



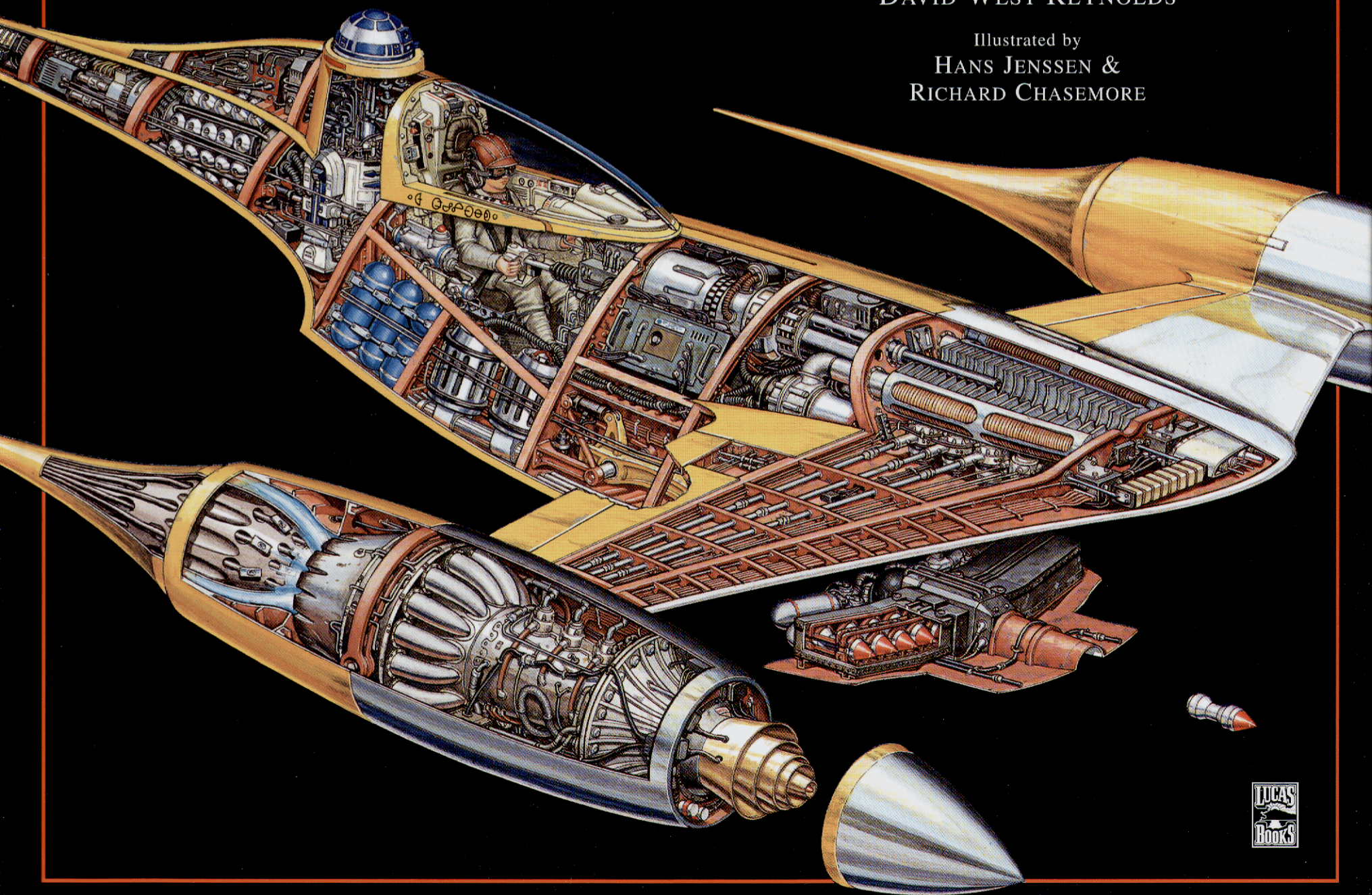
STAR WARS®

EPISODE I INCREDIBLE CROSS-SECTIONS

THE DEFINITIVE GUIDE TO THE CRAFT OF STAR WARS: EPISODE 1

Written by
DAVID WEST REYNOLDS

Illustrated by
HANS JENSSEN &
RICHARD CHASEMORE



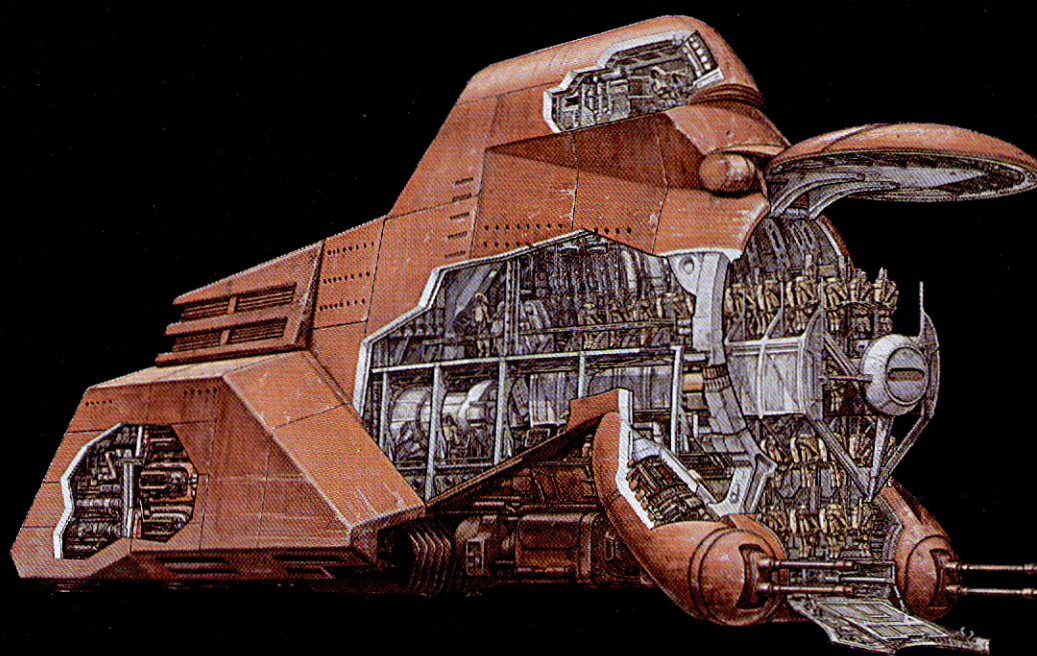
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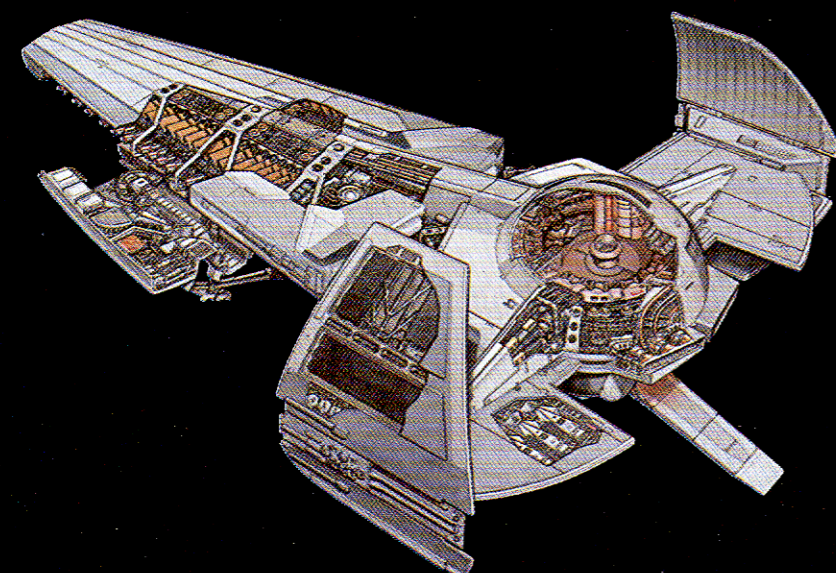
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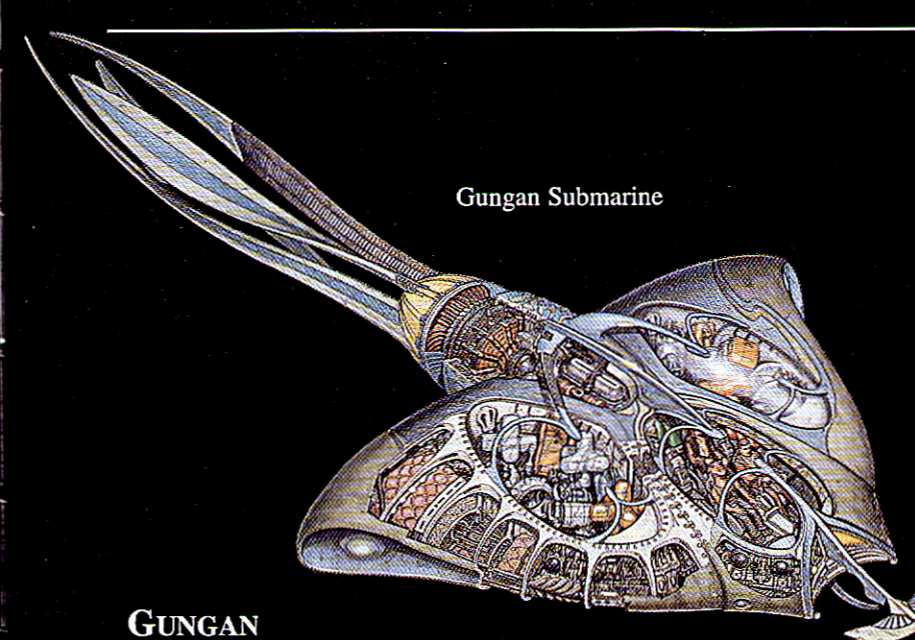
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INTRODUCTION

THE VEHICLES OF *Star Wars: Episode I* reveal a time very different from the later day when spacecraft of Empire and Rebels alike will bear the harsh lines and mechanical looks of factory-produced constructions. In this era, the Old Republic still rules the galaxy, and craftsmen still rule the world of design – although in both cases that rule is beginning to unravel. Market forces have only begun to undermine the ancient traditions of craftsmanship, and as a result we see individuality, elegant curves, and true art in many of Episodes I's vehicles. Looming over these creations is the specter of the Trade Federation, with its utilitarian cargo vessels converted into armed war freighters, its greedy practices ready to wipe out the mark of the individual craftsman in the heartless pursuit of profit. For now, however, the galaxy remains filled with extraordinary vessels, testaments – like all things a culture builds – to the unique identity of their age.



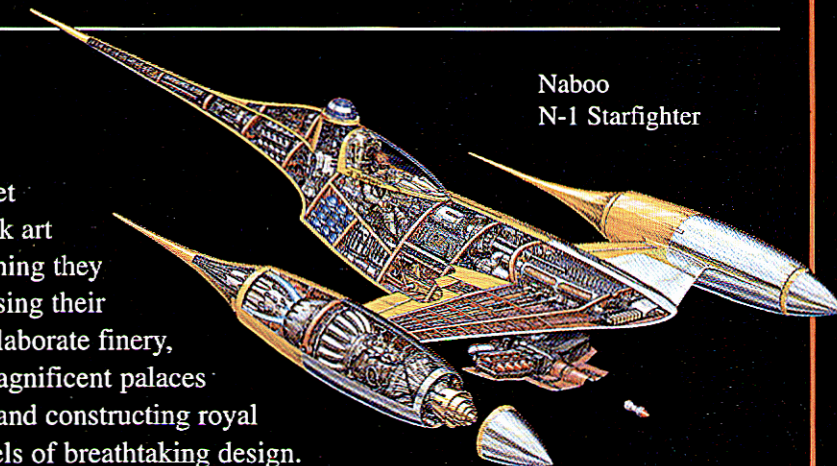
Gungan Submarine

GUNGAN

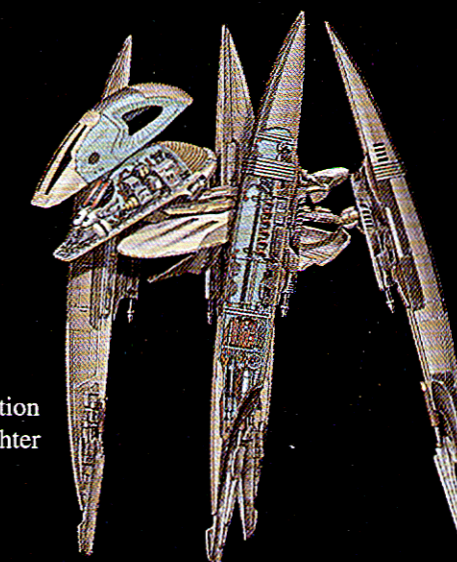
Quietly conducting their civilization hidden within the swamps and lakes of Naboo, the Gungans create organic artworks and vessels that express their closeness to the rhythms of life. The twin bases of their distinctive designs are the hydrostatic fields, which form bubbles of art in their buildings and submarines, and the organically grown shells they create as the skeletons of their constructions, both produced in a secret manner deep within their underwater cities.

NABOO

The people of the planet Naboo work art into everything they make, dressing their Queen in elaborate finery, building magnificent palaces and cities, and constructing royal space vessels of breathtaking design. Lacking major factories, the Naboo import high-precision components like hyperdrives and sublight engines from major galactic manufacturers on industrialized worlds, but they create beautiful spaceframes and ecologically safe modifications in accordance with the Naboo philosophy of life.



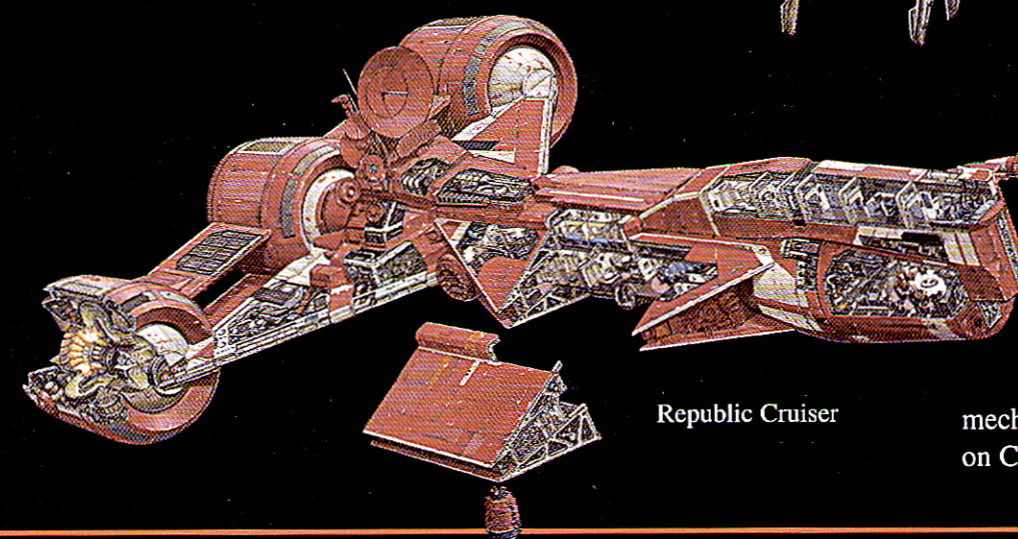
Naboo
N-1 Starfighter



Trade Federation
Droid Starfighter

TRADE FEDERATION

The strange society of the Neimoidian traders makes use of a variety of vessels, bearing both the mark of the past and the wave of the future. Their bizarre ground armor is crafted into fearful, vaguely animal-like forms. Their droid starfighters are the high-precision products of a religious culture that will be overrun by the coming of the marketplace. But their war freighters are pure utility, with only traces of the old tradition in their odd configuration. In this harsh texture of armor plate and exposed machinery is the vision of the coming age.



Republic Cruiser

THE REPUBLIC

Formerly a glorious government of free peoples uniting a vast galaxy in harmony and liberty, the Old Republic has fallen on harder times and has begun cutting back in its expenses. As its sky-scraping architecture becomes barren and soulless, so too do its spaceships begin to bear the mark of the factory more than the artist-engineer. Harsh lines and mechanical design distinguish the Republic Cruiser, while many vessels on Coruscant, like the air taxi, still exhibit the older sense of style.

REPUBLIC CRUISER

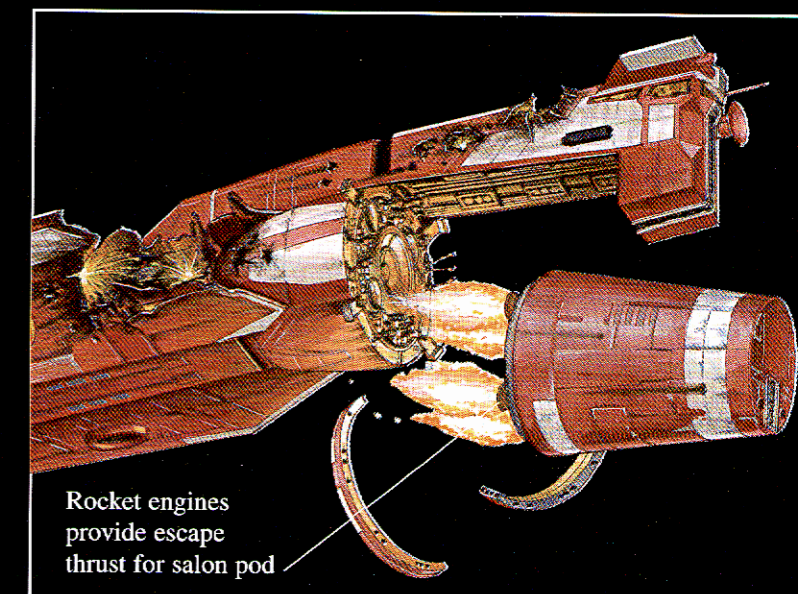
CARRYING TWO JEDI KNIGHTS into the heart of danger, the Republic Cruiser is dispatched by Supreme Chancellor Valorum to the blockaded planet of Naboo. The direct predecessor to the well-armed Blockade Runner Corvette, the peaceful Republic Cruiser was assembled in the great orbital shipyards of Corellia, and serves as a testament to the quality and fame of Corellian spacecraft design. The *Radiant VII* is a veteran of 34 years in service of the diplomatic corps of Coruscant itself, capital world of the Galactic Republic. The ship has endured many adventures, bringing Jedi Knights, ambassadors, and diplomats to trouble spots around the galaxy on missions of security and vital political significance. Its interchangeable salon pods are well-armored and insulated against any kind of eavesdropping. In this safe haven, critical negotiations can take place and crises can be averted.

THE SALON POD

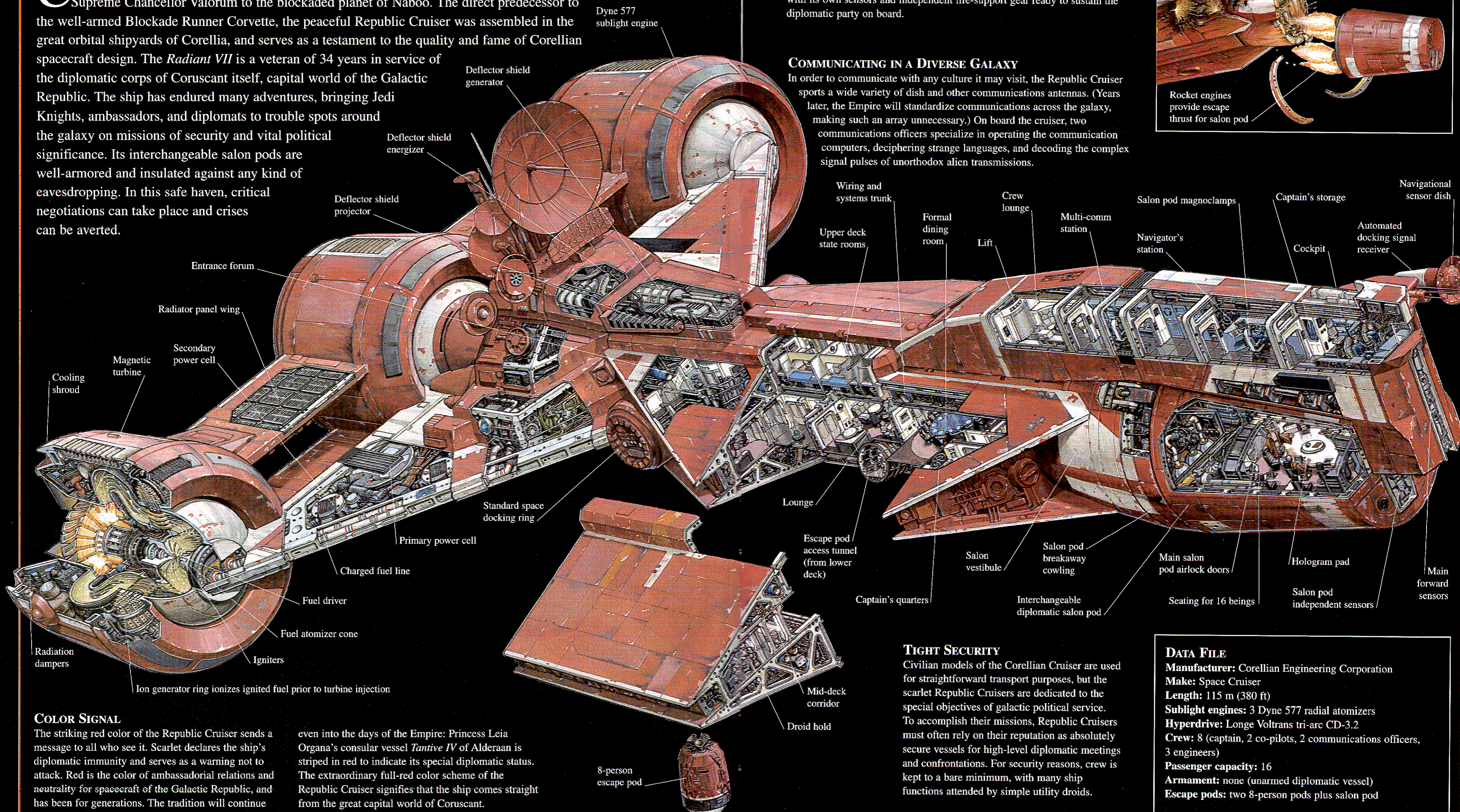
The Republic Cruiser often serves as a neutral meeting ground for Republic officials and leaders of groups in conflict. To accommodate the many kinds of alien physiology in the galaxy, customized salon pods are available in the hangars on Coruscant, and the Republic Cruiser can be equipped with any of these. In emergency situations, the entire salon pod can eject from the cruiser with its own sensors and independent life-support gear ready to sustain the diplomatic party on board.

COMMUNICATING IN A DIVERSE GALAXY

In order to communicate with any culture it may visit, the Republic Cruiser sports a wide variety of dish and other communications antennas. (Years later, the Empire will standardize communications across the galaxy, making such an array unnecessary.) On board the cruiser, two communications officers specialize in operating the communication computers, deciphering strange languages, and decoding the complex signal pulses of unorthodox alien transmissions.



Rocket engines provide escape thrust for salon pod



COLOR SIGNAL

The striking red color of the Republic Cruiser sends a message to all who see it. Scarlet declares the ship's diplomatic immunity and serves as a warning not to attack. Red is the color of ambassadorial relations and neutrality for spacecraft of the Galactic Republic, and has been for generations. The tradition will continue

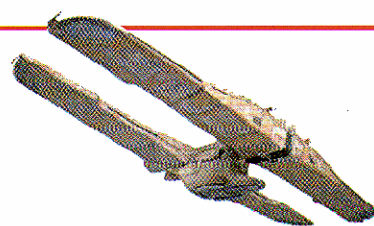
even into the days of the Empire: Princess Leia Organa's consular vessel *Tantive IV* of Alderaan is striped in red to indicate its special diplomatic status. The extraordinary full-red color scheme of the Republic Cruiser signifies that the ship comes straight from the great capital world of Coruscant.

TIGHT SECURITY

Civilian models of the Corellian Cruiser are used for straightforward transport purposes, but the scarlet Republic Cruisers are dedicated to the special objectives of galactic political service. To accomplish their missions, Republic Cruisers must often rely on their reputation as absolutely secure vessels for high-level diplomatic meetings and confrontations. For security reasons, crew is kept to a bare minimum, with many ship functions attended by simple utility droids.

DATA FILE

Manufacturer: Corellian Engineering Corporation
Make: Space Cruiser
Length: 115 m (380 ft)
Sublight engines: 3 Dyne 577 radial atomizers
Hyperdrive: Longe Voltrans tri-arc CD-3.2
Crew: 8 (captain, 2 co-pilots, 2 communications officers, 3 engineers)
Passenger capacity: 16
Armament: none (unarmed diplomatic vessel)
Escape pods: two 8-person pods plus salon pod

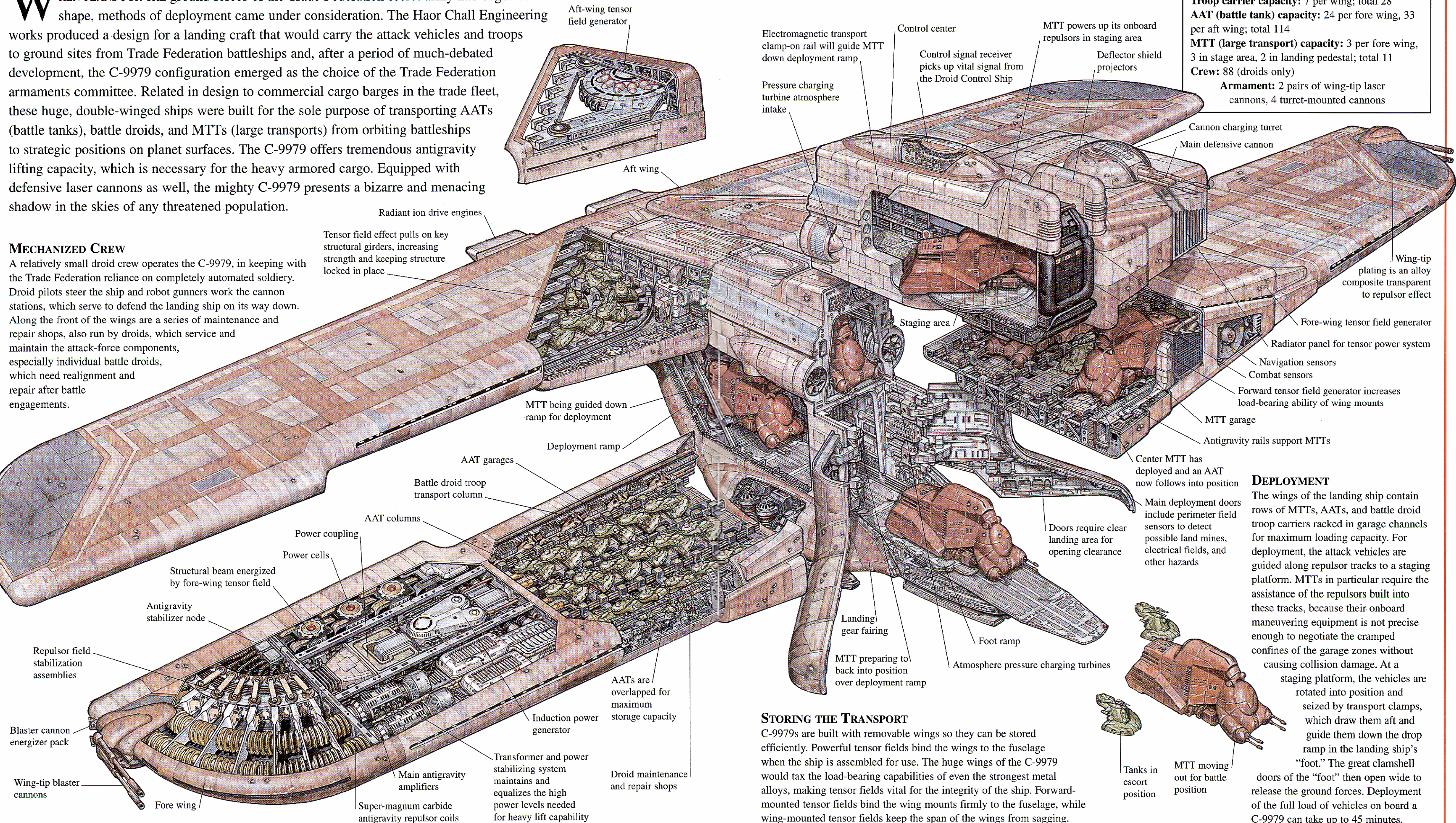


LANDING SHIP

WHEN PLANS FOR THE ground forces of the Trade Federation secret army had begun to take shape, methods of deployment came under consideration. The Haor Chall Engineering works produced a design for a landing craft that would carry the attack vehicles and troops to ground sites from Trade Federation battleships and, after a period of much-debated development, the C-9979 configuration emerged as the choice of the Trade Federation armaments committee. Related in design to commercial cargo barges in the trade fleet, these huge, double-winged ships were built for the sole purpose of transporting AATs (battle tanks), battle droids, and MTTs (large transports) from orbiting battleships to strategic positions on planet surfaces. The C-9979 offers tremendous antigravity lifting capacity, which is necessary for the heavy armored cargo. Equipped with defensive laser cannons as well, the mighty C-9979 presents a bizarre and menacing shadow in the skies of any threatened population.

MECHANIZED CREW

A relatively small droid crew operates the C-9979, in keeping with the Trade Federation reliance on completely automated soldiery. Droid pilots steer the ship and robot gunners work the cannon stations, which serve to defend the landing ship on its way down. Along the front of the wings are a series of maintenance and repair shops, also run by droids, which service and maintain the attack-force components, especially individual battle droids, which need realignment and repair after battle engagements.



LOADING

C-9979 landing ships are berthed in hidden hangar areas of the Trade Federation battleships. Here they are assembled, serviced, and maintained, and when ready for deployment they are loaded with MTTs, AATs, and troop carriers which have been prepared for combat. Landing ships are stored in an unloaded condition to reduce structural stress and so that the attack craft can be serviced individually.

DATA FILE

Design and manufacture: Haor Chall Engineering
Wingspan: 370 m (1,200 ft)
Hyperdrive: none
Max. atmospheric speed: 587 kph (365 mph)
Troop carrier capacity: 7 per wing; total 28
AAT (battle tank) capacity: 24 per fore wing, 33 per aft wing; total 114
MTT (large transport) capacity: 3 per fore wing, 3 in stage area, 2 in landing pedestal; total 11
Crew: 88 (droids only)
Armament: 2 pairs of wing-tip laser cannons, 4 turret-mounted cannons

STORING THE TRANSPORT

C-9979s are built with removable wings so they can be stored efficiently. Powerful tensor fields bind the wings to the fuselage when the ship is assembled for use. The huge wings of the C-9979 would tax the load-bearing capabilities of even the strongest metal alloys, making tensor fields vital for the integrity of the ship. Forward-mounted tensor fields bind the wing mounts firmly to the fuselage, while wing-mounted tensor fields keep the span of the wings from sagging.

DEPLOYMENT

The wings of the landing ship contain rows of MTTs, AATs, and battle droid troop carriers racked in garage channels for maximum loading capacity. For deployment, the attack vehicles are guided along repulsor tracks to a staging platform. MTTs in particular require the assistance of the repulsors built into these tracks, because their onboard maneuvering equipment is not precise enough to negotiate the cramped confines of the garage zones without causing collision damage. At a staging platform, the vehicles are rotated into position and seized by transport clamps, which draw them aft and guide them down the drop ramp in the landing ship's "foot." The great clamshell doors of the "foot" then open wide to release the ground forces. Deployment of the full load of vehicles on board a C-9979 can take up to 45 minutes.

MTT (LARGE TRANSPORT)

THE TRADE FEDERATION'S Baktoid Armor Workshop has long designed armaments for Trade Federation customers. When called upon to design and build vehicles for the Trade Federation droid army, it easily turned its resources to the creation of deadly weapons made to ensure a long line of future customers. The Trade Federation MTT (Multi Troop Transport, or simply large transport) was designed to convey platoons of ground troops to the battlefield and support them there. Its deployment on Naboo is its first use in major military action, and many large transports had seen only training exercises on remote worlds before being used there. They are designed for deployment in traditional battle lines, hence their heavy frontal armor. Reinforced and studded with case-hardened metal alloy studs, the MTT's face is designed to ram through walls so that troops may be deployed directly into enemy buildings (or "future customer buildings," as the Trade Federation often prefers to say). When ready to deploy, it opens its large front hatch to release the battle droid contingents from its huge storage rack, extended on a powerful hydraulic rail. Two droid pilots direct it according to instructions transmitted from the orbiting Droid Control Ship.

DATA FILE

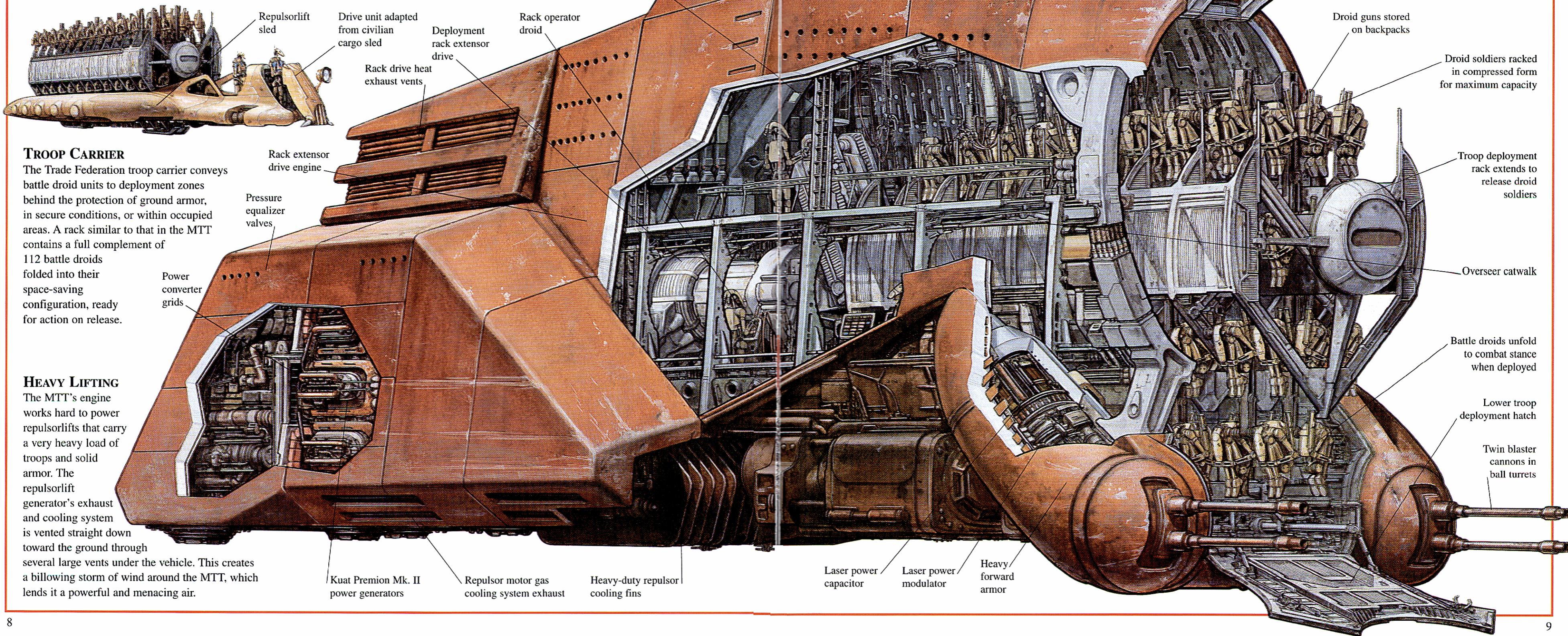
Design and manufacture: Baktoid Armor Workshop
Troop capacity: 112 battle droids carrying standard blaster rifles
Armament: four 17 kv anti-personnel blasters twin-mounted in ball turrets
Length: 31 m (103 ft)
Height: 13 m (43 ft)
Max. ground speed: 35 kph (22 mph)
Max. lift altitude: 4 m (13 ft)
Deployment method: carried to planet surface in C-9979 landing ship

THE BAKTOID SIGNATURE IN DESIGN

The MTT (large transport) was designed by the same Baktoid workshop that developed the AAT (battle tank) for the Trade Federation secret army. The distinctive Baktoid style gives both vehicles a look reminiscent of heavy, jungle-dwelling animals. Both are designed for use in formal battle lines and place vital equipment such as reactor and main engines at the rear, protected behind the heavy armor of the front surfaces.

THE DEPLOYMENT RACK

The original design of the MTT called for an open staging chamber inside it, but the Baktoid Armor Workshop is known for its original designs, and the MTT had the unusual job of conveying soldiers that were not living beings, but droids. The Baktoid engineers worked out a system that would load battle droids folded into very small configurations into a giant deployment rack. This rack would more than double the troop capacity of the MTT, extending to release the compressed troops which would then unfold into fighting configuration. At the conclusion of a battle, troops are reloaded into the rack and safely carried back to their base. The original open-staging chamber MTT design was retained for carrying wheel-like destroyer droids.



PROPULSION

The sub uses rotating fins to cycle water through an electromotive field that actually drives the ship. The fins contain flat, flexible electronic units linked in series, which send electrical impulses down their length, pushing the water along. Combined with the rotating fins, this electromotive field can grab onto and displace a great deal of water, hurtling the sub through the sea at great speed.

Flexible electromotive fins drive and steer the sub

Secondary drive fin (can carry reverse impulses)

BUOYANCY

The sub maintains buoyancy through the use of spongelike hydrostatic chambers. These chambers work like the diving organs of some sea creatures, changing density via the absorption and emission of a heavy oil in a "lifelike" way to control buoyancy and make the sub rise or sink.

DATA FILE

Design and manufacture: Otoh Gunga Bongameken Cooperative
Make: tribubble bongo sub
Length: 15 m (50 ft)
Cargo capacity: 800 kg (1800 lb) in each of 2 cargo bubbles
Crew: 1 (with 2 passengers)
Special features: the forward cockpit can eject as an escape pod in emergencies, but can sustain its hydrostatic field only briefly, so it must race for the surface in case of a disaster before its power runs out

Electromotive impulse field carriers

The dome at the base of the fins both rotates them and provides the power impulses for the electromotive field

Fins are tough but flexible

Centrifugal pulse conversion electric engine

The power unit just inside the rear of the sub provides primary power for the electromotive field and the cockpit field generators. All the rest of the sub's systems require little energy compared to these high-power systems. The sub's repulsorlift discs (on the underside) are typically used only for launch and docking, when the electromotive field is not in use

Hydrostatic field receptors

GUNGAN SUB PEN

To outside eyes the Gungan sub pen might look like an elaborate and beautiful structure of special significance; however, within Otoh Gunga it is just an ordinary docking port. Gungans believe that everything they make speaks of who they are, and that anything they construct should add to the beauty of their world.

HYDROSTATIC BUBBLES

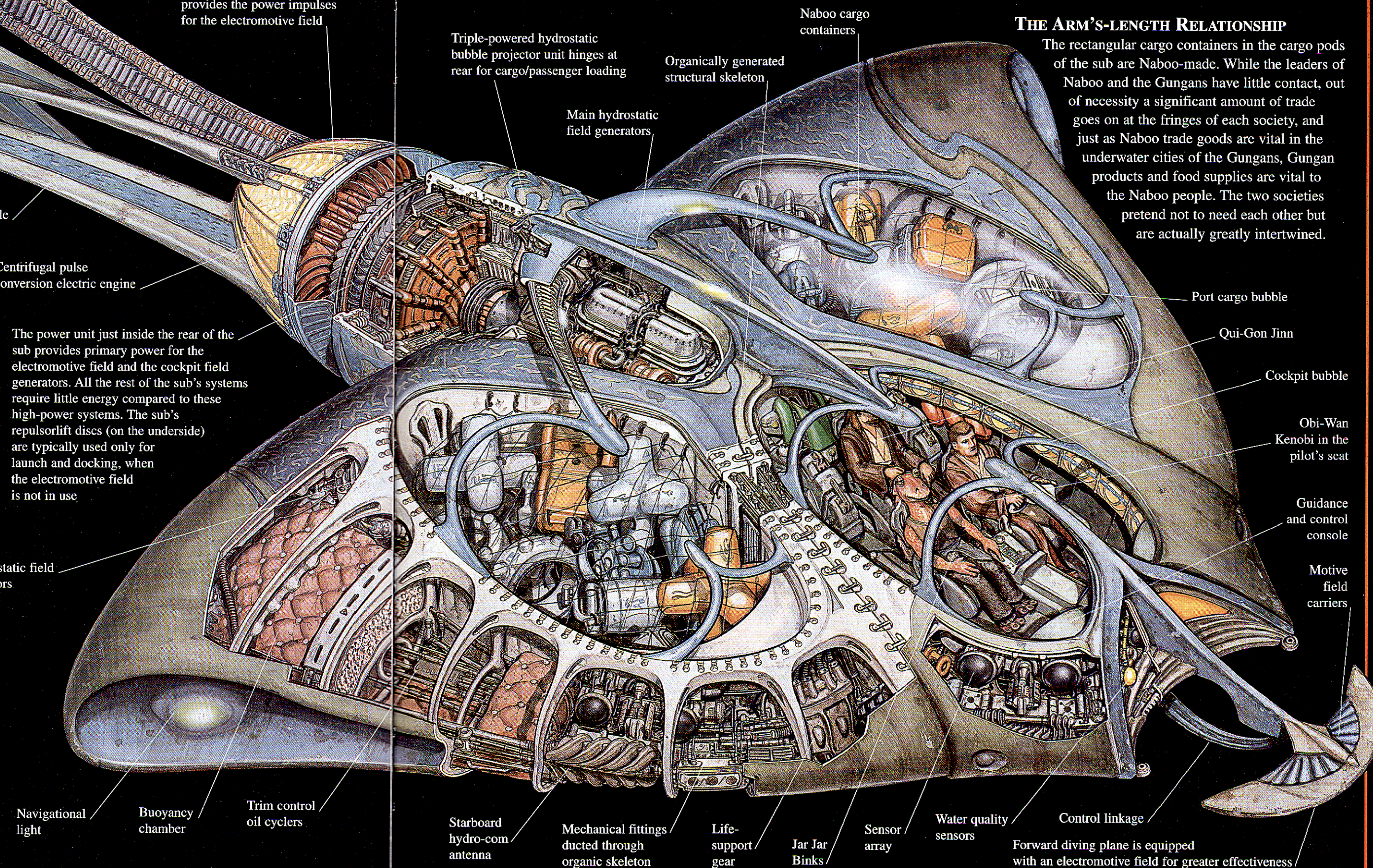
The cockpit bubbles of the sub work on the same principle as the bubbles enclosing the underwater city of Otoh Gunga and the sub pen shown above. A hydrostatic field is projected between the prong over each cockpit and the margins where the bubble meets the sub body. The prong and the powerful receptors in the bubble margin act as opposing poles. A force current running between these two poles creates the hydrostatic field of the cockpit bubble that holds air in and water out, while still allowing solid objects to pass through.

GUNGAN SUB

THIS KIND OF SUBMERSIBLE is a common utility transport in Otoh Gunga, designed to carry passengers, cargo, or both. The forward cockpit bubble carries only pilot and passengers, but the side bubbles can carry either passengers or cargo depending on whether they are fitted with seats. The sub's distinctive form originates from both the Gungans' construction methods and their love of artistic design. The Gungans produce many of their structures using a secret method that actually "grows" the basic skeletons or shells of buildings or vehicles. This gives Gungan constructions a distinctive organic look, which is then complemented by artistic detail, even on simple vehicles like the sub. Gungan organically generated shells can be combined to make complex constructions, and then modified and fitted with electronic and mechanical components to give them the needed functionality. The organic skeletons are exceptionally strong, though still susceptible to damage by some of the larger sea monsters encountered in deep waters.

THE ARM'S-LENGTH RELATIONSHIP

The rectangular cargo containers in the cargo pods of the sub are Naboo-made. While the leaders of Naboo and the Gungans have little contact, out of necessity a significant amount of trade goes on at the fringes of each society, and just as Naboo trade goods are vital in the underwater cities of the Gungans, Gungan products and food supplies are vital to the Naboo people. The two societies pretend not to need each other but are actually greatly intertwined.



Naboo cargo containers

Triple-powered hydrostatic bubble projector unit hinges at rear for cargo/passenger loading

Organically generated structural skeleton

Main hydrostatic field generators

Port cargo bubble

Qui-Gon Jinn

Cockpit bubble

Obi-Wan Kenobi in the pilot's seat

Guidance and control console

Motive field carriers

Navigational light

Buoyancy chamber

Trim control oil cyclers

Starboard hydro-com antenna

Mechanical fittings ducted through organic skeleton

Life-support gear

Jar Jar Binks

Sensor array

Water quality sensors

Control linkage

Forward diving plane is equipped with an electromotive field for greater effectiveness

NABOO QUEEN'S ROYAL STARSHIP

THE ROYAL STARSHIP of Queen Amidala of Naboo is a unique starship handcrafted by the Theed Palace Space Vessel Engineering Corps. Completed six years ago, the Royal Starship replaced the previous royal vessel before Queen Amidala came to office. The gleaming craft, usually helmed by the Queen's chief pilot Ric Olié, conveys Queen Amidala in matchless style to locations around Naboo for royal visitations, parades, and other observances. The ship also carries Amidala on formal state visits to other planetary rulers or to the Galactic Senate at the capital world of Coruscant itself. It is designed for short trips, and accordingly features limited sleeping facilities, primarily dedicated for the ruler and a customary entourage.

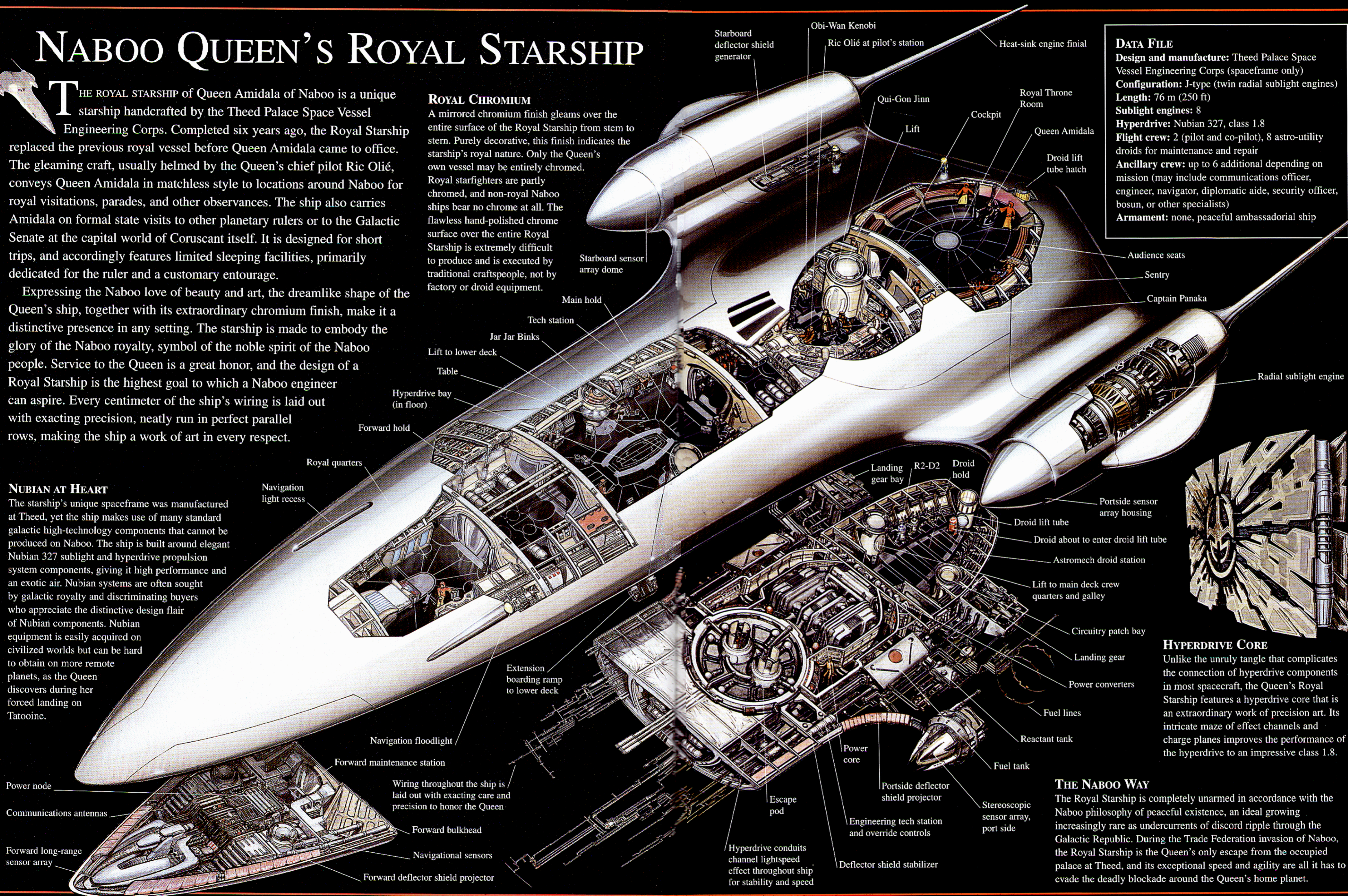
Expressing the Naboo love of beauty and art, the dreamlike shape of the Queen's ship, together with its extraordinary chromium finish, make it a distinctive presence in any setting. The starship is made to embody the glory of the Naboo royalty, symbol of the noble spirit of the Naboo people. Service to the Queen is a great honor, and the design of a Royal Starship is the highest goal to which a Naboo engineer can aspire. Every centimeter of the ship's wiring is laid out with exacting precision, neatly run in perfect parallel rows, making the ship a work of art in every respect.

NUBIAN AT HEART

The starship's unique spaceframe was manufactured at Theed, yet the ship makes use of many standard galactic high-technology components that cannot be produced on Naboo. The ship is built around elegant Nubian 327 sublight and hyperdrive propulsion system components, giving it high performance and an exotic air. Nubian systems are often sought by galactic royalty and discriminating buyers who appreciate the distinctive design flair of Nubian components. Nubian equipment is easily acquired on civilized worlds but can be hard to obtain on more remote planets, as the Queen discovers during her forced landing on Tatooine.

ROYAL CHROMIUM

A mirrored chromium finish gleams over the entire surface of the Royal Starship from stem to stern. Purely decorative, this finish indicates the starship's royal nature. Only the Queen's own vessel may be entirely chromed. Royal starfighters are partly chromed, and non-royal Naboo ships bear no chrome at all. The flawless hand-polished chrome surface over the entire Royal Starship is extremely difficult to produce and is executed by traditional craftspeople, not by factory or droid equipment.



DATA FILE

Design and manufacture: Theed Palace Space Vessel Engineering Corps (spaceframe only)
Configuration: J-type (twin radial sublight engines)
Length: 76 m (250 ft)
Sublight engines: 8
Hyperdrive: Nubian 327, class 1.8
Flight crew: 2 (pilot and co-pilot), 8 astro-utility droids for maintenance and repair
Ancillary crew: up to 6 additional depending on mission (may include communications officer, engineer, navigator, diplomatic aide, security officer, bosun, or other specialists)
Armament: none, peaceful ambassadorial ship

HYPERDRIVE CORE

Unlike the unruly tangle that complicates the connection of hyperdrive components in most spacecraft, the Queen's Royal Starship features a hyperdrive core that is an extraordinary work of precision art. Its intricate maze of effect channels and charge planes improves the performance of the hyperdrive to an impressive class 1.8.

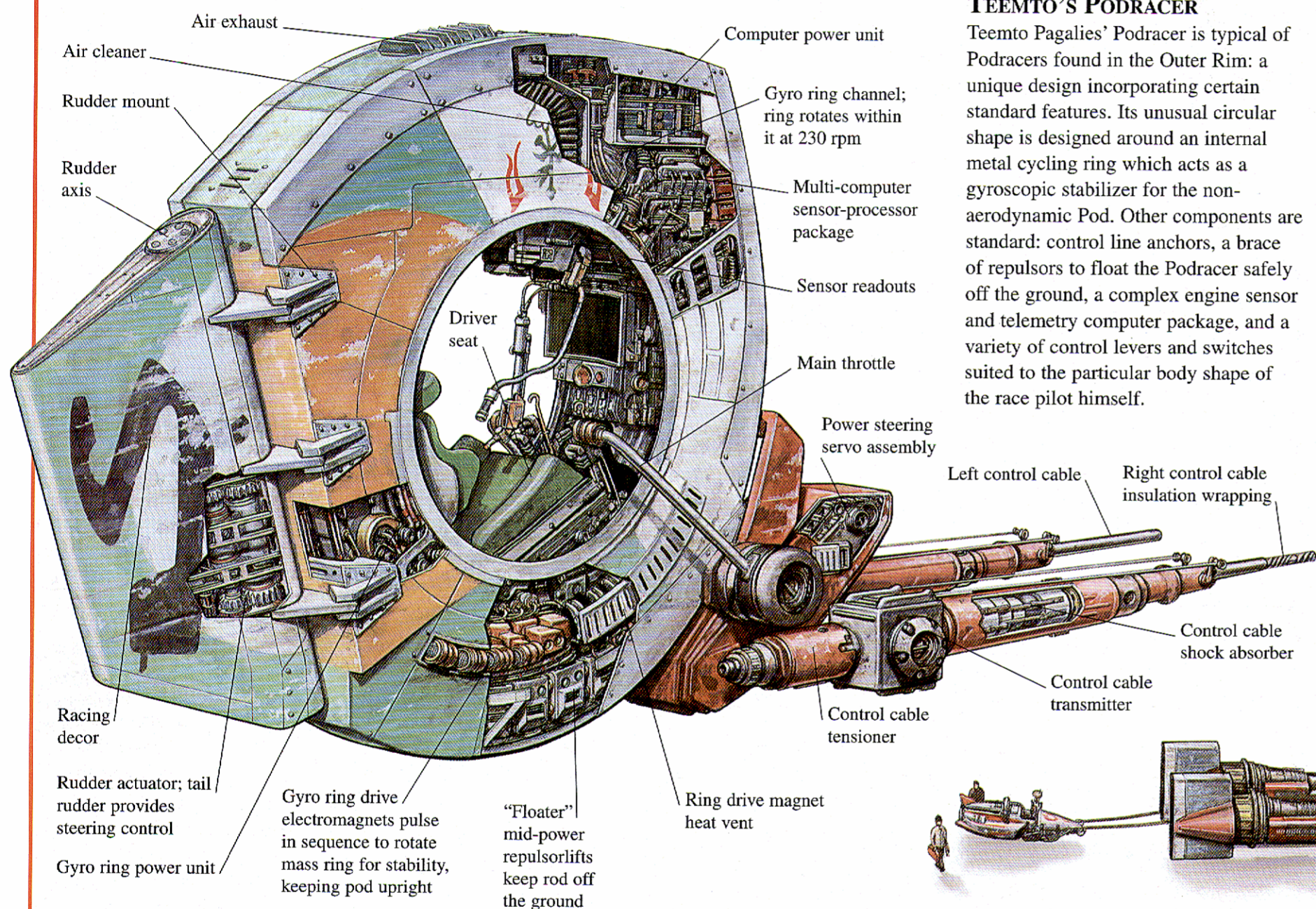
THE NABOO WAY

The Royal Starship is completely unarmed in accordance with the Naboo philosophy of peaceful existence, an ideal growing increasingly rare as undercurrents of discord ripple through the Galactic Republic. During the Trade Federation invasion of Naboo, the Royal Starship is the Queen's only escape from the occupied palace at Theed, and its exceptional speed and agility are all it has to evade the deadly blockade around the Queen's home planet.



PODRACERS

HIGH-SPEED PODRACING harkens back to primitive eras with its traditional Podracer designs and the mortal danger seen in racing spectacles. Pulled on flexible control cables by fearsomely powerful independent engines, a small open cockpit (the "Pod") carries a daring pilot at speeds that can exceed 800 kilometers (500 miles) per hour. Considered in its lightning-fast modern form too much for humans to manage, Podracing is almost exclusively carried on by other species that sport more limbs, more durable bodies, a wider range of sensory organs, or other biological advantages.



THE STORY OF THE SPORT

Podracing has its origins in ancient contests of animal-drawn carts, of the kind still seen in extremely primitive systems far from the space lanes. Long ago a daring mechanic called Phobos recreated the old arrangement with repulsorlift Pods and flaming jet engines for a whole new level of competition and risk. The famous first experimental race ensured Podracing's reputation as an incredibly dangerous and popular sport.

PODRACING TODAY

Long ago banned from most civilized systems, Podracing is still famous on Malastare and in a few other locales. Real Podracing aficionados, however, look beyond the Republic to the rugged worlds of the Outer Rim, where Podraces still serve as a spectacle for hundreds of thousands and vast gambling fortunes are made and lost. This naturally makes the Hutts an accessory to most racing venues.

TEEMTO'S PODRACER

Teemto Pagalies' Podracer is typical of Podracers found in the Outer Rim: a unique design incorporating certain standard features. Its unusual circular shape is designed around an internal metal cycling ring which acts as a gyroscopic stabilizer for the non-aerodynamic Pod. Other components are standard: control line anchors, a brace of repulsors to float the Podracer safely off the ground, a complex engine sensor and telemetry computer package, and a variety of control levers and switches suited to the particular body shape of the race pilot himself.

A SPECTATOR'S GUIDE TO THE PODRACERS

Eighteen Podracers, many well known at Mos Espa, qualify for the great Boonta Eve Race, in which nine-year-old Anakin Skywalker enters his customized Radon-Ulzer. Notoriously fine-tuned machines, not all these Podracers make it as far as the starting line ... and several more never make it to the finish. While mechanical breakdowns are not uncommon, the high-stakes Boonta is also menaced by discreet sabotage.

0 5
Scale in meters
(5 m = 16 1/2 ft)

BEN QUADINAROS

RATTS TYERELL

BOLES ROOR

DUD BOLT

ANAKIN SKYWALKER

MARS GUO

SEBULBA

TEEMTO PAGALIES

ALDAR BEEDO

NEVA KEE

GASGANO

ARK "BUMPY" ROOSE

ODY MANDRELL

ELAN MAK

EBE ENDOCOTT

MAWHONIC

WAN SANDAGE

CLEGG HOLDFAST

THE RACE LINEUP

Racers qualify for starting positions at the Mos Espa arena via a complex set of traditions which involve a combination of past performance, popularity, and random chance. Most Podracers feature a distinctive ensign or decor scheme representing a race pilot's rich patron, family lineage, protective deity, supporting guild, or simply colors that appeal to them. Colorful flags bearing these emblems herald the beginning of the formal race ceremony, and dynamic racing graphics decorate the vehicles for visibility and good luck. As with the Podracer designs, the bewildering variety of ensign types seen at Mos Espa arena contributes to the dazzling spectacle of the races.

ANAKIN'S CREATION

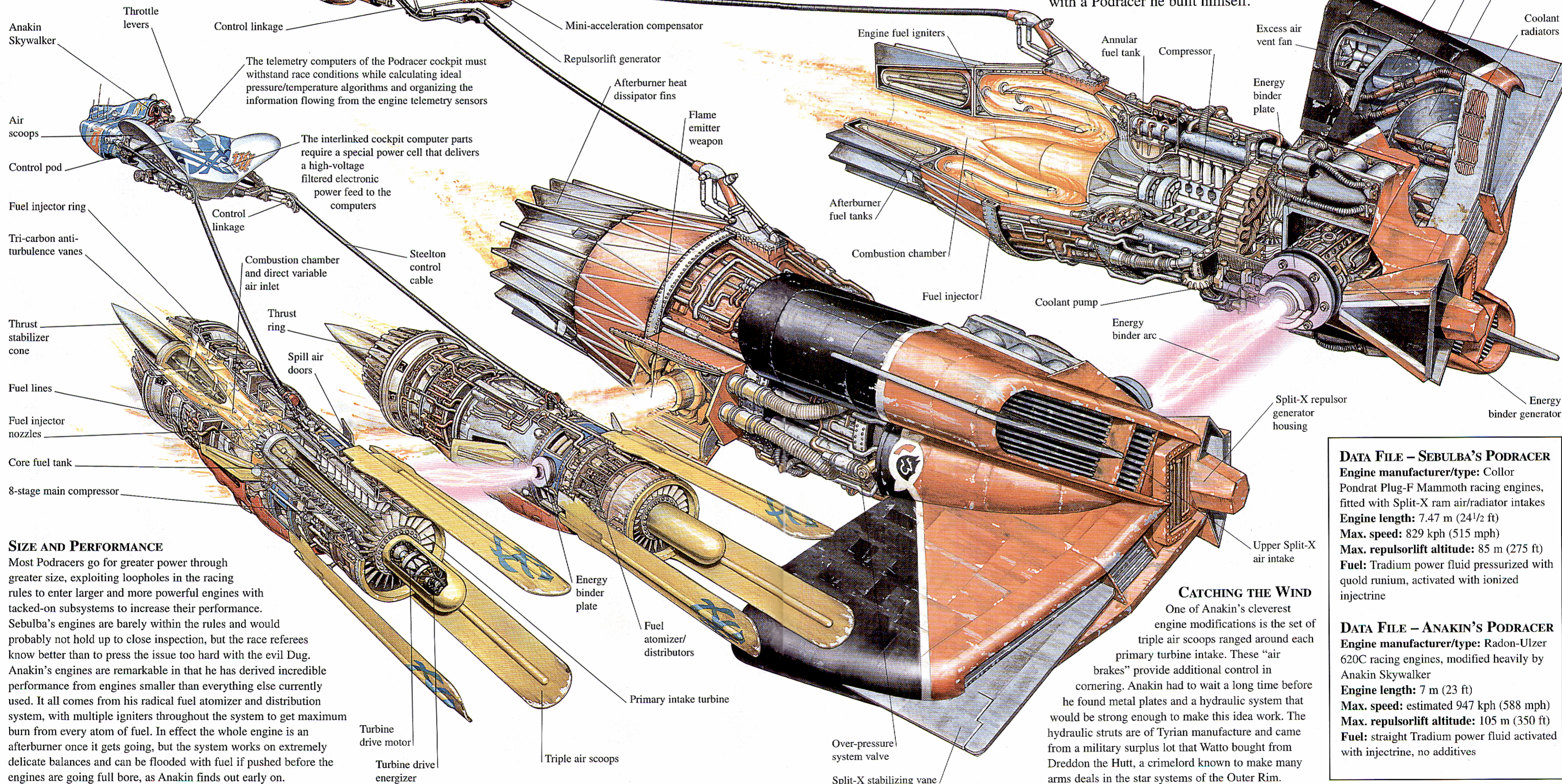
Anakin made his engines from salvaged Radon-Ulzer racing engines that Watto regarded as too burned-out to be worth keeping track of. Anakin did a great deal of rewiring and re-routed the fuel distribution, adding a whole new subsystem that injects much more fuel throughout the combustion sequence to develop radically greater thrust.

WINNING, SEBULBA STYLE

Sebulba is maniacally driven to win, and his determination goes further than exceeding race rules on his engine parameters and threatening race officials who ask too many questions. Whispered rumors in the pits describe weapons built into Sebulba's engines. At the 800 kph (500 mph) speeds of Podracing, who can tell what's really happening way out there on the flats and in the canyons? So far his crimes go unpunished. Sebulba has been accused before, but his engines always seem to be clean when officials demand an inspection. Different systems made to be removable keep the wily Dug from being caught for his murderous cheating. At present, his primary weapon is a flame emitter, which fries competitors' engines.

ANAKIN'S & SEBULBA'S PODRACERS

THE GREAT BOONTA EVE RACE ON TATOOINE is a legend among Podracers. It is here that racers congregate from widespread star systems to match their skills and their engines against the best, in a setting largely unrefined by civilized society or its rules. Here are to be seen the most determined racers, the most extreme power ratios, the most exciting experimental engines that would be illegal elsewhere, and the most underhanded tactics to be found in the sport. And it is on this stage that a nine-year-old boy named Anakin Skywalker faces the highest possible stakes with a Podracer he built himself.



SIZE AND PERFORMANCE

Most Podracers go for greater power through greater size, exploiting loopholes in the racing rules to enter larger and more powerful engines with tacked-on subsystems to increase their performance. Sebulba's engines are barely within the rules and would probably not hold up to close inspection, but the race referees know better than to press the issue too hard with the evil Dug. Anakin's engines are remarkable in that he has derived incredible performance from engines smaller than everything else currently used. It all comes from his radical fuel atomizer and distribution system, with multiple igniters throughout the system to get maximum burn from every atom of fuel. In effect the whole engine is an afterburner once it gets going, but the system works on extremely delicate balances and can be flooded with fuel if pushed before the engines are going full bore, as Anakin finds out early on.

DATA FILE – SEBULBA'S PODRACER

Engine manufacturer/type: Collor Pondrat Plug-F Mammoth racing engines, fitted with Split-X ram air/radiator intakes
Engine length: 7.47 m (24½ ft)
Max. speed: 829 kph (515 mph)
Max. repulsorlift altitude: 85 m (275 ft)
Fuel: Tradium power fluid pressurized with quold runium, activated with ionized injectrine

DATA FILE – ANAKIN'S PODRACER

Engine manufacturer/type: Radon-Ulzer 620C racing engines, modified heavily by Anakin Skywalker
Engine length: 7 m (23 ft)
Max. speed: estimated 947 kph (588 mph)
Max. repulsorlift altitude: 105 m (350 ft)
Fuel: straight Tradium power fluid activated with injectrine, no additives

CATCHING THE WIND

One of Anakin's cleverest engine modifications is the set of triple air scoops ranged around each primary turbine intake. These "air brakes" provide additional control in cornering. Anakin had to wait a long time before he found metal plates and a hydraulic system that would be strong enough to make this idea work. The hydraulic struts are of Tyrian manufacture and came from a military surplus lot that Watto bought from Dreddon the Hutt, a crimelord known to make many arms deals in the star systems of the Outer Rim.

TOOLS OF EVIL

Built beneath the invisibility field projector are compartments containing equipment for Darth Maul's missions. Floating "dark eye" probe droids, a speeder bike, interrogator droids, prisoner torture devices, spying and surveillance gear, bombs, mines, and eavesdropping technology are only part of the Sith Lord's inventory, and Darth Maul is never at a loss for equipment. Sith training has made Maul less reliant on technology and stronger in his inner abilities, but he keeps his Infiltrator fully equipped with the most advanced technology to maximize his power.

Darth Maul's speeder bike is deployed through the underside cargo hatch

Storage for poisons, deadly weapons, blades, and other devices of evil intent

Access channel to cloak field generator and portions of cargo bay

Cargo drop panel folds down to allow access to stored items

"Dark eye" probe droids are remote activated

Swing bin

Stygium crystal mounts

Cloak field generator

THE INVISIBLE ENEMY

Invisibility fields were considered theoretical until the discovery of the rare stygium crystals on the volcanically turbulent planet Aeten II in the Outer Rim. An invisibility field is a terrifying weapon, since it can defeat most security systems and make acts of theft, sabotage, and assassination all but unstoppable.

Cloak generator hood

High-speed drive engine

Steering handle

Accelerator pedal

SPEEDER BIKE

Unarmed, this speeder's only special equipment is a high-acceleration engine enabling the bike to reach amazing speeds and cut tight corners. The open design gives excellent visibility.

Radiator fin (open)

Waste energy phasing node

Power cell array

Control console

Maul's seat

Acceleration compensator (ring type)

Lift

Radiator fin (closed)

Passenger seats

High temperature ion drive circuitry

Thrust trace dampers

Sublight engines

UNORTHODOX TECHNOLOGY

The armed courier upon which the Infiltrator was based is a development of Raith Sienar's Advanced Projects laboratory, which continues to experiment with unorthodox spacecraft technologies. Sienar's designs often incorporate weapons even in craft made for peaceful purposes.

Lord Maul

Power cells

Extensive power cell array

Heat and radiation exchange system



SITH INFILTRATOR

DURING THEIR LONG CENTURIES of secret actions against the Jedi Order, Sith apprentices have maintained a tradition of special spacecraft suited to their evil missions, called Sith Infiltrators. Darth Maul's dreaded craft is the latest in this ancient line of dark vessels and is perhaps the most dangerous Infiltrator yet created. Able to appear and disappear with the ease of a shadow, it hides in its distinctive long prow a formidable full-effect cloaking device, a technological wonder that gives it invisibility on command. The Infiltrator is a customized version of an advanced armed star courier design from the workshop of the technological genius Raith Sienar, and features laser cannons, extensive sensor systems, and an experimental high-temperature ion engine system requiring large radiator panels, which fold inward during landings. Darth Maul uses the powerful capabilities of his Infiltrator to learn secret information, plant sabotage, and track targeted individuals anywhere in the galaxy. The evasive and deadly craft is an appropriate extension of the uncanny abilities of its Sith Lord pilot.

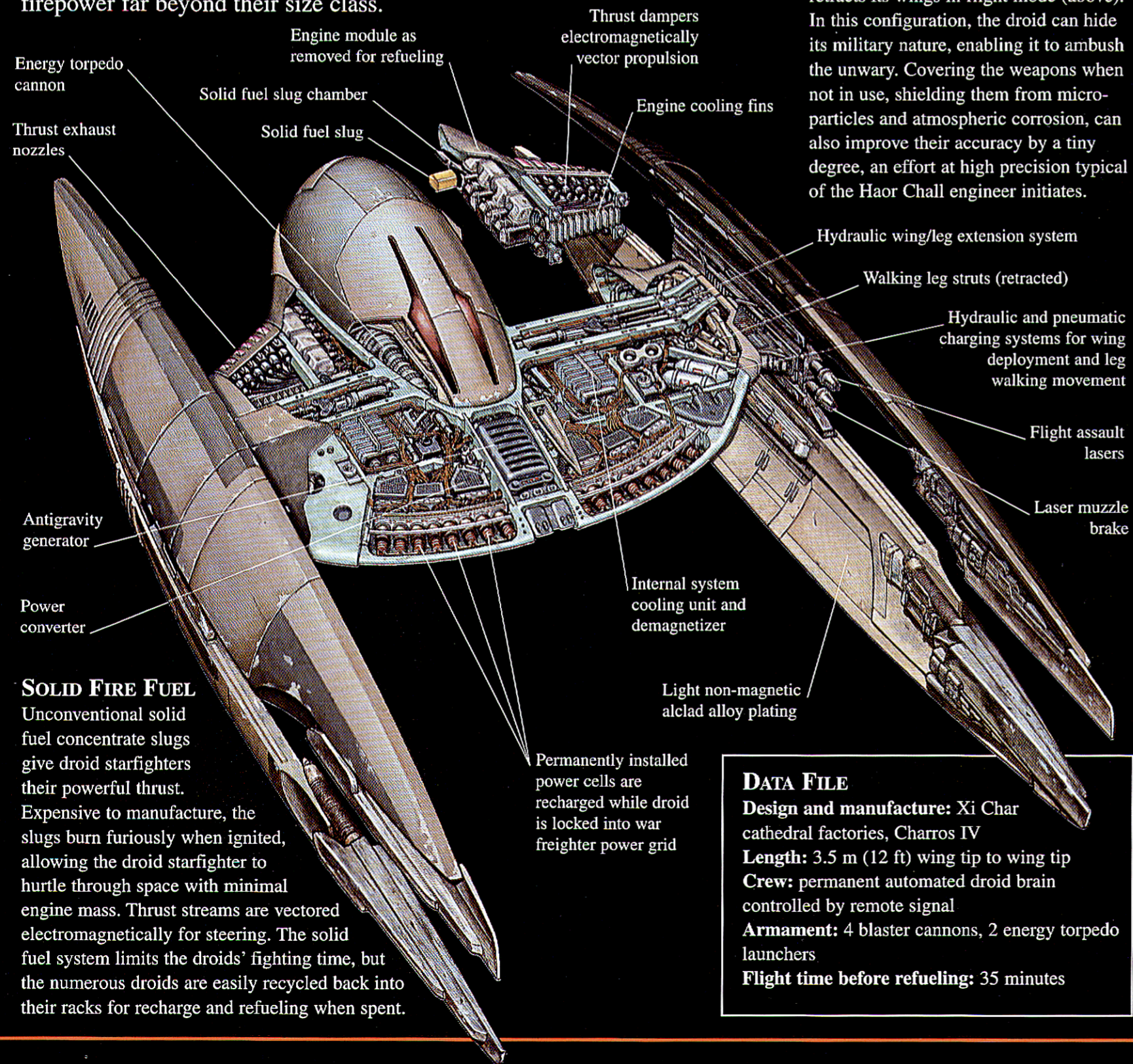
DATA FILE

Manufacturer: Sienar Design Systems, later customized in a secret laboratory
Make: armed star courier rebuilt as a unique 2-deck Sith Infiltrator
Length: 26.5 m (88 ft)
Sublight drive: high-temperature X-C 2 ion drive array
Hyperdrive: Sienar SSDS 11-A (class 3.0)
Crew: 1, with capacity for 6 passengers
Primary armament: 6 low-profile laser cannons (4 original, 2 added)



DROID STARFIGHTER

THE SPACE FIGHTERS deployed from the Trade Federation battleships are themselves droids, not piloted by any living being. Showered upon enemies in tremendous swarms, droid starfighters dart through space in maddening fury, elusive targets and deadly opponents for living defenders. They are controlled by a continuously modulated signal from the central Droid Control Ship computer, which keeps track of every single individual fighter just as it pulses through the processor of every single battle droid. The signal receiver and onboard computer brain is in the "head" of the fighter and twin sensor pits serve as eyes. They are the most sophisticated automated starfighters ever built, carrying four laser cannons as well as two energy torpedo launchers, which pack them with firepower far beyond their size class.



SOLID FIRE FUEL

Unconventional solid fuel concentrate slugs give droid starfighters their powerful thrust. Expensive to manufacture, the slugs burn furiously when ignited, allowing the droid starfighter to hurtle through space with minimal engine mass. Thrust streams are vectored electromagnetically for steering. The solid fuel system limits the droids' fighting time, but the numerous droids are easily recycled back into their racks for recharge and refueling when spent.

ATTACK AND FLIGHT MODES

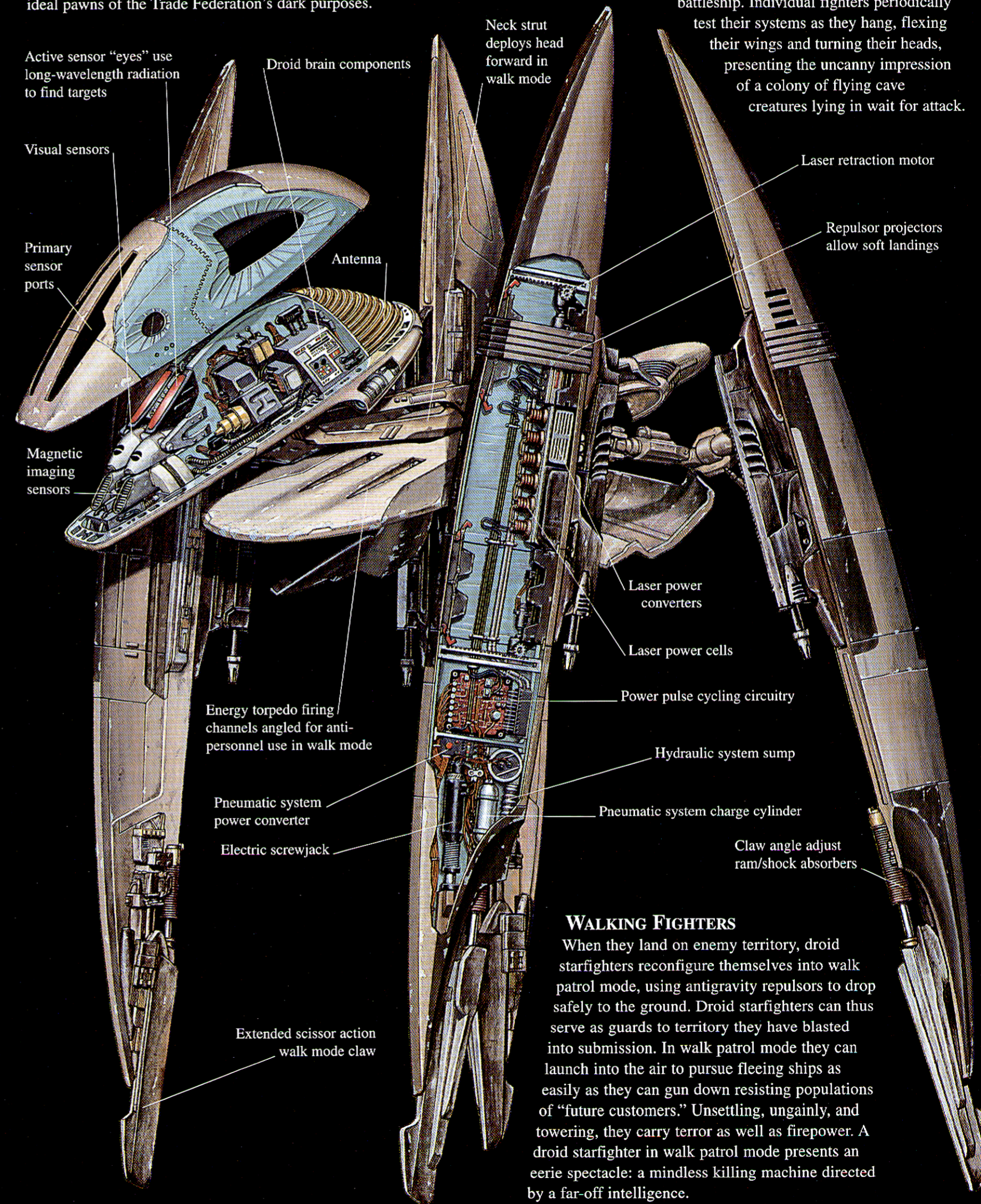
To both protect and conceal its deadly laser cannons, the droid starfighter retracts its wings in flight mode (above). In this configuration, the droid can hide its military nature, enabling it to ambush the unwary. Covering the weapons when not in use, shielding them from micro-particles and atmospheric corrosion, can also improve their accuracy by a tiny degree, an effort at high precision typical of the Haor Chall engineer initiates.

DATA FILE

Design and manufacture: Xi Char cathedral factories, Charros IV
Length: 3.5 m (12 ft) wing tip to wing tip
Crew: permanent automated droid brain controlled by remote signal
Armament: 4 blaster cannons, 2 energy torpedo launchers
Flight time before refueling: 35 minutes

AMAZING PRECISION

The flying, walking, shape-shifting droid starfighter requires extremely specialized manufacturing, of the kind found in the traditional cathedral factories of Xi Char, where ultra-precision manufacturing is a religious practice followed by thousands. The initiates do not concern themselves with the ultimate use of their deadly creations, making Xi Charrians ideal pawns of the Trade Federation's dark purposes.



DROID STARFIGHTER COLONY STORAGE

Dense ranks of droid starfighters hang from ceiling girders in the outer hangar zone of Trade Federation battleships, stored out of the way of hangar activities. Connected to a high-voltage power grid, the droid starfighters quietly hum as they are charged to maximum capacity by the reactors of the host battleship. Individual fighters periodically test their systems as they hang, flexing their wings and turning their heads, presenting the uncanny impression of a colony of flying cave creatures lying in wait for attack.

WALKING FIGHTERS

When they land on enemy territory, droid starfighters reconfigure themselves into walk patrol mode, using antigravity repulsors to drop safely to the ground. Droid starfighters can thus serve as guards to territory they have blasted into submission. In walk patrol mode they can launch into the air to pursue fleeing ships as easily as they can gun down resisting populations of "future customers." Unsettling, ungainly, and towering, they carry terror as well as firepower. A droid starfighter in walk patrol mode presents an eerie spectacle: a mindless killing machine directed by a far-off intelligence.

DROID CONTROL SHIP

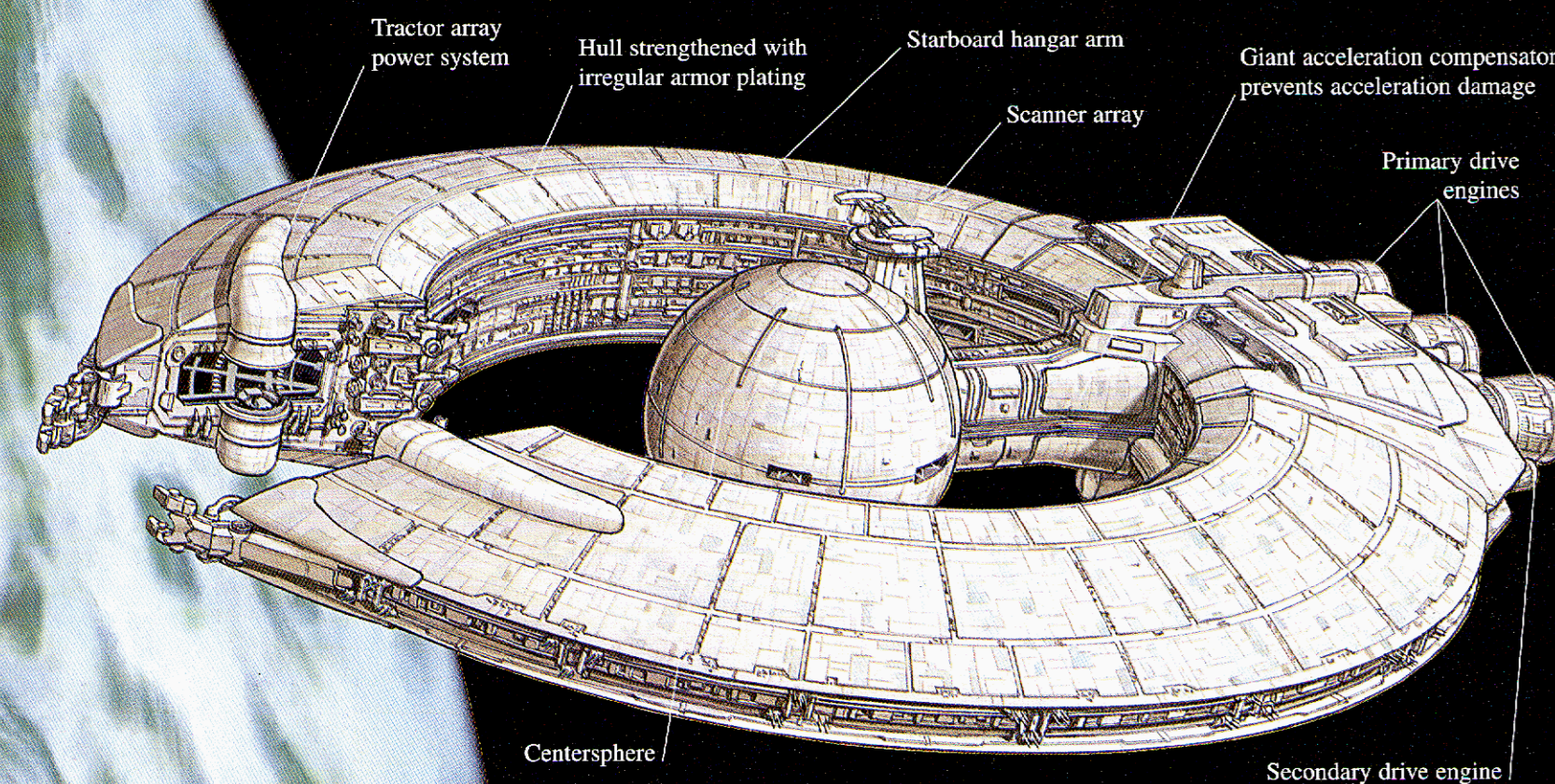
FROM THE VERY FIRST STAGES of planning to build their secret army, the Trade Federation armaments committee had in mind the use of their great commercial fleet of giant cargo ships for transporting the weapons of war. Familiar to millions of officials and civilian personnel who dealt with them over the skies of numerous planets, the characteristic giant Trade Federation cargo ships had been built over many years, plying cargo among the far-flung stars of the galaxy as part of the extensive market of the Trade Federation. These seemingly harmless and slow-moving container ships would now hide, deep within their hangars, the tremendous army built to change the rules of commerce. Upon the first complete council approval of the secret army plan, the cargo fleet was brought under study, and by the end of the project's construction phase the Neimoidians had created from them a frightening fleet of battleships.

WAR CONVERSIONS

The converted battleships bear unusual equipment for cargo freighters, including powerful quadlaser batteries designed to destroy opposition fighters launched against the secret army transports. These batteries are built to rotate inward while not in use, concealing their true nature until the Neimoidians wish to unlock their military intentions to unsuspecting "future customers." While the cargo hangars and their ceiling racks in the inner hangar zones proved sufficient for the carriage of the secret army ground forces, additional large electrified racks were installed in the outermost hangar zones to quarter the dangerous colonies of droid starfighters, which draw power from the racks until launch.

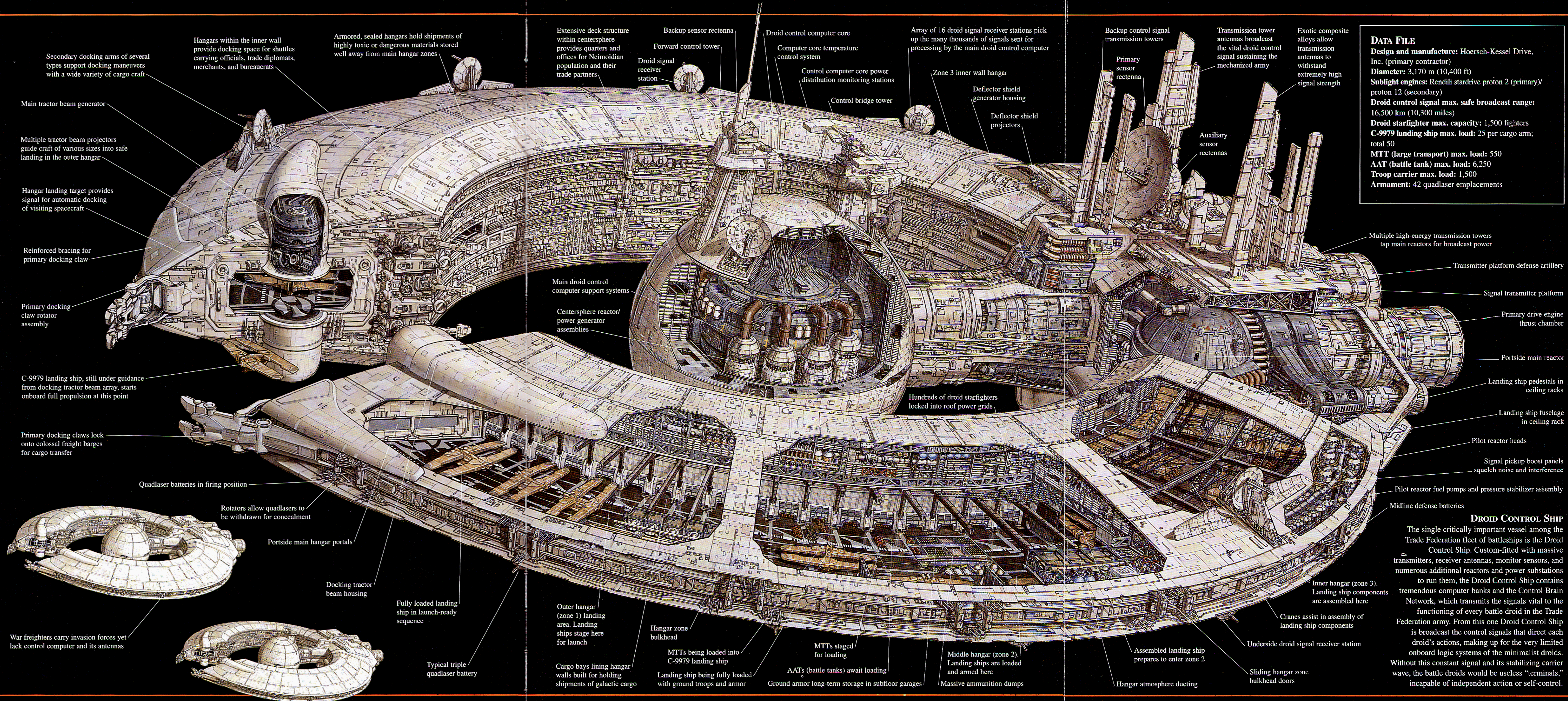
CIVILIAN COMPROMISES

While the Trade Federation cargo fleet was ideal for hiding the existence of the secret army and carrying it unobtrusively to points of deployment, the commercial origins of the battleships leave them with shortcomings as "battleships." Fitted with numerous guns around the equatorial bands, the battleships carry considerable firepower with very limited coverage and so large areas of the ship are undefended by emplaced artillery. The onboard swarms of droid starfighters are thus essential for defense of the battleships from fighter attack.



THE HAND BEHIND THE SECRET ARMY

While the Trade Federation has long been known as a greedy and conniving organization of merchants, the use of armed force to increase their profits hardly seems to suit their fairly cowardly nature. A strange force has been at work within the Trade Federation, making it capable of extraordinary measures and committing it to a course of conflict and outright war that will shake the very Galactic Republic. At its core, the Trade Federation's secret army appears to be the vision of a shadowy figure called Darth Sidious, who has been manipulating powerful Neimoidians to do his mysterious bidding. The Sith title of this dark lord holds menace for all, and no one can guess where this disturbing course of events will lead.



DATA FILE

Design and manufacture: Hoersch-Kessel Drive, Inc. (primary contractor)
Diameter: 3,170 m (10,400 ft)
Sublight engines: Rendili stardrive proton 2 (primary) proton 12 (secondary)
Droid control signal max. safe broadcast range: 16,500 km (10,300 miles)
Droid starfighter max. capacity: 1,500 fighters
C-9979 landing ship max. load: 25 per cargo arm; total 50
MTT (large transport) max. load: 550
AAT (battle tank) max. load: 6,250
Troop carrier max. load: 1,500
Armament: 42 quadlaser emplacements

A PILOT'S BEST FRIEND

The onboard astromech droid, a standard R2 type, performs in-flight systems management and flight performance optimization as well as offering limited repair capabilities. The pilot-droid configuration has long proven ideal for small space fighter craft and will probably continue to do so for generations to come.

ART AND DESIGN

While the long "rat-tail" finials projecting from the engines may look like design flourishes, they are in fact part of the customized engine system developed by the Theed Palace engineers. The finials are actually heat sinks, which circulate coolant and help dissipate the excessive heat of the Nubian engines. The customized Naboo engine configuration burns hotter than normal so as to burn more cleanly, since the Naboo people are very careful not to pollute their planet's environment. The needed heat sinks were configured into the elegant finials in the inspiring combination of art and engineering found in the best Naboo design work.

HIGH-VOLTAGE RAT-TAIL

The center "rat-tail" finial projecting from the rear of the N-1 is a vital component, linking the ship to the palace hangar systems via a plug-in socket found at the rear of each ship's protective revetment area. The primary purpose of this finial is to receive high-voltage power charge energy delivered from the palace generators to activate the ship's systems. Large transformers and converters can be seen on either side of the plug-in sockets in the fighter revetment. The secondary purpose of the center finial is to receive coded information from the palace battle computer. This computer will download information only in the primary security room and through these fighter sockets, preventing any spies from being able to acquire battle information from the palace. The palace battle computer transfers complete battle coordinates and strategic plans into each fighter, allowing the pilots to concentrate on operating their ship's systems while the flight computer automatically directs the ship on a trajectory to the target zone.

NABOO N-1 STARFIGHTER

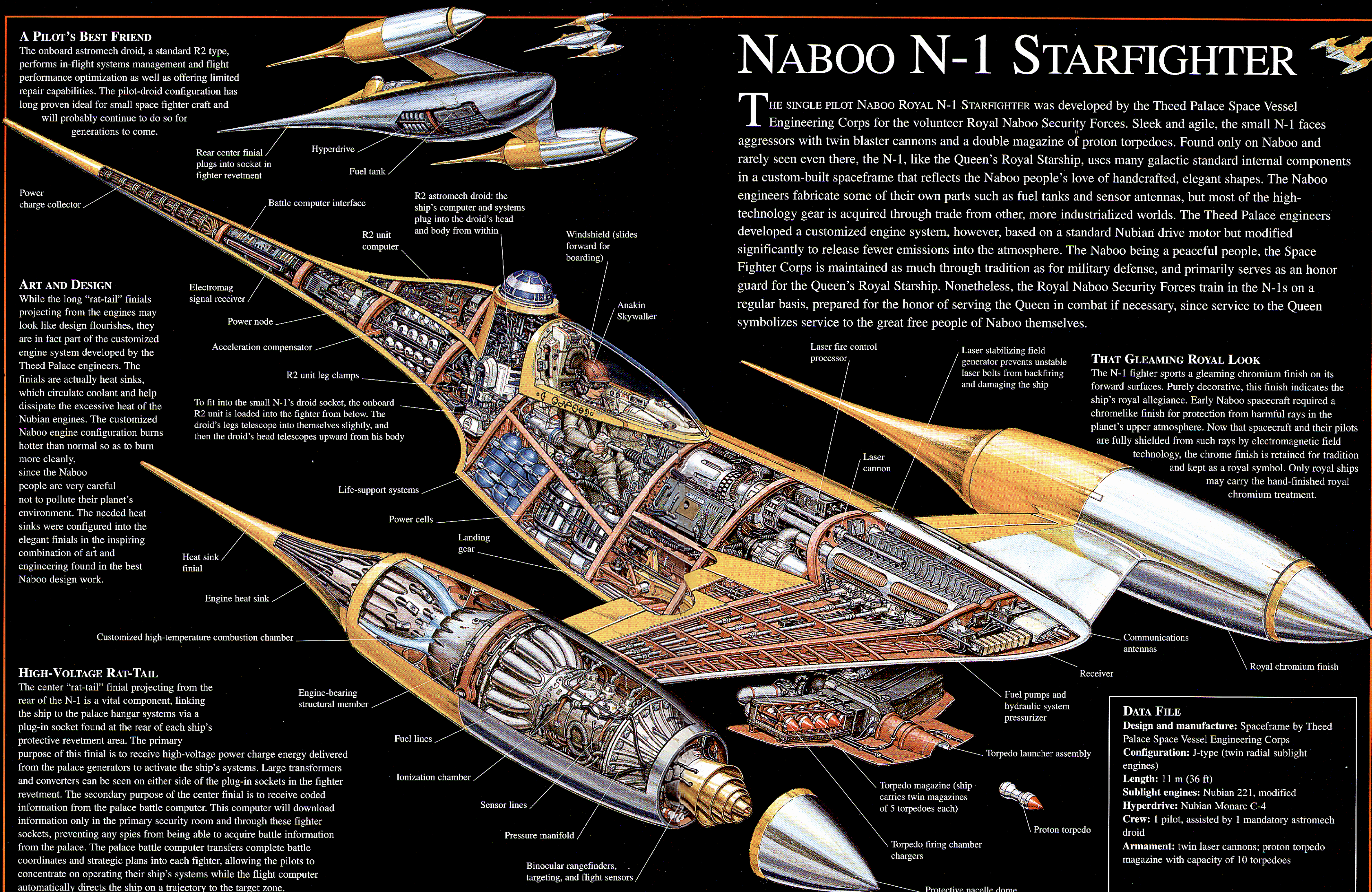
THE SINGLE PILOT NABOO ROYAL N-1 STARFIGHTER was developed by the Theed Palace Space Vessel Engineering Corps for the volunteer Royal Naboo Security Forces. Sleek and agile, the small N-1 faces aggressors with twin blaster cannons and a double magazine of proton torpedoes. Found only on Naboo and rarely seen even there, the N-1, like the Queen's Royal Starship, uses many galactic standard internal components in a custom-built spaceframe that reflects the Naboo people's love of handcrafted, elegant shapes. The Naboo engineers fabricate some of their own parts such as fuel tanks and sensor antennas, but most of the high-technology gear is acquired through trade from other, more industrialized worlds. The Theed Palace engineers developed a customized engine system, however, based on a standard Nubian drive motor but modified significantly to release fewer emissions into the atmosphere. The Naboo being a peaceful people, the Space Fighter Corps is maintained as much through tradition as for military defense, and primarily serves as an honor guard for the Queen's Royal Starship. Nonetheless, the Royal Naboo Security Forces train in the N-1s on a regular basis, prepared for the honor of serving the Queen in combat if necessary, since service to the Queen symbolizes service to the great free people of Naboo themselves.

THAT GLEAMING ROYAL LOOK

The N-1 fighter sports a gleaming chromium finish on its forward surfaces. Purely decorative, this finish indicates the ship's royal allegiance. Early Naboo spacecraft required a chromelike finish for protection from harmful rays in the planet's upper atmosphere. Now that spacecraft and their pilots are fully shielded from such rays by electromagnetic field technology, the chrome finish is retained for tradition and kept as a royal symbol. Only royal ships may carry the hand-finished royal chromium treatment.

DATA FILE

Design and manufacture: Spaceframe by Theed Palace Space Vessel Engineering Corps
Configuration: J-type (twin radial sublight engines)
Length: 11 m (36 ft)
Sublight engines: Nubian 221, modified
Hyperdrive: Nubian Monarc C-4
Crew: 1 pilot, assisted by 1 mandatory astromech droid
Armament: twin laser cannons; proton torpedo magazine with capacity of 10 torpedoes



AAT (BATTLE TANK)

DESIGNED AND BUILT by the Baktoid Armor Workshop for the Trade Federation secret army, the AAT (battle tank) carries a crew of four battle droids into combat, presenting the enemy with a heavily armored facade and a blistering hail of assault fire from five laser guns and six energy shell launchers. Their deployment on Naboo is their first use in open combat, but the tanks have seen considerable training action, leaving them scarred and weathered. The AAT is designed for head-on combat in formal battle lines and is accordingly very heavily armored up front. In fact, the nose of the AAT is almost solid armor, designed to crash through heavy walls with impunity.

INSIDE THE COCKPIT

A droid pilot guides the AAT and provides targeting information to the two gunners. The pilot uses a stereoscopic camera which relays information into a periscope scanner.

DATA FILE

Design and manufacture: Baktoid Armor Workshop
Make: AAT (Armored Assault Tank)
Length: 9.75 m (32 ft)
Max. speed: 55 kph (35 mph)
Crew: 4 battle droids (commander, pilot, 2 gunners)
Armament: primary turret laser cannon; twin lateral range-finding lasers; twin lateral anti-personnel lasers; 6 energy shell projectile launchers

Front hatch: pilot can open it for direct visual sighting if camera damaged

AAT pilot

Auxiliary status readouts

Range finders

Laser charge battery

Primary laser cannon

Up to 6 ground troop battle droids can ride into battle using the 3 handholds on either side of the tank body

Top hatch

Main cannon elevator

Control command receiver antennas

Tank commander in seated position

Drive turbines

Battlefield sensors

Turret rotation pedals

Turret rotation motor

Four-chambered multi-reactor power plant

Power generator

Main hatchway

Power converter (very hot)

Left gunner

Exit ramp

STAP

The Single Trooper Aerial Platform (STAP) is an agile flying conveyance designed for Trade Federation battle droids. Similar in design to individual repulsorlift "airhooks" used for civilian and military purposes elsewhere in the galaxy, the STAP performs scouting and anti-personnel hunting missions in support of the main battle force actions. High-voltage energy cells power the compact machine for limited deployment sorties, after which they must return to be recharged. Able to travel swiftly and through dense vegetation, the flying STAP allows battle droids to ferret out resistance and destroy opposition with twin blasters.

MOTORVATION

The reactor and key power and communications gear are kept to the rear for protection. Heavy-duty repulsors (both disc and coils) keep the AAT just off the ground and propel it forward.

ENERGY SHELLS

The AAT's six shell launch tubes can be equipped with a range of ammunition types. As they are launched, the shells are cocooned in high-energy plasma, which dramatically improves the shells' penetration power and speeds them on their way, reducing friction. The AAT can be prepared for specialized missions with particular shell loads.

EXPLOSIVE COMBINATION

The three ammunition types carried as standard issue ordnance on the AAT (battle tank) include "bunker buster" high explosives, armor-piercing shells, and standard high-energy shells for anti-personnel and anti-vehicle use.

Repulsor coils

General purpose high-energy shells

"Bunker-buster" high explosive shell

Armor-piercing shell

High-energy shell

ENERGY SHELL MAGAZINES

The AAT's energy shells cannot be replenished by the droid crew on board. Instead, the shells are reloaded when the tank returns to a landing ship or battleship, where mechanical facilities take the entire inside of the "foot" off the tank from below. A loaded replacement is then installed in its place.

Battle droid with blaster

Short range blaster

Air cooling intake

Rocket launcher armor plate

Nose ram

Heavy solid plate armor

Forward repulsor disc

Energy cocooning chamber

Bunker-busting shells

Armor-piercing shells

Launch tube

NABOO SPEEDERS

THE SMALL GROUND CRAFT of the Naboo Royal Security volunteers are only lightly armed and armored, since they patrol a fairly peaceful society. They are designed for rapid pursuit and capture of troublemakers rather than combat with an armed enemy. The Flash and Gian speeders are the most common Naboo ground security craft, both vehicles bearing mounts for laser weapons which are sent into action only when such force is absolutely necessary. The Flash speeder is an agile general-use craft with thrust engines finely tuned to give the pilot good control on narrow city streets. The Gian speeder is a heavier and less maneuverable vehicle, which is used for forays outside the cities against more serious foes. Extra underside plating protects the Gian speeder from unexpected land mines and rugged ground obstacles.

DATA FILE – FLASH SPEEDER

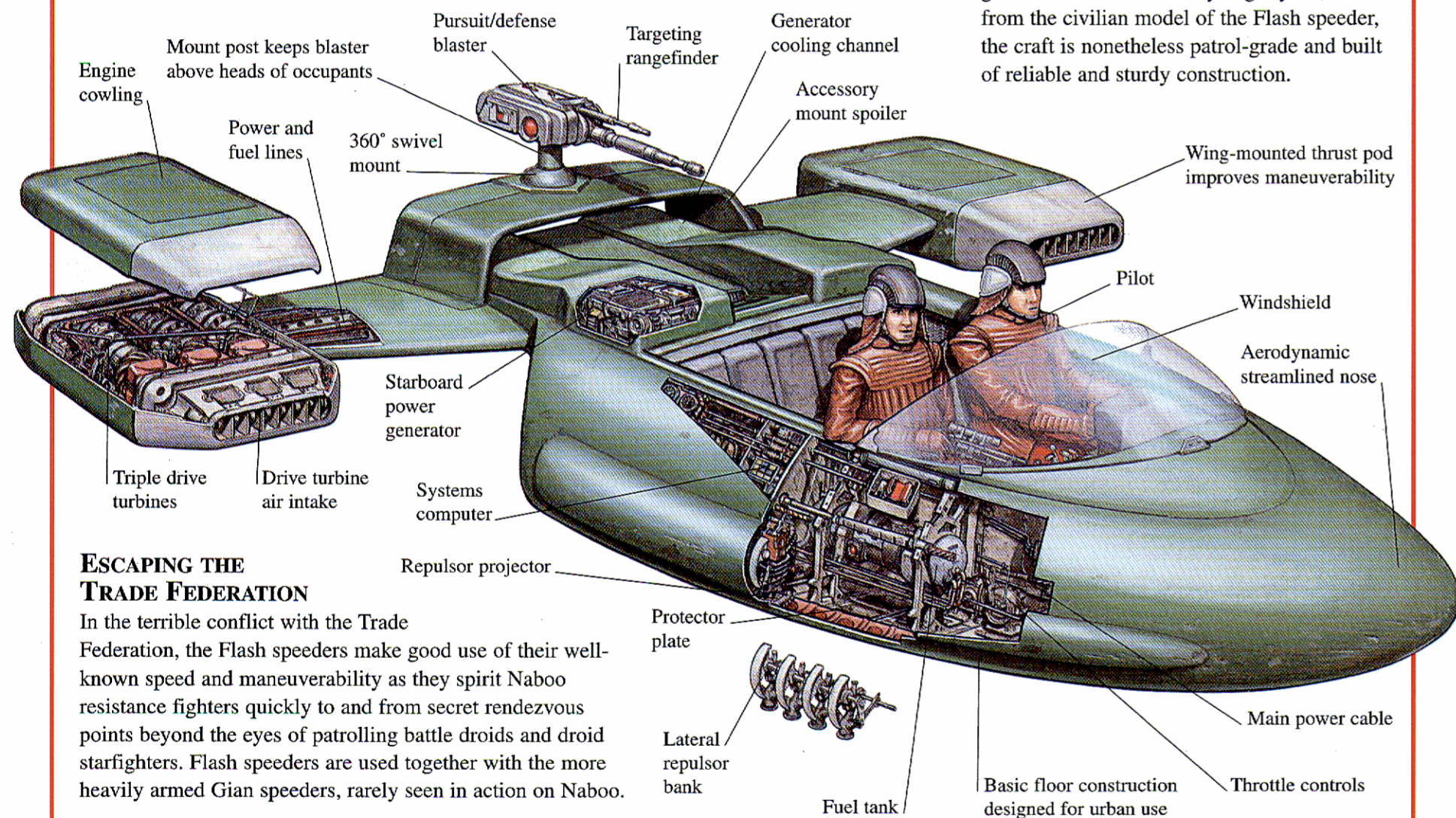
Length: 4.5 m (14½ ft)
Crew: 1
Passengers: 1
Armament: 1 laser blaster

DATA FILE – GIAN SPEEDER

Length: 5.7 m (18½ ft)
Crew: 1 pilot, 1 gunner
Passengers: 2
Armament: 3 laser blasters

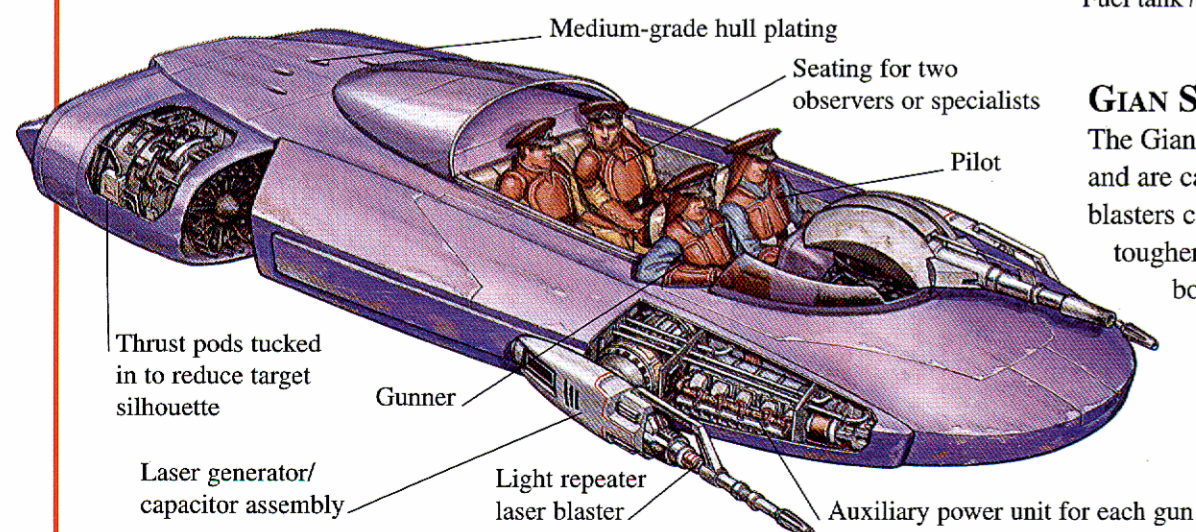
FLASH SPEEDERS

One of several small ground vehicles used by the Royal Naboo Security Forces, the Flash landspeeder serves for street patrol and high-speed pursuit of malefactors. The craft normally flies less than a meter off the ground and at maximum can attain a “float” of a couple of meters, but no more is necessary on the paved streets and level grasslands of Naboo. Only slightly modified from the civilian model of the Flash speeder, the craft is nonetheless patrol-grade and built of reliable and sturdy construction.



ESCAPING THE TRADE FEDERATION

In the terrible conflict with the Trade Federation, the Flash speeders make good use of their well-known speed and maneuverability as they spirit Naboo resistance fighters quickly to and from secret rendezvous points beyond the eyes of patrolling battle droids and droid starfighters. Flash speeders are used together with the more heavily armed Gian speeders, rarely seen in action on Naboo.



GIAN SPEEDERS

The Gian speeders are heavier vehicles than the Flash speeders and are called out only for serious situations. Their three laser blasters can easily disable non-military vehicles. They have tougher hulls than ordinary civilian craft and their reinforced bodies allow them to withstand glancing hits. Their compact forward silhouette, with thrust pods tucked in behind rather than out on wing struts, makes the Gian less maneuverable but a harder target for enemies both in front and behind. To assist in tactical deployments, these speeders can be equipped with customized holographic planning systems.

CORUSCANT TAXI

THE AIR TAXI SHOOTING THROUGH the vast open spaces between the high skyscrapers is one of the most characteristic sights of the famous metropolis world of Coruscant. These air taxis are allowed unrestricted “free travel” and can thus leave the autonavigating skylanes to take the most direct routes to their destination. Skylanes confine most vehicles on long-distance journeys along defined corridors, without which there would be unmanageable chaos in the air. To rate “free travel,” air taxi pilots must pass demanding tests that prove their ability to navigate the unique cityscape with skill and safety. They depend on their scanners, keen eyes, and instinct to avoid crashing into other craft, sending passengers plunging into the street canyons far below.

Guidance computer balances navigational control between lift repulsors, steering repulsors, and drive engines

Luggage can be stored in crossbar compartments

Seats emit mild tractor field in flight to hold passengers securely inside without belts

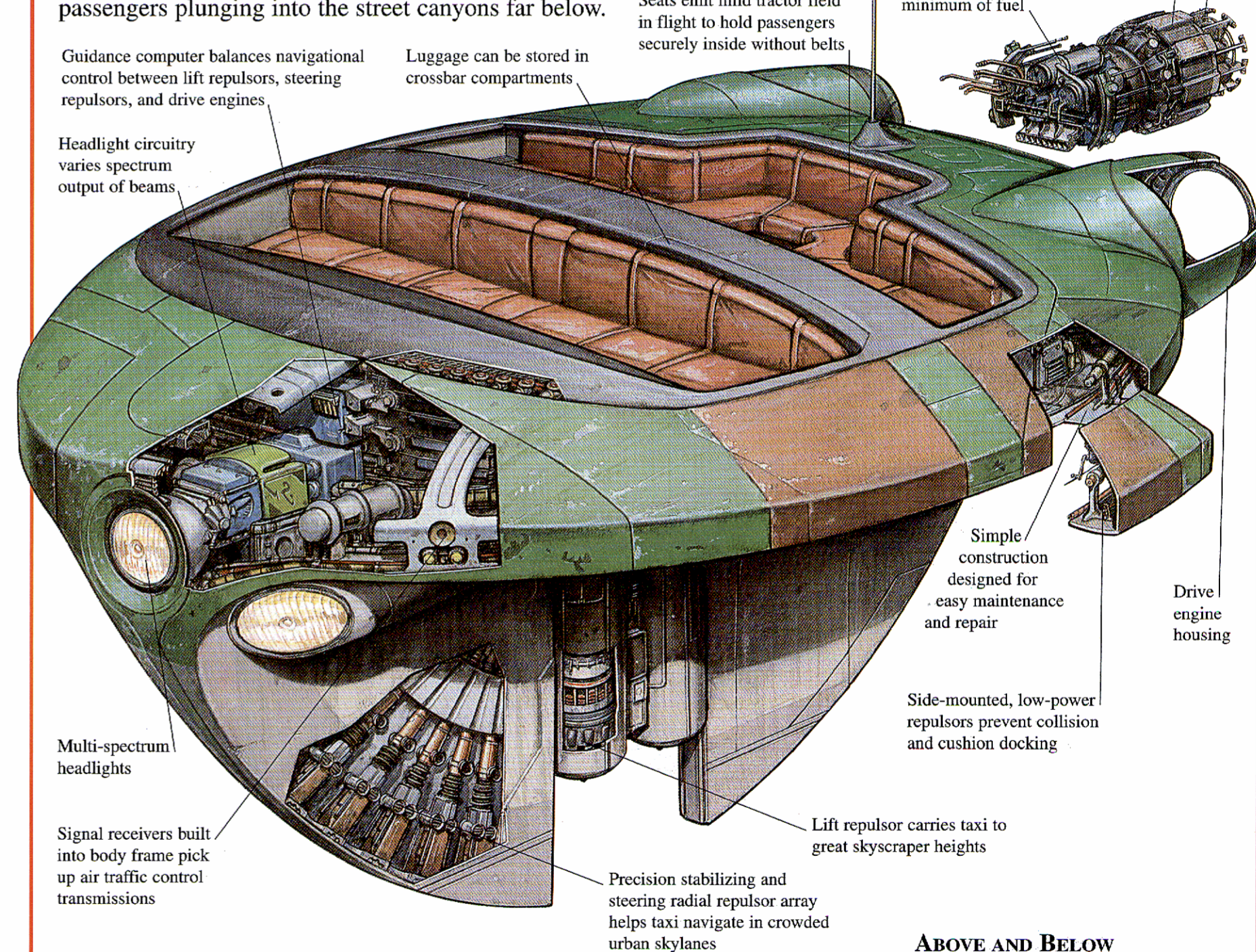
Headlight circuitry varies spectrum output of beams

Communications antenna

Turbine allows rapid acceleration

Forward motion

Efficient drive engine requires a minimum of fuel



WELL-EQUIPPED AIR TAXIS

The standard modern Coruscant air taxi uses a compact, focused, medium-grade repulsor to elevate it to the very highest skyscraper peaks. A radial battery of lower-powered antigravity devices gives it good navigational control in the open air, allowing it to swoop with accuracy around

the aerial architecture, docking gently at its final destination. A refined, relatively quiet thrust engine propels the craft with surprising acceleration. Excellent receiver equipment monitors the many channels of Coruscant Air Traffic Control, allowing the pilot to use autonavigation or manual control at any time.

ABOVE AND BELOW

All significant traffic on Coruscant is air traffic – the original ground levels and roads having long ago been abandoned. Sealed tunnels in the lower realms allow for the transport of goods and materials through the city, as bulk shipments are barred by law from the crowded skylanes reserved for travelers.



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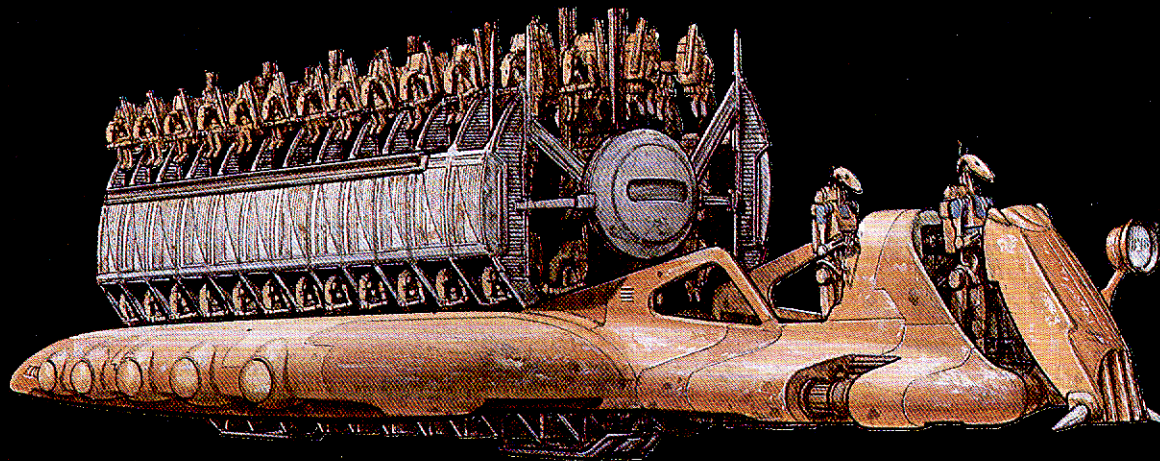
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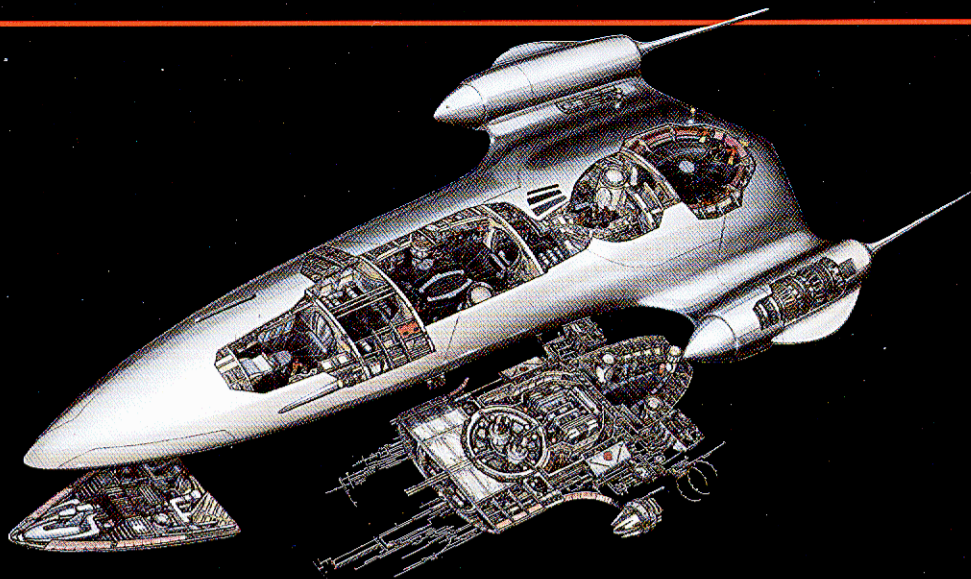
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A Captain's salute to one and all.





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