LEGO® Star Wars started in 1999 and we have made new models for the product line every year since then. The LEGO Star Wars design team consists of eleven model designers, and four graphic designers. The team is a mix of brand new designers with new fresh ideas, and experienced LEGO Star Wars designers with many models under their belts.

This is an ideal team for creating new, innovative LEGO Star Wars models, as well as revising and improving previous LEGO versions of classic and iconic Star Wars ships. The focus of our main LEGO Star Wars product line is to make cool, fun, and inspiring LEGO Star Wars models for children.

For LEGO Direct we have the opportunity to make even bigger, more challenging models with special attention to accuracy and details. These models are fun and exciting to develop, but also a huge challenge! We always do our very best, and hope you will enjoy building them.

Happy building!

Jens Kronvold Frederiksen
Design Director LEGO® Star Wars™
ABOUT THE MILLENNIUM FALCON™

Hauling thousands of tons of cargo across the endless void of space is a tough task, and among the most famous vehicles invented for these heavy-duty jobs was the Corellian YT-1300 light freighter. One of these freighters in particular became infamous for hauling contraband and stolen goods. Piloted by intergalactic smuggler Han Solo and his right-hand Wookiee, Chewbacca, this special light freighter became known as the Millennium Falcon™.

The original name for this vehicle was YT-1300 492727ZED, and it was owned by the human gambler Lando Calrissian, who is said to have made several customisations to the power core and deflector shields, among other changes. During this time, the vehicle gained the name Millennium Falcon, but the ship didn’t stay long with Lando, who is rumoured to have quickly lost the ship to the aforementioned Han Solo during a high-stakes game of sabbac.

Despite the aged appearance and out-of-style vehicle design, the Millennium Falcon was a fierce ship, even though the shape of the chassis was one of the only remaining original aspects of the vehicle. Lando, Han Solo, and numerous other owners upgraded, customised, and improvised numerous modifications to create a freighter that was unlike any other in history. In addition to a customised hyperdrive system, the freighter was also touted to be the fastest ship in the galaxy. Han Solo also outfitted the Millennium Falcon with multiple weapons systems and updated the hull armour with duralloy plates salvaged from an Imperial cruiser. All of these modifications, as well as its sub-light speed and manoeuvrability, made the Millennium Falcon competitive against the fastest starfighters produced by both the Rebellion and the Empire. Additionally, Han Solo included custom-built sensor-proof smuggling compartments, which later aided in the rescue of Princess Leia Organa from Imperial Stormtroopers.

Present for some of the largest conflicts during the Galactic Civil War, the Millennium Falcon was instrumental in the destruction of both of the Death Stars, and was an invaluable part of the Rebellion’s fleet. Some years after the Battle of Endor, the Millennium Falcon was stolen from Han Solo, ended up in the hands of such characters as Ducain and the Irving boys, and finally ended up on the junkyard planet Jakku, where it sat unused for years, collecting dust. The infamous ship soon reclaimed its former glory, however, as the mechanically shrewd Rey, the astromech droid BB-8, and deserter Stormtrooper Finn used the ship to escape an attack from the First Order.
## Millennium Falcon Facts

**Manufacturer:** Corellian Engineering Corporation  
**Model:** YT-1300f light freighter  
**Class:** Light freighter

### Technical Specifications – Modified YT-1300f light freighter

<table>
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<tr>
<th>Specification</th>
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</thead>
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<tr>
<td><strong>Length</strong></td>
<td>34.75 metres</td>
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<tr>
<td><strong>Maximum speed</strong></td>
<td>1,050 km/h</td>
</tr>
<tr>
<td><strong>Hyperdrive rating</strong></td>
<td>Class 0.5</td>
</tr>
</tbody>
</table>
| **Armament**                  | 2 CEC AG-2G quad laser cannons  
2 Arakyd ST2 concussion missile tubes  
BlasTech Ax-108 “Ground Buzzer” blaster cannon  
Tractor beam projectors          |
| **Shielding**                 | Torplex deflector shield projector  
Nordoxicon deflector shield projector  
Kuat Drive Yards deflector shield projector  
Nordoxicon deflector shield projector  
Kuat Drive Yards deflector shield projector  
Kuat Drive Yards deflector shield projector |
| **Hull**                      | Duralloy plating                                                        |
| **Engine unit**               | Girodyne SRB42 sub-light engines                                       |
| **Crew**                      | 1 pilot  
1 co-pilot  
2 gunners                                |
| **Cargo capacity**            | 100 metric tons                                                        |

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**FACTS/SPECIFICATIONS**

**Quad Laser Cannon**  
**Concussion Missile Tubes (2)**  
**Forward Mandibles**  
**Equipment Access Bay (4)**  
**Deflector Shield Projector**  
**Sensor Dish**  
**Quad Laser Cannon**  
**Cockpit**  
**Forward Floodlight**  
**Escape Pods**  
**Armour Plating**  
**Drive Units**
Despite multiple sets and models being created to depict the Millennium Falcon throughout the movie universe, several scenes make use of matte paintings produced by Ralph McQuarrie to show the Millennium Falcon in its complete glory. One such scene is when Princess Leia, played by actress Carrie Fisher, sees the Millennium Falcon for the first time in A New Hope. Similarly, when Han Solo asks Lando Calrissian to promise not to damage the Millennium Falcon in Return of the Jedi, the ship shown is a backdrop painting.

When filming began on The Empire Strikes Back, a new and smaller miniature model was created to supplement the full-size Millennium Falcon. This smaller version allowed for more intricate in-flight rolls and pitches that were impossible with a five-foot model. Measuring approximately thirty-two inches in length, the new model included more detailed surface features, updated landing gear and cockpit details,
which expanded the number of shots the film crew could now include. The model was then mounted on a gimble and used to simulate the ship's movements, for example when escaping from an oncoming group of TIE fighters. This model is also renowned for being the version most familiar to Star Wars fans, as the design was used most often for toys, model kits, promotional materials, and art for the Star Wars universe. This same model was later reused for The Return of the Jedi.

Another unmistakable feature of the Millennium Falcon were the sounds that accompanied the amazing visuals. Almost all of the space-faring vehicles in the Star Wars universe featured sound effects that were based on real planes. For the Millennium Falcon, sound designer Ben Burtt used the slowed-down engine sound of the North American P-51 Mustang fighter airplane from World War II. He then added a thunderclap or a lion's roar to accentuate the speed and size of the ship when it passed close to the camera. To create the sound of the Millennium Falcon jumping to hyperspace, Burtt combined the sound of a Douglas DC-3 with an echo effect, and the film crew's motion-control cameras as they moved along their tracks.
Q: The Millennium Falcon is probably the most iconic vehicle from the entire Star Wars saga. When approaching a new model with this much history, what were some of the first steps taken when designing the first LEGO brick version of the Millennium Falcon?

A: Well that was many years ago. The first LEGO Millennium Falcon launched in 2000. But I do remember that we had a lot of discussion about how to design this model. It is round, and therefore not that simple to create with LEGO bricks and elements!

But we decided to use some circular elements from a LEGO Space UFO theme for the main body of the ship. We also created a new canopy element for the cockpit, but today this model looks very dated! More recent versions of the LEGO Millennium Falcon are much closer to the real design!

Q: With over eight versions of the model in the LEGO set library, were there any versions that contained dramatic changes from the previous incarnation?

A: The next Millennium Falcon, created in 2004, was minifigure scale. This was a huge upgrade from the first version. We made the 12x3 stud triangular plate to create the main body in a completely new and more accurate way. We also created a more accurate transparent element for the cockpit canopy.

Q: The unique rounded shape of the Millennium Falcon is a defining characteristic of the vehicle. Was this a challenge to communicate with LEGO bricks?

A: A round shape is difficult with LEGO bricks, but the way we did it in the first version, 4504 Millennium Falcon, is the best way! Currently, the latest version, 75105 Millennium Falcon, uses the same triangular elements.

On a large-scale version like this UCS version, it is much more complicated! I remember from when I designed the first UCS version 10179 Millennium Falcon. It was about making a sturdy frame, and then covering it up with panels in many different shapes, created from a lot of different LEGO elements!
Q: Were there any elements of previous versions that have been significantly updated for this newest interpretation of the Millennium Falcon?
A: The model you have here is by far the most detailed LEGO Millennium Falcon ever done! More or less all details have been upgraded on this latest version of the ship. A very noticeable new detail is of course the cockpit canopy. A vast improvement from the 10179 Millennium Falcon, which only had the framing on the canopy, and no glass!

Q: What type of visual resources are used when designing a LEGO set based on a vehicle from a movie? Film screenshots? Online schematics? Etc.
A: When designing models, we always use official reference material. For this Millennium Falcon we used the movies, including Star Wars: The Force Awakens, and pictures of studio models.

Q: What sets the Millennium Falcon apart from other LEGO Star Wars sets?
A: First of all, it is the most iconic and popular ship in the Star Wars films. For that reason, there have been many different versions and sizes of the LEGO Millennium Falcon build.

Q: Are there any parts of the new set that improve functionality, stability, or appearance in any significant ways?
A: More or less everything has been improved. The basic inner frame is probably the part that came closest to the previous 10179 Millennium Falcon. When we create a new version of a model, we always start by going through consumer feedback on the previous version, to find areas for improvement. Visually, this version is also much more accurate and detailed.

Q: How accurate is the LEGO Millennium Falcon compared to the real in-universe vehicle?
A: Very accurate! The only major difference is that the Millennium Falcon in the movies is missing the LEGO studs!
7778: Midi-scale Millennium Falcon™
356 pieces
A midi-scale version of the Millennium Falcon. Measures over 3” (8 cm) high, 9” (24 cm) long, and 7” (17 cm) wide. No minifigures included.

75030: Millennium Falcon™ Microfighters
94 pieces
A Microfighters version of the Millennium Falcon, which still incorporates the recognisable and famous round shape with 2 flick missiles and a mini cockpit on top for Han Solo to sit in. Measures over 2” (6 cm) high, 3” (8 cm) long, and 3” (8 cm) wide.

7965: Millennium Falcon™
1,254 pieces
Measures over 4” (10 cm) high, 23” (58 cm) long, and 15” (38 cm) wide. Includes 6 minifigures: Han Solo, Luke Skywalker, Chewbacca, Ben Kenobi, Princess Leia Organa and Darth Vader.

75105: Millennium Falcon™ (Episode VII)
1,329 pieces
Episode VII Edition. Measures over 5” (14 cm) high, 18” (47 cm) long, and 12” (32 cm) wide. Includes 6 minifigures: Rey, Finn, Han Solo, Chewbacca, Tasu Leech and a Kanjiklub Gang Member, plus a BB-8 astromech droid.
Q: You have designed LEGO Star Wars sets before – how was the Millennium Falcon different from other models you have created?

A: After designing the play theme version of Star Wars: The Force Awakens Millennium Falcon, LEGO set 75105, I was already quite familiar with the look of the ship. After creating the 10179 Millennium Falcon in the digital program we use here, I disassembled the model on my screen and was able to lay out all the subsections side by side.

However, every time I made more than just cosmetic changes digitally, I had to make sure the parts still fit the rest of the model, or make necessary changes to other parts as well. These also had to be checked on a physical copy and then altered as well. Many of those sub-builds were redesigns, while others were brand new and had to find a place on the model.

In order to test how the model will perform under stress we always heat up the whole set. But we don’t have an oven large enough for the Falcon at the LEGO office – so we booked the sauna at the public bath in Billund, Denmark just for this occasion. Sneaking the top-secret model into the building and back again was a little like being in a spy movie, and definitely a change from design routine!
Q: Were there special challenges when it came to making the model look like the real *Star Wars Millennium Falcon*?

A: The Falcon is most certainly not the easiest shape to re-create with LEGO elements at any scale. But the previous 10179 model already did much of the work for me, allowing me to focus on details that really could use a facelift after 10 years – like areas that were built using angled plates and panels before, when they really should be round or curved. For example, the top centre with the guns, the corridor leading to the cockpit, or the airlocks on the sides of the ship.

The top panels for the front mandibles required a total redesign to achieve the look I wanted, with correctly sized and placed holes, and dark-grey elements to bring out the detailing on one side. I added a bit of dark tan all over the model for a more weathered look, and swapped out plates for tiles for a better balance between studs and flat surfaces. Early on it was also decided to develop a new windshield element for the cockpit for a really spot-on look and to be in line with other current LEGO *Star Wars* products.

Q: The original Millennium Falcon movie model went through several design changes before the shape was decided on. Typically, how many sketch versions of a LEGO model are there before the final version is reached?

A: A typical sight in LEGO design areas is a dozen or more slightly different prototypes of the same model – representing design stages – sitting on or behind designers’ desks. But on LEGO *Star Wars* this is usually not how I personally work. With proper reference material on hand and the ability to go through early iterations quickly with our digital programs, the first physical copy I build is usually very close to the final version in terms of look and size. I didn’t have room for a fleet of slightly different Falcons anyway.

If you are reading this before building your own Falcon, it is B-I-G! Never did I have more than one or maybe two copies of the complete model in my work space – all changes were done digitally and then checked on and applied to the one physical copy I had room for. Being able to base this new version of the *Millennium Falcon* on 10179 was also a great help. I knew the support structure would not fail me and trigger a disastrous cascade of design changes at some later point.

Q: Are there key features you wanted to include when designing the interior details of the ship?

A: It was decided early on that this version of the ultimate *Millennium Falcon* was going to have some interior. There were just two problems: the interior sets we see in the movie would not be able to fit into the ship as seen on screen. On top of that, the LEGO *Millennium Falcon* is already pretty much filled with LEGO Technic beams in order to provide the required sturdiness and structural stability. There is even less space to put anything else into it!

The first step was then to make room by altering the internal support structure to determine how much space I would have available to work with. As it turned out it wasn’t much, but enough to put in all the important features I could find, with a few extras on top – like the hatches leading to the escape pods, which are themselves missing, as reported by Imperial Stormtroopers searching the ship in Episode IV.

Finally, I wanted the Falcon to still look good and complete even when the top is taken off to showcase the interior. Only the panels right on top of the interior have to be removed, keeping the rest of the model with its structural beams and off-colour pieces well covered.
Q: What was your favourite part of the design process?
A: The first phase of LEGO set development is always very exciting for a designer - this is when shaping and detailing of a model happens. Later I spend most of my time fixing issues and finding solutions for various design aspects like model stability, functions, product safety or building flow.

My favourite part, however, is when I finally receive a bag of bricks and a pile of loose building instructions based on the steps that I developed - in this case, a very large pile! At this point my work is mostly done and my colleagues take over creating the design and completing the final elements of the set, like creating the box art or generating lists of elements for the factory.

Q: Were there features or functions of the movie version of the Millennium Falcon which were, in your opinion, essential to have in the final design?
A: In my mind, this new Millennium Falcon would HAVE to be the Episode V version. The Empire Strikes Back is where the Falcon really shines, develops character and becomes part of the cast with the last-second escape from Hoth, the chase through the asteroid field, meeting the space slug, hugging a Star Destroyer, visiting Bespin, and finally even taking on a Super Star Destroyer! However, apart from the necessary spaceship functions, the Millennium Falcon is not really heavy on out-of-the-ordinary features - or so Han Solo certainly wants you to believe! One of the new gadgets is the "Ground Buzzer" blaster cannon - a nasty surprise for Imperial troops, as seen in Episode V in the rebel base!

Since the Millennium Falcon also appears in Episode VII and VIII, adding the new rectangular sensor dish was essential, so you can choose between making the classic or new trilogy version of the Falcon.

Q: What are the differences between the original trilogy Millennium Falcon, and the Falcon as seen in Episode VII: The Force Awakens?
A: It takes a detailed study of reference material to realise that the new sensor dish is not the only change to the Episode VII Falcon, just the most obvious one. While even more aged and beaten up, many of the hull details of the ship have been cleaned up or altered. For practical reasons I went for a middle ground while still keeping some of the removed details - such as the metal cage covers on the sides of the mandibles (one is right next to the cockpit). They are not present on the Episode VII Falcon anymore, but I kept them because they are great details to have on any version of the Falcon and blend in nicely. Two other small gadgets sitting right on top of the ship's front were a different matter though. They are a bit more obvious so I made them removable.
Q: Were there features or functions of the movie version of the Millennium Falcon that were, in your opinion, essential to have in the final design?
A: Well you can’t have a Millennium Falcon without a good Dejarik board! It was also exciting and essential to re-create the iconic radar dish, gunnery windows, and cockpit.

Q: Were there characters related to the various appearances of the Millennium Falcon that were, in your opinion, essential to have in the final design?
A: We wanted this Millennium Falcon to be a little more versatile than the previous version, giving you the freedom to decide between the classic Falcon or the version from The Force Awakens. As such, we knew we had to include two crews, and the crew from The Empire Strikes Back seemed the best complement to The Force Awakens crew. We also took this opportunity to create some alternate face designs for Han and Leia. This is the only set where they are wearing the breathing masks that they use to explore the belly of the giant space slug in The Empire Strikes Back. Mynocks beware! My favourite new character in this set is the adorable bird-like creature that we are told lives on the island shown at the end of The Force Awakens, the same island where Rey discovers Luke. I can’t wait to see what part they play in Episode VIII!

Q: Were there special challenges when it came to making the model look like the real Star Wars Millennium Falcon?
A: The most challenging aspect of the graphic design on this model had to be the stickers of the corridors inside the Millennium Falcon. It was important to capture a feeling of depth looking down the circular hallways and create the illusion that your minifigures could walk from the common area to the cockpit or the hyperdrive. The interior of the Falcon can be quite complex, with all its missing panels, flashing controls, and exposed wires. I did my best to simplify these details down to the essentials to maintain the LEGO DNA.

Q: The original Millennium Falcon movie model went through several design changes before the shape was decided on. Typically, how many sketch versions of a LEGO product are there before the final version is reached?
A: The design of any LEGO minifigure or decoration is likely to go through several rounds of revisions before being finalised and sent to Lucasfilm for approval. In certain special cases you can end up doing more than 10 versions, all with small distinct features or colour changes. With a limited colour palette, it can often be a unique challenge to match the reference.

Q: What was your favourite part of the design process?
A: I always enjoy starting a new project and developing the graphical needs of the product with the model designer. That discussion will usually lead to me combing through the reference folders to find clear images of extremely specific pieces of a ship, or taking a few minutes to re-watch certain parts of the movies to get inspired (or just for fun). It’s also very rewarding when you finally receive the first test print of a decorated element. For me, that marks the end of a cycle, when the design that has only lived on the computer screen until this point becomes something you can play with.

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