

TIE BOMBER

1:72 Scale Model Kit



MODEL KIT

MosEisleyModelworks.com

Notes on: Printing,
Assembly & Finish

TIE Bomber

Like the TIE Advanced x1 prototype, the TIE/sa bomber had inclined wings, which maximized its speed and maneuverability while carrying mass of heavy ordnance. Unlike the other models in the TIE line, the bomber had not one but two central pods: a starboard cockpit for the pilot and a portside ordnance bay for the munitions. The cockpit featured two forward-mounted laser cannons, the standard transparisteel viewport, and an ejector seat in case a pilot on a distant bombing run needed to abandon ship.

The ordnance bay was divided into two sections. The forward ordnance bay carried either eight concussion missiles or four proton torpedoes. The main ordnance bay carried either four proton torpedoes and eight concussion missiles, or eight proton bombs and sixty-four thermal detonators, or six orbital mines, or even stormtroopers. Located underneath the ordnance pod was a bomb chute connected to the ship's targeting systems, a T-s7b targeting computer and a 398X bomb sight. The pod also featured a missile port that allowed for front-launching and torpedoes. The ordnance bay could also be swapped for a passenger cabin with room for six.

Manufacturer: Sinear Fleet Systems
Class: Light Bomber
Cost: 150,000 Credits
Technical specifications:
Length: 7.8 meters
Width: 9.3 meters
Height/Depth: 5.1 meters
Maximum Acceleration: 2,380 G
Maximum Atmospheric Speed: 850 kph
Engine Unit(s): P-s4 ion engine
Hyperdrive Rating: None
Hull: Quadanium steel alloyed with titanium
Targeting Systems: T-s7b targeting computer, 398X bomb sight

Navigation System: N-s4 Navcon
Armament:
L-s1 laser cannon, M-s3 concussion missile launcher,
Concussion missiles, Thermal detonators,
Proton torpedoes, Orbital mines, Various munitions
Escape Craft: Ejector seats
Crew: 1
Passengers: 6 (passenger pod configuration)
Consumables: 2 day supply of air, 2 day supply of rations
Life Support: Equipped

-Tech info from Wookieepedia

Working With Resin

Cleaning Parts

This model is 3D printed in UV sensitive resin. It has been rinsed, cleaned, rinsed again and then given a final cure before shipping. You may clean the parts again to remove any oils from your fingers if you wish. If you choose to clean the parts use light soap or mild de-greaser in luke warm (not hot) water.

Warped Parts

Occasionally a part may be slightly warped. It is simple to fix by running the part under hot water; once it had softened, you can bend it carefully back into shape. Once the part is straight hold it in place under cold water to set the shape.

Surface Prep

Like styrene models the surface of some resin pieces may need some smoothing or sanding. There are no mold lines with 3D printed parts but there may be small dimples to smooth. Most parts To do this, simply use fine grit sandpaper* and smooth any imperfect surfaces. I also recommend a filler putty like Tamiya Putty, Perfect Plastic or Mr. Surfacer if needed to fill small imperfections.

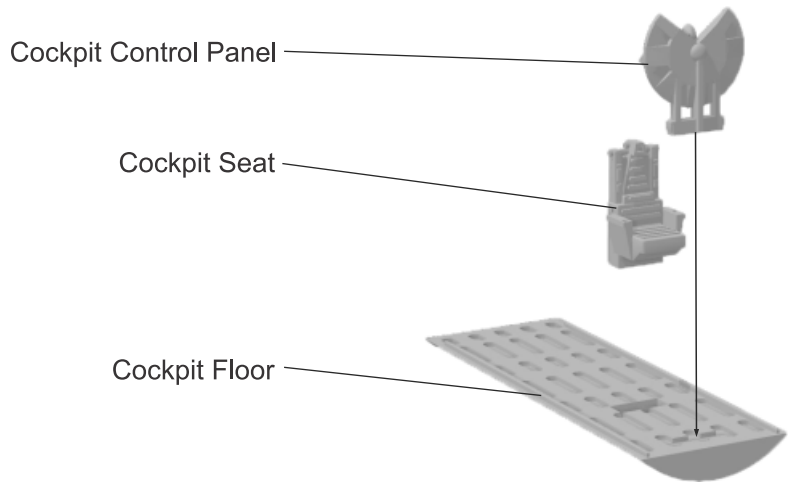
Glue

To glue resin, you should use Cyanoacrylate (Super Glue). You can sand the join area first to give it some tooth and a stronger bond if desired. For an extra strong bond- 2 part epoxy can be used on large pieces. You may also choose to drill small holes and pin pieces together though on the TIE Bomber model I have not found this necessary.

Assembly

1 

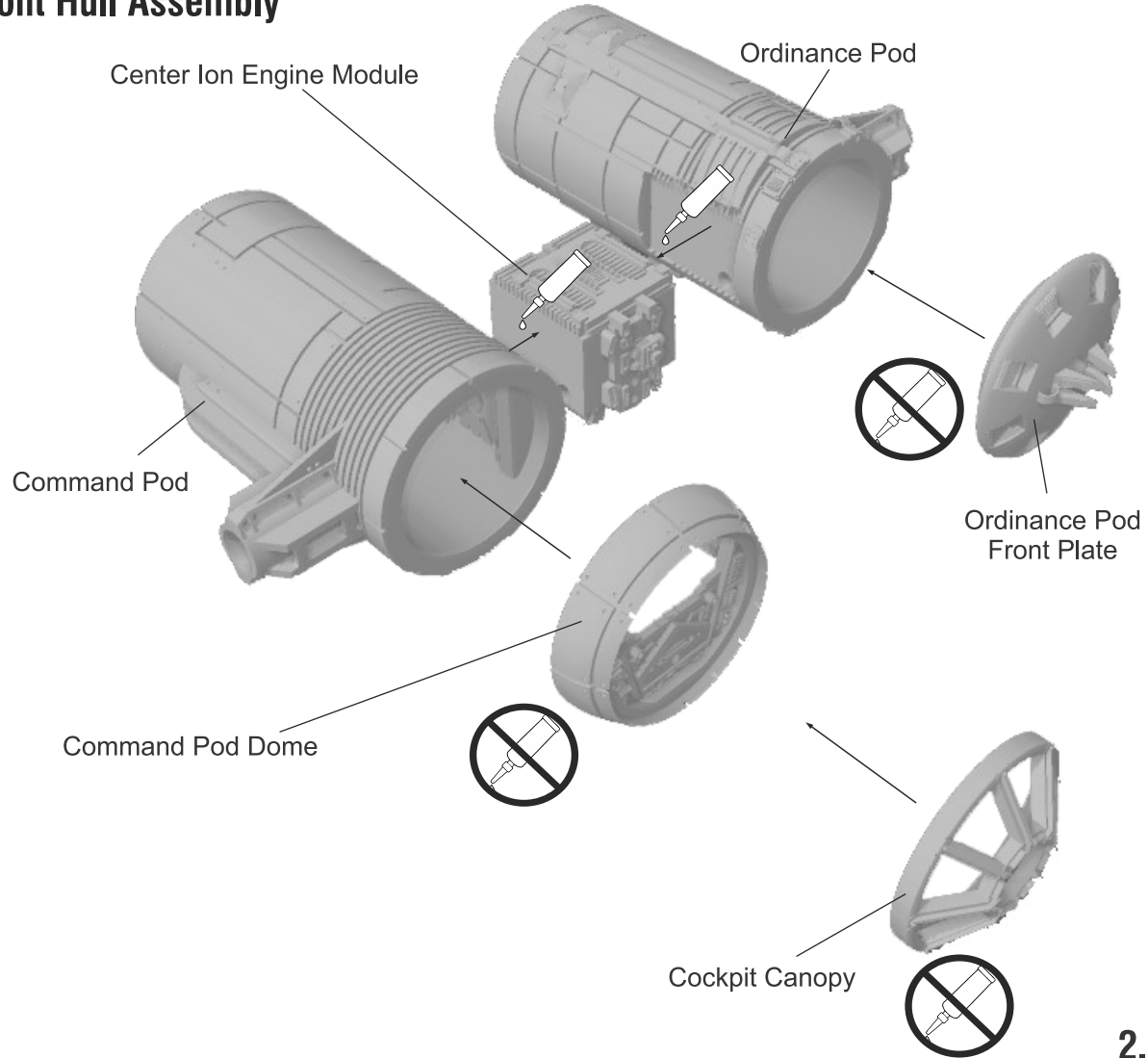
Cockpit



2   

Front parts will fit with or without glue. Without may be useful to provide access to any electronics you want to install.

Front Hull Assembly

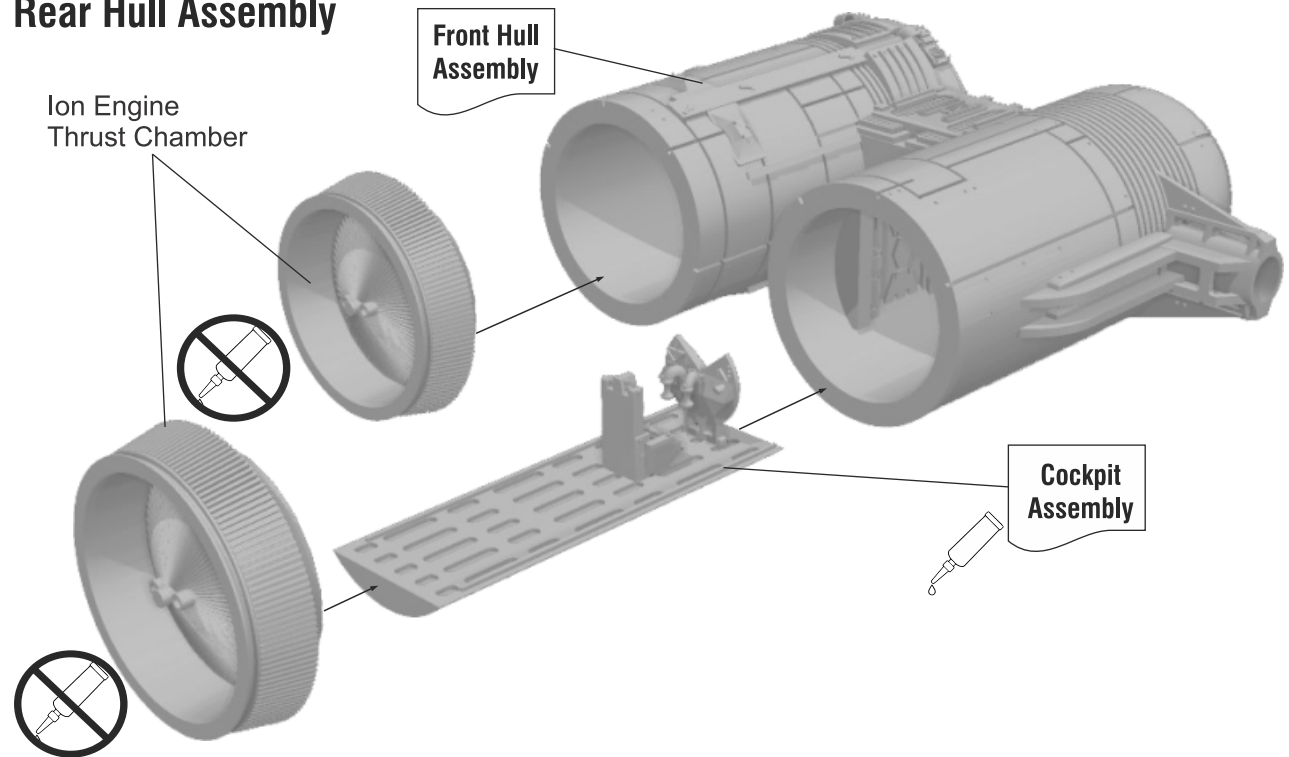


Assembly

3   

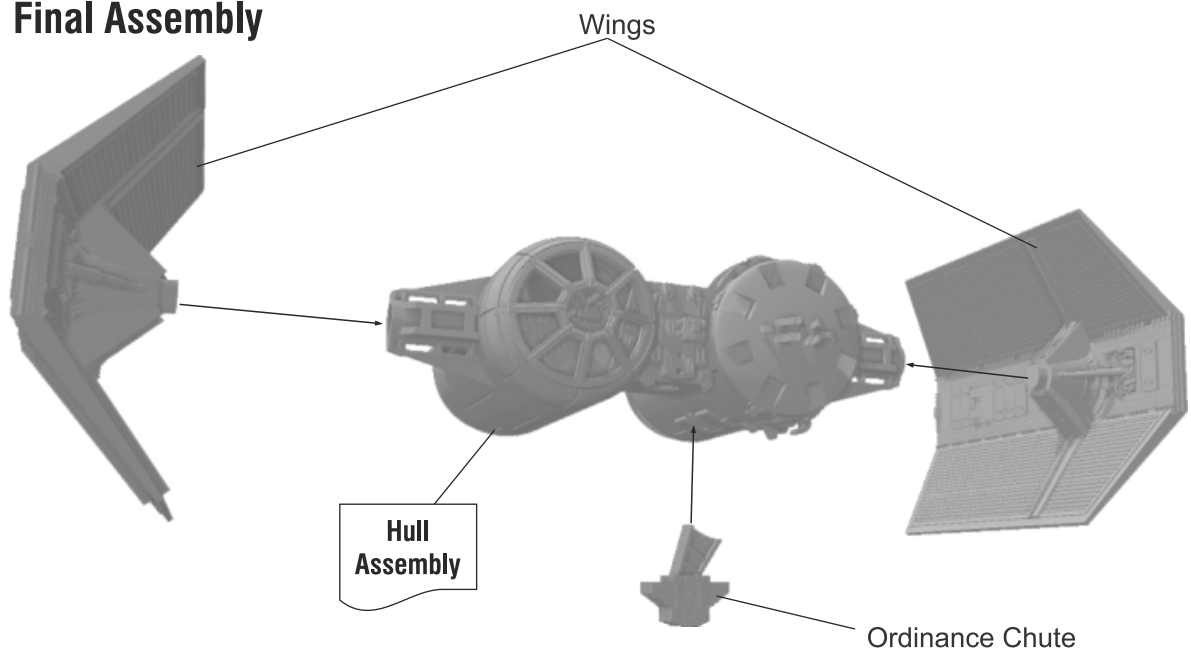
Rear parts will fit with or without glue. Without may be useful to provide access to any electronics you want to install.

Rear Hull Assembly

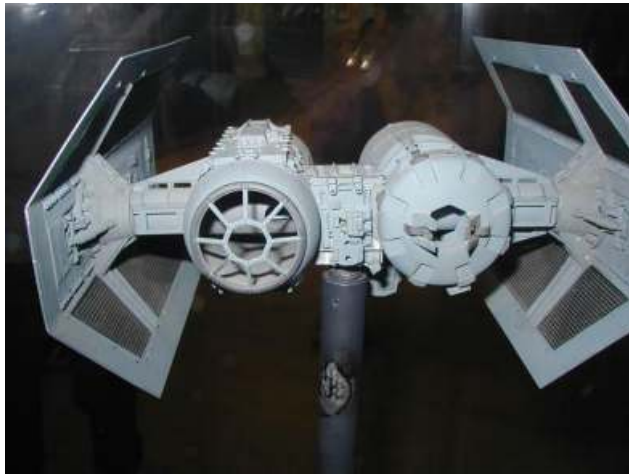


4 

Final Assembly



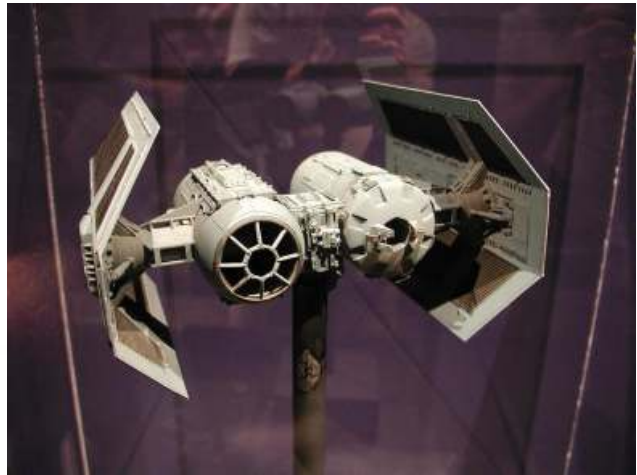
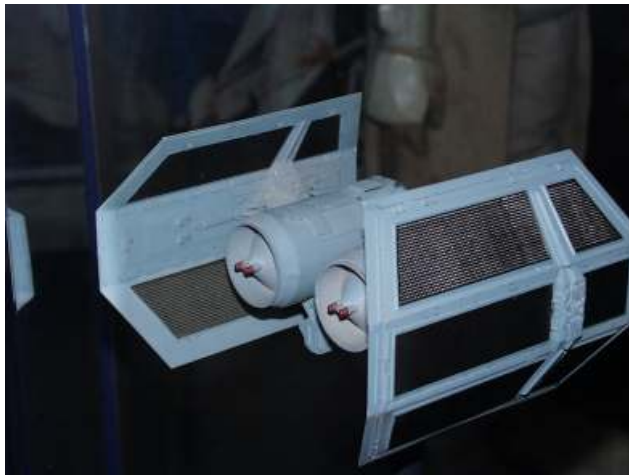
Color Reference



A Word About Color

Paint colors on sci-fi models can be a hotly debated topic. The reference material I have available regarding color is pictured here. These images will vary slightly on different monitors and when printed by different printers. This is an approximation of the color and is only meant as a starting point. Your taste and interpretation of colors used may differ...

...and that's okay. At the end of the day it's your model and if you're happy with it then it's been a successful and worthwhile endeavor.



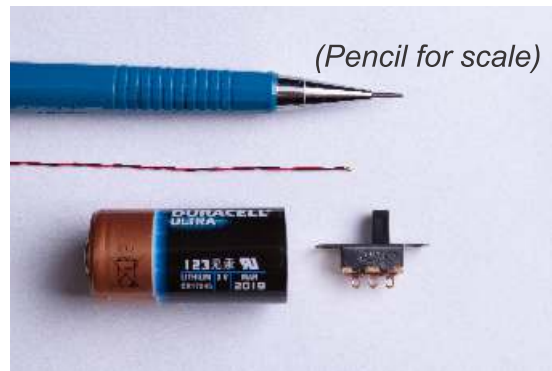
Electronics

Bomb Bay Doors Open! Lighting options for the TIE Bomber are only limited by your imagination. I've made pass through holes in the hull and center sections for wiring. There are also 2 small holes in the rear engine sections if you wish to add fiber optic strands for the engine lights.

Skip glue on the rear engine sections or front bomb bay section and use the ordinance bay to store your battery and switch. You can still easily access the compartment to turn it on and off and recharge or replace the battery!

Here's one option...

- Micro SMD (paint with red translucent paint)
- 3v battery size CR17345
- Switch
- 1mm fiber optic strands



If you have never tried lighting scale models before I would point you toward the wonderful world of Youtube. That's how I started and am still learning. It's a great place to start learning a new skill. You've taken your first steps into a larger world!

Below are a few youtubers that I have found exceedingly helpful in my journey. look em up!

- [Ostrich Longneck](#)
- [Interstellar Modeler](#)
- [Luke Towan](#)
- [Afrotechmods](#)

About Mos Eisley Modelworks

Star Wars model building has, for me, been a portal into that galaxy far, far away. It has recently become a way to make ends meet during the global pandemic. This is an opportunity to share something I love with the world and I sincerely hope you enjoy!

Look me up at:

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