

COSTUME REFERENCE LIBRARY

AT-AT Driver



Model **TA-9352**, Photo by **Graham Roberts**



Description: AT-AT Driver

Prefix: TA

Detachment: Armored Cavalry Detachment

Context: Star Wars Episode V: The Empire Strikes Back

These specially trained Imperial troopers are responsible for the operation and maintenance of the Galactic Empire's AT-AT walkers. Their armor and equipment is designed to ensure their safety in the event of a hull breach or survival in a hostile environment.

The 501st approval requirements are listed in black.

The Armored Cavalry Detachment defines additional, optional costuming details listed in blue and red. Please visit the ACD web site for more details on these options.

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

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.

Required Costume Components

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



Helmet
For 501st approval:

- For more details, please see the [AT-AT Driver helmet detail page](#)
- Helmet is constructed from ABS, Fibreglass, or a commercially available Imperial TIE Pilot helmet.
- Helmet is painted white and reinforced.
- Two red Imperial cog decals on either side of the mohawk.
- Two small squares on either side of the mohawk.
 - ◆ Left hand side is red.
 - ◆ Right hand side grey or silver.
 - ◆ There is a small red dot above the RH square.
- A small Silver knob just below the center of the mohawk.
- Two forehead 'Clock Greeblies' in the recessed area in front of mohawk.
 - ◆ The recessed areas are white.
- Painted red dot on the center bump of each ear.
- Flat or bubble eye lenses.
 - ◆ Lenses are either green or black.
- Two black 'Soda Siphon' greeblies on the sides of the face, to the sides of each lens.
 - ◆ Each has a small section of ribbed grey tube, extending up and into the top section of the helmet, above the lenses.
- Small black rectangular greeblie with a small white vertical stripe, on the inside of each grey tube, tucked partially under the top section of the helmet.
- The mouth/ frown is painted black and the bottom half of the center tooth is painted red.
- There are aluminum tusks in the recessed areas of the chin where the hoses on a Tie Pilot would go.
 - ◆ Tusks are conical at the tip.
- The center 3 Vocoder chin bumps are painted black.
 - ◆ The center bump has a small area at the top that is not painted.
- Three black stripes travel from front to back along the cheek tubes
 - ◆ The top stripe is twice as thick as the lower two, and the forward edges of the stripes are cut at angle, the top side being longer.
- The back of the helmet has (2) grey cylinders/ canisters to each side of the mohawk that the hoses attach to.
 - ◆ The RH canister has a red stripe.
 - ◆ The LH canister has a black square painted on it.
 - ◆ Both canisters are topped with an aluminum washer greeblie.
- A rectangular 'pill box?', on the back of the mohawk, is painted black or made of black plastic.
- A small red square on the left side, above the pill box.

[For level two certification \(if applicable\):](#)

- Helmet is painted light grey as per the original prop.
 - ◆ Armor and Chest box match the helmet color.
- Red dot on the center bump of LH ear only
 - ◆ RH ear has no red dot on some promo photographs.
- Interior of 'Soda Siphon' has a clip, that is outlined in red.
- Larger white bump just to rear of right ear is red.
- The Left helmet tusk has a red tip.
- White rubber trim lining the bottom edge of helmet.
 - ◆ Trim is plain and semi glossy.
 - ◆ No metal supported trim etc with ribbing or similar uneven surfaces.
- Interior of Helmet is painted black.
- Half moon plastic disks behind the tusks, supported by a white attachment.
- Bubble eye lenses.
- Two red square stickers on the top of the air canisters'.
- A red arrow at the tip of the trident.



Balaclava

For 501st approval:

- White balaclava worn under the helmet.
 - ◆ The balaclava is a White 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.
 - ◆ Option: Although a white balaclava is considered most cannon, a black balaclava is also acceptable.



Grey Imperial Flight Suit

For 501st approval:

- One piece light grey 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 must be present on both shoulders. The cog is 3" or 3.5" in diameter, and 1" from the shoulder seam.
 - ◆ If the costume includes armor that covers the cog emblems entirely, they may be omitted.
- On the left forearm there is a com-pad 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 your com-pad)
- On the left bicep, approximately 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 approximately 6" (152mm) wide and 5.75" (146mm) on the bicep approx 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 one on the right arm sleeve. Size may differ. (Usually the width of the front pockets equals the width of the leg pockets)
- Rank bars of any kind are not permitted.
- There are no leg pockets below the knees

For level two certification (if applicable):

- All pocket flaps to have chevron point.

For level three certification (if applicable):

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



Shoulder Armor

For 501st approval:

- Snow Trooper style Shoulder Armor.
 - ◆ Armor is rotated 180 degrees, so the ridges of the shoulder bell are along the top.

For level two certification (if applicable):

- One small hole in each of the two corners, with thread looping to the outside to make them look like they are stitched to the flight-suit.



Gloves

For 501st approval:

- Grey or White leather gloves with a 4-6 inch cuff.
 - ◆ The brand name WELDAS SOFTOUCH Tig/Mig gloves appear to be the closest to the screen used gloves.
 - ◆ White Damascus D650 Gauntlets or White/Grey Fencing gloves are a perfectly acceptable alternative.
 - ◇ Shown here.
- The left glove cuff has a small compad attached.
 - ◆ Compad approx 1.5" x 1.5" with the outer section slightly curved, and the inner section straight.
 - ◆ The compad has a circular center section, about 3/4" high, and topped with a small silver disk, slightly smaller than the center section in diameter.

For level two certification (if applicable):

- Compad has (5) clear/silver raised buttons aligned in a row along the flat side.
- Three raised parallel lines on the back of each hand.

For level three certification (if applicable):

- Compad has 5 pin headers, instead of buttons.

Chest Armor

For 501st approval:

- Armor is painted white.
- Chest Armor has a large flat surface for the chest box to attach.



- White, "Stormtrooper Style" ribbed shoulder bridges connect the Chest and Back armor.
- One shaped knurled thumbscrew on the front of each shoulder strap.

For level two certification (if applicable):

- Armor is painted light grey as per the original prop.
 - ◆ Armor, Chest-Box & Helmet match in color.
- Rubber trim around the top and side edges of the Chest Armor.
 - ◆ The color of the trim matches the armor.
 - ◆ Trim is plain and semi-glossy, with no metal supported ribbing or similar uneven surfaces.

For level three certification (if applicable):

- Black elastic connecting the Chest and Back armor under the arm.
- One small rivet in the bottom corners of the Chest armor, connecting to black elastic from the inside.



Chest Box

For 501st approval:

- Rectangular box is approx H7" x W7.25" x D2.5"
- The top of the Chest Box is angled at approx 45 degrees at the front, sides and rear, forming an apex.
- Small angled extension on top of Chest Box is approx H0.75" x W2.00"
- The lower half of the Chest Box is slightly shallower than the upper half.
- There are two cylindrical 'donut' extensions on each side of the box, one above the other, approx 2.35" (6 cm) in diameter.
- The upper 'donut' is slightly wider than the lower one and has a hole for the hose that runs from helmet to Chest Box.
- Custom circuit details and greeblies on front of Chest Box.



Hoses

For 501st approval:

- Grey ribbed hose, running from rear helmet canisters, over the shoulders and to the upper 'donut' extensions on the Chest Box.
- Hose is approx 1" in diameter.



Back Armor

For 501st approval:

- Armor is painted white.
- Circuit board detail plate on rear of Back Armor.
 - ◆ Circuit Board detail is black, white and gold in color.
 - ◆ Grey angled greeble in center of the circuit board plate.
- White, "Stormtrooper Style" ribbed shoulder bridges connect the Back and Chest Armor.
- One shaped knurled thumbscrew on the rear of each shoulder strap.

For level two certification (if applicable):

- Armor is painted light grey as per the original prop.
 - ◆ Armor, Chest-Box & Helmet match in color.

- Rubber trim around the top and side edges of the Back Armor.
 - ◆ The color of the trim matches the armor.
 - ◆ Trim is plain and semi-glossy, with no metal supported ribbing or similar uneven surfaces.

For level three certification (if applicable):

- Black elastic connecting the Back and Chest Armor under the arm.
- One small hole in the bottom corners of the Back Armor, with thread joining to black elastic.



Ejection Harness
For 501st approval:

- Grey webbing travels between the legs, from below front armor to the back armor.
- Two loops wrap around each leg at the knees and are attached to the rest of the webbing.
- Webbing is 2" wide.



Boots
For 501st approval:

- White or light grey Moon boots, with no exterior markings or fasteners.
- Boots have a serrated sole.
 - ◆ Note: Original moon boots are difficult to find without some kind of decoration on them, but they are out there.
 - ◆ Snowtrooper style Canadian Mukluks, with ALL lace loops and 'D' rings removed, may be used if moon boots are unavailable.

For level two certification (if applicable):

- Tape around the top of boot.

Optional Accessories

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



Optional Helmet Customization
For 501st approval:

- Red stripe on rear of mohawk, approx 1.5" wide with the lower end coming to a point like an arrow.
 - ◆ Stripe is painted or red electrical tape.

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 (ESB)
For 501st approval:

- 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 (does not need to function).
- No ammo counter shall be present.
- D-ring mounted on the rear.
- Sterling based blasters have the correct M-38 or M-19 style scope.
 - ◆ The M-19 scope is preferred.
- No power cylinders on the magazine housing.
- Scratch-built, resin cast, Hyperfirm rubber cast blasters shall have a total of 6 T-tracks on blaster (leaving the lowest row on the magazine housing side uncovered).
- If using the Hasbro E11 toy blaster and you cover all the rows of holes, the blaster will have 7 T-tracks total. But, if you want to have the correct number of T-tracks (6 total) with the lower row of open vent holes on the magazine housing side, then you shall cover the pre-existing rows of holes with T-tracks, and grind off the lower integrated T-track on the magazine housing side and drill a new row of holes in its place.

For level three certification (if applicable):

- Hasbro blasters are not allowed, even conversions.

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- [This CRL is available as a PDF at www.501st.com/databank/Costuming:TA_AT-AT_driver](http://www.501st.com/databank/Costuming:TA_AT-AT_driver)

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