COSTUME REFERENCE LIBRARY

Stormtrooper, A New Hope (Stunt)

Model **TK-8377**, Photo by **Patrizio Logar**

Description: Stormtrooper, A New Hope (Stunt)
Prefix: TK
Detachment: First Imperial Stormtrooper Detachment
Context: Episode IV: A New Hope

?This station is now the ultimate power in the universe. I suggest we use it!? - Admiral Motti (ANH)

Admiral Motti was incorrect in this statement above, about the Death Star. The true ultimate power in the Universe, that the Empire possesses, is the Stormtrooper.

The Stormtroopers (Stunt) were the pre-emptive strike force in the boarding party of the Rebel blockade runner the Tantive IV, and made up the main garrison that could be seen throughout the corridors of The first Death Star.

These highly trained elite soldiers cannot be bribed or swayed from their dedication to the Empire.

The Stormtroopers are not only the first strike team units sent into critical combat situations, but are also assigned to keep a watchful eye over the Imperial officers who might betray the Emperor?s cause.

Garrisons of Stormtroopers are stationed on worlds throughout the Galaxy to keep order, and stop any Rebel uprisings.

Even though the Stormtroopers are an independent unit, having their own command structure, ranking system and support facilities, they still serve on Imperial vessels, and operate along side the Imperial army and navy.

The Stormtroopers are shielded by hardened, plastoid,composite armor, fitted over a black environmental body glove, with a built-in life support system. The imposing white armor not only protects them from harsh environments, but also gives limited protection from blaster fire.

Stormtroopers carry an array of equipment and weapons, wielding blaster rifles and pistols with great skill.

The Stormtroopers, having the combined training and battle tactics of both an Army soldier and a Marine, makes them highly adaptable and a very skilled force.

The 501st approval requirements are listed in black.

FISD Defines two additional, optional levels of costuming excellence. In the page below, requirements for Level 2 "Expert Infantryman" are listed in **blue**. Requirements for Level 3 "Centurion" are listed in **red**.

- Those armor pieces without blue and/ or red text are by default considered the highest level.
- Please visit the FISD web site for a full description of these standards.

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

Special Notes:

- Visit the Frequently asked questions page for information on the Rubies Supreme Stormtrooper costume.
- Blasters are not required for legion membership per our weapons policy.
- The armor parts shall be made from one of these types of materials or like materials: White fiberglass, ABS (Acrylonitrile Butadiene Styrene), HIPS (High Impact Polystyrene), or Polyvinyl chloride (PVC).
- FX armor may not be used for Level 3 approval.
- FX helmet is no longer permitted for new approvals.

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:

- Traps (trapezoids on dome of helmet) and tears (area beneath the corners of eye lenses) are gray.
- Rear traps and tears have vertical black lines.
- Lenses are flat material, green in color, sufficiently dark enough to obscure the costumer's eyes.
- The ?ear? bars have three or four bumps and are gray or painted gray, with a black outline. Painting the bumps with rank stripes (highlighted) in black is optional.
- Frown is painted gray and does not leave the teeth area. Eight total teeth on the frown are cut out.
- Tube stripes are medium blue, numbering between 9 and 16 per side with the curve bends extending backwards.
- Vocoder (vertically ribbed chin detail) is painted black.
- Aerators/Hovi mix tips (cylinders on either side of the vocoder) are black or painted black.
- Tears, traps, and tube stripes may be hand painted, decals, or decals that replicate hand painted.
- Mesh may be used behind the frown to obscure the face of the wearer.

- Note: The helmet is accurate in detail and proportion to official references.
    - Many commercially available helmets or those considered disproportionate in size or shape are ineligible.

For level two certification (if applicable):

- Ears shall have three screws per side, one above and one below the ear bar and one at the base of the helmet.
- Ear bars have four bumps only.
    - Not three.
- Traps/tears and tube stripes shall have the correct ANH TK details.
- Correct 'Hovi mic' aerator tips.

For level three certification (if applicable):

- Ear bars shall have only one bump painted in black (rank stripes).
- Neck trim shall be of an s-type profile rather than a u-type profile.
- Tears/traps shall be hand painted or use decals that emulate hand painted (with correct ANH TK details).

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.

Shoulder Straps
For 501st approval:

- These shall be securely mounted in front and may free float in back. They may be affixed with rivets, Velcro, or adhesive.

For level two certification (if applicable):

- No visible rivets are allowed.

For level three certification (if applicable):

- These shall free float in back.
- These shall be glued in front.
- The plastic shoulder straps need to be held down in the back via a white elastic band to the white fabric that connects/bridges the chest and back piece.

Shoulder Armor
For 501st approval:

- One on each shoulder.
- The shoulders are considered effectively symmetrical.
    - They may be worn interchangeably on the left and right shoulders.
- Shoulders have a black elastic strap that wraps around the inside of the bicep.

Biceps
For 501st approval:

- Biceps are fully closed.

For level two certification (if applicable):

For level three certification (if applicable):

- Biceps must be constructed using the butt joint and cover strip method. Overlap construction is not allowed.

Forearms
For 501st approval:

- Forearms are fully closed.

For level two certification (if applicable):

For level three certification (if applicable):

- No return edge on the inside of the front of the forearm is allowed.
- Forearms must be constructed using the butt joint and cover strip method. Overlap construction is not allowed.

Hand Plates
For 501st approval:

- 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):

For level three certification (if applicable):

- Hand guards shall be latex or latex-like, painted white, affixed to rubber gloves in lieu of plastic hand guards.

Gloves
For 501st approval:

- Black in color, made of either rubber, nomex, leather, or leather-like material, with no visible straps or logos/designs. The fingers are enclosed, non-textured.

For level two certification (if applicable):

- Gloves shall be rubber or rubber-like chemical gloves, in black.

Chest Armor
For 501st approval:

- Chest plate overlaps the abdominal plate.

For level two certification (if applicable):

For level three certification (if applicable):

- Chest and back shall be connected with a white fabric or preferably elastic strap at the shoulders.
- AM chest plate must be replaced with a more screen accurate version.

Back Armor
For 501st approval:

- Back plate contains a "O II" design.

For level two certification (if applicable):

For level three certification (if applicable):

- Back plate shall have no, or minimal overlap of the kidney plate.
- AM back plate must be replaced with a more screen accurate version.

Under Suit
For 501st approval:

- Black non-textured material, either one-piece or two-piece construction with no visible zippers or logos.

Abdomen Armor
For 501st approval:

- The abdomen armor has a button area that matches the color pattern shown (3 blue + 6 gray); buttons are approximately 7/16" (11mm) in diameter.

For level two certification (if applicable):

- Any gap between the abdomen and kidney armor is no more than 1/2" (12.5mm) wide.
    - Any shims used to achieve this effect are of a similar material and color as the abdomen and kidney armor. Shims fit flush and seams are allowed.

For level three certification (if applicable):

- Ideally there no gap between the abdomen and kidney armor.
    - A single visible seam line is present.
- Three rivets, approximately 5/16"(8mm) diameter, are present on the left side of the abdomen armor.
    - Note: The original rivets used for the TK armor were bifurcated rivets or split rivets.
- Rivets are equally spaced along the depth of the armor and about 10mm from the edge.
- The heads are rounded or domed.
    - Note: Paperclip brads are not considered to have a domed head.
- Rivets are painted white.
- A single male snap on the top right corner of the ab plate is present.
- A single split rivet or brad is present on the lower tab of the abdomen armor.

- ♦ Rivet does not need to be functional.
- Abdomen armor buttons are integrated and painted directly on the armor.
  - ♦ No separate buttons are allowed.

Kidney Armor
For 501st approval:

- A separate kidney plate is present, split from the posterior armor.

For level two certification (if applicable):

For level three certification (if applicable):

- Squared cut-out sections at the lower left and right corners of the Kidney Armor.
  - ♦ The cut out is roughly 22 mm tall from the bottom and 22 mm in from the side.
- Three rivets, approximately 5/16"(8mm) diameter, are present on the left side of the kidney plate.
  - ♦ Note: The original rivets used for the TK armor were bifurcated rivets or split rivets.
- Rivets are equally spaced along the depth of the armor and about 10mm from the edge.
- The heads are rounded or domed.
  - ♦ Note: Paperclip brads are not considered to have a domed head.
- Rivets are painted white.

Posterior Armor
For 501st approval:

- A separate rear armor piece is split from the Kidney Armor

For level two certification (if applicable):

- Two male snaps are present on the lower center tab of the Posterior Armor.
  - ♦ Snaps do not need to be functional.

Belt
For 501st approval:

- Belt face is made of plastic (TK ammo belt).
- The soft belt proper is made of canvas, or material with a canvas covering. Size must be 2.75? (70 mm) to 3.25?(83 mm) wide and not wider than the plastic portion of the belt. The color is be white to off-white.
- The drop boxes dangle from the sides of the front plastic belt (ammo belt) via white straps and are aligned under the plastic tabs of the ammo belt.

For level two certification (if applicable):

- There shall be three square buttons, one centered in the middle and one on each end of the plastic ammo belt..

For level three certification (if applicable):

- Drop boxes must have full inner drop boxes to close the back. Flat covers are not allowed.
- Drop boxes are vertically aligned with the end of the ammo belt with minimal gap between belt and box.
- The corners of the plastic ammo belt shall be trimmed at a 45 degree angle.

Thermal Detonator
For 501st approval:

- (A.K.A. O2 canister) attaches to the center back of the belt.
- Detonator consists of an all grey cylinder, without silver stickers or silver paint.
    - The cylinder is between 2? (50mm) and 2.68"(68mm) in diameter with white end caps on each end.
- The white control panel pad faces upwards, with the controls/round washer style detail closest to the right end cap.
- The total length is approximately 7.50" (190.5mm).
- The thermal detonator is attached via metal or metallic-appearing clips, approximately 1" (25mm) wide.

For level two certification (if applicable):

- Thermal detonator belt clips are positioned with little to no gap between the clips and the end caps.

Thigh Armor
For 501st approval:

- Thigh armor shall be closed in the back.
- The small ammo belt is installed on the bottom of the right thigh.

For level two certification (if applicable):

- Thigh ammo belt is attached to thigh with a solid head rivet or fastener in the upper corner and fastened to the lower thigh ridge.
    - The solid head rivet attachment is painted white.
    - Standard pop rivets are not allowed
- The bottom corners of the thigh ammo belt are rounded off.

For level three certification (if applicable):

- Thighs are constructed using the butt joint and cover strip method.
    - Overlap construction is not allowed.

Lower Leg Armor
For 501st approval:

- Greaves close in the back. The trapezoid knee plate (sniper knee plate) is affixed to the left greave and may have two visible brads or rivets securing it to the greave.
- The AM greaves (shins) shall be on the proper legs, with a new cover strip. The cover strip edge shall be facing the inside of the leg. Note: There is a manufacturer defect with the AM greaves (shins) that may cause you to wear the them improperly. Please see the Tutorial titled :"AM armor shins: the proper way to assemble and wear", on the whitearmor.net

For level two certification (if applicable):

- Sniper knee plate must be aligned with the ridges on the shin.
- Sniper knee plate must not have visible rivets or fasteners attaching it to the shin.

For level three certification (if applicable):

- Lower legs must be constructed using the butt joint and cover strip method. Overlap construction is not allowed.

Boots
For 501st approval:

- Boots are above ankle height and made of white leather or leather-like material.
- Small U-shaped elastic sections on both sides of the ankle.
- Flat sole with a short heel.
- No buckles or laces.
- Jodhpur/ Chelsea-type boots or an equivalent style is acceptable.
    - Elvis or Mariachi boots are not allowed.

For level two certification (if applicable):

- There is no seam present on the front of the boot.

Holster
For 501st approval:

- Holster is made of black leather or leather-like material.
- Holster is worn on left side of belt and is attached via two leather or leather-like material straps to the belt from behind instead of front.
    - No loops cover the outside of the belt.
- The holster is affixed with only two fasteners at the bottom (one per strap).
    - The fasteners may be rivets, snaps, or Chicago screws.

Optional Accessories

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

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, 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.
- 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:

- 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.

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

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