COSTUME REFERENCE LIBRARY

Incinerator Trooper

Model **TK-4603**, Photo by **Mason Carson**

Description: Incinerator Trooper
Prefix: TK
Detachment: First Imperial Stormtrooper Detachment
Context: The Force Unleashed
The Imperial Incinerator Trooper is an elite unit specially equipped for crowd pacification. Easily distinguished by the red flash on their armor. Their armor is exceptionally heat-resistant, able to withstand high temperatures. Incinerator Troopers are equipped with powerful plasma rifles (A.K.A. flamethrowers) that can burn through virtually any material. This elite unit is used to disperse unruly populations and overwhelm troublesome combatants.

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 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.
- Special unit details in red shall be present. The red detail will start from the back of the dome, continue over the head, down the face plate and ends underneath the chin area at the neckseal.
- 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 should have four bumps only, not three.
- Traps/tears and tube stripes shall have the correct ANH TK details.
- Correct 'Hovi mic' aerator tips.
- Helmet and details/paint should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD

For level three certification (if applicable):

- Ear bars shall have only one or two bumps 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.

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.
- Shoulder straps shall not have a flat end at the ends of them. They shall be ribbed 100%.
- Shoulder straps should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD).

For level three certification (if applicable):

- These shall be affixed in the front (no snaps, rivets or brads shall be visible).
- These shall be affixed in the back (no snaps, rivets or brads shall be visible).

Shoulder Armor
For 501st approval:

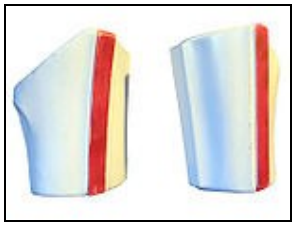
- One on each shoulder. The shoulder bells are considered effectively symmetrical; they may be worn interchangeably on the left and right shoulders.
- Special unit details in red shall be present along the outside edge.

For level two certification (if applicable):

- Shoulder bells are rounded at the corners.
- No shoulder bell straps across the biceps.
- Shoulder bells/Special unit details should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD

For level three certification (if applicable):

- Biceps must use the overlap construction method. Using the butt joint and cover strips is not alowed.



Upper Arm Armor
For 501st approval:

- Biceps are fully closed.
- Special unit details in red shall be present in the form of two vertical stripes, running the length of the bicep. One in the front and one in the back (cover strip area).

For level two certification (if applicable):

- No shoulder bell straps across the biceps.
- Biceps/Special unit details are lightly scuffed (battle worn), but not weathered like a Sandtrooper (TD).

Forearm Armor
For 501st approval:

- Forearms are fully closed.
- Special unit details in red shall be present in the form of two vertical stripes, running the length of the forearm. One in the front and one in the back (cover strip area).

For level two certification (if applicable):

- Forearms/Special unit details should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD).

For level three certification (if applicable):

- No return edge on the inside of the front of the forearm is allowed.
- Forearms must use the overlap construction method. Using the butt joint and cover strips 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):

- Hand plates should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD).

For level three certification (if applicable):

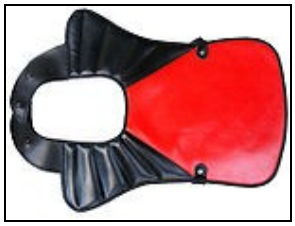
- Hand guards shall be latex or latex-like, painted white, affixed to rubber gloves in lieu of plastic hand guards.

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.



Pauldron
For 501st approval:

- A red neck ornament made of leather or a leather-like material, worn over the right shoulder.

Pouches
For 501st approval:

- Black in color, made of canvas, leather or leather-like German MP-40 style ammo pouches.Worn on the left shoulder.

Chest Armor
For 501st approval:

- A white flexible U shaped gasket or molded lip shall be present around all edges.
- Chest plate overlaps the abdominal plate.
- Special unit markings shall be present in red on the front. The red detail starts a few inches from the top/center, then flares out and runs along the bottom edge.

For level two certification (if applicable):

- Chest/Special unit details should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD).

For level three certification (if applicable):

- Fabric or elastic strip connecting chest to back shall be either black or not present.
- AM chest plate must be replaced with a more screen accurate version.

Back Armor
For 501st approval:

- A white flexible U shaped gasket or molded lip shall be present around all edges.
- Back plate contains a "O II" design.

For level two certification (if applicable):

- The Back plate should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD).

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.

Abdomen Armor
For 501st approval:

- The ab plate has a button area that matches the color pattern shown (3 dark blue + 6 charcoal grey or black); buttons are approximately 7/16" (11mm) in diameter. The three dark blue buttons will be the three

buttons closest to the belt.
- Ab plate button detail shall be inverted compared to ANH/ESB.
- A white flexible U shaped gasket or molded lip shall be present around all edges.

For level two certification (if applicable):

- Ab plate should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD).

For level three certification (if applicable):

- A single male snap on the top right corner of the ab plate shall be present.
- Ab plate buttons shall be all black.
- There shall be no split rivet or brad visible on the crotch tab of the ab plate.
- Left vertical row of ab plate buttons should contain five buttons. All buttons shall be of the same size and color and shall be visible (not covered by the belt). The fifth button shall be mounted vertically above the standard four buttons.

Kidney & Posterior Armor
For 501st approval:

- A white flexible U shaped gasket or molded lip shall be present around all edges.
- A separate kidney/butt plate is not allowed - the kidney and butt plate shall be combined/fused to a single plate/one piece.
- The crotch tab of the butt plate area may or may not have visible snaps.

For level two certification (if applicable):

- The edges of the hip area should be rounded/curved (not like the straight lines found on the ANH/ESB butt plate).
- Kidney/Butt plate should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD

For level three certification (if applicable):

- Two rivets shall be present on each side of the kidney plate, approximately 4mm from the inside edge of the U shaped gasket or molded lip that is adjacent to the ab plate. There will be one rivet near the top and one near the bottom on each side. They may be painted white, or not.
- There shall be no visible snaps, rivets or brads on the crotch tab of the butt plate tab.

Belt
For 501st approval:

- Belt face is made of plastic (TK ammo belt).

- The soft belt proper is tightly woven nylon/cordura like/style material or material with a tightly woven nylon/cordura like/style covering. Size must be 2.25" (57mm) to 2.5" (64mm) wide. The color is to be white to off-white.
- The drop boxes shall be painted gray and dangle from the sides of the plastic front belt (ammo belt) via white straps and are aligned under the plastic tabs of the ammo belt.

For level two certification (if applicable):

- The belt material should be lightly aged,(battle worn), but not weathered like a Sandtrooper (TD). Leather and vinyl are not acceptable.
- Belt shall be between 2.25"(57mm) and 2.5" (64mm) wide, not 3"(75mm) as in ANH/ESB.
- There shall be two square buttons, one on each end of the plastic ammo belt. The center square button is not allowed.
- Belt face(TK ammo belt)and drop boxes should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD).

For level three certification (if applicable):

- The corners of the plastic ammo belt shall be trimmed at a 45 degree angle.
- Drop boxes are closed in the back.
- The belt proper shall have (eight total) white rivets. Two rivets close to each side of the thermal detonator, and two rivets approximately an inch away from the edge of the ammo belt (The rivets should form a rectangular pattern).

Thermal Detonator
For 501st approval:

- (A.K.A. O2 canister) attaches to the center back of the belt. This is an all gray 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 controls/round washer style detail closest to the right end cap. The total length should be approximately 7.50" (190.5mm). The thermal detonator shall be attached via metal or metallic-appearing clips approximately 3/4" (19mm) wide.

For level two certification (if applicable):

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

For level three certification (if applicable):

- The thermal detonator control panel shall have correct ROTJ details, or the "game style" version. The ANH/ESB style is not allowed.

Thigh Armor
For 501st approval:

- Thigh armor shall be closed in the back.
- The ammo belt shall be installed on the bottom of the right thigh.
- Special unit markings shall be present along the top of the thigh in red.

For level two certification (if applicable):

- Thighs/Special unit details should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD).

For level three certification (if applicable):

- The thigh ammo belt shall be connected by brads/split rivets only - standard rivets are not acceptable.
- The bottom corners of the thigh ammo belt shall be rounded off.
- Thighs must use the overlap construction method. Using the butt joint and cover strips 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
- Special unit markings shall be present along the bottom (ankle area) in red.

For level two certification (if applicable):

- Greaves/Special unit details should be lightly scuffed,(battle worn), but not weathered like a Sandtrooper (TD).

For level three certification (if applicable):

- Lower legs must be constructed using the overlap construction method. Using the butt joint and cover strips 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.
- Boots are lightly scuffed.

Optional Accessories

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

Flamethrower
For 501st approval:

- The flamethrower may be scratch built and based off of the images used in the video game (The Force Unleashed). It should have a rifle body with a plasma bottle on the right side, plus a scope.

For level two certification (if applicable):

- A flamethrower is included with the armor.

E-11 Blaster (RotJ Style)
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):

- An E-11 is not allowed, only a flamethrower.

E-11 Blaster (ANH style)
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):

- An E-11 is not present, only the flamethrower.

SE-14R Blaster
For 501st approval:

- The SE-14R blaster may be carried. It shall have a correct scope if carried in lieu of the E-11 for informal events.

For level two certification (if applicable):

- An SE-14 is not allowed, only a flamethrower.

Lightsaber (Force Unleashed)
For 501st approval:

- The hilt should be Graflex style or have the characteristics of the Graflex, (reference Luke Skywalker's lightsaber from ANH and ESB). If the lightsaber has a blade, it may be one of the color blades used in the video game, The Force Unleashed. The choice of blade colors are: Black, Blue, Green, Gold, Purple, Red and Yellow.
- Note: Double blades, small Yoda style lightsaber, or inexpensive non-FX Hasbro Lightsaber toys are not allowed.

For level two certification (if applicable):

- The hilt shall be made to reference Starkiller's lightsaber (as seen in The Force Unleashed). If the lightsaber has a blade, it may be one of the color blades used in the video game, The Force Unleashed. The choice of blade colors are: Black, Blue, Green, Gold, Purple, Red and Yellow.

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

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