100

STAR WARS MILLENNIUM FALCON

BUILD THE MODEL – EXPLORE THE GALAXY





MILLENNIUM FALCON – LATER YEARS

FANHOME

DeAgostini COLLECTIBLES

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F219FSC100

YT-1300F LIGHT FREIGHTER

MILLENNIUM FALCON – LATER YEARS

In the years following the Battle of Endor, the *Millennium Falcon* would change hands a number of times – first, when it was stolen from its most famous owners, Han and Chewbacca, and finally, when the will of the Force brought on board an extraordinary young girl from Jakku.



In the years after the Battle of Endor, and after a brief spell in service to the New Republic, Solo returned to doing what he – and the *Falcon* – did best. But before any credits were made through smuggling, Han and Chewie determined to find a way to free Kashyyyk from its Imperial governor and his troops, who had dug in deep. The struggle was a long but ultimately successful one, and afterwards, Chewbacca decided to stay on his homeworld for a while.

During peacetime, Han spent less time on the *Falcon* as he concentrated on new endeavors, like leading a successful starship racing team. Then, when tragedy struck the family, and Han and Leia's son, Ben, fell to the dark side, Solo's life shattered. Eventually, he and Leia went their separate ways,

The famous *Millennium Falcon* would spend close to 30 years in obscurity, all but lost to the galaxy, when it was stolen from Han Solo and left to rot in a junkyard on Jakku. However, a chance encounter saw it returned to life, to play a key role in the Resistance's fight against the First Order.

MILLENNIUM FALCON TECHNICAL SPECIFICATIONS

MODEL	Modified YT-1300f light freighter
MANUFACTURER	Corellian Engineering Corporation
LENGTH	34.52 m (113 ft 3 in)
WEAPONS	2 x CEC AG-2G quad laser cannon 2 x Arakyd ST2 concussion missile tubes 1 x BlasTech Ax-108 'Ground Buzzer' blaster cannon (concealed)
CREW	2 minimum
ADDITIONAL	Civilian-grade comms and sensor rectenna, replacement for military-grade model lost at the Battle of Endor
AFFILIATION	Han Solo, Rey

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'The garbage will do!' The dusty and decrepit *Millennium Falcon* was certainly not Rey's first choice when fleeing the First Order on Jakku.

FALLEN ON HARD TIMES

By the time Han and Chewbacca regained ownership of the *Falcon*, it bore the scars of its previous owners. Unkar Plutt, for example, had foolishly installed a compressor on the hyperspace engine ignition line. Even the untrained Rey realized that this was a bad idea – it put enormous strain on the hyperdrive. As well as that, the motivator had developed a fault where it tied in to the fuel system, meaning that residual gas could leak into the ship compartments. The *Millennium Falcon* needed Han and Chewie back as much as they needed their ship.

but this would not be the only loss Han suffered – the *Millennium Falcon* had been stolen.

It was a former 'associate', Ducain, who had stolen it from Han and Chewie, and while retrieving it should have been simple enough, Ducain himself lost the ship to the Irving Boys gang, who themselves had it taken from them. By the time Solo gave chase, the ship was well and truly lost.

JUNK ON JAKKU

With its identity mostly erased, the *Falcon* was in fact on Jakku, languishing under a dust cover on Unkar Plutt's used ship lot at Niima Outpost. The Crolute liked the idea of owning such a famous ship, but not understanding how it worked – few save Han and Chewie ever could – left it to rot. The *Falcon* seemed to be forgotten.

Then, when a desert scavenger and an escaped First Order stormtrooper needed a quick escape from Jakku, it was to the *Falcon* that they turned, even if it wasn't their first choice. Managing to coax the old freighter into life, Rey and Finn, accompanied by an astromech droid, were soon airborne and racing to safety, with Unkar Plutt only able to look on in fury.

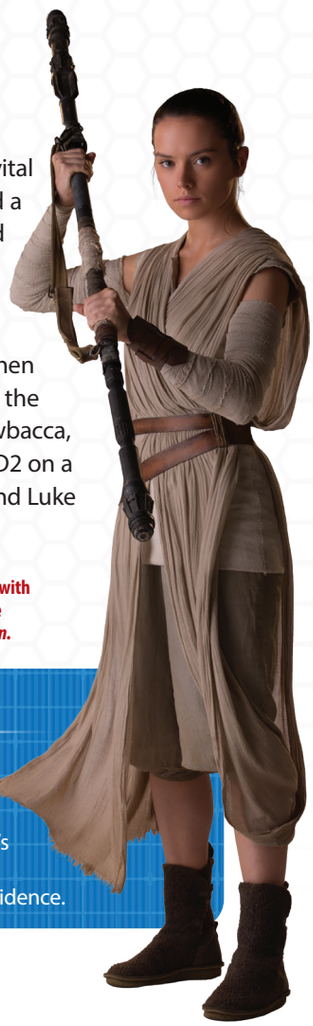
REUNION AND RESISTANCE

Its systems online once more, the *Falcon* was immediately tracked by Han, flying his new ship, the *Eravana*. Locked into the vast cargo ship's hold, the *Falcon* was reunited with its former owners: Han and Chewie were home!

It wasn't long before the long-suffering *Falcon* was drawn into conflict again, however, as the First Order, fresh from its superweapon attack on the Hosnian system, raced to recover the droid now traveling on board. Things came to a head on Takodana, where a brief but destructive battle between the First Order and Resistance brought about another reunion, that of Han and Leia, now a Resistance general.

So it was that, with the First Order turning its sights on the Resistance base on D'Qar, which was run by Leia, Han again found himself joining a cause to protect the woman he loved – just as he had years earlier. Throwing his lot in with the Resistance, he helped develop plans for himself, Chewbacca and Finn to use the *Falcon* to infiltrate and sabotage Starkiller Base before it could destroy D'Qar. Piloting his ship just past the shields at light speed, Han swiftly reverted to realspace and slowed down, before he plowed the *Falcon* into the planet. The team were on the ground, but the mission would end in tragedy when, once inside the cavernous base, Han was slain by his own son, Kylo Ren, while trying to lead him back to the light, back to his family.

The *Millennium Falcon*, flown by Chewbacca, was vital in getting Rey and a critically wounded Finn off Starkiller Base before it blew. Soon after, the famous ship then took Rey – now in the pilot's seat – Chewbacca, and a revived R2-D2 on a vital mission: to find Luke Skywalker...



Rey felt an instant affinity with Han, and showed an innate understanding of the *Falcon*.



THE LATER YEARS OF THE *FALCON*

After piloting the *Falcon* at key moments during the war between the Resistance and the First Order, Rey flew it again to travel to Tatooine. There, she visited Luke's former home, and buried the Skywalker lightsaber and Leia's lightsaber near the residence.

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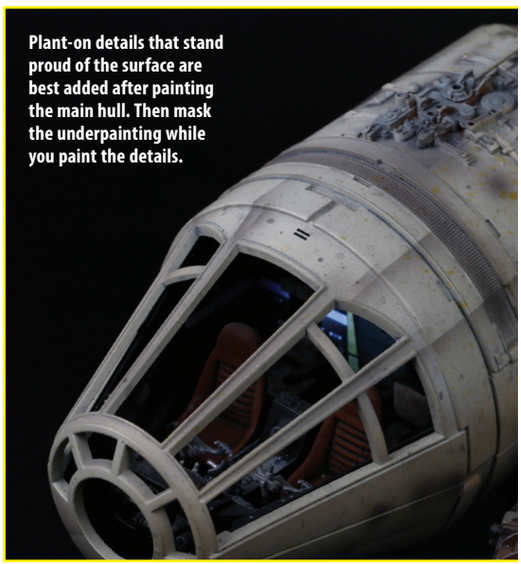
YOUR NEXT PARTS

COMPONENTS CHECKLIST

1. Remote control
2. Plant-on details
3. Your second finishing reference guide

This issue brings you the remote control for your model, plus the final finishing guide.

In this stage, you will complete the final details on the top of your model by adding some plant-ons that have been held back from earlier issues. For those who are adding a custom-painted finish, you also have the second of the two full-size reference guides that show you in close-up detail where to add the final authentic touches to your model. With this stage completed, your model will be ready to mount and display, using the remote control provided to turn the lights on or off, and operate the ramp.



Plant-on details that stand proud of the surface are best added after painting the main hull. Then mask the underpainting while you paint the details.

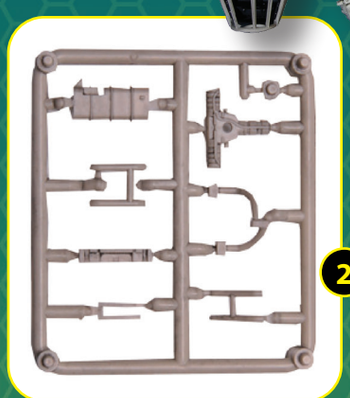
WHERE THE PARTS FIT



1

REMOTE CONTROL





2

PLANT-ON DETAILS



FINISHING REFERENCE GUIDE 3

Don't forget to protect the electrics! Make sure that the main switch button on the side of the model doesn't get clogged with paint, and use spots of silly putty to fill the holes over the LEDs for the landing lights and headlights.

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CUSTOMIZING YOUR MILLENNIUM FALCON

COMPLETING THE CUSTOM PAINTWORK

The top and sides of your *Millennium Falcon* are finished in much the same way as the underside, and with the posters provided with Issues 99 and 100, you now have full-size references to every area, plus photographs to download. Use these together with the painting guides provided in Stages 48-52 to add extra patches of color and weathering effects.





Complex shapes can be masked with silly putty – which is especially useful when painting details that run over or into recesses.

While the standard model is prepainted with the main panels of color that appear on top of the hull, if you study the reference images you will see that there are many other patches of color, which often run under the pipework and machinery, which is why you need to carry out some of the painting before you fit the last plant-on details covered on the following pages.

MASKING

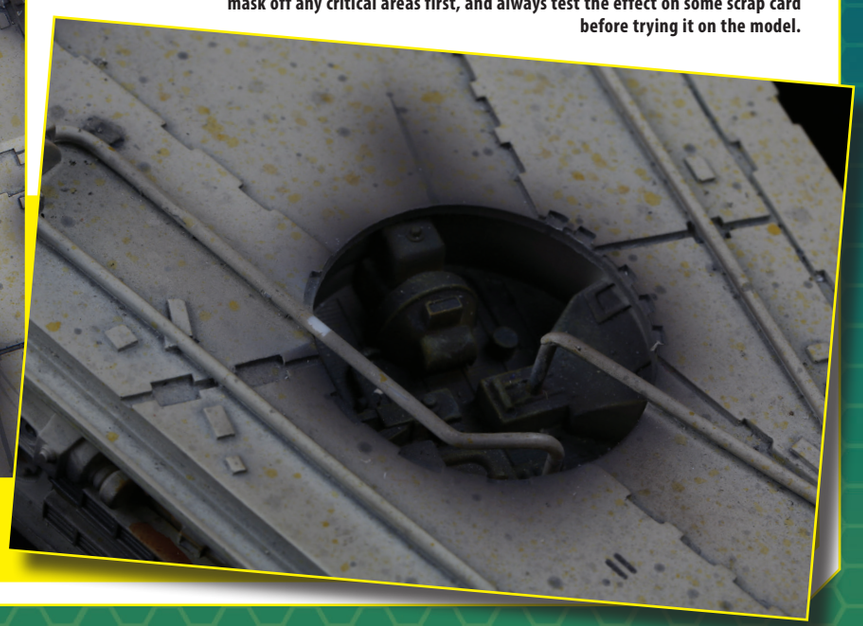
Work in a logical order. Remove the detachable panels and the rectenna and paint them separately. Mask off the holes left in the hull using pieces of card to cover the main area, with masking tape around the edges Protect the edges of the painted underside with masking tape, and do the same for the whole of the diffuser strip around the engines, then paint the sides. When the sides are complete, mask them off, then do the top. If you have added glazing, be sure to protect the windows from overpainting. If you haven't glazed the model, use masking to prevent paint from getting inside.

Although the area to be tackled is larger than the underside, the principles are exactly the same. The most important thing is to keep an eye on the order of work, painting the most inaccessible areas first, allowing the paint to dry, and then masking the finished areas while you paint on top. The same applies to areas that will have pipework or other details on top – paint the underlying area first, then mask it off. You don't always need to use masking tape; silly putty is handy for awkward areas, or you can place a simple slip of card under a pipe to allow you to paint it without marking the area underneath.

FINISHING TOUCHES

The last details added by ILM included an overall spatter of dirt and grime. Apply this very lightly across the whole surface to help to tie the finish together. Use a variety of grays and sludge colors, well thinned and flicked using a toothbrush to apply fine, random droplets.

A fine spatter of gray and dirty yellow paint covers most of the surface. Flick the bristles of a toothbrush dipped in well-thinned paint to deliver this effect, but mask off any critical areas first, and always test the effect on some scrap card before trying it on the model.



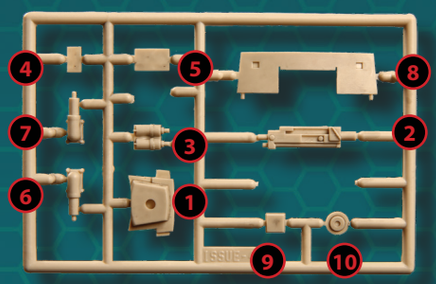
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FINISHING THE PLANT-ON DETAILS

To complete your model, you need to add the 54 plant-on details that were left out in earlier stages. These were supplied on nine sprues, as shown below.

The sprues shown were provided with the issues indicated. Some were completely unused at the time, while others had a few parts removed, with some left in place until this stage. The reasons for not fitting these plant-on details earlier are either that they might be vulnerable to damage while working on another area of the model, or that painted details need to run under them. If you have chosen to add a custom-painted finish to your model, you should consult pages 4-5 and the finishing reference guide before gluing these extra plant-on details in place. If you are not painting your model, you can add all the plant-on details without further delay.

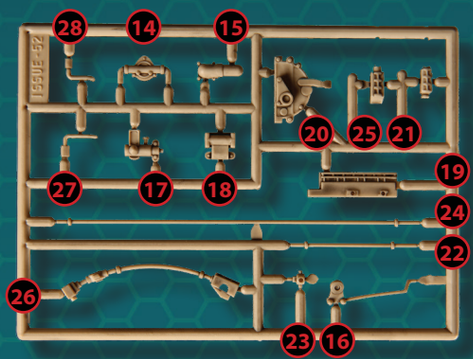
Issue 47



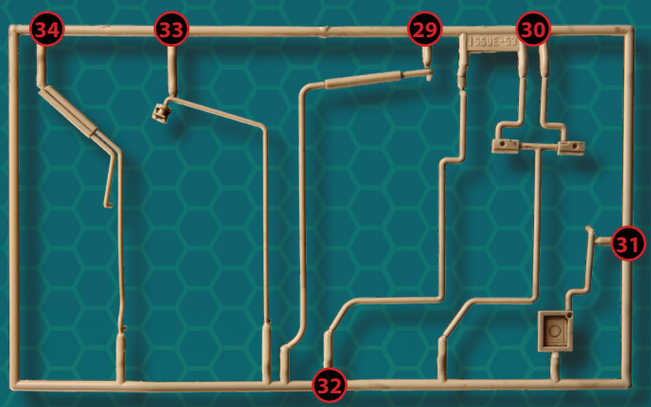
Issue 49



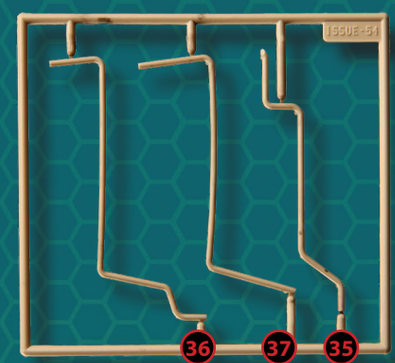
Issue 52



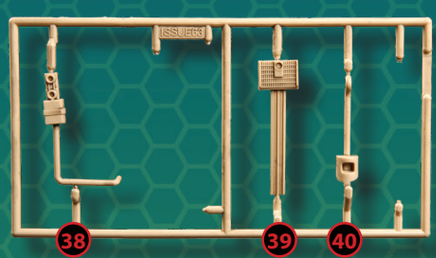
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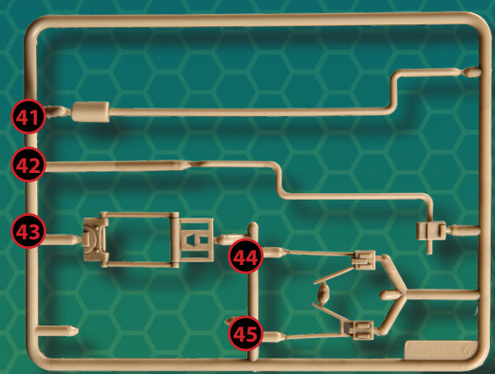
Issue 54



Issue 63



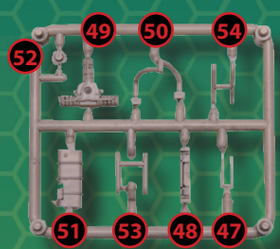
Issue 66



Issue 66

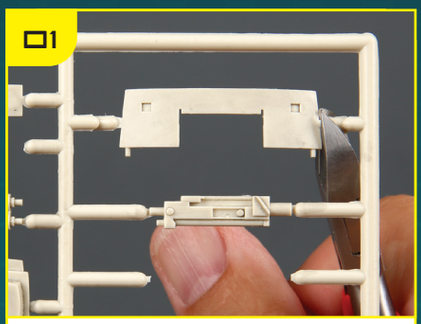


Issue 100



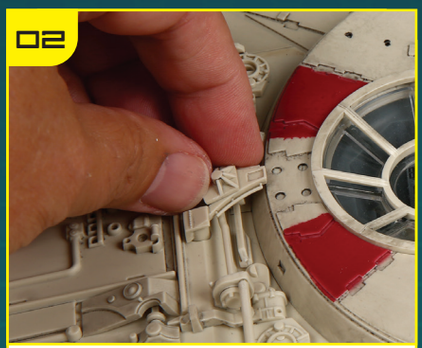
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01



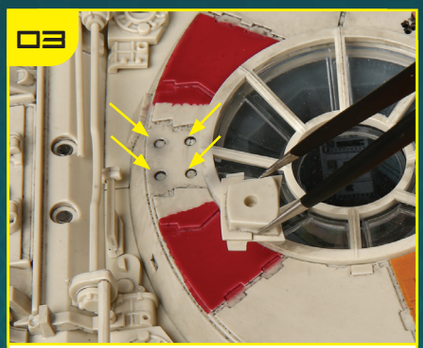
Start with the sprue from Issue 47. This has 10 plant-on details, which are all used on the dorsal turret.

02



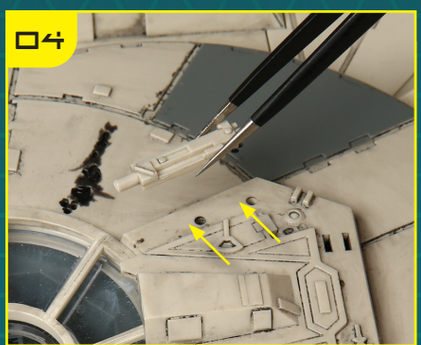
Temporarily remove the Y-shaped magnetic retainer fitted in Stage 71.

03



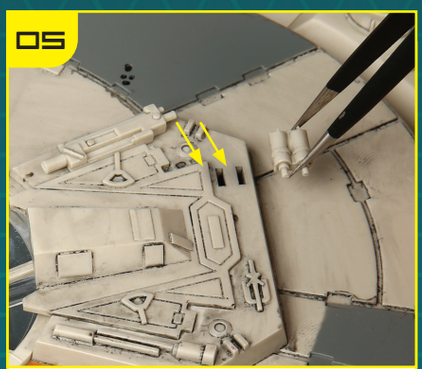
Glue the pins on (1) into the four matching holes.

04



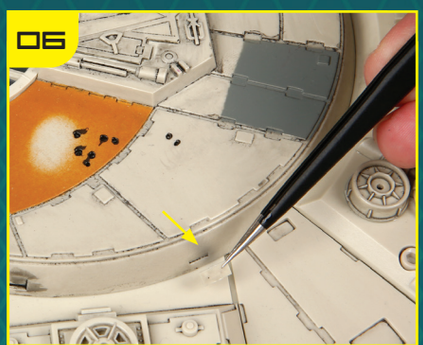
Glue the pins on (2) into these two matching holes.

05



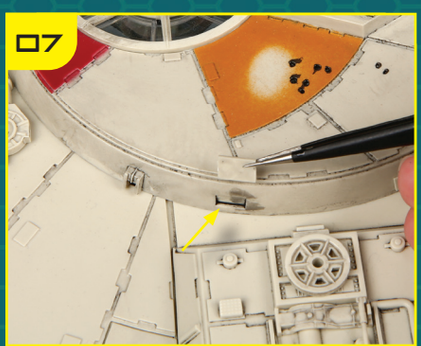
Glue (3) into this pair of slots.

06



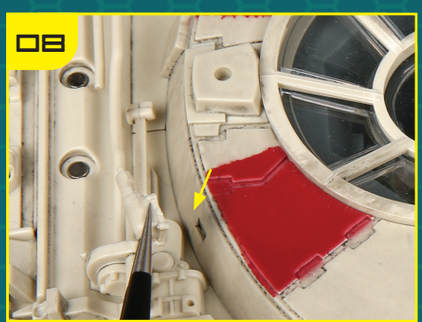
Glue (4) into this slot on the side of the turret.

07



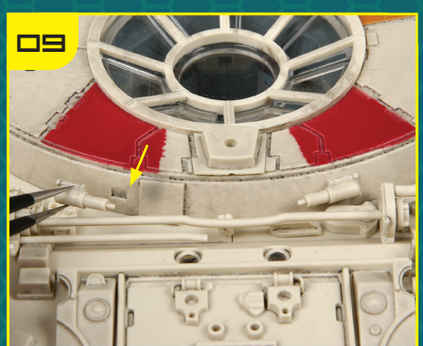
Glue (5) into this slot on the side of the turret.

08



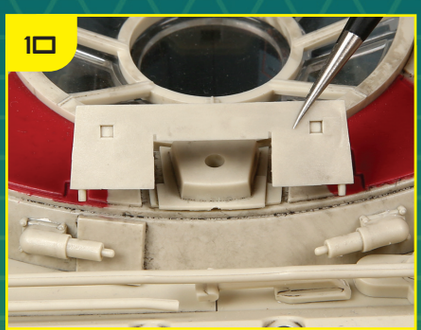
Glue (6) into this slot on the front of the turret with its projecting tip facing the centre of the ship.

09



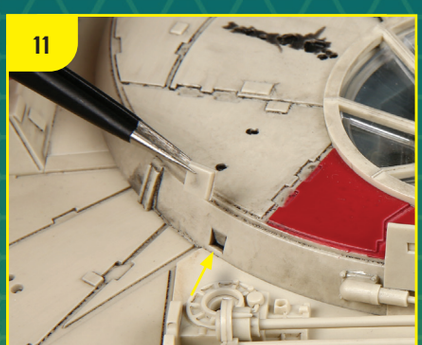
Glue (7) into the corresponding slot on the opposite side.

10



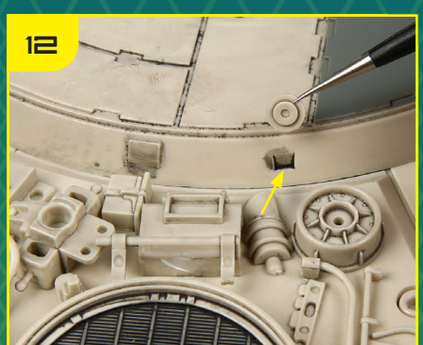
Glue the pins on the base of (8) behind the projecting tips into the small holes of (6) and (7).

11



Glue (9) into this slot on the side of the turret.

12

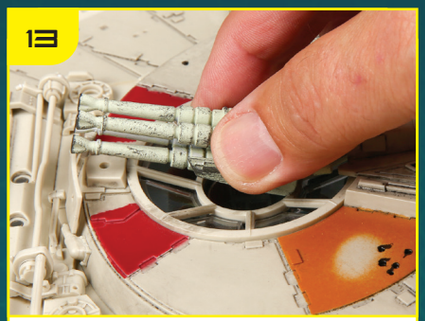


Glue (10) into this slot on the rear of the turret.

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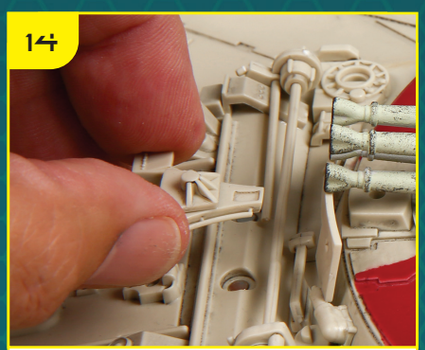
STAGE 100 ASSEMBLY

13

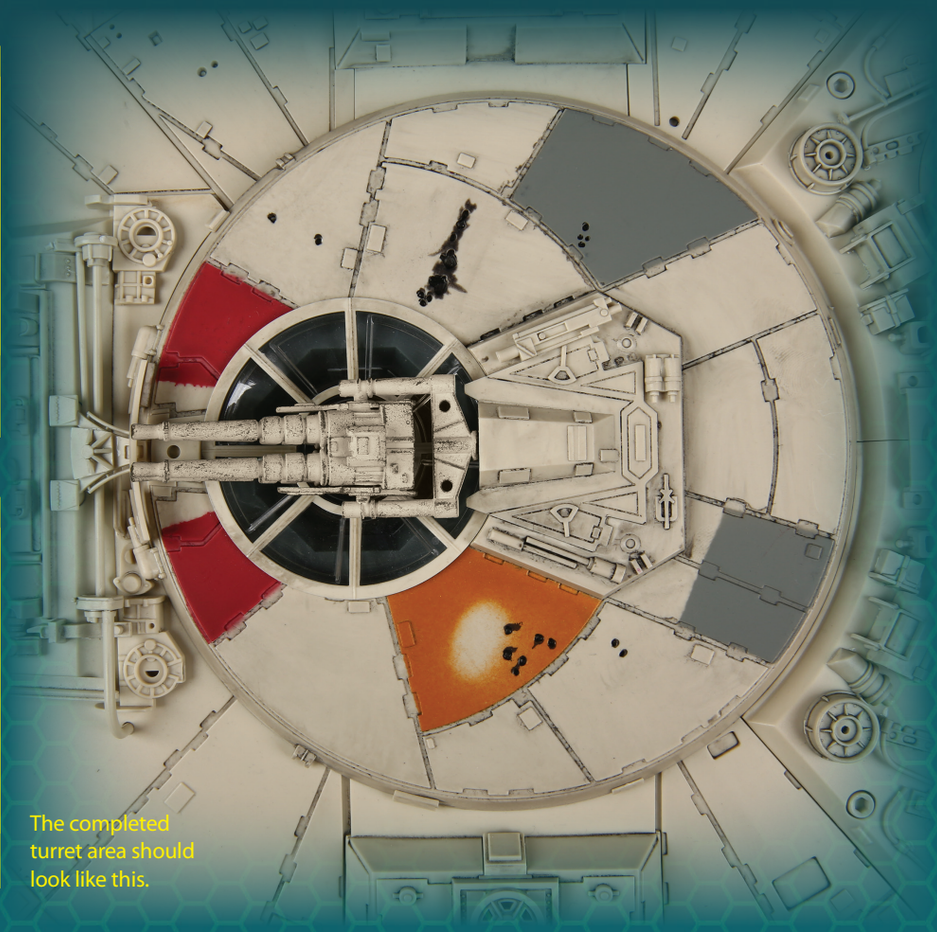


You can now install the dorsal quad laser cannon. Finish it and fit it in the same way as the cannon in Stage 99.

14

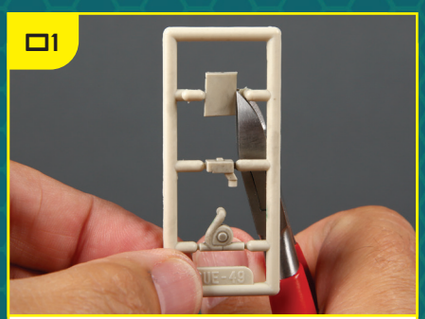


Refit the magnetic retainer you removed at the start of this process.



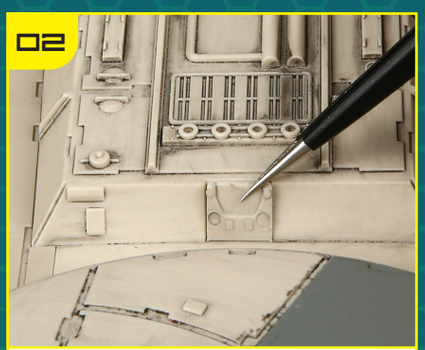
The completed turret area should look like this.

01



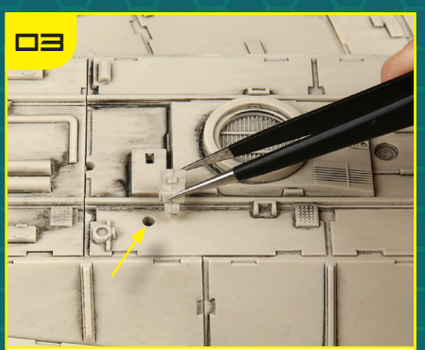
Now take the sprue from Issue 49, which has three details for the top of the starboard side corridor.

02



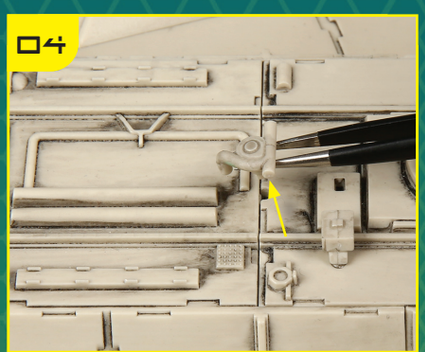
Glue (11) into the recess on the inner end of the corridor.

03

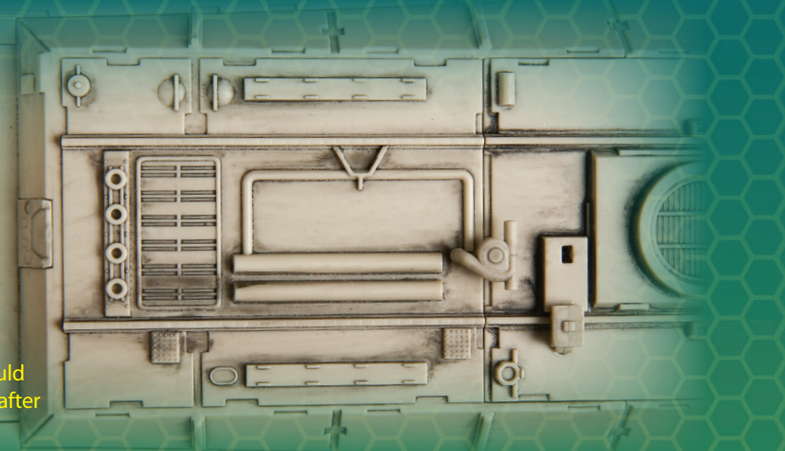


Glue (12) into this hole on top of the corridor.

04



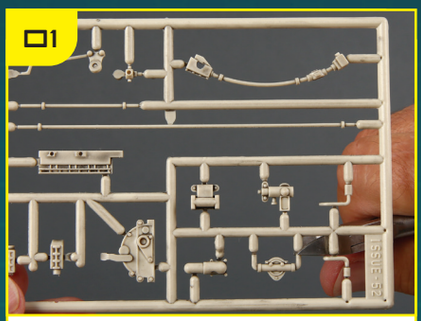
Glue (13) into this hole on top of the corridor.



The area should look like this after completion.

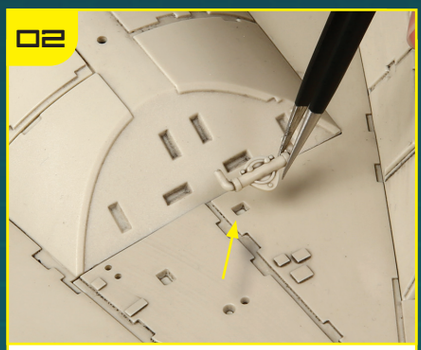
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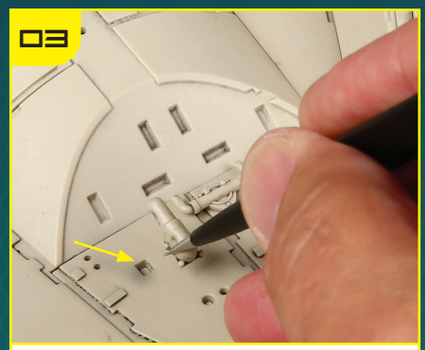
The sprue from Issue 52 has 15 details on it. The first seven go on the end of the starboard passage tube.

02



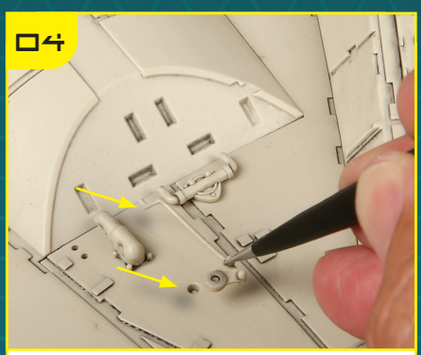
Glue (14) into this recess on top of the hull plating.

03



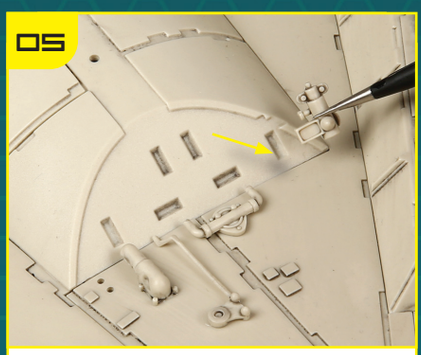
Glue (15) into this recess on the top of the hull.

04



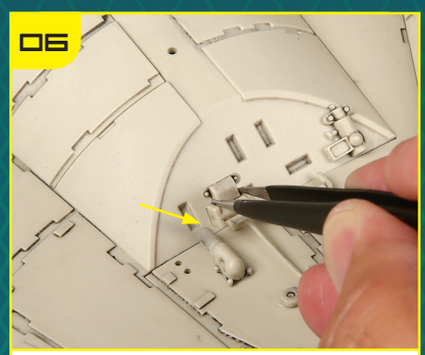
Glue (16) into these two holes on the hull.

05



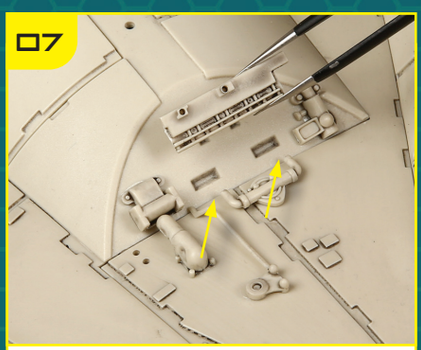
Glue (17) into this recess on the end of the passage tube.

06



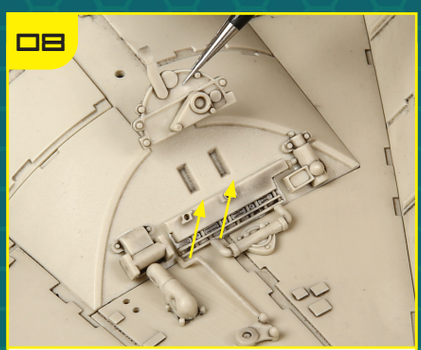
Glue (18) into this recess on the end of the passage tube.

07



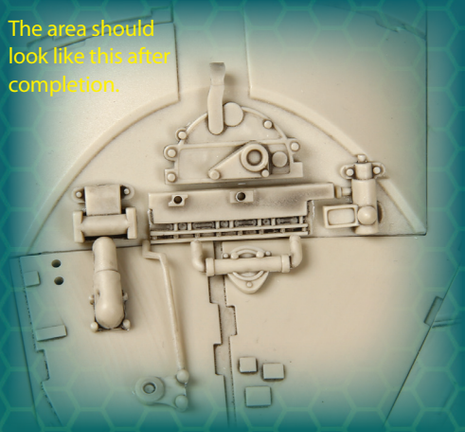
Glue (19) into the lower pair of slots on the end of the passage tube.

08

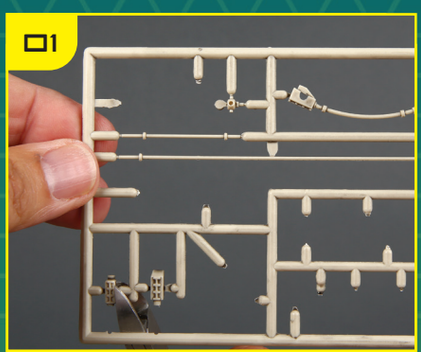


Glue (20) into the upper pair of slots on the end of the passage tube.

The area should look like this after completion.

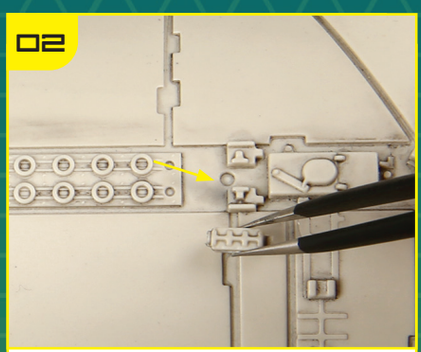


01



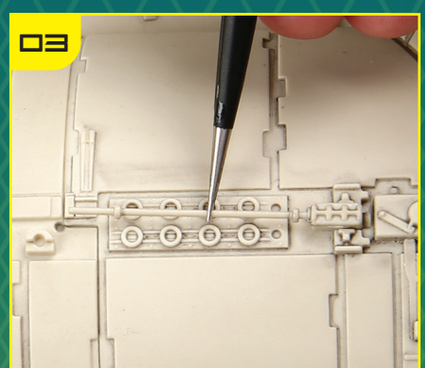
The remaining eight details on the sprue go on top of the passage tube.

02



Glue (21) into this hole, with the recess in the end facing the center of the hull…

03

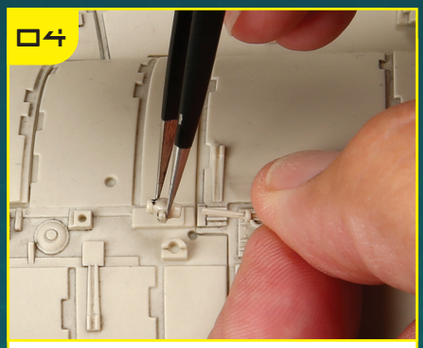


…so you can fit the end of (22) into it…

MF_100_2ED_BTF_US_B.indd 9 13/12/2024 20:22

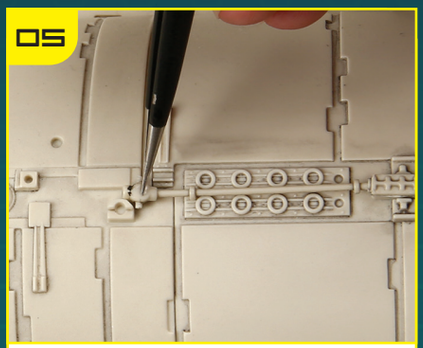
STAGE 100 ASSEMBLY

04



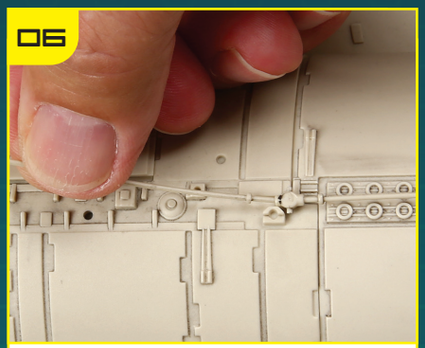
…and then fit one of the holes in (23) over the other end of (22)…

05



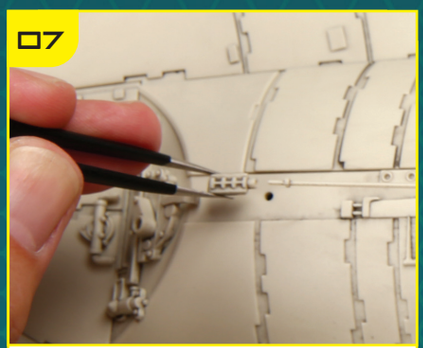
…before gluing (23) to the top of the passage tube.

06



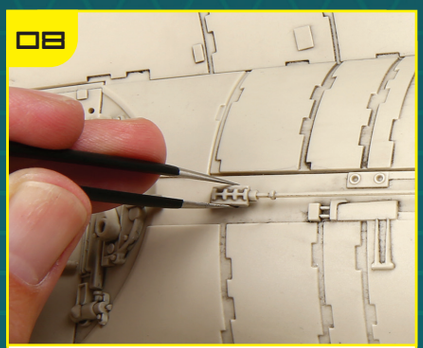
Now fit the end of (24) into the other hole in (23)…

07



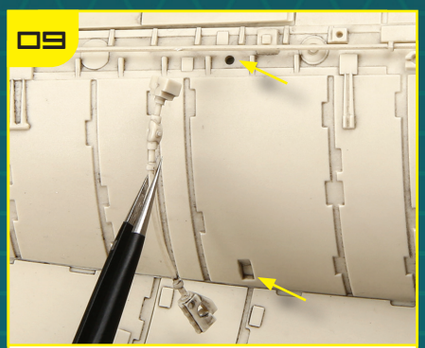
…and fit the hole in (25) onto the other end of (24)…

08



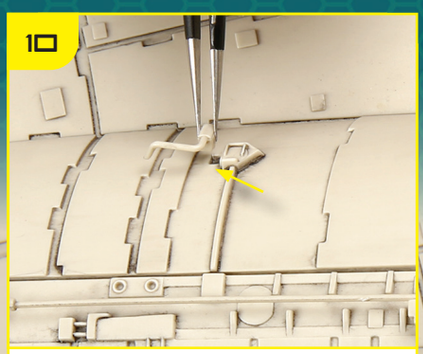
…before gluing the pin on (25) into the hole on top of the passage tube.

09



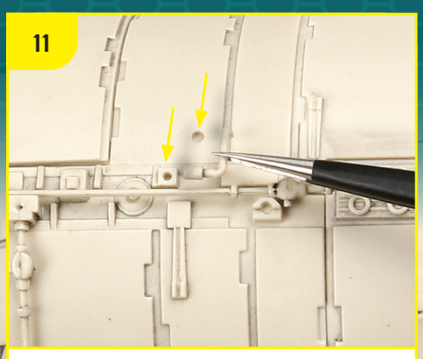
Glue the ends of (26) into this hole and slot on the side of the passage tube.

10



Glue (27) into this slot on the side of the passage tube.

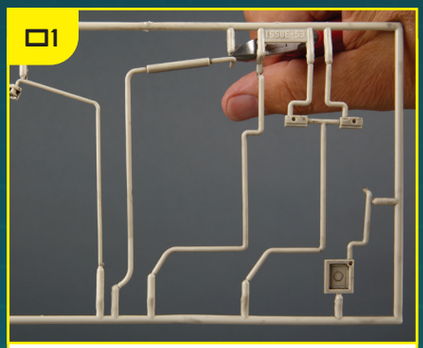
11



Glue (28) into these two holes on the side of the passage tube.

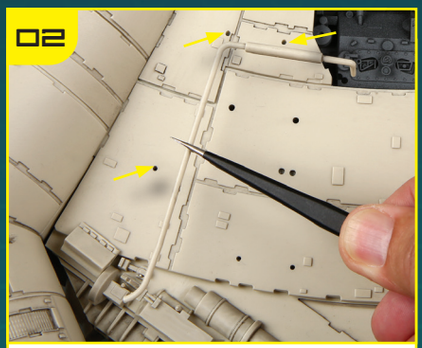
The top of the passage tube should look like this after completion.

01



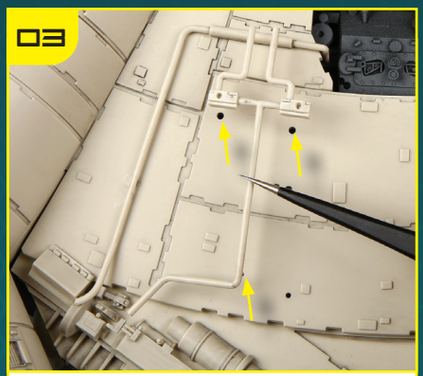
Now take the sprue from Issue 53, which has six details on it.

02



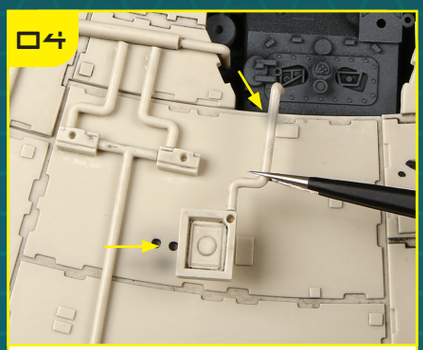
Glue (29) into the indicated holes near the forward starboard recess.

03



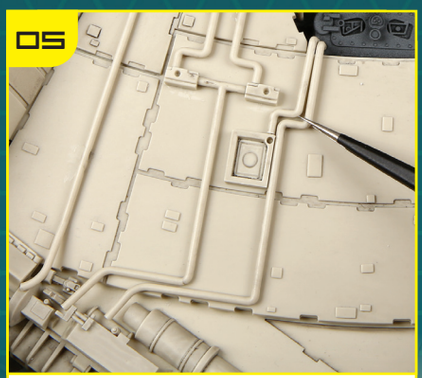
Glue (30) into the indicated holes.

04



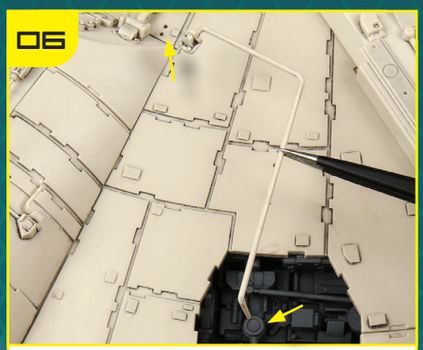
Glue (31) into the indicated holes in the hull and the starboard recess.

05



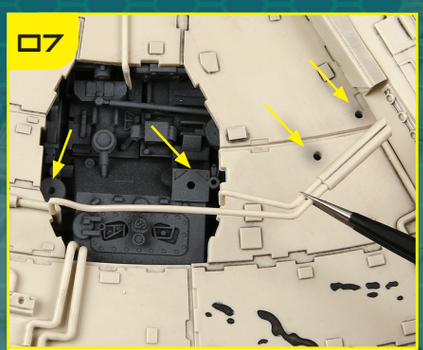
Glue (32) beside (31).

06

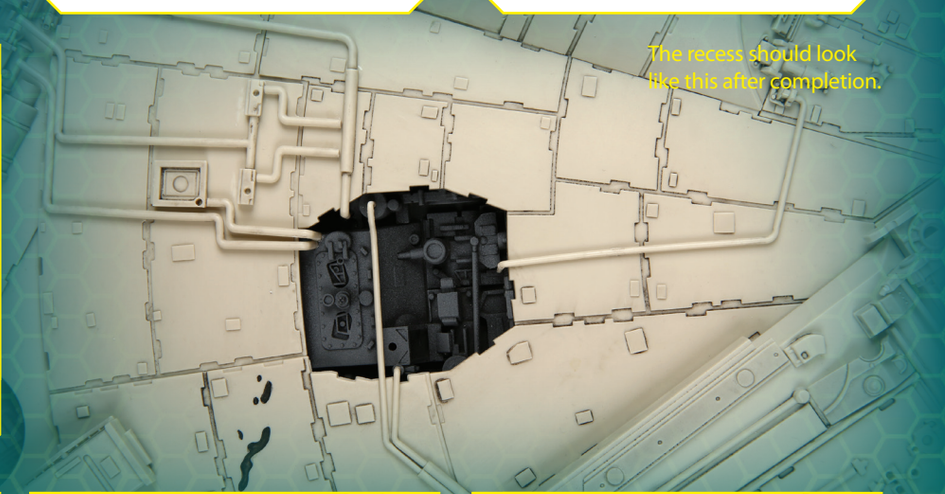


Glue (33) into the indicated holes near the starboard recess and passage tube.

07

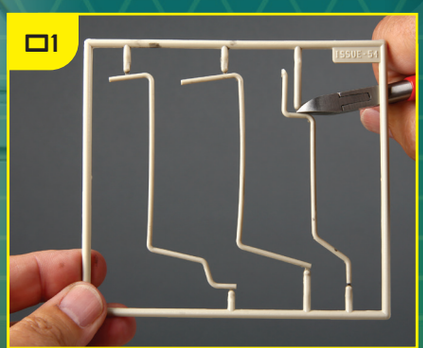


Glue (34) into the indicated holes in the hull and starboard recess.



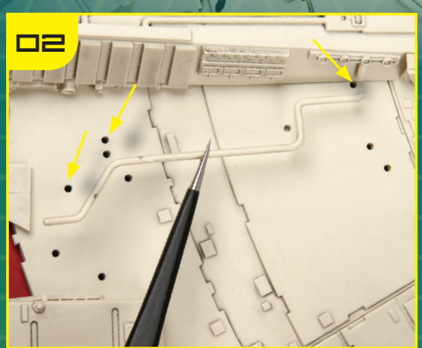
The recess should look like this after completion.

01



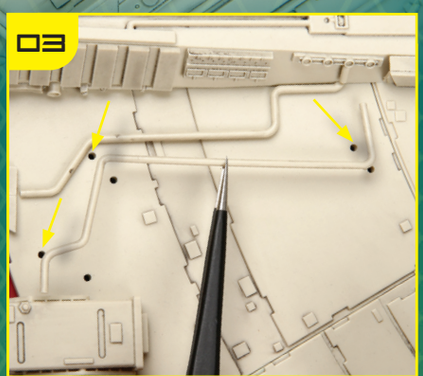
Now take the sprue from Issue 54, which has three details on it.

02



Glue (35) into the indicated holes forward of the rectenna.

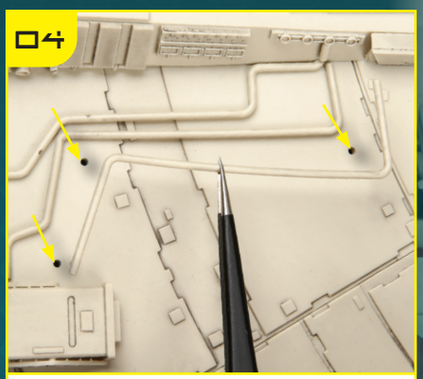
03



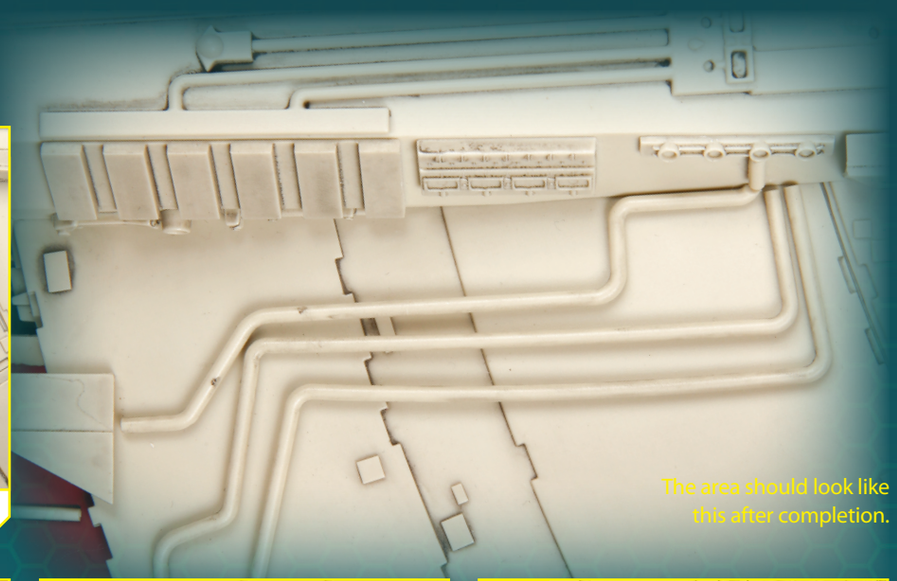
Glue (36) into the indicated holes.

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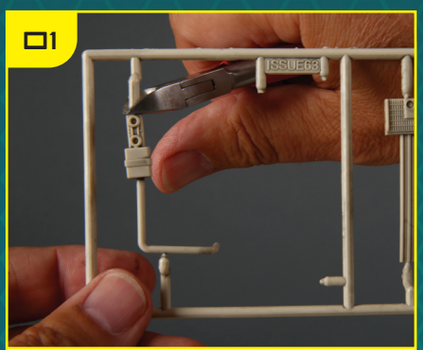
STAGE 100 ASSEMBLY



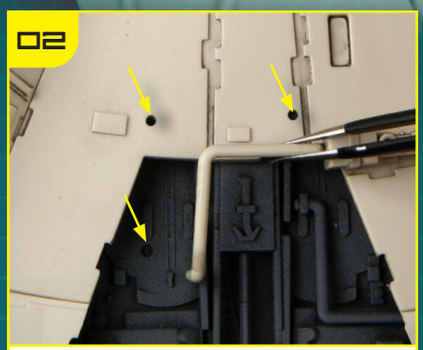
Glue (37) into the indicated holes.



The area should look like this after completion.



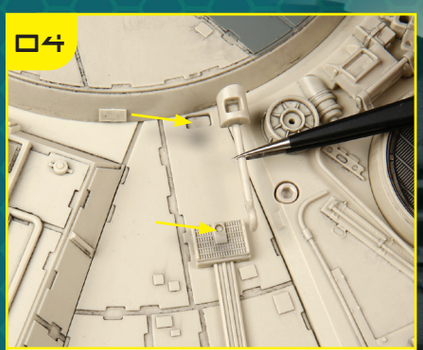
Now take the sprue from Issue 63, which has three details on it.



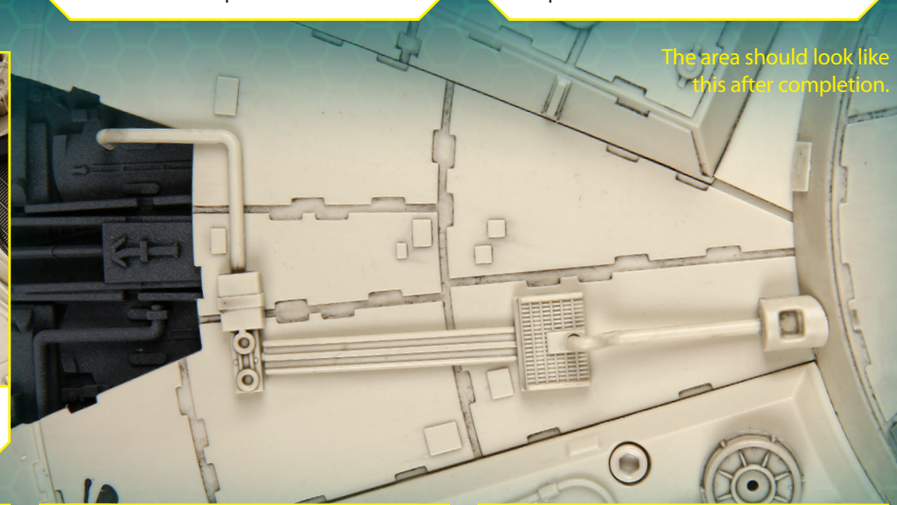
Glue (38) into the indicated holes around the port rear recess.



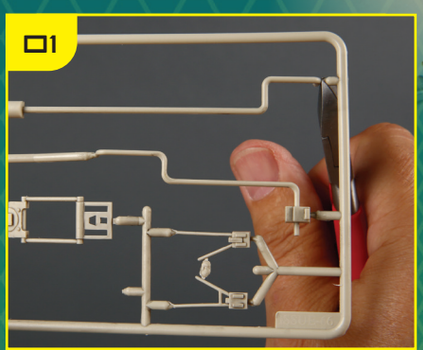
Glue (39) into the two rectangular depressions forward of the recess.



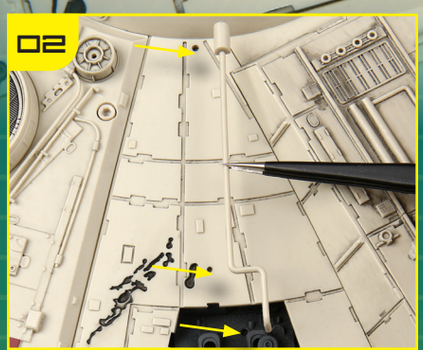
Glue (40) into the indicated recess and the hole in the top of (39).



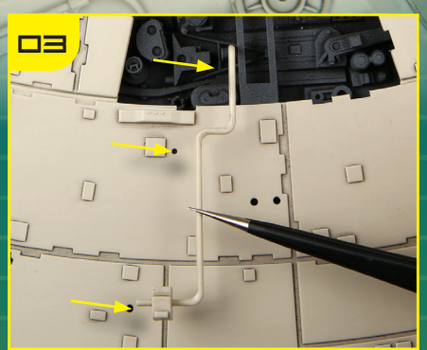
The area should look like this after completion.



There are two sprues from Issue 66, the first of which has five details on it.



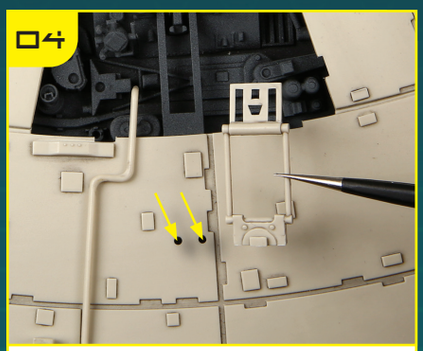
Glue (41) into the indicated holes inboard of the rear starboard recess.



Glue (42) into the indicated holes outboard of the rear starboard recess.

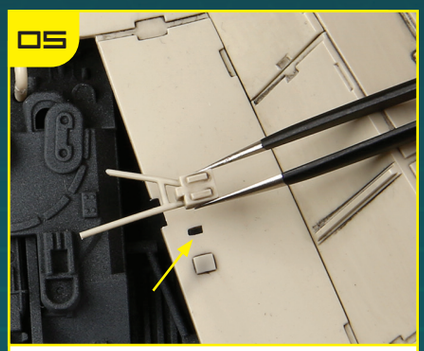
MF_100_2ED_BTF_US_B.indd 12 13/12/2024 20:22

04



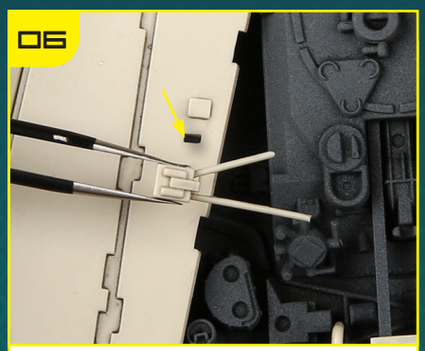
Glue (43) into the indicated holes outboard of the rear starboard recess.

05

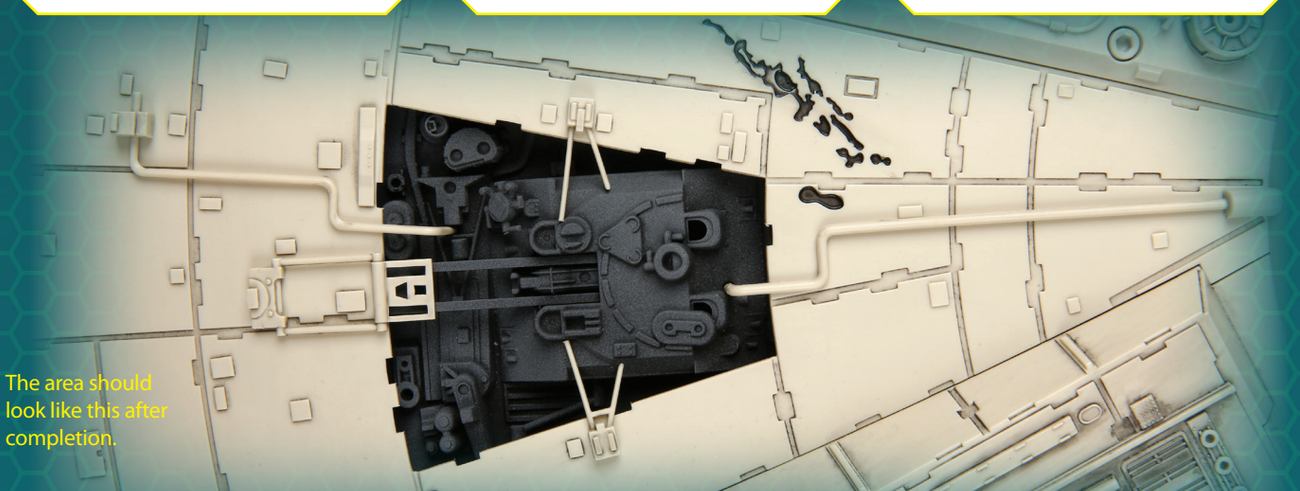


Glue (44) into the slot forward of the recess and fix the ends inside the recess.

06

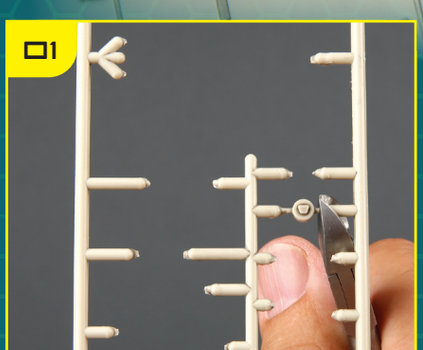


Glue (45) in the corresponding position astern of the recess.



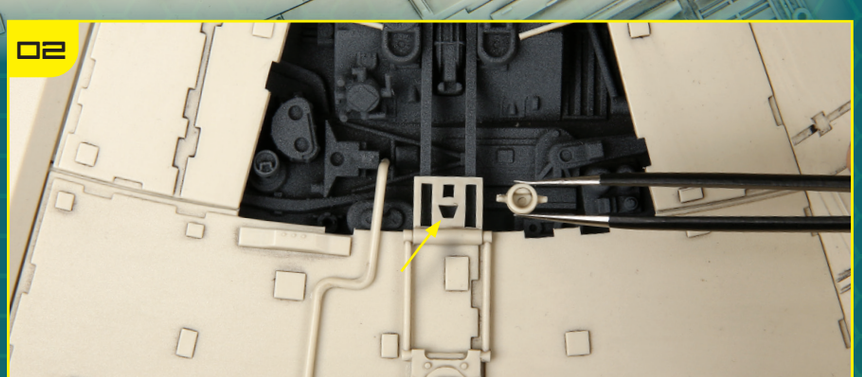
The area should look like this after completion.

01

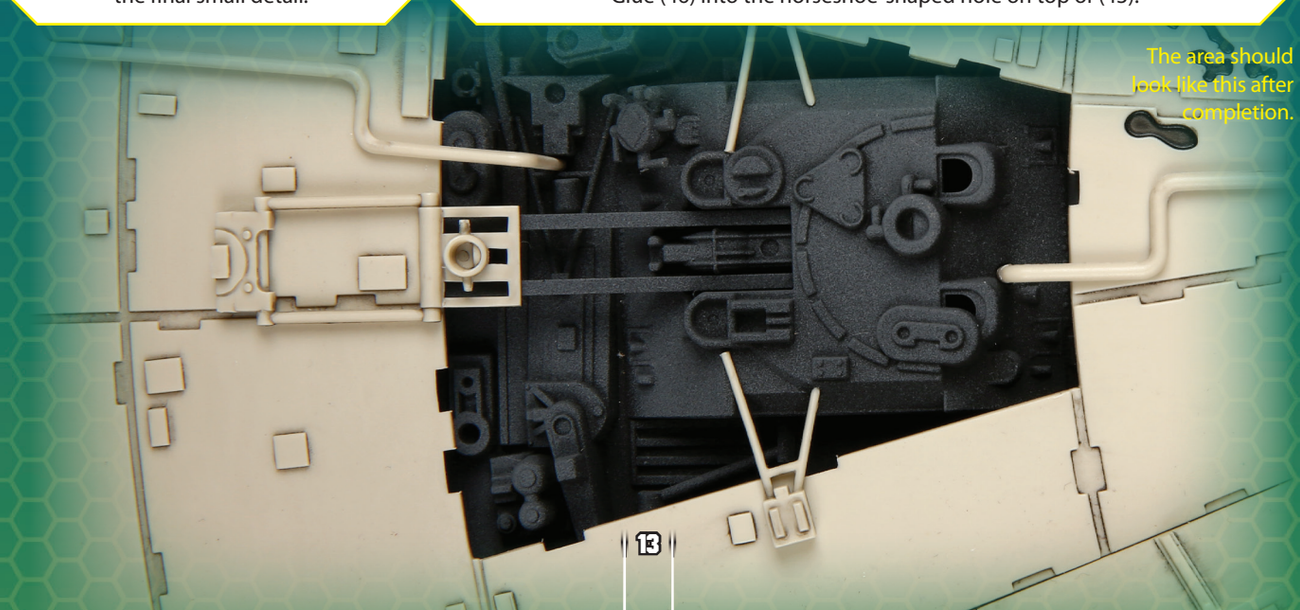


The second sprue from Issue 66 has the final small detail.

02



Glue (46) into the horseshoe-shaped hole on top of (43).

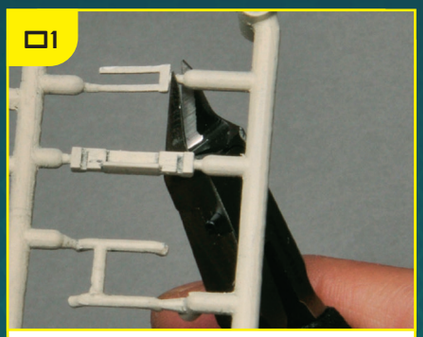


The area should look like this after completion.

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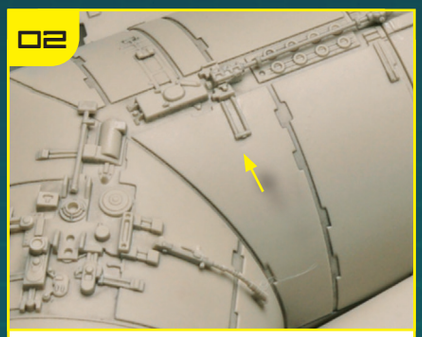
STAGE 100 ASSEMBLY

01



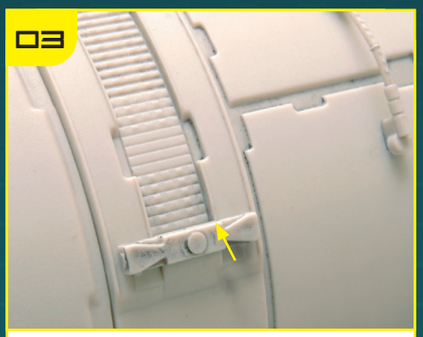
Cut the plant-on details in turn from the sprue.

02



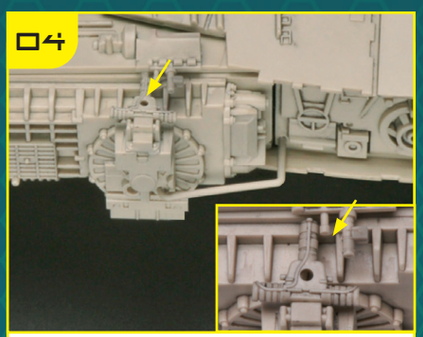
Glue (47) onto the upper part of the tubular passage indicated in the picture.

03



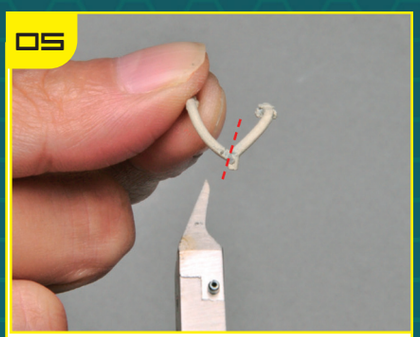
Glue (48) on the area next to the cockpit as shown.

04



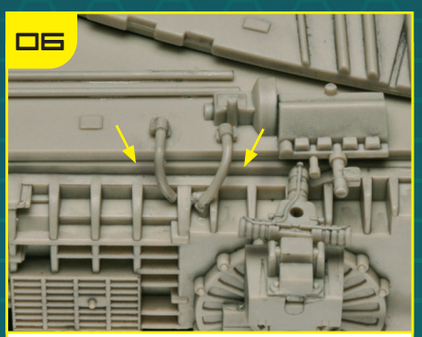
Glue (49) the place indicated on the left-hand mandible.

05



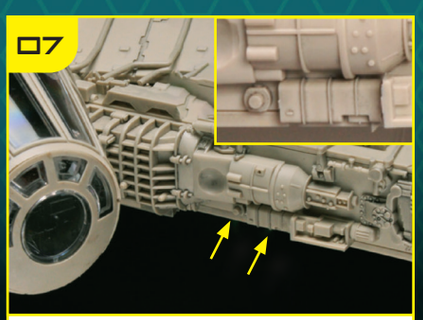
Cut along (50) the dotted line to separate into two parts.

06



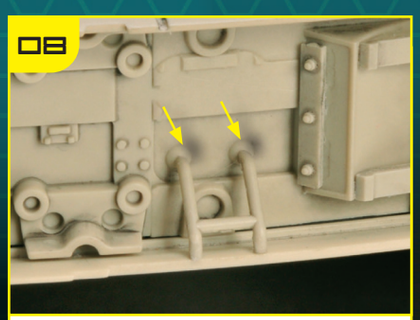
Refer to the picture and glue the parts (50) next to part (49).

07



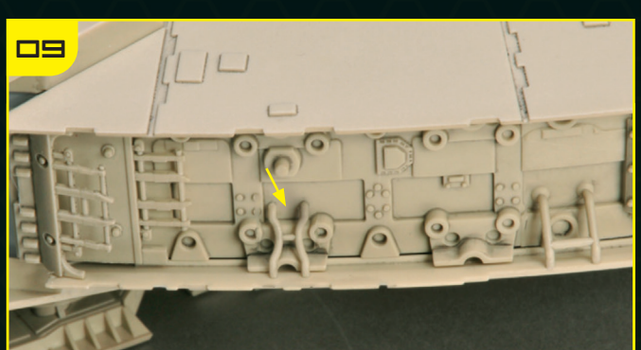
Glue (51) and (52) on the side of the starboard double-jaw structure indicated in the picture.

08



Glue part (53) onto the two circular protrusions indicated by the yellow arrows.

09



Keep part (54) in a safe space.
Just in case the assembly in issue 94 falls off



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USING THE REMOTE CONTROL

The remote control has two buttons that will control the *Falcon*'s lighting effects and ramp. It is supplied without a battery, so you need to purchase one separately and install it as shown.

The battery required is a 23AE 12 volt unit, which is a high capacity battery designed for applications such as remote controls and photographic equipment. This is available from electrical shops or online.



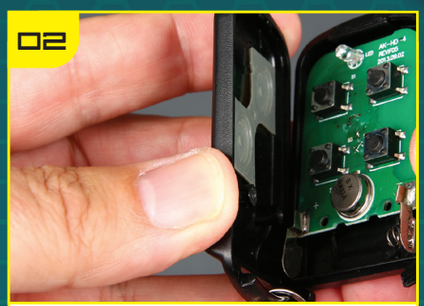
You will need a battery of the type shown, which is not included.

01



Undo the two small screws on the back of the remote control.

02



Carefully remove the back of the case.

03



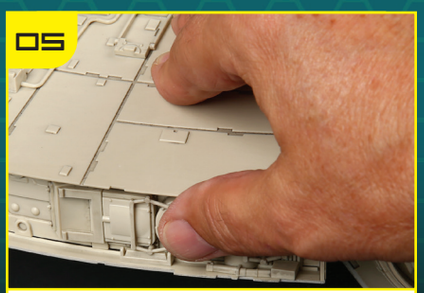
Fit the battery this way round.

04



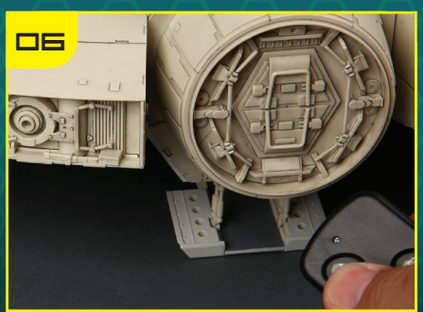
Close the case and refit the screws from Step 1.

05



Use the master switch button on the side of the hull to turn the power on.

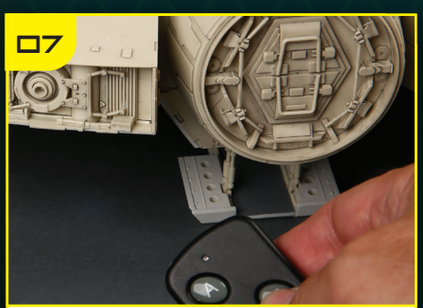
06



Press button A to operate the ramp.



07



Press button B to operate the lights.

If you use an external adapter to provide power, we recommend removing the batteries from the internal box to avoid any problems with leakage. If you prefer to use batteries, replace them when the lights start to dim, or if the ramp operation becomes sluggish.

MF_100_2ED_BTF_US_B.indd 15 13/12/2024 20:22



CONGRATULATIONS!

YOUR *MILLENNIUM FALCON* IS COMPLETE

This issue of the *Millennium Falcon* is the last in the collection. We appreciate the interest you have shown in this work and we hope you have enjoyed assembling your model of the *Falcon.*

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