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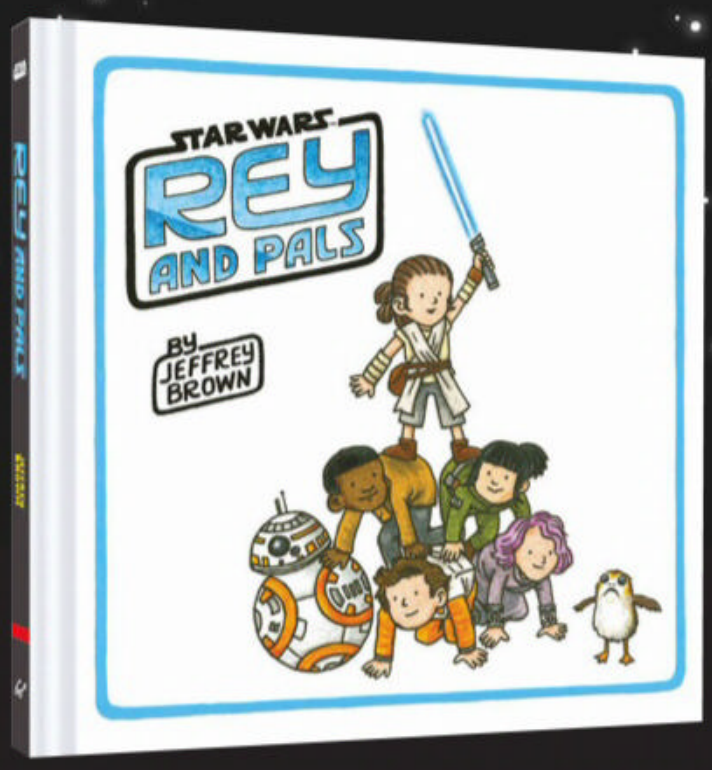
STAR WARS REY AND PALS

What if Rey hadn't grown up all alone on the dusty planet Jakku, but instead had a galaxy of friends to play with?

New York Times bestselling author of the Darth *Vader and Son* series Jeffrey Brown returns to *the Star Wars©* galaxy with a collection of *brand-new adventures* starring young Rey and *Kylo, Finn and Poe, Hux and Phasma, Rose and BB-8—all under the watch of Luke, General Leia, Han, and Chewie.*



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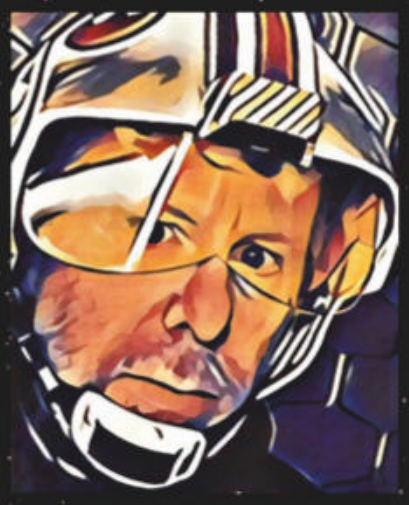

Remember when you didn't know who or what the phantom menace of *Star Wars: The Phantom Menace* (1999) was? Previous titles had generally given audiences a hint at what to expect from the next movie – the Empire would strike back, Jedi would return – but the Episode I title was disconcertingly ambiguous, and it got fans talking. Similarly, when the title of Episode VII was first revealed, fans worldwide immediately shared their befuddlement online – The Force would apparently awaken, but what exactly did that mean? Could midi-chlorians fall asleep? Or had Luke been caught napping in his X-wing?

The Force, of course, awakened in Rey, but moreso the force of *Star Wars* was reawakened in the public consciousness. And look where we are now? Huge new Disney theme parks, a live action TV series just around the corner, and more books and toys out there than any bookshelf or display case could hope to contain. If there were ever dark times in the *Star Wars* galaxy, we're on the planet they are farthest from.

New eras of *Star Wars* are our focus this issue, with features on *Star Wars: The Force Awakens* (2015), a visit to Black Spire Outpost on Batuu, an interview with prequel director of photography David Tattersall, and more of our chat with Warwick Davis, covering the prequels, sequels, and his multiple other *Star Wars* gigs. It's an ever expanding galaxy, and we're here to explore its every nook and cranny.

May the Force be with you.



Christopher Cooper
Editor

MEET THE CONTRIBUTORS...



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Tricia is the co-author of DK's *Ultimate Star Wars*. She also wrote the acclaimed award-winning novel *Wynde*.



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STAR WARS INSIDER

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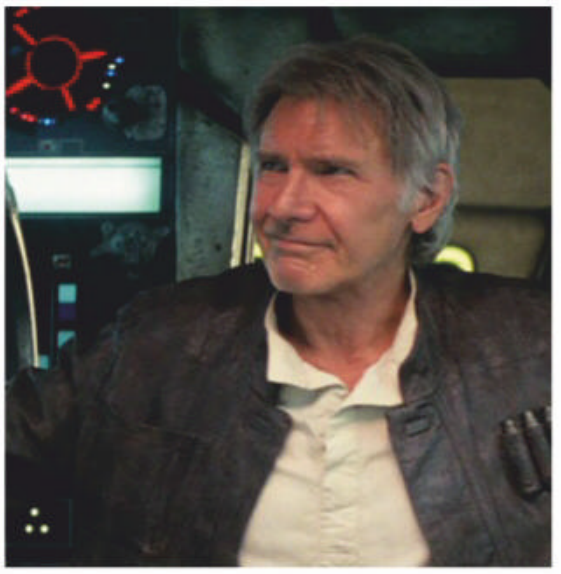

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Opening at Walt Disney World on December 5!

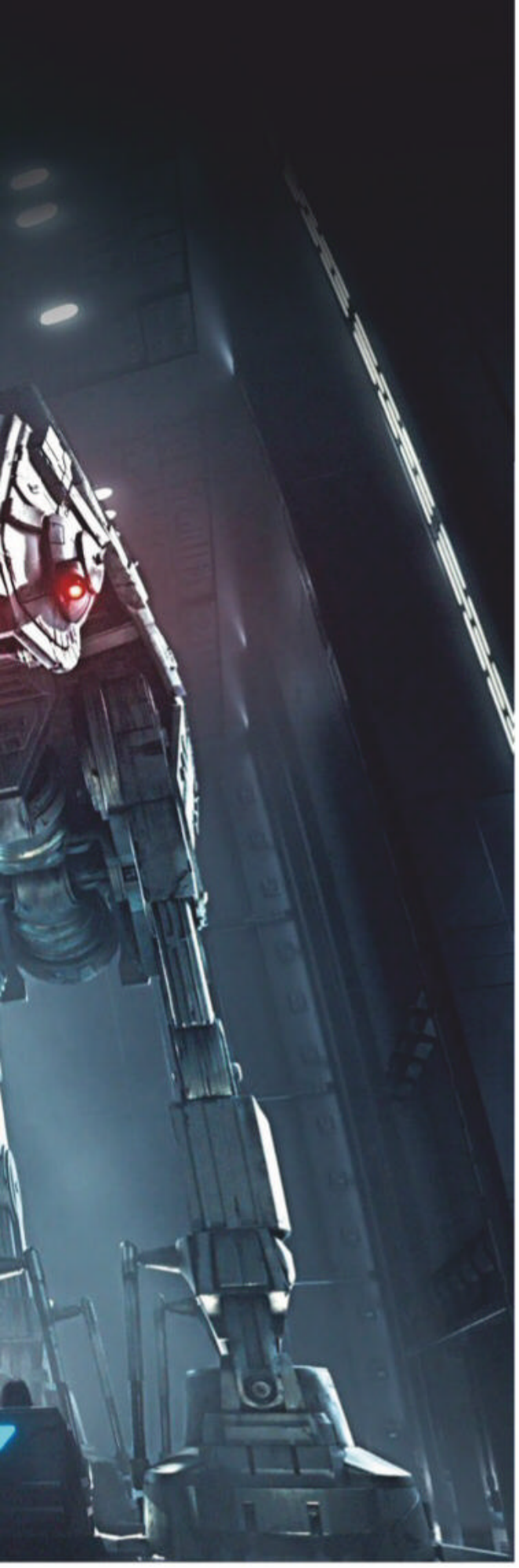
Rise and Shine

Star Wars: Galaxy's Edge: Rise of the Resistance dates set

While visitors to Walt Disney World, Florida, had to wait a few months longer than their Californian cousins to enjoy the delights of *Star Wars*: Galaxy's Edge, they will be the first to experience the all-new Rise of the Resistance ride at the East coast's version of the immersive attraction, when it debuts at the world famous theme park on December 5, 2019—coinciding with the birthday of Walt Disney himself.

Those on the West coast needn't feel jilted, however, as the attraction opens at Disneyland, Anaheim just over a month later, on January 17, 2020.

The trackless simulator promises an attraction "unlike anything you've ever experienced at Walt Disney World Resort… or anywhere else in the galaxy!" Featuring state-of-the-art animatronic characters, huge set pieces, and a pair of life-sized AT-AT walkers, guests will find themselves immersed in a battle between the First Order and the Resistance. Recruits board a transport that lifts off from Batuu only to be captured by a First Order Star Destroyer,



and that's where the fun really begins. Expect favorite characters to show up, including Rey, Finn, and Poe Dameron, and to come face to face with the villainous Kylo Ren along the way. Fortunately, a covert team of Resistance soldiers is at the ready to give you a fighting chance to escape the clutches of the First Order, hopefully in one piece.

Live your own adventure at *Star Wars*: Galaxy's Edge, open now at Disneyland, California, and at Walt Disney World, Florida.



The Rise of Ren

Lucasfilm Publishing teases new *Star Wars* books and comics

Announcements concerning official new *Star Wars* stories come thick and fast during convention season, and San Diego Comic-Con 2019 was no exception, with Lucasfilm Publishing revealing a raft of new books and comics during a special panel at the annual event.

Preparing fans for the finale of the Skywalker saga, the company's Journey to *Star Wars: The Rise of Skywalker* publishing program launches this October, with an array of titles to cater to fans of all ages. One of the most exciting for acolytes of Kylo Ren was the news that Marvel Comics will be publishing a four-issue mini-series, exploring the troubled Kylo's involvement with the mysterious Knights of Ren. The story, written by fan-favorite Charles Soule, is due out in December 2019.

Other titles, out in November, include Young Adult novel *Star Wars: Force Collector*, by Emmy Award-winning author Kevin Shinick, which follows the adventures of a teenage boy who has never even heard about the Force. Rebecca Roanhorse's novel, *Star Wars: Resistance Reborn* focuses on the efforts of Poe Dameron, Leia Organa, Rey, and Finn to rebuild the Resistance after its defeat in *The Last Jedi*.

Fun activity books include *Star Wars: The Resistance*, featuring six sounds from the movies, and a sequel era Seach & Find book.









Allegiances Chosen

Prelude to *Star Wars: The Rise of Skywalker* incoming

Marvel Comics revealed an exciting new *Star Wars* miniseries at San Diego Comic-Con, set to lead fans into the events of the much-anticipated movie, *Star Wars: The Rise of Skywalker* (2019).

The four-part series, entitled *Allegiance*, is a prelude to the final chapter in the Skywalker saga, and is written by Ethan Sacks—writer of the recent *Star Wars*: Galaxy's Edge miniseries for Marvel—with art by Luke Ross, who did the art for Marvel's *Darth Maul* and *Thrawn* comics, plus the adaptation of *Star Wars: The Force Awakens* (2015). The incredible cover art by Maro Checchetto combines to form one truly impressive piece of art (pictured above).

Issue 1 of *Star Wars: The Rise of Skywalker: Allegiance* will be available in stores on October 9, with each subsequent installment releasing weekly. Issue 2 is out on October 16, issue 3 on October 23, with the final epic issue out on October 30.



Boba Bounty Bagged

Rare firing Fett figure fetches a fine price at auction

A lucky bidder with deep pockets secured one of the most famous collectibles in *Star Wars* action figure history on July 11, when a rare Boba Fett prototype action figure—complete with rocket firing mechanism—sold at auction for $112,926.

When the original 3.75 inch Boba Fett launched as a mail-away figure in 1979, it delivered without the promised firing mechanism of the prototype, despite the offer being illustrated with this exciting play option intact. However, following fears at manufacturer Kenner that the tiny rocket could cause injury or be a choking hazard, the all-action rocket feature had been replaced by a more underwhelming static missile.

Meanwhile, a cache of prototype versions remained lost in the wild, many kept by Kenner staff as souvenirs, while a few fell into the hands of private collectors. Well known but hardly ever seen, the rocket-firing Boba Fett soon became the stuff of legend.

With only an estimated 100 or so of the prototype ever made, the Fett figure is now one of the most highly sought after toys based on the franchise, and a mere handful have come up for sale at auction in the decades since. One fetched a cool $86,383.47 in 2018.

If you missed out on this occasion, another prime example of the Boba Fett prototype figure—this time with a full paint job—comes up for auction at Hakes this November.
Visit **hakes.com** for details.

Featuring *Return of the Jedi*'s Death Star!

Every Picture Tells a Story

The latest on George Lucas' Museum of Narrative Art

Although the building itself is still under construction in Los Angeles, attendees at San Diego Comic-Con 2019 were given an incredible insight into what to expect from the expansive museum founded by *Star Wars* creator George Lucas, during a fact-filled panel.

Museum curator Erin M. Curtis revealed that the museum collection will focus on American art, children's book illustration, cinema, comic art, photography, and world art before 1950. "At the Lucas Museum, what matters is the kind of story that an artwork can tell, and the effect that story has on people," Curtis told the attendees. "We aim to help audiences understand that everyone has their own story to tell, and that art is an important tool that everyone can use to tell their diverse stories."



Of particular interest to fans of *Star Wars* and the broader output of Lucasfilm, exhibits from the saga will include a number of matte paintings from the original trilogy, and the museum will become the permanent home to *Star Wars* concept art created by Ralph McQuarrie. Storyboards will also form part of the collection, as will the 6-feet-tall, screen-used model of the second Death Star, as seen in *Star Wars: Return of the Jedi* (1983) and exhibited to the public for the first time at the Lucas Museum.

Items from the *Indiana Jones* movie series will also be on display, including the Ark of the Covenant from *Raiders of the Lost Ark* (1981) and concept art by Jim Steranko, along with items from the 1988 movie *Willow*.

The George Lucas Museum of Narrative Art is on target to complete construction in 2021, and you can discover more about its mission at **lucasmuseum.org**.

Triple Force Friday Lands in October

New *Star Wars* products to arrive in stores to celebrate three major releases

Lucasfilm and Disney have announced that Triple Force Friday will launch at midnight on October 4th. Retailers will unveil new products to commemorate a trio of fourth quarter *Star Wars* releases: the highly-anticipated film *Star Wars: The Rise of Skywalker* hitting theatres in December, the first live-action *Star Wars* series *The Mandalorian* debuting on Disney+ in November, and the latest action-adventure game *Star Wars* Jedi: Fallen Order that will be available for the holiday season.

This year's epic Triple Force Friday will take place globally and feature in-store events, midnight openings, and brand-new *Star Wars* products inspired by *The Rise of Skywalker*, *The Mandalorian*, and Jedi: Fallen Order that include toys, collectibles, apparel, books, and much more.



THE LIGHT SIDE

By Jamie Cosley



A Bounty of Pez Dispensers

A feast fit for a Sarlacc

You don't need to hunt for any Kaminoan cloners to find these *Star Wars* Boba Fett Pop! Pez dispensers from Funko. The iconic candy contraption comes in both white and holiday variants, and each item comes with a single sleeve of Pez to whet your appetite. Measuring in at 5 1/2-inches tall and 1 3/4-inches wide, the dispensers can easily fit into your starship's cargo hold.

Individually packaged in a window display box, you can opt to show off your bounty alongside the rest of your collection. Reasonably priced at $4.99 each, the Boba Fett Pop! Pez dispensers are available for online pre-order with an expected shipping date of October 2019.





Let Your Tabletop Take Flight

Lock S-Foils into expansion pack position

The fifth wave of expansion packs for Fantasy Flight Games' popular tabletop game *Star Wars*: X-Wing Second Edition is being prepared for launch. The six new packs each debut one new starship, including the *Nantex*-class Starfighter, a BTL-B Y-wing, an Inquisitors' TIE, Dengar's *Punishing One*, an M3-A Interceptor, and *Star Wars Rebels*' very own modified VCX-100, the *Ghost*.



Each vessel is sold separately and is accompanied by an array of new cards to enhance the playing experience. The prices range from $19.95 for the smaller fighters up to $49.95 for the *Ghost*, which comes with a detachable *Sheathipede*-class shuttle. The new wave is set to deploy in the third quarter of 2019, and pre-orders are now live at **fantasyflightgames.com**.

Timeline

Important dates in *Star Wars* history.

1956
October 21: Carrie Fisher (Leia Organa) is born.

1978
October 28: Gwendoline Christie (Captain Phasma) is born.

1979
October 12: *Han Solo's Revenge*, by Brian Daley, is published by Del Rey.

1983
October 17: Felicity Jones (Jyn Erso) is born.

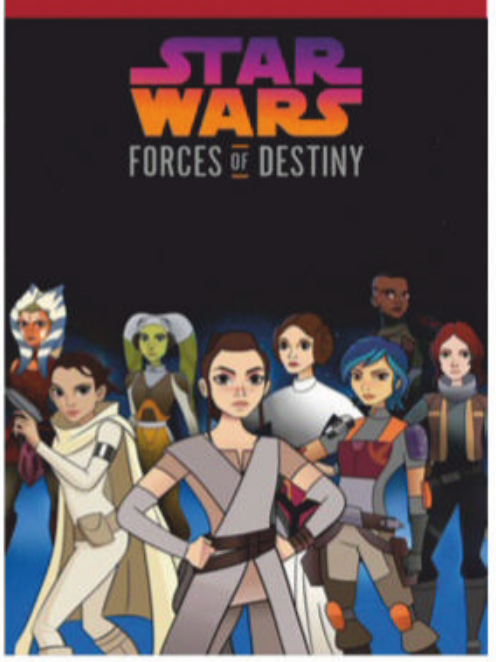
1986
October 3: Joonas Suotamo (Chewbacca) is born.

1986
October 23: Emilia Clarke (Qi'ra) is born.

1996
October 2: *X-Wing: The Krytos Trap*, by Michael A. Stackpole, is published by Bantam Spectra.

2008
October 3: *Star Wars: The Clone Wars* debuts on Cartoon Network with the episodes "Ambush" and "Rising Malevolence."

2017
October 22: The *Star Wars: Forces of Destiny*: Volume 1 special is released on Disney's YouTube channel.





Un-"Crait" a Skywalker Collectible

Honor Luke's stand-off on the salt flats

Luke Skywalker's legendary confrontation with Kylo Ren has been enshrined by the sculptors at Gentle Giant Studios as part of their *Star Wars* resin bust line. Based on the Jedi Master's garb during *Star Wars: The Last Jedi*'s climactic Battle of Crait, the mini-bust depicts Skywalker reaching out with one hand and clutching his iconic blue lightsaber in the other.

You might be tempted to Force project yourself into the future once you see this incredible likeness of Luke, but the item's fourth-quarter release date will arrive soon enough. The collectible is priced at $99.99 and will arrive in a numbered, full-color box that also includes a certificate of authenticity. Pre-order yours now at **gentlegiantltd.com**.

The Office Strikes Back

Deck out your desk with crafty creatures

Feel the Force and spruce up your office with two new items from Regal Robot that were inspired by classic creatures from *Star Wars: The Empire Strikes Back* (1980).

Avoid Imperial entanglements and keep your work area clutter free with the Space Slug Desk Organizer. Standing at 5 1/4-inches tall (not including a pencil), the hand-painted resin sculpture is based on a detailed scan of the original prop exogorth puppet and includes the slug, asteroid, resin *Millennium Falcon* pencil topper, and a black pencil. The organizer is priced at $99.99 (plus $12.50 shipping in the U.S.) and expected to ship in late summer 2019.

Regal Robot have also ventured to the frozen tundra of Hoth with its Tauntaun Maquette Replica Sculpture Signature Edition, a 1:1 recreation of Phil Tippett's original concept sculpture for the creature that warmed Luke Skywalker while Han Solo set up their shelter. This resin replica is part of a limited edition run of 250 pieces and comes with a metal plaque signed by Tippett, as well as a snow-themed display base. The 14" tall sculpture is priced at $699.99 and currently available to order online.







Back in Action

Formidable figures for your Black Series collection

Hasbro's Black Series returns in full force this fall, headlined by the Amazon exclusive figure of Emperor Palpatine that is part of the Triple Force Friday event occurring on October 4th. Based on his appearance aboard the second Death Star, the 6-inch-scale Emperor comes with interchangeable heads, electric blue Force lightning, and his very own throne.

Popular characters from the prequel trilogy, *Star Wars Rebels*, and recent Marvel comics will also arrive in the next wave of The Black Series. Obi-Wan Kenobi in his Padawan attire from *The Phantom Menace*, Ezra Bridger, Chopper (C1-10P), Doctor Aphra, 0-0-0 (Triple Zero), and BT-1 (Beetee) will join the ranks of Hasbro's acclaimed line of detailed action figures later this fall.

Join Forces With Jabba

A big shot gangster is putting together a crew

Take a one way trip to the Great Pit of Carkoon with two new sets from Hasbro's Vintage Collection.

Jabba's Tatooine Skiff Vehicle is the perfect partner for HasLab's recent Sail Barge, and features movie-accurate detailing and a desert styled stand. Your new Skiff will need a crew, so be sure to pick up Hasbro's accompanying set of villainous action figures too. The



Tatooine Skiff Set consists of three highly articulated 3 3/4-inch-scale action figures of Jabba's henchmen Vizam, Vedain, and Brock Starsher. Both the Tatooine Skiff Set and Jabba's Tatooine Skiff Vehicle are priced at $39.99, and are available for pre-order at **hasbropulse.com**.

A Bundle of Buckets

Add these helmets to your cosplay repertoire

Calling all costume enthusiasts! Anovos is bolstering its impressive line of wearable *Star Wars* headgear based upon 3D scans and photographs from original screen-used items. Join the Galactic Empire with a crimson Imperial Royal Guard Helmet or a street-ready Imperial Patrol Trooper Helmet from *Solo: A Star Wars Story* (2018), each of which is made of fiberglass with a fully lined interior.

Uncomfortable fighting for the Emperor? Then strap in with the Red Leader Rebel Pilot Helmet that recreates Garven Dreis's protective headgear from *A New Hope*. Made of precision-cast ABS plastic and featuring a comlink boom, chin strap, and earcup cushions, this helmet will make you feel ready to make a run on the Death Star. Whether you sympathize with the Empire or the Rebellion, all three helmets are currently available for pre-order at **anovos.com**.





Book Club

Fun with friends, ultimate facts, and adventurous choices in the latest *Star Wars* book releases!



Rey and Pals is available in bookstores now.

The Best Pals in the Galaxy

Sequel era fun and games in Jeffrey Brown's *Rey and Pals*

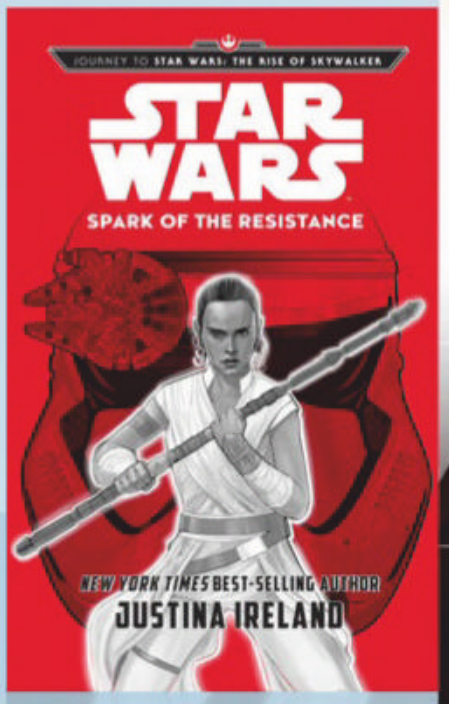
New York Times bestselling author Jeffrey Brown has been wowing fans with his charming take on the *Star Wars* galaxy since 2012's *Darth Vader and Son*. Having followed that up with three equally entertaining illustrated sequels and the four-book *Jedi Academy* series of novels, Brown is back with *Rey and Pals*.

The premise is simple: What if Rey had grown up with a bunch of friends around her, instead of alone on dusty old Jakku with no one to play with? And what if those chums were cute kid versions of her fellow sequel era characters, including Kylo Ren, Finn, Rose Tico, Poe Dameron, and even Amilyn Holdo? (And yes, her hair was evidently purple from an early age!)

What follows is a delightful collection of fun vignettes and hilarious scenes, as these much-loved (maybe not so much in Kylo's case) figures get into all kinds of scrapes and mischief. Meanwhile, parental influence is exerted by Han Solo, General Leia, Luke Skywalker, and Chewbacca. Drawn in Brown's signature cartoon style, the essence of each character has been captured with each seemingly simple pen stroke, creating a version of the *Star Wars* galaxy that will make readers feel warm and tingly inside.

Rey and Pals from Chronicle Books is available in bookstores now.

01



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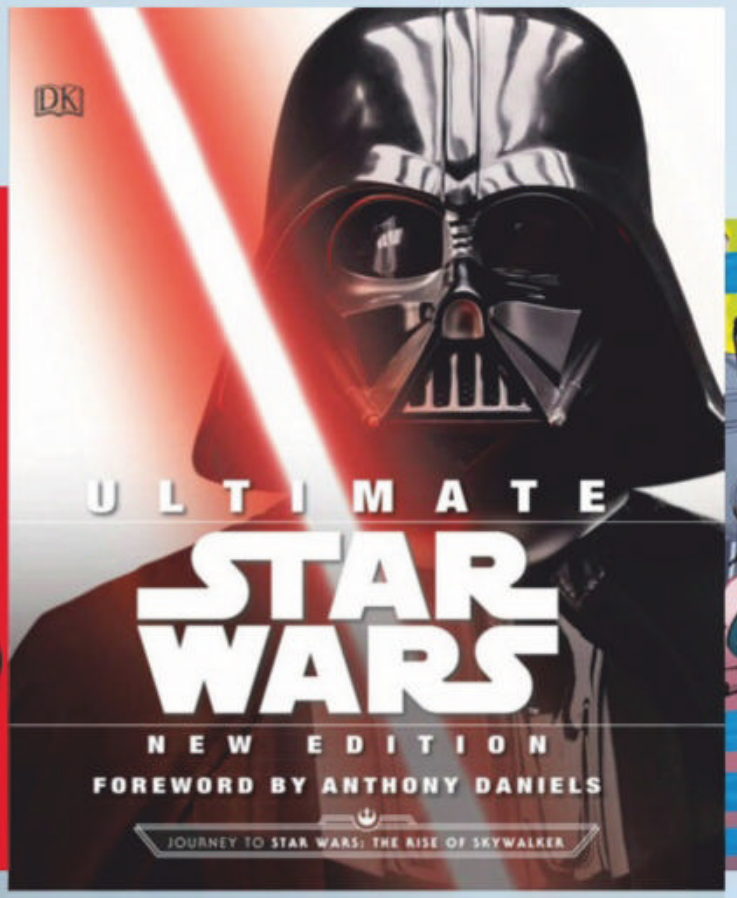

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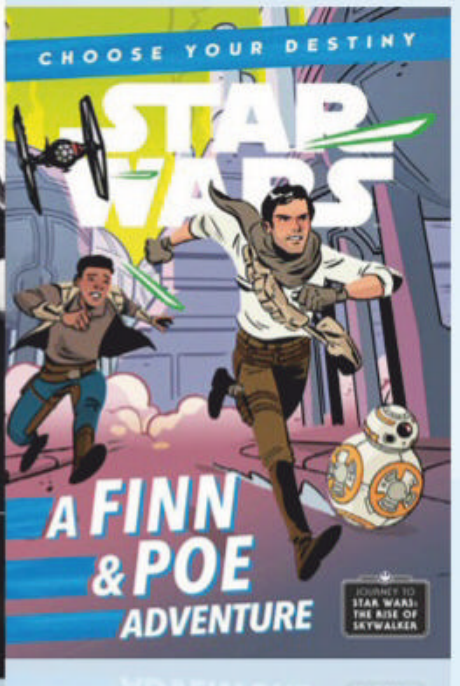


01

Star Wars: Spark of the Resistance

Written by Justina Ireland (*Lando's Luck*) and illustrated by Phil Noto (Marvel Comics' *Star Wars*), middle grade novel *Spark of the Resistance* is part of the Journey to *Star Wars: The Rise of Skywalker* publishing initiative that will carry fans through to the release of the new movie.

The adventure—aimed at readers aged 8-12—is set just before the events of Episode IX, as the Resistance picks up a distress plea emanating from the isolated planet Minfar. A team takes shape consisting of Rey, Poe Dameron, and Rose Tico, and together they must face down a First Order battalion and hair-raising flying creatures while grappling with the existence of a weapon that could change the entire course of the war. *Spark of the Resistance* is in bookstores from October 4.

02

Ultimate Star Wars: New Edition

Don't even think about seeing *The Rise of Skywalker* unless you've brought yourself up to speed on the saga with DK's *Ultimate Star Wars*. This all-encompassing visual guide contains an encyclopedic trove of facts covering every *Star Wars* film and animated project, focusing on key characters, terrifying creatures, sleek vehicles, bizarre technology, and exotic locations.

This latest edition has been updated with new character data, details, and imagery from *Star Wars: The Last Jedi* (2017), *Solo: A Star Wars Story* (2018), and *Star Wars: Resistance* (2019), and is jam-packed with exhaustive trivia and eye-popping photography, including a sneak peek at things we'll be seeing for the first time in Episode IX! Look for it on bookstore shelves from October 4.

03

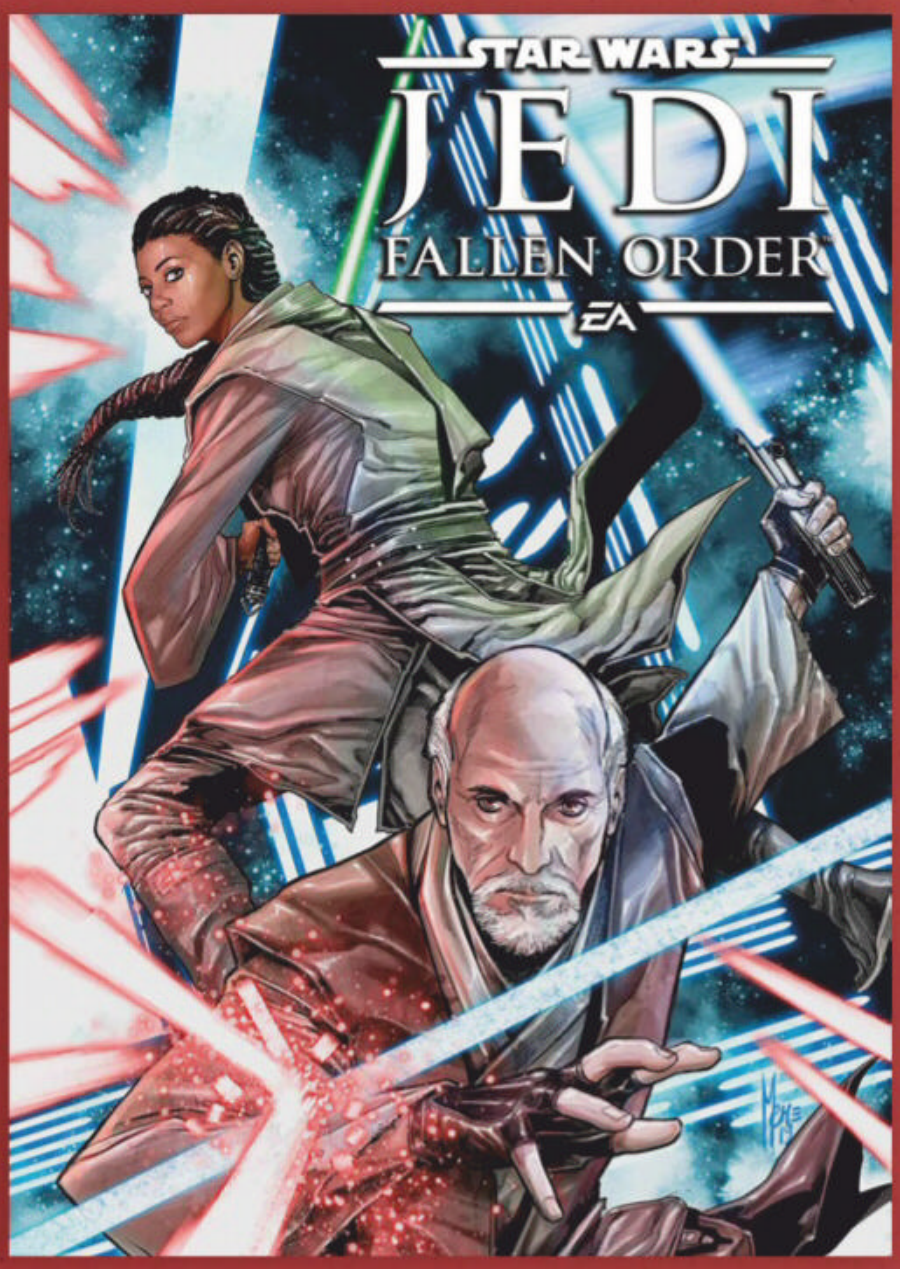
Choose Your Destiny: A Finn & Poe Adventure

Another title appearing under the Journey to *Star Wars: The Rise of Skywalker* banner is this multi-path adventure from Disney Lucasfilm Press that puts the story in the hands of the reader. Written by Cavan Scott, the popular author of *Star Wars: Adventures in Wild Space*, the book features illustrations by Elsa Charretier (IDW Comics' *Star Wars Adventures*).

This latest *Choose Your Destiny* installment unites Finn, Poe, and BB-8 as they embark on a dangerous-but-necessary mission for the Resistance. There are over twenty possible outcomes to the tale, and readers will have to choose carefully which path they follow to keep their heroes away from the clutches of the evil First Order. *Choose Your Destiny: A Finn & Poe Adventure* will be available from October 4.

Comics Roundup

Falling Jedi and Resistance on the rise in this month's *Star Wars* Comics



Into the Heart of Darkness

Setting the scene *Jedi: Fallen Order* in *Dark Temple* #1

Set during the fading years of the Old Republic, Marvel Comics presents *Dark Temple*—a five-part prequel to Jedi: Fallen Order, the upcoming action-adventure *Star Wars* video game from Lucasfilm, Electronic Arts, and Respawn Entertainment.

Setting the scene for *Jedi: Fallen Order*, the series—written by Matthew Rosenberg with art by Paolo Villanelli—follows Jedi Master Eno Cordova and his impulsive Padawan Cere Junda on a dangerous mission to an outlying world. The Jedi Council has sent them to the remote planet Ontotho where they are to oversee the peaceful excavation of a mysterious, recently discovered temple. But they will come to learn that what surrounds the temple may be even more dangerous than what lies within. Clandestine local resistance forces and ruthless corporate security troops are locked in a war for control of Ontotho, and the Jedi are caught right in the middle!

Issue #1 is available in stores now, with cover art by Marco Checchetto.

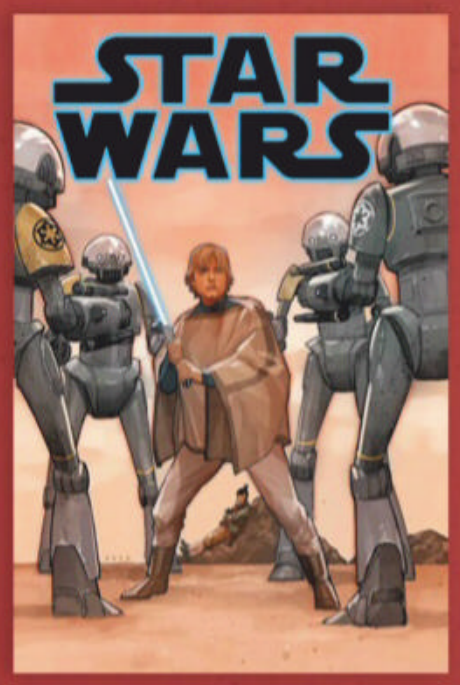
In issue #2, out on September 25, Junda finds herself in a fight for survival in the jungles of Ontotho, where local freedom fighters are happy to take her under their wing so long as she chooses to fight on their side.

Star Wars #71

Greg Pak and Phil Noto's run on Marvel Comics' ongoing *Star Wars* title continues apace, as our heroes' mission to divert the Imperial fleet spins out of control in the latest instalments of their epic "Rebels and Rogues" storyline.

Is it possible that a droid could have more in common with a rock monster than a human? C-3PO looks set to find out in issue #71 (in stores now), as the Rock Elders of K43 probe the protocol droid's memories for all they can uncover, including goldenrod's allegiances! On the planet Lanz Carpo, a rogue takes a fall and a princess fights a vigilante, while elsewhere, Luke Skywalker robs a Kalakan bank.

In issue #72, Chewbacca grapples with a moral choice, Luke questions where he has placed his trust, and Warba reveals her true relationship to the Force. Meanwhile, Han Solo discovers the true villains of Lanz Carpo, and Darth Vader reveals his plan for the rock people of K43. So why is Princess Leia taking a spin on the dancefloor? Find out when issue #72 is released on September 18.



Star Wars: Age of Resistance: Rey #1

Filling the narrative gap between *Star Wars* movies *The Force Awakens* (2015) and *The Last Jedi* (2017), Rey takes center stage in this one-shot title, part of Marvel's *Star Wars: Age of Resistance*.

Written by Tom Taylor, the story includes touching scenes featuring Rey and General Leia Organa, as the young woman sets out on her quest to find Leia's long-lost brother, Luke Skywalker. But what will Rey, Chewbacca, and R2-D2 encounter as they begin their search? With art by Ramon Rosanas and a cover by Phil Noto, *Rey* #1 is available in stores on September 18.



Star Wars: Age of Resistance: Rose #1

Growing up, Rose and Paige Tico were everything to each other. More than just sisters, they were friends and co-pilots in life—until the First Order tore their world apart.

Tom Taylor spins a tale highlighting the close bond between these two young women before the tide of galactic history turned it to dust, long before Paige's heroic sacrifice helped save the Resistance as it fled its base on D'Qar. Ramon Rosanas is again on art duty for this *Star Wars: Age of Resistance* one-shot, while Phil Noto provides the cover. *Rose* #1 is out in stores now.



Star Wars: Age of Resistance: Supreme Leader Snoke #1

Flipping the *Star Wars* coin to its dark side, Supreme Leader Snoke spreads his malicious presence across the pages of this *Star Wars: Age of Resistance* story by Tom Taylor, featuring art by Leonard Kirk.

Taylor puts some long-awaited meat on the bones of this twisted character, as we witness the Supreme Leader's brutal training of Kylo Ren. Will the sadistic Snoke break his tormented protégé, or has he underestimated the son of Han and Leia? Find out when the issue arrives in stores on September 11.



Incoming

Don't Miss These Upcoming Releases

SEPTEMBER

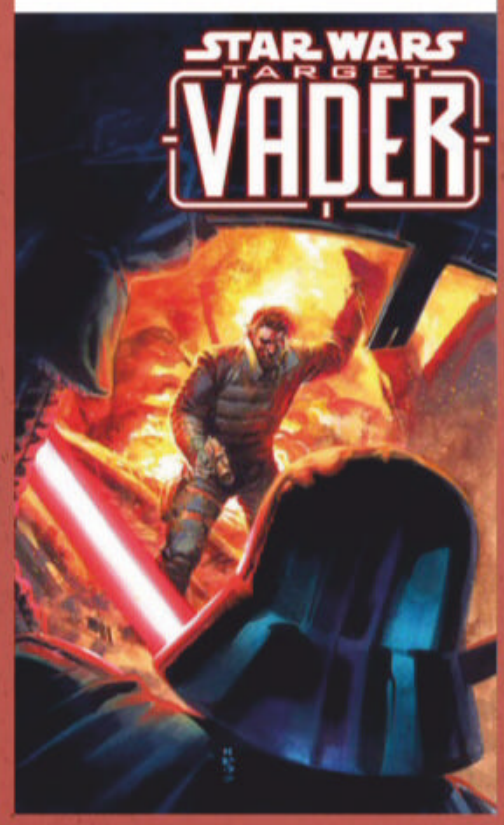
Star Wars: Age of Resistance: Kylo Ren #1
Marvel Comics
Writer: Tom Taylor
Artist: Leonard Kirk
Cover Artist: Phil Noto

Doctor Aphra #36
Marvel Comics
Writer: Si Spurrier
Artists: Wilton Santos
Cover Artist: Ashley Witter

Star Wars: Galaxy's Edge Collected Edition
Marvel Comics
Writer: Ethan Sacks
Artist: Will Sliney
Cover Artist: Rod Reis

Star Wars: Target Vader #3 (of 6)
Marvel Comics
Writer: Robbie Thompson
Artist: Stefano Landini
Cover Artist: Nic Klein

Star Wars Adventures #26
IDW Comics
Writers: Cavan Scott and Adam Christopher
Artists: Megan Levens and Derek Charm
Cover Artist: Derek Charm



THE BEGINNING OF THE END

Star Wars: The Force Awakens

To introduce new legions of fans to the *Star Wars* galaxy, *Star Wars: The Force Awakens* (2015) welcomed a fresh generation of characters to the mythos alongside a smattering of returning faces, each with their own stories to tell. But this new chapter also marked the beginning of the end for the Skywalker saga.

Words: Tricia Barr



"THE NEW FACES UP THERE ON THE SCREEN ARE AS COMPELLING AS THE FAMILIAR ONES BECAUSE THEY REMIND US THAT IN THE WORLD OF *STAR WARS*, AS IN OUR WORLD, LIFE GOES ON, NO MATTER WHAT."

MATT ZOLLER SEITZ, *ROGEREBERT.COM*

FACTS & FIGURES

Title / *Star Wars: The Force Awakens*

Episode / Seven

Poster Tagline / Every generation has a story

Theatrical Release / December 18, 2015

Run time / 136 mins

MPAA / "Rated PG"

Budget / $245 Million

Domestic Opening Weekend / $247,966,675

Domestic Box Office / $936,662,225

Worldwide Box Office / $2,068,223,624

Awards / BAFTA for Best Special Visual Effects, Saturn Award for Best Science Fiction Film, Empire Award for Best Director, MTV Movie Award for Movie of the Year.



In kicking off another *Star Wars* trilogy, *The Force Awakens* took its place alongside *Star Wars: A New Hope* (1977) and *Star Wars: The Phantom Menace* (1999) in marking the start of an epic adventure. Those three beginnings—initiating the stories of Anakin, Luke, and Rey—form their own trilogy of sorts: a trio of opening episode films within the nine-movie Skywalker saga. Their similarities showcase the core nature of a *Star Wars* tale, while their differences highlight how the character arcs of the three leads take them each down a different path. The seeds planted in these opening films come into bloom as each trilogy progresses, and as each protagonist grows into the hero they were meant to be.

As trilogy openers, each film introduces the core characters in the three-story arc: the protagonist, their allies, and their adversaries. In *The Phantom Menace*, Anakin Skywalker meets Padmé and Obi-Wan Kenobi, as well as Palpatine, who will define his trilogy's tragedy. In *A New Hope*, Luke befriends Leia and Han, and faces off against Darth Vader, the principals of the Skywalker family saga. In *The Force Awakens*, Rey and Finn work to return Poe's droid to the Resistance, and Rey twice repels Kylo Ren in the process.

By the time the prequel trilogy concluded with *Star Wars: Revenge of the Sith* (2005), the broader scope of the tragic fall of the Republic that led to civil war and the defeat of Emperor Palpatine in *Star Wars: Return of the Jedi* (1983) had been fleshed out. The six-movie arc tied Luke Skywalker and Leia Organa's journey to reclaim galactic control from the oppressive regime of the Empire to the pivotal choices made by their parents, Anakin Skywalker and Padmé Amidala, 20 years earlier. The next trilogy begins 30 years after *Return of the Jedi*, and builds on the consequences of the Rebellion's costly triumph.

The Force Awakens opens with a new tyrannical threat known as the First Order besieging the village Tuanul on the desert world of Jakku. The landing party is led by a shadowy figure, who evokes the imposing specter of *Star Wars* übervillain Darth Vader, formerly known as Jedi Knight Anakin Skywalker. Village elder, Lor San Tekka, who has discovered a piece of the map to find the location of the missing Luke

Skywalker, is brought before the dark commander Kylo Ren as his stormtroopers burn the village and round up its inhabitants. As Ren demands San Tekka turn over the map, the conversation reveals the two know each other.

"The First Order rose from the dark side...you did not," San Tekka says, prompting Ren's threat to show him the dark side. "You may try, but you cannot deny the truth that is your family," Tekka responds. The script then reads: "Suddenly Kylo Ren raises his LIGHTSABER—IGNITES IT—PERPENDICULAR SMALLER BLADES AT THE HILT, A UNIQUE BUZZ—YELLOW/RED ENERGY, SPITTING SPARKS AND SMOKE —as he RIPS IT DOWN ACROSS SAN TEKKA!"

It is only as the movie unfolds that we understand quite why this mention of "family" leads to Lor San Tekka's sudden murder in a fit of Kylo Ren's rage.

Forsaking a Name

Kylo Ren is revealed as Ben Solo, the son of former rebel general Han Solo and Leia Organa, hero of the Rebel Alliance and leader of the Resistance—the First Order's opposition. He's also the nephew of the now legendary Luke Skywalker.

Ben Solo can trace his lineage to many important families of the Skywalker saga; he is also the grandson of Padmé Amidala and Anakin Skywalker. His mother kept the name of the Alderaanian royal family that adopted her and were instrumental in the formation of the Rebel Alliance. Yet, her son shares the modest first name Jedi Master Obi-Wan Kenobi assumed for 20 years after the fall of the Republic to secretly guard Luke as the boy was raised by Owen and Beru Lars. And Ben also has his father's last name, which in *Solo: A Star Wars Story* (2018,

01



01 Poe Dameron (Oscar Isaac) has no defense against Kylo Ren's invasive Force-powered interrogation.

02 Rey (Daisy Ridley) with her new friend BB-8.

03 Kylo Ren (Adam Driver) and the forces of the First Order make their presence felt on Jakku.

02



***The Force Awakens* opens with a new tyrannical threat known as the First Order.**



Like his grandfather Darth Vader, Kylo Ren has shed the name he used as a Jedi to take on a title meant to deny his former self.



03



co-written by *The Force Awakens* screenwriter Lawrence Kasdan with his son Jonathan) was revealed to be not a family name but one randomly assigned by an Imperial bureaucrat when Han enlisted in the Imperial war machine to escape a desolate life on Corellia. Like his grandfather Darth Vader, Kylo Ren has shed the name he used as a Jedi to take on a title meant to deny his former self and the baggage of his family history.

One out-of-universe assumption could be that Ben Solo was named in a patriarchal normative mindset, in which children take the surname of their father. But perhaps in this fictional galaxy, Solo is the name with the least amount of baggage. Organa, Amidala, and Skywalker each play an iconic role in turning the tide against the Sith's stranglehold on the galaxy, keeping the spark of hope burning in the darkest of times—imagine having to live up to that. The name Solo, by contrast, is one with a less illustrious connection to the past.

Ren's propensity for tantrums might have left him clueless to the whereabouts of Luke except for Poe's rash reaction to San Tekka's execution. Poe's frozen blaster shot introduces new Force powers to the *Star Wars* franchise when the dark student halts the bolt in mid-air. Poe is taken captive, but he has bought time for BB-8 to disappear into the expansive Jakku sandscape with the map. Eluding the First Order turns out to be the least of BB-8's problems though, as the resource-poor planet harbors many desperate scavengers. While Kylo tortures Poe for information back on his Star Destroyer *Finalizer*, BB-8 is captured by a scavenger, Teedo. Destined to be sold for scrap at Niima Outpost, BB-8's calls for help are heard by a young woman whose life was defined not by privileged birthright but rather the absence of family bonds.

Destiny and Droids

In *Star Wars*, we learn much about our heroes from how they first interact with their droids. Young Anakin, scavenging parts in his owner's junkyard, has built a protocol droid to make his mother's life as a slave easier. Shmi tells Jedi Master Qui-Gon Jinn that her son "knows nothing of greed," as he volunteers to risk his life in a podrace to help a Jedi and handmaiden he just met. Teenage Luke, by contrast, is a bored farmhand who wishes for adventures in the stars. Acquiring a pair of droids from Jawas, Luke treats them as little more than useful machinery—even after he sees the fateful hologram from Princess Leia. Rey too lives a monotonous life in the desert, but she is patient rather than restless in her wait for a family who will never return. Heeding a droid's cries for rescue, she immediately treats the spherical robot with dignity: giving directions to a destination, warning of other hazards along the way, offering it temporary shelter from the impending nightfall—at least until the morning.

05 In the depths of Maz's castle, Rey is drawn to a chest containing Luke's old lightsaber.

06 Kylo Ren stalks Rey and Finn on the snowy surface of Starkiller Base.

07 Leia (Carrie Fisher) and Rey.

08 The trio of droids who've played a vital role in the Skywalker saga.

05





06



07



The droids follow our heroes as their adventures progress, too, and serve as points of view into their mythic adventures. Anakin's flaw is his familial attachment; his emotions towards missing his mother are the first steps along what becomes a much darker path. Although he apparently pays little mind to leaving C-3PO behind to help Shmi, Anakin readily teams up with R2-D2 for a brazen flight of an N-1 starfighter in the space battle over Naboo. Once his adventure begins, Luke has both C-3PO and R2-D2 with him all the way through his journey from the farm to Mos Eisley to the escape from the Death Star. Like his father, Luke flies with R2-D2 into the Battle of Yavin and carries off an even more spectacular miracle shot.

Like Luke, Rey and BB-8 share their adventure from Niima Outpost to Han Solo's freighter and on to Takodana—where they become separated when Rey is captured in the droid's place, in service of Kylo Ren's quest for the map to the last Jedi. At Starkiller Base, Rey frees herself from captivity before reuniting with Finn, along with Han and Chewie, on the ground, while BB-8 gets to fly in the air battle with his original companion, Poe.

We learn much about our heroes from how they first interact with their droids.



08



Equal And Opposite Reactions

Since *Star Wars: A New Hope* (1977), *Star Wars* movies have told sprawling mythic journeys through a series of character introductions: Darth Vader's storming of the *Tantive IV* corvette leads to Princess Leia, who previously hands the Death Star plans to R2-D2, who takes C-3PO down to Tatooine, where they meet simple farm boy Luke Skywalker and hermit Ben Kenobi. Much like Episode IV, an astromech droid's persistence helps propel the hero of *The Force Awakens* on her adventure.

Once Rey saves BB-8 and straightens out his askew antenna, she tries to send him on his way. But she can't resist his little ball droid wiggle and plaintive beeps, resulting in the iconic shot of Rey and her new friend rolling next to her across a sand dune. This moment is the beginning of her finding the belonging she has dreamed of. Along the way, Rey, like Dorothy in *The Wizard of Oz* (1939), meets the other people who will shape her journey, including Han Solo, less of a mentor and more of a guide.

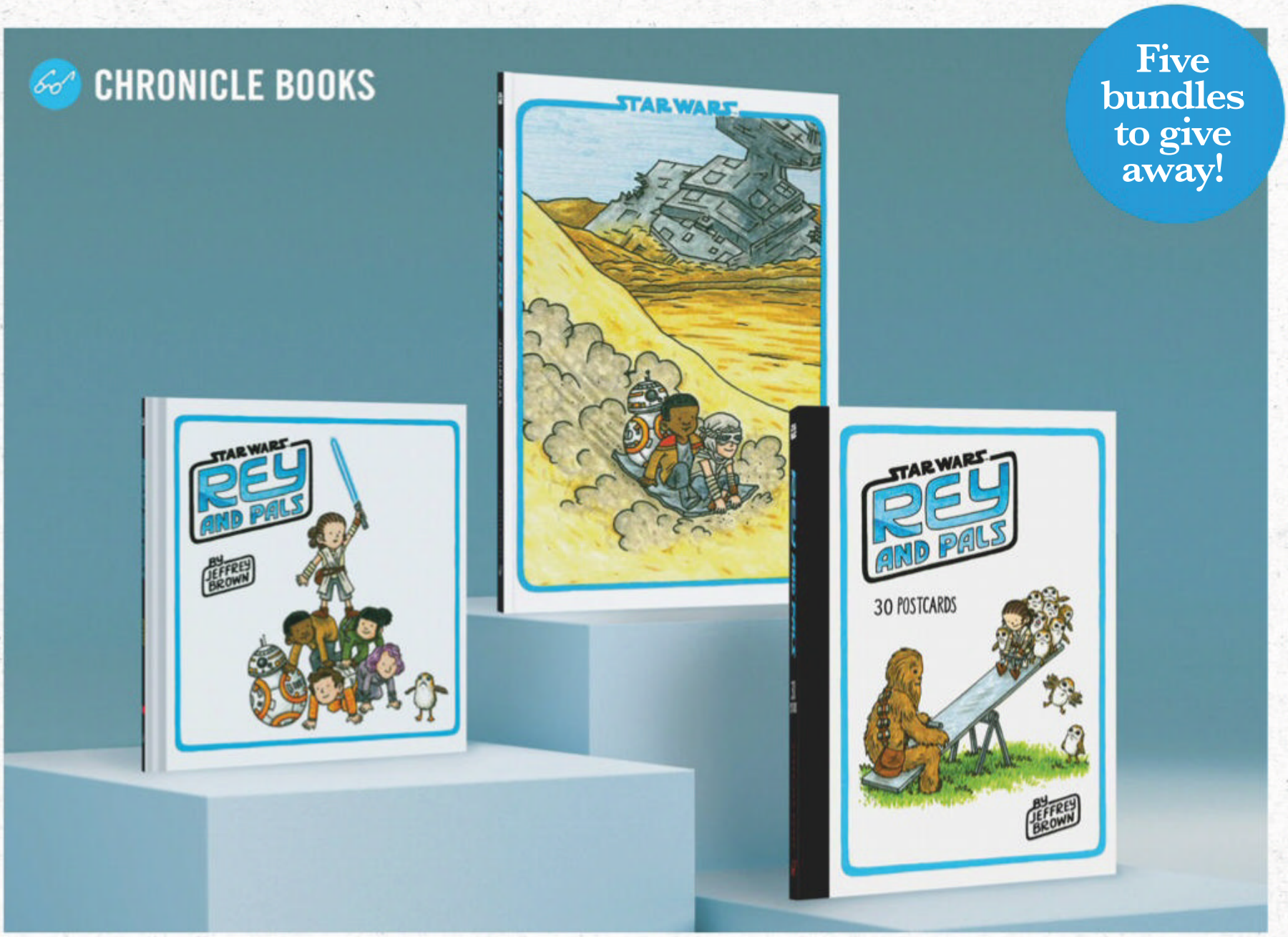
While Kylo's introduction marks him out as the classic bully type, Rey reveals herself to be a character who opposes that kind of behavior. She doesn't simply denounce bullying, she pushes back against it: first with Teedo to save BB-8, then to defend BB-8 when she thinks Finn has stolen his master's jacket. The escaped stormtrooper Finn hasn't yet found his willpower to stand up against the repressive regime that trained him, but he has discovered that, despite the First Order's indoctrination, he knows what they are doing is wrong. His chance encounter with Rey and her endless resolve, allows Rey to begin to nurture a team—BB-8, Finn, and even the wayward Han Solo and his co-pilot Chewbacca—that will resist and protect.

As producer Kathleen Kennedy noted about the storytelling of the sequel trilogy at *Star Wars* Celebration Chicago, *Star Wars* works because it is timely. In the age of the internet, indoctrinated bullying goes hand-in-hand with systemic oppression.

Rey beseeches Finn to stay in the fight, but moments later learns through her first encounter with Luke's lightsaber in the cellar of Maz's Castle how frightened even heroes can be. That doesn't stop her from trying to draw the troopers away from BB-8 so he can escape Takodana. Ultimately, her nemesis Kylo Ren sees the map and his father in her mind, and takes her prisoner.

At Starkiller Base, Rey faces further interrogation by the character set up at the beginning of the movie as the worst kind of bully: one who will invade your mind, force his will upon your body, and kill you when he doesn't get what he wants. Anyone who has tackled bullying knows that having the fortitude to stand up for yourself in those moments is a superpower. So, while Kylo's parents, Han and Leia, embark on a personal quest to try to save what remains of their son, Rey is on a solitary journey in which she chooses to push back. The hard lessons about survival she learned during her life on Jakku, the thing she uses against Teedo to save BB-8, is to stand tall, because often the bully is more afraid than most.

Strapped to the interrogation chair, Rey proves the stronger of the two. Kylo thinks himself superior, but quickly finds otherwise. Rey isn't just powerful in the Force—she is strong enough to learn Kylo's deepest fear. "You're afraid," she hurls at him, "that you'll never be as strong as Darth Vader." She is defenseless, yet Kylo Ren flees the room and Rey escapes. It is not until Kylo kills his father, Han, and maims her friend, Finn, that Rey reaches for the lightsaber once held by Luke and his father Anakin before him. Now is her time to continue the legacy of Padmé Amidala and Leia Organa to resist when others cannot.



Rey's Perfect Pals

Win the latest masterpiece by New York Times bestselling author Jeffrey Brown!

What if Rey hadn't grown up all alone on the dusty planet Jakku, but instead had a galaxy of friends to play with? Thanks to this issue's galactic prize giveaway you can find out, in the latest illustrated book from the *New York Times* bestselling author of the *Darth Vader and Son* series, Jeffrey Brown.

Brown makes his long-awaited return to the *Star Wars* galaxy with a brand new collection of adventures starring young Rey and Kylo, Finn and Poe, Hux and Phasma, Rose and BB-8, all under the watch of Luke, General Leia, Han, and Chewie. Whether it's Kylo trying to use the Force to cheat at Go Fish, Poe bowling with BB-8, or Rey lifting rocks to play hide and seek, Jeffrey Brown's charmingly hilarious vision will delight *Star Wars* fans of all ages.

Star Wars Insider has teamed up with Chronicle Books to offer five prize bundles that include a copy of *Rey and Pals*, a set of postcards featuring Jeffrey Brown's delightful illustrations from the book along with several additional pieces of exclusive artwork, and a full-color flexi-journal in which you can keep a diary of your own adventures.

To be in with a chance of winning one of five fantastic prize bundles, all you have to do is send us the correct answer to the following art-related *Star Wars* trivia question:

Which of the following three *Star Wars* characters was *not* known as a talented artist ?

A) Kylo Ren
B) Sabine Wren
C) Zeehay Versio

Send your answer to our regular email or postal address (see 'Contact Us' on page 3), marked "REY AND PALS" by October 28, 2019.

Terms and conditions are available at titanmagazines.com

May the Force be with you!

www.chroniclebooks.com

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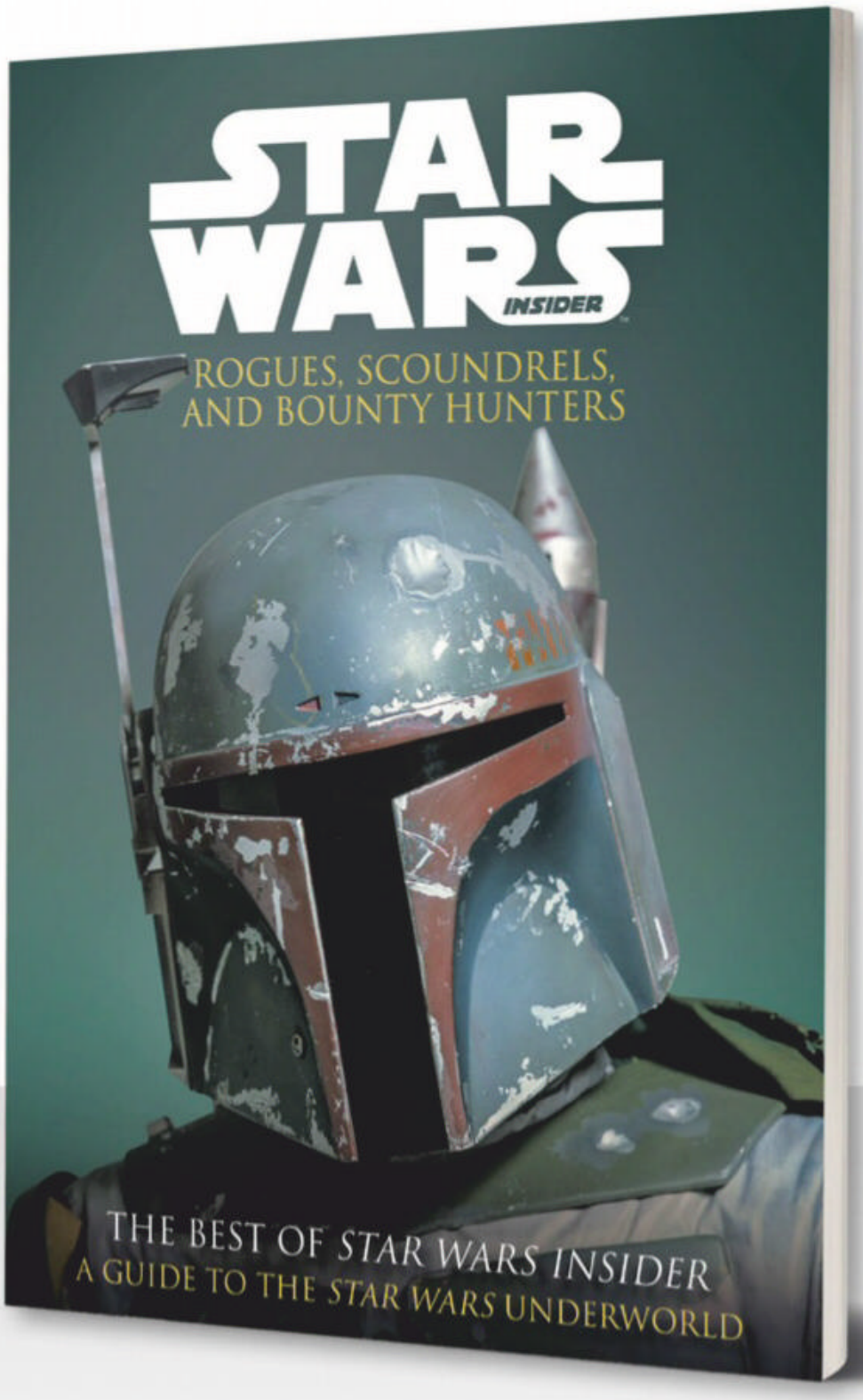
JABBA THE HUTT, *STAR WARS: RETURN OF THE JEDI*







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ON SALE OCTOBER

Star Wars: Rogues, Scoundrels, and Bounty Hunters celebrates the *Star Wars* saga's characters who exist in the shady underworld between the rebels and the Empire.

This collection includes classic interviews with Harrison Ford (Han Solo), Jeremy Bulloch (Boba Fett), Peter Mayhew (Chewbacca), and the creative teams behind projects such as Shadows of the Empire and Marvel's acclaimed *Doctor Aphra* comic-book series.

Also included are in-depth examinations of key scenes, essential trivia and rarely seen images from the fringes of the *Star Wars* galaxy.

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A CONTRACT FROM SKYWOOD

LIFE ON THE EDGE

ARRIVAL AT BLACK SPIRE OUTPOST

Star Wars: Galaxy's Edge offers fans a unique opportunity to live their own *Star Wars* adventure, interacting with the theme park's attractions as if they really are on the planet Batuu. With Disney cast members playing characters that interact with guests too, it's easy to create your own *Star Wars* story as you explore the stalls, streets, alleys, and eateries of Black Spire Outpost.

Insider reporter Tricia Barr headed to Disneyland Resort in Anaheim, California, adopting a character she invented for her visit—a smuggler called T'Bar Ricair—and let her own story unfold. What follows is a dramatization of her experiences at the edge of the galaxy far, far away....

WORDS: TRICIA BARR



'TIL THE SPIRE!: JOURNAL ENTRY OF T'BAR RICAIR

STAR WARS: GALAXY'S EDGE | DISNEYLAND PARK, ANAHEIM, CALIFORNIA



When the news hit the HoloNet about the total annihilation of Hosnian Prime, I had used up my welcome with the smuggling crew who had been my companions for the past few months. Luckily, I parted ways from them with a pocket full of credits after a few fortuitous hands of sabacc. Like most smugglers, I'd rather avoid hanging around in spaceports frequented by government bureaucrats and intelligence types, which was why it was in all of our interests to make a stopover on Batuu.

With all this galactic turmoil, it would be the safest place to lie low while the New Republic and First Order sorted things out. Or at least that's what I thought as I scanned my current identification through the turnstile at the customs checkpoint and received a happy greeting of "Bright Suns!" from a local attendant processing the new arrivals. "Bright suns!" I responded in kind, smiling. The attendant's cheerful welcome confirmed my expectation that recent galactic events hadn't changed the mood at Black Spire.

As a child, my parents would often bring me to Batuu for a 'vacation.' They called it that, but as I grew older I realized really they were just filling time between jobs working as contractors to large corporations that oversaw space station overhauls. They were lucrative jobs but kept my parents busy. Vacation meant time spent with family.

My father liked to hang out at Oga's Cantina, while my mother preferred to explore the petrified trees that had been standing for centuries, long before the first buildings were constructed at the infamous outpost. Mom would tell me stories about each petrified tree we would come across; the fossilized remains of an ancient forest were the playground of my imagination. One story she liked related to the adventures of the Jedi who came to a particular tree, which housed a mysterious cave inside where the Padawans would go to discover their greatest fears through the Force. Such a wild imagination my mother had, to think there were ever Jedi on Batuu, but her stories often centered around a time when the Jedi were guardians of peace and justice, before the Empire and the Galactic Civil War. When she told those stories, there was a glimmer in her eye. Something like hope.

MY FATHER LIKED TO HANG OUT IN OGA'S CANTINA, WHILE MY MOTHER PREFERRED TO EXPLORE THE PETRIFIED TREES.

Into the Den

I made my way over toward mom's favorite petrified tree—buildings close in all around it now—and



02



01





SUCH A WILD IMAGINATION MY MOTHER HAD, TO THINK THERE WERE EVER JEDI ON BATUU.

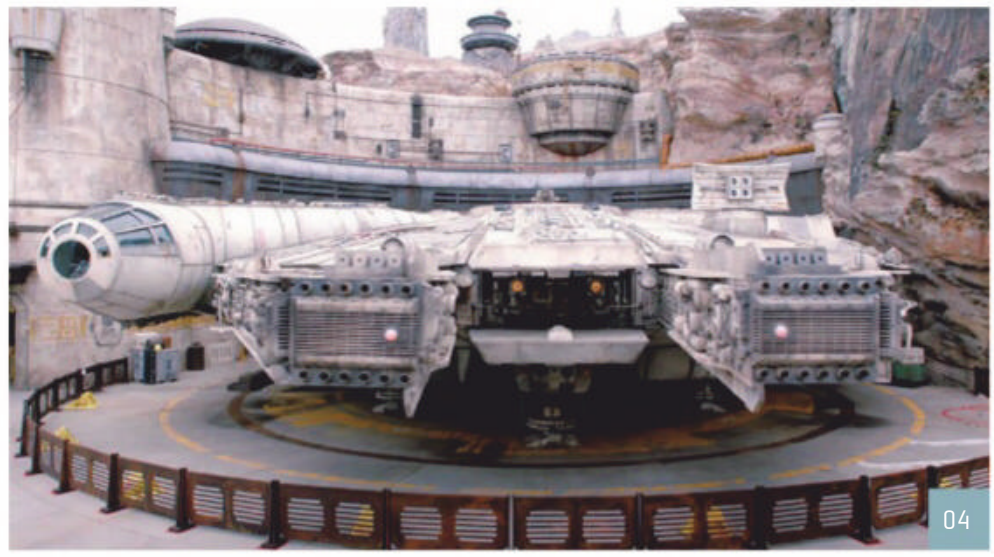


recalled that Dok-Ondar's Den of Antiquities was close by—a store filled with all sorts of memorabilia from across the galaxy. I couldn't help peeking inside the round stone entrance to see the latest and strangest antiques lining the walls. There was Dok-Ondar, haggling with a younger human woman, who wanted to pay half of the Ithorian collector's asking price. The woman seemed to be holding her own, and I decided to see what was on sale today.

The shelves were stocked with reproductions of jewelry and attire made famous by those who had worn them: Queen Amidala's japor snippet, the one she held in her funeral casket; Jedi Master Yoda's robe and cane; and Princess Leia's dress worn when the first Death Star was defeated. I'll admit the Jedi and Sith holocrons caught my eye, just like when I was a child. My parents never indulged those types of fancies, tending to be rather frugal, but there was nothing stopping me from splurging as an adult.

My hand reached for a kyber crystal. Red, blue, purple, yellow, green—which one should I choose? My fingers hovered over green, the color of Luke Skywalker's lightsaber, but then I grabbed the purple, held it for a few seconds in my palm, and knew it was meant to be mine.

With my newly purchased Jedi holocron and kyber crystal tucked into my travel bag, I climbed the stairs and passed Docking Bay 7 Food and Cargo. I saw a freighter docked outside a nearby hangar. It looked like the famous *Millennium Falcon*, which is why I blinked a few times in surprise. It couldn't possibly be, I scolded myself. How many knock-offs had I seen in my day? Plenty! Besides, the *Falcon* hadn't been seen in years. And I'd heard Han Solo had got his hands on a bigger ship, anyway.



01 The skyline of Black Spire Outpost.
02 Jedi were once common on Batuu.
03 The Ithorian trader, Dok-Ondar.
04 The YT-1300 freighter more comonly known as the *Millennium Falcon*.

Forgetting the famous YT-1300 momentarily, I leaned against a wall built up around another petrified tree, this one with magnificent black, red, and burnt orange swirls around it, and remembered the sound of my mother's voice. I closed my eyes, allowing my fingers to caress the fossilized wood, and thought about how long this tree had stood here, resistant to change so much that Black Spire had to be built around it.

Close Encounter

When I opened my eyes again, I caught sight of three blaster holes in an inverted triangle on the wall. The calm slipped away and I suddenly needed something cool to drink. Oga's Cantina was a short walk away, but my timing was off. The latest relieved shift from Ohnaka Transport Solutions had already formed quite a queue. A sympathetic Batuuan suggested the blue milk stand. "If you're feeling brave, try the green variety. It's all the rage," she called after me.

Wandering in that direction, I was surprised to see a First Order banner erected in the outpost square. They were a small faction of extremists. Sure, they had dealt a huge blow to the New Republic, but the First Order would be dealt with one day.

"State your business, traveler."

At the sound of the stormtrooper's voice, I halted in my tracks.

"On my way for a glass of green milk," I replied.

The trooper commander and his companion blocked my path. "You're not from around here." The lead one said, the tip of his helmeted head indicating my lack of brown and blue attire favored by the locals. "Where are you from?"

"Nowhere. Not lately, at least." I tried to sound relaxed despite my heart pounding in my chest. "Been working a crawler in the Outer Rim for a while."

"Doesn't look like Resistance," the second trooper noted.

"Resistance? I'm in this life for me and no one else. A girl's got to make a living." I waved my hands in front of me, hoping they wouldn't ask to search my bags. If they were to find that holocron...

"There's a sizable bounty for any information about Resistance activity in this sector," the lead snarled at me.

"I'll make sure to keep that in mind," I answered, sidling in the direction of the milk stand, but they'd found another non-local to harass and paid me no more mind.

Bright Suns

"I'll take one blue milk, please," I said to the vendor as I nervously dug around in my bag, searching for credits.

"Thought you wanted to try a green," he replied. Eavesdropping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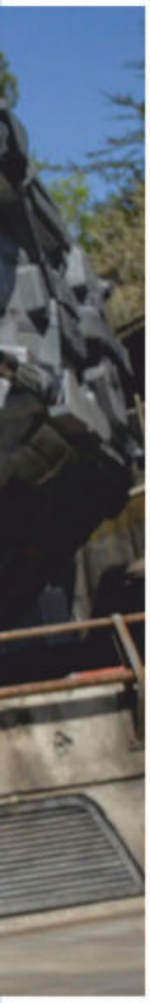
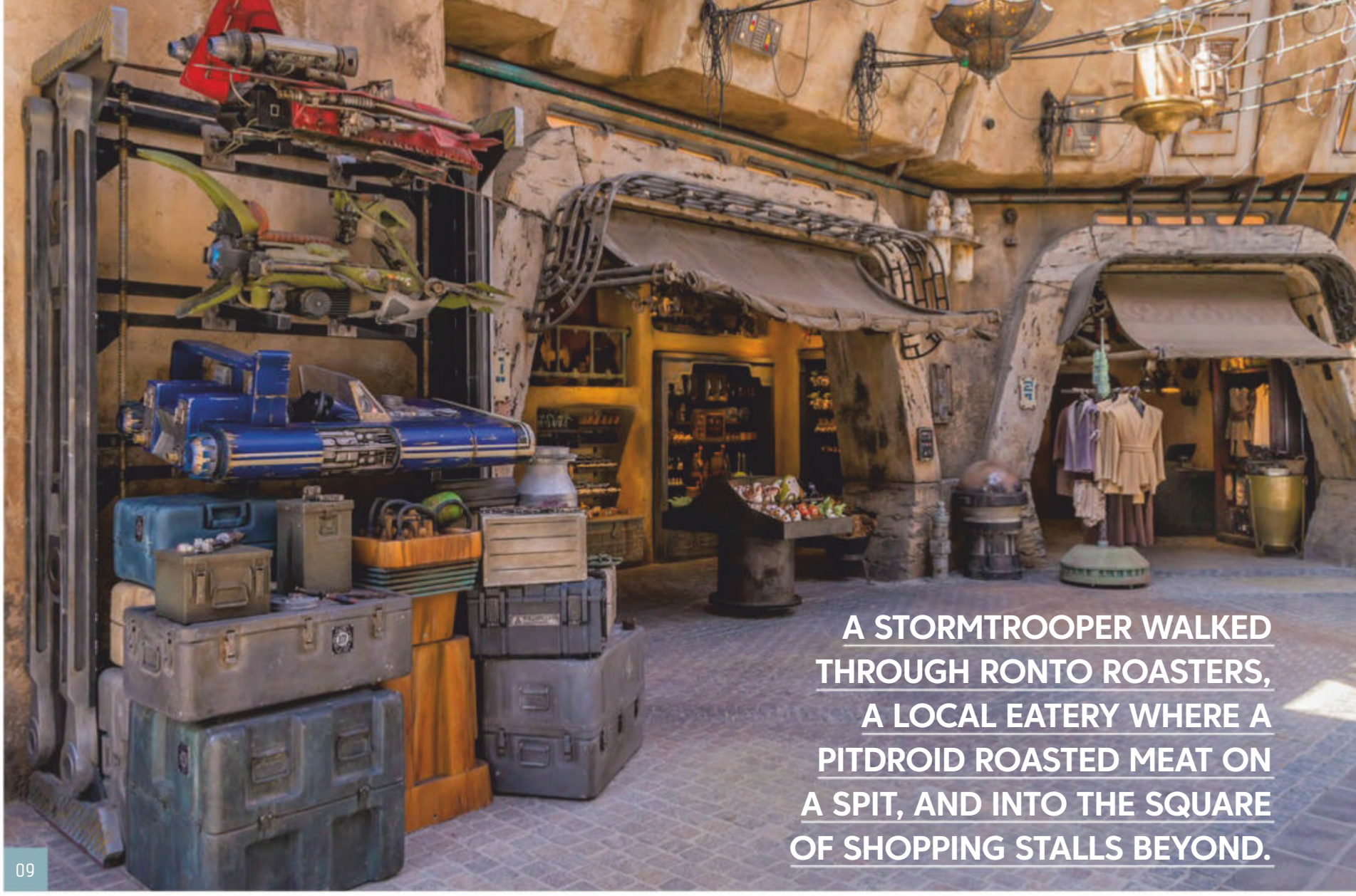
06 First Order stormtroopers were making life difficult for Batuu's citizens.
07 The outpost was built around petrified trees from an ancient forest.
08 Resistance starfighters, hidden in a clearing not far from the outpost.
09 You can buy anything in the stores and stalls of Black Spire Outpost.





A STORMTROOPER WALKED THROUGH RONTO ROASTERS, A LOCAL EATERY WHERE A PITDROID ROASTED MEAT ON A SPIT, AND INTO THE SQUARE OF SHOPPING STALLS BEYOND.



is a local pastime on Batuu, always has been.

"Chatting with those bucketheads was enough of new things for one day," I replied as I rooted around in my bag looking for enough credits to pay for the milk.

He handed me the glass. "This one is on the house."

"I couldn't."

"Sure you can. Just pay it forward one day."

"Thank you," I said, accepting the cool glass and taking a long drink.

"Delicious!"

"Til the Spire, traveler!"

As I started to walk away, he called after me. "Have you seen the *Millennium Falcon* at the spaceport?" he asked.

"A nice replica."

"Saw the Wookiee pilot board that thing here with my own eyes."

I nearly spit out my milk in disbelief. "Chewbacca?"

I SAW WITH MY OWN EYES WHAT SUPREME LEADER KYLO REN WAS CAPABLE OF WHEN HE VISITED BLACK SPIRE OUTPOST.

He put a finger to his lips. "I wouldn't say that name too loudly in this part of town."

As I strolled off, toward the shopping district, I pondered all I had seen and heard. Stormtroopers. The *Millennium Falcon*. Rebel hero Chewbacca, here? As I tried to casually shop in the creature stall, I noticed a Loth-cat purring in its cage and thought about the story my mother had read me of a Jedi named Ezra Bridger, who had freed his planet Lothal from the grips of the Empire and disappeared into the Unknown Regions. "One person can make a difference," she would say as she finished Ezra's tale and tucked me into bed.

A woman brushed past me, wearing an orange flight jacket with a black emblem on the chest, trying to stay hidden in the shadows. The Resistance was here, on Batuu.

Just then, a stormtrooper walked through Ronto Roasters, a local eatery where a pitdroid roasted meat on a spit, and into the square of shopping stalls beyond. The woman glanced in my direction, and I saw fear in her eyes. A quick shout to that trooper and I could have made some easy money, but instead, I stepped between her and the stormtrooper, blocking his line of sight. Once he had gone, she let out a deep breath, and whispered, "Thank you, friend!"

Before heading off towards the forest at the edge of the outpost, she gave me a curious look, as if she wanted me to follow her. I held back, unsure. But later, after I began to hear about the things the First Order was doing—and learned of the terrors that Supreme Leader Kylo Ren was capable of when he visited Black Spire Outpost—I headed down that same path that the woman had taken. A path towards my future.

Now I am part of something far bigger than myself. I have joined the Resistance.



Warwick Davis

Part Two: From W To W

In this second installment of our exclusive interview, Warwick Davis discusses the new horizons he's enjoyed since returning to *Star Wars*, performing multiple roles in the prequel and sequel trilogies, *Star Wars* stories, and on stage at *Star Wars* Celebration.

WORDS: MARK NEWBOLD



As a boy, Warwick Davis had lived the *Star Wars* dream, starring as Wicket the Ewok in *Star Wars: Return of the Jedi* (1983) and two made-for-TV spin-off movies. But a return to the galaxy far, far away was surely too much to hope for? Davis reveals to *Insider* that he was somewhat proactive in making his *Star Wars* comeback.

Star Wars Insider: 2019 marks two decades since the release of *Star Wars: The Phantom Menace* (1999). How did you get involved again with the *Star Wars* saga?

Warwick Davis: There came a point in the early 1990s when George Lucas first mentioned the prequel trilogy, telling the origins of Anakin, and I sent a few faxes to him. They were always humorous and fun, but basically it was me saying, "I'm excited to hear you're doing new *Star Wars*, and if you do, don't forget me!" Eventually I got a call from the casting director, Robin Gurland, and she said George wanted me to play Wald, who was described as Anakin's best friend.

I didn't know what it was going to involve at that stage. I didn't know there was going to be a rubber head and the Tunisian desert, but that's where we ended up. At one point, George did say, "Oh, I realize what I've done. You've done *Willow* (1988) since *Return of the Jedi* and now I've stuck you back in a rubber head again. Why don't you be someone else? You can be a spectator watching the podrace!" So that's how I ended up playing Weazel as well.

Weazel returned in *Solo: A Star Wars Story* (2018). Had you ever have imagined reprising the role almost 20 years later?

No, not at all. When we were working on *Solo*, we were looking at the design of this character, one of Enfys Nest's gang, and we were talking about it for ages. We were trying different things, making drawings, and throwing ideas into the hat—scars and lenses, shaved head, all sorts of things—until someone picked out a picture of Weazel and said he looked kind of cool. Initially I queried how that would work but, looking at the timeline, it works out almost to the year; the timeline's exactly right. I'm that much older than I was in *The Phantom Menace*, and *Solo* takes place that many years after, so everything is exactly right for him to have been the right age. The look then kind of dictated itself based on an older version of the character. I thought it was perfect, and then I started to think about what his journey could have been between those two points. He went from a gambler to a freedom fighter, trying to help Enfys make a difference. It all made sense.

"Making these newer trilogy films feels like working on the original trilogy—there's a very similar vibe."

01 Warwick Davis as Wald in *Star Wars: The Phantom Menace*.

02 Davis, Neil Scanlan and his team, test fit a droid costume for *Solo: A Star Wars Story*.

03 Davis with Ron Howard, George Lucas, and Kathleen Kennedy.



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And like so many of your other *Star Wars* characters, his name once again began with a 'W'.

Absolutely. We didn't have to invent another character name that began with 'W' because it was already there.

I remember before we came up with the name Weazel, I was invited by George to go to the recording session at Abbey Road Studios and watch John Williams score *The Phantom Menace*. You can imagine being in that room while the choir sang "Duel of the Fates." It's a wonderful piece of music, but to be in that room and hear it live was pretty special. While we were there I said to George, "Is there a connection between your name and Wicket's name, in that yours is George W. Lucas and his is Wicket W. Warwick?" He didn't answer, but what he did say was, "You know, we need to give your character in *The Phantom Menace* a name beginning with "W.'"

At that point, I wasn't really making the connection that every character I'd played up to that point began with 'W'. I said, "Well, he's a bit of a sneaky guy," and George suggested Weasel, but with a 'Z' instead of an 'S'. So that was when we named him, in the mixing room at Abbey Road Studios. We never imagined that he would have further life beyond that film.



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But he absolutely did in *Solo: A Star Wars Story*.

And I got that lovely reveal shot. You always want to do those kind of shots, where you take your helmet off and have that moment. Also getting to shoot that massive gun was kind of fun. People don't believe these things happen, but when you're given a part in these kinds of films, the props guys come to you and lay everything out on a table and ask which one you'd like. There was a selection of blasters, but I picked up this massive gun and said, "Look at me; the gun is taller than me," and they said, "Do you want that one?" I thought it might be ridiculous, but they said, "No, it's cool." The thing is, the one I tried that day was a rubber replica for stunts and it was fairly lightweight. I didn't realize there was a real version of it, which I could ▸

barely lift. That's why you see me in most shots holding it beside me like a staff, because I couldn't lift it.

How are you enjoying the new era of *Star Wars*?

It still has that wonderful family atmosphere. You know you're working on something quite special. Making these newer trilogy films feels like working on the original trilogy—there's a very similar vibe. The prequels felt like we were in the filmmaking future, because some of it was shot digitally, you had these brand-new cameras that nobody had ever seen before.

I remember sequences that I was involved with where there was no set; it was literally blue everywhere. In one scene, George said to me, "There's this creature called an eopie. I want you to go over to it, grab the reins, and kind of lead it off, but it's putting up a bit of a fight so you've really got to drag it and pull at it." So, I said, "Okay, how are we doing that then?" To which he replied, "You've just got to imagine it." I literally had to imagine grabbing these reins and tugging this creature that I'd only seen as an illustration across this vast expanse of blue in the studio. Some sets had one wall or two walls and much of the stuff around us was going to be filled in later, but with the newer films there are complete sets again. For me, walking onto those sets makes me feel like I'm a kid again, and that I've been shrunken down and put inside my *Star Wars* playset. It's fabulous.

"Walking onto those sets makes me feel like I'm a kid again, and that I've been shrunken down and put inside my *Star Wars* playset. It's fabulous."

You're clearly still a fan at heart. Do you still get excited when you walk onto a new set?

All the time. I remember some specific moments, especially on *Star Wars: The Force Awakens* (2015) when I was doing my first shot. I could barely see out of the head of Wollivan—there was a little circle I could see through, about the size of a five pence piece (one dime)—but I could see the clapperboard, which said *Star Wars: The Force Awakens* on it. The words *Star Wars* were engraved on it in the *Star Wars* font, and I was thinking, "Wow, this is actually happening again. This is so cool, that I've managed to get back here and be doing this. Who would have ever believed it?" I never thought it was going to happen again.

When I would visit the Creature Shop to have my measurements taken, I saw a lot of stuff from the original trilogy, like a mouse droid being worked on, and it would excite me to see the things that I recognized.

There was also a Gamorrean Guard around for a while. I don't think it ever made it into any of the films, but I was so excited when I saw it again. Then when I saw Nien Nunb or Admiral Ackbar walking around, the fan inside me would shoot to the surface and I would forget all of the decorum that existed before that. It's very hard to be in those situations—which I have to do daily—and not tell anyone about it because it's all top secret. *Rogue One: A Star Wars Story* (2016) and *Solo*, they really brought back a lot more memories of things I remember enjoying as a child.

Your daughter, Annabelle, is now involved with the series. What's it been like watching her on set?

Star Wars wasn't her first entry into acting, but she always wanted to be in one of the films, and she worked really hard on *The Force Awakens*.

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She had a difficult costume to work in and on a difficult set—it was very hot, and you're inside these things for many hours at a time. You have to have a certain level of endurance. Annabelle did really well with all of that. She enjoyed the experience.

I worked closely with her on *Solo* because I was playing so many different parts, and there came a point where we suddenly realized that I was playing multiple characters in the same scene at the same time. I said, "Well, Annabelle can jump in because I can tell her what to do and she'll understand that from me." We would often double up, so sometimes when you see one of my characters, it's actually her. She even doubled up for Weazel, because I was doing scenes at the sabacc table and she was on the back of the swoop doing some stuff with Enfys. There was a lot of crossover, and she did a great job. She could jump into the fighting droid, and she could lift all of the heavy, heavy costumes as well. It takes all your strength to move those droids around. Even though they're made of fiberglass, there's a lot of metal and a lot of fiberglass. If anybody's ever lifted a canoe, they will understand—those things can be pretty heavy.



04 Davis played six characters in *Solo*, including the droid DD-BD.

05 Weazel was first played by Davis in *The Phantom Menace*.

06 Davis as Weazel, in full Cloud-Rider armor.

You've been a stage host at *Star Wars* Celebration for many years now. How much work goes into preparing for your panels?

My whole approach came from the *Star Wars* Weekends. I used to go as a guest in the early days—I was at the very first one—where they had a Disney host who used to do a great job and would basically do a very straightforward interview. Each year I went back I would start adding in elements of fun and thinking of things to do, to either surprise the host or the other guests who I was onstage with. It went down very well and the Disney team really enjoyed it, so when I was asked to host I thought about how I could do it so that it would appeal to the parents in the audience who might not be the *Star Wars* fan, and are only there because their partner or their kids enjoy it. I want everyone to have a good time, and that's what Disney is all about; the guest experience. I was also thinking that I still needed to appeal to the fans, so, I started to think about what people read, and *Star Wars Insider* was one of those things. We've read all about a certain actor and their character, but where can I find something different? That's the springboard that takes you to different places. Then it became, "How can we learn more about the real person behind this character?" So you start doing something interactive with them onstage, maybe a game that's to do with their character, because those things make it fun.



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I'd host the weekend and then I had Monday to Thursday free before I started again on the Friday. What I did was I would record with a guest, let's say Jeremy Bulloch. I'd record a fake telephone conversation with Jeremy, and then the following weekend I'd say, "Oh, Jeremy was here last week, let's give him a ring," and I'd call onstage as if I was actually phoning him up and having a conversation.

I did it with Rick McCallum once. We had him as a guest and then the following week, during the middle of the show, the phone rang. I picked it up and it was Rick, and he said, "Warwick, when I was on the show last week I left something, I think it might have fallen down the back of the sofa, I wondered if you could look after it for me?" So that week's guest went fishing down the back of the sofa and pulled out a huge wad of dollar bills, and I went back on the phone and said, "No, no, we've not found anything, there's nothing here at all, Rick. Sorry about that mate."



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"Celebration is all about the guests having a willingness to have some fun, and the fans adore it; they love those moments and seeing their heroes having a good time."

Thinking back to when I started hosting at Celebration, I had the second stage, and it was a great place to start because there was less focus on it and I got to have fun. Some of my first panels are still among my favorites, including one of the early ones called Mint Imperials (at Celebration Europe in 2007), with all the Imperial officers. What a joy those actors were. Sadly so many of them are no longer with us, but people like Michael Sheard (Admiral Ozzel from *The Empire Strikes Back*) re-enacting their death at the hands of Vader was something to behold, although I

07 Warwick Davis.

08 Hosting the main Celebration stage gives Davis a chance to have fun with *Star Wars* cast members like Ian McDiarmid (Palpatine).

09 Davis on stage at *Star Wars* Celebration in Orlando, 2017.

got a bit worried that he was going to get hurt when he threw himself to the floor. I had Jake Lloyd playing the podrace video game in front of everybody, and what fan doesn't want to see Anakin actually trying to drive the pod? Those guys were such good sports and we had fun on those stages, and because I wasn't the focus of the event I was able to hone my craft.

You got the actors to play their characters as well.

I knew that fans loved to hear the actors do the voices and recreate performances, so I started to do something called Stage Wars, where I'd re-enact scenes with the original actors and members of the audience, or I'd ask them to try and remember their lines. I thought about what I wanted to see and hear as a fan. Celebration is all about the guests having a willingness to have some fun, and the fans adore it; they love those moments and seeing their heroes having a good time.

Nowadays I spend a lot of time creating audio and video content and putting a lot of effort into the show. It's more difficult now because, being streamed, it's not only the people in the room who see it—it's all the other people around the world as well, so it's harder to repeat material and I have to try and reinvent things every year. There's a lot more *Star Wars* these days, and a lot more panels that I'd love to do. If I'm involved in another Celebration, a *Rogue One* panel would be a delight, and I think we'd love a *Solo* one as well. Those movies, as they settle into the *Star Wars* culture, become the things that you really want to explore, along with the new announcements. *The Phantom Menace* 20th Anniversary panel was a nice opportunity to look back and reminisce, especially with those great people who we had as part of that event.

I was also thinking about my relationship with Anthony Daniels, which started at *Star Wars* Weekends when we were both guests. I would rib Anthony a little bit and poke fun at him because nobody else did. I thought he was fair game because he's very proper—which to me was an invitation. He took it really well each time, and that relationship has developed in front of the fans, so now we poke fun at each other constantly. We've done it on the main stage at Celebration over the years and we did it again this year, even though I didn't think we'd have the opportunity because I wasn't hosting a panel that he was involved with. He said, "Come on over to the Galaxy Stage, we've got to do something together," and we literally wrote the show ten minutes before we did it.

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"I had Jake Lloyd playing the podrace video game in front of everybody. What fan doesn't want to see Anakin actually trying to drive the pod?"

Do you think doing these panels opened the door for you to try something different?

You learn something new every time, and the Chicago event taught me loads again. On stage you're registering how reactions are going and what's going on, and when you host a show like *Tenable* [Warwick's U.K. TV quiz show] it's all about the interaction with the contestants. My style is that I take liberties and I poke fun, but hopefully I stay on the right side of good taste. I'll often be the voice of the viewer or the audience, pulling people up on what they're saying to me or what their answer has been. Celebration has definitely contributed towards my ability to do that, but again, I don't think it's ever something you master. You do get better at it over the years and you learn something every time that you go into the studio.

Celebration has been a great training ground for me in fulfilling my dream of having a chat show on TV, as it has helped me with developing ideas and playing with the format of a conventional chat show. And I've been able to do that with the safety net of a few thousand people in the room!

Here's Where The Fun Begins!

Han Solo is one of the most beloved characters in the *Star Wars* galaxy. Outwardly, he may look like a half-witted, scruffy-looking Nerf-herding scoundrel, with no respect for hokey religions or ancient weapons, but his heart has always been in the right place, even if his motivations have often been driven by the promise of riches beyond his imagination. From humble beginnings to a heroic sacrifice, *Insider* charts the life and loves of the galaxy's most notorious smuggler.

WORDS: MICHAEL KOGGE

The last thing Han Solo wanted was to be a hero.

Growing up in the underbelly of the Corellian shipyards didn't lend itself to heroism. What it did do was kindle what the privileged classes call juvenile delinquency—hotwiring speeders, trafficking in contraband, busting heads, and running scams for local gangs. For someone like Han, this wasn't about breaking the law or a misspent youth, it was about survival.

This meant doing what was necessary to make it to the next day. It meant staying in the good graces of those who were more powerful than Han, such as Lady Proxima. It meant keeping one eye in front of him and one looking behind, with his hand always close to his holster, ready to draw at a moment's notice.

Surviving also forced him to do things that others, in more fortunate circumstances, would never consider. Sometimes it involved stealing. Often it involved violence. On more than one occasion, it involved shooting back at those who took a shot at you.

Moral quandaries that might paralyze others had no hold over an urchin like Han. This wasn't to say that Han didn't know the difference between right and wrong, it was more like morality wasn't something he spent much time ruminating over. When the business ends of blasters are pointed at you from an early age, your conscience quickly takes a backseat to your survival instincts. The basic code of the street is always find a way to stay alive, because no one else will do it for you.

"I don't have people. I'm alone."
Solo: A Star Wars Story

Han's parents sure didn't help him in that regard. Of Han's mother, not much is known. But Han's father worked starship construction like millions of other laborers on Corellia, longing to be more than just a hand on a factory floor.

SKEPTIC

SCOUNDREL



SMUGGLER

SURVIVOR



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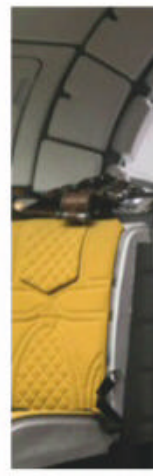



He had a classic case of Corellian wanderlust, aspiring to fly one of the light freighters he had helped build and explore the stars. Perhaps this explains why Han chose to forget his father, to the extent that he never associated himself with his paternal surname. By the time Han was a teenager, his father was out of his life and Han was just another orphan on the streets, a "scrumrat" doing dirty work for Lady Proxima's White Worms in exchange for meals and shelter.

A Scrumrat Life

Han's skill in racing speeders and making deals allowed him to rise up through the lower ranks of Lady Proxima's crime gang, until he met his match in another ambitious scrumrat named Qi'ra. Their rivalry, however, proved short-lived, as each recognized the other's talents and the feelings that they shared for one another. At first, Qi'ra played hard to get, but Han was never one to give up, and soon the pair became more than just friends. Both dreamed of a new life away from Proxima and the White Worms, yet neither could muster enough credits, or perhaps the courage, to leave.

When a deal to sell a valuable batch of coaxium hyperfuel went south, Han was presented with an opportunity he couldn't resist. Hauled before Lady Proxima for his failure, Han improvised to escape punishment, breaking a window above the crime lord's head and scorching her photosensitive skin with sunlight. In the resulting confusion, Han and Qi'ra escaped, with a single vial of coaxium Han had secretly kept.

Sadly the duo were soon separated when the White Worms captured Qi'ra before she could pass through a spaceport checkpoint to join Han. Alone and desperate, Han was forced to improvise again, enlisting in the Imperial military to avoid capture himself. It was the conscripting officer who gave him

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the appellation with which he'd henceforth be known: Solo.

Han didn't complain. The name fit. He had lost not only his parents, but the girl he loved. He had no family, no friends, and, even in 'comradeship' of the army ranks, he felt alone. Until he met one large, lumbering Wookiee. The rest is history; few interspecies friendships in the galaxy have been so strong—or so memorable—as that of Han Solo and Chewbacca.

Moving On

If Lady Proxima served as something of a surrogate mother, of sorts, for Han in his adolescence, Tobias Beckett became a proxy father figure for Han as a young man. But, like the Corellian gang boss, Beckett was not really the best role model: he was a thief, a gun-for-hire, and a master of lies. He never had qualms about working for the highest bidder, even if it was for such villainous crime syndicates as Crimson Dawn.

When Han deserted from the Imperial army to join Beckett's group of misfits, the gruff bandit seemed to take a liking to the spirited young man and taught him the ropes of working in the criminal underworld beyond Corellia.

Han grew to trust the older man, even admire him, but much like his father, Beckett abandoned Han before betraying him. For his own self-preservation, Han was forced to draw his blaster on a comrade he'd quickly grown to respect.

Lando Calrissian—periodic businessman, professional gambler, and perpetual smoothie—always claimed that the *Millennium Falcon* was *his* ship. And it was, at least until he wagered it in a game of sabacc that Han won "fair and square" (or so Han insisted). Han took the YT-1300 Corellian light freighter—the kind of ship his father had forever dreamed of flying—and made it his own, transforming it from a thing of beauty into a vessel of speed, switching out Lando's luxury accouterments to make room for a never-ending assortment of jury-rigged, military-grade, off-market enhancements.

Within no time at all, the formerly immaculate floors of the *Falcon* were scuffed free of polish, wires left dangling from conduits, and Lando's stateroom closet stuffed full of everything but capes. The *Falcon* cemented Han and Chewie's partnership—they had a place to call home as they romped around the stars, taking odd and often dangerous smuggling assignments, trying to hit it big and make a name for themselves, indulging in the life of reckless scoundrels. Though the pair might never have found that big payday they thought they deserved, their death-defying adventures in their beloved ship became the stuff of legend across the galaxy—or at least Han liked to think so.

In It For The Money

A chance encounter in the Mos Eisley Cantina led to Han and Chewbacca accepting a job that changed their lives forever: they were to transport an old man, his young companion, and a pair of droids to the peace-loving world of Alderaan. It seemed like easy money, a cool 17,000 for a straightforward gig—that would go a long way to pay off their debts to the gangster Jabba the Hutt. After a hurried blast-off from the spaceport, the journey through hyperspace was uneventful, one could even say relaxed, until they reached what remained of Alderaan. The *Falcon* was pulled into the docking bay of what appeared to be a manmade moon, but was in actuality the Empire's planet-destorying superweapon, the Death Star. After evading stormtroopers and Imperial officers on the battle station, Han begrudgingly decided to help carry out a chaotic jailbreak of an imprisoned princess, tantalized by the prospect of a reward of wealth more than he could imagine (and he could imagine quite a bit).

01 Solo gets his surname.

02 Han (Alden Ehrenreich) and Chewie (Joonas Suotamo).

03 Han's first adventure on the *Falcon*.

04 Qi'ra (Emilia Clarke) was Han's first love.

Legendary Exploits

Just as Lando Calrissian had his own adventures in the *Millennium Falcon*—some of which he indubitably embellished and exaggerated to the point of fiction in his memoirs—Han Solo and Chewbacca also had their fair share of fun in the Falcon.

Written in the late 1970s, Brian Daley's trilogy of Solo-centered novels, The Adventures of Han Solo, remain much loved by fans. Whether these events actually happened or not is anyone's guess, but Han Solo is never one to deny a good story—especially if it makes him look good...

Han Solo at Stars' End

Han and Chewbacca set out to rescue their friend, the outlaw tech, Doc, from the maximum security prison complex known as Stars' End.

Han Solo's Revenge

When they discover the cargo they're smuggling is a group of slaves, Han and Chewbacca aim to get revenge on the slavers who tried to dupe them.

Han Solo and the Lost Legacy

Cash-strapped and pursued by a notorious gunman, Captain Solo and his Wookiee friend seek to turn their fortunes by finding the treasure hoard of an ancient despot.

Off-Screen Adventures

Han Solo's life and exploits have been explored in numerous books and comics, adding further depth, thrills, and perilous adventure to his legend.

Star Wars: Most Wanted
After an auction for a portable deflector shield turned disastrous, Han and his onetime rival Qi'ra overcome their differences to save themselves in Rae Carson's novel.

"Han Solo, Imperial Cadet"
This five-issue Marvel Comics series, written by Robbie Thompson and illustrated by Leonard Kirk, shows how the newly minted Corellian recruit handles life in the Imperial military, as he tries to earn his wings and become a pilot.

"Han Solo"
On a secret mission for Princess Leia, Han Solo enters the Dragon Void Run, one of the galaxy's premier starship races, in the eponymously-titled Marvel Comics series, scripted by Marjorie Liu with art by Mark Brooks.

Star Wars Comic
Many of Han's adventures during his years with the Rebel Alliance are chronicled in the pages of Marvel Comics' monthly *Star Wars* comic. Perhaps most notable is the story arc "Showdown on the Smuggler's Moon," by Jason Aaron and illustrators Stuart Immomen and Simone Bianchi. Han and Leia run into Sana Starros, his former smuggling cohort who also calls herself his spouse.

Star Wars: Last Shot – A Han and Lando Novel
In Daniel José Older's novel, Han Solo leaves his son and wife behind as he joins Lando Calrissian in a quest to stop a madman from using a device that will reshape the galaxy,

Star Wars: Aftermath
In *Life Debt*, the second book of Chuck Wendig's *Aftermath* trilogy, Han makes good on the sacrifices his co-pilot has made for him by helping Chewbacca liberate the Wookiee homeworld from the remnants of the Empire.

05



06



The princess turned out to be Leia Organa, one of the last survivors of Alderaan and a secret leader of the Rebel Alliance in their civil war against the Empire. Han had no use for galactic politics—or royalty, for that matter—even though he dared to contemplate what life could be if a guy like him and a princess like her ever got together. As the Death Star approached the Alliance base on Yavin 4, Han was about to take his financial reward and scram before the battle station closed in, until something made him reconsider.

Maybe it was Chewie's pestering that made Han change his mind; maybe it was the way the princess always had a snappier quip to Han's sarcasm; or maybe it was the close kinship he had formed with Luke Skywalker, the kid he had promised to transport to Alderaan. In the end, Han couldn't just up and leave these people. He wasn't his father. He wasn't Beckett. As much as he might be loath to admit it, he has a soft spot, a conscience, however deeply hidden he might like to keep it. So, he and Chewbacca flew the *Millennium Falcon* straight into the dogfight and gave Luke the chance he needed to blow the Death Star to smithereens.

Reluctant Rebel

Han might have rescued a princess and aided in destroying a Death Star, but he didn't fully commit himself to the Rebel Alliance, at least not at first. Nevertheless, he and Chewie kept hanging around the rebels and got caught up in their operations, particularly if Princess Leia was involved. One reason Han might not have jetted off for good was that Leia made him feel the way Qi'ra once had and he couldn't shake her off, no matter how hard he tried. After evacuating Hoth in the *Falcon*, their



07





08

slow journey to Bespin, minus a working hyperdrive, heightened the tension between this “scoundrel” and his princess, and yet it also made clear their mutual attraction to each other.

Bespin’s Cloud City, now administrated by Han’s old buddy Lando Calrissian, may have seemed like a safe haven to Han and Leia. However, the Emperor’s enforcer, Darth Vader, had arrived right before they did, and he forced Lando to turn them over in order to save Cloud City from Imperial occupation. Vader froze Han in carbonite as a test to see if it would work for his true prize, Luke Skywalker. The experiment proved successful, with the bounty hunter Boba Fett shuttling Han’s frozen body back to Jabba the Hutt to collect the price that had been hanging around Han’s neck ever since Tatooine.

Leia, Chewbacca, Luke, and even Lando would not allow Han to remain a wall ornament in Jabba’s palace, so they hatched a daring plan to rescue the smuggler. After tricking her way inside, Leia released Han from his carbonite encasement. He slumped into her arms, free again, but this time not alone. Unlike so many other people in Han’s life, Leia had refused to leave him.

05 Bounty hunter Greedo tracks down Han.

06 Han Solo, rebel general.

07 An easy job ferrying passengers to Alderaan changed Han’s life.

08 Han encased in carbonite..

New Responsibilities

Soon after his recuperation and daring escape from Jabba with his comrades, the Rebel Alliance made Han a general, a promotion that would have seemed almost inconceivable to the young soldier used as cannon fodder in the Imperial army. Despite his distaste for formal command structures, Han did his duty and led a ground force down to the forest moon of Endor where they dismantled the deflector shield of the Empire’s second Death Star. The destruction of this second planet-buster and the celebration that followed resulted in another major change that a younger Han would have thought impossible: he gave up his bachelorhood. The scoundrel married the princess, and within a few years, they had a son, Ben.

Having spent so many years as an independent operator, gallivanting from system to system, Han found settled life and fatherhood a challenge. While he was at home with the kid, his wife was busy establishing the New Republic. His best friend was also gone, having left to live with his own Wookiee family and rebuild his planet Kashyyyk. And to make matters worse, Han had his beloved *Millennium Falcon* stolen from him, making him a captain without a ship.

Han did his best to be a good dad, but he would be the first to admit he had no clue about fatherhood, having never really experienced true paternal love himself. As someone sensitive to the Force, Ben possessed

Han didn't, powers more attuned to his mother, Leia, and his Uncle Luke. Han never really fully understood the Force, so sending Ben to apprentice under the last Jedi seemed like a better education than anything he could provide or offer. Ben wasn't going to be brought up like a scrumrat, as his father was, he was to become a noble warrior of legend, a Jedi.

As time would tell, Ben's destiny lay along a different path. He wasn't a Jedi; he was something else. He turned against his uncle and joined the oppressive forces his parents—Leia, in particular—had risked their lives fighting against. He even cast aside his given name in favor of a new one, Kylo Ren. This loss drove a painful wedge into Han and Leia's relationship, and Han ran, letting his Corellian wanderlust get the better of him.

Free Solo

Han reteamed with Chewbacca, and scoured the stars for the *Falcon*. Find her they did, piloted by a teenage girl named Rey from the desert world of Jakku. Acknowledging the girl's piloting skills, Han did what he could to mentor her in the short time they knew each other. Soon, a battle on the planet of Takodana reunited Han and Leia, and it was his wife who reminded him of his fatherly duties, what he had been running away from all these years, what he had to do.

Bold and brash as ever, Han led a small group into the heart of the First Order, on a desperate mission to blow up the oscillator of Starkiller Base. And, after laying the charges, he found what he had truly come looking for: his son.



08

"Crazy thing is... it's true. The Force. The Jedi. All of it."
Star Wars: The Force Awakens

He approached Ben on a catwalk, urging him to leave the First Order and come home. As Leia had said to him, there was still light in Ben—even Han saw it.

But Kylo did not and stabbed his father with his lightsaber, killing him.

Han might have failed to persuade his son to return to the light, but his life did not end in vain. He had grown far beyond the aspirations of that young man on Corellia, whose sole motivation was survival, or the adult sardonic smuggler who viewed everything as a cash transaction. And he had grown beyond his father, beyond Beckket. At the end, Han had not abandoned or betrayed his son. He had done everything he could to save him.

Han Solo never wanted to be a hero. Yet, in the bowels of Starkiller Base, skewered on the blade of his son's red lightsaber, Had Solo died, sacrificing his life to try to redeem the soul of someone he loved.

09



10



08 Han leads a team to infiltrate Starkiller Base.

09 At home in the *Falcon*'s cockpit.

10 Rey (Daisy Ridley) with Han on Takodana.

STAR WARS™

ARTFX

ARTFX ARTIST SERIES



Illustrated by Kamome Shirahama

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A NEW KOTOBUKIYA SERIES BEGINS!

Kotobukiya presents a new line that brings the Star Wars galaxy to life from the unique perspectives of a variety of artists. The line kicks off with a series of collaborations with acclaimed Japanese *manga* illustrator, Kamome Shirahama! We hope you will add these one-of-a-kind pieces to your collection !

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STAR WARS INSIDER

JEDI MASTER'S QUIZ

The First Order has taken over the mantle of the Empire in its pursuit of galactic dominance. Can you answer these questions to help the Supreme Leader eradicate the New Republic and crush the Resistance?

Compiled by Jay Stobie

BOW TO THE FIRST ORDER!

Prove your loyalty to the First Order by demonstrating your knowledge of the organization.

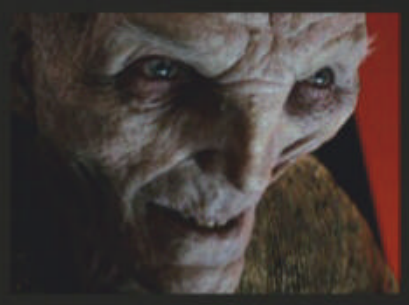
SUPREME LEADERS



1: Who murdered Lor San Tekka on Jakku?
A/ Captain Phasma
B/ Kylo Ren
C/ General Hux
D/ FN-2187

2: Snoke disapproved of which item belonging to Kylo Ren?
A/ Helmet
B/ Cape
C/ Tunic
D/ Lightsaber

3: Whose level of strength did Kylo Ren seek to ascertain?
A/ Darth Vader
B/ Han Solo
C/ Emperor Palpatine
D/ Leia Organa



4: Which vessel served as Snoke's flagship and the First Order's mobile capital?
A/ *Dominator*
B/ *Ascendancy*
C/ *Supremacy*
D/ *Avenger*

5: Who protected Snoke in his throne room?
A/ Royal Guards
B/ Elite Praetorian Guards
C/ Executioner Troopers
D/ Flametroopers

GENERAL MISDEMEANORS



6: Who commanded the First Order's Starkiller Base superweapon?
A/ Captain Phasma
B/ Captain Canaday
C/ General Hux
D/ Colonel Datoo

7: Captain Phasma utilized what material to construct her distinctive armor?
A/ Kyber crystals
B/ Crait minerals
C/ Chromium
D/ Coaxium



8: General Hux took umbrage at Kylo Ren's suggestion to use what type of army?
A/ Clone army
B/ Droid army
C/ Mercenary army
D/ Bounty hunter army

9: Which First Order officer informed Kylo Ren that BB-8 had escaped Jakku on a Corellian freighter?
A/ Petty Officer Thanisson
B/ Captain Peavey
C/ Chief Petty Officer Unamo
D/ Lieutenant Mitaka

10: What does stormtrooper FN-2199 accuse Finn of being on Takodana?



A/ A liar
B/ A traitor
C/ A janitor
D/ A Jedi

WEAPONS OF WAR

11: Which New Republic planet did Starkiller Base target to demonstrate its power?
A/ Coruscant
B/ Hosnian Prime
C/ Corellia
D/ Tatooine

12: What class of Star Destroyer is the *Finalizer*?
A/ *Renaissance*-class
B/ *Resurgent*-class
C/ *Rebirth*-class
D/ *Resurrection*-class

13: Which First Order vessel did Kylo Ren pilot during the strafing attack on the Raddus?
A/ Command shuttle
B/ Light shuttle
C/ TIE fighter
D/ TIE silencer



14: What First Order walker variant did BB-8 commandeer on Snoke's flagship?
A/ AT-ST
B/ AT-AT
C/ AT-M6
D/ AT-HH

15: The *Fulminatrix* was tasked with destroying a Resistance base located on which planet?
A/ Takodana
B/ D'Qar
C/ Yavin 4
D/ Dantooine

"SO WHO TALKS FIRST?"

Stand at attention and determine which First Order characters said the following:

1. "THE NEW REPUBLIC LIES TO THE GALAXY, WHILE SECRETLY SUPPORTING THE TREACHERY OF THE LOATHSOME RESISTANCE."

2. "SHOW ME AGAIN, THE POWER OF THE DARKNESS."

3. "CAN YOU FLY A TIE FIGHTER?"

4. "IF SKYWALKER RETURNS, THE NEW JEDI WILL RISE."

5. "MY TROOPS WILL STORM THIS BLOCK AND KILL YOU ALL."

"THE REBELLION IS REBORN TODAY."

Identify which heroes of the Rebellion returned to join the fight against the First Order

1.



2.



3.



4.



ARE YOU WORTHY ENOUGH TO SERVE THE FIRST ORDER?

0-9: Pathetic. Grab a mop and join FN-2187 on sanitation detail.
10-19: Not bad. Brush up on your skills and you just might earn a promotion.
20-24: Superb! Your knowledge of the First Order rivals that of the Supreme Leader himself.

QUIZ **1** B, **2** A, **3** A, **4** C, **5** B, **6** C, **7** C, **8** A, **9** D, **10** B, **11** B, **12** B, **13** D, **14** A, **15** B.
"SO WHO TALKS FIRST?" **1** General Hux, **2** Kylo Ren, **3** FN-2187, **4** Supreme Leader Snoke, **5** Captain Phasma.
"THE REBELLION IS REBORN TODAY." **1** Admiral Ackbar, **2** Nien Nunb, **3** Leia Organa, **4** Chewbacca.

HIVES & DIVES

A GUIDE TO THE FAVORED WATERING HOLES OF THE GALAXY'S SCUM AND VILLAINY

The cantinas, clubs, and assorted gambling dens of the *Star Wars* galaxy have much to offer those looking for a clandestine meeting place at the hottest of nightspots, where shady deals can be made to the backdrop of the latest music, clinking of glassware, and 'cha-ching' of the gaming tables. Join us on a crawl through the roughest, smartest, and most exclusive establishments from Coruscant to the Outer Rim.

WORDS: AMY RATCLIFFE



The lights are low. The band plays the kind of music you know will be stuck in your head days later. Some sort of beings brawl in the corner. And are your eyes deceiving you or did you glimpse the glow of a lightsaber in motion? The bartender asks for your order and probably doesn't do so with a smile. You must be in a cantina.

The *Star Wars* movies often take us on thrilling detours to nefarious drinking dens. Some are locales famed for being a place to cut a profitable under-the-table deal. Others are posh destinations designed to lure the elite upper echelons of society to luxuriate while spending their (often ill-gotten) credits. Just like in our world, *Star Wars*' cantinas offer escape—a respite from everyday hardships and a place to meet likeminded individuals. Let's tour the taverns and other infamous night spots that add local color to the worlds of *Star Wars*.



1

OUTLANDER CLUB

Death sticks are only one of the bad habits you can pick up in a cantina. Obi-Wan Kenobi stopped one patron from selling the illegal drug when he and Anakin Skywalker chased bounty hunter Zam Wesell into the packed Outlander Club on Coruscant.

Zam ducked inside the gaudy neon doors of the lower-level nightclub to escape her pursuers for a reason. With so many citizens passing in and out of the entrance, one elusive Clawdite wouldn’t make a big impression. It’s the sort of place you could go to blend in. The club, also known as Outlander Gambling Club, located in Coruscant’s entertainment district attracted customers from the elite to the sinister. As the name indicated, the spot’s main draw was gambling, and large screens showed many sporting events from across the galaxy, including podracing; customers could place bets in comfort, near a large central bar with servers slinging brightly colored concoctions into fancy glasses.

Patrons who didn’t have credits to spare for wagers focused on swindling others by fencing drugs and other illegal goods. Such as Elan Sleazebaggano. Criminals like him leveraged the throngs and flowing credits and alcohol to turn a profit.

The atmosphere was all too reminiscent of dingy gambling dens. Flashing lights, the illusion of glamor, clientele from every class mingling together in meandering groups. Outlander Club represented the frivolity of its clientele. It also teased an appealing edge of danger and the hope that your circumstances might one day improve.

GALACTIC BREWS

One does not roll into a *Star Wars* cantina and order a Mai Tai. The galaxy has its own offerings, crafted with exotic ingredients not yet available in our distant galaxy.

TONIRAY
A teal, bubbly wine produced on Alderaan, best served chilled.

STARFIRE ’SKEE
A brown and muddy libation that reportedly tastes like laser fire.

PORT IN A STORM
A potent wine from Parmarthe, known for having a strong effect, even on regular drinkers.

SASHIN-LEAF MEAD
A sweet, gold drink that tastes of jybbuk-fruit and oi-oi berries.

JET JUICE
A tangy, powerful drink affectionately known as “engine-room hooch.”



2

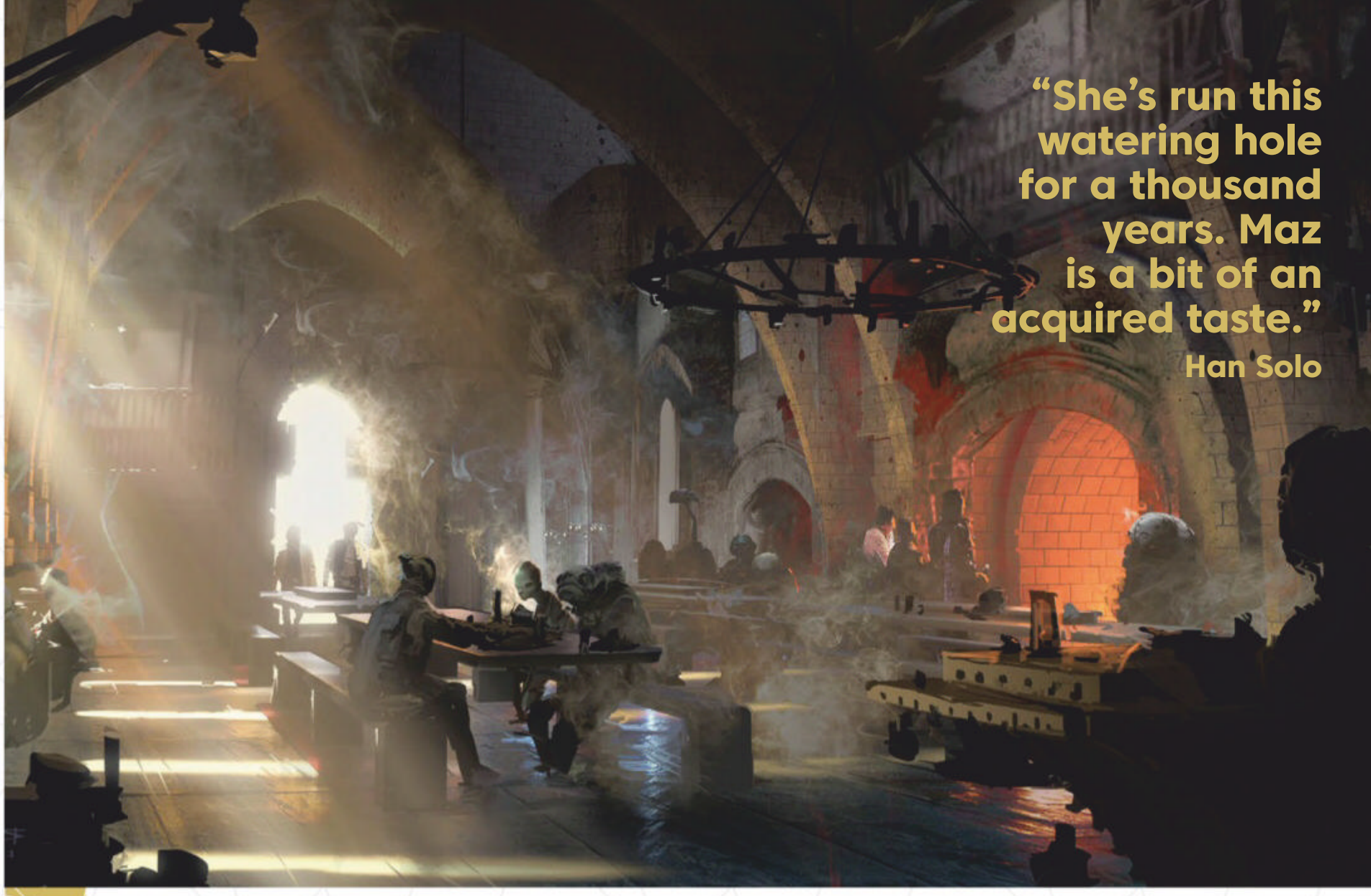
MOS EISLEY CANTINA

The definition of ‘law’ in the Outer Rim is loose. Violence didn’t turn many heads in Tatooine’s Mos Eisley Cantina. Messes resulting from arguments were common enough that the house rules suggested tipping the bartender extra for the trouble if you were involved in a brouhaha. In any case, the cantina offered strong drinks and a reprieve from the beating suns. And hey, you never knew who you might bump into.

Smugglers. Bounty hunters. Pilots. Gangsters. Guns-for-hire. More aliens than you can list. If you were on the hunt for a job, any job, Mos Eisley Cantina was a crude but fine place to find a contract. Obi-Wan hired Han Solo and Chewbacca in one of the bar’s grimy recesses. Not asking questions or attracting attention to yourself meant you might get out without a scratch. Though the ever surly Wuher tended the bar (but did not serve droids), the joint was owned by the Wookiee Chalmun (the place was also known as Chalmun’s Cantina). Myriad pacts were sealed against the backdrop of its seedy interior, few of them legal.

With roots in a bustling desert spaceport, Mos Eisley Cantina had a direct line to the saloons of the Wild West. The lawless nature of the surrounding town meant its diverse patrons felt emboldened to govern themselves. And like the saloons in frontier towns of old, notoriety lead to curiosity and gossip about the latest happenings in the wretched hive.





"She's run this watering hole for a thousand years. Maz is a bit of an acquired taste."
Han Solo

3

MAZ'S CASTLE

Business came first at Maz Kanata's castle on Takodana. Maz, a pirate and a shrewd businesswoman, opened her keep to any visitors who observed her rule: no fighting. Those who brawled were kicked out and forbidden to return. Anyone near the Mid Rim planet stopped at the ancient castle with a purpose.

Since no one was permitted to fight, every being from the performers to fugitives on the run could rest easy and let their guard down. It was a safe-haven, with delectable food made by the grumpy but talented Strono "Cookie" Tuggs. Regulars and newcomers could order a meal, indulge in drinks, play games of chance, and listen to tunes from traveling musicians while they wheeled and dealed.

Think of the café or coffee shop in your local business district where power players talk in confident tones while making life or death phone calls, and evaluating everyone in the room. Maz's castle was similar to those spots—only with more blasters and less protocol.

Spies such as Bazine Netal blended in among the crowd. You might have encountered gemologists appraising stones and crystals, thieves searching for prey to follow off planet, transport ships looking to add crew for trips to the Outer Rim. If you wanted to find a new life, you could start by shedding your identity at Maz's castle and taking a ride off Takodana into your future. As long as you were respectful and didn't cause trouble, your chances were equal to everyone else's because no one got preferential treatment.

BY INVITATION ONLY

Who can't resist an invitation to an exclusive party? Some popular spots in the galaxy are reserved for special guests and well-connected beings only.

First Light
If you had the fortune (or misfortune) to work with Dryden Vos, you may have visited his exquisite yacht. *First Light* offered the most upscale amenities for Vos' distinguished guests. Servants passed out fine drinks and food from the yacht's bar, and Vos frequently invited bestselling artists aboard to amuse his guests.

Jabba's Palace
Jabba the Hutt's palace was located deep in a rock canyon on Tatooine. He observed his minions, dancers, and cohorts mingling around his throne room from a raised dais. Singers like the renowned Sy Snootles set the tone with their vocalizations. But unless you were on the list, you wouldn't get past Jabba's Gamorrean guards.



Millennium Falcon
When Lando Calrissian owned the *Millennium Falcon,* if he invited you aboard you could have gained access to his private wet bar. Whether you poured yourself a caf or asked Lando to craft a cocktail, you were in for a good time.

4

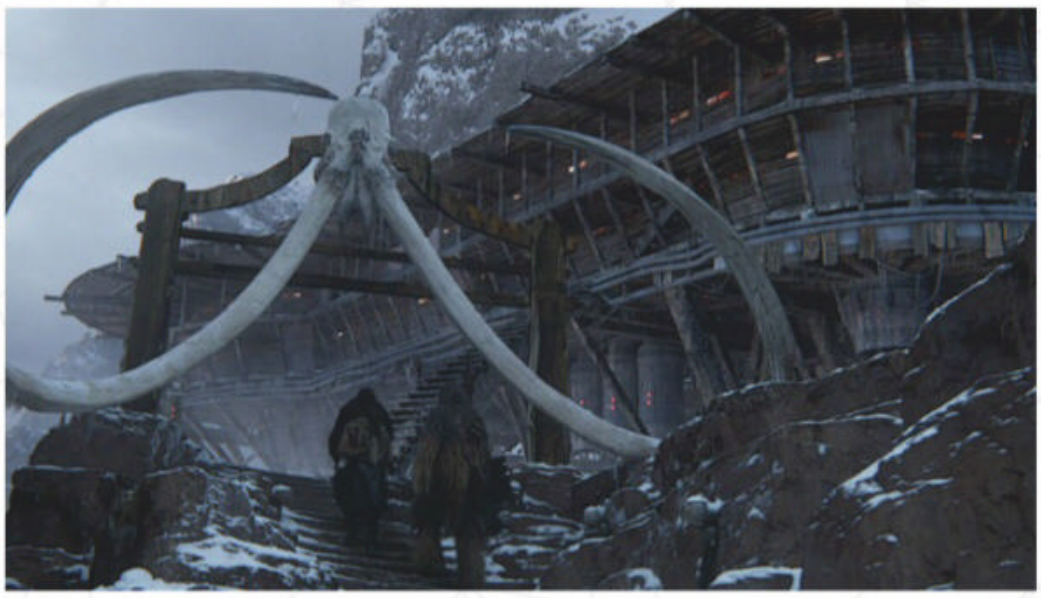
THE LODGE

Picture a raucous bar inside a base camp. The air buzzed with the excitement and nervousness that come with embarking on an expedition. Gear and supplies cluttered the floor around the chairs and tables. Weary explorers took solace in basic comforts. This was the Lodge in the Iridium Mountains on Vandor.

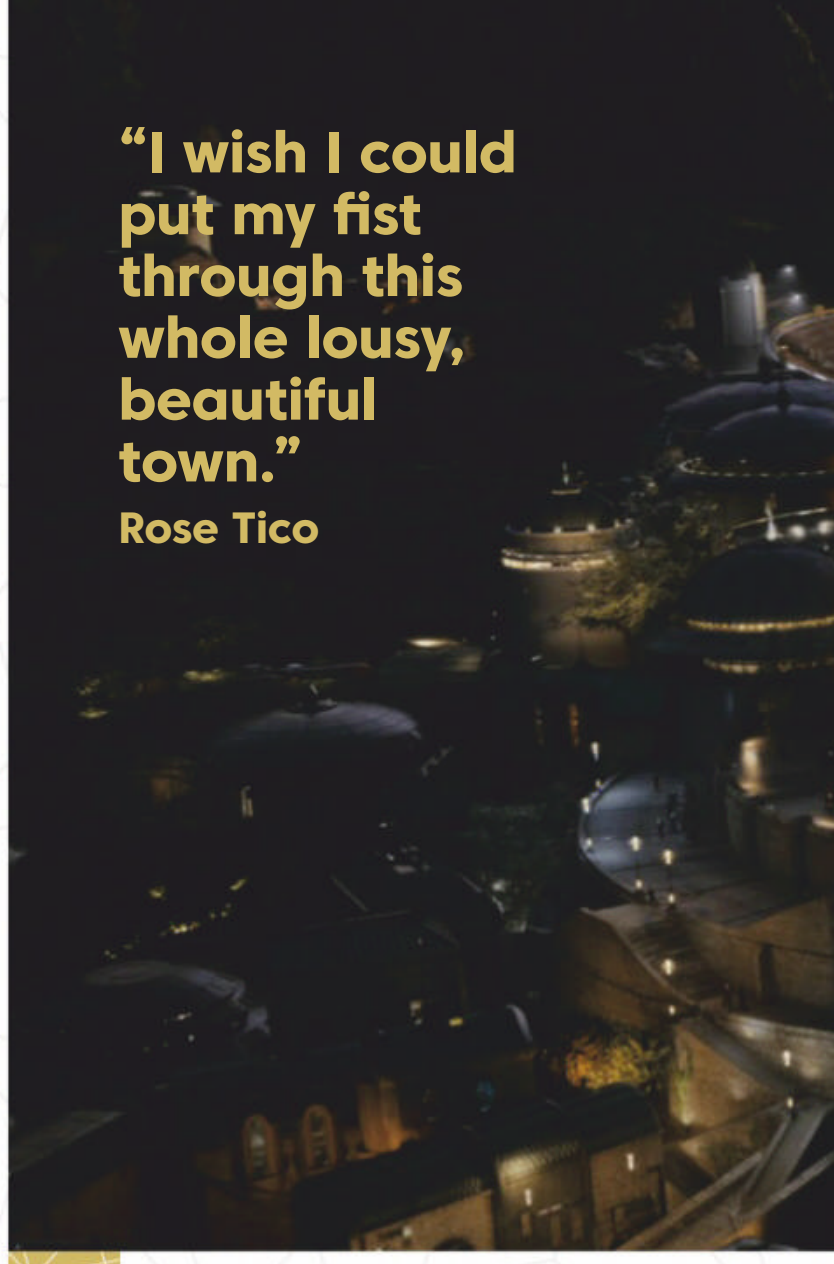
Nestled in the settlement of Fort Ypso (built by the Ypsobay Trading Company), the Lodge was rustic and cozy, its aesthetic redolent of a country hunting lodge or a general supply store. Chandeliers made from antlers hung above, and a bar carved from a Vandor tree welcomed thirsty customers. An ideal place to relax before or after a journey into the snowy wilderness outside.

But it wasn't wise to let the convivial atmosphere trick you. If illicit business was happening on Vandor, it was happening in the Lodge. Smugglers passed off goods. Mechanics and slicers made prohibited modifications to freighters and equipment. Dark alcoves invited private meetings, droid battles, and sabacc games. You had to stay on your guard.

Owned by Tibbs Ospe, the Lodge attracted scouts, transients, adventurers, and gamblers. It was an attractive place to linger rather than face the brutal cold of the mountains. Even Ospe was merely passing through as a scout for the Commerce Guild when he decided to stay and open his business. The Lodge filled a need, and if it could profit from visitors, so be it. It was inviting, luring in those passerby with a warm glow. A convivial venue that it's easy to imagine gathering in with comrades to share tales that grow ever larger with each telling.







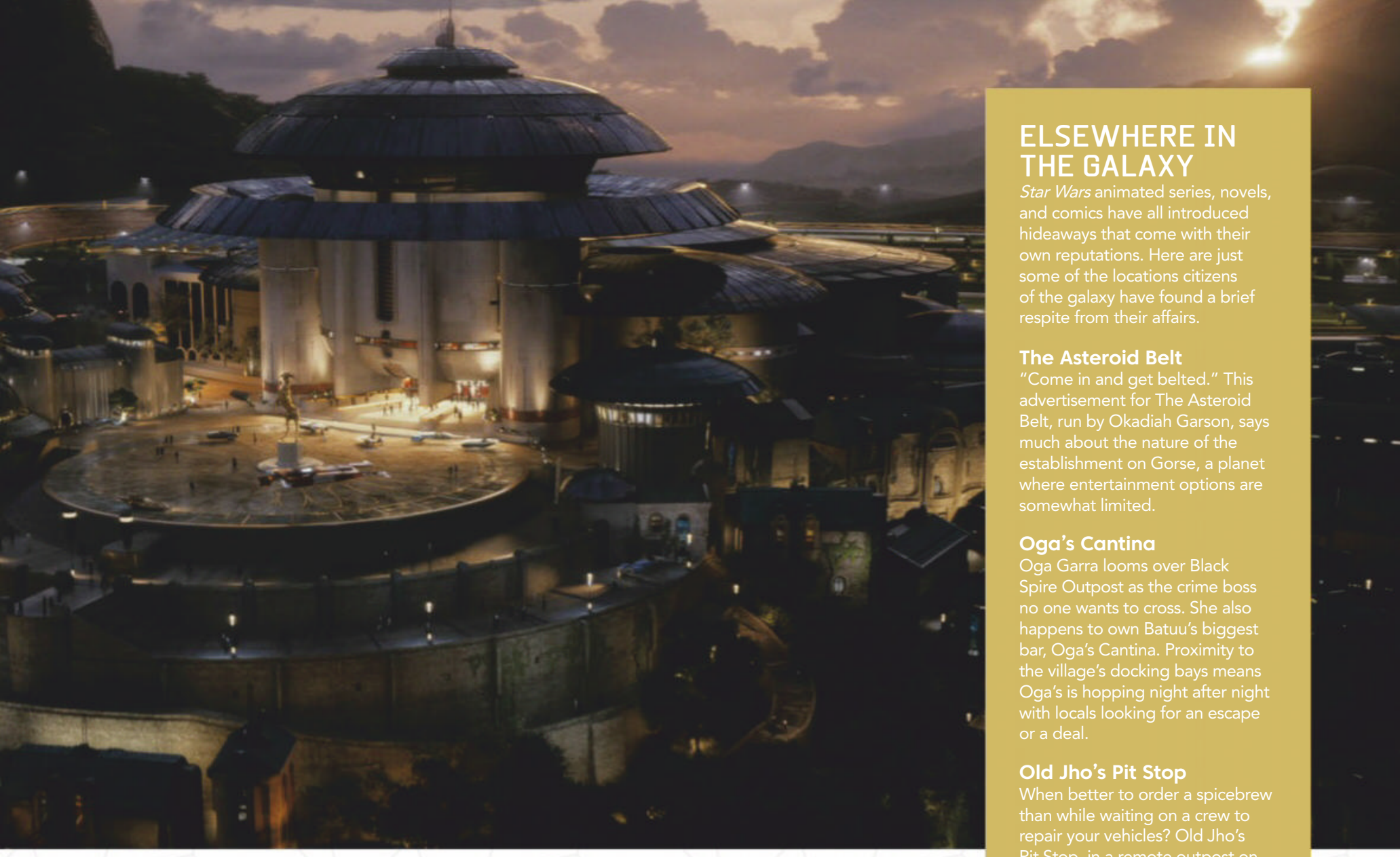
"I wish I could put my fist through this whole lousy, beautiful town."
Rose Tico

5

CANTO CASINO

Glitz. Glamor. Opulence. Canto Casino and Racetrack was the place for the high rollers of the galaxy to play. The complex in the heart of casino-centric city of Canto Bight was a glimmering beacon calling to anyone willing to take a chance to increase their wealth, or change their fate. Some won fortunes. Others lost all their savings and become trapped in shining prisons as indentured servants at casinos around the metropolis. No one was immune from losing it all at Canto Casino.

Positioned in the middle of a vast, empty desert on Cantonica, Canto Bight is evocative of Las Vegas, Nevada. Its twinkling lights illuminated opportunities. The town existed purely for diversion. Canto Casino was the epitome of the luxury the city offered—even the entry path was lined with rare (and expensive) Alderaanian trees. It encompassed an upscale hotel, more than 20 restaurants,





a shopping concourse, a fathier racetrack, and countless gambling options—not unlike the sprawling all-in-one hotel casinos of Vegas.

Clientele at Canto Casino wanted to see and be seen. They flaunted extravagant jewelry and clothing. They were celebrities, successful heads of business, and politicians. While they mingled and sipped the finest, most costly potations the galaxy had to offer, they made deals. They slipped into Canto Casino's exclusive clubs and forged connections.

You couldn't play sabacc there as it was considered too low-brow. Instead, you could try your hand at Savareen Whist or Hazard Toss.

Yet the glitter and glitz was a veneer over a dark underbelly. War profiteers fed the First Order by selling weapons, technology, and equipment to the organization. They were so far separated from galactic conflict that they never felt the consequences of their actions. No matter what happened in the galaxy, the house at Canto Casino never lost.

ELSEWHERE IN THE GALAXY

Star Wars animated series, novels, and comics have all introduced hideaways that come with their own reputations. Here are just some of the locations citizens of the galaxy have found a brief respite from their affairs.

The Asteroid Belt

"Come in and get belted." This advertisement for The Asteroid Belt, run by Okadiah Garson, says much about the nature of the establishment on Gorse, a planet where entertainment options are somewhat limited.

Oga's Cantina

Oga Garra looms over Black Spire Outpost as the crime boss no one wants to cross. She also happens to own Batuu's biggest bar, Oga's Cantina. Proximity to the village's docking bays means Oga's is hopping night after night with locals looking for an escape or a deal.

Old Jho's Pit Stop

When better to order a spicebrew than while waiting on a crew to repair your vehicles? Old Jho's Pit Stop, in a remote outpost on Lothal, combined a cantina with a repair shop. It was a favorite place for locals to hang out before the Empire took ownership.

Aunt Z's Tavern

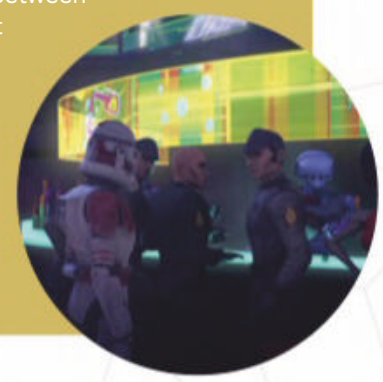
Only one place on the *Colossus* platform would fulfill the pilots and mechanics' desires to place bets on the races, play holo-dart, and consume delicious food and drinks: Aunt Z's Tavern. The tavern provided a clear view of the platform's races in a comfortable, homey environment.

The Alcazar

Cantinas can be more than a place to relax. Some of them, like The Alcazar on Akiva, served as headquarters for criminal organizations. Surat Nuat, a Sullustan crime lord, used the disreputable gambling house and bar to hold court, conduct business, and imprison enemies.

79's

Everyone needs a break, even clone troopers during the Clone Wars. The soldiers of the Republic went to 79's on Coruscant to kick back between missions. It was such a popular spot for troopers it became known as the clone bar.



VOICE OF A TROOPER

A STAR WARS CINDERELLA STORY

It's every *Star Wars* fan's dream to appear in one of the movies, but few ever get to realize it. For cosplayer Kat Sheridan that dream came true when she landed a small voice part in not just one, but four of the films.

WORDS: PAT JANKIEWICZ

Kat Sheridan may not be a household name (yet), but she has a filmography that any fan of *Star Wars* would envy. Indeed, Sheridan's voice has been heard in a *Star Wars* videogame and four *Star Wars* movies—every one since *Star Wars: The Force Awakens* (2015).

Her introduction to the *Star Wars* lexicon could not have been more serendipitous—a fortuitous quirk of the right place and the right time, born of a moment of darkness, which led her to fulfil a lifetime's dream. A true *Star Wars* Cinderella story.

A native of Seattle, the tall redhead moved to California with her mom, became an actor (gaining a Batchelor of Arts in Theater Arts) and landed roles in a few low-budget movies and commercials, as well as some modeling work. But it was on the cosplay circuit at various Southern California conventions where she made a name for herself.

Sheridan has been a self-confessed lover of science fiction and fantasy ever since her mom first showed her the original *Star Wars* when she was a little girl. "Like everyone else, it was *Star Wars* that got me into it. Seeing the original trilogy as a kid just blew me away," she says.

A job in a comic-book store broadened her love of the genre, and particularly for the character of Red Sonja (the red hair and tall stature making an obvious connection). "I was into science fiction of all flavors," Sheridan notes, "but I was excited to see a tall redhead as a hero."

Perhaps surprisingly, cosplay was a pastime she was unfamiliar with until only a few years ago. "Someone said to me, 'You know, you can dress up as your favorite character and go to conventions.'" she explains. "I was like, 'Whaaaat?' The idea thrilled me. At 5'11, people were already calling me an Amazon, so my first cosplay at my first convention was as Wonder Woman. I didn't even make the costume—it was store bought. A bit of a cliché for my first cosplay and it was as basic as hell, but there's nothing wrong with that." After that, she was ▸

Photography by richard marz





bitten by the bug. "Every cosplay character I did made me want to do an even more detailed one next," She adds.

Revealing the Sith

So where does the *Star Wars* connection come in? Unsurprisingly, Sheridan counts several *Star Wars* characters among her cosplay repertoire—because "it's my favorite film"—but she chooses not to cosplay as an established character.

"I created my own character, a Sith," she explains. "I did a facial design with a makeup artist and made myself paler, added a long, braided red wig, wore leather and had tribal tattoos on my face. The Sith have so many of the coolest-looking characters."

It was a chance encounter through social media that would lead to her landing roles in the movies. "Through mutual friends on Facebook I knew Matthew Wood, longtime sound editor at Skywalker Sound and voice of General Grievous," she reveals. "He had seen a movie I was in where I played a vampire."

Wood's eye was caught by an emotional post from Sheridan, at a low point in her life when she had given up acting. "Something about it resonated with him as a human being," she says. "Matthew wrote back with some kind words. So I met with him and poured out my heart. He said, 'How can I help?' And he actually meant it."



"KAT IS A VALUABLE PART OF OUR VOICE ENSEMBLE. WE'RE HAPPY TO HAVE HER AS PART OF OUR STAR WARS LOOP TROOP."

Matthew Wood, Sound Editor

By happy accident, Wood knew that J.J. Abrams, director of *The Force Awakens*, was in need of more female voices in the looping stage of the sound mix, where background character voices are added to enrich the audioscape. He suggested she come into the studio for a test, and two weeks later she was hired.

"I had some individual lines in *The Force Awakens*," she notes. "One of my lines wound up being the third female stormtrooper, after Gwendoline Christie's Captain Phasma and Verona Blue, who is the second female stormtrooper. The line can be heard when my trooper is talking to Kylo Ren during the battle at Maz's Castle."

When she saw the finished movie in the theater, it was a joy for Sheridan to hear her voice onscreen. "I could actually hear myself," she says enthusiastically. "I did not expect to. When the forest stormtrooper said in my voice, 'Resistance met. Fall back to the treeline!' I actually screamed. I was inappropriately loud, and I knew everyone else was thinking, 'Who's the crazy in the back?' It was a thrill to be part of it."

The Continuing Saga

But the thrill-ride wasn't over. Sheridan was recalled to voice characters for *Rogue One: A Star Wars Story* (2016), *Star Wars: The Last Jedi* (2017), and *Solo: A Star Wars Story* (2018).

"I was especially proud of *Solo*, because I got to add a word to the *Star Wars* galaxy," smiles Sheridan. "I voiced a female alien guest at Dryden Vos' casino pad during the party scene. The alien woman laughs and says, 'Kowshka,' which is a word I made up on the spot. It was a thrill for me, even if no one else would notice it," she smiles.

Looping for the *Star Wars* movies has led to a voiceover career for Sheridan, including a part in the *Star Wars*: Battlefront II videogame. "I'm truly loving it," she says. "Voiceover is its own unique form of acting—it's just you and the microphone. It's a world I never thought of before."

When my mom first put *Star Wars* on the TV for me to watch, I never imagined I would ever get to be a part of it, not in my wildest fangirl dreams. Now I am a tiny, tiny part of my beloved saga. *Star Wars* has changed my life, and I will always appreciate that."



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David Tattersall

Shooting *Star Wars*

Star Wars Insider talks to the Director of Photography of the prequel trilogy.

WORDS: BRYAN YOUNG




SONY
DANGER Inc.

Cinematographer David Tattersall worked on the entire *Star Wars* prequel trilogy, capturing some of the most iconic scenes in the entire series. However, his work with George Lucas and Lucasfilm started much earlier than that, lensing episodes of *The Young Indiana Jones Chronicles* (1992-1993) and *The Adventures of Young Indiana Jones* (1995-2000), and shooting the Lucasfilm movie *Radioland Murders* (1994). With *Star Wars: The Phantom Menace* (1999) celebrating its 20th anniversary this year, *Insider* chatted to Tattersall about his experiences shooting a galaxy far, far away.

Star Wars Insider: How did you learn you were going to be doing the cinematography for *Star Wars: The Phantom Menace*?

David Tattersall: It was actually as far back as the shooting in Prague for *Young Indiana Jones* in 1992. It was a long show for the few of us that made it all the way through. It became a really tight-knit unit and we all became really good friends.

It was during that time that George Lucas started to get really excited about digital. Now, we're well into the digital revolution and probably out of the other side, but this was at the very beginning and it was just little experiments here and there. *Young Indy* was the test bed where George started to realize how you could expand a location and do pretty much anything.

Radioland Murders was designed as an experiment to see if those lessons learned could be applied to 35mm film and the big screen. It was as a result of that that he decided to move forward with *The Phantom Menace.*

01

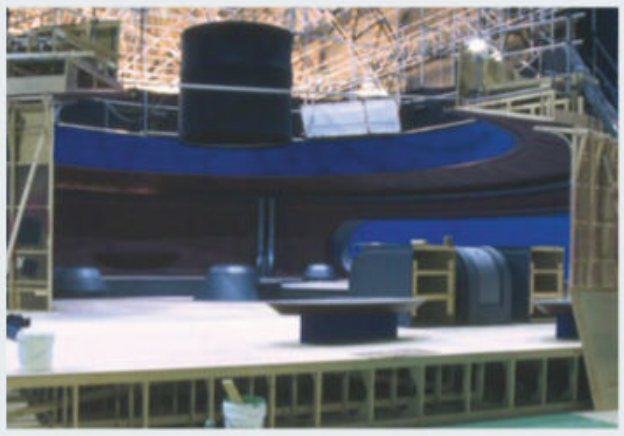


"George likes to move quickly; it's two takes and move on, with two cameras shooting all the time."

02



03



What was the collaboration like between you and George?

It was not unlike working with any other director who is well prepared and who is very passionate about their project. Part of his process, which is very organized, is that we would shoot five days a week, but every Saturday morning was given over to rehearsing with the actors and myself and others. We would all meet on the stages that we'd be shooting on the following week and were able to walk around the sets. By the end of the session, we all had a really good idea of what we would be shooting.

By the time we got in on Monday morning, we could get moving very quickly. We started shooting early, and got a good momentum going by the middle of the day. By mid-morning we were five shots in and rattling along at a good pace, which we had to do because it was a short schedule. The first phase of principal photography was 65 days, which is kind of minute by comparison to other films of a similar scale and complexity.

George liked to move quickly; it was two takes and move on, with two cameras shooting all the time. That was the standard rule. We racked up an insane amount of shots. It's hard to believe, but often it would be 40 or 50 shots in a day.

What were the most challenging shots in *The Phantom Menace*?

Well, it was a technical exercise, for sure. There were a lot of technical considerations in most scenes,

MASTER YODA DIRECTS

Tattersall recalls how it felt when the cameras first started to roll on *The Phantom Menace*:

"It was very exciting. There were so many moments: I remember the first time R2-D2 rolled onto the stage—that was great. I thought about what that would have meant to me when I was a teenager in 1977.

"There's a photograph of Rick McCallum with the clapperboard; he liked to clap the very first and the very last shot of the film. George didn't want to put his own name on the clapperboard for some reason—I still don't know why he didn't want to do it—but he had his name on the clapperboard as Yoda. Directed by Yoda. It looked silly to me to have my name underneath it, so I got them to change the board to R2-D2 for my position. Directed by Yoda and photographed by R2-D2."

04



01 The crew filmed in 130 degree heat in Tunisia.

02 R2-D2 prepares for his opening scene in *Revenge of the Sith*.

03 Palpatine's office under construction.

04 George Lucas directs Samuel L. Jackson.

05 Jango Fett on the Kamino set.

05



to do with the blue screen, to do with all the data-capture elements. We never shot motion control, so there was a whole match moving team, who were constantly recording topographical and spatial data. There were all those extra things to consider when we were setting up the shot to try to free up the camera.

Normally, before this, if you did a bluescreen shot, the camera would be locked up and then any move might be put in later. But we didn't want to restrict the camera movement, so we could pan and track and get on a crane.

In terms of challenges, working in the desert was difficult. We were in Tunisia in the middle of August and the temperature hit 130 degrees Fahrenheit. Now *that* was difficult.

"We were in Tunisia in the middle of August and the temperature hit 130 degrees Fahrenheit. Now *that* was difficult."

Some shots for *The Phantom Menace* were filmed digitally as a precursor to the work that you did on *Star Wars: Attack of the Clones* (2002). How did that come about?

There were two or three shots captured with a high-def camera. It was just a fun thing that George wanted to try. He saw the potential in the digital cinema pipeline way before anyone else. He thought if you could shoot with digital cameras and not have to transfer film rushes or scan back for release prints, it would be so much quicker and more cost effective. And, of course, this eventually turned out to be the case.

But George wanted to shoot digitally and project digitally. Before we started *The Phantom* ▸

PRACTICE MAKES PERFECT

David Tattersall on filming the Duel of the Fates lightsaber battle:

"Everybody was so excited about it, you know. Ewan McGregor couldn't believe it. He would just be dancing for joy, 'I can't believe I'm Obi-Wan Kenobi!' And he worked very hard, especially on his sword-fighting rehearsals.

"There was usually a space set aside—he asked for it—next to the stage, for him to practice with the stunt team. Or with Ray Park. There was somebody from the prop department with them because they would use a lightsaber handle with an aluminum rod, so that they actually do have something to make contact with.

"These guys, they got so good and so vicious with their fighting practice, the swords would end up like coat hangers at the end of every scene, they were just bent to pieces. There was a guy on site making swords as quickly as they could destroy them."

06 Tattersall remembers Ewan McGregor being keen to perfect his lightsaber skills.
07 Hayden Christensen and Natalie Portman on set in Tunisia for *Attack of the Clones*.
08 Ahmed Best cameos as a patron of the Outlander Club, in *Attack of the Clones*.
09 *The Phantom Menace* pioneered shooting with digital cameras in this crucial scene.
10 Peter Mayhew (Chewbacca) with George Lucas on the set of *Revenge of the Sith*.

06



07



08



"We knew there was a bit of interest [in *Star Wars*], but we didn't *really* know."

Menace, he asked me to do some tests. We were to shoot something with the high-definition cameras and just compare them with something shot with film cameras, exactly the same thing, without tweaking anything. Then we would look at them side-by-side.

Everybody was there to monitor the test—from Panavision, and guys from Sony flew over from Tokyo. We shot a bunch of stuff and the results were shown to George at Skywalker Ranch, but it clearly wasn't good enough. At that time, HD was running at 30 frames-per-second, so to make it work on a film projector, the video had to be played fast causing artifacts that were just not attractive.

At that presentation, George told the representatives of Sony, "This doesn't work. Is there nothing you can do about it?"





09



10

"George saw the potential in the digital cinema pipeline way before anyone else."

They went into a huddle and some guy came forward and said, "Yes, we think we know what we can do." And that was the birth of 24p, progressive scan. Sony produced the camera, Panavision produced the lenses, but unfortunately they couldn't quite get it ready in time for *The Phantom Menace.*

There was a second series of tests with this new prototype camera, and we did another big presentation at the Ranch again, but this time George was happy and said, "Yes, okay, this is good enough now."

That was the first camera with 24 progressive scan. And, of course, now, every cell phone in the world, every other camera, everything shoots 24p, but it came from those tests. George should get more credit—well, he gets credit for lots of things—but he should get credit for that as well. That was the camera we used on *Attack of the Clones*.

Did you expect this new *Star Wars* movie to rekindle the phenomenon in the way it did?

We knew there was a bit of interest [in *Star Wars*], but we didn't *really* know. However, producer Rick McCallum put extra security on because of people trying to get in while we were at the studio shooting. Occasionally, some of us would get phone calls from reporters trying to find out stuff. We were all sort of sworn to secrecy, but we didn't really fully understand what was going to happen a year later.

I was on the set of *The Green Mile* (1999) when the trailer for *The Phantom Menace* came out. Somebody mentioned it and the whole set came to a standstill, and they pulled out a TV to watch the trailer. I thought to myself, "Wow! This is crazy. Everybody is *that* interested in this movie?"

Does it surprise you that people are still talking about it, some 20 years later?

I guess it does. It was a long time ago and there's a lot more in the *Star Wars* catalog since then. It's developed in all sorts of different ways, so, yes, I am a bit surprised.

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HOPE ON HOTH

Keeping the cold at bay with rebel cosplay

A frozen world filled with aggressive wampas might sound inhospitable to most people, but ice planet Hoth sparked Jonathan Modest's curiosity and imagination from the moment he first saw *Star Wars: The Empire Strikes Back* (1980).

"I loved the character progression of everyone in *The Empire Strikes Back*," says Jonathan, who rates the movie as his favorite. "The growth of Luke Skywalker really impressed me."

The rebel gear that protected Luke from Hoth's hostile conditions and camouflaged him against the snowy terrain particularly caught Jonathan's eye. "The wardrobe he had in that movie was always of interest to me," he explains. "What made the garment interesting was how it actually seemed like a practical idea for a costume you could wear in the cold."

When Jonathan finally had the opportunity to recreate Luke's Hoth ensemble as an adult, he knew the build would present its fair share of challenges. Many of the uniform's parts were quite unique and difficult to find, but the fan's incredible ingenuity and artistry proved that he was up to the task.

The intrepid cosplayer set out on a lengthy search that would rival an Imperial probe droid's hunt for a hidden rebel base, and following an exhaustive quest, Jonathan's dedication and resourcefulness finally paid off. "I got lucky and found the diamond pattern vest, white jacket, and pants all at local thrift stores," he says. Jonathan modified a winter hat he already owned, reworked a pair of slippers to attach to some boots, and then crafted a belt from leather to add the finishing touches.

The stunning costume turned out both fashionable and functional. "It is by far my most comfortable

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and favorite costume to wear," reveals Jonathan, whose home in the northeastern United States has provided the perfect environment in which to test the durability of Luke's Hoth uniform. It seemed the Force truly was with the fan when a fresh snowfall occurred soon after he completed his outfit.

"I was lucky enough to go out and have some fun in it while wielding my lightsaber, and I even managed to avoid any wampa sightings!" he laughs.

ARTISTS' ALLEY

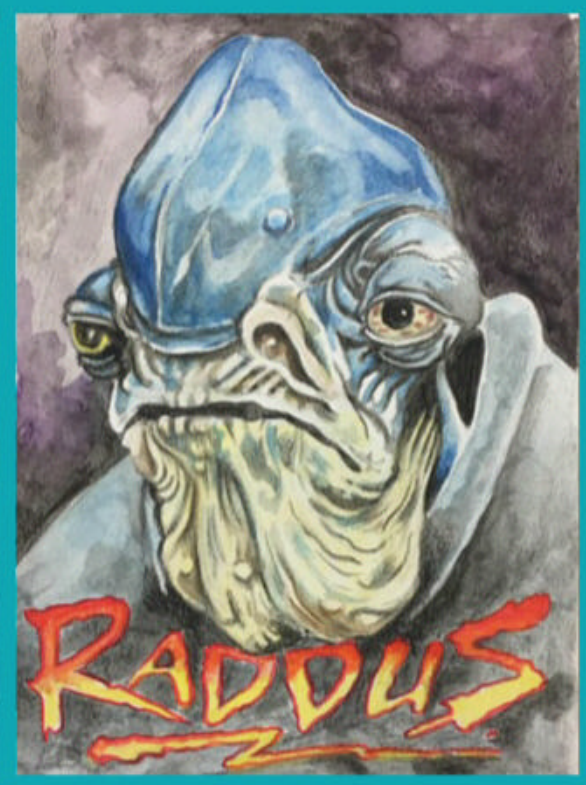
Talented *Star Wars* fans share their amazing drawings inspired by the galaxy far, far away....



01. THE FIRST IMPRESSION: "PHASMA" BY SEBASTIAN KOWOLL

Initially inspired by Captain Phasma's depiction in the trailers for *The Force Awakens*, Sebastian Kowoll utilized Photoshop to express his enthusiasm for the character. "I was super into Phasma's armor and design, so I had to paint her," says the artist.





02. CREATING CREATURES: RADDUS & CHEWBACCA BY SCOTT BENTZ

Scott Bentz drew upon his love for *Star Wars* various species to craft these two pieces. "The creatures and droids are always the biggest hooks that get me into the rest of the movie," he says. The artist brought both Chewbacca and Admiral Raddus to life using watercolors and pencils on paper. Scott adds that the crooning Wookiee, "is dedicated to my love of his distinctive howl."

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Izi Kimble and her partner enjoyed a unique convention encounter with Paul Blake, known for his brief but memorable scene as bounty hunter Greedo in *Star Wars: A New Hope* (1977).

Cosplaying as a female Han Solo, Izi expected to say a brief hello and take a picture with the actor. However, Paul eagerly chatted with the couple about his personal *Star Wars* experiences and offered to pose for several pictures, including two takes showcasing the controversial question over whether or not Han shot first in the Mos Eisley Cantina.

"He's the nicest guy and the interaction was the highlight of our whole weekend," beams Izi. "He was a lovely man and made me feel extra chuffed about my Han cosplay, and now I've got some cool photos to go alongside it! I shot Greedo!"

01





02

01 Izi poses with Greedo actor Paul Blake to prove that Han Solo shot first.

02 Not to be outdone, Blake turns the tables, insisting that Greedo fired first.



SEARCHING FOR SKELLIG

A photo opportunity on the sacred Jedi island

Mary Fan blazed her own path when it came to discovering *Star Wars*. "Unlike many American kids, I didn't grow up with *Star Wars* as a fact of life," recalls Mary. "My parents are Chinese immigrants, and *Star Wars* simply wasn't part of their culture." It was actually the novelizations of the original trilogy that introduced her to the saga at the age of 12, prompting her to seek out the films while she was living in Hong Kong.

Mary secured copies of the three movies and returned home to watch *Star Wars: A New Hope* (1977). "I don't think I've ever experienced a movie high quite like the spectacular ending of Episode IV," she recalls. "Totally dazzled, I popped in *The Empire Strikes Back*, not caring that this was a school night." It was 4am by the time the movie finished!

Mary had immersed herself in the convention scene over the years, but *Star Wars: The Force Awakens* (2015) ignited a new goal for the young woman. "When I found out that Luke's island at the end of the film is a real place, I knew immediately that I had to visit," she shares. After two years of planning, Mary set out for Ireland with her friend Josh Pritchett, intent on visiting Skellig Michael; Ahch-To's Earth-based counterpart. A challenge for approaching boats owing to its fierce waters and steep cliffs, Mary's first venture to the island was called off due to bad weather, but a local captain successfully transported her safely to the shores of Skellig Michael the next day.

Appropriately dressed as Rey and Luke Skywalker, Mary and Josh basked in the atmosphere of the island's ancient stone structures, and each location brought *Star Wars: The Last Jedi* (2017) to life. "Everything pretty much looked the way it does in the films," observes Mary. "I felt like I'd literally stepped into the *Star Wars* galaxy, and it was totally exhilarating."





WOOKIEE PRIDE

Kashyyyk cosplay adds a vivid dash of flashy fur

Known to many fans as the PinkWookiee, high-school counselor Gary Griggs is happy to prove that it isn't just Shiv Palpatine who can rock a galaxy-busting alter-ego.

Gary, who spends much of his time conducting a diversity and leadership camp for teens, has loved the franchise since his youth, and the *Star Wars* movies, Ewoks, and the accompanying toys still rank as some of the Phoenix-born fan's favorite childhood memories. However, his costuming hobby didn't take hold until he made his first appearance in full fake fur as the PinkWookiee at *Star Wars* Celebration Anaheim in 2015.



"After much thinking and planning I decided that I wanted to do a Wookiee of some sort," reveals Gary of his cosplay masterpiece. "But I have always had a liking for these people who twist things just a little bit to make them unique." The cosplayer had such a positive experience at the convention that he vowed to continue attending events, which prompted his decision to upgrade the quality of his costume.

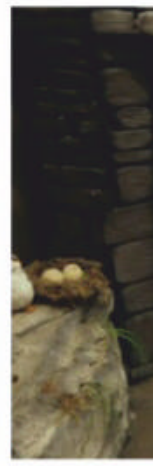
He harvested more than 100 wigs to bring the second iteration of the PinkWookiee suit to life; a project which involved a great deal of sewing over a six-month period. Replicating the distinctive shape of the Kashyyykian cranium was a task in itself. "I sculpted directly on a replica of my head," reveals Gary. "I made a cast out of resin, and then cut off the jaw and reapplied it with hinges so that it could be articulated, before adding the hair to the mask." To complete the build, Gary elected to utilize stilts to provide a more accurate height for the PinkWookiee.

The counselor enjoyed the process so much, he went on to create several other *Star Wars* character costumes in similar shades of shocking pink, including a stormtrooper resplendent in sparkling lounge attire. The PinkWookie has since inspired numerous other cosplayers to come up with their own creations, and Gary was especially proud to be the impetus for one young fan to make her own mini PinkWookiee costume from a dress, a tutu, and a bandolier. "I don't think she knew that Wookiees come in pink!"

A pillar of his community both in and out of cosplay, Gary recently won a diversity award for his work with his leadership camp and feels honored to be "an 'out' role model for LGBTQ youth."







BAD GUYS DOING GOOD

Seattle's 501st Legion builds the galaxy every year

The Garrison Titan chapter of the 501st Legion, along with the local Rebel Legion and other *Star Wars* fan groups, does the 501st's "bad guys doing good" motto justice every year at Seattle's Emerald City Comic Con. Their incredibly detailed, interactive *Star Wars* exhibits and family-friendly activities are all built to benefit the Seattle Children's Hospital.

The 501st's "*Star Wars* Ultimate Experience" puts convention-goers in the middle of some of their favorite movie scenes. Tucked away in a part of the convention hall set aside for them each year, the 501st and Rebel Legion turn Emerald City Comic Con into an icy cave on Hoth or the island on Ahch-To. All it takes to visit a galaxy far, far away is a small donation.

More than 100 Legion members were on hand to make the *Star Wars* magic happen this year, reports Event Coordinator Rob Taylor, and the setup alone took 20 volunteers over eight hours of hard work. The experience included creatures and droids lovingly crafted by hand, as well as a larger-than-life Viper droid, a menacing wampa, and a towering tauntaun, which all made their public debut this year.

"The build teams tend to consist of a dozen dedicated construction people and extremely talented artists," Rob reveals. "Add to that another dozen members who I can count on to run the booths and events, and you have the core team that make it all happen. That team was supplemented by another 78 members who volunteered for 242 separate two-hour shifts to ensure that everything ran smoothly, and







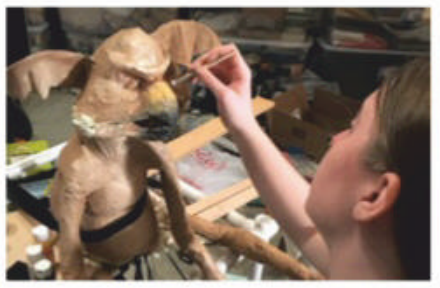


that all the guests had a great time.

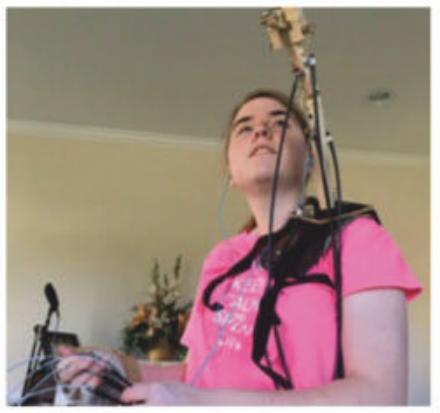
As for the builds themselves, preparation began on them a year in advance. "Melissa Thomas and Chris Thompson took the lead on the tauntaun," Rob recalls, "with a great deal of help from six other main builders and artists and intermittent help from a half dozen others. The most difficult part was really getting the dimensions right. They had to shorten the torso after we had the basic shape roughed out, which required cutting and rewelding the skeleton, then making the whole thing blend seamlessly." Rob credits artist Darren Pattenden and his 3D head model for making the tauntaun build possible.

This year, the Garrison Titan raised over $20,000 for Seattle Children's Hospital thanks to their hard work at Emerald City Comic Con. "This is by far our single biggest fundraiser of the year, and Seattle Children's hospital is an amazing charity," says Rob. "Being able to help out the children in some small way every year means everything to the 501st and Rebel Legions, and specifically to the core group of volunteers who organize this event with me every year."









THE PALACE'S PUPPET

The Crumbs of Greatness

Who could forget Salacious B. Crumb, Jabba the Hutt's Kowakian lackey and C-3PO's pesky nemesis? Well, definitely not Catherine Alvord, who has always been drawn to the creatures and puppetry techniques that have contributed so many delightful characters to the *Star Wars* galaxy over the years. "The puppets fascinated me as a child," explains Catherine, "and my favorite creature was Salacious because of his funny laugh and goofy look."

Already skilled in animatronics and puppetry as a senior in high school, the fan decided to build her own Salacious B. Crumb to complement her costume for *Star Wars* Celebration and a Disney cruise. "He's perfect for cosplay because he's a good size, has simple movements, and making him a cable puppet left my hands free," explains Catherine.

Channeling Salacious' penchant for scraps, Catherine scavenged most of the materials to build him from items found in her garage. "The inner mechanism is made from wood, hinges, and rubber bands," she explains. "Bicycle break cables run down to two control mechanisms by my waist." The creative puppeteer also attached key rings to the ends of the cables, allowing her to control the Kowakian monkey-lizard's jaw, head, and body movements. Wrapping paper molded with masking tape and painted with latex formed Salacious' skin, which provides a more realistic texture for the creature's flesh. Finally, the ingenious designer added an mp3 player and a small speaker that plays recordings of Crumb's laugh.

Catherine completed Salacious in time for both the convention and cruise, where she had quite the celebrity encounter. "While at Celebration, I got to meet Tim Rose [aka Admiral Ackbar]," beams the creative fan. "He told me some really neat stories about working with the real Salacious."



01

SUPERWEAPONS?

THE FALSE ECONOMIES OF SCALE

What is it about oppressive galactic regimes and their reliance on extreme weapons of mass destruction? *Star Wars Insider* considers why big isn't necessarily better.

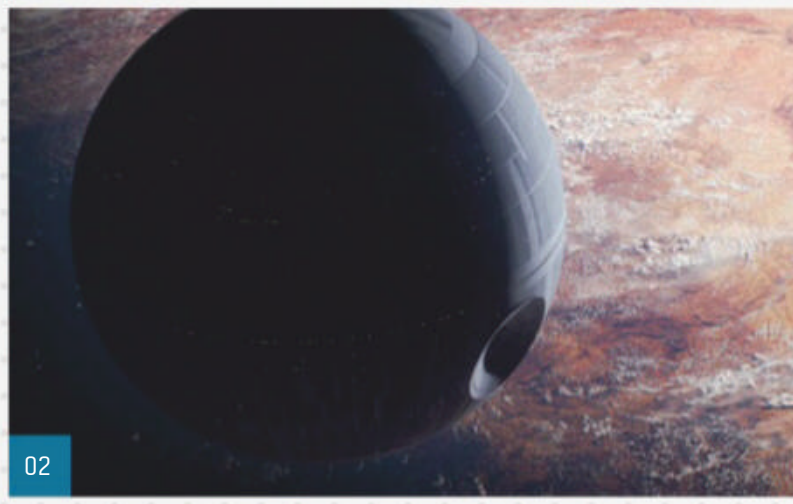
WORDS: JAY STOBIE

Both the Galactic Empire and First Order have reveled in their ability to construct technological terrors as a means of eradicating dissent, expanding their influence, and becoming dominant powers in the galaxy. And in all fairness to those evil institutions, who wouldn't want their own impenetrable battle station or a gigantic starship? A well-established infrastructure and significant assets rank as considerable advantages for these governments, so tapping into their strengths as a means to best their fledgling foes seems a logical course to pursue. Nevertheless, when reflecting upon the two Death Stars, Starkiller Base, and the *Supremacy*, these awe-inspiring weapons have ultimately proven to be short-lived, expensive, and incapable of defending themselves against much less well-equipped foes. Let's step back and examine the reasons why such impressively engineered facilities tend to produce subpar results for the *Star Wars* galaxy's bad guys.

Unreliable Employees

Hiring dedicated personnel for a project is difficult under any circumstances, so one can only imagine the problems inherent in locating loyal subordinates to design, build, and maintain something as immense as a superweapon. The task proved so trying for Director Orson Krennic that he eventually kidnapped his former friend and Imperial scientist Galen Erso in order to return him to the Death Star team. The tactic did not earn Galen's devotion and—separated from his family and forced to work for a regime he did not believe in—the scientist covertly installed a fatal flaw in the weapon. Galen also convinced Imperial cargo pilot Bodhi Rook to defect, and recruited him to deliver a message about the Death Star's hidden weakness to Saw Gerrera. With employees as unreliable as Erso and Rook on his side, it's a miracle that Krennic's work ever came to fruition.

The First Order experienced a similar staffing issue at Starkiller Base, where trooper FN-2187



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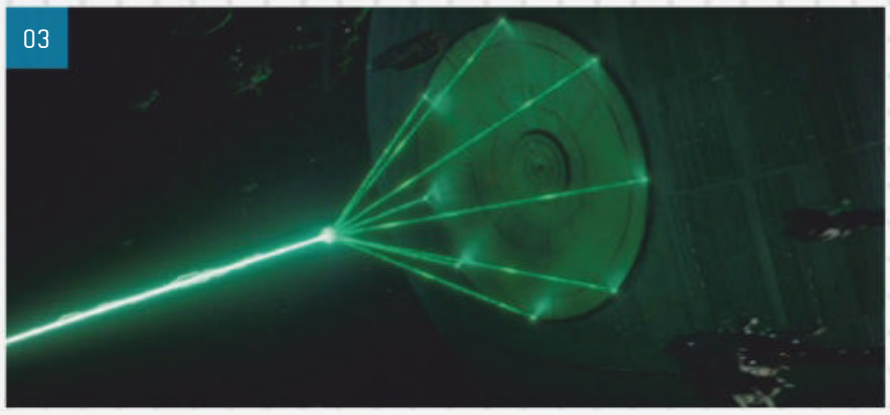
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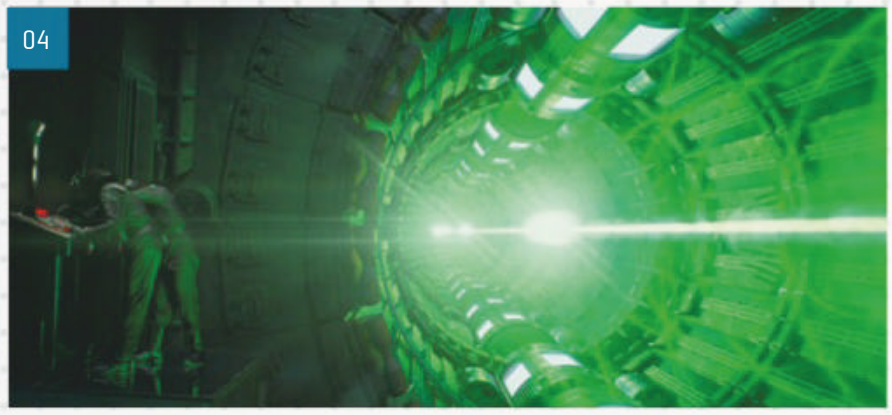
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01 Starkiller Base prepares to fire.

02 The immense first Death Star looms over Jedha.

03 The Death Star's
04 firepower was tested on Jedha and Scarif, to devastating effect.

05 Director Krennic, who oversaw construction of the original Death Star.

ONE CAN ONLY IMAGINE THE PROBLEMS INHERENT IN LOCATING LOYAL SUBORDINATES TO DESIGN, BUILD, AND MAINTAIN SOMETHING AS IMMENSE AS A SUPERWEAPON.

(named "Finn" by his Resistance pals) and Captain Phasma played prominent roles in rendering the sun-guzzling superweapon vulnerable to attack. Stormtrooper conditioning did not prevent Finn from switching allegiances, and although only a First Order sanitation specialist, he knew enough about the base's infrastructure to cause trouble for the regime he was determined to rebel against. In addition to pointing out the thermal oscillator at the Resistance's briefing, it was Finn who devised the scheme that involved capturing Phasma and coercing her into dropping the planet's defensive shields so that Poe's fighters could attack and cause a chain reaction to ripple throughout the base. While a reluctant participant, Phasma chose to save herself and lower the shields rather than do her duty and safeguard the First Order facility.

In a similar vein, Finn later returned to plague the First Order's mighty *Supremacy* by divulging the location of the breaker room where the ship's active tracker could be disrupted. However, the duplicitous character DJ brought his own talents to bear on the capital ship.

DJ's familiarity with the First Order's codeage and his shifting loyalties suggest that he may possibly have been employed by the group at some point, a job which supplied him with the knowledge required to slice his way through the *Supremacy's* shields and security doors. Although Finn and Rose's espionage ultimately failed, the First Order should undoubtedly reevaluate its freelancing procedures when it comes to employing the likes of DJ. Sensitive missions and questionable codebreakers evidently do not mix.

Overconfident Executives

When all is said and done, the responsibility for any endeavor lands squarely on the shoulders of those at the top of the command structure. The security breaches that festered under Krennic's watch reflected the director's poor supervision over the Death Star's construction. Krennic focused too much on who would receive the credit and how the station would increase his prestige with the Emperor. The director's incorrect belief that he had successfully crushed Galen's spirit by imprisoning him, murdering his wife, and separating him from his child surfaced as the epitome of arrogance and fueled the scientist's secret revenge.



06 A second, larger Death Star under construction near Endor.



07 Tenacious rebels attack the second Death Star.

08 Comparing notes on superweapon upgrades.

09 The First Order fires first.

10 Starkiller Base under attack.

Krennic's follies were rivaled by Admiral Motti's overconfidence in the Death Star's prowess. Motti's fervent declaration that, "Any attack made by the rebels against this station would be a useless gesture, no matter what technical data they've obtained. This station is now the ultimate power in the universe," sadly proved premature. But the ambitious admiral wasn't the only Imperial officer to be blinded by the Death Star's awesome potential—both Grand Moff Tarkin and Darth Vader allowed themselves to be lulled into the same sense of false security, arrogantly allowing Leia Organa and her friends to escape with the crucial readouts in order to locate the Alliance's hidden base. So enamored of the Death Star were Tarkin and Vader, they didn't even immediately deploy TIE fighters to counter the attack from the rebel squadrons; a costly move that gave Luke Skywalker just enough time to navigate his legendary trench run.

Several years later, it was Emperor Palpatine's own haughtiness that set the stage for the second Death Star's demise. The Sith Lord purposely lured the Alliance to Endor, tolerated a team infiltrating the forest moon's defenses, and toyed with his enemies rather than eliminating them outright, all because he sought to demonstrate his power by turning Luke to the dark side and wiping out the Rebellion's ships with the superweapon's deadly death ray. But his misguided decision to keep his Star Destroyers out of the fray and overreliance on superior numbers once again granted valuable time to the rebels—and spelled doom for the battle station.

General Hux's infatuation with Starkiller Base centered on the planet's potential to lay waste to the New Republic and the Resistance. Unlike its famous superweapon forefathers, Starkiller Base did triumph in one of its pursuits—it wiped out the New Republic's capital and fleet, enabling the First Order to begin occupying systems and asserting its control over the galaxy. However, Hux viewed the New Republic's dismantlement as a clear path to the Resistance's capitulation, and made the mistake of fatally underestimating their determination. Rather than give in, the Resistance channeled the spirit of their rebel predecessors and launched a last-ditch attack that silenced Starkiller Base and sent Hux fleeing to Supreme Leader Snoke.

Construction Problems

Every engineering feat encounters construction difficulties, from delays to spiraling budgets, and as history has shown, superweapons are not immune from these same problems. Director Krennic's desire to return Galen Erso to the Death Star project revolved around the need to reinvigorate the stalled efforts of the

station's designers and engineers. Grand Moff Tarkin cited setbacks and delays in his critique of Krennic's management style—despite the fact that Tarkin himself had been involved with the superweapon's development for almost two decades—and it was the director's eagerness to overcome further impediments that opened the door for Galen's betrayal and paved the way for the Death Star's destruction.

The second Death Star dealt with its own labor shortages to the point that Emperor Palpatine dispatched Darth Vader to 'motivate' Moff Jerjerrod. Although the station commander's pleas for additional assistance went unfulfilled, Jerjerrod managed to encourage his troops to finish their task prior to Palpatine's arrival. Perhaps the Emperor simply believed that Jerjerrod was not operating efficiently, but it's a possibility that the second Death Star had simply maxed out the Empire's resources at that time. In either case, Vader's visit ensured that the commander doubled his efforts and met Palpatine's deadline.

A SUPERWEAPON IS A TANTALIZING EXPENDITURE FOR ANY EMPEROR OR GALACTIC DESPOT.

Intrepid Rebels

Both the Galactic Empire and First Order severely underestimated the resolve and resourcefulness of their opponents, as the Rebellion and Resistance managed to defeat these mechanical monoliths with courageous feats and daring maneuvers on multiple occasions.

Who could have predicted that Jyn Erso would successfully organize a strike force, infiltrate the secure citadel at Scarif, and transmit the Death Star data to a waiting rebel fleet? Furthermore, after the plans arrived at Yavin 4, the Alliance's pilots willingly and selflessly faced down the moon-sized superweapon in their tiny snubfighters—even though they knew the odds were they might perish in the act.



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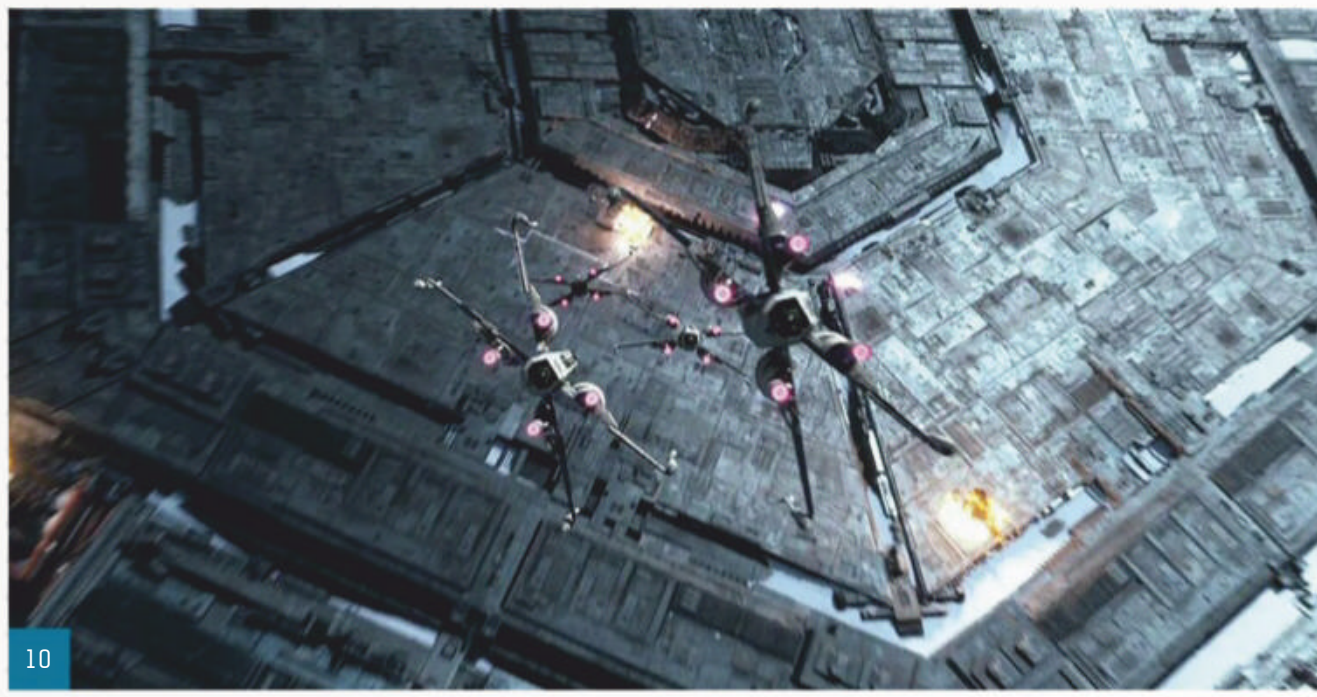
Rebel and Resistance forces displayed the same tenacity at Endor, Starkiller Base, and against the *Supremacy*. At the forest moon, Luke and his cohorts exhibited teamwork and faith in one another, prevailing against all odds. Han's daredevil plan to evade Starkiller Base's shields, Finn and Rose Tico's mission to find a master codebreaker, and Vice Admiral Holdo's selfless run on the *Supremacy* classify as unexpected wild cards that brought down the First Order's snowy enclave and Supreme Leader Snoke's flagship.

A superweapon is a tantalizing expenditure for any emperor or galactic despot, but construction efforts ultimately rely on fallible beings for leadership, design, and maintenance, and this is their real weakness. Mistakes must always be expected, but those errors are magnified in large-scale projects that drain credits, materials, and personnel. In addition, the resolve of those who will not bow down to tyranny cannot be ignored. Thermal exhaust ports and oscillators aside, it's the valiant deeds undertaken by benevolent heroes from the Rebellion and Resistance that have shown themselves to be the true Achilles heel for such obscene weapons of fear.



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The *Star Wars* Archive

Lights! Camera! Action!
Rare images from the
Star Wars photo archives.





Director J.J. Abrams gives direction to John Boyega (Finn) and his scene partner, Happy the Happabore, while filming *Star Wars: The Force Awakens* (2015) in Abu Dhabi.

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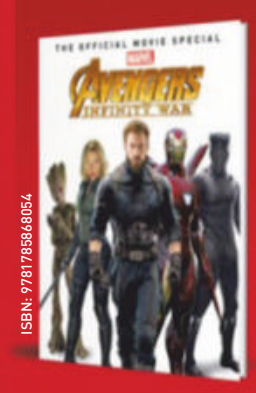

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Hit the Switch

19 GALACTIC PINBALL TABLES!

Star Wars Pinball comes to Nintendo Switch on September 13, spanning all three galactic eras.

With *Star Wars*™ Pinball debuting with its full collection of 19 digital pinball tables, we asked the game's developers, Zen, what players can most look forward to:

What can you tell us about the tables in *Star Wars*™ Pinball?

A lot of people know Zen for our amazing digital pinball tables, and we're happy to finally be able to bring a collection of *Star Wars*-themed tables to Nintendo Switch. There are tables based on all the movies and TV shows, from *Star Wars: A New Hope* to *Star Wars Rebels*, and we've also got tables based on individual characters, locations, and themes, like Jedi versus Sith battles in Masters of the Force.

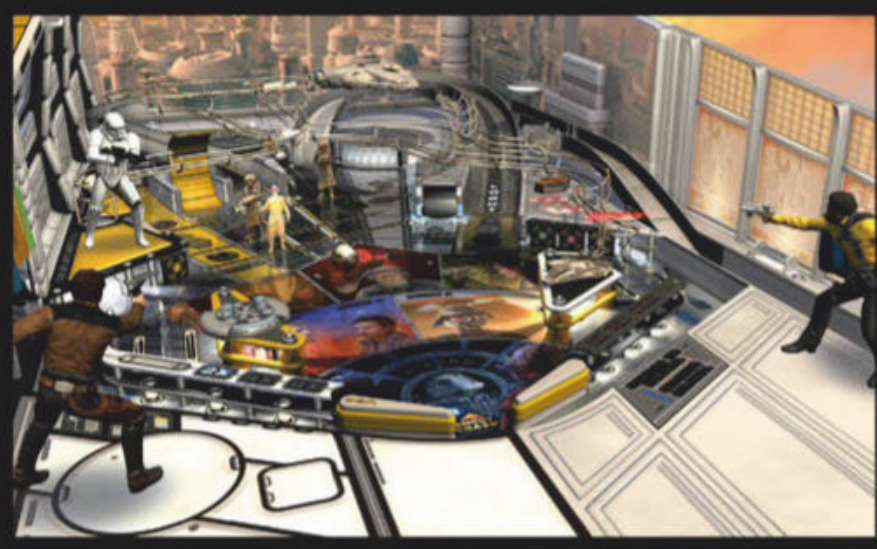
How are you using the unique functions of the Nintendo Switch?

HD Rumble gives the game a really great feel. You get a lot of tactile feedback, so when the ball hits the bumpers you really feel the effect in your hands. And vertical orientation lets you experience the playfield the way pinball is traditionally played. There are really cool peripherals like Fan Gamer's Flip Grip that make the play experience even better.

How great is it to collaborate with Nintendo on this first *Star Wars* game for the Switch?

Star Wars games have a great history on Nintendo platforms, dating back to the NES. Who can forget games like Super *Star Wars*, Shadows of the Empire, and the Rogue Squadron series? It's an honor to be associated with classic releases like that, and we're confident that fans will welcome us to that illustrious club.





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