STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





BOMBING TACTICS

F219FSC099

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BOMBING TACTICS

Used effectively, a well-planned bombing run can turn the course of a battle – planet-side or in space – and some of the most momentous military engagements in galactic history have been decided by such tactics.

When the fighting gets too fierce at ground level, or when a target is not safely reached by land-based units, military commanders will often call on aerial bombing or missile runs. These typically see bombers or hybrid bomber/fighters swoop in, deliver as well-timed and devastating a load as possible, before returning to the safety of their fleet, base or into space.

With the production of, and technology behind such vessels having advanced so rapidly, especially during the arms race that accompanied the escalation of the Clone Wars, the efficiency of the tactic has meant that a great many battles to date have been won or lost through the use of calculated bombing runs.

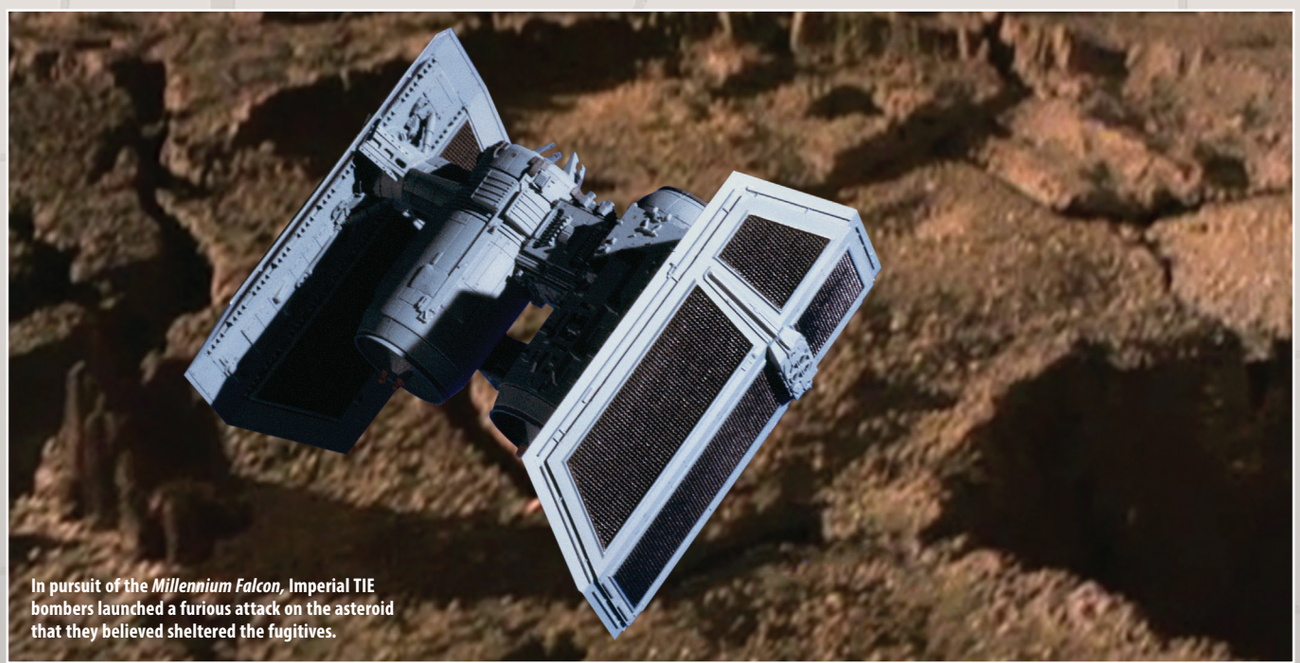
NOT JUST A CASE OF HIT AND RUN

While it may seem like an easy option for a commander to send in their bombers from afar, there is a lot more to it in modern warfare than simply ordering a 'hit-and-run'. Modern bombers might carry a great deal of the best targeting sensor equipment available, but there are still an enormous number of variables that come into play. Whether in space or on a planetary mission, battlefields are a mess of jamming and counter-jamming that mean sensors cannot be relied on entirely. Guided bombs and missiles can also be affected by the same countermeasures, not to mention the fire from point-defense emplacements, meaning their release has to be as close to their target as safety allows.

The biggest issue this creates for bomber pilots is that, even for a moment or two, they must fly in a straight line with the minimum bobbing and weaving, against a target that the enemy has very likely established defenses around – and is prepared for just such an attack. With their ability to deal a devastating blow to all beneath them, bombers are often the top target of any ground-to-air defense emplacements in any case, so a low-flying craft, following a predictable flight path, just makes the gunners' job that little bit easier. Instead, detailed and carefully planned raids must be devised, and pilots suitably well drilled, for a bombing campaign to be truly effective.

HOW DO YOU BOMB A DEATH STAR?

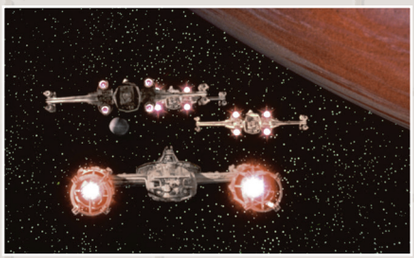
Practice is key to developing the skills needed to be a bomber pilot. In the ranks of the Republic Navy, it was customary for pilots to run countless simulations, each programmed using the best intel possible on the target and its defenses. That way, the optimal attack pattern could be worked out, including an approach vector that minimized the risk to the attacking ships, while collaborative training with fighter pilots could also be factored in.



In pursuit of the *Millennium Falcon*, Imperial TIE bombers launched a furious attack on the asteroid that they believed sheltered the fugitives.

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In essence, though, bomber pilots were trained to come in fast and low, hugging the terrain on a speedy approach and rising to fire at the last possible moment. This made them a smaller target and minimized the number of angles of defensive fire the attacking pilots had to deal with, while allowing them to deliver as precise a blow as possible. It was this calculated approach, albeit without the benefit of expensive simulations, that was followed by the Rebel Alliance, who most famously used stolen plans for the Death Star on which to base their daring raid over Yavin during the Galactic Civil War.



Escorted from Yavin 4 by X-wings, Y-wing bombers were instrumental in the Alliance's daring raid on the Death Star.

GROUND SUPPORT

Though the swooping, weaving bombers might fulfill the most dramatic role in an attack, there are occasions where they need a little assistance from more conventional ground units, and a prime example of this was the Resistance's missile assault on the thermal oscillator on Starkiller Base. X-wings under the command of Poe Dameron were sent to attack the base's outer structure, but the turbolaser emplacements and electronic countermeasures meant that even vessels as advanced as Dameron's T-70s had to fire at the last minute to guarantee a hit. They braved anti-aircraft fire and, moments after their first run, a concentrated assault from First Order TIE fighters. Even with the expertise the Resistance pilots brought to the battle, the defenses around the oscillator were such that the two squadrons were unable to cause sufficient damage. Only when a small strike team of saboteurs within the base itself managed to blow a hole in the side of it could Dameron fly in to deliver the fatal load to destroy the oscillator, destabilize and ultimately blow up the entire Starkiller Base.



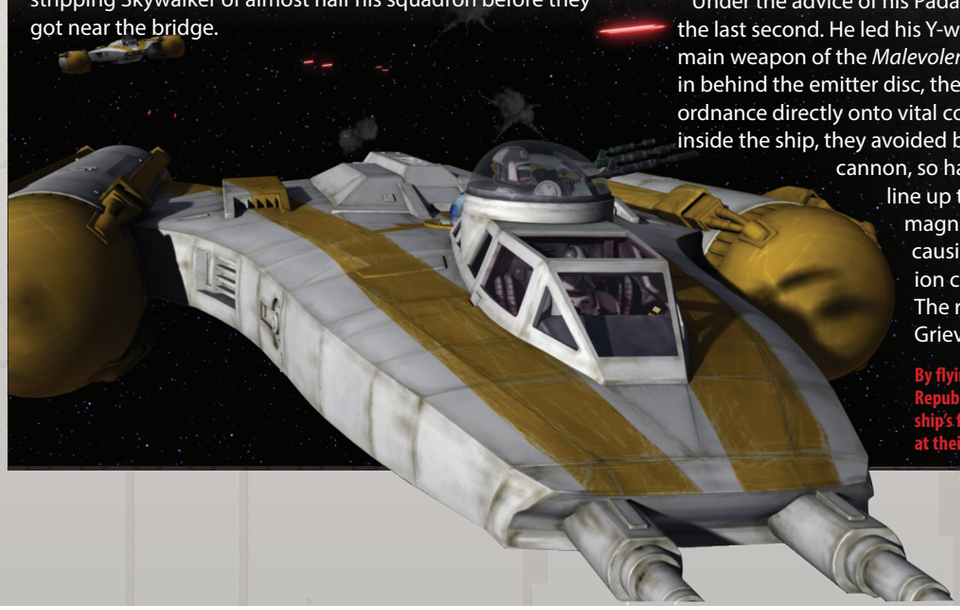
CHANGE OF PLANS

Regardless of the cunning plans made or the simulations run, it was rare indeed for any plan to survive first contact with an enemy. Bomber commanders and their pilots are trained to anticipate having to deal with the unexpected, and to communicate, clearly and concisely, a new plan of attack. When Anakin Skywalker led a flight of brand new Y-wing bombers against the flagship of Separatist commander General Grievous, his original plan had been to use his bombers to destroy the bridge of the *Malevolence*, thereby killing Grievous at the same time as crippling the ship itself. However, the plan was made with limited intel, and the anti-starfighter flak was too intense, stripping Skywalker of almost half his squadron before they got near the bridge.

A last-minute change in plans was needed for General Skywalker to lead his squadron of Y-wing bombers to victory in their assault on General Grievous's *Malevolence*.



Under the advice of his Padawan, Anakin switched targets at the last second. He led his Y-wings in a swooping attack on the main weapon of the *Malevolence* – its giant ion cannon. Moving in behind the emitter disc, the bombers were able to drop their ordnance directly onto vital components. By effectively flying inside the ship, they avoided being targeted by point-defense cannon, so had the luxury of taking their time to line up the shot. The cramped confines magnified the power of the bombs, causing enough damage to make the ion cannon overload when it was fired. The resulting explosions crippled Grievous's flagship.



By flying dangerously close to their target, the Republic Y-wings could evade the attentions of the ship's flak turrets, giving them a clear unhindered run at their drop zone – a rare luxury for bomber pilots.

YOUR NEXT PARTS

This issue's parts include more details for the engine bay cover, including the actuator array that runs around the rear curve.

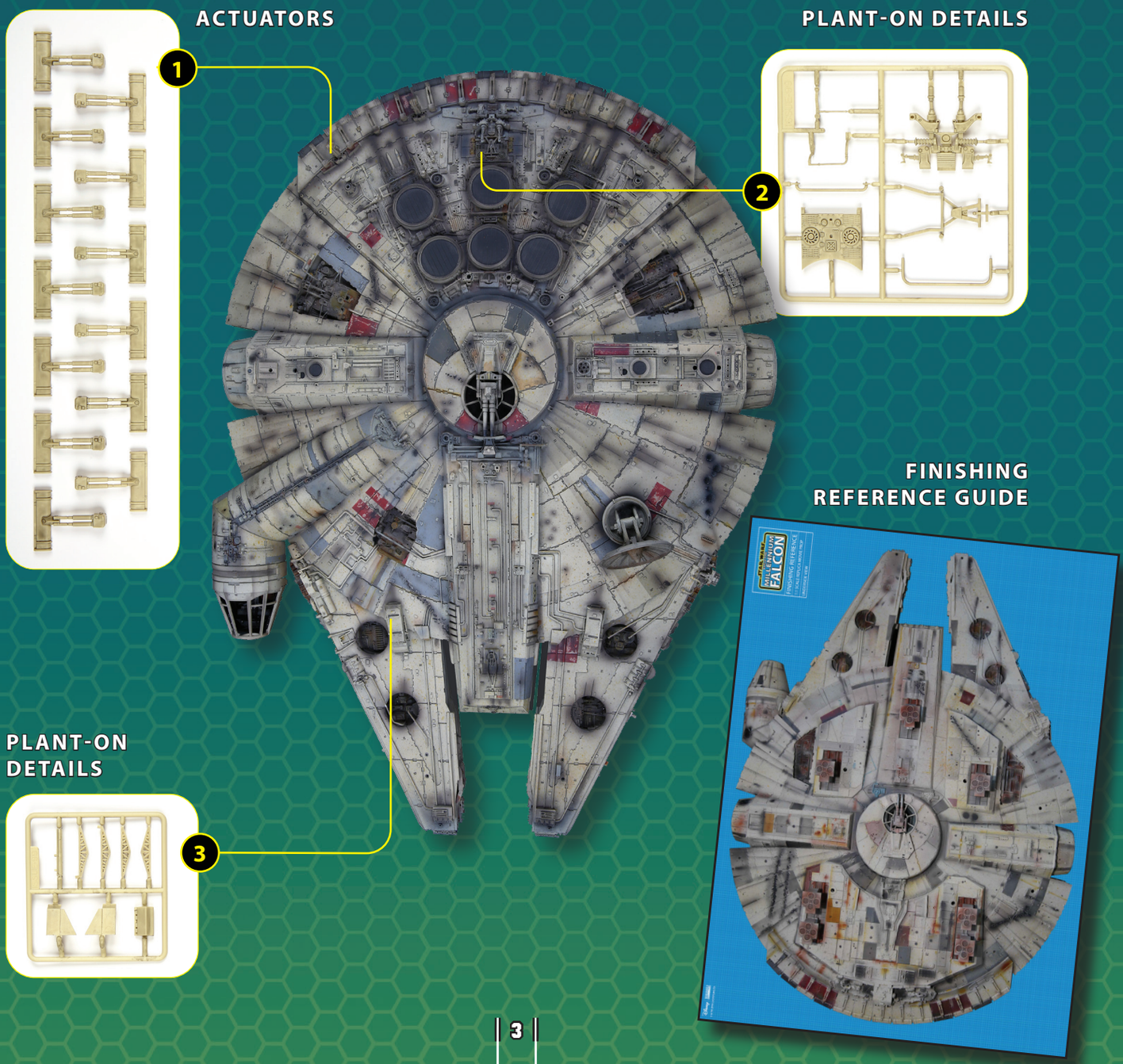
In this stage, you will complete the underside of the hull and be able to install the landing legs if you have chosen that option. Returning to the top of the hull, you can complete the engine bay cover by adding the plant-on details, and install the deflector shield projectors. Finally, for those who are adding a custom-painted finish, you also have the first of two full-size reference guides that will show you in close-up detail where to add the last authentic touches to your model.

COMPONENTS CHECKLIST

- **1** Actuators x 13
- **2** Plant-on details (7 on sprue)
- **3** Plant-on details (8 on sprue)

PLUS Your first finishing reference guide

WHERE THE PARTS FIT

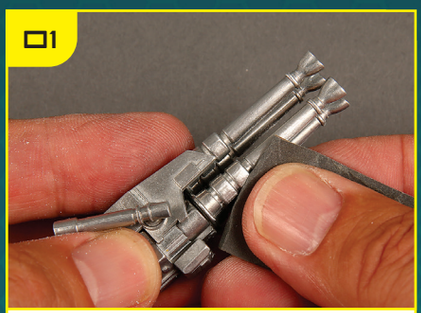


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FINISHING THE UNDERSIDE

Whether or not you have decided to fit the landing legs (see pages 5-6), you need to add the gun and further plant-ons to complete the lower surface – these have been left until now to avoid them becoming damaged. Rest the model on the jig or a cushion while doing so.

01



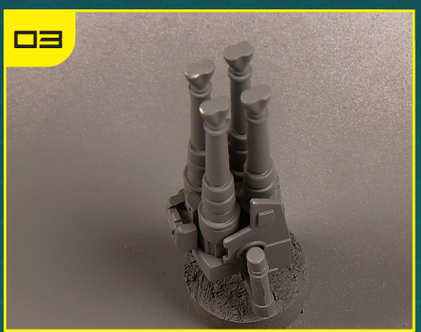
Take one of the two laser cannon assemblies and lightly sand it with wet and dry paper to help the paint to stick.

02



Rig up a support using a cork or similar so you can spray-paint the cannon.

03



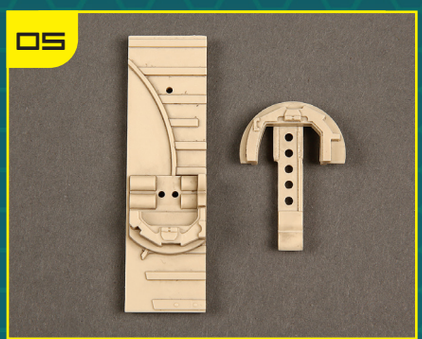
Spray a light coat of gray primer all over the cannon.

04



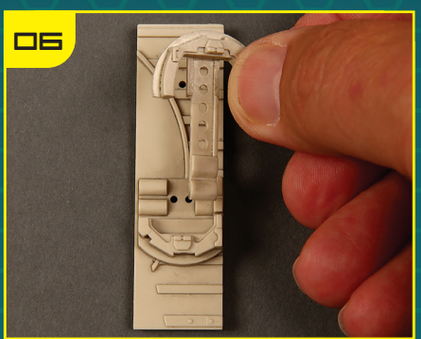
Spray a base coat of Insignia White, then add weathering details if you have chosen to custom-paint your model.

05



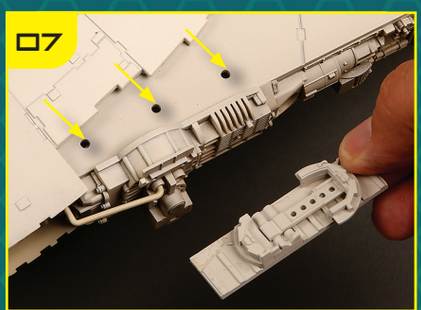
Take the two plant-on details provided with Issue 92.

06



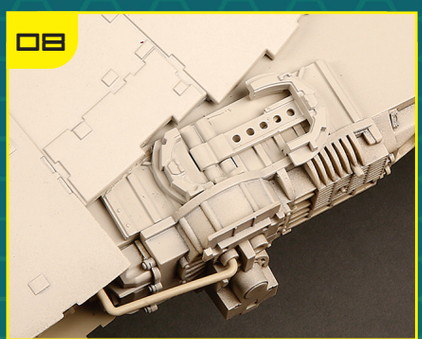
Glue the pins on the back of the smaller part into the holes in the larger one.

07



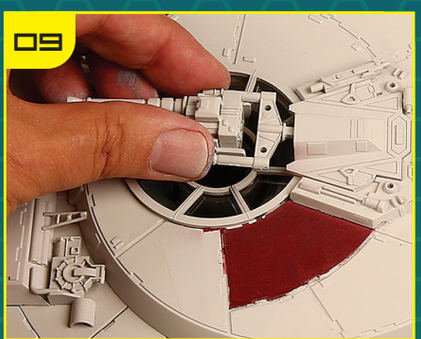
Paint the assembly if you have chosen that option, and glue it to these three holes under the port mandible.

08



The finished assembly should look like this.

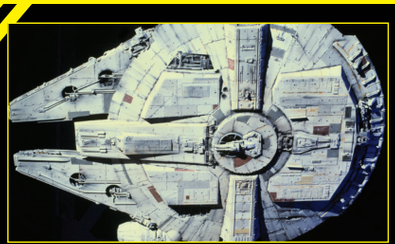
09



Glue the square tab on the cannon firmly into the matching hole in the turret.

CUSTOM PAINTING

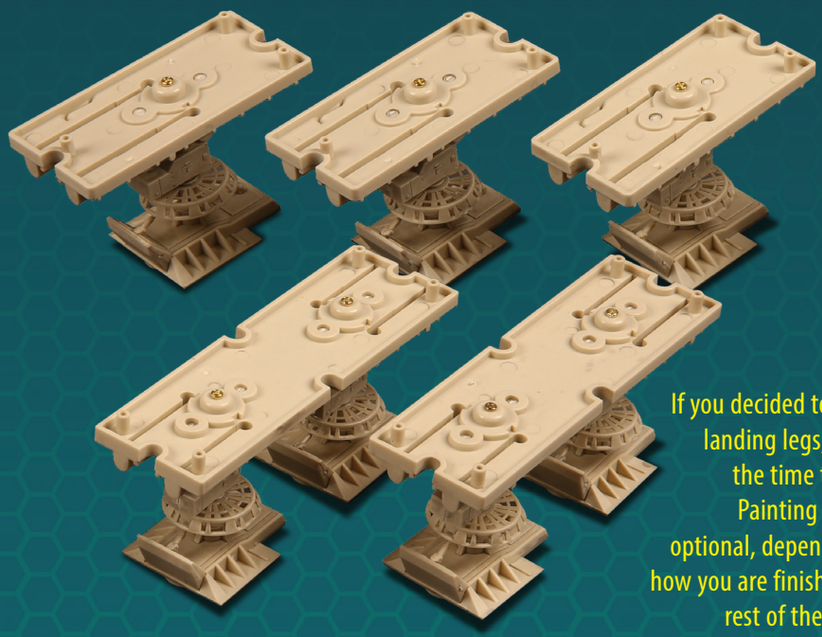
If you decided to custom-paint your model, you will have completed most of the underside in Stage 52, but there are a few last details that we suggested would be best added now that you have assembled the rest of the model. This full-size poster of the underside shows an example that has been fully weathered, with random touches of spray and toothbrush splatter. Use this as a guide to finishing the model after fitting the parts shown above, as well as the legs if you have decided to fit them (see pages 5-6).



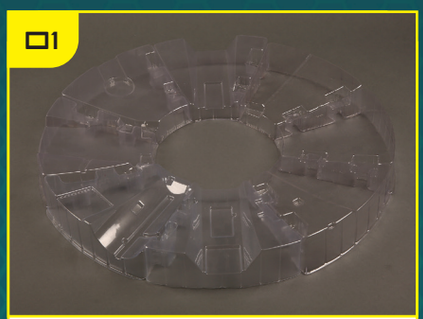
A view of the weathered original filming miniature in the Lucasfilm archive, on which the finished model shown in the reference guide is based.

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FITTING THE LEGS



If you decided to fit the landing legs, now is the time to do it. Painting them is optional, depending on how you are finishing the rest of the model.



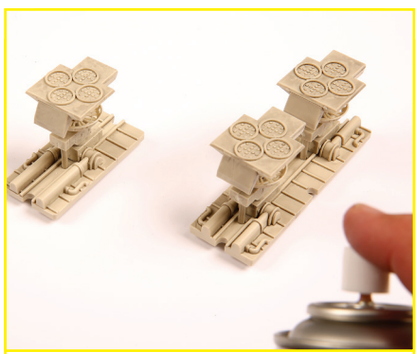
1

Remove the loose fittings from the upper side of the model, and use the building jig or cushions as a support.

CUSTOMIZING YOUR MILLENNIUM FALCON

PAINTING THE LANDING LEGS

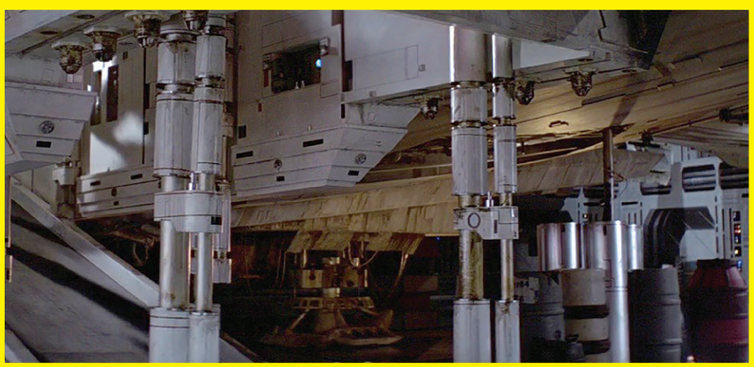
As the filming miniature did not have landing legs permanently installed, there is no original reference. This means you can use artistic license to give the legs a weathered finish to match the rest of the model, also based on the appearance of the full-size props of the *Millennium Falcon*.

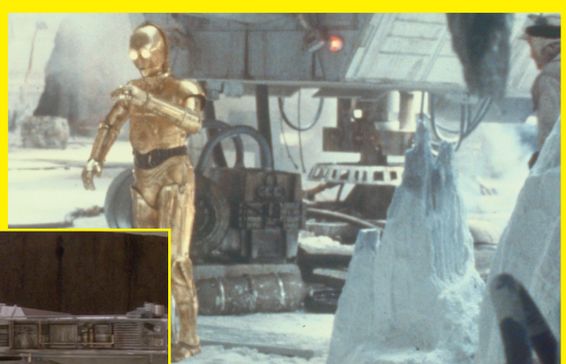


Give the legs a base coat of Insignia White before adding weathering.

Screen appearances

There are few close-up views of the legs in the Classic trilogy and most are obscured by the lighting, but these examples are typical references.





These views show how the oil streaks and patches of corrosion that appear on the underside of the *Falcon* are replicated on its undercarriage (above and right).

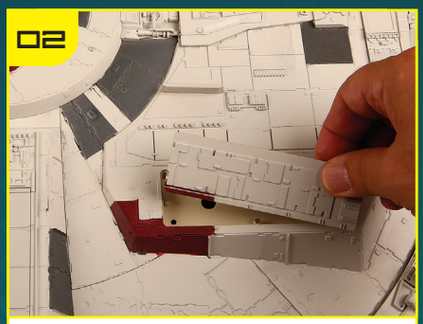


You can recreate the first view of the *Falcon* in Mos Eisley (left) by fitting the legs – although this earlier version of the ship only had three of them!

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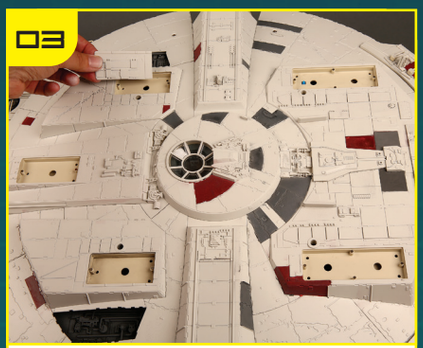
STAGE 99 ASSEMBLY

02



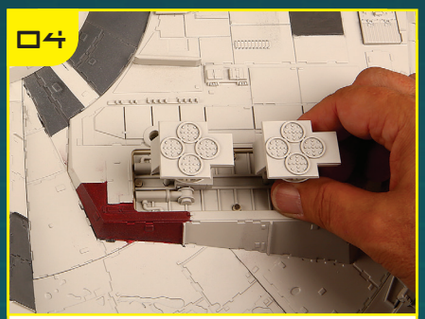
With the model inverted, remove the cover plates from the landing leg mounting recesses.

03



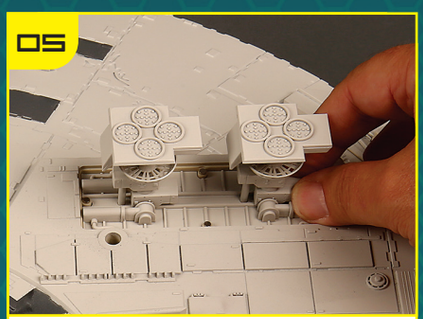
With all five cover plates removed, the model should look like this.

04



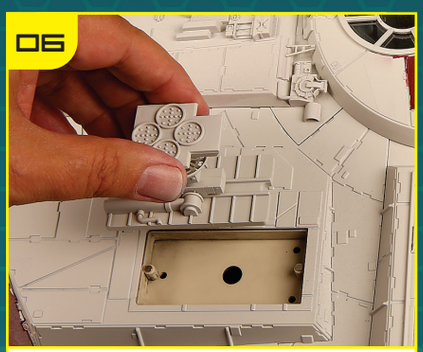
Firmly press the double legs into the rear recesses, making sure that you fit them the right way round.

05



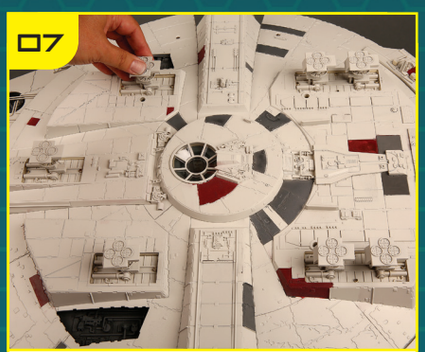
When the port rear leg is properly seated in its recess, it will actuate the pressure switch that controls the landing lights.

06

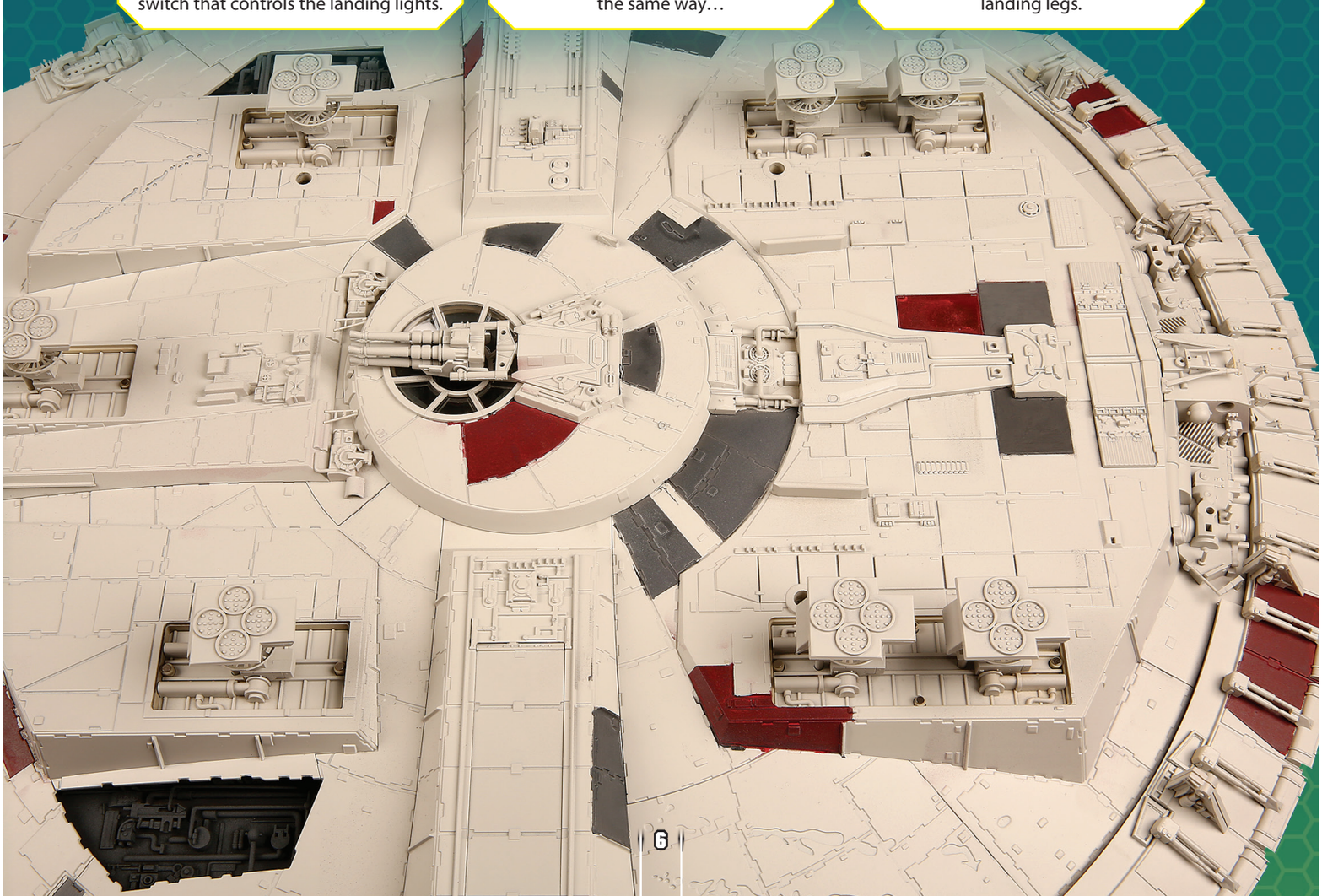


Fit the single legs to the front recesses in the same way…

07



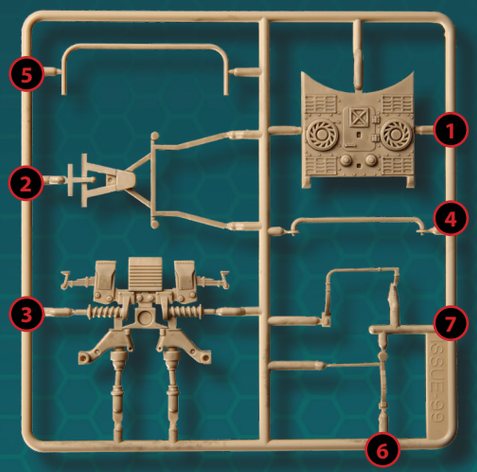
…until you have fitted all five landing legs.

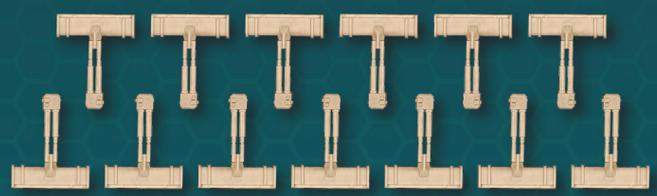


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DETAILING THE ENGINE BAY COVER

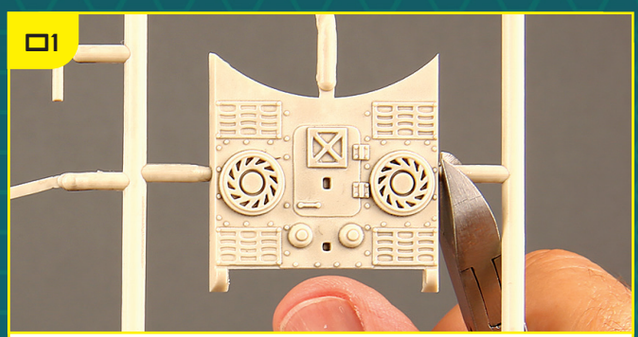
Complete the engine bay cover by adding the seven plant-on details and 13 actuators supplied this time.





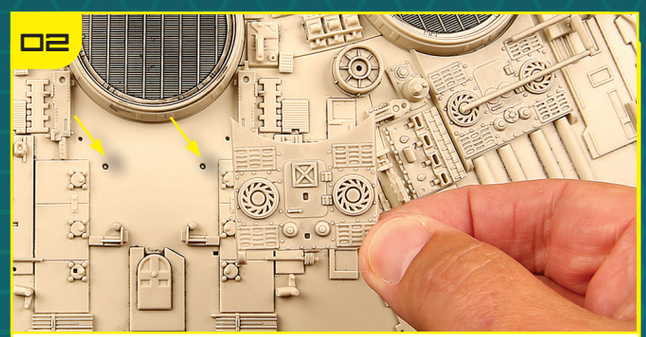
As on the underside of the hull, some of the weathered details on the thrust vector plates run under the actuators. If you are custom-painting your model, you may wish to leave Steps 9-12 until you have reviewed the finishing guide that comes with Issue 100.

01



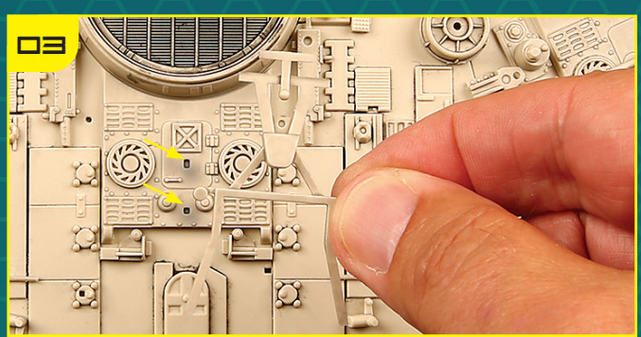
Remove all the parts from the sprue as you need to fit them.

02



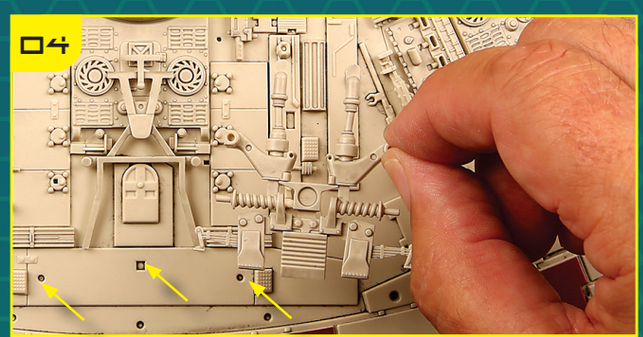
Glue the pins on (1) into the two matching holes.

03



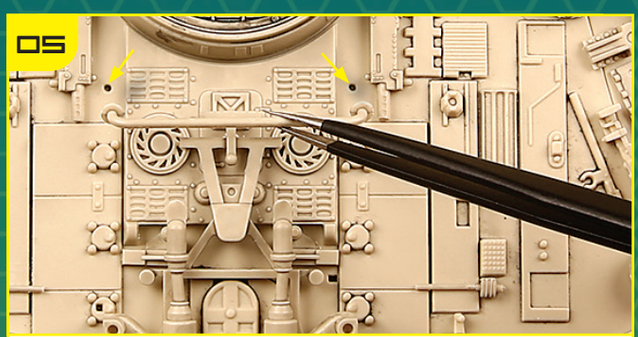
Glue the tabs on the back of (2) into the matching holes in (1).

04



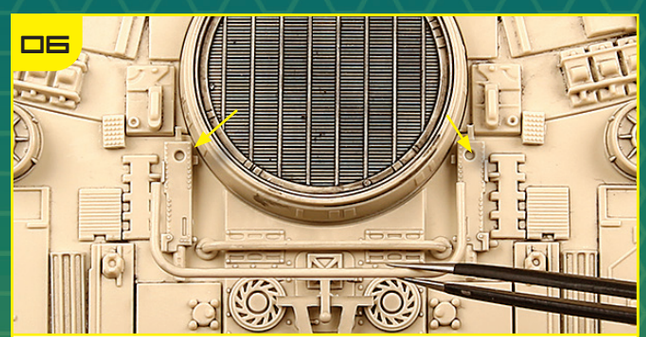
Glue the pins on the back of (3) into the matching holes.

05



Glue the pins on the ends of (4) into the matching holes.

06

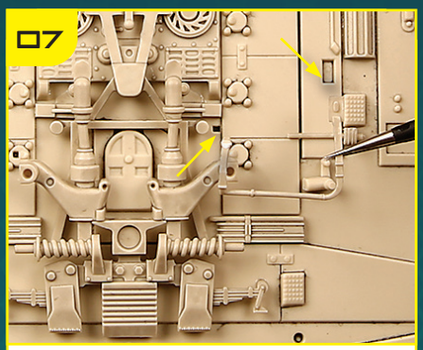


Glue the pins on the ends of (5) into the matching holes.

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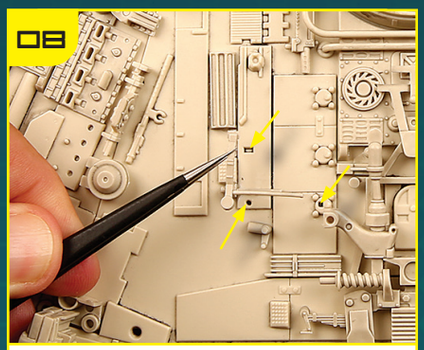
STAGE 99 ASSEMBLY

07



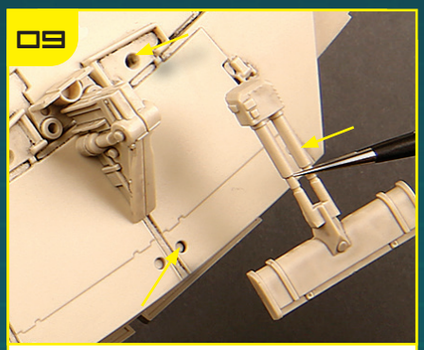
Glue the pins on (6) into the matching holes.

08



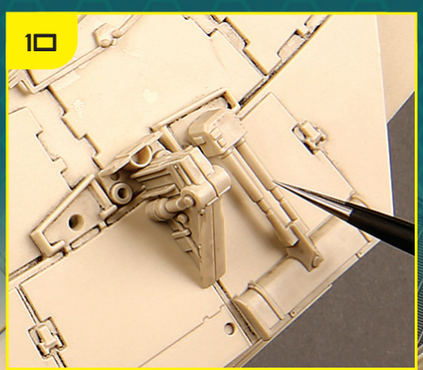
Glue the pins on (7) into the matching holes.

09



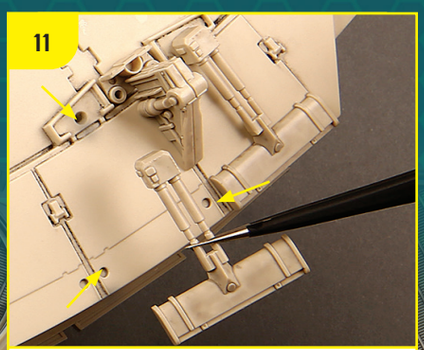
Glue an actuator to the first three holes over the thrust vector plates.

10



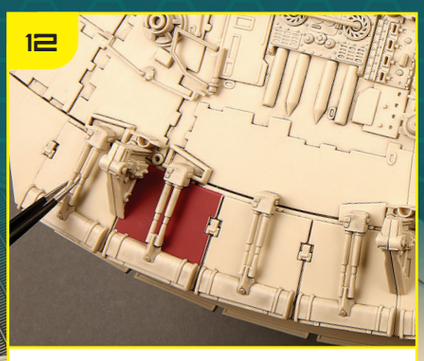
Press the actuator firmly into place.

11

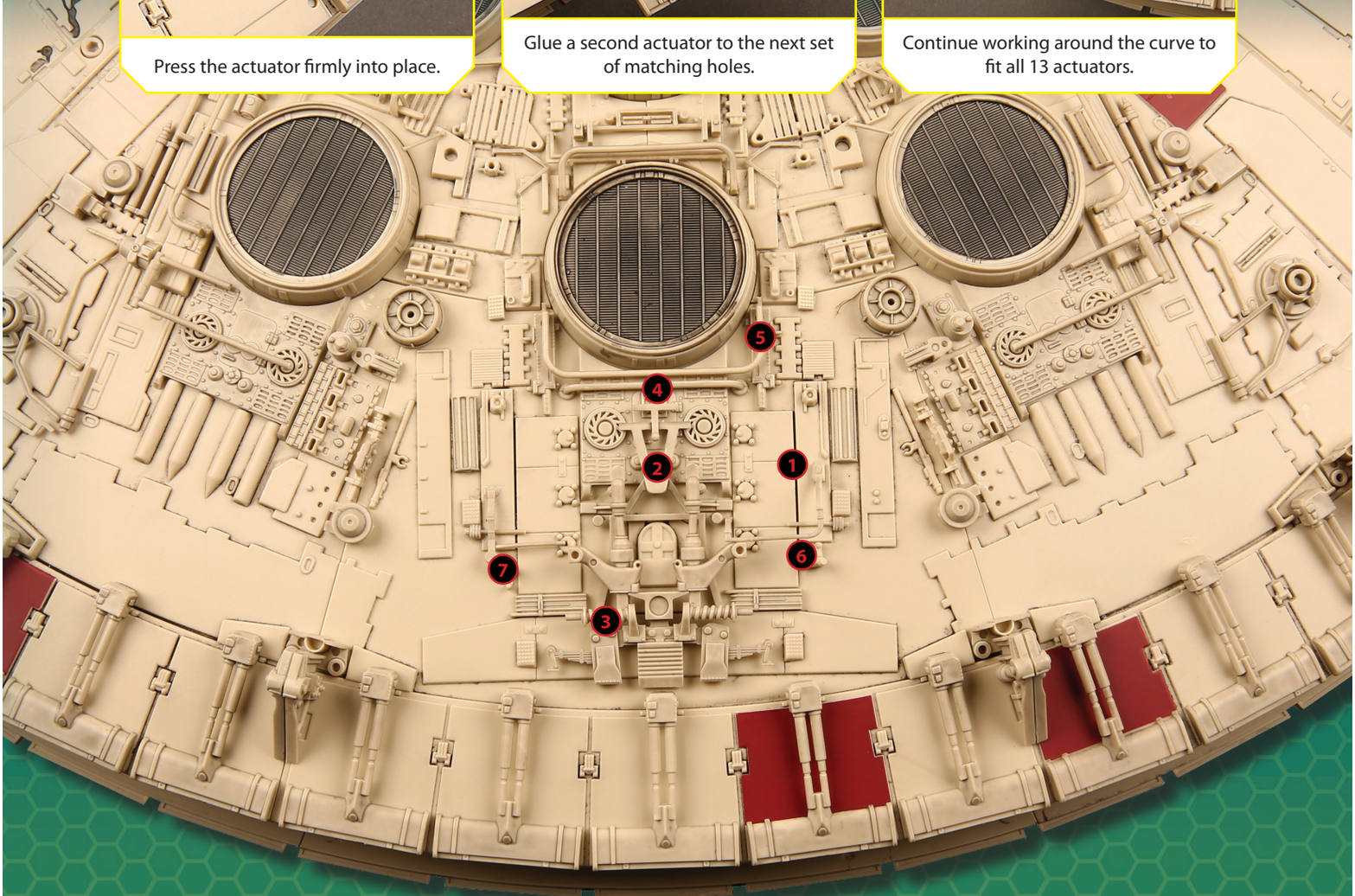


Glue a second actuator to the next set of matching holes.

12



Continue working around the curve to fit all 13 actuators.



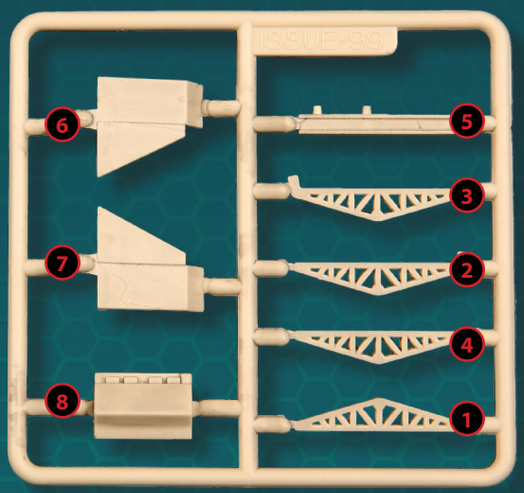
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FITTING THE DEFLECTOR SHIELD PROJECTORS

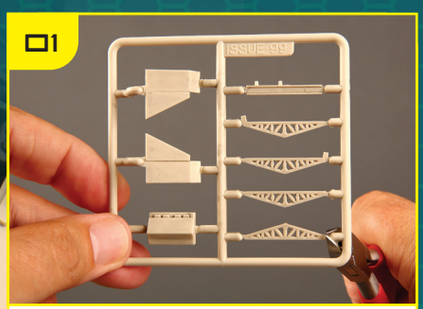
The deflector shield projectors are fitted to the mandibles, overhanging the edge of the hull plating. Assemble them from the two parts provided with Issue 98, plus the plant-on details supplied this time.

There are three additional details on the sprue (6, 7, and 8), which are also fitted in the area of the mandibles. Note the difference between the two shield projector moldings, one of which (B) has two holes in one end that are not present in (A).



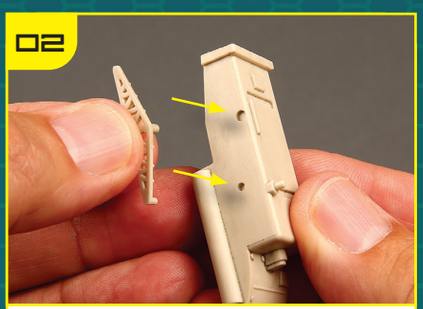


01



Remove all the parts from the sprue as you need to fit them.

02



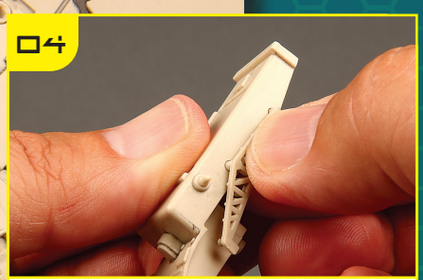
Glue the pins on (1) into the two matching holes in shield projector (A).

03



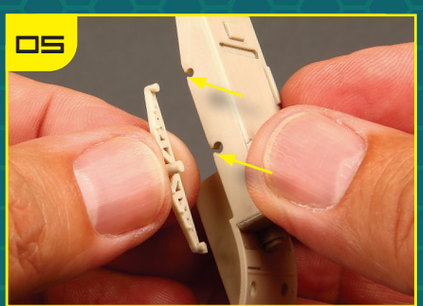
It should fit like this.

04



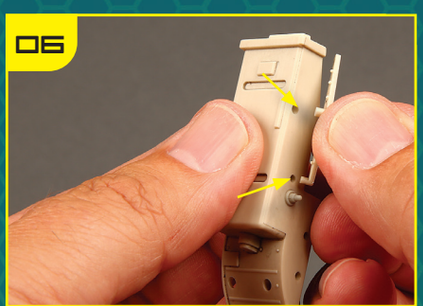
Glue the pins on (2) into the two holes on the other side, noting how it is angled down compared to (1).

05



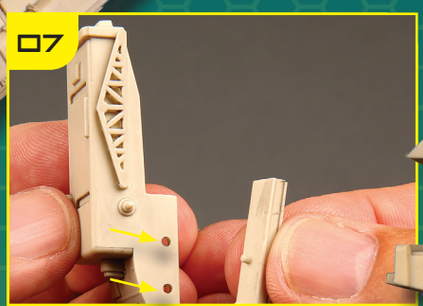
Detail (3) is a mirror image of (2). Glue it into the matching holes in projector (B).

06

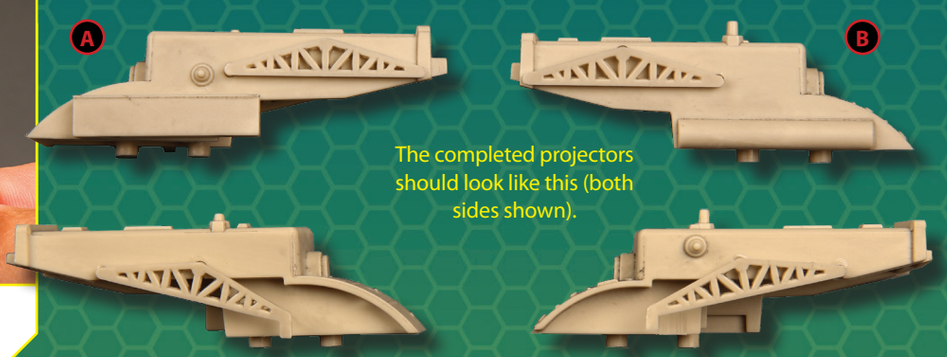


Glue the pins on (4) into the two holes on the opposite side.

07



Glue the pins on (5) into the two matching holes.

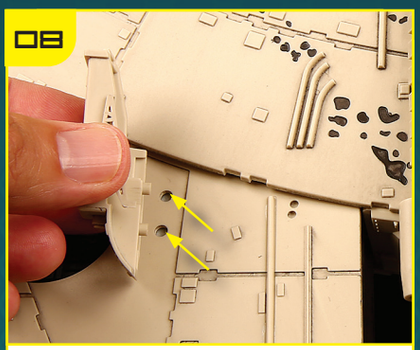


The completed projectors should look like this (both sides shown).

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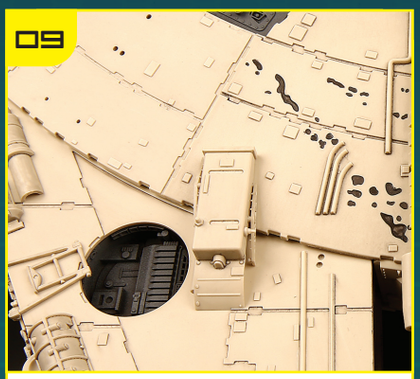
STAGE 99 ASSEMBLY

08



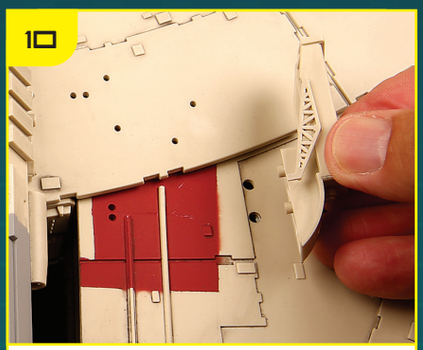
Glue shield projector (A) into these two holes on the starboard mandible...

09



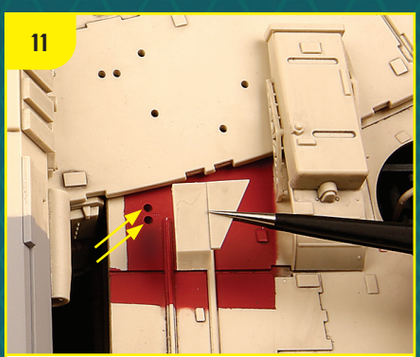
…so it fits like this.

10



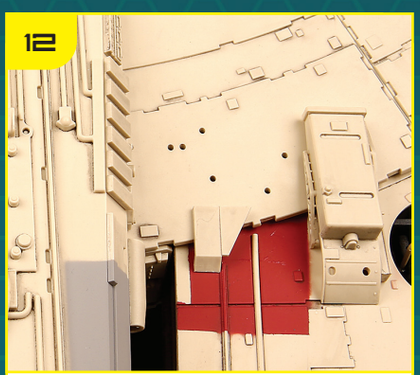
Glue shield projector (B) into the matching holes opposite.

11



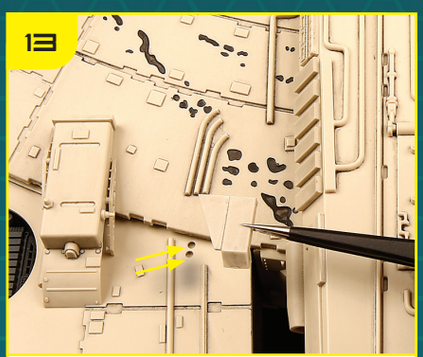
Glue (6) to these two holes near the shield projector…

12



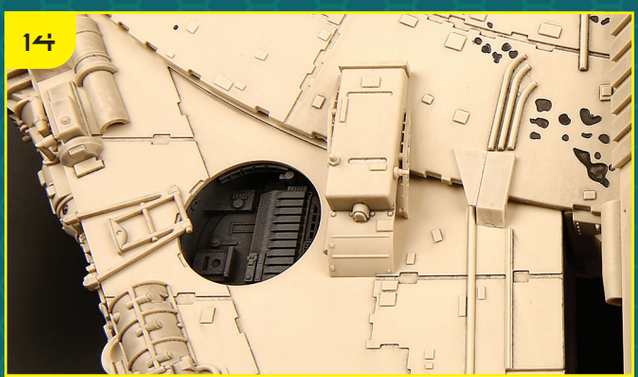
…so it fits like this.

13



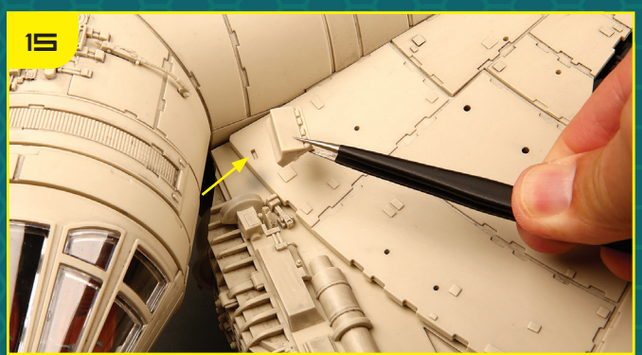
Glue (7) into the matching holes opposite.

14



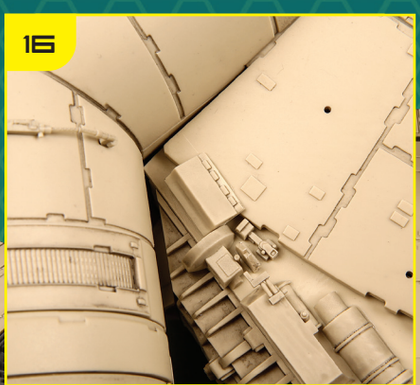
It should fit like this.

15



Glue the tab on the back of (8) to the slot indicated…

16



…so it fits like this.

The completed projectors should look like this on your model.

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