Imperial Gunner

Model **IG 8968**, Photo by **Melissa Lindenthaler**

Description: Imperial Gunner
Prefix: IG
Detachment: Imperial Gunnery Corps
Context: Star Wars Episodes IV, VI

Operating the immense weaponry of the Imperial starfleet are skilled gunners dressed in specialized uniforms. The gunner's features are entirely obscured by a large, sweeping helmet with a single wrap-around visor. The dark helmet helps suppress some of the dangerous flashback from such massive cannons as the turbolasers and superlaser found aboard the original Death Star.

This Visual Guide has been reviewed by the detachment staff and the LMO team and is certified for use as

a minimum approval guideline for GMLs. GMLs are free to approve this costume type.

- Any uncertainties or questionable aspects of the submitted costume should be brought to the appropriate DL/GML peer review section of the legion forum.

The 501st approval requirements are listed in black.

The Imperial Gunnery Corp Detachment defines additional, optional levels of costuming excellence. In the page below, items listed in blue or red are optional features that will improve the quality of the costume. These items are not required, but are recommended.

For 501st membership only the requirements in black need to be met.

Note: Measurements are based on troopers approximately 6' (1.83m) in height. To maintain accuracy, scaling back or forth for individual proportions is encouraged.

As seen throughout the SW universe, the Imperial Gunners utilize a variety of different attire and equipment combinations. The "Accessories" section of this CRL shows these optional configurations. If you have any questions about the combination of parts in a particular suit, please visit the Imperial Gunnery forums.

Required Costume Components

The following costume components are present and appear as described below.

Imperial Gunner Helmet
For 501st approval:

- Helmet is comprised of (5) main pieces: Dome, Eye Lens, Jawbone, Scoop, and Combox.
- For more detailed images please reference the Imperial Gunner Helmet Detail page.
- The helmet has a matte, semi-gloss, or glossy finish.
    - ♦ If painted, the finish is smooth without runs or streaks.

- **Dome:**
- The dome is approximately 11" (22.5cm) wide, 13" long (27.5cm), and about 6" (15cm) tall (from the top of the eye lens).
- The sides of the dome have a curve/drop around the ears that is ~ 2" (5cm) tall.
- An alternate style helmet which is taller, is also accurate.
    - ♦ It is approximately 10.5" (26.7cm) wide and 9" (22.5cm) tall (from top of the visor).
    - ♦ No change in length.
- A white or silver Imperial Cog symbol, approximately 3 inches (7.5cm) in diameter, is centered on front top of helmet.

- **Eye Lens:**
- The eye lens is tinted transparent plastic that matches the curve of the dome.
- It can between 1.5" (37mm) and 2" (50mm) tall.
- For increased airflow, a small 1mm gap is permissible between the lip of the jawbone and the lens.

- **Jawbone:**
- The nose of the jawbone extends outward, between 1.5 (37mm) to 2.5" (62mm) past the eye lens.

- The wearer's chin is not visible outside of the jawbone.
- The jawbone is affixed to the inside of dome using (2) screws or rivets on each ear.

- **Scoop:**
- The scoop is attached to the dome using (2) screws or rivets at the top of the helmet.
- Scoop is slightly arrowhead in shape and curved to the contours of the dome.
- Scoop can be oriented to point from straight back to about 60 degrees down.

- **Comlink Box:**
- Comlink is located on left side of helmet.
- Comlink does not have any visible screws or other means that attach it to the dome
    - ♦ Rectangular Blue Button ? top front of comlink.
        - ◊ Plastic material.
    - ♦ Round Red Button ? bottom front of comlink.
    - ♦ Round White Button ? side of comlink.
    - ♦ (2) Raised Bumps ? above round white button, near top of combox.
    - ♦ (4) Vertical Lines - right of the round white button.
        - ◊ These run almost the entire height of the comlink face.
    - ♦ (2) White Square Buttons - top of comlink.
        - ◊ Buttons are approximately 1/4" (6mm) to 1/2" (12mm) per side depending on the size of the comlink face.
        - ◊ The buttons are smaller than the dimensions of the top face.
        - ◊ Buttons can also be rectangular.
    - ♦ Antenna ? top rear behind the two white buttons.
        - ◊ Unpainted metal finish.
        - ◊ About 1/8" (3mm) to 3/16" (4.5mm) in diameter and 6" (15cm) to 8" (20cm) in visible length.

Balaclava
For 501st approval:

- A balaclava is a black head sock/hood that is worn under the helmet and is used primarily to hide any view of the wearer's skin and/or facial hair.

Black Imperial Flight Suit
For 501st approval:

- One piece black coverall/jumpsuit/flight suit with a front invisible zipper.
- Approximately 1.5" (38.1mm) tall mandarin collar with a chevron shaped, left-over-right velcro closure.
- A silver or white Imperial Cog emblem, on a black background, is present on both shoulders.
    - The cog is 3" or 3.5" in diameter, and 1" from the shoulder seam.
- On the left forearm there is a compad pocket, approximately 5" (127mm) wide by 5.75" (146.05mm) tall, with no flap and a 2.25" (57.15mm) window in it.
    - Size might vary to match specific compad.
- On the left bicep, about 2"(50.8mm) below the cog emblem, there is a code cylinder pocket with no flap, and vertical stitching dividing it into pen sleeves.
- The bottom front corner of the pocket is cut off at a bevel on the side pointing in view direction, with the broader upside forming the border of the pen sleeves.
- The right sleeve has a cargo pocket, about 6" (152mm) wide and 5.75" (146mm) on the bicep, and approximately 2"(50.8mm) below the cog emblem.
    - The pocket has a 2"(50.8mm) flap.
- (2) large chest pockets and (2) large front pockets below the belt, without any zipper or flaps.
- (2) leg pockets with flaps, similar in proportion as the right arm sleeve pocket.
    - Size may differ - (Usually the width of the front pockets equals the width of the leg pockets).
- There are no rank bars of any kind on the uniform.
- There are no leg pockets below the knees.

For level two certification (if applicable):

- Imperial patches on the shoulders are printed vinyl rather than embroidered.
- The suit has a pointed collar in the back.

Belt
For 501st approval:

- The belt is constructed from a non-textured leather or a leather-like material.
- Approximately 2" (50.8 mm) in width, up to 3" (76.2 mm) is acceptable.
- There are no loops on the belt.
- A single large snap or rivet is visible approximately 1" (25.4 mm) from the buckle.
    - The belt may be worn with the snap to the right or left of the wearer.
- The buckle is constructed from a horizontally brushed metal, or metal looking material.
- The buckle size is approximately 2 5/8" (66.7 mm) high and 4 1/8" (104.5 mm) wide with 0.5" (12.7 mm) radius rounded corners.
- Buckle is adorned with an Imperial Code Disk at the center.

- ♦ Please refer to the Imperial Buckle reference page for information on accurate and inaccurate style buckles.

For level two certification (if applicable):

- Belt is made of leather.
- Snap is worn to the left of the wearer.
- Buckle has a slight horizontal curve.

Black Boots
For 501st approval:

- Calf high black leather or leather like material.
- Free of laces, decorative stitching, buckles on the instep or any other embellishments.
- Boots may have a single adjustment strap at the top outside of the boot, with the buckle no wider than 1".
  - ♦ This need not be functional.
- Zippers on the inside of the boot are acceptable, so long as they are concealed.
  - ♦ If the zipper is not covered by vinyl/leather, it is painted black.
- German "jack boot" style boots are most canon.

For level two certification (if applicable):

- Boots are made of leather.

For level three certification (if applicable):

- Boots are German jack boots (or ?Knobelbechers?) or an authentic replication thereof.
- Boots have the top adjustment strap.

Established Imperial Gunner Configurations

Configuration 1: No armor
For 501st approval:

- Standard components with the inclusion of a Neckseal.
- Black with horizontal ribs, fitted to the wearer, and extending from the base of the neck to the top of the Adam's apple.
- The neck seal includes a dickie which is untucked.

Configuration 2: Soft Chest Armor
For 501st approval:

- Black Pauldron (sandtrooper style) ? draped over front chest.
- Black Strap wrapped around back and fastened to front sides of pauldron).

- May include straps on the back to connect the back of the pauldron to the waist strap.

Configuration 3: Quilted Leather Jacket
For 501st approval:

- Black Leather Jacket - quilted texture.
- A silver or white Imperial Cog emblem, on a black background, is present on both shoulders.
    - The cog is 3" (75mm) or 3.5" (88mm) in diameter, and 1" from the shoulder seam.

Configuration 4: Jacket & Soft Armor
For 501st approval:

- The quilted leather jacket and soft chest armor are combined on the same costume.

Configuration 5: Hard Armor #1
For 501st approval:

- Stormtrooper style Chest and Back Armor, with ridged plastic shoulder straps.
- Stormtrooper style ridged shoulder straps fit over the collar.
- Shoulder straps are mounted on the front and may free float on the back.
- Adjustment straps between the chest and back armor are acceptable.
- This configuration is not combined with other armor or the jacket.

Configuration 6: Hard Armor #2
For 501st approval:

- A black neck seal is present.
- Armor is similar to a pauldron in design.
- Armor finish matches the helmet.
- A raised edge travels vertically down the center of the armor, from the neck to the center.
- Grooves radiate from the neck and become longer as they move down the piece.
    - There are four grooves on each side of the front armor and three grooves on each side of the back.
- The armor is indented at the bottom on the left and right.
- The center section forms an inverted trapezoid, approximately 3" (7.5cm) in height.
- The bottom edge of the chest armor is within 2" (5cm) of the belt.
- The back armor extends to the shoulder- blades.
- An adjustment strap around the waist is acceptable.
    - Strap is no more than 1" wide.
    - The ends of the strap are affixed near the bottom of the chest armor.
- A strap connecting the waist strap and back armor is acceptable.
    - Strap is no more than 1" (25mm) wide.
- This configuration is not combined with other armor or the jacket.

Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present appear as described below.

Neck Seal
For 501st approval:

- Black with horizontal ribs, fitted to the wearer, and extending from the base of the neck to the top of the Adam's apple.
- Neck seal includes a front and back fabric bib that can be tucked in when combined with chest armor.

Code Cylinders
For 501st approval:

- Between 1 to 4 per costume may be worn.
    - If only one is worn, it is on the left side.
- **Basic Style:** Silver "chalk holder" tube with short clip and blue colored top.
- **Rod style:** Machined aluminum rod with flaring disc detail at top.
- **Dosimeter style:** True Dosimeter with correct clip and blue top.

For level two certification (if applicable):

- Only real or replica dosimeters are used.

Imperial Communications Pad
For 501st approval:

- Rectangular communications pad, with buttons and detailing as shown, on a grey or silver background.

For level two certification (if applicable):

- Compad is not electronically lit.

For level three certification (if applicable):

- Rectangular communications pad, with buttons and detailing as shown, on a white background.

Black Gauntlet Gloves
For 501st approval:

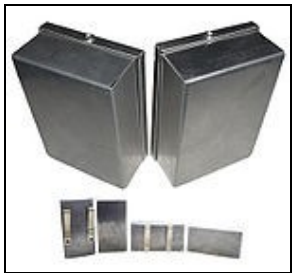
- Black, leather or leather-like, enclosed fingered, non-textured, fitted gauntlet style.
- No buckles, straps, or decorative stitching.
- Three straight lines, on the back of the hand (that match some references), are optional.

For level two certification (if applicable):

- Gloves are made of leather.

For level three certification (if applicable):

- Gauntlets slightly flair-out, upward from the wrist to the mid-forearm.



Belt Boxes
For 501st approval:

- Dimensions are approximately 2 1/2" (63.5 mm) wide by 4 1/2" (114.3 mm) tall, by 1" (25.4 mm) thick.
- One or two boxes may be worn either vertically or horizontally on either side of the belt buckle.

For level two certification (if applicable):

- Amount of boxes worn matches a canon source in orientation and number.

Holster
For 501st approval:

- Holster is the appropriate color and style for the specific blaster.
    - Holster is not present if no blaster is carried.

DL-44 Blaster Pistol
For 501st approval:

Manufactured by BlasTech Industries, the DL-44 Blaster has the ability to charge a heavier blast, nearly twice as powerful as similar pistols. Because the sidearm is highly modifiable and is one of the few blasters shown to have the ability to penetrate imperial armor, the Empire has placed heavy restrictions on this model and in many cases ownership is outlawed outside of imperial forces.

- Scratch built or high-end prop replica.

DH-17 Blaster
For 501st approval:

Manufactured by BlasTech Industries, the DH-17 is a standard-issue Imperial sidearm for shipboard combat. The energy and power of the weapon are tuned to penetrate necessary targets, yet it will not puncture a starship's hull.

- Scratch built or high-end prop replica.

E-11 Blaster
For 501st approval:

Manufactured by BlasTech Industries, the E-11 is standard-issue for many Imperial troops. Light, compact yet powerful, the E-11 blaster is always in high demand throughout the galaxy.

- Based on a real or replica Sterling sub-machine gun, scratch-built, or a modified commercial toy Stormtrooper blaster.

For level two certification (if applicable):

- Folding stock.
    - Stock does not need to function.

- A real or replica ammo counter - based off of a Hengstler counter - should be present.
- D-ring mounted on the rear.
- Correct style scope.
- Two power cylinders on the magazine.
- Scratch-built, resin cast, Hyperfirm rubber cast blasters should have a total of 6 t-racks on blaster (leaving the lowest row on the Hengstler side un-covered).
- If using the Hasbro E11 toy blaster, it is modified to have the correct number of T-tracks (6 total), with a lower row of open vent holes on the magazine housing side.
    - This is accomplished by covering the pre-existing rows of holes with T-tracks, then grinding off the lower integrated T-track on the magazine housing side, and drilling a new row of holes in its place.

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- This CRL is available as a PDF at www.501st.com/databank/Costuming:IG_imperial_gunner

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