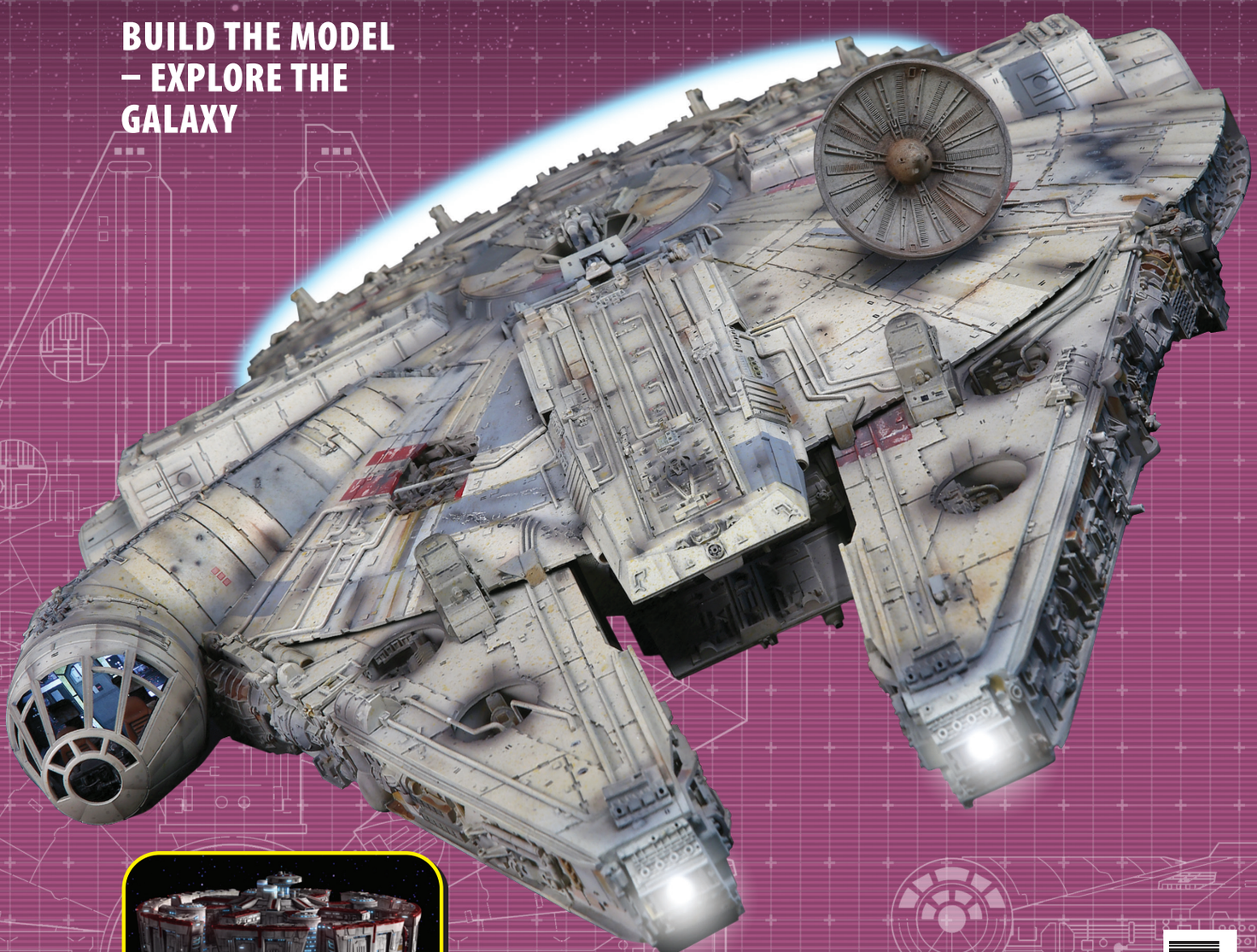
STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





***HAVEN*-CLASS MEDICAL STATION**

F219FSC089

FANHOME

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SPACE STATION

HAVEN-CLASS MEDICAL STATION

The *Haven*-class medical stations, commonly referred to as Republic medical stations, were vast, deep space–ready structures modified for use in the Clone Wars.



VenteX Construction Yards was responsible for building the huge, roughly cylindrical *Haven*-class space stations, at a staggering 651.8 m (2,139 ft) in diameter. The company was well used to manufacturing, building, and transporting large-scale and largely self-sustaining facilities for use in far-flung colonies, and the requirements of a Republic embroiled in the largest galactic war in remembered history saw VenteX modify its existing line of *Haven*-class vessel. The resulting medical station was used by the Republic throughout the Clone Wars.

Enormous space stations so large they had to be towed into their designated field of operation, the *Haven*-class medical stations were impressive structures able to deal with the casualties of war – carrying up to 80,000 wounded personnel at full capacity.

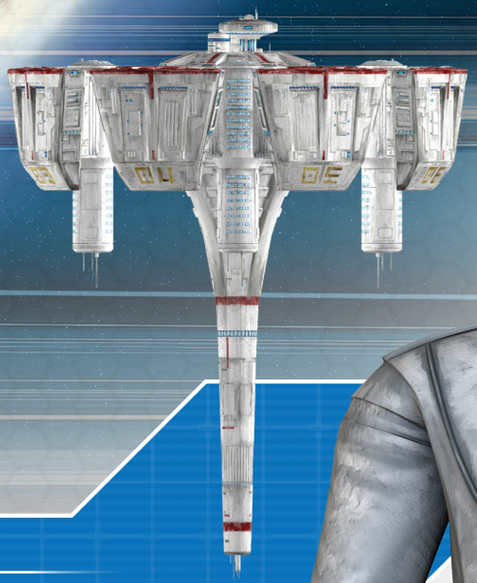
HAVEN-CLASS MEDICAL STATION TECHNICAL SPECIFICATIONS

MODEL	*Haven*-class medical station
CLASS	Space station
MANUFACTURER	VenteX Construction Yards
DIAMETER	651.84 m (2,139 feet)
CREW	150 plus medical droids
PATIENTS	80,000 max. (60,000 bacta tanks)
DOCKING BAYS	8
WEAPONS	None
AFFILIATION	Galactic Republic

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STARSHIP FACT FILE





WHEEL CONFIGURATION

The outer 'wheel' of the station consisted of the primary docking and processing areas, and main medical bays – eight sections in all. The outer wheel was quartered, with two medical bays linked inwards to one of four secondary hubs, which hosted treatment areas for more seriously injured troops. In turn, these secondary hubs were linked to a primary hub, the outer section of which contained specialist treatment wards and the main laboratories. The crew quarters, comms tower and command center were all also located in the primary hub.



A *Haven*-class' control tower became a hive of activity during battles, when thousands of injured clones could be expected.

The Republic medical station could accommodate up to 80,000 patients at any given time. A crew of 150 was required to ensure the smooth operation of the station, while thousands of medical droids tended to injured clone troopers in specially created medical bays, which included row upon row of bacta tanks used for accelerated healing and treating the most severe injuries.

CONSTRUCTION

The *Haven*-class medical station was powered by a large reactor located in the middle of a cylindrical structure that hung underneath its main core. Set onto the top of the reactor, a tower rose above the station, acting as the main control hub for the vessel. Eight principal docking ports lined the perimeter, set at equal distances from one another. These docking ports allowed for support craft, specifically the *Pelta*-class medical frigate, to dock with the medical station



CLONE MEDICAL OFFICERS

Although trained as combat troops like the rest of the clones, the Republic's medical officers were predominantly destined for service in non-combat roles. In any case, field medics were usually kept too busy tending the wounded to pick up a blaster. Aboard *Haven*-class medical stations, these officers worked under a Kaminoan technician, in conjunction with the on-board medical droids, to assess and prioritize treatment of incoming wounded.

As well as serving on the *Haven* stations, clone medical officers could also be found aboard larger Republic ships such as Star Destroyers. They were trained to both diagnose and arrange treatment for wounded Republic troops.

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REBEL HAVEN

SUPPLIES AND SKIRMISHES

After the violent conclusion of the Clone Wars, many of the defeated Republic's *Haven*-class medical stations were abandoned. However, though unmanned, they were not completely ignored, as the stocks of supplies they held within their empty bays were targeted by scavengers or, as happened as the Rebellion against the Empire grew into a civil war, rebel factions. Having joined the ranks of Phoenix Squadron, an elite unit tied to the budding Rebel Alliance, the Lothal rebels carried out a mission to one such medical station, but found the attentions of a nearby Imperial Star Destroyer piqued when the derelict station's power systems fired up. Before long, two Inquisitors had boarded the station, taking young Jedi Padawan Ezra Bridger hostage. It took all their cunning, and courage, for the rebels to free themselves from the clutches of their foes, only narrowly escaping with their lives – and the salvaged supplies they had come for.



Zeb Orreolis, Ezra Bridger, Sabine Wren and the astromech Chopper boarded an abandoned medical station to salvage supplies – but were soon met by two Imperial Inquisitors, resulting in a near-fatal skirmish.

to unload injured soldiers without delay, while also loading up to return healthy soldiers to the battlefield. The medical stations were normally painted with the red and gray livery of other Republic vessels.

INTO ACTION

The first modified *Haven*-class to be commissioned by the Republic was the Kaliida Shoals Medical Centre, which was operational from the outset of the Clone Wars, having been towed to a point near the Naboo system. It would serve there for the majority of the conflict as the Republic casualties mounted, but came under attack from the forces of General Grievous, only being saved at the last by a squadron of B-wings led by General Skywalker.

Despite their vulnerability to attack – with no weaponry of their own, the stations had to be escorted by Republic starships, which was not always possible – it was clear just how important the medical care delivered by the stations was to the war effort, and another 19 were commissioned. Each was towed to one of the Republic's Sector Armies around the galaxy.

However, their vulnerability repeatedly made them a target for the Separatists, with several high-profile assaults on the stations seen throughout the war – even with the Republic doing its best to keep their locations secret during operations. This was one reason the Empire chose not to continue using the stations when it took control of the Republic's military bases and vehicles after the bitter climax of the Clone Wars.

Instead, the *Haven*-class medical stations that had saved the lives of countless clones were quickly and unceremoniously decommissioned, with many simply left abandoned, drifting in space.



Designed specifically with the *Pelta*-class medical frigate in mind, VenteX Construction Yards' *Haven*-class medical station was built to receive, process and treat Republic clone troops injured in the many battles of the Clone Wars.

BEHIND THE SCENES

INSIGNIA

The complete season one box set of *Star Wars: The Clone Wars* revealed many secrets behind the designs and stories depicted in the the multiple-award-winning show. During one of 22 behind-the-scenes featurettes audiences learned that, when viewed from above, the Republic medical station was designed to look like the Republic insignia, with eight sections circling a central core.

The way the medical frigates delivered wounded troops to the station, floating up from below, came from an unusual source, as artist Thang Le explained: "The idea for the way ships dock at the base came from watching whales in the water swimming up and taking breaths. It looked really cool and I thought Jedi cruisers floating up to the base like that would be awesome."

The structure of the *Haven*-class medical station was designed to resemble the Republic insignia.

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FLEET TACTICS – BATTLE MANEUVERS

Once a battle has begun in earnest, it is up to a fleet's commander to decide which battle maneuvers to employ, and this will depend on the specific situation they find themselves in.

Though rarely used exactly as described here, examination of these standard fleet maneuvers form a solid basis for cadets studying the principal range of tactics used in space battles through the ages. After all, while developments in the technology behind space battles has opened up myriad new possibilities to commanders, sometimes it can be beneficial to simply look back and see what has worked in some of the biggest engagements in recent galactic history.



The Battle of Coruscant, fought above the Republic's capital world, was the last great space battle of the Clone Wars. A fearsome fleet, led by Separatist leader General Grievous on board his flagship *The Invisible Hand*, laid into the Republic's line of Star Destroyers in a heavy-hitting exchange maneuver.



Smaller craft sped around the battle over the galactic capital, as the larger ships slugged it out exchanging broadsides. The chaos led to a number of fatal collisions.

THE EXCHANGE

Going back to the very roots of naval warfare, back to distant ancestors sitting in dugouts throwing rocks at each other, the Exchange is all about the broadside. Most naval battles come down to this in the end – two or more opponents getting close and, side by side, blasting away as they pass each other. On other occasions, ships will match speeds heading on the same vector, and will pound away until one or both are out of the fight. It's never pretty, whatever the result.



One of several tactics employed by Admiral Ackbar at the Battle of Endor was to have his ships assault enemies from their weaker front sides...



...as well as from the rear, as this maneuver, known as Capping the 'T', limited the target ship's defensive options.

CAPPING THE 'T'

Basic naval combat focuses on the objective of bringing as many of your weapons to bear on the opponent, while exposing yourself to as little fire as possible. Generally, with a capital ship's main and most numerous weapons facing out to port or starboard, this means getting a broadside attack on a target ship at their front or rear arc – whichever lessens the enemy response options most effectively. Capping the 'T' is where a ship or fleet group sweeps past the prow of the enemy while they are in a formation that prevents the rearmost ships from returning fire for fear of hitting their own lead vessels. However, the three dimensions on offer in space combat allowed commanders to counter this tactic by staggering their deployment across all axes. This did not entirely invalidate the maneuver, but it did make it riskier.

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THE BRAWL / THE FAKE



In the confusion of the surprise attack on Coruscant, the usually regimented rules of engagement seen in naval warfare collapsed, and an all-out Brawl ensued. Despite the Separatists having initiated the fight, it was the Republic that dealt with this better, as its sentient commanders could react to the situation more efficiently.

When all other tactics are exhausted, or when one or both sides are in disarray, a Brawl is inevitable. In this situation, each individual captain has authority – rather than an admiral or fleet commander – and seeks simply to do as much damage to the enemy as possible for as long as possible. Charging in, guns blazing, tends to be a last, desperate act. However, it can also be a Fake. This tactic sees a fleet group charge the enemy in apparent disarray. At a precise point in time and, if it works, in a maneuver resembling a ballet, the fleet group suddenly pulls around hard to present unified broadsides to the enemy. They can Cap the 'T' if possible and even finish by swinging around to flank the last ships in the enemy battle line.

One of the most famous fleet Brawls in naval history was at the Battle of Coruscant towards the end of the Clone Wars. The Separatist fleet that made a surprise attack on the capital world destroyed many Republic Star Destroyers. The Republic commanders rallied magnificently, however, and the resulting Brawl exposed the weaknesses of the slow-to-react droid captains, resulting in a Republic victory.

THE BELLY RUB

Perhaps the best example of a tactic that was based around an updated variant of a basic maneuver was the one used by Jedi Padawan Ahsoka Tano to help break the Separatist blockade over Ryloth during the Clone Wars. Though her Master, Anakin Skywalker, had taken out the Separatist's command ship and had driven away the leader of the blockade, Tano was still faced with half a dozen *Munificent*-class frigates, with only a single Republic *Venator* Star Destroyer at her command. Her proposal was an inspired variation of the Fake. Charging in after Anakin's 'fire ship' – he crashed a wounded Star Destroyer into the hull of the Separatist command ship – it looked like Tano was coming in for a brawling assault. At the last moment, she ordered her vessel to stand to and flip over, exposing its underside to the advancing frigates. This left the bridge of the Star Destroyer and the hangar decks out of harm's way. The shields and belly armor of the Republic ship held, allowing Ahsoka to launch multiple waves of Y-wing bombers. These swept up and over their mother ship and ran devastating bombing runs down the spines of the *Munificent* frigates, which were too close to each other and to the Star Destroyer to maneuver away in time or to find effective point-defense firing solutions.

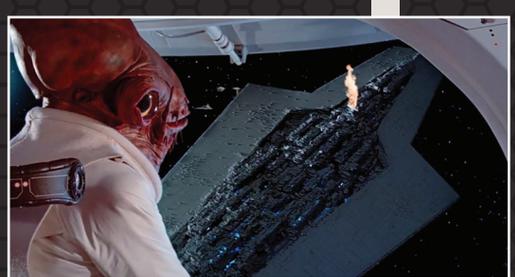
The Separatist fleet was utterly destroyed. Tano later dubbed her maneuver the 'Belly Rub'.



A bold update on the already daring Fake, the Belly Rub involved charging an enemy then rolling the ship, while launching fighter/bomber attacks from the shielded hangar bays.



Admiral Ackbar employed the Slash – known popularly as the Ackbar Slash due to the frequency with which the renowned commander used it – to devastating effect at the Battle of Endor.



THE SLASH

This tactic was refined by Rebel Alliance commander Admiral Ackbar, to the point at which it became known as the 'Ackbar Slash'. There are few tactics, save perhaps the Fake, that rely so heavily on the experience and instinct of the fleet group leader. The Slash sees a capital ship line turn and make a hard run against a point in an enemy fleet group. If the commander has timed the turn right, an art in itself, then the line of their ships will pass between the enemy vessels in such a way that they can pound away at one or two key targets one after the other, all without much effective return fire. It's rare that any vessel's shields can withstand that kind of punishment, and a successful Slash will almost guarantee an opponent loses two ships. If the attacking ships are able to wheel sharply to port or starboard after passing through the enemy battle line, it's possible for them to make a devastating attack on the rear of the enemy line, too.

Of course, in the approach, all of a commander's ships must commit themselves totally. If the lead ship is slowed or disabled by enemy fire, collisions, and a fatal disorder of the line are likely. No tactic is without risk, but the Slash carries more than most. Variations, taking into account the vagaries of space, include a staggered and even overlapping deployment, with vessels above and below the line of attack.

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YOUR NEXT PARTS

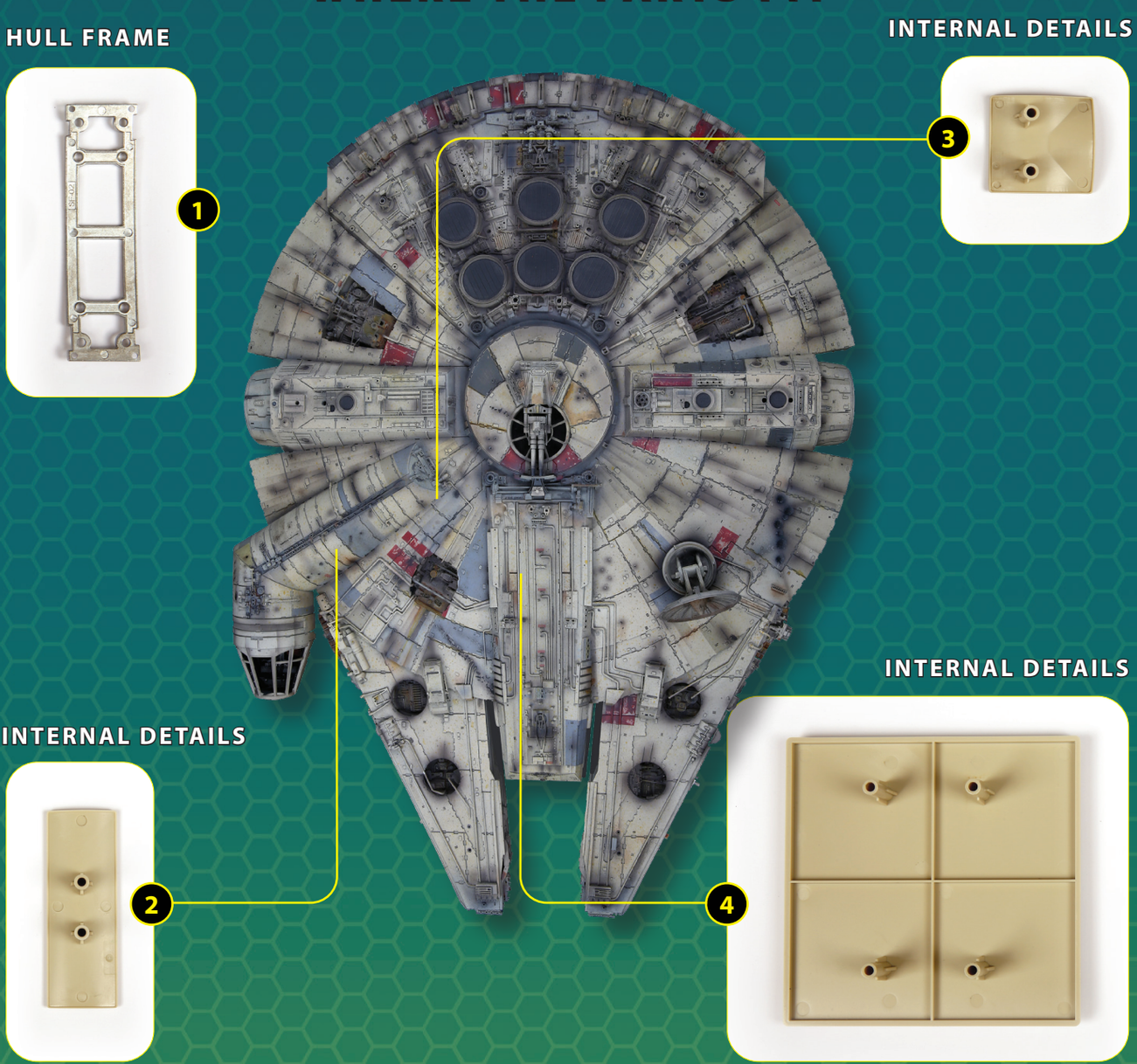
COMPONENTS CHECKLIST

1. Side frame SF-02
2. Main hold support
3. Ring corridor support
4. Passage tube support

This issue's parts include three supports for the corridor and hold that you completed in Stages 23 and 25. You also have another side frame that will be used to join the upper and lower hull after you complete the interior.

With the internal electrics wired up, it's time to begin mounting the interior details on the inside of the lower hull. The three supports provided this time are used to mount the hold and corridors at the right height inside your model – although you won't fit these internal details permanently until you have added the mandibles and connected the headlights. This stage begins by adding the turret well that holds the ventral gun controls.

WHERE THE PARTS FIT



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FITTING THE TURRET WELL

The turret well that houses the ventral gun controls needs to be fitted inside the gun turret after choosing whether or not to fit the optional glazing.

The turret well, with its gunner's seat and controls, was assembled in Stage 44. It includes an internal light that is connected to the main control board in this stage.



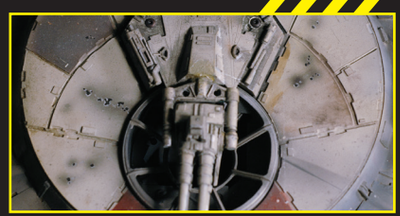
01



If you decide to add the circular turret window (provided with Issue 46), fit it over the glazing bars in the turret.

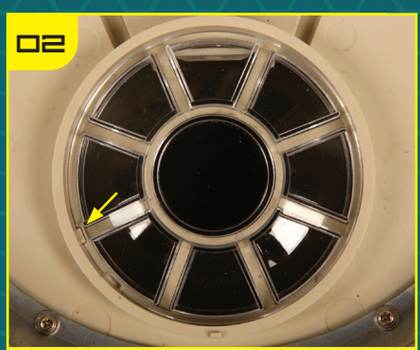
OPTIONAL GLAZING

For maximum authenticity, you may prefer to omit the window, because the original filming miniature did not have glazing. But fitting the window to the replica *Falcon* is a practical addition that will prevent dust getting inside your model and make the surface easier to keep clean.



ILM did not fit glazing to the filming miniature, as it would have caused unwanted reflections on camera.

02



Make sure the locating notch (arrowed) lines up with the tab in the recess.

03



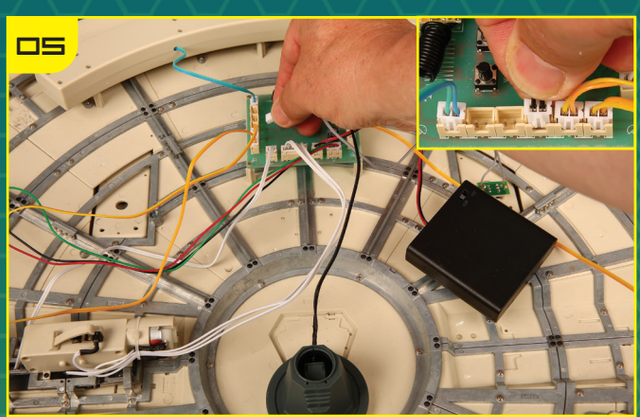
Glue the turret well into the recess, lining up its arrowed notch with the tab.

04



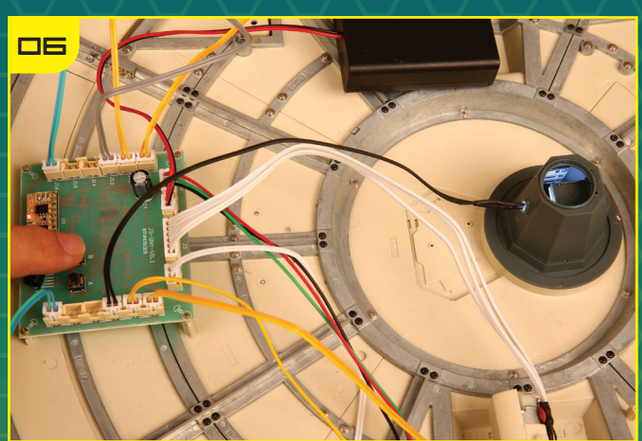
Ensure that the flange on the turret well fits flush all the way round the recess.

05



Plug the lead from the LED in the turret well into socket J7 on the main control board.

06



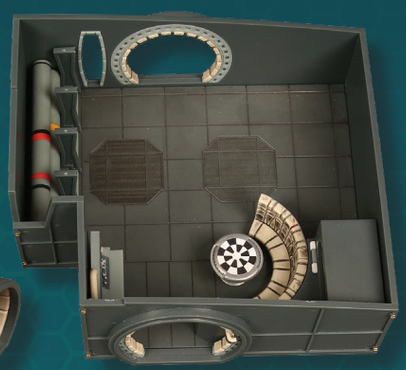
Press test button B to check that the light comes on.

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ADDING THE INTERIOR

You last worked on the four interior assemblies in Stage 28. If you haven't screwed the two longer sections of corridor – the passage tube and the starboard corridor – together, do so now. Fitting the three supports to the main hold and corridor will allow them to be installed in the lower hull. You won't need the small rectangular tunnel (below) this time, you'll fit it when you add the central corridor to the gun well.













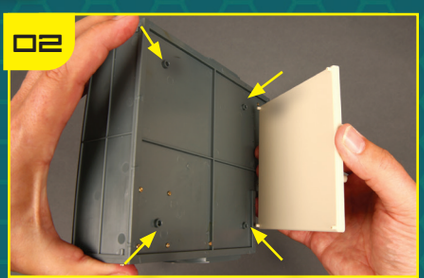
The bottom of the corridor arches should be glued in position. See Stage 16 for how the arches fit in the main ring corridor and Stage 19 for the passage tube. Put a drop of glue into the holes where each dovetail fits into the floor. The corridor liners should also be stuck in position, so apply a drop of glue to the tabs at the bottom and fit into the positions shown in Stage 20. The completed halves of the corridors and the end rings can now be stuck together. For how they fit, see Stages 17 and 23.

01



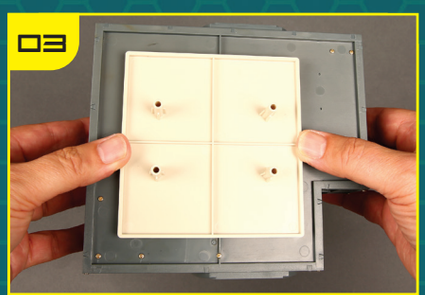
The two main corridor sections are held together by three shorter, brass-colored self-tapping screws, one above and two below. See Stage 23 for more details.

02



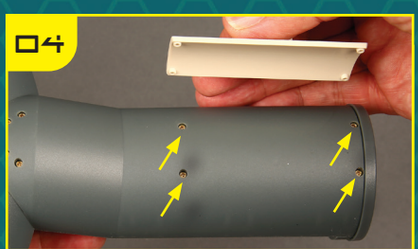
Glue the four pins on the large support to the arrowed recesses under the hold.

03



Make sure that the support sits flush.

04



Glue the four lugs on the long curved support into the screw holes under the straight section of the corridor.

05



Make sure that the support fits flush.

06



Glue the four lugs on the remaining support into the arrowed screw holes.

07



Make sure that the support fits flush.

08



At this stage, the hold and main corridor assembly should each stand on four legs and look like this.

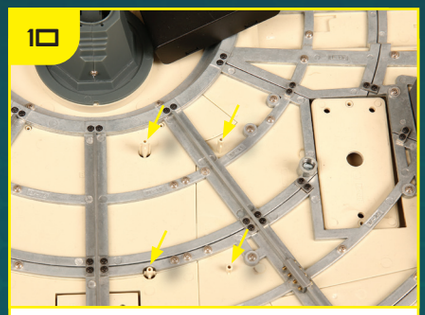
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09



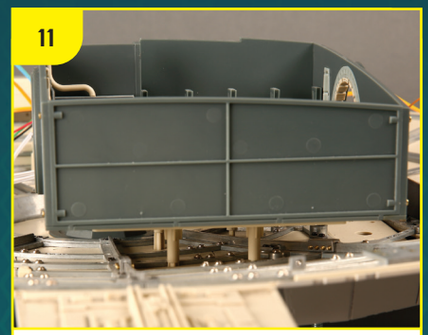
You can test-fit the hold in place, but don't glue it yet.

10



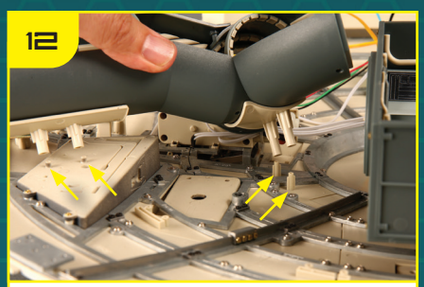
The four legs of the support fit onto the four arrowed lugs.

11



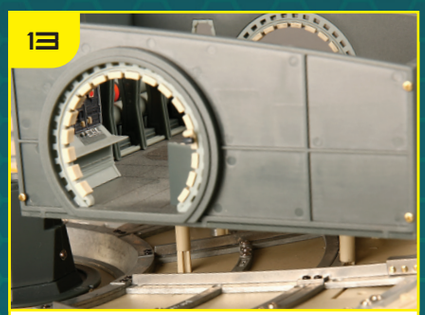
Check that the hold will sit level.

12



Test-fit the corridor so that the two legs of both its supports fit onto the four arrowed lugs.

13



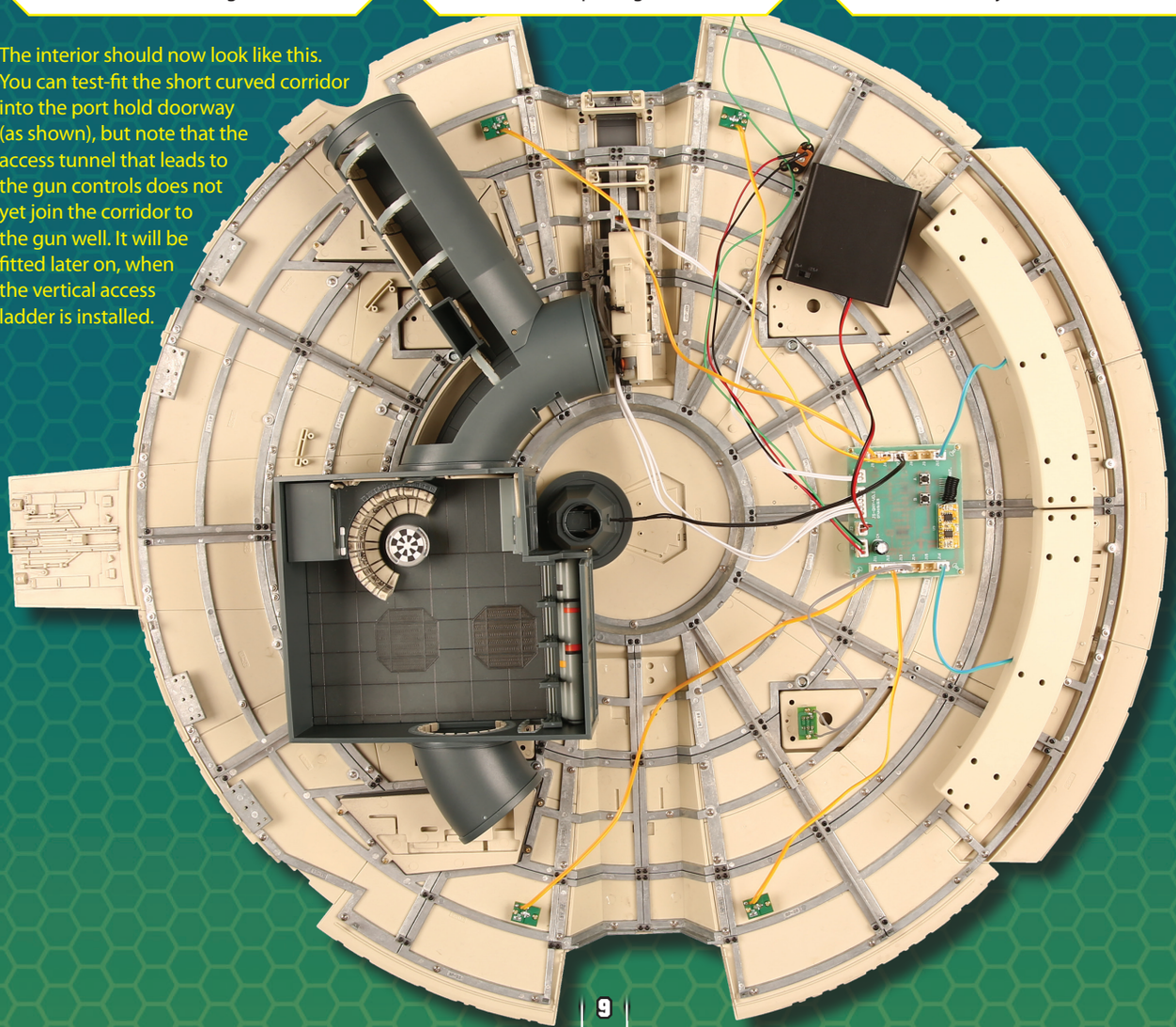
The end of the corridor also needs to fit into the round opening in the hold…

14



… so that it joins on like this.

The interior should now look like this. You can test-fit the short curved corridor into the port hold doorway (as shown), but note that the access tunnel that leads to the gun controls does not yet join the corridor to the gun well. It will be fitted later on, when the vertical access ladder is installed.



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FITTING THE INTERIOR SUPPORTS

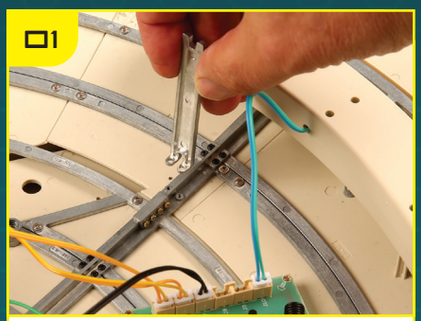
Now fit the two interior supports provided with Issue 87. These are installed on either side of the main control board to help support the weight of the top of the hull at this point.





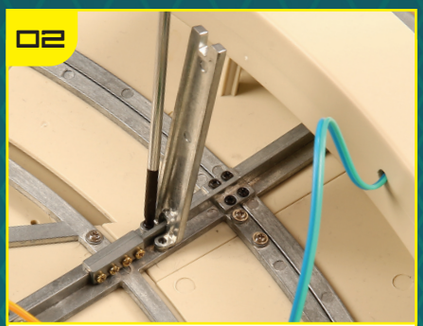
In addition to the two supports, you need four screws to fix them to the metal framework.

01



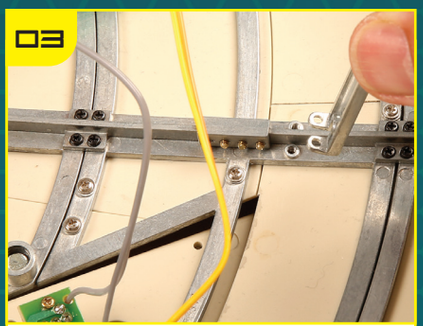
Take a frame and fit its slotted end over the rib of the frame on the starboard side of the main control board.

02



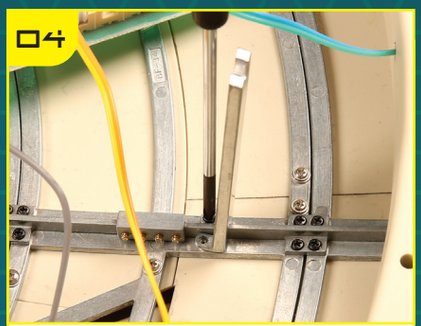
Align its screw holes with the two holes in the rib and screw them in place.

03

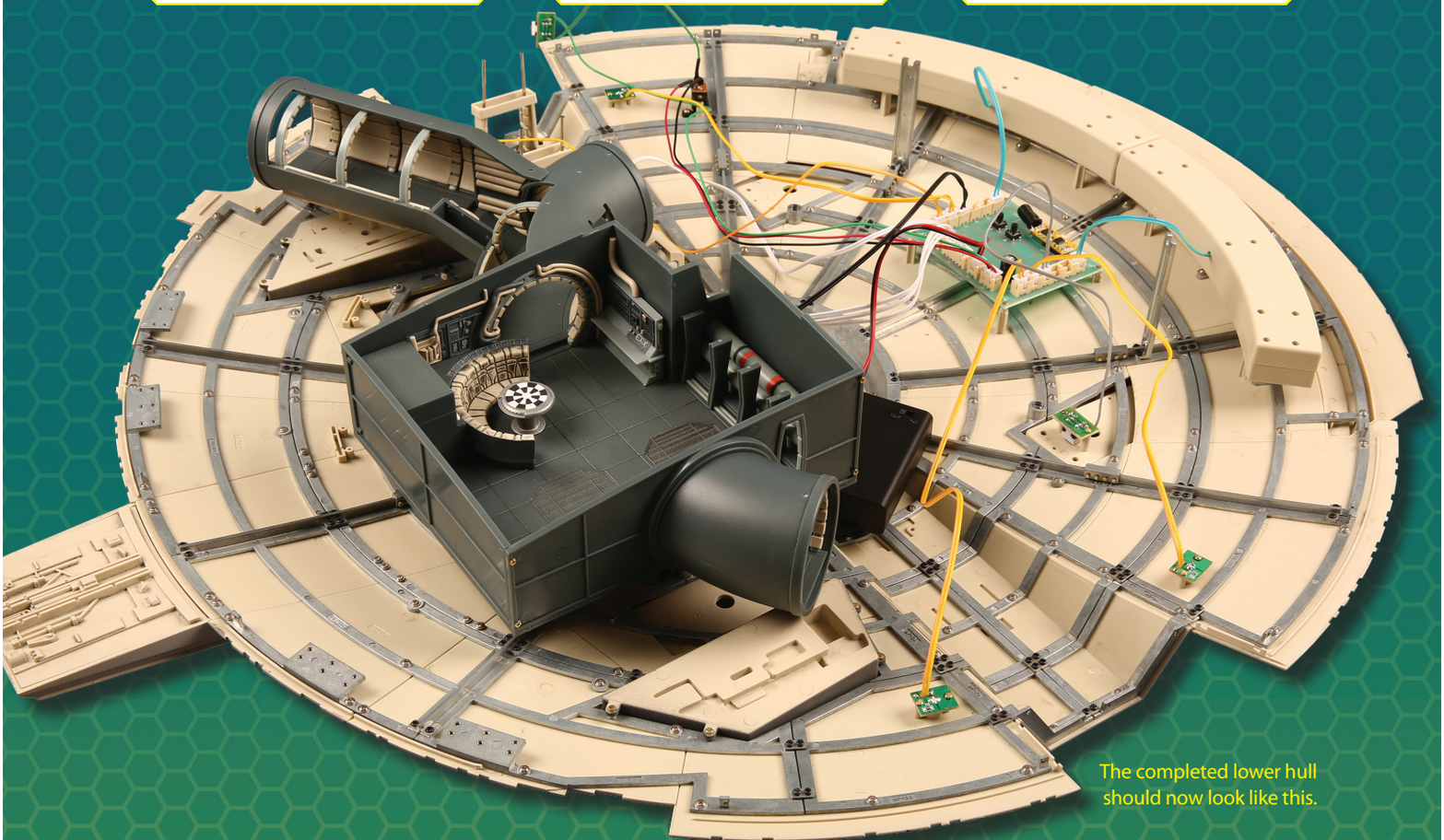


Fit the other support over the rib on the port side of the main control board.

04



Align its two screw holes with the holes in the rib and screw the support in place.



The completed lower hull should now look like this.

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