STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





SHADOW CASTER

F219FSC090

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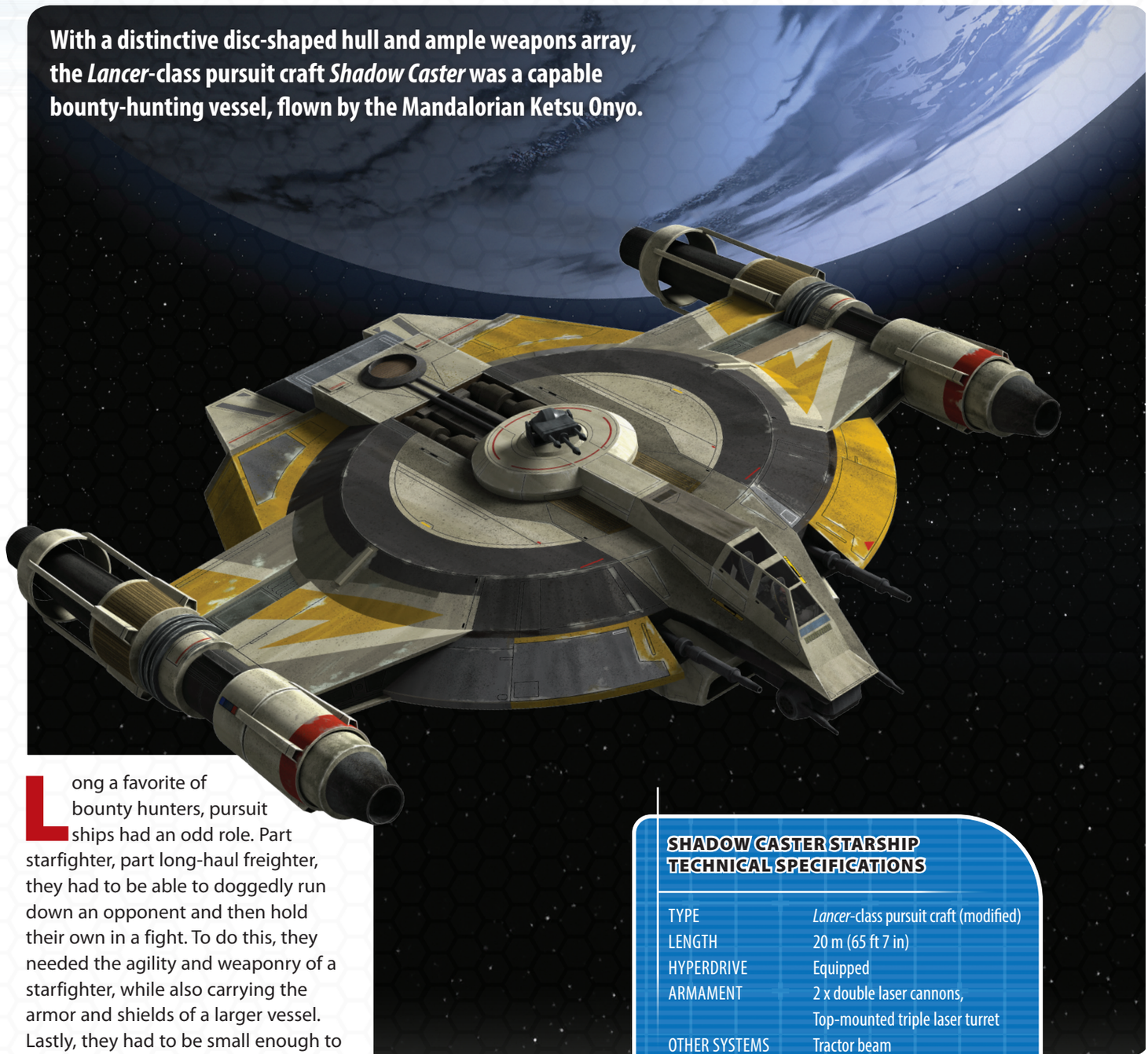
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LANCER-CLASS PURSUIT CRAFT

THE *SHADOW CASTER*

With a distinctive disc-shaped hull and ample weapons array, the *Lancer*-class pursuit craft *Shadow Caster* was a capable bounty-hunting vessel, flown by the Mandalorian Ketsu Onyo.



Long a favorite of bounty hunters, pursuit ships had an odd role. Part starfighter, part long-haul freighter, they had to be able to doggedly run down an opponent and then hold their own in a fight. To do this, they needed the agility and weaponry of a starfighter, while also carrying the armor and shields of a larger vessel. Lastly, they had to be small enough to present a difficult target, but large enough to provide a degree of comfort for longer pursuits, not to mention space for all the mission equipment – and any prisoners.

With a distinctive disc-shaped hull and yellow-gray livery, the *Lancer*-class pursuit craft *Shadow Caster* was owned by Mandalorian bounty hunter Ketsu Onyo, who was in the employ of the feared Black Sun crime syndicate during the Clone Wars.

SHADOW CASTER STARSHIP TECHNICAL SPECIFICATIONS

TYPE	*Lancer*-class pursuit craft (modified)
LENGTH	20 m (65 ft 7 in)
HYPERDRIVE	Equipped
ARMAMENT	2 x double laser cannons, Top-mounted triple laser turret
OTHER SYSTEMS	Tractor beam
OWNER	Ketsu Onyo
CREW	1 x pilot, up to 6 passengers
AFFILIATION	Black Sun The Rebellion

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STARSHIP FACT FILE



KETSU'S CHOICE

In space, Ketsu's *Lancer*-class pursuit craft could dock with other vessels using an extending docking sleeve at the rear of the ship. Rather than clamping to the other ship, the docking sleeve fitted around the opposite airlock, or if possible, a compatible docking sleeve, and secured itself using powerful electromagnets. This ensured that it was Ketsu, rather than the pilot of the other ship, who decided when the two ships disengaged – something that proved particularly useful on certain bounty hunting missions.



On touching down, the *Shadow Caster* extended landing gear from beneath the nose of the ship and from either side of the ramp around midships.

DISTINCTIVE DISC

Originally designed and manufactured by Koensayr Manufacturing, drawing on its experiences developing the Y-wing series during the Clone Wars, the distinctive, disc-shaped *Lancer*-class became popular with law enforcement agencies and militias looking for long-range system or sector patrol ships. However, those operating on the other side of the law also saw the potential of the ship, and one *Lancer*-class vessel saw its way into the ownership of an upcoming young bounty hunter from Mandalore, Ketsu Onyo.

Though it was variously modified to suit the needs of its new owner, the *Shadow Caster* had the *Lancer*'s standard disc-shaped hull, with sublight engines on either side on short, wide struts. The cockpit was up front, thrust out from the disc, along with the main guns. Ingress and egress was via a docking port at the rear of the ship, or from short ramps on either side of the boxy fore section of the main

An old friend of Lothal rebel Sabine Wren from their shared days in the Imperial Academy on Mandalore, Ketsu Onyo left to become a renowned bounty hunter.



KETSU ONYO

Ketsu Onyo was born in an era where her homeworld of Mandalore knew only of Republic failings and Imperial control. When still young, she joined the Imperial Academy there, but, along with her friend Sabine Wren, soon grew disillusioned with the Empire and ran away. Some time later, the two went their separate ways, Wren choosing to rebel against the Empire directly, and Ketsu teaming up with notorious crime syndicate Black Sun.

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PURSUIT ON GAREL

SHUTTLE SERVICE

In the bounty hunting profession, any edge was worth having. One trick that Ketsu learned early on was to leave her ship idling, its engines charged and ready to go, whenever she entered a combat situation on foot. This allowed her to quickly reboard her ship and escape should the fight not go her way, or launch a pursuit rapidly. It was a habit that paid off time and again for Ketsu. For example, when Sabine Wren gave her the slip on Garel, stealing a shuttle to do so, Ketsu was able to use the departure of a second shuttle to allow her to vault out of the docking bay Wren had just left and on over to where the *Shadow Caster* was waiting. Ketsu was in pursuit before Sabine's shuttle was even out of the atmosphere of Garel.



After a few initial disagreements on Garel, Ketsu and Sabine rekindled their old friendship.

hold. A circular port in the floor of the hold allowed the ship to dock with certain types of vessel.

SMALL, BUT PERFECTLY FORMED

Ketsu's *Shadow Caster* had no cargo lift, so the main hold area, which dominated the interior of the ship, could only be loaded with smaller cargo crates that could fit through the airlocks. There was no purpose-built cabin for the bounty hunter to sleep in on longer missions, though there was sufficient space in the hold for a cot bed if desired. There were six fold-down seats for passengers – or, more usually in Ketsu's case, bound prisoners. At the front end of the hold, a ladder led up to a short, steeply canted corridor and the cockpit. A blast door was set to slam closed if there was an atmosphere leak in the main hold.

The cockpit itself was small, with a high-backed seat just for the pilot. One or two people could stand behind the pilot, but it wouldn't make for a comfortable ride. The control yoke came down from the top center of the main console, and had twin firing studs on its 'arms'. The targeting scanner was a circular display in the center of the console, with the weapon selection buttons to the right of it. In between was a configurable display that could show weapon energy levels, fuel consumption and so on.

Being primed for bounty hunting missions, the ship was heavily armed. As well as an unmanned rotating triple laser turret on the top of the ship, the prow mounted two double laser cannons – one small anti-personnel model just under the nose and a larger set on either side of the cockpit. Less visible were the tractor-beam emitters. These allowed Ketsu to lock onto opponents' ships, or to drag an item from space up into the ship via the access hatch to the main hold.

Shortly after being reunited with her old friend Sabine Wren, Ketsu turned away from Black Sun and the world of bounty hunting, and instead brought herself and her ship into the ranks of the Rebel Alliance.



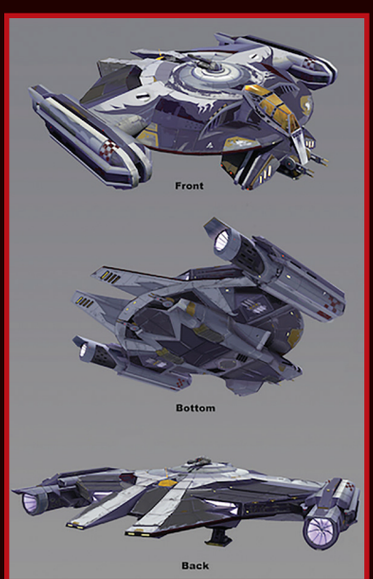
The *Shadow Caster* was well able to catch most starships in a chase, and this was especially true when she took pursuit of Sabine Wren, riding on an old commuter shuttle, over the planet Garel.

BEHIND THE SCENES

THE BANSHEE

The look of the distinctive disc-shaped *Shadow Caster* seen in *Star Wars Rebels* was based on an earlier design for the *Banshee*, a starship set to be used by former Sith assassin-turned-bounty hunter Asajj Ventress in the unreleased sixth season of *Star Wars: The Clone Wars*. Ventress's story was eventually turned into the 2015 novel *Star Wars: Dark Disciple*.

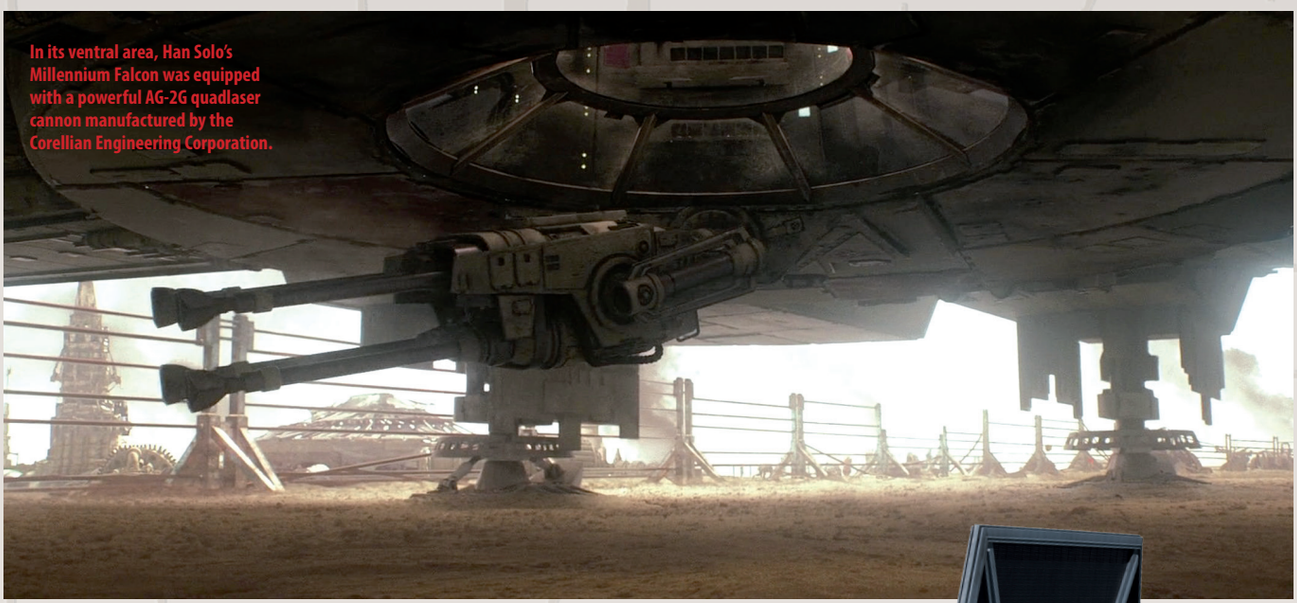
Early concept design work for the *Banshee*, which was set to be the personal starship of Asajj Ventress in the sixth season of *Star Wars: The Clone Wars*.



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COMPONENT MANUFACTURERS

A ship is made up of hundreds of elements, from the simplest screw to the vital deflector shields. Many galactic manufacturers specialized in different components, although a few tried to bring together the manufacture of a complete ship from start to finish.

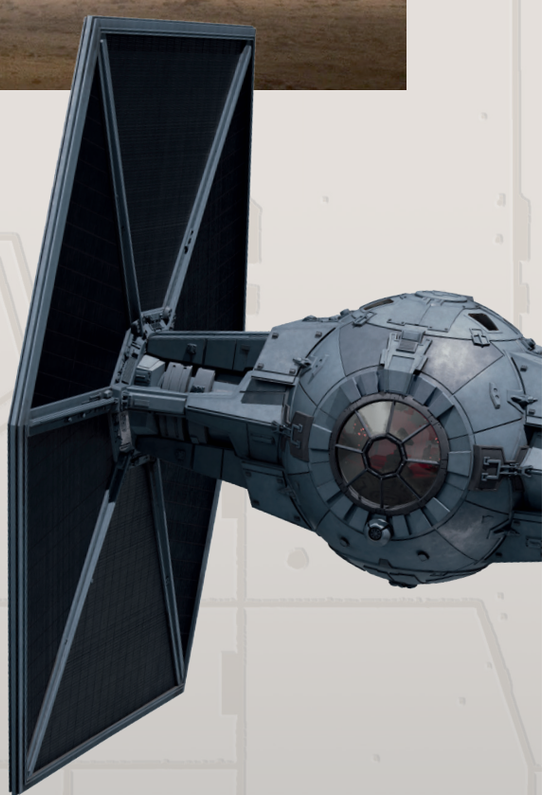


In its ventral area, Han Solo's Millennium Falcon was equipped with a powerful AG-2G quadlaser cannon manufactured by the Corellian Engineering Corporation.

The shipbuilding industry was always a very lucrative business from the time when millions of ships plied the galaxy on a daily basis. The differences between these ships were enormous, but ultimately they all had to function properly. Their construction did not only take place in the gigantic shipyards of the largest shipbuilders in the galaxy. Some operated locally and preferred a more manual way of working, with more attention to aesthetic concepts. The Clone Wars almost erased that trend for good, and, in the later era of the Galactic Empire, more and more ships were being built in large factories and shipyards, especially in the case of military ships that needed weapons, powerful beam deflector shields, and other accessories that they could use to outmaneuver their opponents. Specialized manufacturers were happy to sign contracts as component suppliers to the large shipbuilders.

ARMAMENT

Obviously, a ship needed weapons of all kinds, and there were as many manufacturers as there were classes of weapons imaginable. For example, ArMek specialized in the manufacture of ion cannons. The Y-Wing and B-Wing craft of the Rebellion carried different models of cannons manufactured by ArMek. Borstel Galactic Defense also had a similar range of products, with their NK-7 ion cannons – usually present on Imperial I-class star destroyers – and RG-9 laser cannons – included on the Rebellion's RZ-1 A-Wing interceptors – being two of their most popular weapons. Other minor weapons manufacturers



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ALL IN ONE

Often, the large companies also took on some or all of the manufacturing of the parts that went into their ships. One of the clearest cases was undoubtedly the Corellian Engineering Corporation, or CEC, a galactic giant famous for its variety of models, including its popular YT line of freighters. CEC also created parts for some of its ships, since it was cheaper to build certain components than to pay some outside supplier. The famous AG-2G quadlaser cannon aboard Han Solo's Millennium Falcon had been created by CEC, which also developed sublight engines, for example, for its Consular-class star freighters. CEC also had its own shipyards.

The Incom Corporation was another large ship manufacturer, known for its starfighters and speeders. They also manufactured parts for their ships, such as engines and hyperdrive activators. After the Galactic Civil War, Incom merged with the FreiTek company to form Incom-FreiTek, which was responsible for manufacturing some of the parts used in the new generation of X-wing starfighters.

Koensayr Manufacturing, famous for its solid Y-wing fighter, also developed the engines and hyperdrives for that model. It also manufactured the K-22995 flight helmet, the model used by Rebel Alliance pilots such as Luke Skywalker himself.

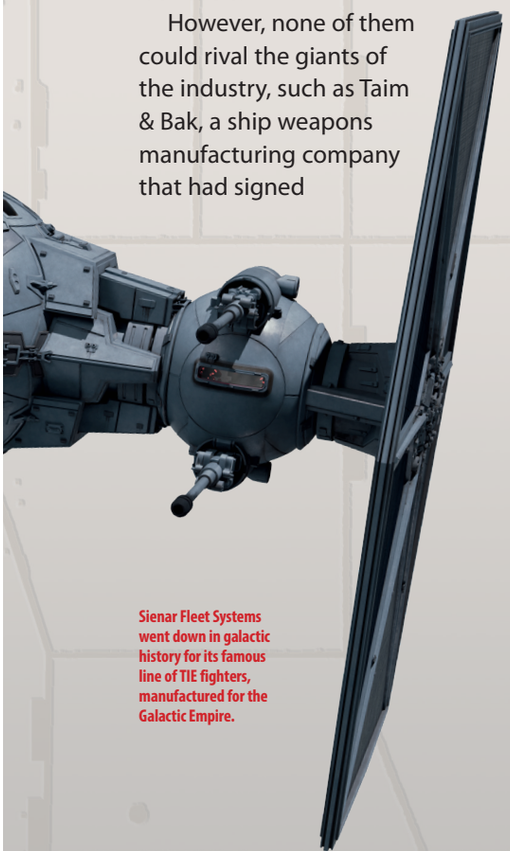


Corellian Engineering Corporation was especially known for its range of light freighters of the YT line.

included Dymek, maker of the HM-6 impact missile launcher, installed on the Rebellion's A-wings, and Gyrhil, which manufactured laser cannons and automatic blasters for small ships. Arakyd Industries, perhaps best known for its droid lines, also made inroads into the weapons market, producing missiles, missile launchers, and torpedo launchers.

However, none of them could rival the giants of the industry, such as Taim & Bak, a ship weapons manufacturing company that had signed lucrative contracts with the galaxy's major governments, and provided weapons to anyone who would pay them. Some ship models that used Taim & Bak weapons were the T-65 and T-70 X-wings, the Imperial Zeta-class shuttle, and even the first Death Star, which featured turbolasers from this manufacturer. The ventral and dorsal weapons of the Phantom, the shuttle used by the Lothal rebels, were also built by Taim & Bak, and even some Resistance pilots, such as Kazuda Xiono, flew ships equipped with the company's KX11C laser cannons.

Where there were weapons, there was a need for shields, and there was no shortage of manufacturers of this type of technology. One of the most prominent was Chempat Defense Engineering, owned by Corellian Engineering Corporation and Kuat Shipyards. It specialized in the manufacture of deflector shields and sensors for ships, and fighters of the Rebellion and the Resistance, such as the X-wing and Y-wing, used its equipment.



Sienar Fleet Systems went down in galactic history for its famous line of TIE fighters, manufactured for the Galactic Empire.



Corellian Engineering Corporation, Kuat Shipyards and Sienar Fleet Systems (from top to bottom) were three of the galaxy's leading manufacturers of ships and components.

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YOUR NEXT PARTS

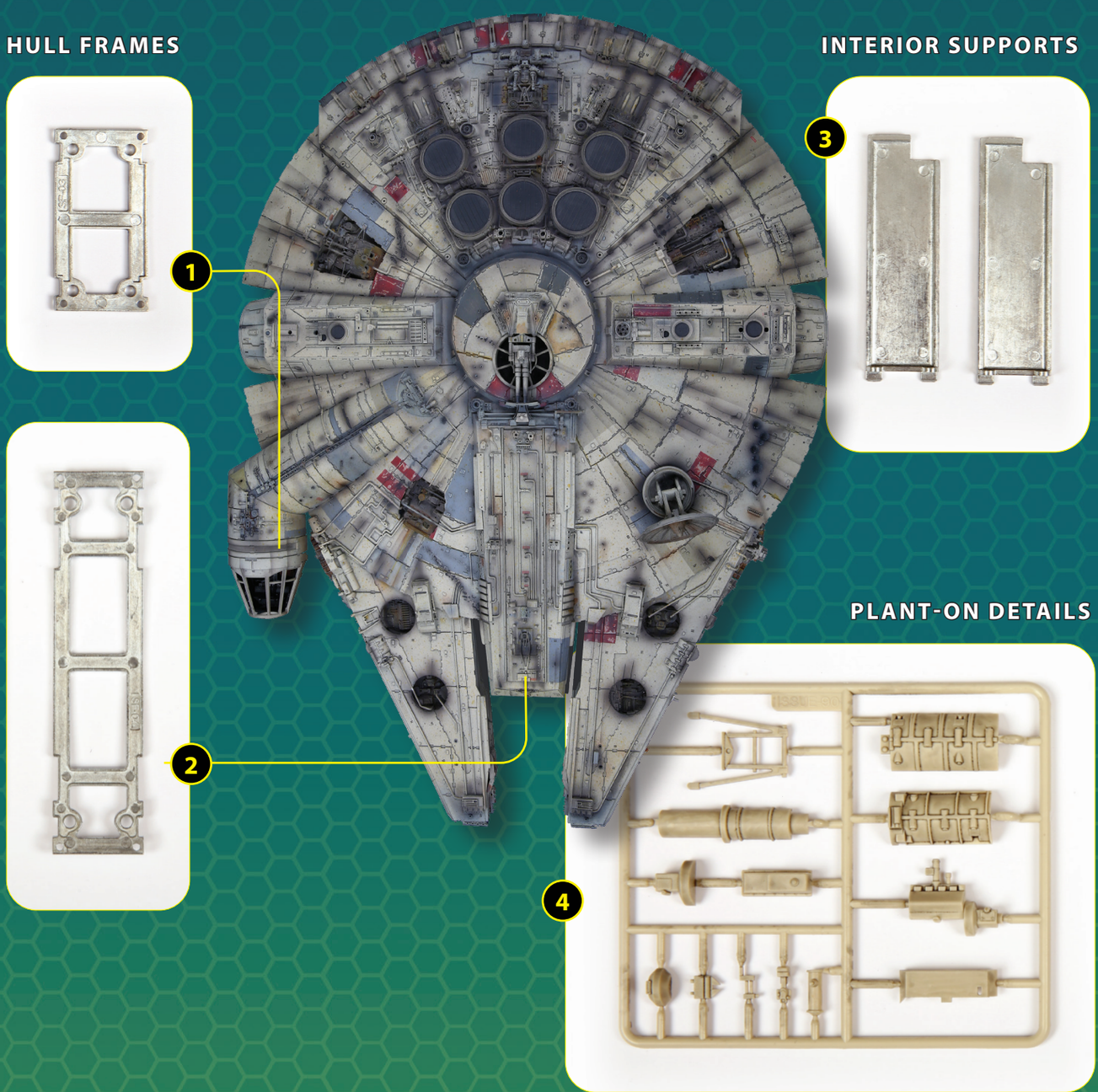
COMPONENTS CHECKLIST

1. Side frame SF-03
2. Side frame SF-04
3. Interior supports (x 2)
4. Plant-on details (13 on sprue)

This issue's parts include a number of plant-on details to add to the surfaces of the forward mandibles. There are also two side frames and two interior supports, which will be used to fit the top of the hull.

You will add the plant-on details in the following steps, but keep the metal parts safely for now, as they will be installed in Stage 92.

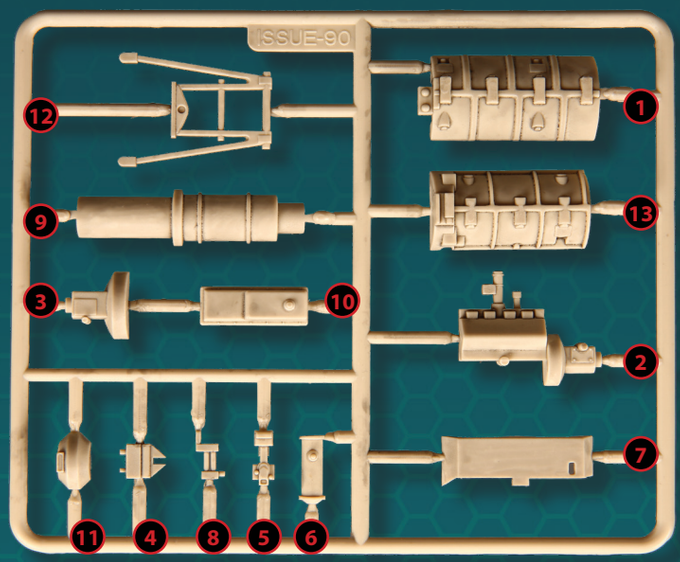
WHERE THE PARTS FIT



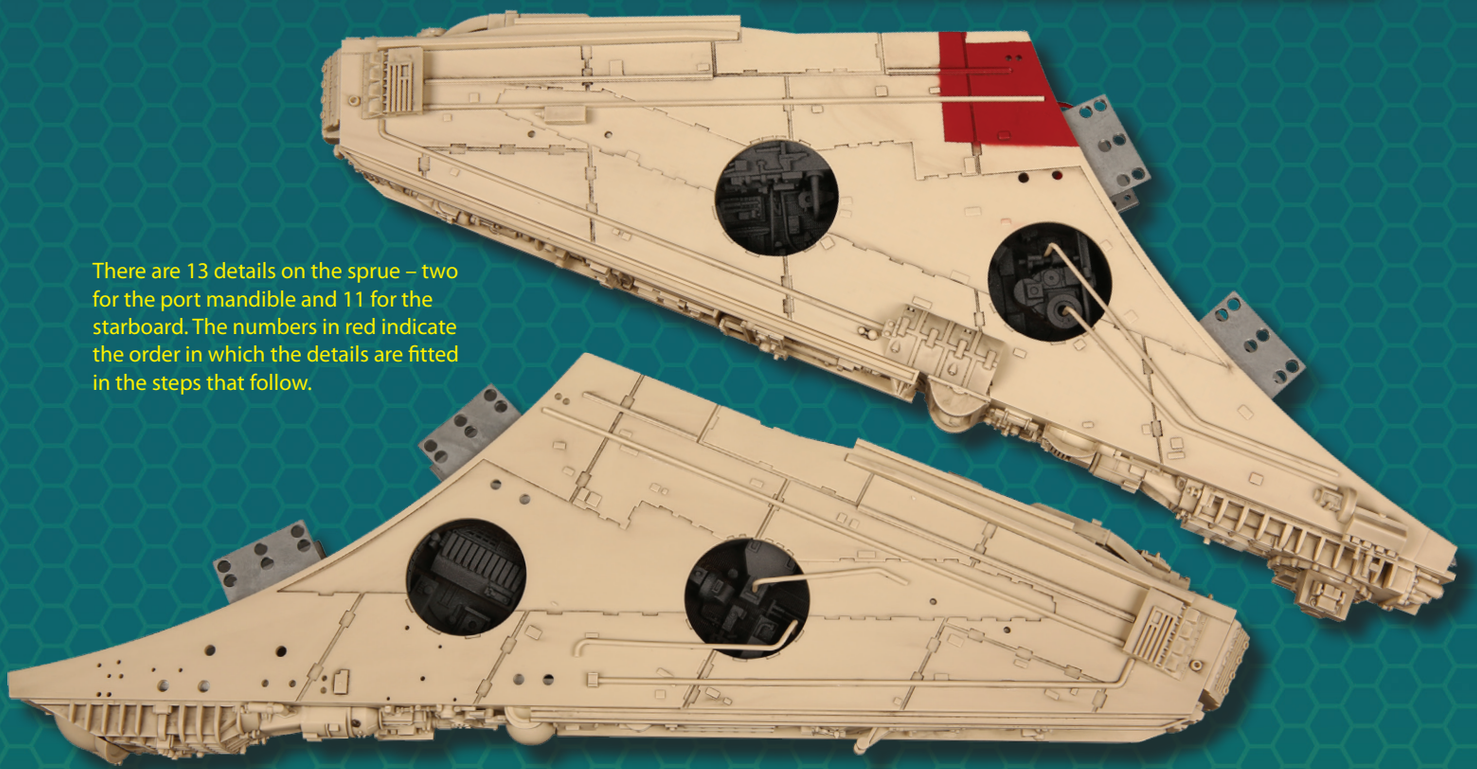
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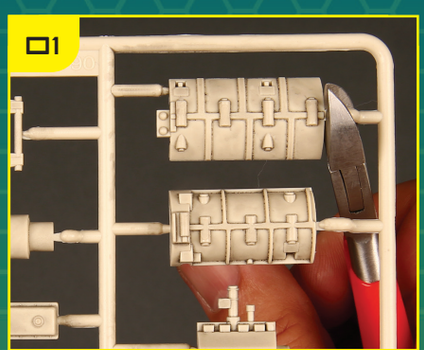
DETAILING THE MANDIBLES

The parts supplied on the sprue are fitted to the upper surfaces of both mandibles – so you will need these assemblies, which you last worked on in Stage 86.

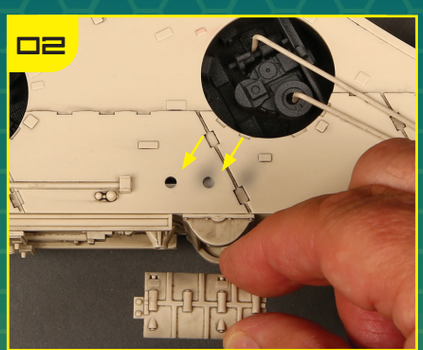


There are 13 details on the sprue – two for the port mandible and 11 for the starboard. The numbers in red indicate the order in which the details are fitted in the steps that follow.

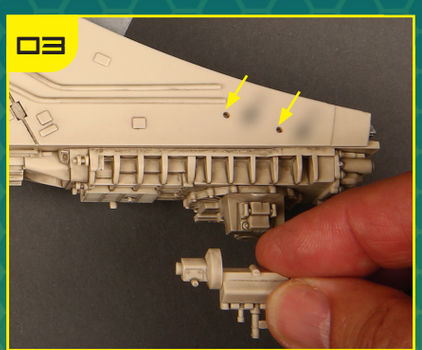




Carefully remove each plant-on detail from the sprue as you need it.



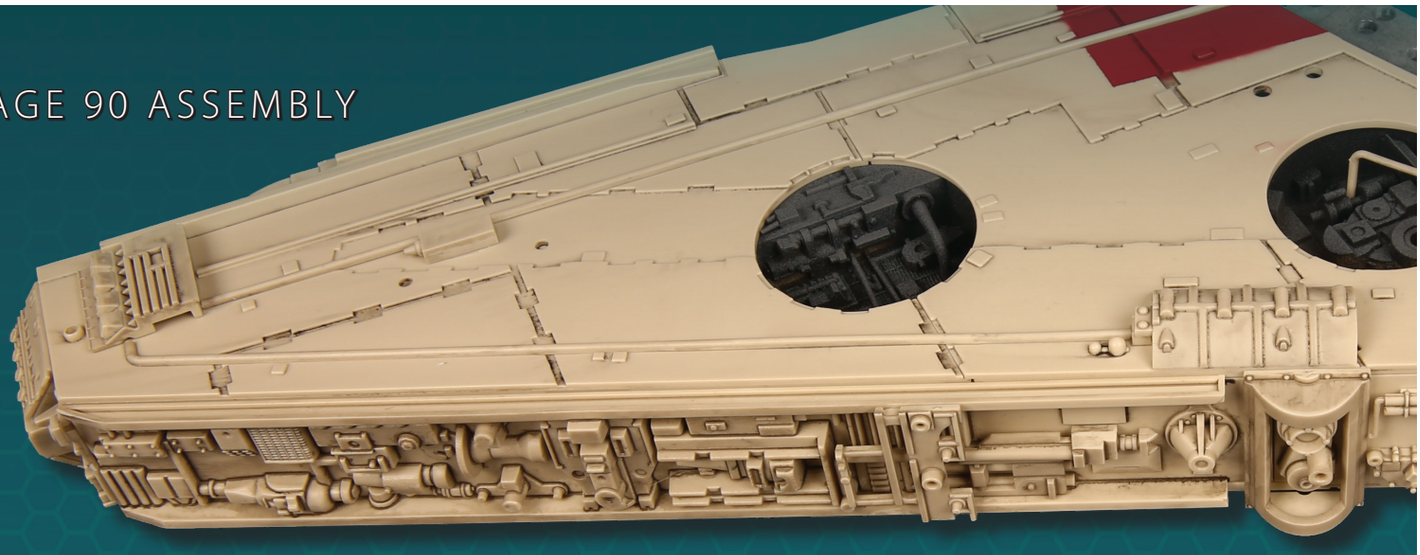
Glue the two pins on (1) into the arrowed holes in the port mandible.



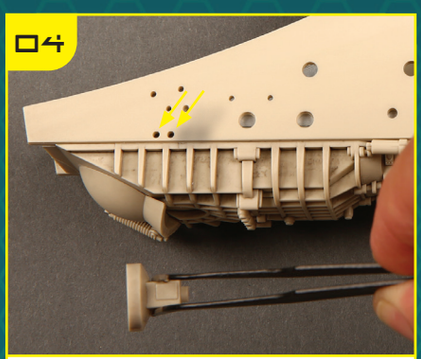
Glue the two lugs on (2) into the arrowed holes in the upper surface.

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STAGE 90 ASSEMBLY

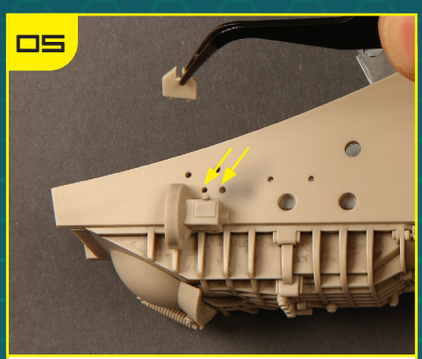


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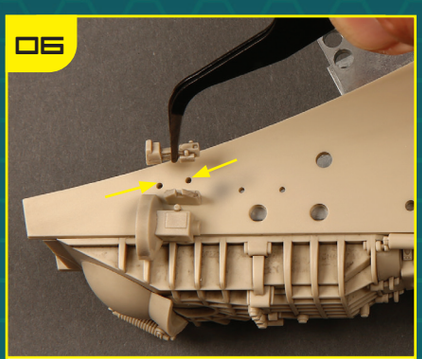
Glue the two pins on (3) into the arrowed holes in the starboard mandible.

05



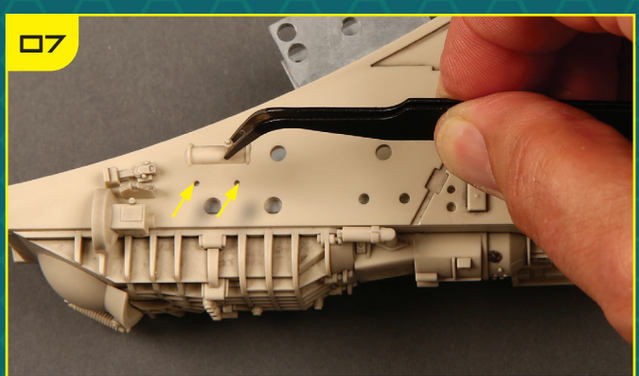
Glue the two pins on (4) into the arrowed holes in the mandible.

06



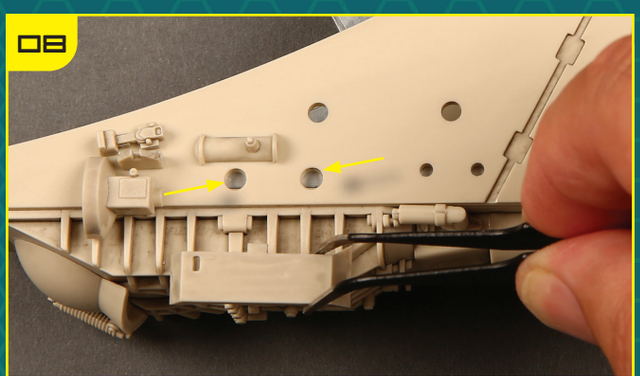
Glue the two pins on (5) into the arrowed holes in the mandible.

07



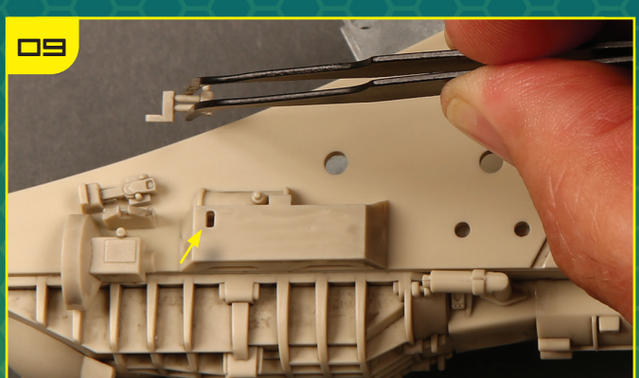
Glue the two pins on (6) into the arrowed holes in the mandible.

08



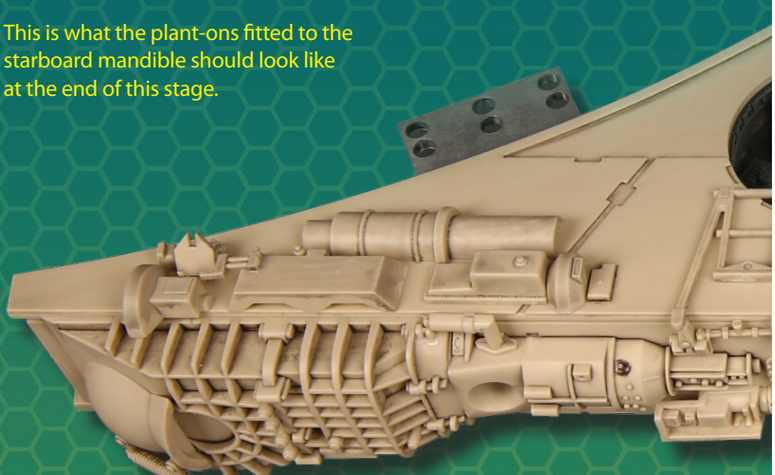
Glue the two pins on (7) into the arrowed holes in the mandible.

09

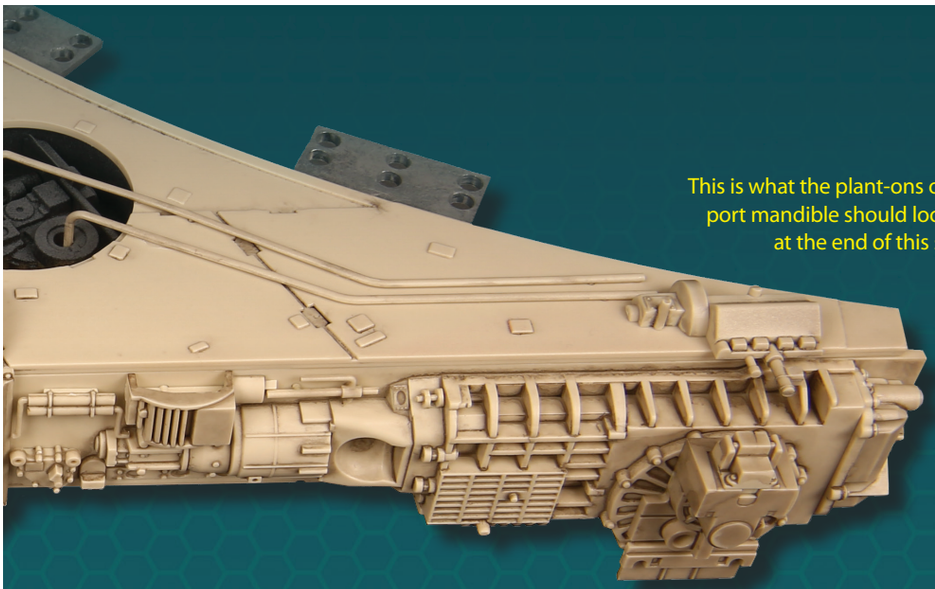


Glue the tab on (8) into the slot in (7).

This is what the plant-ons fitted to the starboard mandible should look like at the end of this stage.

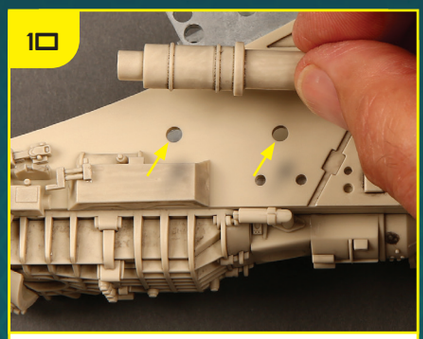


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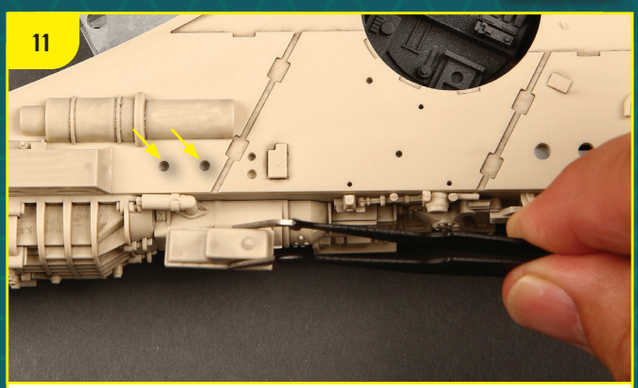
This is what the plant-ons on the port mandible should look like at the end of this stage.

10



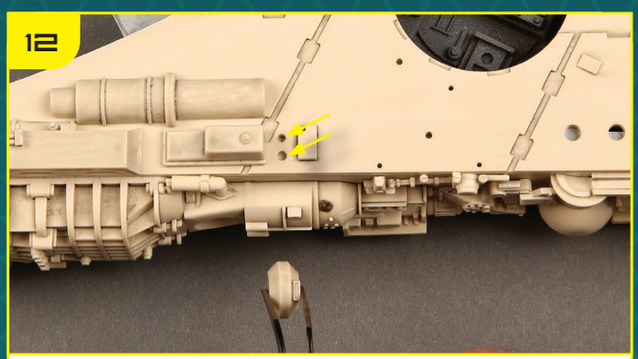
Glue the two pins on (9) into the arrowed holes in the starboard mandible.

11



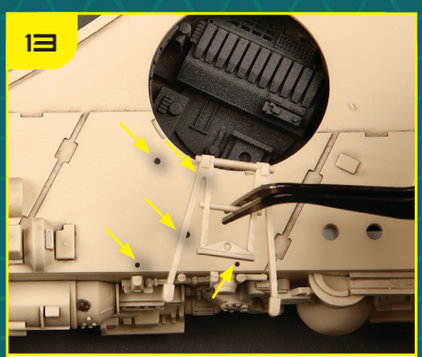
Glue the two pins on (10) into the arrowed holes in the mandible.

12



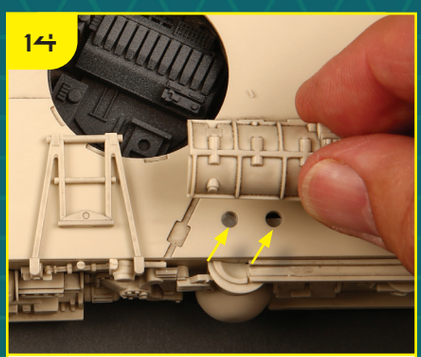
Glue the two pins on (11) into the arrowed holes in the mandible.

13



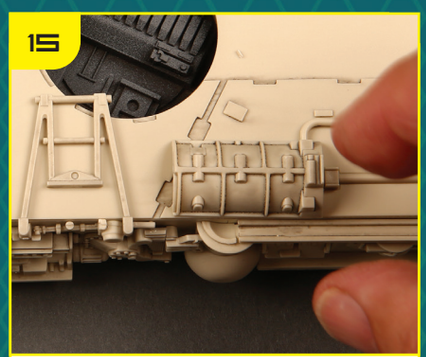
Glue the five pins on (12) into the arrowed holes in the upper surface.

14

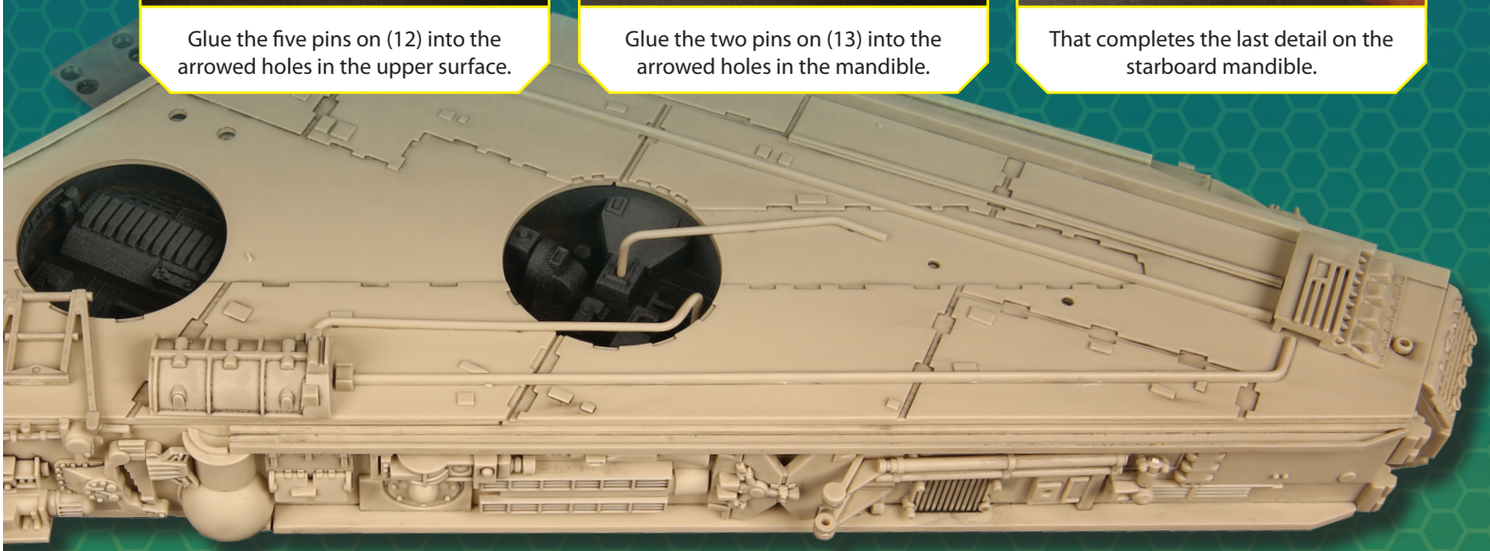


Glue the two pins on (13) into the arrowed holes in the mandible.

15



That completes the last detail on the starboard mandible.



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STAR WARS MILLENNIUM FALCON

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