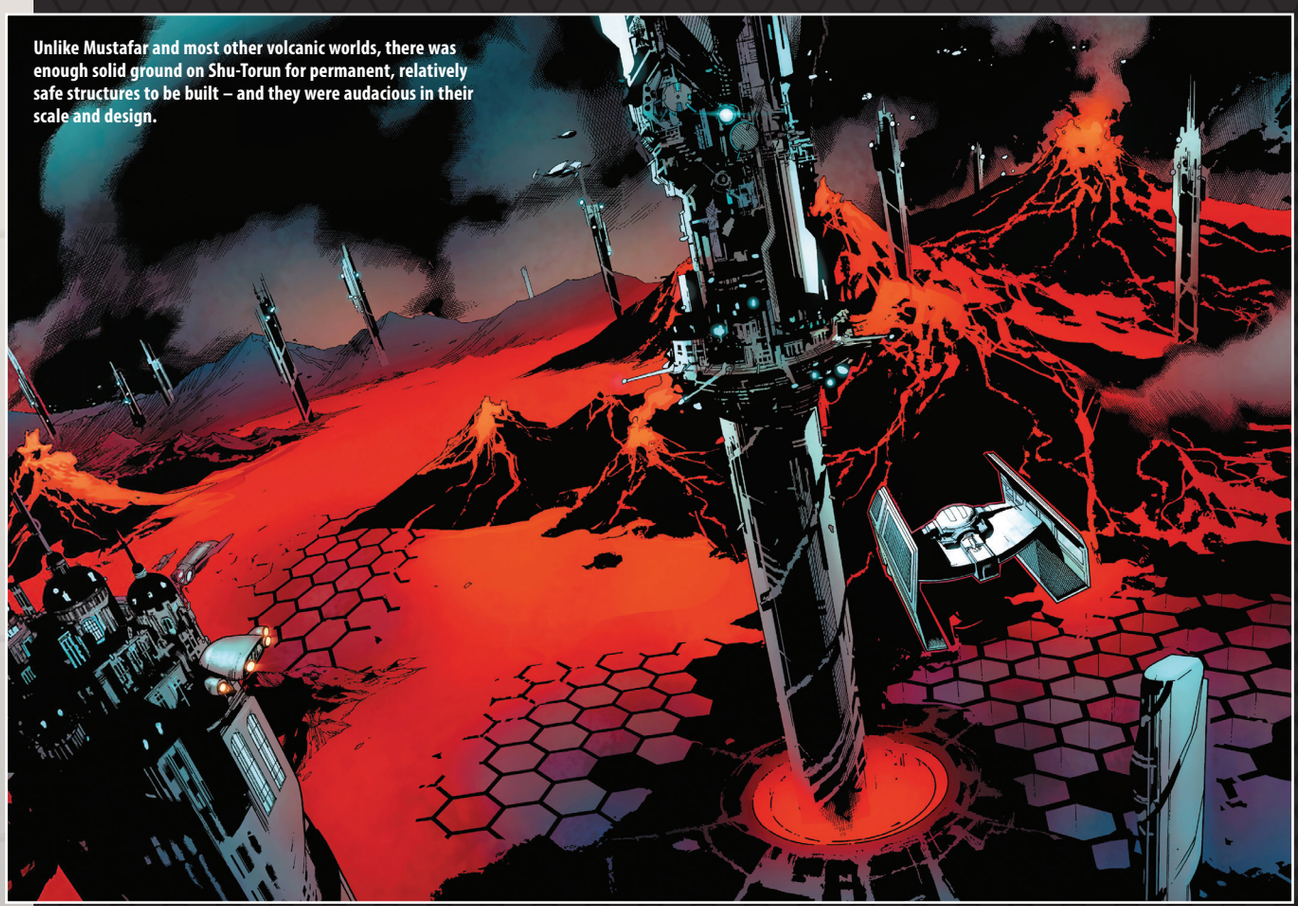
This is because Shu-Torun society revolves around its monarchy and a number of elite families, and courtly culture dominates. Oddly, dancing is prized as the ultimate skill, and is compulsory at courtly gatherings. The dances are intricate to the point of requiring intense study. To further complicate matters, they're layered with additional social and political convention.

SHU-TORUN: ORE-DUKES

Each ruling family, led by an 'ore-duke' or duchess, owns and operates one or more vast, often ancient, mining vehicles referred to as 'delving citadels'. Unshielded, but fitted with the latest geological scanning technology available, the machines – resembling an odd mix of battlecruiser, mine shaft and cathedral – are the foundation of each elite family's wealth.

Trade on Shu-Torun is handled almost exclusively by the nobility, with the majority of ore flowing as tribute through to the royal family and out into the galaxy. During the Imperial era, Shu-Torun was heavily taxed, with the Empire swallowing up almost all of its output. Even then, though, it was – and in many ways, still is – possible for the smart captain to make a living.

Rivalry between the ore-dukes is intense, with each one seeking an advantage over the others, and over the royal family. Although this is usually a simple financial advantage, all the ruling families have secret deals to ship out processed ore in return for funds, technology or weapons. Cultivating contacts can be laborious, to say the least and, to avoid having to learn the dancing, are probably best done through a representative offworld.



Unlike Mustafar and most other volcanic worlds, there was enough solid ground on Shu-Torun for permanent, relatively safe structures to be built – and they were audacious in their scale and design.

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YOUR NEXT PARTS

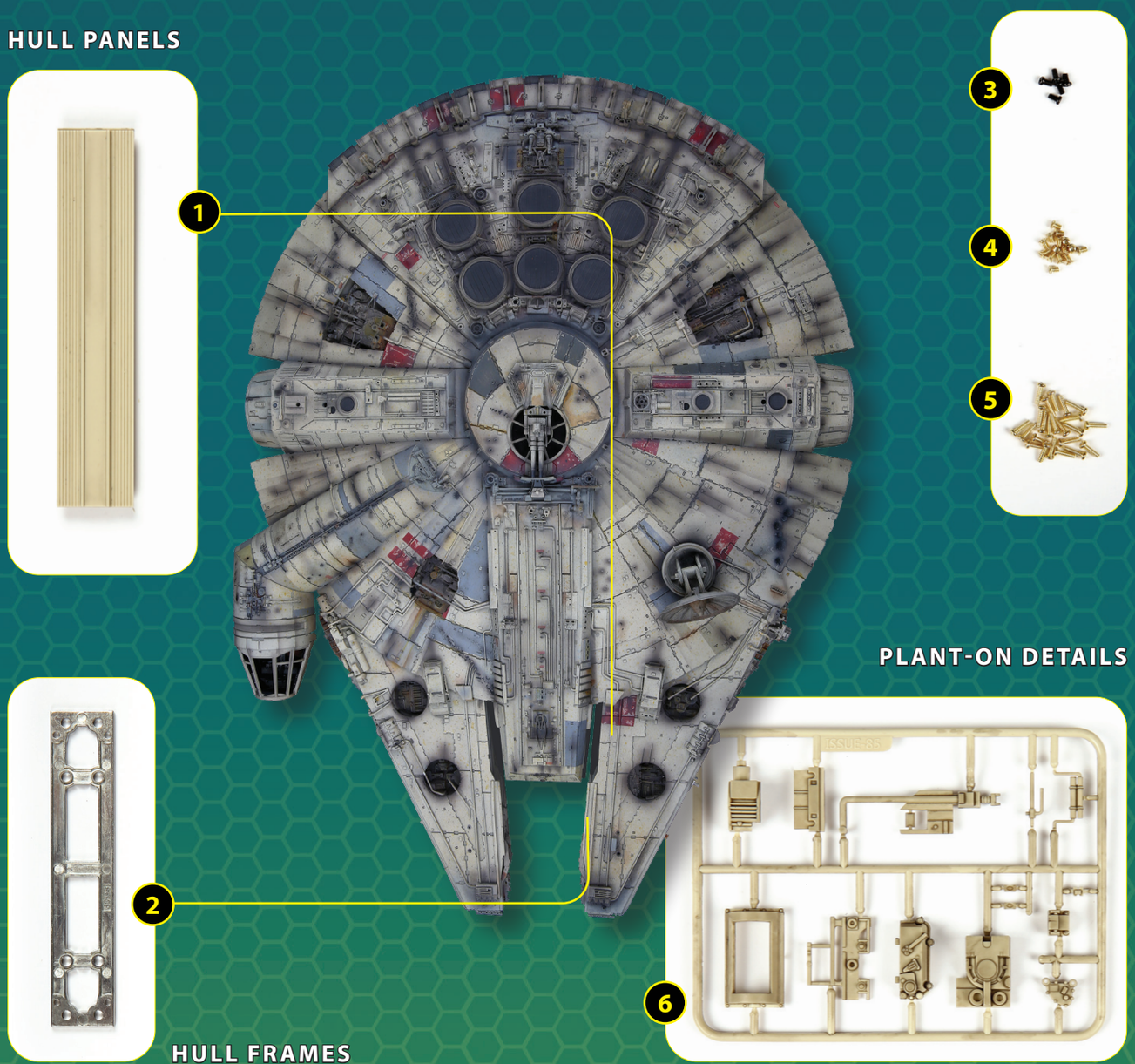
This issue's parts include another inner side panel and frame for the port mandible, which you will continue to assemble this time. There are also a number of plant-on details to add to the outer sides.

You began assembling the side frames of the port mandible in Stage 84 and will continue this process as shown opposite. Then you can move on to preparing the outer side panels, which will be fitted in the next stage.

COMPONENTS CHECKLIST

1. Side panel SP-20 (mandible)
2. Side frame SF-09 (mandible)
3. Fixing screws x 5 (including spare)
4. Fixing screws x 15 (including spare)
5. Fixing screws x 21 (including spare)
6. Plant-on details (14 on sprue)

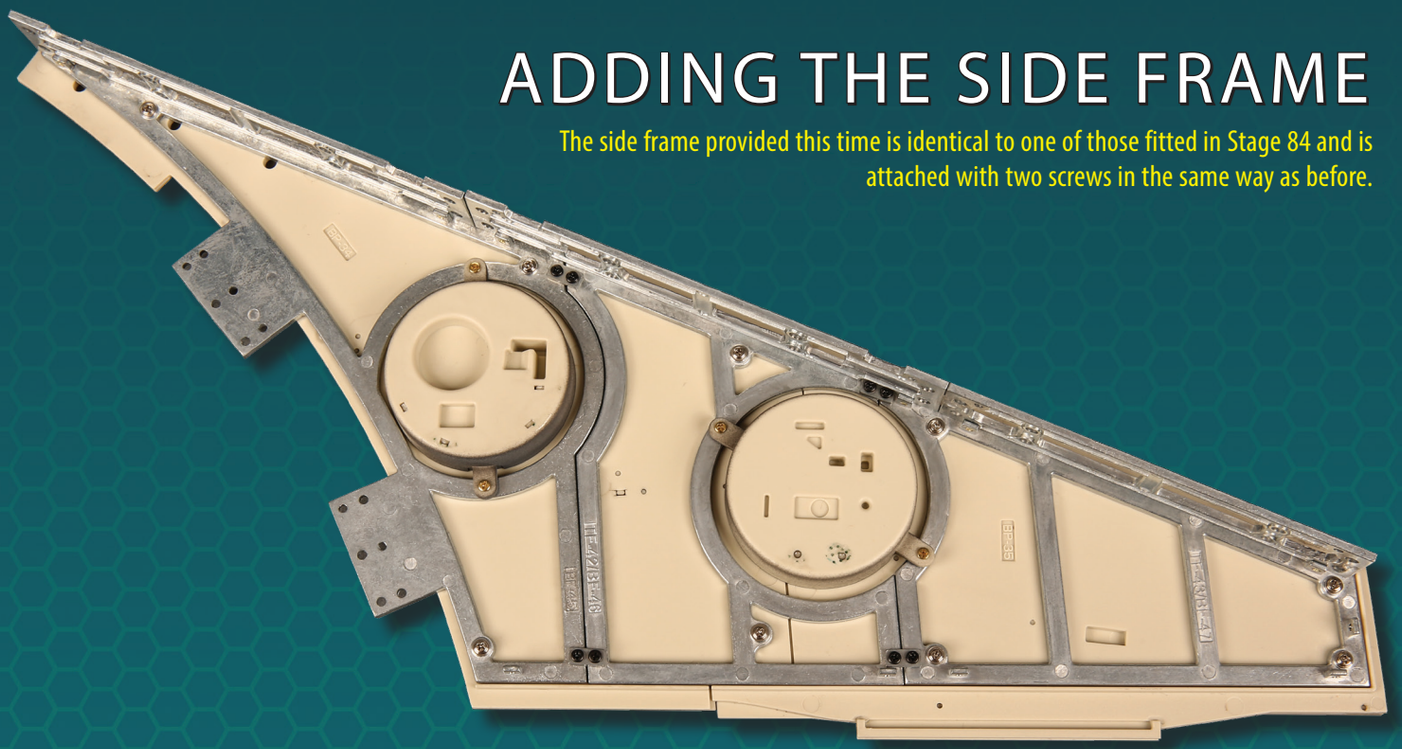
WHERE THE PARTS FIT



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ADDING THE SIDE FRAME

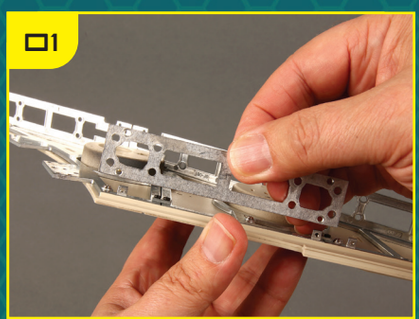
The side frame provided this time is identical to one of those fitted in Stage 84 and is attached with two screws in the same way as before.





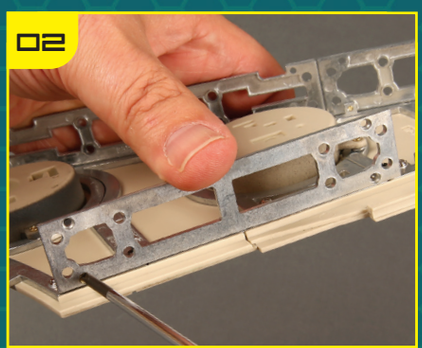


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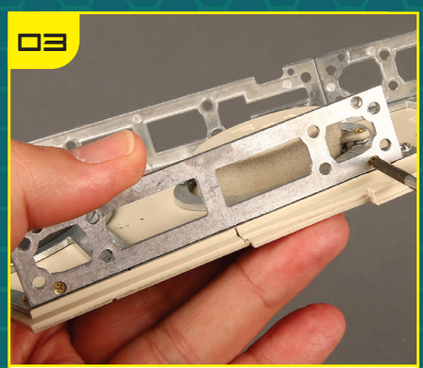
Take the SF-09 frame and align it with the corner of the lower mandible, with the countersunk recesses facing out.

02



Secure the SF-09 by driving a screw into the lug nearest the corner.

03



Add another screw to secure the SF-09.



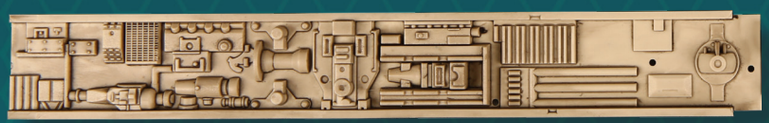
This show what the lower mandible should look like at this stage.

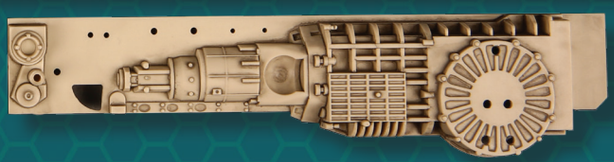
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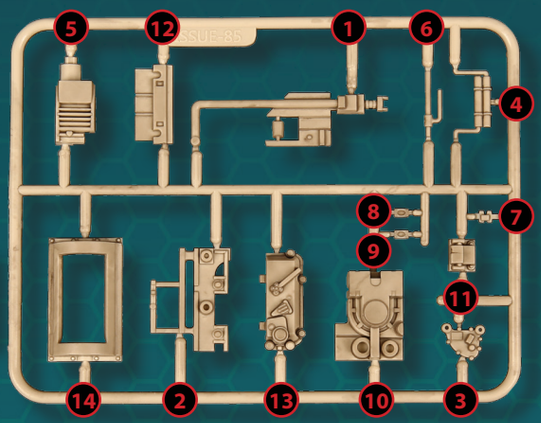
DETAILING THE SIDE PANELS

The port mandible has two outer side panels, SP-23 and SP-24, which were supplied with Issue 84. In this stage, you add the plant-on details from the sprue supplied with this issue.

There are 14 details on the sprue, two for the longer side panel (SP-23) and 11 for SP-24. That leaves one part, which will not be fitted until Stage 86, so make sure you keep it safely until then.

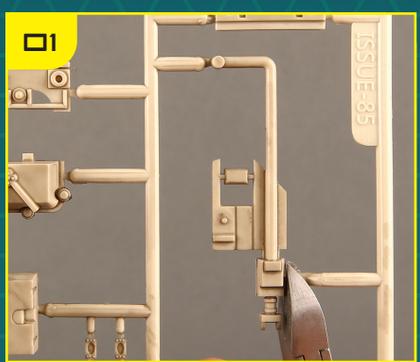






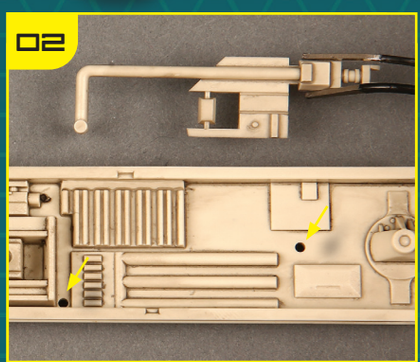
The numbers in red indicate the order in which the details are fitted in the steps below.

01



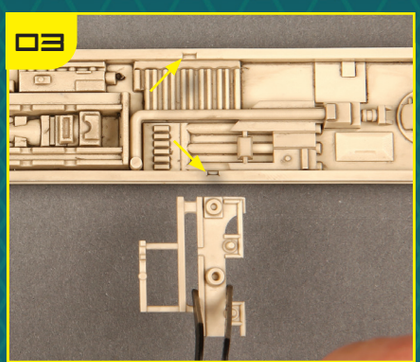
Carefully remove each plant-on detail from the sprue as you need it.

02



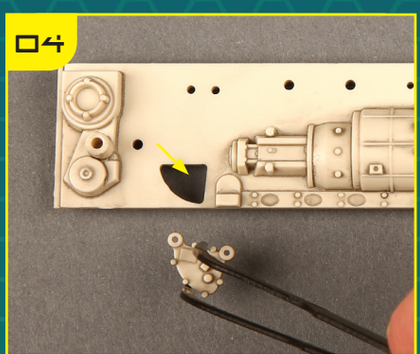
Glue the two pins on (1) into the arrowed holes in the longer side panel.

03



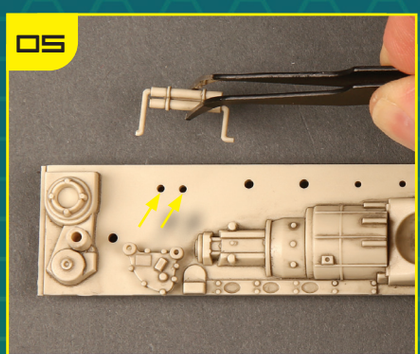
Glue the two lugs on (2) into the arrowed notches in the side panel.

04



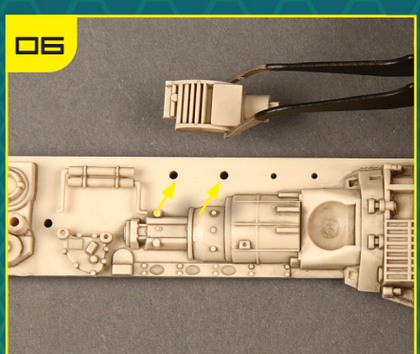
Glue the lug on (3) into the quadrant-shaped hole in the shorter side panel.

05

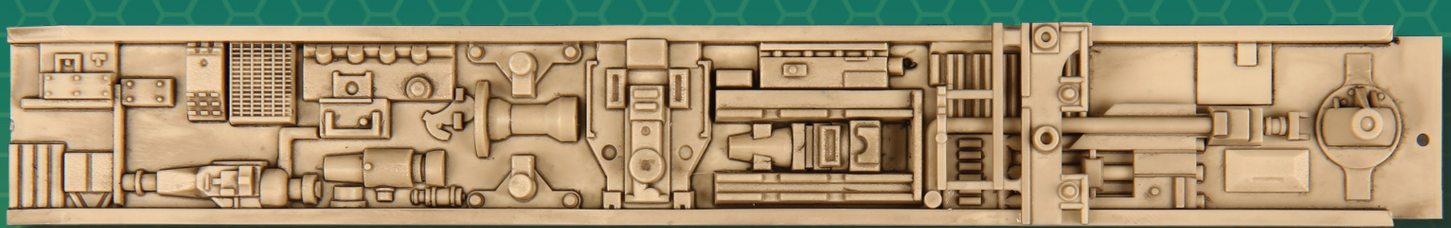


Glue the two pins on (4) into the arrowed holes in the side panel.

06



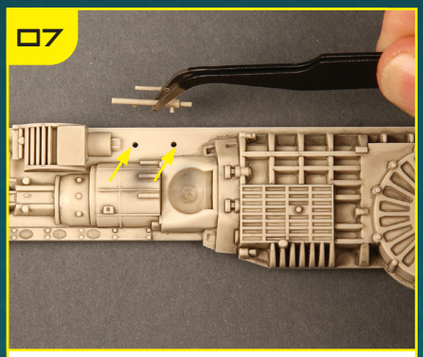
Glue the two pins on (5) into the arrowed holes in the side panel.



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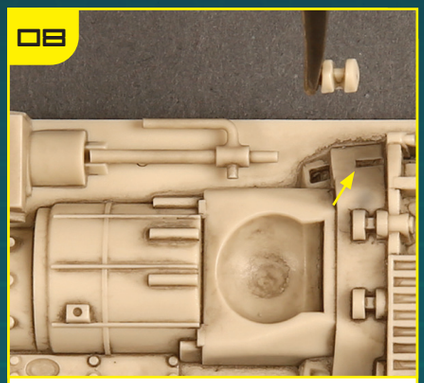
STAGE 85 ASSEMBLY

07



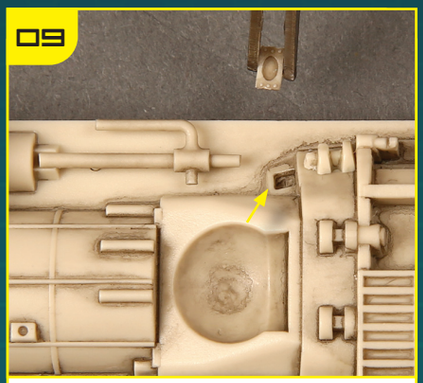
Glue the two pins on (6) into the arrowed holes in the side panel.

08



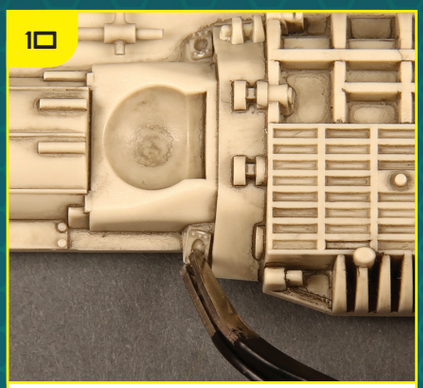
Glue the tab on (7) into the slot indicated.

09



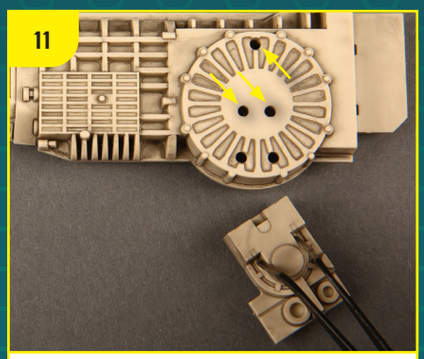
Glue the tab on (8) into the slot indicated.

10



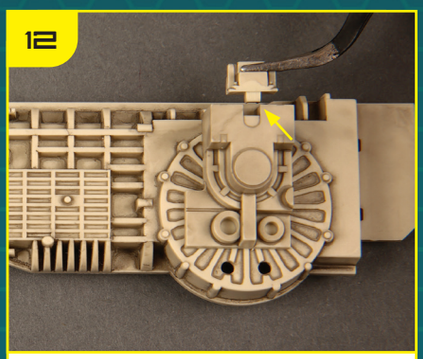
Glue (9) in the position indicated.

11



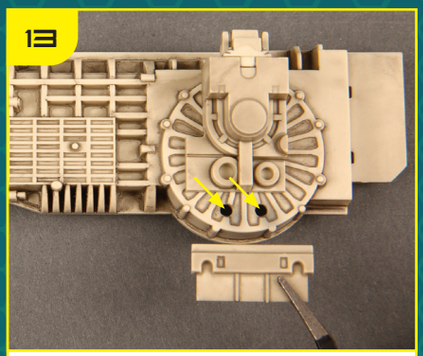
Glue the three pins on (10) into the arrowed holes in the side panel.

12



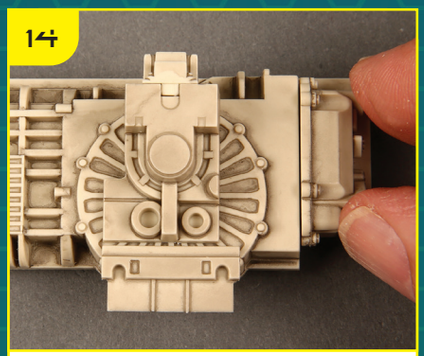
Glue the tab on (11) into the arrowed slot in (10).

13



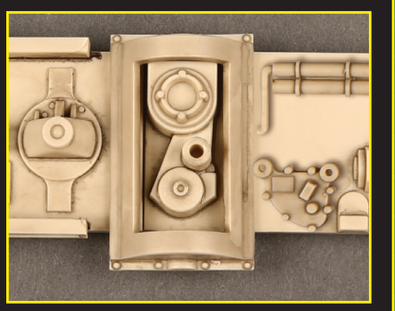
Glue the two pins on (12) into the arrowed holes in the side panel.

14

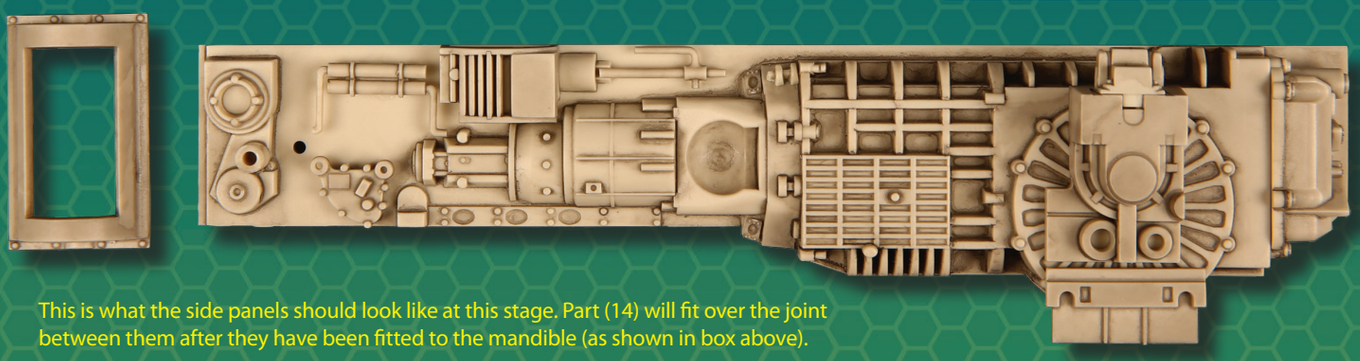


Glue (13) into the recessed area at the end of the side panel.

BRIDGE PIECE



Part (14) is a bridge piece that overhangs the side panels as shown. Do not be tempted to complete this assembly before fitting the panels to the mandible framework as this will support them.



This is what the side panels should look like at this stage. Part (14) will fit over the joint between them after they have been fitted to the mandible (as shown in box above).

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