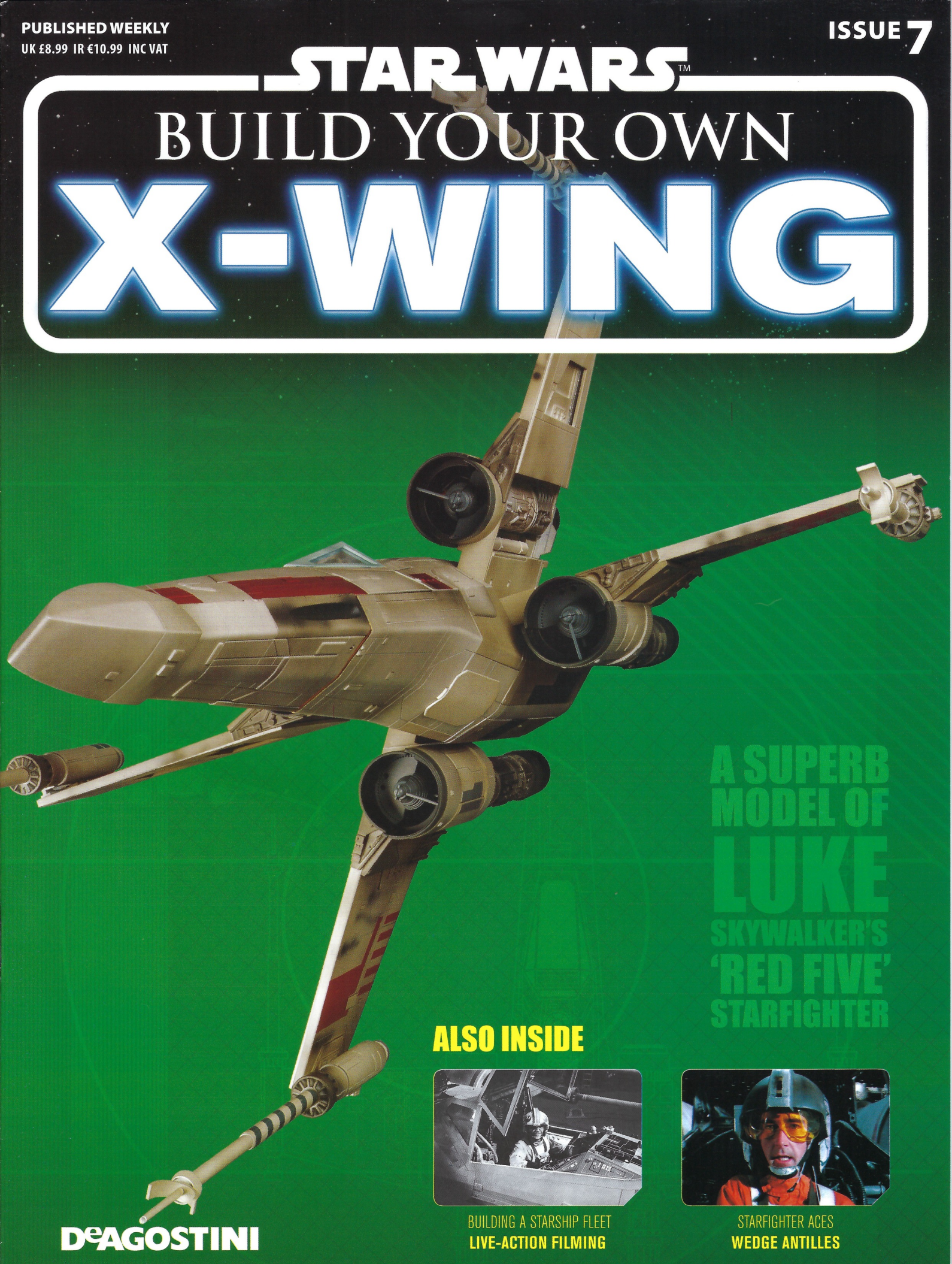
PUBLISHED WEEKLY
UK £8.99 IR €10.99 INC VAT

ISSUE 7

STAR WARS™

BUILD YOUR OWN X-WING



A SUPERB MODEL OF LUKE SKYWALKER'S 'RED FIVE' STARFIGHTER

ALSO INSIDE

BUILDING A STARSHIP FLEET
LIVE-ACTION FILMING

STARFIGHTER ACES
WEDGE ANTILLES

DeAGOSTINI

CONTENTS ISSUE 7

STAR WARS™
BUILD YOUR OWN
X-WING

CREATING A STARSHIP FLEET 2
RED SQUADRON REPORTS IN – LIVE-ACTION FILMING

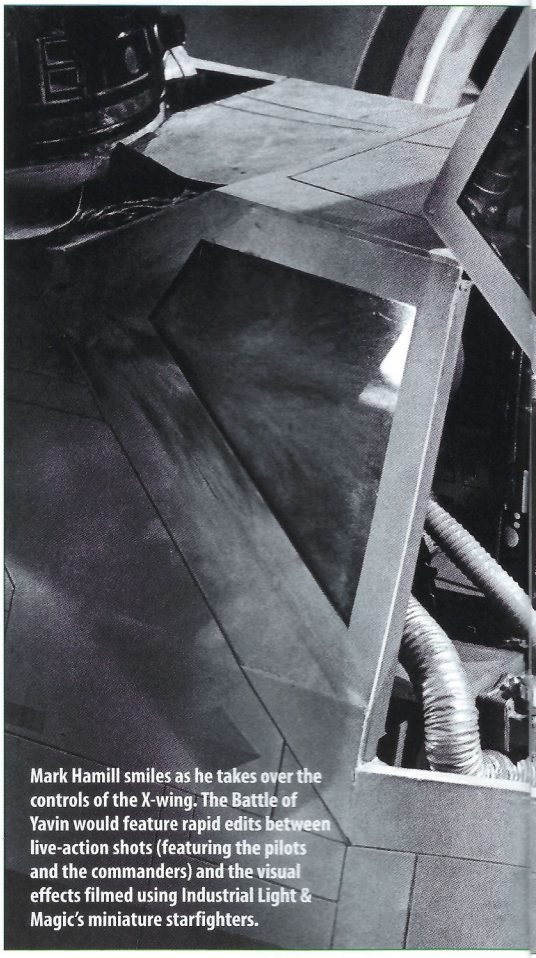
Filming the climactic attack on the Death Star began with capturing live-action sequences of Luke and the other rebel pilots.

STARFIGHTER ACES 6
WEDGE ANTILLES – REBEL ALLIANCE STALWART

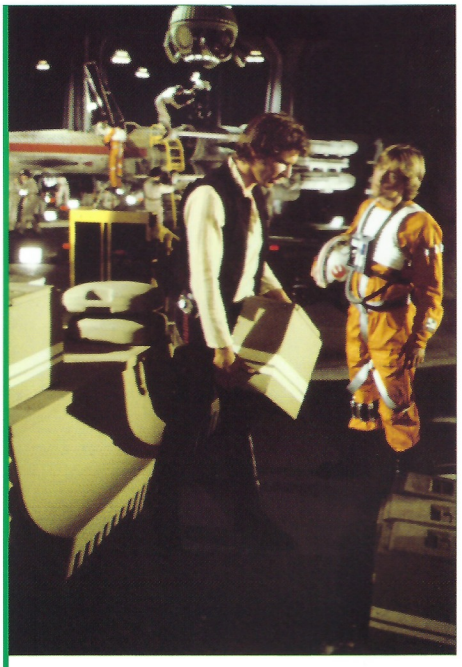
After the rebels of Phoenix Group helped Wedge to escape the Empire, he found a new purpose in working with the Rebel Alliance.

BUILD THE X-WING 10
UPPER STARBOARD WING

Start assembling the first of the X-wing's S-foils by adding details to this upper wing panel.



Mark Hamill smiles as he takes over the controls of the X-wing. The Battle of Yavin would feature rapid edits between live-action shots (featuring the pilots and the commanders) and the visual effects filmed using Industrial Light & Magic's miniature starfighters.



Luke argues with Han Solo before launching his mission. The scenes set in the giant rebel hangar packed with starfighters were created by clever set-building and creative camerawork.

CUSTOMER SERVICES

To receive your issues by post:
Call the Order Line on

UK and Ireland	0845 1489 251
Australia	(03) 9872 4000
New Zealand	(09) 928 4493
South Africa	(011) 265 4304
USA	1-877-544-6779

MISSED A COPY?

Please call Customer Services

UK and Ireland	0333 300 1517
Australia	(03) 9872 4000
New Zealand	(09) 928 4493
South Africa	(011) 265 4304
USA	1-877-544-6779

or ask your newsagent to reserve future issues for you to collect. (NOT USA)

PUBLISHING INFORMATION

ISBN 978-1-4439-4613-1 BYOXWN7 19 02 06 Printed in the UK
Editorial and design by Continuo Creative, 39-41 North Road, London N7 9DP

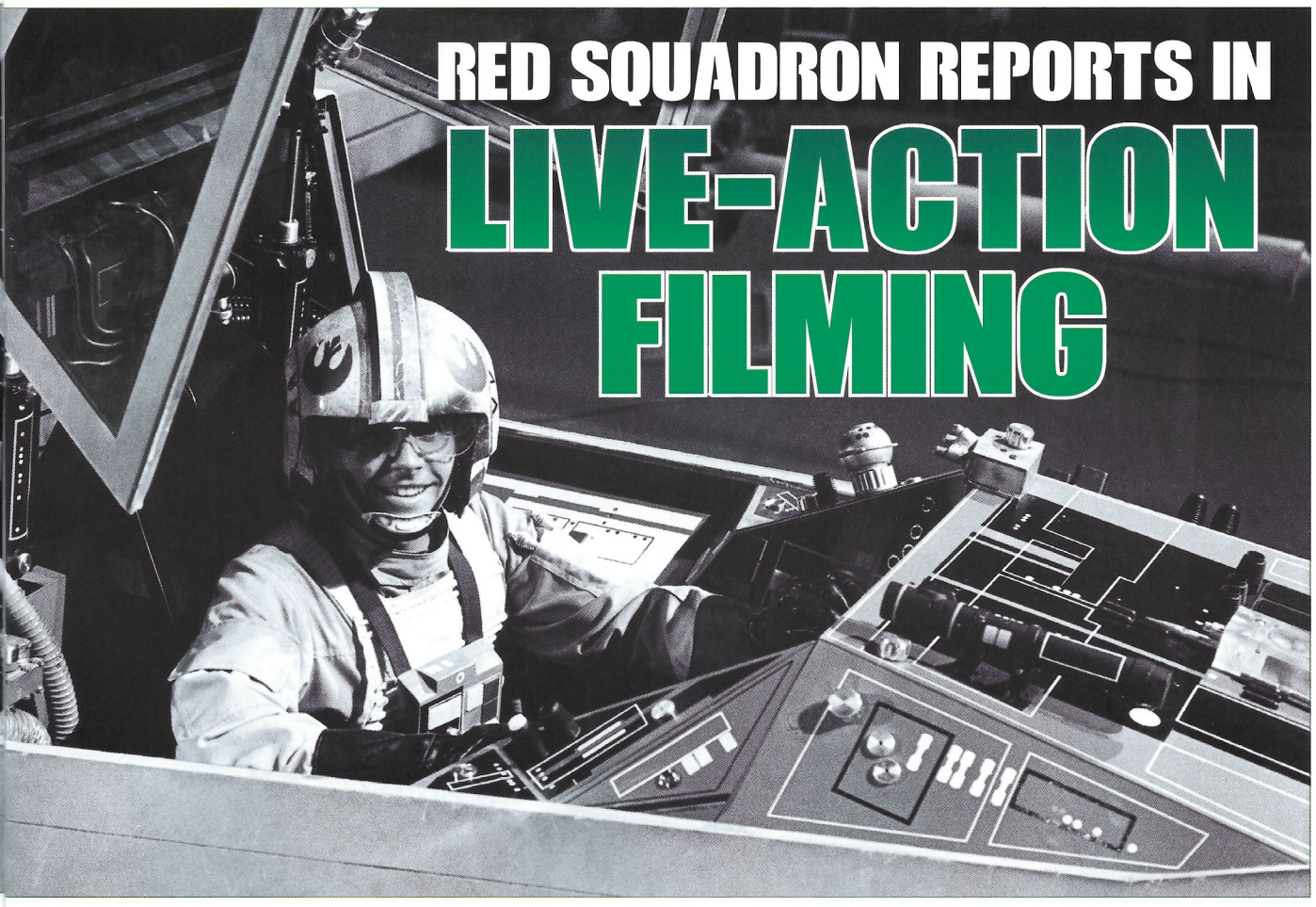
© & TM 2019 LUCASFILM LTD.

Published by De Agostini UK Ltd, Battersea Studios 2,
82 Silverthorne Road, London SW8 3HE, UK

PICTURE CREDITS

All images © 2019 Lucasfilm Ltd with the exception of images p10-15 originated by Continuo Creative Ltd.

VISIT THE WEBSITE deagostini.co.uk/buildxwing



RED SQUADRON REPORTS IN LIVE-ACTION FILMING

As envisaged in George Lucas's script, the climactic attack on the Death Star was to feature a massed assault by rebel X-wing and Y-wing starfighters. This would be a showpiece for the new kind of visual effects being pioneered by Industrial Light & Magic – something that audiences had never seen before.

THE REBEL HANGAR

Before that, the script called for live-action sequences involving Luke Skywalker and the other rebel pilots in the hangar preparing for their mission. Then the squadrons would be seen taking off, after which more than ten minutes of screen time would see the live-action involve rapid dramatic cuts between the pilots in their cockpits and the rebel command centre, interspersed with visual effects sequences of the model ships making the trench run.

Live-action filming of the starfighter pilots began in the second week of June 1976. After H Stage at Shepperton had been used to film the award ceremony that would close the movie, the huge set was quickly converted from the throne room into the giant rebel hangar, which featured a practical Y-wing in the foreground. The X-wing, on which most of the action would focus, was behind it, with extras busily preparing these ships and the rest of the mocked-up starfighters in the background.

George Lucas was on hand to direct in person, although this meant that special-effects work at ILM would slow down while questions that needed his input piled up. With the US team's schedule put back, it would be some months before the visual effects for the battle scene were filmed. Meanwhile, all the hangar scenes were filmed together to reduce the resetting required. So after Scene 136, where Luke reproaches Han for leaving instead of joining in the fight, the action skipped straight to Scene 251, where Luke returns from the mission with R2-D2 looking very much the worse for the experience.

CREATIVE CAMERAWORK

With only a single practical T-65B to use for all the scenes, the crew had to use some creative cuts and camera movements, such as when Leia steps out from under the wing of an X-wing to meet Luke – who is walking away from what appears to be a different X-wing being readied by its ground crew. In years to come, eagle-eyed viewers who hit the pause button would be able to identify some continuity issues as the pilots and technicians scramble to action around the one and only full-size starfighter. But as videotapes had yet to reach the mass market, and DVD was two decades in the future when *A New Hope* first hit the cinema, it hardly mattered if the astromech being loaded into Red One differed from the one seen



Part of the giant model trench that ILM was preparing to film the attack on the Death Star. Their visual effects work with miniatures would be intercut with live-action close-ups of the pilots in their cockpits.

in close-up. The most obvious discontinuity was that R2-D2 and Luke board an X-wing with single stripes on its wings (rather than five) and a solid red bar down the port side. Only as the ships approach the Death Star and begin the trench run (which was filmed with miniatures) do any of the X-wings have a break in the stripe towards the nose.

IN THE PILOT'S SEAT

Despite the complex set and large number of actors, the practical ships gave few problems. But John Barry recalled that when one pilot got into the X-wing, the canopy came down on its hydraulics and then got stuck. Finally, the crew had to drill a hole large enough to pass a screwdriver to the trapped actor so he could release himself. To Barry, such things were all in a day's work: 'That's moviemaking…' Mostly, things worked well, including the scene where the ship takes off – about which Barry said there had been 'a lot of fuss'. As explained in Issue 6, the crane rigged over the studio performed exactly as Barry had hoped: 'the wire came right down through the roof and just lifted the ship up'.

The shooting schedule for late June included the cockpit interiors, for which the unit switched to Stage 8. Red Squadron consisted of 12 X-wings, and although not all appear in the final cut, six of the pilots are seen in close-up: Red Leader, Red Ten, Three, Six, Two and Five. (Three more are heard off-camera: Red Seven, Nine and Eleven.) As only one cockpit interior had been made, the actors had to take their places in turn, and the set was redressed for each member of the squadron, with different astromech domes placed behind the canopy to represent their various co-pilots.

The set was also rigged with blue screen behind the cockpit windows to allow the backgrounds of speeding star fields, the Death Star surface, lights and explosions to be dropped in during postproduction. As noted in the previous part of the story, the S-foils are already open for the shots when the pilots report in. This is *before* the order to move the wings to the attack position is followed by a dramatic visual-effects sequence showing them opening to a classic 'X' shape – but this would not be obvious to the original audiences excitedly watching the scene for the first time.

A BUMPY RIDE

The action was filmed on the first unit's Panaflex 21 camera, which was the latest technology – a revolutionary lightweight reflex camera that operated very quietly, and could be handheld if



needed. Stagehands manhandled the set to simulate the pilots' bumpy ride, and set pyrotechnics off behind Jek Porkins (Red Six) to simulate his ship being destroyed by the battle station's turbo lasers. Red Leader and Red Four would be filmed in a similar way as their ships fell to the pursuing TIE fighters.

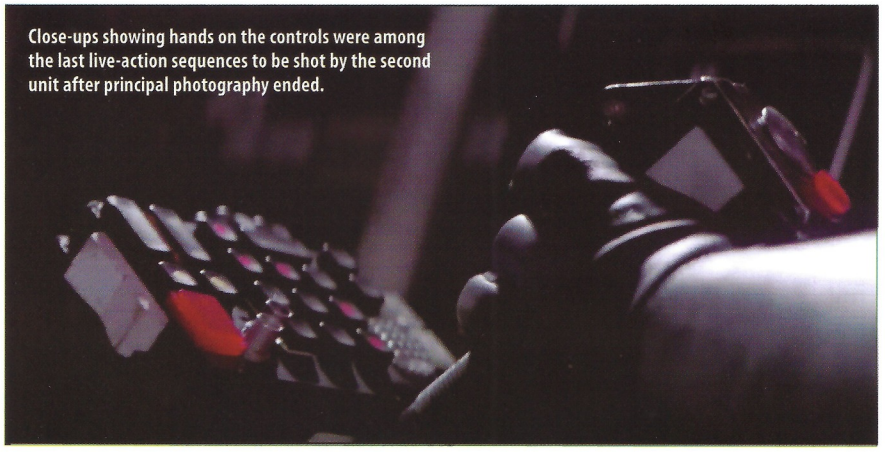
Shooting was running late and Mark Hamill was suffering from a burst blood vessel that gave him a red eye (an injury he had sustained while wrestling with the dianoga during the scene filmed in the Death Star's trash compactor). This



"Harry did all the cockpits with the lights and panels and things" *John Barry*

The same cockpit was used for all the pilots' close-ups. Re-dressing the set between takes included swapping over the astromechs who appeared behind them.

meant that he couldn't be filmed in close-up for the X-wing cockpit scenes until the very last days in the studio, which forced scenes to be rescheduled. This was one of several reasons why principal photography ran over by two weeks, and second unit work would continue after it wrapped on 16 July, capturing various shots of hands on the controls, including Luke's gloved hand turning off the targeting computer.



Close-ups showing hands on the controls were among the last live-action sequences to be shot by the second unit after principal photography ended.

WEDGE ANTILLES

REBEL ALLIANCE STALWART

After the rebels of Phoenix Group helped Wedge and his friend Hobbie Klivian to escape the Empire, their base on Atollon became Wedge's first home with the Rebel Alliance.

When Sabine Wren and her companions delivered Wedge Antilles and Hobbie Klivian to Atollon, Commander Jun Sato welcomed them into the rebellion against the Empire.



Much of Wedge and Hobbie's early time with the Phoenix rebels was spent learning to fly the very different fighter craft stationed at the base. The rebels' complement included Y-wings, and even more A-wings, of which the Atollon base had a small squadron. However, Wedge soon found out that even fighter pilots had to be flexible enough to take on missions where espionage and infiltration were the order of the day, when he was sent with two droids to steal vital clearance codes from an Imperial Security Bureau outpost on the moon Killun 71. Disguised as a TIE pilot, Wedge flew a *Sentinel*-class

FIRST ACTION WITH THE REBELS

THE BATTLE OF ATOLLON

Antilles flew an A-wing in his first major engagement for the recently-christened Rebel Alliance. He and three other pilots were tasked with protecting Chopper Base from the air, particularly when ground troops were deployed against them. However, they were only able to make a single pass against advancing AT-AT walkers before they were driven away by supporting TIE fighters.



Chopper Base (sometimes called Home Base), where Antilles became part of the garrison, was the centre of rebel operations on the isolated planet Atollon.

FLIGHT TRAINING

RZ-1 A-WING STARFIGHTER

Developed by Kuat Systems Engineering, the R-22 Spearhead starfighter prototype never went into full production, as the Empire preferred the TIE fighter line. A number of R-22s were captured by the rebellion. Stripped right down and largely rebuilt, they became RZ-1 A-wing starfighters. Able to accelerate quickly to a blistering top speed, they were as fast as TIE fighters, but not as agile. However, their shields and hyperdrives gave them an edge over the Imperials, and made them excellent hit-and-fade starfighters.





DESIGN	Kuat Systems Engineering/Rebel technicians
LENGTH	9.6 metres
SPEED	1,300km/h (in atmosphere)
AFFILIATION	Rebel Alliance
WEAPONS	2x Borstel RG-9 laser cannon, 1x Dymek HM-6 missile launcher

Antilles quickly adapted to the A-wing starfighters used by the rebels at Chopper Base.

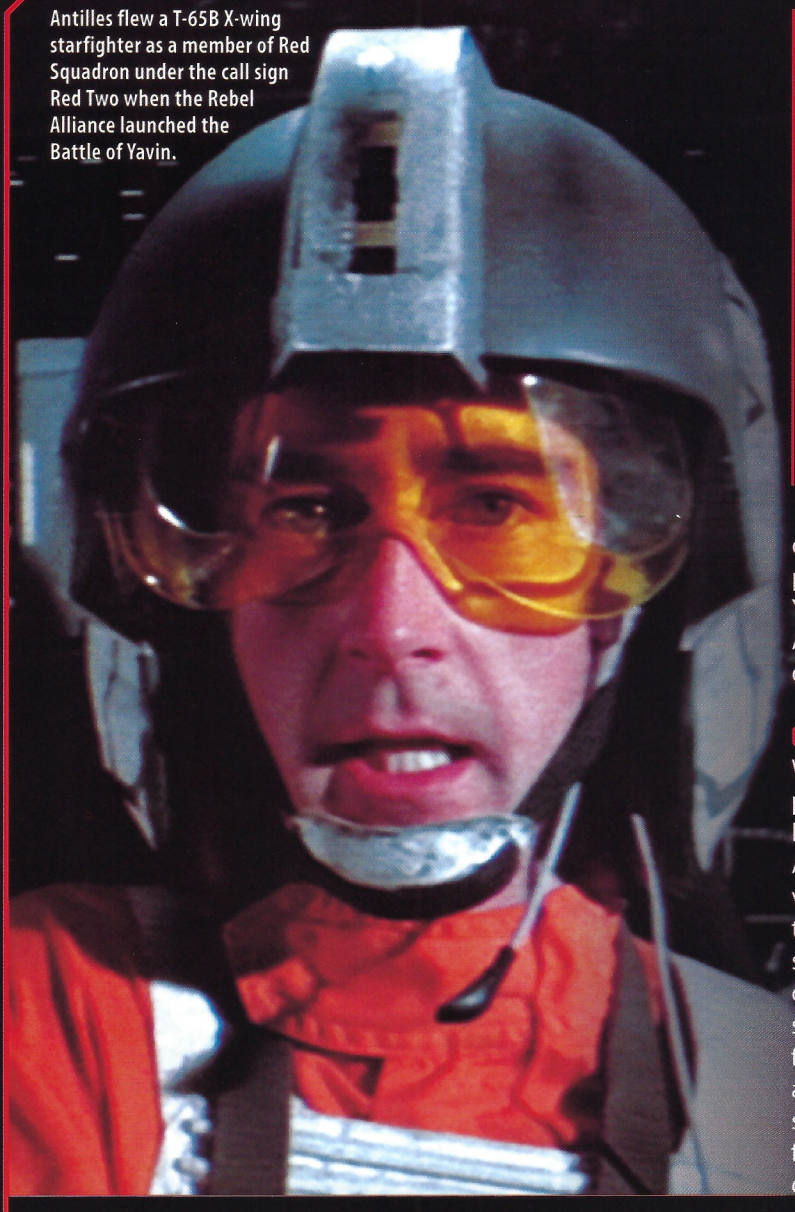
shuttle, and his experience in the Imperial Navy, albeit only as a trainee, was vital to the mission.

FORCED TRANSFER

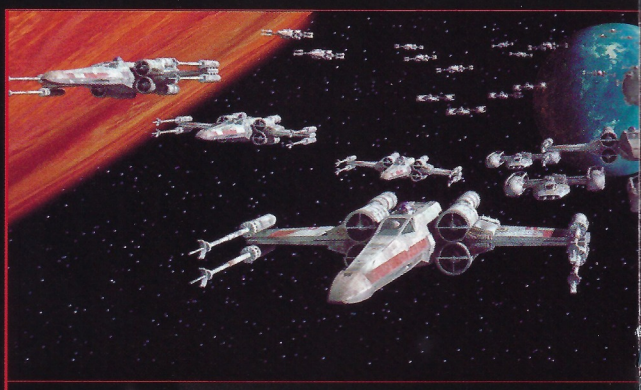
Wedge and Hobbie didn't have long to get comfortable at the base on Atollon. The rebels there had incurred the wrath of Grand Admiral Thrawn, who succeeded where even Darth Vader had failed and pursued the Phoenix cell to their base. His assault almost succeeded in wiping out the rebels, who took heavy casualties and lost many ships. Luckily, Wedge and Hobbie were able to escape with the other survivors, and made their way to Yavin 4. There, they joined the Massassi Group in Base One, the primary base of operations for the Rebel Alliance.

IMPERIAL ENTANGLEMENTS

The very nature of the facilities on Yavin 4, where there were many more personnel and ships, meant that supply runs were a regular event. When the Empire installed a communications and scanning relay station on the rocky world of Jalindi, they inadvertently but effectively made such sorties harder for the rebels. During one mission led by General Hera Syndulla, the alerted Imperials were able to wipe out the transports and destroy or critically damage many of the escorting Y-wings. Wedge and the



Antilles flew a T-65B X-wing starfighter as a member of Red Squadron under the call sign Red Two when the Rebel Alliance launched the Battle of Yavin.



Red Squadron launched a desperate attack on the Death Star, with only fifteen minutes to spare before it destroyed the rebel base.

others made it back, but only just. As Hera pointed out, only the courage and skill of the Y-wing pilots saw them home relatively safely. Alliance agents soon made it their mission to destroy the Jalindi station.

OUT OF ACTION

Wedge Antilles wasn't always so lucky. While piloting an A-wing, his craft was damaged and he was forced to crash-land – at the urging of Alliance agent Fulcrum – on the very lip of a volcano. One of his legs was broken so badly that he was out of action as a pilot for quite some time while it recovered. He managed to convince Base One's commanders to let him serve as gunner and navigator aboard supply freighters. He was also occasionally base announcer on the PA system, including at the start of the Battle of Scarif. Calling in squadron friends and seeing them fly off without him was one of the toughest things Wedge ever did.

RED SQUADRON

REBEL COMPANIONS

During his time at Base One on Yavin 4, Wedge made new friends in his assigned X-wing squadron, Red Group. Scarif saw many casualties, but the likes of Biggs Darklighter, Jek Porkins, Theron Nett and others were still around. Col Takbright, a native of Uquine, was dubbed 'Fake Wedge' as his voice was impossibly similar to Wedge's and people kept getting them mixed up.



TECH / EQUIPMENT

Antilles wore a battered rebel helmet with the characteristic 'mohawk' centre ridge and his own distinctive markings.

RED TWO

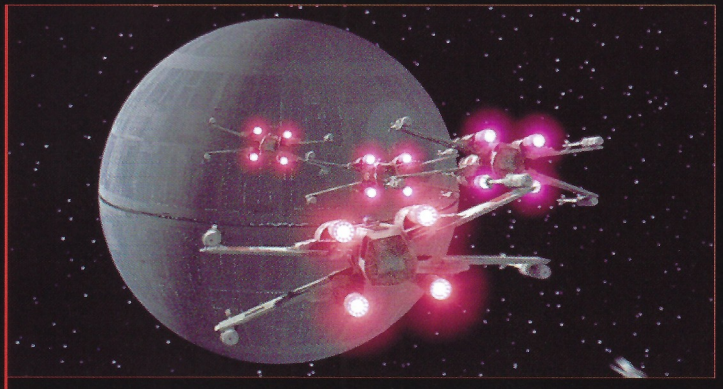
The Battle of Scarif saw the loss of many pilots and fighter craft. While the X-wing designated Red Two and its pilot had made it back, the ship had been damaged. Quarren technician Kelemah did his best to patch the ship up – particularly the stern hydraulic lines that operated the stabilisers. As he took off to attack the Death Star, all Wedge could do was hope the repair held.

"I'm hit! I can't stay with you!"
Wedge Antilles

When Antilles joined Luke Skywalker and Biggs Darklighter in their trench run, a shot from Vader's TIE fighter damaged hydraulic lines on Red Two, which had been hastily repaired following the Battle of Scarif.

THE BATTLE OF YAVIN

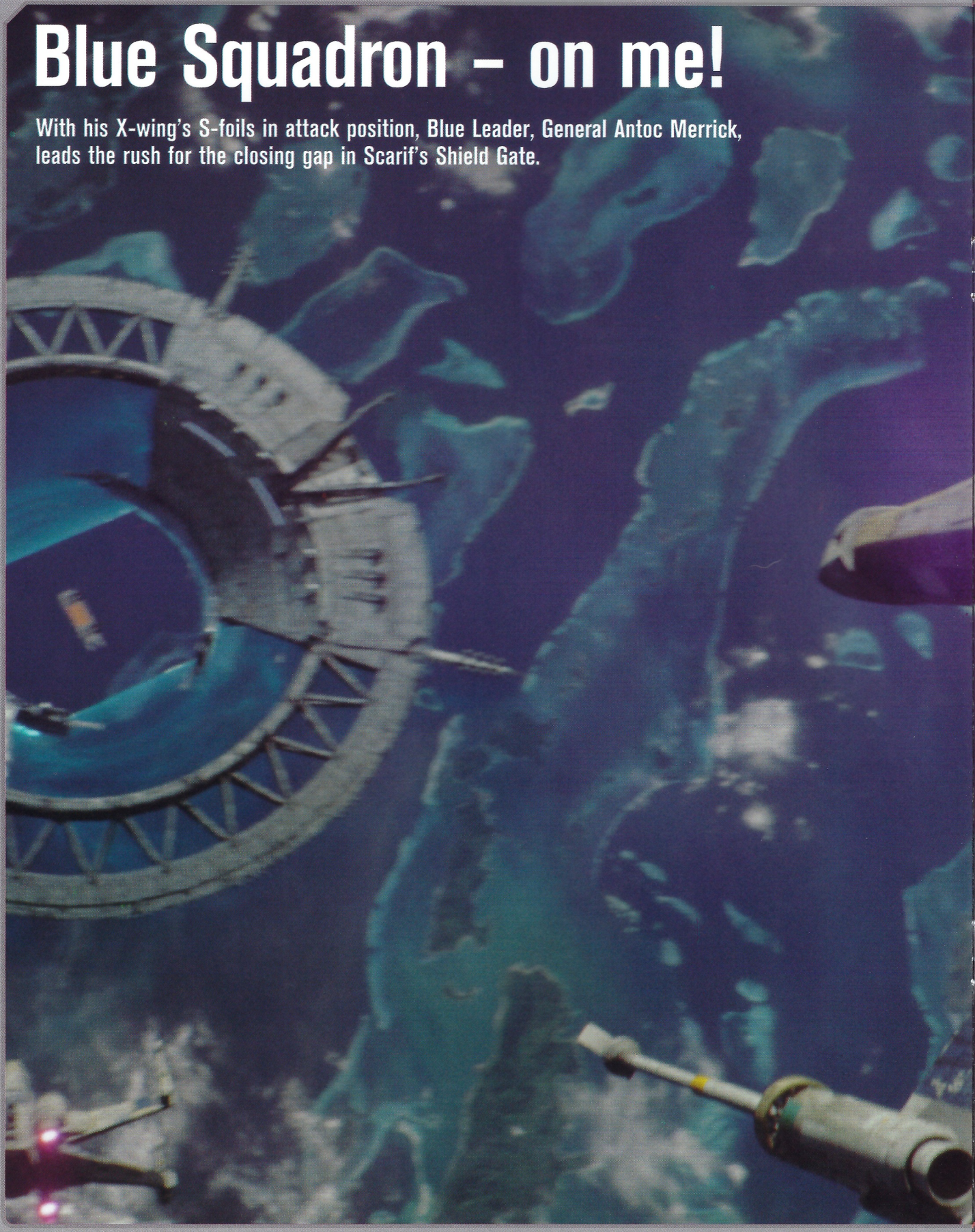
Finally cleared to fly again, Wedge took his place in the X-wing squadron Red Group for the impossible fight against the Death Star. Flying as Red Two, he fought hard, taking down turrets and TIE fighters and even saving Luke Skywalker's life. In the final trench run, he and Biggs Darklighter tried to keep Luke safe, but Wedge took fire that knocked out the hydraulics and left his fighter dangerously unstable. Wedge was forced to pull out, and moments later, Biggs was killed. Luckily, as Wedge struggled to bring his fighter back to help, Luke succeeded in destroying the Death Star.

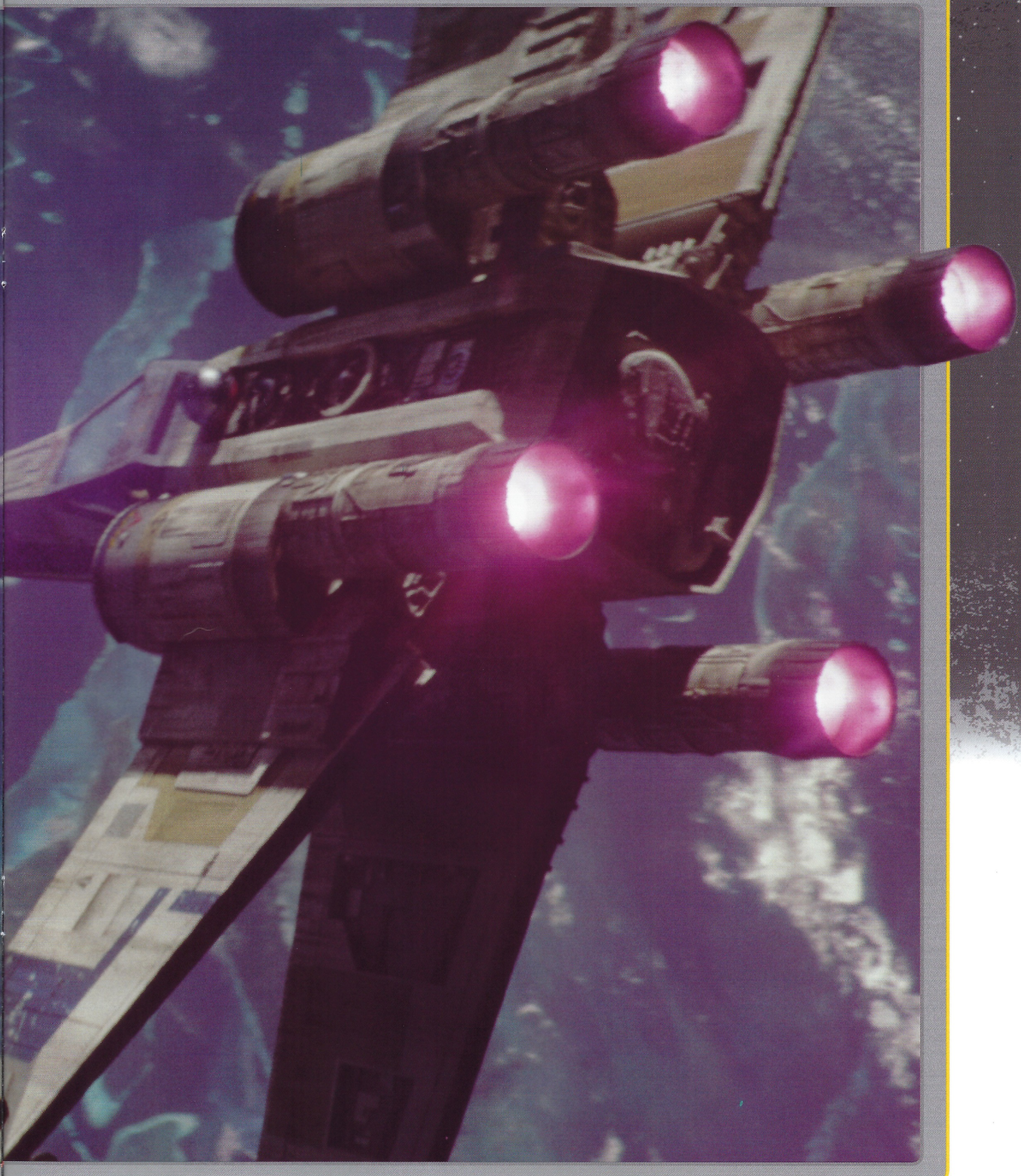


After the attack by Red Leader Garven Dreis failed and he was killed, Wedge Antilles joined another trench run, covering Luke Skywalker in the lead.

Blue Squadron – on me!

With his X-wing's S-foils in attack position, Blue Leader, General Antoc Merrick, leads the rush for the closing gap in Scarif's Shield Gate.



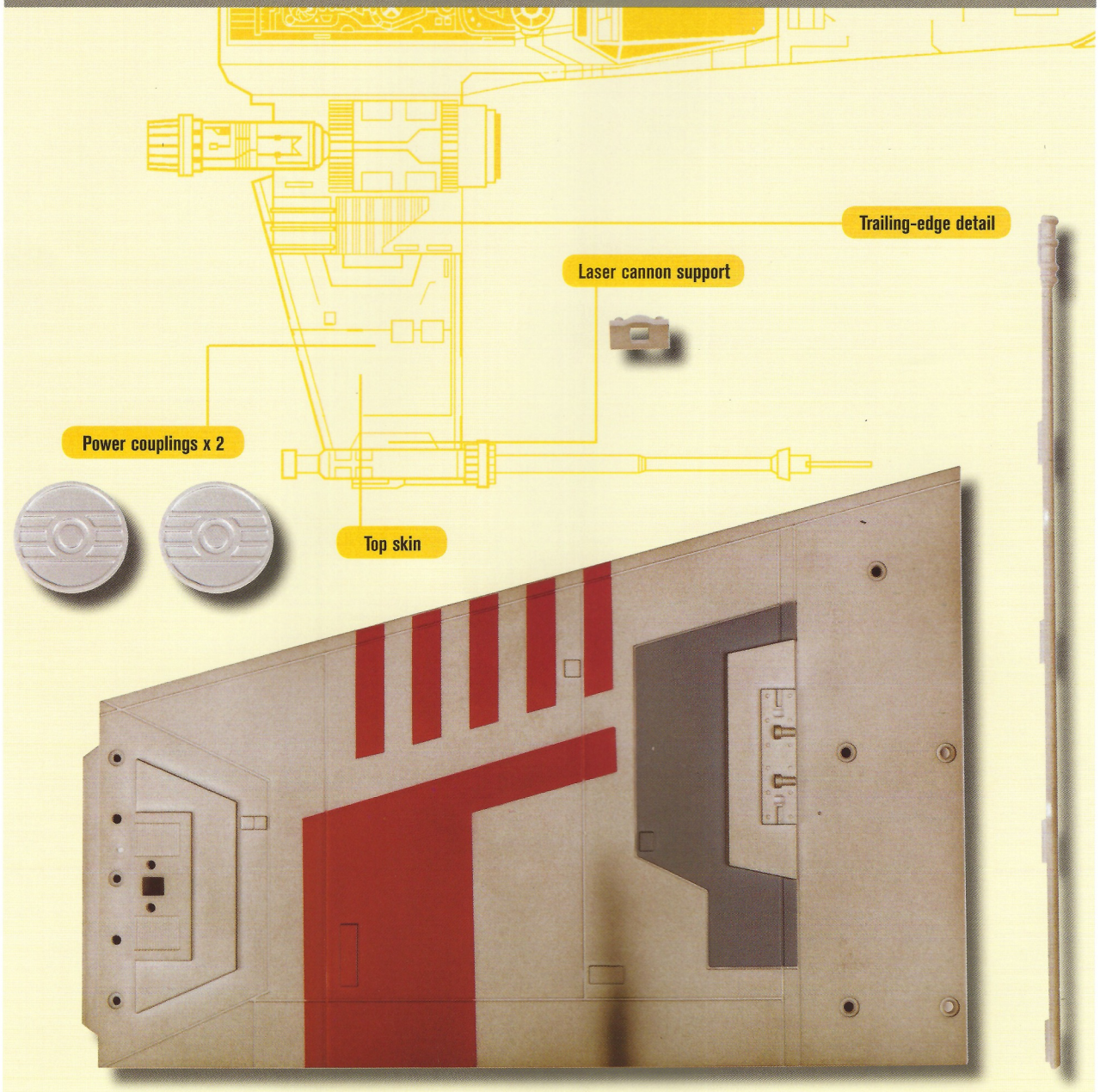


Upper starboard wing

This issue's main component is the panel that forms the top side of the upper wing on the starboard (right) side of the X-wing. It is prefinished with markings that include the five stripes denoting this starfighter as Red Five, and comes with some internal and external details to add.

COMPONENTS CHECKLIST

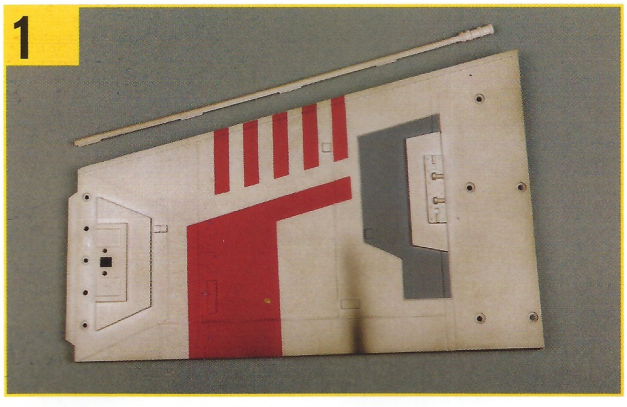
Use this guide to check what parts you have received and where they fit on the model



ASSEMBLING THE WING

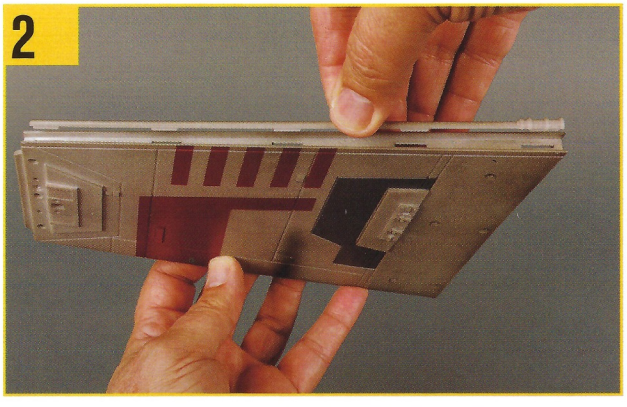
All four small parts provided are added in this stage. They are simply push-fitted, with no glue needed, and include some internal details that will be hidden inside the wing when its metal frame and lower skin are added in later stages.

1



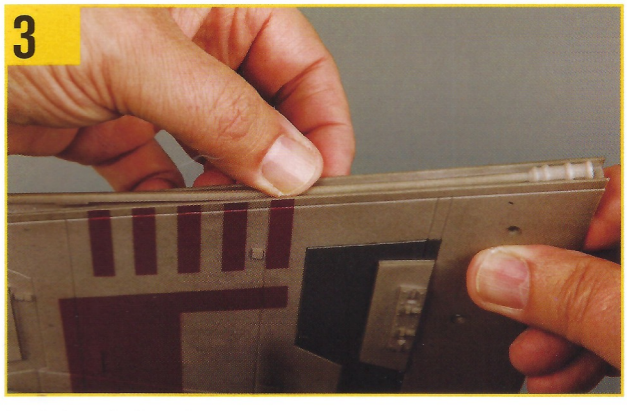
Start by taking the upper skin and trailing-edge detail.

2



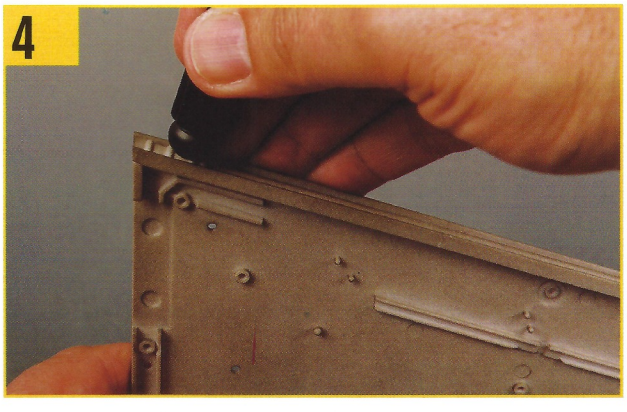
Line up the detail this way round, matching the tabs and slots.

3



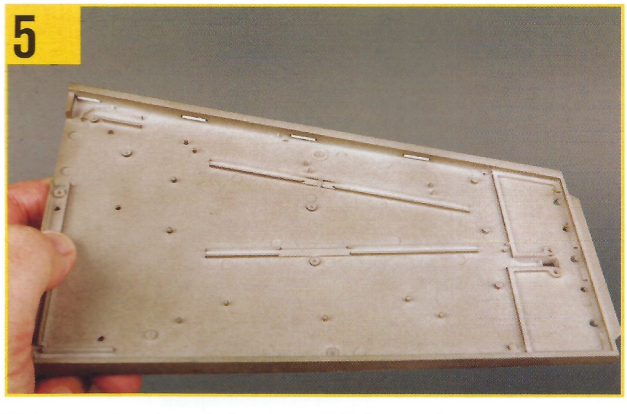
Push the tabs into the slots.

4



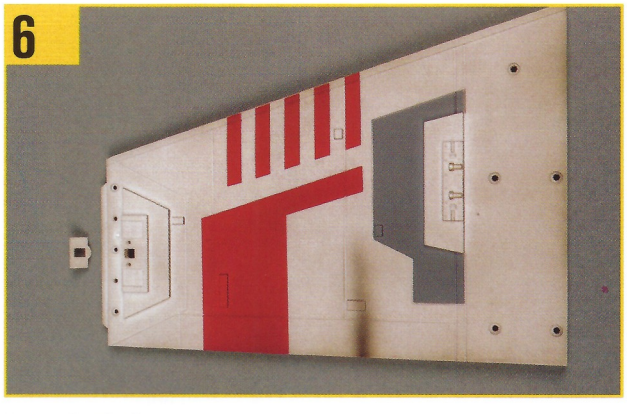
They are a tight fit, so use the handle of the screwdriver to apply pressure.

5



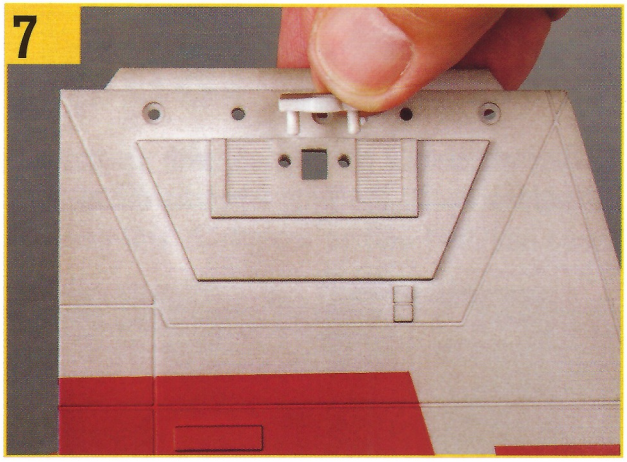
Make sure that the tabs have gone all the way in.

6



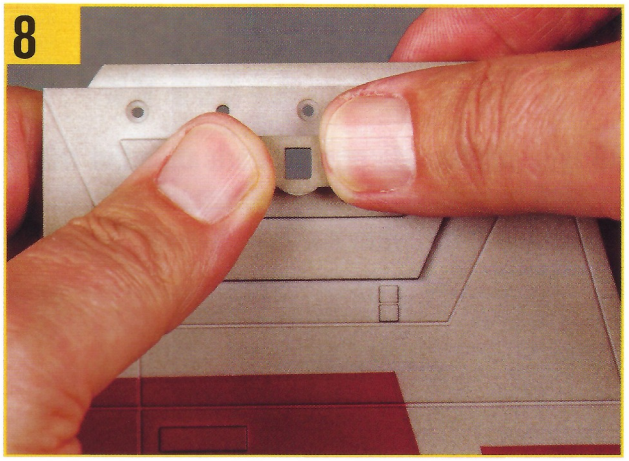
Now take the laser cannon support.

7



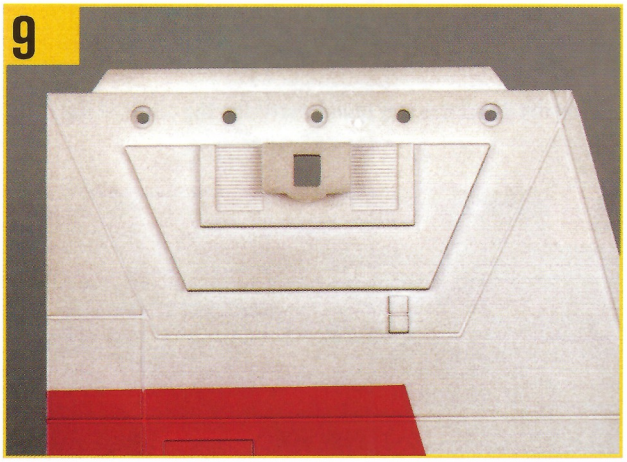
With the support this way round, line up the two mounting pins.

8



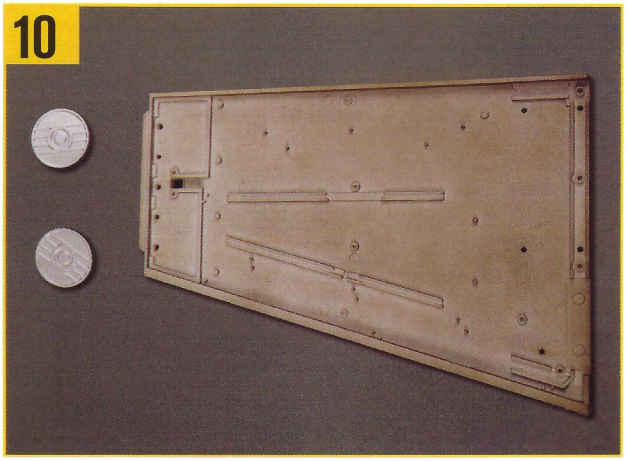
Press the pins into the holes.

9



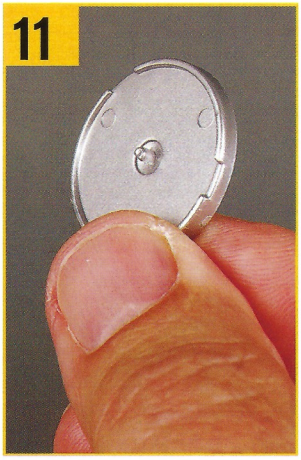
Make sure the support fits flush with the upper skin.

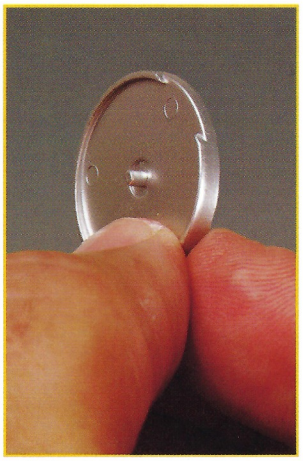
10



Take the two power coupling discs.

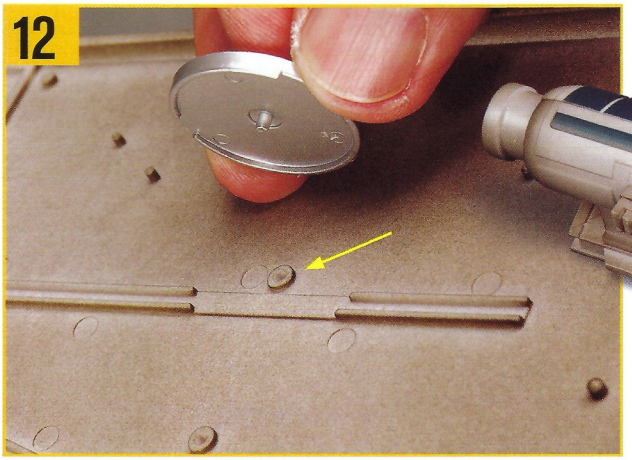
11





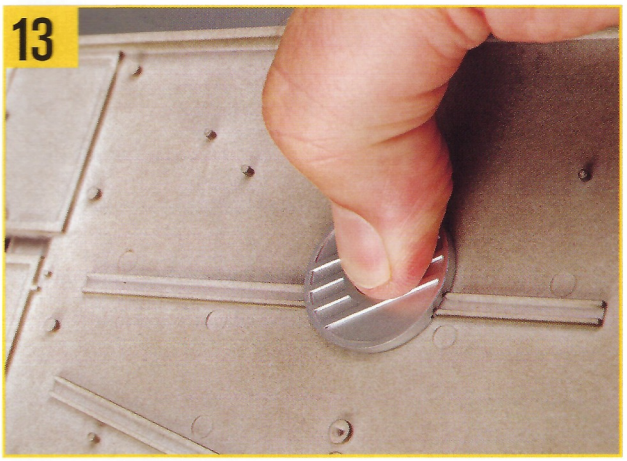
The back of each disc has a 'D'-shaped mounting lug in the centre. One has two recesses in the rim, the other has one larger recess.

12



Take the disc that has two recesses and line up the mounting lug with this 'D'-shaped hole in the underside of the wing.

13



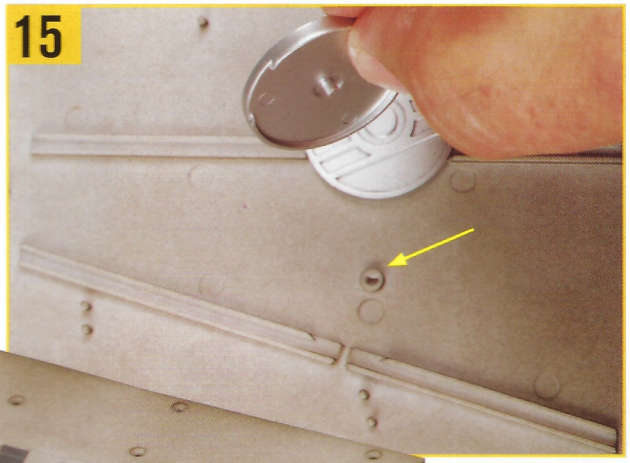
Push the disc into place, until it fits flush. The ribs on the underside of the wing fit into the recesses in the rim.

14



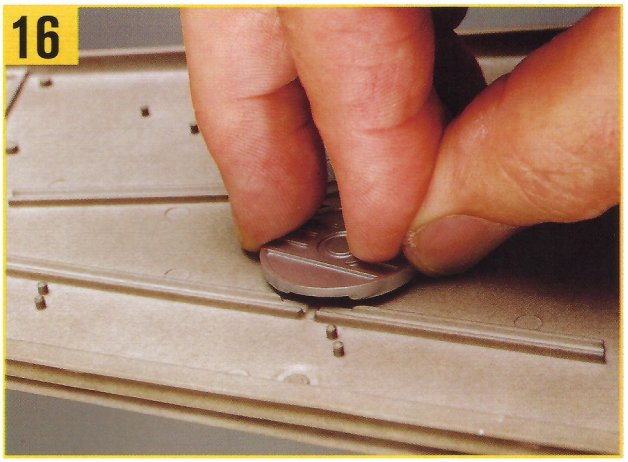
The power coupling will be at an angle like this on the underside of the wing.

15



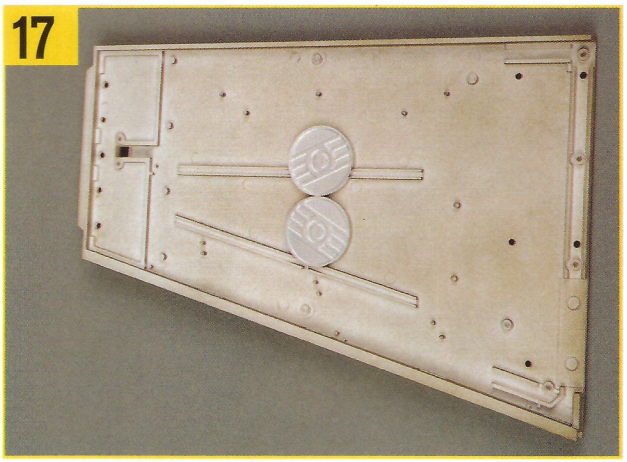
Align the second disc with this hole, as in Step 12.

16



Press it firmly into place.

17



The underside of the wing should look like this. That completes the assembly for this stage.

OPTIONAL TRIAL FIT

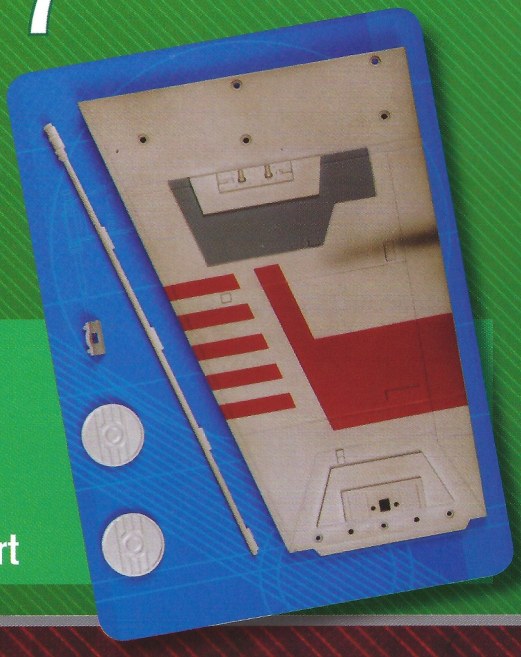
If you wish, you can test-fit the laser cannon you completed in Stage 4. Press its mounting into the holes near the wingtip, feeding the wire down through the hole in the support you fitted in Step 9. But don't be tempted to try attaching the laser cannon permanently, as there are more components to add to the wing before you do that.

DON'T MISS OUT!

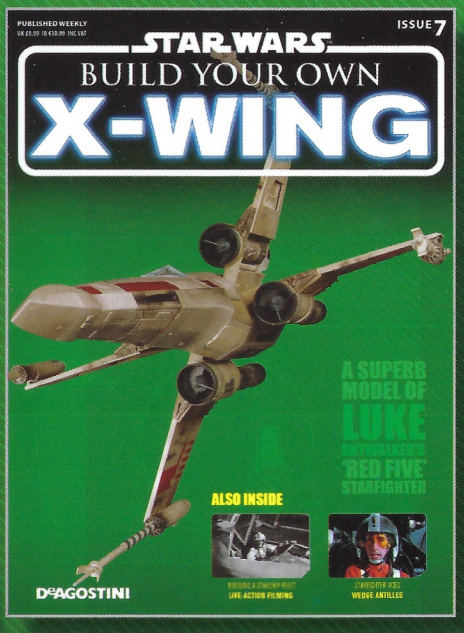
ISSUE 7

Creating a Starship Fleet
Live-Action Filming

Starfighter Aces
Wedge Antilles



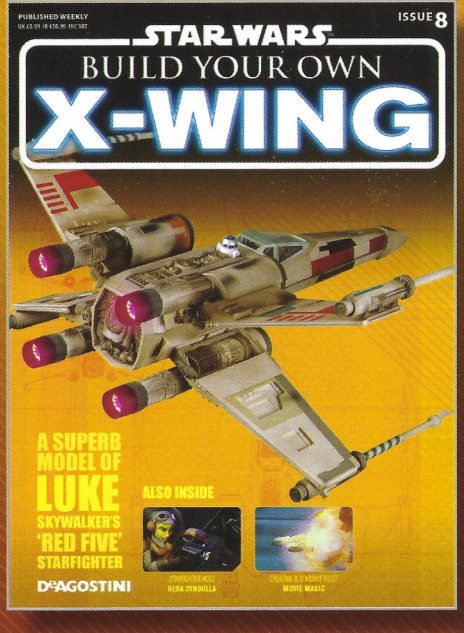
Upper starboard wing top skin
Trailing-edge detail
Power couplings
Laser cannon support

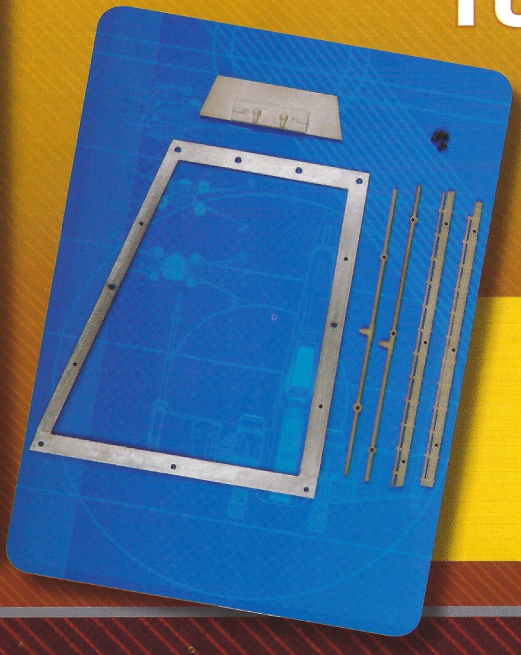


ISSUE 8

Creating a Starship Fleet
Movie Magic

Starfighter Aces
Hera Syndulla





Internal wing frame
External and internal wing details

Items may differ from those shown.

Disney · LUCASFILM

DeAGOSTINI



© & TM 2019 LUCASFILM LTD.

deagostini.co.uk/buildxwing