COSTUME REFERENCE LIBRARY

Sandtrooper

Model **TD-8800**, Photo by **Juan Arvizu**

Description: Sandtrooper
Prefix: TD
Detachment: Mos Eisley Police Department
Context: Star Wars Episode IV: A New Hope

The Sandtrooper is a desert terrain Stormtrooper equipped with modified armor and gear to better withstand missions in harsh arid environments. While their armor is superficially similar to that of the standard Stormtrooper, advanced cooling systems in both their helmets and suits offer these troopers protection from the relentless heat.

The 501st approval requirements are listed in black.

MEPD Defines two additional, optional levels of costuming excellence: Police Officer and SWAT. In the page below, requirements for Police Officer are listed in blue. SWAT requirements are in red. Please visit the MEPD web site for a full description of these standards.

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:

- All Sandtrooper armor parts are weathered.
    - See the Sandtrooper weathering page for more information.
- Frown is painted gray and does not leave the teeth area.
- Between six and eight total teeth on the frown cut out.
- Traps and tears are gray.
- No vertical black lines in any traps or tears.
- Medium blue, backward bent tube stripes number between (9) and (16) per side.
    - Navy blue and/ or black stripes are inaccurate.
    - Does not need to be an equal amount of stripes per side.
- Lenses are flat green or smoke.
    - Lenses are dark enough that viewers cannot see the wearers eyes behind them.
- Chin vocoder is painted black.
- The ears have four raised bumps, painted gray in color with a black outline. **One bump is painted black.
- Two aerators (a.k.a. "microphone tips") are present.

For level two certification (if applicable):

- Lenses are flat green.
- Four "teeth" cut out on either side of the helmet "frown".
- Correct Hovi-Mix mic tips.
- FX helmets are not allowed.

For level three certification (if applicable):

- FX, MRCE and/or ANHv2 helmets are not allowed.

Neck Seal
For 501st approval:

- Black with horizontal ribs, fitted to the wearer, and extending from the base of the neck to conceal the entire neck.

Ammo Pouches
For 501st approval:

- All Sandtrooper armor parts are weathered.
    - See the Sandtrooper weathering page for more information.
- Black in color, made of canvas, leather or leather-like German MP-40 style ammo pouches.
- The standard configuration calls for a minimum of two pouches:
    - one pouch on the left shoulder and one on the right hip.
    - A third worn on the opposite hip is allowed.
- Option: If choosing to replicate a screen used configuration of equipment, the number of pouches may be altered.
    - See the MEPD SWAT page for more details.
    - Note: Screen used configurations also include specific color Pauldrons and individual backpacks styles.

Pauldron
For 501st approval:

- All Sandtrooper armor parts are weathered.
    - See the Sandtrooper weathering page for more information.
- A black, orange, or white neck ornament made of leather or a leather-like material, worn over the right shoulder.
- Option: If choosing to replicate a screen used configuration of equipment, specific colored Pauldrons are required.
    - See the MEPD SWAT page for more details.
    - Note: Screen used configurations also include differences in the number of pouches and individual backpacks styles.

Shoulder Straps
For 501st approval:

- All Sandtrooper armor parts are weathered.
    - See the Sandtrooper weathering page for more information.
- Sandtrooper Chest and Back Armor are attached from within via soft straps.
    - For basic approval ribbed shoulder straps are acceptable but discouraged.

For level two certification (if applicable):

- No ribbed shoulder straps are present.

Shoulder Armor
For 501st approval:

- All Sandtrooper armor parts are weathered.
  - See the Sandtrooper weathering page for more information.
- The shoulders are considered effectively symmetrical.
  - They may worn interchangeably on the left and right shoulders.
- The Shoulder Armor uses a black elastic strap that wraps around the inside of the bicep.

Upper Arm Armor
For 501st approval:

- All Sandtrooper armor parts are required weathered.
  - See the Sandtrooper weathering page for more information.
- Biceps are fully closed.

Forearm Armor
For 501st approval:

- All Sandtrooper armor parts are weathered.
  - See the Sandtrooper weathering page for more information.
- Forearms are fully closed

Hand Plates
For 501st approval:

- All Sandtrooper armor parts are weathered.
  - See the Sandtrooper weathering page for more information.
- Roughly pentagonal in shape, the hand plates are mounted securely over the back of the glove.
  - As an alternative to plastic, these may be made out of latex or latex-like material.

For level two certification (if applicable):

- Hand Plates are made of latex.

Gloves
For 501st approval:

- All Sandtrooper armor parts are weathered.
  - See the Sandtrooper weathering page for more information.
- Black in color, made of non-textured rubber, nomex, leather, or leather-like material.
- Gloves have no visible straps or logos/designs.
- The fingers are enclosed.

For level two certification (if applicable):

- Gloved are made of rubber.

Optional: "Cheese grater" hand plates are allowed if used with the correct Backpack / Pauldron/ Weapon configuration.

Chest Armor
For 501st approval:

- All Sandtrooper armor parts are weathered.
  - See the Sandtrooper weathering page for more information.
- Chest Armor overlaps the Abdomen Armor.

Back Armor
For 501st approval:

- All Sandtrooper armor parts are weathered.
  - See the Sandtrooper weathering page for more information.
- Back Armor contains a "O II" design.
- Back Armor has minimal to no overlap of the Kidney Armor.

Undersuit
For 501st approval:

- All Sandtrooper armor parts are weathered.
  - See the Sandtrooper weathering page for more information.
- Black non-textured material, either one-piece or two-piece construction with no visible zippers or logos/designs.

Abdomen Armor
For 501st approval:

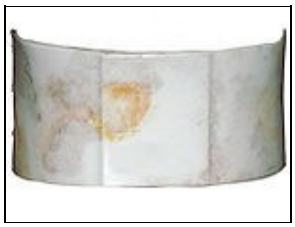
- All Sandtrooper armor parts are weathered.
  - See the Sandtrooper weathering page for more information.
- Left side Abdomen Armor has a minimum of three, and maximum of four painted white buttons.
- Right side Abdomen Armor is a blank square and does not contain buttons like the Stormtrooper.

For level two certification (if applicable):

- Armor side gaps are closed or nearly closed.
  - No more than 1/2 inch (12.7 mm) gap on either side.
  - This is done by adding a shim (or shims) of a similar type and color of material as the Abdomen and Back Armor.
  - Shims fit flush and may have seams, though ideally they will be seamless to the Abdomen and/or Back Armor, resulting in a single seam between the two rather than extra seams where the shims are joined.

For level three certification (if applicable):

- Rivets on the left side of the Abdomen / Kidney Armor:
  - A total of (6) rivets with three on the abdomen and three on the kidney.
  - Rivets are equally spaced out along the depth of the armor and about 10mm from the edge.
- One snap on the top right hand side of the Abdomen Armor:
  - Back of male side of snap shows on outside of Abdomen Armor.
- Visible fasteners under lower Codpiece center area include one split rivet or brad in the front.
  - Fasteners need not be functional.



Kidney Armor
For 501st approval:

- All Sandtrooper armor parts are weathered.
  - See the Sandtrooper weathering page for more information.
- It is allowable to have a single Kidney and Posterior Armor piece.
  - If a separate Kidney plate is used, it lines up with the Abdomen Armor, with the top of the Kidney Armor flush to or under the Back Armor.

Posterior Armor
For 501st approval:

- All Sandtrooper armor parts are weathered.
  - See the Sandtrooper weathering page for more information.
- It is allowable to have a single Kidney and Posterior Armor piece.
  - If a separate Posterior Armor piece is used, it is below the bottom of the belt and lines up with the Kidney Armor, with a minimal gap between it and the Kidney.

For level two certification (if applicable):

- Visible fasteners under lower Codpiece center area includes two (or 3) male snaps in the back.
  - Fasteners need not be functional.

Belt
For 501st approval:

- All Sandtrooper armor parts are weathered.
    - See the Sandtrooper weathering page for more information.
- Belt face is made of plastic.
- There are three square buttons:
    - (1) centered in the middle, and one on each end.
- Belt proper is made of canvas, canvas covered material, leather, or vinyl.
- Belt is 3 to 3.5" wide.
- The color is white to off-white.
- The Belt has no front thigh drop boxes, thermal detonator, or holster.

Thigh Armor
For 501st approval:

- All Sandtrooper armor parts are weathered.
    - See the Sandtrooper weathering page for more information.
- Thigh armor is closed in the back.
- A small ammo belt is installed on the bottom of the right thigh.

Lower Leg Armor
For 501st approval:

- All Sandtrooper armor parts are weathered.
    - See the Sandtrooper weathering page for more information.
- Greaves close in the back.
- The Diamond Knee plate is a six sided hexagon, mounted onto a five-sided "diamond" shape, with a point on the bottom.
    - Diamond Knee plate is on the wearer's left knee.

Boots
For 501st approval:

- All Sandtrooper armor parts are weathered.
    - See the Sandtrooper weathering page for more information.
- Boots are made of white leather or leather-like material.
- Boots are above ankle height, with a flat sole with and a short heel.
    - Small U-shaped elastic sections on both sides of the ankle with no buckles or laces.
    - Jodhpur / Chelsea-type boots or an equivalent style is acceptable.
    - Elvis or Mariachi boots are inaccurate.

Optional Accessories

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

Macrobinoculars
For 501st approval:

- Styled after the ones used by the Sandtrooper in the Special Edition scenes of ANH.

Cheese Grater Hand Plates
For 501st approval:

- Dimpled or "cheese-grater" style hand plates are worn by several troops in ANH.
- Hand Plates are approximately rectangular, with a pattern of "pill-shaped" indentations.
    - There remains much debate if these were formed parts or last-minute replacement parts made of unknown materials.

Backpack
For 501st approval:

- Optional due to the presence of Sandtroopers without pauldron, shoulder pouch or backpack in the Docking Bay 94 scene in ANH.
- All Sandtrooper armor parts are weathered.
    - See the Sandtrooper weathering page for more information.
- Styled after the ANH Sandtrooper packs or a simplified pack as seen in the video game (Battlefront series).
- A loose interpretation is allowed, but screen accuracy is encouraged.
- Option: If choosing to replicate a screen used configuration of equipment, specific style backpacks are required.
    - See the MEPD SWAT page for more details.
    - Note: Screen used configurations also include differences in the number of pouches and individual Pauldron colors.

For level two certification (if applicable):

- Backpack is present.
- Comprised of two main boxes (aka Seed Trays), that are the approximate width of the Back Armor.
- Correct bend on frame.
- No personal liberties such as LED lights, etc.

E-11 Blaster
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).
- A real or replica ammo counter - based off of a Hengstler counter - shall be present.
- D-ring mounted on the rear.
- Sterling based blasters have the correct M-38 or M-19 style scope.
- Two 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.
- No ESB/ROTJ greeblies are allowed on the blaster.

For level three certification (if applicable):

- Hasbro blasters are not allowed, even conversions.

DLT-19 Heavy Blaster Rifle
For 501st approval:

Manufactured by BlasTech Industries, the DLT-19 heavy blaster rifle is much more powerful with a much greater range than the E-11 blaster. Because of its powerful, long range capabilities, this rifle is commonly used on Imperial controlled planets with large, clear, open areas.

- Based on a real or replica MG-34 machine gun.

For level two certification (if applicable):

- A DLT-19 is an MG-34 with T-tracks on the barrel, ejection port cover added, and a small disk on left side.

RT-97C Heavy Blaster Rifle
For 501st approval:

Manufactured by BlasTech Industries, the RT-97C features a long barrel to increase the firing range of the energy beam projectile. Three scopes increase accuracy and versatility. The first scope is an energy scanner capable of detecting life forms. The second scope is a rangefinder that automatically adjusts the targeting components. The third scope uses infrared heat imaging technology.

- Based on a real or replica MG-15 machine gun.

For level two certification (if applicable):

- Correct style scopes.
- Silver metal hose is present on the right hand side of barrel between the trigger and "saddle barrel".

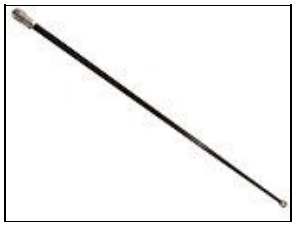
T-21 Light Repeating Blaster Rifle
For 501st approval:

Manufactured by BlasTech Industries.

- Based on a real or replica Lewis Mark I machine gun. For this prop the magazine disk and bipod of the original gun are left off.

For level two certification (if applicable):

- A ribbed length of tubing shall be installed over the front of the gun barrel.
- A canvas, leather, or nylon sling shall be attached.
- Sight shall be present on top where ribbing meets base.



Dewback Prod
For 501st approval:

- The prod is a black pole, approx 96? long, with metal details at both ends.
    - A shorter length is optional.

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

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