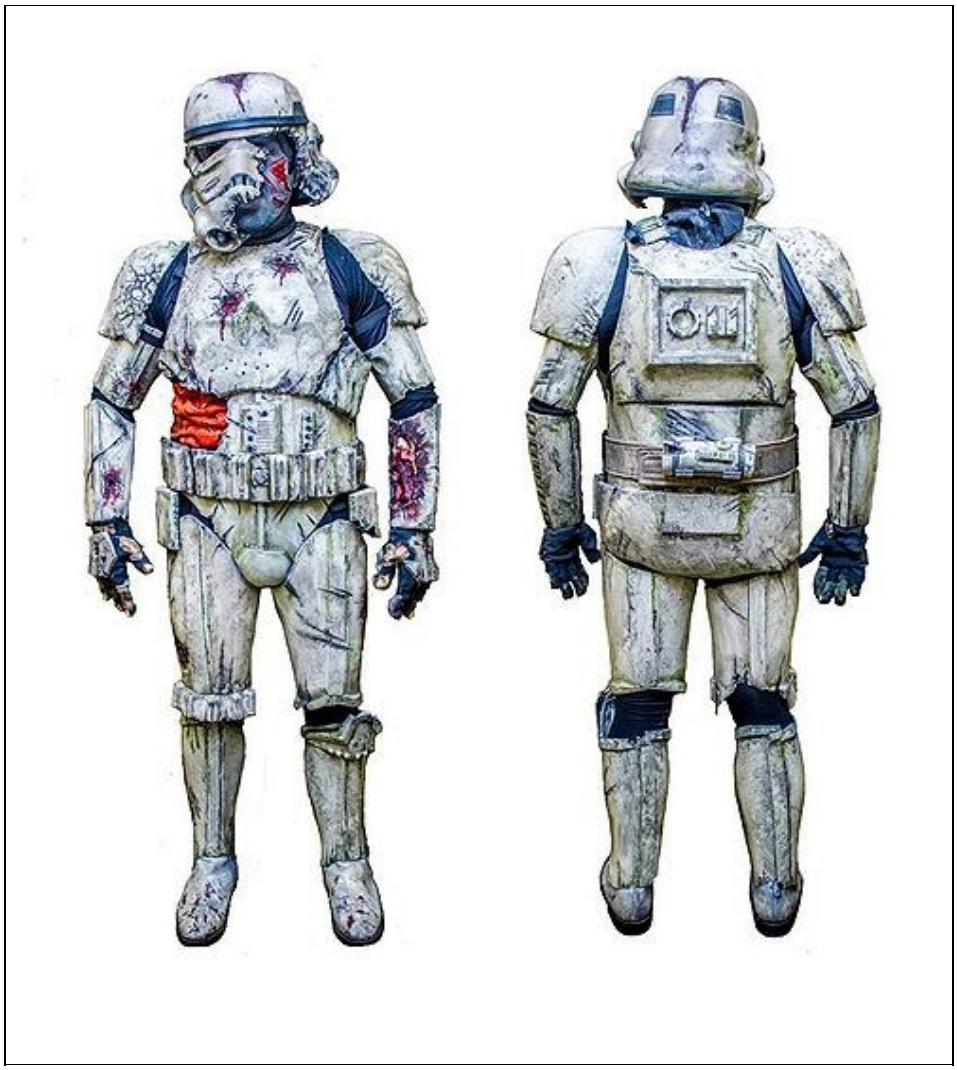
COSTUME REFERENCE LIBRARY

Death Trooper



Model **TK-5940**, Photo by **Tom Gardner**

Description: Death Trooper
Prefix: TK
Detachment: First Imperial Stormtrooper Detachment
Context: Star Wars Expanded Universe
The Death Troopers were introduced in a Star Wars Expanded Universe novel of the same name. The book follows the classic zombie outbreak story, but set on a Star Destroyer. The Death Troopers were later used in Star Wars Galaxies and represented by Gentle Giant as a bust.

Please note that this particular costume may not be welcome at all 501st events. This is not recommended as a primary Legion membership costume. Please contact your garrison CO/GML with any questions if you are planning to create one.

The 501st approval requirements are listed in black.

FISD Defines two additional, optional levels of costuming excellence: Expert Infantryman and Centurion. In the page below, requirements for Expert Infantryman are listed in **blue**. Centurion requirements are in **red**. 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/Centurion approval.

This CRL entry has been reviewed by the detachment staff and the LMO team. Costumes of this type must be submitted to the LMO team via the GML forum at 501st.com for approval.

Required Costume Components

The following costume components must be present and appear as described below for approval .

Helmet
For 501st approval:

- Shall have a distressed/cracked/damaged look. If any large areas are missing from the helmet and skin is exposed it shall with be covered with zombie-like prosthetic skin.
- Should have stains to emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.
- 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 should be 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 FX helmet is considered deprecated (to be avoided), though is acceptable for Legion requirements.

- Note: A stock (out of the box) MRCE and/or EFX PCR helmet does not meet the basic 501st requirements without the major modification that are necessary. Please visit FISD/whitearmor.net for more info on these modifications.

For level two certification (if applicable):

- Shall have stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Shall be aged white with some areas having a drab olive greenish and yellowed tint.
- 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 should have four bumps only, not three.
- Traps/tears and tube stripes shall have the correct ANH TK details.
- Correct 'Hovi mic' aerator tips.
- FX helmets are not allowed.

For level three certification (if applicable):

- MRCE and/or EFX PCR helmets are not allowed.
- ANHv2 helmets are not allowed.
- 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 the top of the Adam's apple.
- Neck Seal shall be destressed/worn.

For level two certification (if applicable):

- Neck Seal may have some rips/missing areas in the material. If any skin is exposed it shall be covered with zombie-like prosthetic/mask.

For level three certification (if applicable):

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.
- No visible rivets are allowed.
- Shall have a distressed/cracked/damaged look.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.
- May have stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- One Shoulder Strap maybe omitted from this costume (either left or right but not both) If a Shoulder Strap is omitted, then it should be replaced/tied with *Worn/old looking mummy style bandages to help hold the chest and back together.

For level two certification (if applicable):

- Shall be aged white with some areas having a drab olive greenish and yellowed tint.

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 Bells
For 501st approval:

- One on each shoulder. The shoulder bells are considered effectively symmetrical; they may be worn interchangeably on the left and right shoulders and should have a black elastic strap that wraps around the inside of the bicep.
- Shall have a distressed/cracked/damaged look.
- May have some stains that emulate dried blood, Liquid / permanently wet fake blood is not allowed.
- Should aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Shall be aged white with some areas having a drab olive greenish and yellowed tint

For level three certification (if applicable):

Biceps
For 501st approval:

- Biceps are fully closed.
- Shall have a distressed/cracked/damaged look.
- One bicep may be omitted from the costume (either left or right but not both).
- May have some stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Shall be aged white with some areas having a drab olive greenish and yellowed tint.

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.
- Shall have a distressed/cracked/damaged look.
- May have some stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Should have some stains that emulate dried blood, Liquid / permanently wet fake blood is not allowed.
- Shall be aged white with some areas having a drab olive greenish and yellowed tint.

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.
- Shall have a distressed/cracked/damaged look.
- One Hand Plate may be omitted from the costume (either left or right but not both).
- May have some stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Should have some stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Shall be aged white with some areas having a drab olive greenish and yellowed tint.

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.
- Gloves shall be distressed/worn. If any skin is exposed it shall be covered with a zombie-like prosthetic skin.

For level two certification (if applicable):

For level three certification (if applicable):

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

Chest
For 501st approval:

- Chest plate overlaps the abdominal plate.
- Shall have a distressed/cracked/damaged look.
- Should have stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.

- Should be aged white with some areas having a drab olive greenish and yellowed tint.
- Chest plate may have one of the top corner/shoulder strap areas missing. If you are opting to damage/remove this area of the chest plate, then you should strap the remaining area with Worn/old looking mummy style bandages to help hold the chest and back together.
- May have blaster wounds.

For level two certification (if applicable):

- Shall have stains that emulate dried blood, Liquid / permanently wet fake blood is not allowed.
- Shall be aged white with some areas having a drab olive greenish and yellowed tint.

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
For 501st approval:

- Back plate contains a "O II" design.
- Shall have a distressed/cracked/damaged look.
- May have a few stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Shall be aged white with some areas having a drab olive greenish and yellowed tint.
- Back plate may have one of the top corners/shoulder strap areas missing. If you are opting to damage/remove this area of the back plate, then you should strap the remaining area with Worn/old looking mummy style bandages to help hold the chest and back together.

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/designs.
- Under Suit shall be distressed/worn.

For level two certification (if applicable):

- The under suit may have some rips/missing areas in the material. If any skin is exposed it shall with be covered with zombie-like prosthetic skin.
- Some area of the Under Suit should have Worn/old looking mummy style bandages.

For level three certification (if applicable):

Abdomen Plate
For 501st approval:

- The ab plate has a button area that matches the color pattern shown (3 blue + 6 gray); buttons are approximately 7/16" (11mm) in diameter.
- Shall have a distressed/cracked/damaged look.
- Should have stains that emulate dried blood, but shall not use liquid / permanently wet fake blood.
- Should be an aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Any gap between the ab and kidney plate shall be no more than 1/2" (12.5mm) wide. Any shims used to achieve this effect should be of a similar material and color as the ab and kidney plate. Shims shall fit flush and seams are allowed.
- Shall have stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Shall be an aged white with some areas having a drab olive greenish and yellowed tint.
- The ab plate may have large missing/broken off area/areas. If any large area is exposed it shall with be covered with zombie-like prosthetic skin.

For level three certification (if applicable):

- Ideally there should be no gap between the ab and kidney plates, just a single visible seam line.
- Rivets on the left side of the ab plate: a total of three fasteners, the heads should be rounded or domed, solid, approximately 5/16" (8mm) diameter and equally spaced out along the depth of the armor and about 10mm from the edge. They may be painted white, or not. Paperclip brads are not considered to have a domed head. Note: For the original TK armor the type of rivets used were bifurcated rivets or split rivets.
- A single male snap on the top right corner of the ab plate shall be present.
- A single split rivet or brad shall be present on the crotch tab of the ab plate. It does not need to be functional.
- Ab plate buttons must be integrated and painted directly on the plate, no separate buttons are allowed.

Kidney Plate
For 501st approval:

- A separate kidney plate shall be present, split from the butt plate.
- Shall have a distressed/cracked/damaged look.
- Should be an aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Three rivets shall be present on the left side of the kidney plate, the heads should be approximately 5/16"(8mm) diameter and equally spaced out along the depth of the armor and about 10mm from the edge. They may be painted white, or not. Note: For the original used TK armor, this type of rivets where, bifurcated rivets or split rivet.

For level three certification (if applicable):

Butt Plate
For 501st approval:

- Shall have a distressed/cracked/damaged look.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.
- A separate butt plate is required, split from the kidney plate.
- Shall be an aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Two male snaps shall be present on the crotch tab of the butt plate. They do not need to be functional.

For level three certification (if applicable):

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 and shall have a distressed old look.
- 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.
- Shall have a distressed/cracked/damaged look.
- May have stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Shall be aged white with some areas having a drab olive greenish and yellowed tint.
- There shall be three square buttons, one centered in the middle and one on each end of the plastic ammo belt.
- One drop box may be omitted from the costume (either left or right, but not both). If opting to remove one of the drop boxes, the white strap that the drop box normally hangs from shall be ripped/torn.

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:

- Attaches to the back of the belt. This is a gray cylinder between 2?(50mm) and 2.5" (64mm) in diameter with white end caps on each end, and a white control panel pad, with controls closest to the right end cap.
- Shall have a distressed/cracked/damaged look.

- Should be aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Shall be aged white with some areas having a drab olive greenish and yellowed tint.
- Thermal detonator belt clips must be positioned near the end caps with a approximate 1/8" (3 mm) gap.

For level three certification (if applicable):

- The thermal detonator needs to be attached via metal clips approximately 1" (25mm) wide, and shall be all gray without silver stickers or silver paint.

Thighs
For 501st approval:

- Thigh armor shall be closed in the back.
- The small ammo belt is installed on the bottom of the right thigh.
- Shall have a distressed/cracked/damaged look.
- May have stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Should have some stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Shall be aged white with some areas having a drab olive greenish and yellowed tint.

For level three certification (if applicable):

- Thigh ammo belt must be attached to thigh with a solid head rivet or fastener in the upper corner and fastened to the lower thigh ridge. Standard pop rivets are not allowed
- The bottom corners of the thigh ammo belt shall be rounded off.
- Thighs must be constructed using the butt joint and cover strip method. Overlap construction is not allowed.

Lower Legs
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
- Shall have a distressed/cracked/damaged look.
- May have stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Should have some stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Shall be aged white with some areas having a drab olive greenish and yellowed tint.
- 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:

- White leather or leather-like, above ankle height, with a flat sole with a short heel, and 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 not allowed.
- Shall have a distressed/cracked/damaged look.
- May have some stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Should be aged white with some areas having a drab olive greenish and yellowed tint.

For level two certification (if applicable):

- Should have some stains that emulate dried blood. Liquid / permanently wet fake blood is not allowed.
- Shall be aged white with some areas having a drab olive greenish and yellowed tint.

For level three certification (if applicable):

- There shall be no seam on the front of the boot (e.g. CABoots are not allowed).

Optional Accessories

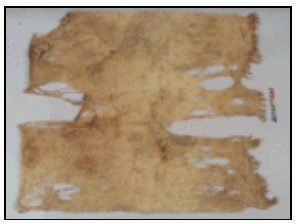
Items below are optional costume accessories. These items are not required for approval, but if present must meet the guidelines below.

Holster
For 501st approval:

- Holster may be omitted from the costume. If a holster is worn, it will be made of black leather or leather-like material. Worn on the left side of belt and be attached from behind, with no loops covering the outside of the belt. The holster will be affixed with two fasteners at the bottom of the belt instead of none or four. The fasteners may be rivets, snaps, or Chicago screws.

For level two certification (if applicable):

For level three certification (if applicable):



Mummy style bandages
For 501st approval:

- It is optional to have some Worn/old looking (mummy style) bandages. The mummy style bandages may be wrapped loosely around some areas of the costume, but not over 30%.

For level two certification (if applicable):

For level three certification (if applicable):

Zombie prosthetic
For 501st approval:

- May be a latex or latex like Halloween mask, hands or body parts.

For level two certification (if applicable):

For level three certification (if applicable):

- Shall be profressional movie-like makeup

BlasTech E-11
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.
- Correct style scope.
- No power cylinders on the magazine housing.
- Scratch-built, resin cast, Hyperfirm rubber cast blasters shall have a total of 7 U shaped channels on blaster (all holes on barrel shall be covered).
- If using the popular commercially available Stormtrooper blasters, you shall grind off the T-tracks and replace them with U shaped channels and cover the open rows of holes (total of 7 U shaped channels in all).

- Correct greeblies on the left rear area shall be present (door catch and two "hammers").

For level three certification (if applicable):

- Hasbro blasters are not allowed, even conversions.
- Forward D-ring shall be mounted underneath the front sight on the left side of the barrel.
- Use of the correct front sight (which differs from ANH and ESB).
- The scope rail is unique to ROTJ E11 and is not like the normal open ANH/ESB scope rails, but is a solid, one piece, with a unique sight design on the front. The scope connects to the notched out area of the solid rail. The scope shall be the correct design (as the ones seen in ROTJ), and shall attach to the scope rail via one scope mount.
- The muzzle will be unlike the normal ANH style. It shall be flat with two counter sunk Allen bolts (one located at the four o?clock position and one located at the ten ?o?clock position).
- The door catch shall be correct, not a "close enough" attempt as seen on the Cinemastery blaster.

BlasTech 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.

For level three certification (if applicable):

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

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