

Aliens (1986)

Costume Guide for Costumers/Cosplayers

Compiled by Terran Roberts and Paul Maitland

First Draft: June 14, 2016

1 - Introduction

1.1 - Screen Accuracy versus Prop Accuracy

2 - Marine Costumes

2.1 - Generic Marine

2.1.1 - Armor

2.1.1.1 - Armour Kits

2.1.1.2 - Armor Colors

2.1.1.3 - Painting Armor

2.1.1.4 - Distressing Armor

2.1.1.5 - Terry English Armor Colors 2015

2.1.1.6 - DIY Armor

2.1.2 - Helmet & Other Headwear

2.1.2.1 - Standard "M10" Marine Helmet

2.1.2.2 - Standard Olive Drab Cap (OG-106 or OG-507. Nearly identical)

2.1.2.3 - Standard "Ship Cap" (Black 'snap-back' ball cap with Ship patch on front)

2.1.3 - BDUs (Battle Dress Uniforms)

2.1.4 - Nametapes

2.1.5 - Patches

2.1.5.1 - Patch Placement

2.1.5.2 - Regional Variations

2.1.5.3 - Other Variations

2.1.6 - Belt

2.1.7 - Boots

2.1.8 - "Standard" Gear & Accessories

2.1.8.1 - Standard Headset: Rascal Minilite

2.1.8.2 - Marine Watch: Seiko Pulsemeter S234-50xx

2.1.8.3 - Pouches

2.1.8.4 - Belt Tools: Edison Giocattoli Toy Gun

2.1.8.5 - Dump/Med Bag: Simrad Rangefinder Bag

2.1.8.6 - Standard Knife: Scalemead Survival (shiny SS blade finish)

2.1.8.7 - Shoulder Lamp

2.2 - Generic Smartgunner

2.2.1 - Basic OG-106/OG-507 Cap

2.2.2 - Flak Jacket M1969 Fragmentation Protective Body Armour

2.2.3 - Smartgun arm/vest: 3A Steadicam Rig w/Custom fiberglass cover plate

2.3 - Generic Pilot

2.3.1 - Flight Suit

2.3.2 - Flight Helmet

2.3.3 - Other Items

2.4 - Lt. Gorman

2.4.1 - Combat Uniform

2.4.2 - Service C Style Dress Uniform

2.5 - Sgt. Apone

2.5.1 - Standard Equipment

2.5.2 - Additional notes

2.6 - Cpl. Hicks

- [2.6.1 - Standard Equipment](#)
- [2.6.2 - Unique Equipment](#)
- [2.6.3 - Graffiti](#)
- [2.6.4 - Additional Notes](#)
- [2.7 - PFC. Hudson](#)
 - [2.7.1 - Standard Equipment](#)
 - [2.7.2 - Unique Equipment](#)
 - [2.7.3 - Graffiti](#)
 - [2.7.4 - Additional Notes](#)
- [2.8 - PFC. Vasquez](#)
 - [2.8.1 - Standard Equipment](#)
 - [2.8.2 - Unique Equipment](#)
 - [2.8.3 - Graffiti](#)
- [2.9 - Pvt. Drake](#)
 - [2.9.1 - Standard Equipment](#)
 - [2.9.2 - Unique Equipment](#)
 - [2.9.3 - Graffiti](#)
 - [2.9.4 - Additional Notes](#)
- [2.10 - Pvt. Frost](#)
 - [2.10.1 - Standard Equipment](#)
 - [2.10.2 - Unique Equipment](#)
 - [2.10.3 - Graffiti](#)
 - [2.10.4 - Additional Notes](#)
- [2.11 - Cpl. Dietrich](#)
 - [2.11.1 - Standard Equipment](#)
 - [2.11.2 - Unique Equipment](#)
 - [2.11.3 - Graffiti](#)
 - [2.11.4 - Additional Notes](#)
- [2.12 - Pvt Wierzbowski](#)
 - [2.12.1 - Standard Equipment](#)
 - [2.12.2 - Graffiti](#)
 - [2.12.3 - Additional Notes](#)
- [2.13 - Pvt. Crowe](#)
 - [2.13.1 - Standard Equipment](#)
 - [2.13.3 - Graffiti](#)
 - [2.13.3 - Additional Notes](#)
- [2.14 - Cpl. Ferro](#)
 - [2.14.1 - Standard Equipment](#)
 - [2.14.2 -Unique Equipment](#)
 - [2.14.3 - Graffiti](#)
 - [2.14.4 - Additional Notes](#)
- [2.15 - Pvt. Spunkmeyer](#)
 - [2.15.1 - Standard Equipment](#)
 - [2.15.2 - Unique Equipment](#)
 - [2.15.3 - Graffiti](#)
 - [2.15.4 - Additional Notes](#)
- [2.16 - Bishop](#)
- [3 - Civilian Costumes](#)

- [3.1 - Ripley](#)
- [3.2 - Newt](#)
- [3.3 - Burke](#)
- [3.4 - Colony Personnel](#)
- [4 - Alien/Xenomorph Costumes](#)
 - [4.1 - Alien Warrior](#)
 - [4.1.1 - Kits](#)
 - [4.1.2 - DIY Aliens](#)
 - [4.2 - Alien Queen](#)
 - [4.2.1 - Life Size Builds](#)
 - [4.2.2 - Interpretations](#)
- [5 - Weapons](#)
 - [5.1 - M41A Pulse Rifle](#)
 - [5.2 - Smartgun](#)
 - [5.2.1 - Building Your Own](#)
 - [5.2.2 - Smartgun Headset](#)
 - [5.3 - M240 Flamethrower](#)
 - [5.4 - Sidearms](#)
 - [5.4.1 - Standard issue Sidearm: H&K VP-70M](#)
 - [5.4.2 - Hicks' Shotgun](#)
 - [5.4.3 - Vasquez's S&W Model 39](#)
 - [5.5 - Grenades](#)
 - [5.5.1 - Grenade Box: MTM Shotshell Box](#)
 - [5.6 - Sentry Guns](#)
 - [5.7 - Other Weapons](#)
 - [5.7.1 - SA80 \(L85A1\)](#)
 - [5.7.2 - M16A1 and Colt "Commando" \(CAR-15\)](#)
 - [5.7.3 - Lewis gun \(stripped\)](#)
 - [5.7.4 - Arwen 37 riot gun](#)
- [6 - Other Props](#)
 - [6.1 - M314 Motion Tracker](#)
 - [6.1.1 - Core components for custom build](#)
 - [6.2 - Binoculars](#)
 - [6.3 - ME3 Hand Welder](#)
 - [6.4 - Flashlights](#)
 - [6.5 - Personal Locator set. \(Can't hunt for Newt without these!\)](#)
 - [6.6 - Perpetual motion desk topper \(found on the dining table of the Sulaco\).](#)
- [7 - Acknowledgements](#)

1 - Introduction

So you Want to make an Aliens costume? Hopefully this guide will help.

Over the past 10 years, members from the Aliens Legacy have worked hard to track down the many various parts that make up the costumes and props that were used in the movie. If they couldn't find them, they made them.

This guide is, hopefully, going to help you on your way to building your own Aliens costume, whether it's a Marine, Xenomorph, Android or Civilian costume.

BUT, these are not set in stone commandments, just for reference. If you want to do something different, then do it! Variety is the spice of life after all.

One last thing: THIS IS SUPPOSED TO BE FUN! So have fun with it!

1.1 - Screen Accuracy versus Prop Accuracy

This is one thing worth mentioning. A lot of people beat themselves over the head with this one. I've lost count of how many lengthy, and I mean LENGTHY, debates there have been about whether your costume should look like how it did on screen or in person.

Remember the Radioactive Man episode of *The Simpsons*? Let me refresh your memory:



Martin: *Uh, sir, why don't you just use real cows?*

Stage Hand: *Cows don't look like cows on film. You gotta use horses.*

Martin: *What do you do if you want something that looks like a horse?*

Stage Hand: *Uh, usually we just tape a bunch of cats together.*

So in Aliens, the whole film was shot under blue light, so they colored the props accordingly. The Pulse Rifles (as well as other props) were painted a shade of brown to make them appear olive drab on screen. Armor was lighter, but looked dark on screen. The Aliens were given brown highlights rather than blue. Some people prefer to make their costumes so they look like the actual props, others prefer to go with how they look on screen.

Ultimately, it's down to you which way you go, this is just a heads up so when you see a brown Alien, you don't go "WTF?!?!?!".

2 - Marine Costumes

2.1 - Generic Marine

2.1.1 - Armor

The armour used for the movie was made out of aluminium and produced by Terry English.

Each actor had three sets originally. However, during filming, spares sets would be assigned to actors with more screen time, so would be repainted to match. This caused some continuity errors as the camo pattern on the armor would vary on the extra suits. For example, if you are trying to produce an exact replica of Hudson's armor, you would need to find images of one suit to work from rather than working from screenshots.

Fun Fact: Originally, James Cameron had given a sample of the BDU camo pattern to Terry English, so that the patterns on the armor and BDUs would match. However, Terry English forgot to take the sample with him back to his workshop and with the two week deadline looming, decided to play it by ear. Thankfully, Cameron liked the contrast between the armor and the BDUs, so the armor didn't have to be repainted.

Actors were also allowed to personalise their armor with various graffiti, with the exception of Michael Biehn. James Remar had originally been cast as Hicks, however had to leave the production after filming had already started (a shot of Remar is used as the Marines enter the hive), so Biehn was stuck with the graffiti that Remar had put on his armor.

2.1.1.1 - Armour Kits

Terry English - <http://www.terryenglisharmourer.co.uk/>



Terry English still takes commissions for Colonial Marine armour and produces them in the same method as he used for the film. The armor is made from aluminium and made to fit the wearer. It's quite unique to be able to get a costume from the original source, which makes a Terry English armor quite a collectors piece.

These armors can also take a great deal of punishment and are not prone to cracking like plastic or fiberglass armor.

The only downsides to this armor is that it is quite expensive. Also that because it's made to your measurements, weight gain can affect the wearability, it can also make resale awkward.

Spatcave Studio - <http://www.spatcave.com/>



Spatcave has been producing armor since the late 90s, which means that most sets of armor being worn are likely to be made by Spatcave.

The armor is made out of vac-formed $\frac{1}{8}$ " high impact styrene which makes it flexible and is quite durable.

The design was created from observing the movie and input from Terry English.

Spatcave also offers a build and paint service, so the armor is ready to wear straight out of the box. Spatcave also offers a number of variations on the armour, as featured in games such as Aliens: Colonial Marines. They also offer different paint jobs such as: Movie Camo, OD Green, Spataflage and Black.

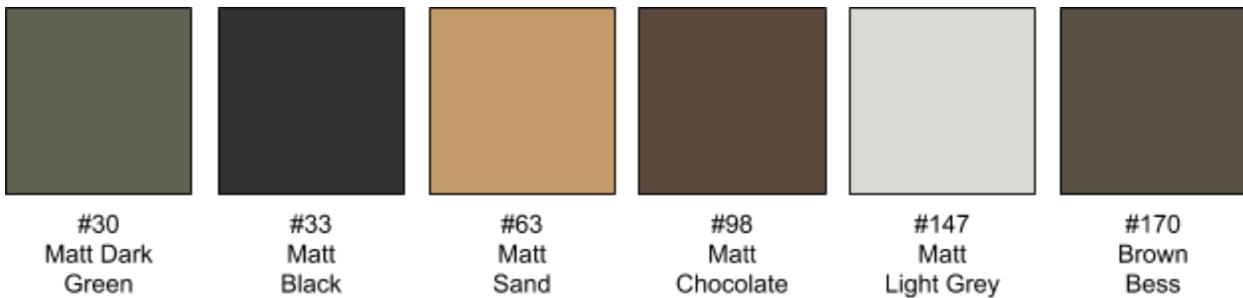
Chef's Creations - <http://www.chefs-creations.co.uk/>



A newcomer to the Colonial Marine armor scene. This set has been built using a combination of pep files and original sculpting.

The armour itself is formed from 3mm HIPS plastic. Great care has been taken to ensure all the detailed edges and angles are captured.

2.1.1.2 - Armor Colors



These are the colors that were used on the armor in the movie. #98 Matt Chocolate was only used on the helmet. #170 Brown Bess was used on props such as the shroud for the Pulse Rifle, the Motion Tracker and Binoculars. It was also used on the body of the helmet camera on the helmet.

2.1.1.3 - Painting Armor

When painting the armor, it's generally recommended to give the whole armor a base coat of #30 Matt Dark Green. Then applying #63 Matt Sand, then #33 Matt Black, #98 Matt Chocolate and finally the 'highlights' using #147 Matt Light Grey.

On average, it takes 3-4 pots of #30 Matt Dark Green, 1-2 pots of #33 Matt Black, #63 Matt Sand and #98 Matt Chocolate, 1 pot of #147 Matt Light Grey to paint one set of armor.

Important Note: When using Humbrol Enamel paints, be sure they are mixed thoroughly before applying. Enamel paint can separate during storage and unless Because the pots of paint are small, use a matchstick, q-tip or toothpick to get into the edges of the pot.



After painting, the armor may seem quite bright. It's believed that the colors were dulled down and make to look grimey using Stove Polish, which is rubbed on and then lightly buffed. This can fade over time as the polish is worn off. It also gives the armor a slight slick, greasy feel. It also adds a slight graphite sheen to the armor.

There are other ways of achieving this effect. You can lightly spray the armor with black acrylic spray paint, angling the armor during spraying so more paint accumulates on ridges and recesses. Also, you can buff the armor with a dark acrylic paint (black is the usual color, however Terry English uses Burnt Umber), and rub off the excess. Both of these methods have advantages such as not wearing off over time and not giving the armour a greasy feel.

2.1.1.4 - Distressing Armor

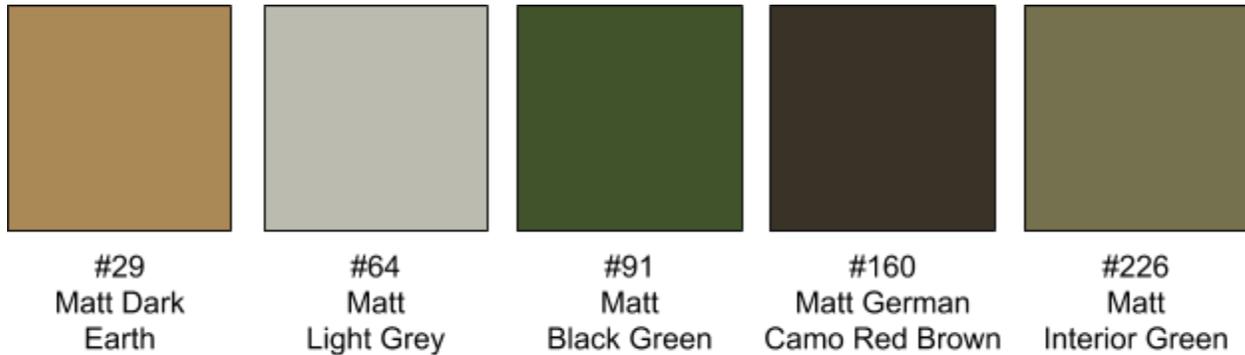
While you can your armour looking clean and brand new, most people opt for the worn look. Usually this is scratches, dents and peeling paint.

For scratches and peeling paint, you can either paint the armor with a metallic silver and applying a heavy coat of lacquer before applying the camo paint. As you wear the armour, paint will chip off revealing the silver underneath. Another option is to drybrush silver onto the armor after the camo paint. Dry brushing allows you to get the look you want straight away. the base coat method will take longer to achieve a worn look.

Keep in mind where armor would wear, along raised edges or where armor rubs together. Doing this will make your armor look more realistic.

2.1.1.5 - Terry English Armor Colors 2015

In 2015, UKCM members visited Terry English's workshop for an armor fitting and noticed that the paint colors for the colonial marine armor have changed. Although similar to the originals, the major difference is the removal of black and it being replaced with a dark green.



2.1.1.6 - DIY Armor

So, if you are trying to save money, or are a glutton for punishment, you can always make the armor yourself!

Until recently, the only real way to make your own armor would be to vacform your own or make a metal set yourself. Aliens Legacy member Schotti opted for the latter and has been busy making [his armor out of aluminium](#).

Both of these options were not ideal, unless you have access to a vac former or metal work tools.

Other people would modify things like hockey pads and riot gear to produce their armor.

Thankfully, Pepakura became the next big thing. This really opened the floodgates for producing armor of your own. And boy, they have been busy. There cardboard armor, foam, paper, the works.

[Colonial Marine Pepakura armor build](#)

The RPF

[Cardboard Armor Build by Sulacomarine](#)

Aliens Legacy

[Chef's Armour Build](#)

Chef's Creations

Hopefully, these will be enough to get you started.

Pepakura File Links:

[Paper and Foam Colonial Marine Pep Files](#)

From the 405th forum, posted on the Predatorium by Nintendude - based on AVPgame files. Full Armour and Pulse Rifle files.

[Heroes Workshop](#)

Heroes Workshop

[88reaper88 Colonial Marine Pep File](#)

Aliens Legacy

[Various Armor Parts](#)

405th

2.1.2 - Helmet & Other Headwear

2.1.2.1 - Standard "M10" Marine Helmet



M1 "Steel Pot" Helmet:

Vietnam issue (and earlier) helmet was used as the base for the Marine helmet.

M1 helmets are becoming more collectable, therefore driving up prices (can range from \$30 to \$130 on eBay). However replicas are available (be sure to check reenactment forums).

[Replica M1 Helmet of Direct Shopper](#)

Chin straps (Vietnam issue) were also used on the Marine helmet.

**Beyerdynamic HM 560 Mic:**

Another item which is becoming harder to find. It was used for the Marine's helmet mics as well as the smartgunner headset. These can be found occasionally on eBay, however prices can be quite high.

[Spatcave](#) sells resin replicas of parts of the mic that can be fitted to helmets.

**Pentax Auto 110 18mm Lens:**

Used on both the Marine helmet and Smartgunner headset.

On the screen used lens, the words 'Pentax' and 'Asahi opt. Co., Japan' would be blacked out with paint.

Spatcave helmets come with a resin copy.

Some are still available online, roughly between \$20-\$30.

<https://www.keh.com/shop/pentax-18mm-f-2-8-110-lens-30-5-265842.html>

**ITEX Safety Ear Defender:**

This made up the earpiece of the Marine helmet.

[Nick-a-tron Props](#) sells replicas.



Infrared Sight:

(kits currently available from [Spatcave](#) & [Chef's Creations](#). "MarsAttacks" kits no longer in production, but available on secondary market)

Various custom fabricated aluminum plates (resin copies can be purchased separately from full armor set from [Spatcave](#) and [Chef's Creations](#)).



Optional Helmet Cover: Made from same material as BDUs, available from Spatcave and Chef's Creations.

2.1.2.2 - Standard Olive Drab Cap (OG-106 or OG-507. Nearly identical)



2.1.2.3 - Standard "Ship Cap" (Black 'snap-back' ball cap with Ship patch on front)



Apone



Hudson



Wierzbowski



Crowe

2.1.3 - BDUs (Battle Dress Uniforms)



The camouflage clothing pattern was printed specifically for Aliens and has a small print repeat of 38cm x 31cm. The costumes were made by C&J costumers in London. The camo pattern appears to be a 'squeezed' adaptation of an ERDL (Engineering, Research and Development Laboratories) pattern, nicknamed 'frog & leaf' and used by the US Elite Forces in Viet Nam, it being a predecessor of the US 'woodland' pattern.*

Reproduction costumes, using a surviving roll of the original cloth, were made by Fiction & Fantasy Models in North London in 1995 and were identifiable from originals as being marked 'F&F' in black marker pen.

**Sources: Brassey's Book of Camouflage. Auspreys Elite Series 'U.S.M.C. since 1945 Book 2 (Lee E. Russel).*

Quality accurate replicas currently available from "[Spat](#)" (US) and "[Chef](#)" (UK)

No longer available, but found on the secondary market, are replicas from "Man-At-Arms" (MAA).

If attempting to match a "close enough" set on your own from the countless patterns available commercially, the best tip is AVOID GREEN. The originals were very 'tan' heavy and didn't have any 'green' in the pattern at all. A desert scheme often works great, including "Polish Desert" camo. Regardless, don't be shy about going your own route and choosing something you like and are comfortable with. Hell, there's even been a Hello Kitty Marine.

2.1.4 - Nametapes



Nametapes:

hand written with futuristic font on 1" OD fabric on screen used sets.

Sewn sets available from CamoTech.

Screen printed sets available from Chef.

2.1.5 - Patches



Screen used sets were screen printed. Screen printed replicas available from [Chef's Creations](#).

Sewn/woven sets available online from numerous sites and vendors.

2.1.5.1 - Patch Placement



- White bordered US Flag on left shoulder
- USCM "Screaming Eagle" on right shoulder
- Black/gold rank Bars below US Flag patch (PFC and up only)
- "Delta" patch on on left breast pocket for Corporal and up
- "Ship Patch" on left breast pocket for PVT. and PFCs
- "Name" above front Right pocket, "USCM" above front left pocket

2.1.5.2 - Regional Variations

Although not canon to the film, groups such as the UKCM (United Kingdom Colonial Marines), UACM (United Americas Colonial Marines) and AUCM (Australian Colonial Marines) each have their own patch

sets that reflect their heritage, but still in keeping the style of the patches used in the movie.

For example: The UKCM wear Union Jack flags instead of the Stars and Stripes. The Screaming Eagle is replaced with a lion and the Delta has been modified to reflect the Union Jack.

2.1.5.3 - Other Variations

There are also other types of Expanded Universe patches. The UKCM is broken down into different units, so they have added Unit Patches to their BDUs.

2.1.6 - Belt

Belts are vintage khaki army belts with black buckles

<https://vtarmynavy.com/web-belts-w-black-buckle?gclid=CJGI8uLjp80CFdgKgQodRZkBpw>

2.1.7 - Boots

Vietnam era GI Jungle Boots with Vibram sole



Prices on eBay can vary anywhere from \$30 to \$130. If you want a lower price, consider buying replicas or boots with different sole patterns, as these are generally cheaper.

Otherwise any sort of black high top combat boot will suffice, as most of the boot is concealed by the leg armour.

Vietnam era boots, sole pattern differs

<http://www.armynavysales.com/products/original-vietnam-jungle-boots/>

Pro Tip: Original jungle boots come with vents on the side (to prevent rot), usually metal. Replicas mainly use plastic vents or leave them off altogether.

Pro Tip: If you are going to use original jungle boots, you can modify them to make them more comfortable by removing the anti-spike plates from the soles. This does require careful cutting of the soles of the boots though.

2.1.8 - “Standard” Gear & Accessories

*It is important to remember than not every Marine carried *every* item! The “standard” designation just to separate gear that would be ‘issued’ as opposed to personal choice items. Just because it is deemed “standard” does not mean you *must* have it. The variation in gear balanced with personal items is half the fun. Also we can assure you an ‘overloaded’ marine will be an *uncomfortable* marine.

2.1.8.1 - Standard Headset: Racial Minilite



Used in Star Wars, Alien, Aliens, Moonraker and various other movies and TV shows.

For Aliens, the only modification was that the unit was painted with Humbrol 170 'Brown Bess'. Like other items painted this colour, blue filters used on camera would give the item a olive drab colour on film.

Because they have been used in so many different films, the Racial Minilite is a very sought after item. It's rare to see this item to sell for less than \$200 on eBay, however sometimes you can get lucky.

Aliens Legacy user Retrogarde does have a tutorial on how to produce a convincing replica on a budget:

<http://forum.alienslegacy.com/viewtopic.php?f=3&t=12360>

Posted on Resin Illuminati by user Eagle:

<http://resinilluminati.com/showthread.php?t=1426>
2

2.1.8.2 - Marine Watch: Seiko Pulsemeter S234-50xx



Yellow button watches were used and the yellow was drawn/painted over in black. Casts can be purchased from "Stapleton13" on the Aliens Legacy

2.1.8.3 - Pouches



These pouches were custom made for the film. The “Standard” issue set up for pouches is one “Large Pouch” on the left buttocks, and one “Small Pouch” on the right hip. Accurate Replicas were produced by “Noble” on the Aliens Legacy. Many airsoft and vintage military ammo pouches are close, but not exact.

2.1.8.4 - Belt Tools: Edison Giocattoli Toy Gun



Front folding arm was removed and the items were painted “brown bess” (often appearing “Olive Drab” on screen)

Nick-a-tron Replica: [Belt Tool Kit](#)

SpatCave Replica: [SpatCave](#)

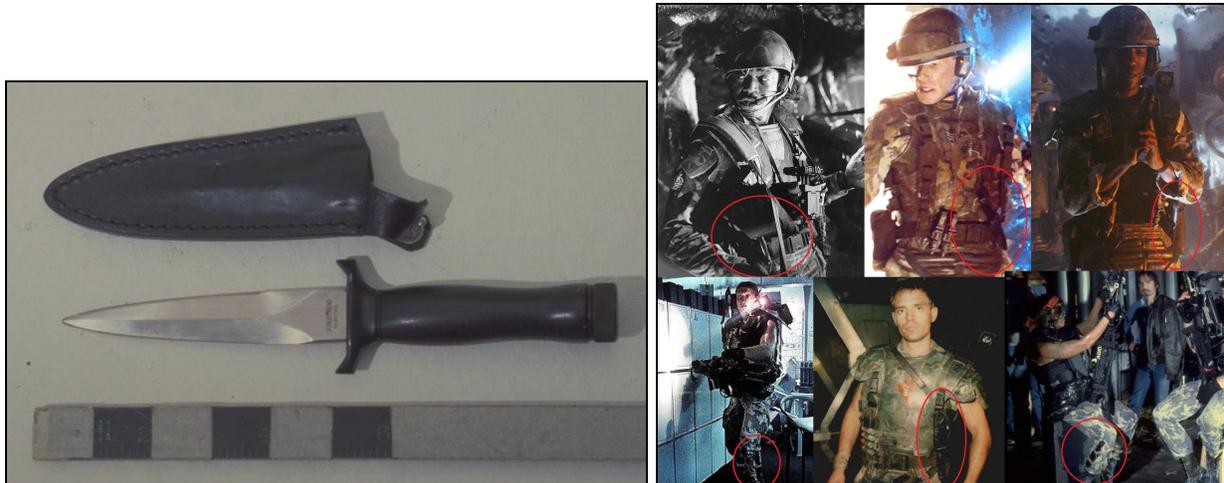
2.1.8.5 - Dump/Med Bag: Simrad Rangefinder Bag

This bag can be carried as a general use "Dump bag" carried by any Marine or as a "medical bag" carried by unit "Medics" (red 'cross' added for medical designation). Excellent reproduction produced "Noble" on the Aliens Legacy.

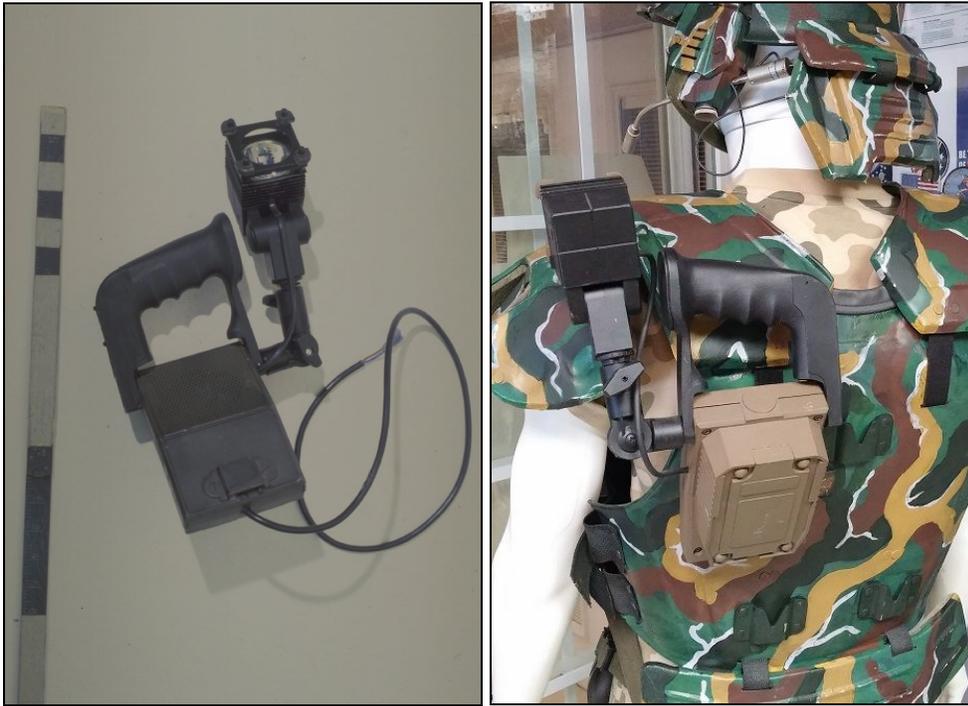


2.1.8.6 - Standard Knife: Scalemead Survival (shiny SS blade finish)

More easily found as "Explorer Night Raider" (identical with black oxide blade finish).



2.1.8.7 - Shoulder Lamp



Original parts consist of "Technisub Diving Lamp", "Super Switch" intruder alarm box, and "Reflecta 3002" Lighting lamp.

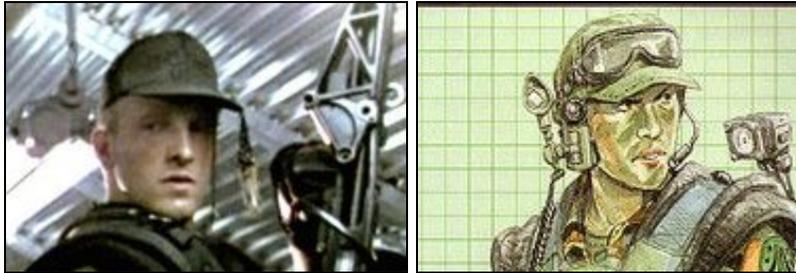


Replicas currently available from [Chef's Creations](#). Not currently in production, but found on secondary market are replicas by Matsuo.

2.2 - Generic Smartgunner

Smartgunners wear the same fatigues/BDUs as a generic marine, but generally have more freedom to minimize what they carry (due to additional gear involved with the smartgun).

2.2.1 - Basic OG-106/OG-507 Cap



2.2.2 - Flak Jacket M1969 Fragmentation Protective Body Armour



Flak Jacket M1969 Fragmentation Protective Body Armour (optional: worn under rig)

The body armour vest worn by Drake is the M1969 Fragmentation Protective Body Armour. The M1969 is itself an improved version of the M1952 body armour, the most notable change being the added 3/4 inch collar. The M1969 was issued to the US military from the late 1960's until adoption of the P.A.S.G.T (Personal Armour System Ground Troop) Kevlar body armour vest in the early 80's*.

Patches are added. Screaming Eagle on right shoulder. US flag on left shoulder. Delta on left breast pocket.

2.2.3 - Smartgun arm/vest: 3A Steadicam Rig w/Custom fiberglass cover plate



Original Steadicam 3A rigs are VERY expensive (the 'arm' generally makes up 95% of cost)and can often be found in the classified sections of videography forums.

Accurate Fiberglass covers can disguise other brand arms very well. Covers are available from [Nick-A-Tron](#) and other vendors on the Aliens Legacy forum.

Weight capacity of other brand arms should be considered when selecting them. If you are handy with metal they can be scratch built from C-channel and heavy duty springs.

2.3 - Generic Pilot

2.3.1 - Flight Suit



Drop Ship Flight Suit: RAF Mk 11 Flying suit.

Very little variation was made to the flight suits used in the movie.

Patches on the flight suits vary from the regular patches worn by the marines.

US flag on left shoulder. Ship patch and Rocker on right shoulder. Victory by Wings patch worn on left breast and one name tape (pilot name) on the upper right.

2.3.2 - Flight Helmet



The "Pilot" helmet is most straightforward. The 'gunner/copilot' helmet includes additional parts on front.

Original composed from numerous 'found' parts:

SPH-4A flight helmet.

Internal parts from Polaroid 635CL camera.

Belvin Shrader pump cables & connectors.

Hasbro G1 Megatron Scope part.

Multiple parts from various scale models.

Resin ear greeble kits (no helmet) have limited availability from Stephen on Aliens Legacy forum.

2.3.3 - Other Items



Flak Jacket: M69 Flak Vest
(w/Victory by Wings patch)



Standard OD Cap: OG106 or
OG507 cap



Flight Crew Boots: Black full
leather "jump boots".

2.4 - Lt. Gorman

2.4.1 - Combat Uniform



The basic uniform was custom made for filming.

Shirt:

For the shirt, it is suggested to buy an olive drab dress shirt (tactical style) then adjust to match the screen used one.

80s US Army and Marine "OG-106" and "OG-507" uniforms are close in a pinch.

*Copies are not yet commonly available, but interest is being gauged by "Chef"



OG106/OG507 Cap w/
Horizontal "Lieutenant" rank
bar (w/optional Racal
Headset).



Officer Jacket: M65 Field Jacket.

Most notable alterations were the zipper hood 'delete' in the collar and the reinforced ribbing that was sewed into the collar. Rest of jacket is unmodified save the standard patches.

Original M65 Jackets (particularly popular sizes) can be pricey, but are out there.

Dutch Army M65 'clones'/copies can be purchased new online, but have no zip out liner, so they are fairly heavy.



Belt: Standard 'basket weave' pattern leather "Duty Belt" typical of many police departments.



Boots: Standard 80s era Army issue full leather black "Jump Boots" (shined).

Equipment:

VP70 in standard holster (right hip on 'pistol belt' with fastex buckle).

Grenades: While none to start, after awaking from his head injury, he carried a bandolier of grenades. Wore "Racal" headset prior to head injury.

2.4.2 - Service C Style Dress Uniform



Modeled after the modern Marine "Service C" uniform, this costume was worn during Gorman's initial meeting with Ripley at her apartment.

Unique features include:

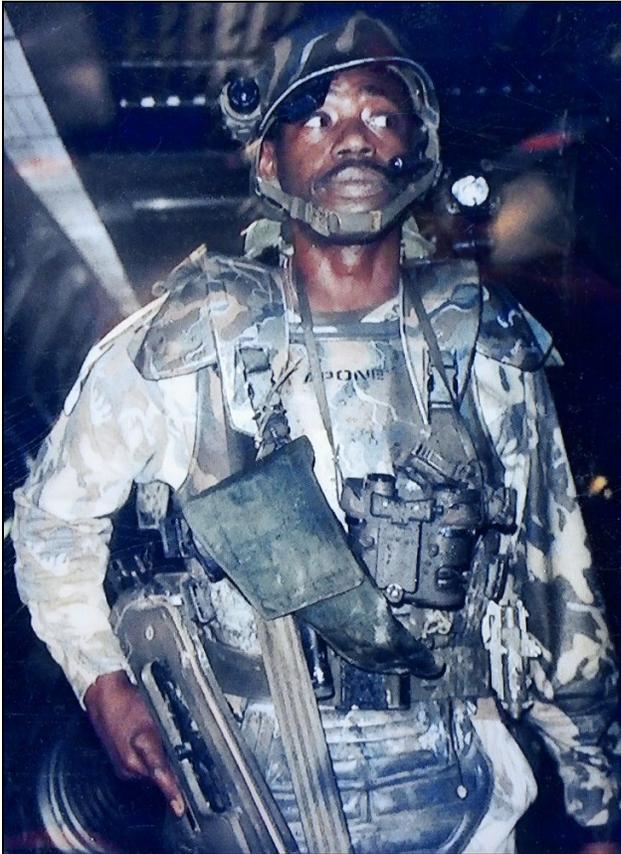
- Short sleeve khaki shirt with "mandarin" style collar and custom pocket flaps.
- Ship Patch on left breast pocket
- Standard name tape and sleeve patch placement
- Rank Bars are affixed to the shoulders
- Rifle Green "Peaked Cap" and trousers. (which differs from the modern actual uniform where these items are "olive drab"). Trousers & caps with the closest 'off the shelf' match are British 'RUC' (Royal Ulster Constabulary) and Canadian Army gear.



Regarding the "EGA (Eagle, Globe, and Anchor): Gorman's "peaked cap" features the *actual* USMC 'EGA' pin. Out of respect to our true fighting men in the service of our country, it is NOT OK to wear this insignia unless you have earned it in actual service. As such, in place of the 'EGA' on replica 'Service C' uniform caps, the community has generally adopted the "screaming eagle" logo as the badge/pin for use in the 'EGA's place (see below).



2.5 - Sgt. Apone



2.5.1 - Standard Equipment

Primary Weapon: Pulse Rifle (would later use Frost's Flame unit)

Sidearm: VP70 in standard holster (tied off on right strap, crossing over to left)

Belt Tools: x3 (One on left strap, one on right hip, one on left Pelvis)

Knife: Taped to right strap handle down (under his Pistol Holster)

Grenades: none

Binoculars: x1 (only marine to carry them)

Gear Notes: Had no helmet band on helmet. Wore black "ship cap" when on Sulaco.

2.5.2 - Additional notes

Matthews wore his masonic ring, and was often found with a cigar which was never lit, but kept getting shorter through the film.

2.6 - Cpl. Hicks



2.6.1 - Standard Equipment

Primary Weapon: Pulse Rifle

Sidearm: 12g Ithaca 37 shotgun in Leather 'sheath' (more details in Weapons section).

Belt Tools: x1. Right pelvis, nozzle side UP (which is opposite from everyone else).

Knife: Right strap, duct taped handle side down

Grenades: 4 to start film, but 3 on right strap for majority of film. None on left.

Hand Welder: x1 (tied to belt on left hip with paracord).

Motion Tracker: x 1 (Began film as 1 of 2 marines to carry tracker, but he only carries it during the 'sweep' and in the hive. Frost, Ripley, and Vasquez appear to use his at various times in the film when Hicks no longer has it)

Gear Notes: Hicks had no "small pouch". Only the single large one. He also ditched his Helmet in favor the Racal Headset after the first battle. He would continue to wear the Racal the rest of the film.

2.6.2 - Unique Equipment



Savanna Bronica lighter case taped to right strap

These can be found on eBay from time to time. However they have become a bit of a collector's item, which drives up the price.

2.6.3 - Graffiti



Front: Heart with lock & clasp on breastplate.
Left Shoulder: "*Born Again*" written around presumptive bullet hole on left shoulder bell.
Ab Pad: "*Non Toxic*" written on ab pad above codpiece)



Back: A "Kanji" (japanese symbol). "*LIFER*" written in white on lower back.

2.6.4 - Additional Notes

Fun fact: Biehn did not chose this Graffiti and actually disliked it. He 'inherited' it from the previous actor who was supposed to be Hicks, James Remar.

2.7 - PFC. Hudson



2.7.1 - Standard Equipment

Primary Weapon: Pulse Rifle

Sidearm: None* (see 'fun fact' below)

Belt Tools: x1 on left pelvis

Knife: Attached to left strap, handle side down (not standard knife though. See 'unique items' below)

Hand Welder: x1 Began film with it, but it disappears from his belt as Vasquez is seen using one, so presumably he gave his to her)

Motion Tracker: x1 (He had it all film, unlike Hicks who passed his off)

Grenades: none

Gear Notes: Wore black "Ship Cap" when on sulaco.

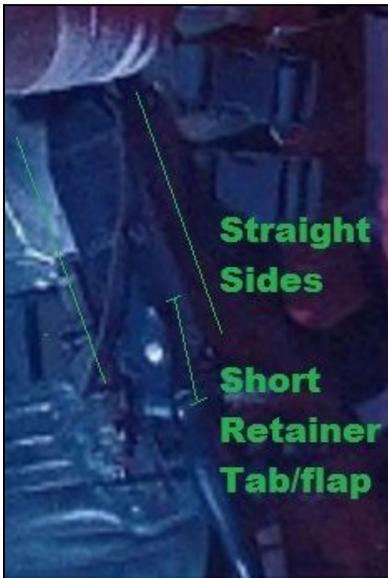
Fun Fact: He had a VP70 sidearm in the 'hive' (which was filmed first). It was abandoned after that scene and replaced with his "hack kit" for the remainder of the shoot and vast majority of the movie.

2.7.2 - Unique Equipment



Explorer Mk IV Fighting Knife (Hudson is the only marine to carry a knife other than the 'standard' knife referenced above).

This knife is a "clone" or copy of a Gerber Mk2. Subtle changes to the serration location, curved hand guard points (as opposed to angular flat ones), and a sheath that has a shorter securing 'tab' and straight sides all reveal Hudson's knife to be a 'clone' of the famous Gerber mk 2. "Real" Gerber mk2s are much easier to find and are perfectly acceptable.





Hack Kit ("Hudson, run a bypass!")

Worn on his belt and attached with velcro, the Kit was made from a custom case and filled with mostly spare parts and simple tools. Seiko Pulsemeter 'pulse sensors' from the standard watch are visible in the kit, but much is still unidentified.



Eagle Bolo Tie (unknown brand) tied into the same "japanese love knot" featured on his graffiti opposite "Louise".



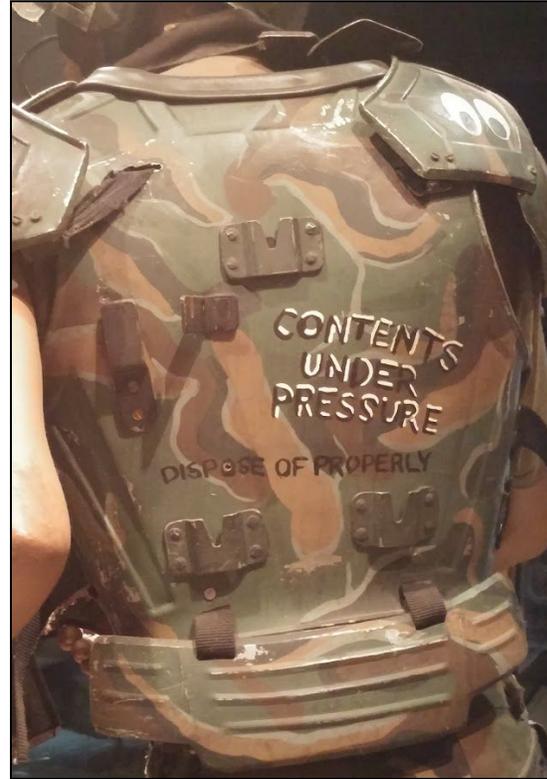
A 'close' match:

http://www.ebay.com/itm/like/201565284097?lpid=82&chn=ps&ul_noapp=true (style 4)

2.7.3 - Graffiti



Chest: "Death or Glory" skull and crossbones, "Louise" uppercase with red ribbon.



Back: "Contents Under Pressure" lettering with white highlights, "Dispose of Properly" in smaller letters underneath with no highlights. 'Peeking' eyeballs on rear right pauldron.

Helmet Graffiti: The cover worn by Hudson has on the left hand front a grid of 3 rows of 4 squares with 'short 'n' sweet' written above, and 'game over' underneath in black marker. All but the last square (bottom right) is crossed out, possibly signifying Hudson's counting off the months of his final year in the marines and having only 4 weeks left of his 10 year service. The last, un-crossed box appears to have the word 'July' written in it, which would tie in with the 'final year in the corps' theory. The words 'Brain Dead' are written on the right hand front of the cover. Hudson also has an '8 ball' motif on the rear left of the cover.



2.7.4 - Additional Notes

In addition to the two 'love knots' above, Paxton also tied the paracord securing his knife to his strap into one.

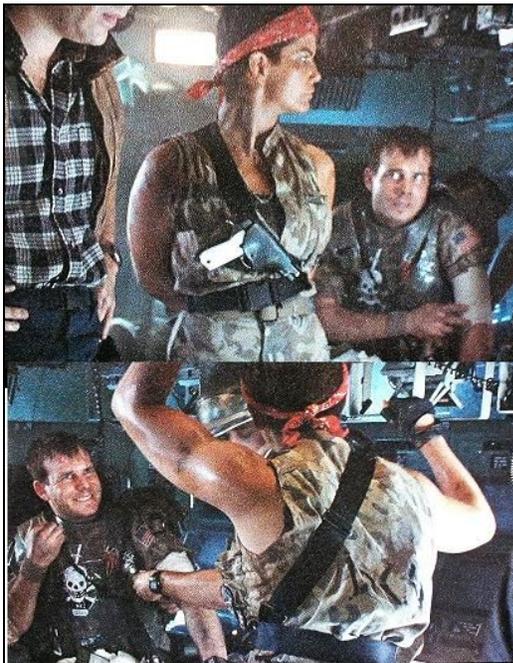
2.8 - PFC. Vasquez



2.8.1 - Standard Equipment

- **Primary Weapon:** M56 Smartgun (Uses Pulse Rifle post-hive battle through rest of film)
- **Sidearm:** S&W Model 39 Pistol (for details see 'unique items')
- **Belt Tools:** none
- **Knife:** Tied to right Boot
- **Grenades:** none
- **Hand Welder:** While she did not start the film with one, after the first battle she is often seen with one around the time Hudson's disappears. Presumably she uses his.
- **Gear Notes:** No pouches, No armor

2.8.2 - Unique Equipment



Sidearm:

S&W M39 (Ivory grips) in leather holster built to sit on chest from same material pulse rifle slings were built from.

Fun Fact: Producer Gale Anne Hurd doubled as Vasquez to shoot the alien in the head during the air duct escape because she had experience firing pistols.

**Bandana:** Fast Color Elephant trunk up.

Sadly, it's hard to match the precise pattern. There are many vintage bandanas available on eBay that are close to the design, which cost around \$20. However, for a cost effective substitute, you could buy one from Walmart with prices ranging from \$1 - \$7:

- [CTM® Unisex Cotton Paisley All-Purpose Bandana, Red](#)
- [Rothco Trainmen 22 Inch Cotton Bandana, Red / White](#)
- [CTM® Unisex 27 Inch Extra Large Cotton Texas Paisley Bandana, Red](#)

**French Ranger Boots:**

- <https://www.etsy.com/listing/248253341/french-army-ranger-boots-black-leather>
- <http://www.armysurplusofeurope.net/#!/combat-boots/c1ekx>

2.8.3 - Graffiti



Chest plate: "El Riesgo Siempre Vive" in white paint *(translated to 'The risk always lives'. Jenette Goldstein stated in the "making of" film that it was chosen from one of her favorite poems).



On her weapon: "Adios" in white paint.



On her back (BDU top): "Loco" in black marker.



On her tank top neckline: A poorly drawn, then abandoned attempt at a skull in black marker.

2.9 - Pvt. Drake



2.9.1 - Standard Equipment

Primary Weapon: M56 Smartgun (Would use a flame unit in the hive prior to death)

Sidearm: none

Belt Tools: none

Knife: Tied to Left Boot

Grenades: none

Gear Notes: He wore the OG106 cap and M69 Flak jacket.

2.9.2 - Unique Equipment

Chicken Bones: He had a string of beads, feathers, and bones through both the brim of his hat and on a necklace (that he would later tie to the barrel of his smartgun).



2.9.3 - Graffiti



Hat: "This side up" in marker & some kind of bead/chicken bone necklace through brim.

Smart Gun: "*My Bitch*" written on body Neck/weapon and "*Grrrrr*" written on trigger guard.

Headset: An "Evil Eye" painted over the eyepiece of the headset.

2.9.4 - Additional Notes



Undershirt barely seen on screen, but is sleeveless T-shirt that says:

"I served my time in hell..."
Cetii Epsilon IV

2.10 - Pvt. Frost



2.10.1 - Standard Equipment

Primary Weapon: M240 Incinerator

Sidearm: VP 70 on right hip

Belt Tools: x3 (All on belt. 2 on right pelvis and 1 on the left)

Knife: Hanging from belt on left hip

Grenades: 8 (2 blue caps on top of each strap, 2 red cap ones on bottom of each strap)

Hand Welder: none

Motion Tracker: none, but did use Hicks' to first detect Newt. Never had one otherwise.

Gear Notes: Has the "dump bag" referenced above on left side. Seen with OG106 cap in armory. Has a helmet cover made from same material as BDUs.

2.10.2 - Unique Equipment



"Peace through superior Firepower" T-Shirt (only seen aboard Sulaco).

Replica, however features 'cleaner' illustration of the Pulse Rifle:

http://www.poputees.com/products/aliens-peace-through-superior-firepower-t-shirt?utm_medium=pc&utm_source=googlepla&gclid=CJTE4Ln6ms0CFY2gQodRDcEng

Fun fact: The Pulse rifle featured on this shirt is actually the "concept drawing" James Cameron gave to the props department and not the 'final' product.

2.10.3 - Graffiti



Chest: has "HEATH" inside a heart with an arrow scraped into the paint (A dedication to his girlfriend at the time; Heather).



"When in doubt, NUKE 'EM" written on sticker on left shoulder.

2.10.4 - Additional Notes

VP70 holster actually secured via the ab-plate straps, not tied to belt as several other marines. Sleeves were only loosely rolled to the forearms unlike other marines who either had them rolled to the bicep or left down.

2.11 - Cpl. Dietrich



2.11.1 - Standard Equipment

Primary Weapon: M240 Incinerator

Sidearm: VP70 with Standard Holster

Belt Tools: x2. One on each side of buckle on belt.

Knife: none

Grenades: none

Motion tracker or hand welder: none

Gear Notes: Carries "Medical bag".

Has helmet cover made of BDU material.

2.11.2 - Unique Equipment



Nurse's Caduceus:

(80s era Military gold/black pin) on Helmet Band.

<http://www.ebay.com/itm/N-Nurse-Caduceus-Medical-insignia-Gold-Lapel-Pin-1-X-1-1-8-/380612414164>



Hand Wrap: Bandage style, personal touch from actress Cynthia Scott.

Aliens Legacy member "Retrogarde" interviewed Cynthia Scott who provided a back story to the hand wrap/bandage:

"I forgot to mention that. It wasn't a glove, it was a "bandage" made out of a white cotton headband wrap like the samurai wore. Before I got the part in 'Aliens' I took one of those self-help empowerment workshops (specially tailored for actors) called Samurai. We focused a lot on our goals, courage, helping each other, and going for what we want. At the end of the course I made these headbands for my friends and myself that had a rising sun and some Japanese characters on them (can't remember what they said) -- to remind us to be strong and fearless in our endeavors. Then I heard Sigourney had done the same course! We had a little conversation about it on set, and I incorporated the headband into my costume as a bandage. One day I accidentally switched hands between takes and forgot about it -- the script supervisor never caught it and I panicked, thinking we'd have to reshoot. This was before I realized how insignificant I was in the scheme of things!"

2.11.3 - Graffiti



Chest: Red "No entry" symbol on breastplate



Back of Helmet: "Blue Angel" in blue sharpie on helmet cover



Undershirt: Same "No entry" symbol over heart in sharpie & same image as tattoo on the back of shirt.

Right Arm: Red Cross tattoo with drop of blood.

Rear: "Kiss my..." with 'lips' drawing on right buttocks in red sharpie

2.11.4 - Additional Notes

Sleeves were simply 'scrunched up' to the elbow rather than folded/rolled (as actual military personnel everywhere wince in misery...).

2.12 - Pvt Wierzbowski



2.12.1 - Standard Equipment

Primary Weapon: M240 Incinerator

Sidearm: none

Belt Tools: none

Knife: none

Motion Tracker or Hand Welder: none

Grenades: 8 (both straps full. 4 total 'blue caps', 1 'yellow', and 3 'red')

Gear Notes: Wore black "Ship cap" on the Sulaco.

Fun Fact: Only flame unit carrying marine without a VP70.

2.12.2 - Graffiti



Front: A pair Dice featuring "snakeys" (1-1) painted on breastplate



Ab Pad: "Spare Weapon" with arrow pointing to groin.

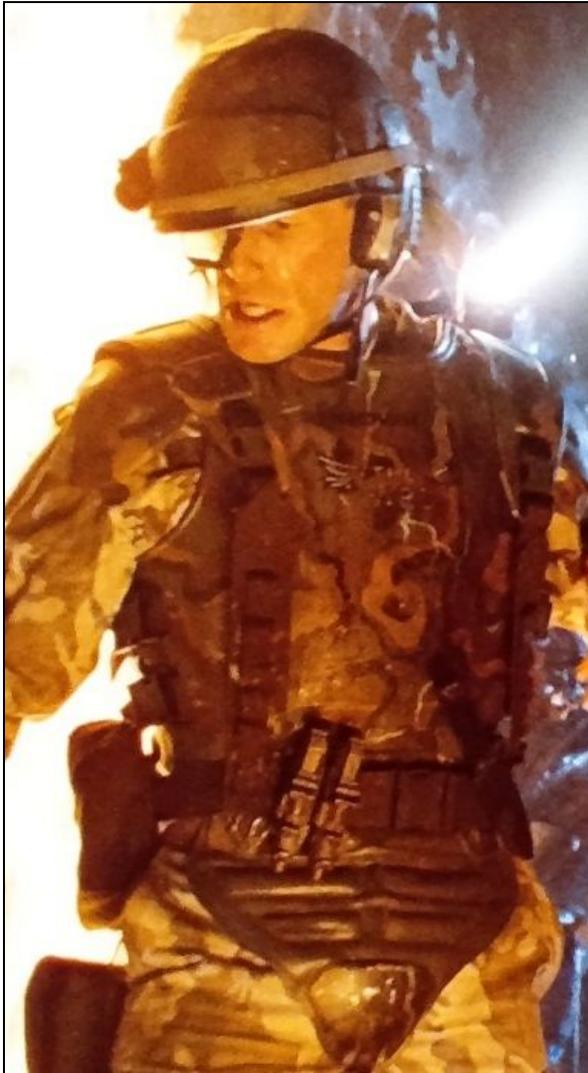


Back: Crudely drawn Can art with "SPAM IN A CAN" written below.

2.12.3 - Additional Notes

Relatively light loadout likely due to fact he would be propelled through the air in the ammo explosion.

2.13 - Pvt. Crowe



2.13.1 - Standard Equipment

Primary Weapon: Pulse Rifle

Sidearm: VP70 w/Standard holster on right hip

Belt Tools: x2. Both on belt to right of buckle

Knife: On belt left of buckle

Motion Tracker or Hand Welder: none

Grenades: none

Gear Notes: Only marine with pulse rifle to also have sidearm. While not seen on screen, he did wear a black "Ship cap" on board the sulaco which is visible on continuity polaroids.

2.13.3 - Grafitti



Chest: "The Bird" painted on to breastplate with wing art.

2.13.3 - Additional Notes

Actor/stuntman Tip Tipping served as a Royal Marine and SAS. Tipping died on 5 February 1993, aged 34, in a parachuting accident.

2.14 - Cpl. Ferro



2.14.1 - Standard Equipment

Sidearm: VP70 w/standard holster worn on bandolier under flak jacket

2.14.2 -Unique Equipment



"Aviator" Sunglasses: Black frame, mirror lenses.
[Aviator Sunglasses on GogglesandGlasses.com](http://GogglesandGlasses.com)



"Lucky Rabbits Foot" on or near holster of sidearm.

Rabbit's Foot on etsy

2.14.3 - Graffiti



Helmet:

'Fly the Friendly Skies' in single quotation marks on front of visor housing.

2.14.4 - Additional Notes

When they cut her hair, she freaked out because she was getting married in a few months. She made them purchase her a wig, but she never used it.

2.15 - Pvt. Spunkmeyer

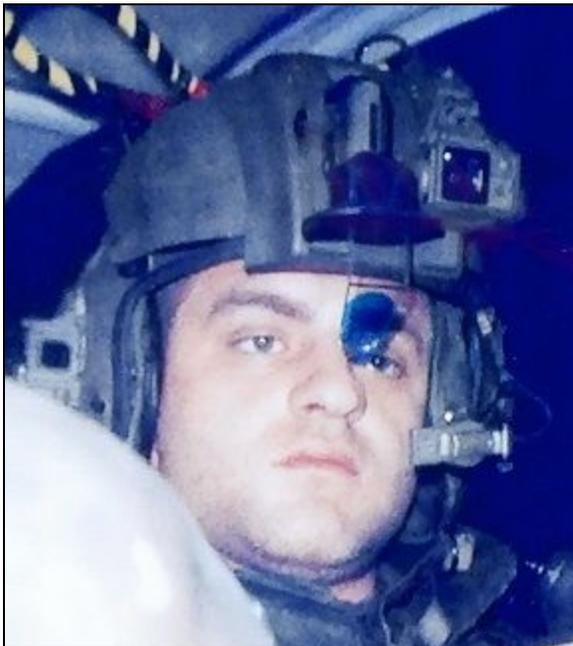


2.15.1 - Standard Equipment

Sidearm: VP70 w/standard holster on bandolier under flak jacket

Gear Notes: Wears the standard Racal Headset when not in flight helmet

2.15.2 - Unique Equipment



Targeting attachment for Flight Helmet

Primarily pulled from same pool of spare parts and numerous unknown parts as the the base flight helmet, the targeting attachment is built on to a British "rapier" missile operator helmet part.

2.15.3 - Graffiti



Hat: *Grunt Runt* written in marker on cap
Vest: *Death from Above* in marker on front left shoulder.

2.15.4 - Additional Notes

Spunkmeyer drives the power loader and loads the ordinance. They probably would have made him do everything if Ripley hadn't volunteered...

2.16 - Bishop



Being the ship's 'artificial person', Bishop has no standard equipment of his own. Throughout the film, he uses whatever equipment that is required at the time. A colony flashlight, Racal headset and portable terminal are the main props he uses, unless you want to count Hudson's knife and a tray of cornbread.

He is also unarmed throughout the movie. When he is preparing to crawl to the colony uplink, Vasquez hands him a VP70, which he quickly hands it to Ripley while Vasquez's back is turned.



Flight Suit:

Rothco Navy Flight Suit
<http://www.armynavy.com/Rothco-Navy-Flight-Suit-p/rtc-7503.htm?1=1&CartID=0>



Reebok Alien Stompers:

Reebok actually released this shoe in various colors upon the film's initial release. They 're-released' them several years later. Most recently they were re-re-released in limited numbers to celebrate the 30th anniversary. While long sold out, (so not cheap) they are readily available on secondary market websites.



Bishop's Watch:

Seiko 7A28-6000

3 - Civilian Costumes

3.1 - Ripley



Ripley generally has 2 'looks'. The majority of the film she wears a full jumpsuit often with a leather bomber jacket (sleeves scrunched up as was the fashion in the 80s). The more iconic look is the 'Newt Rescue' look at the end of the film when she gets 'armed to the teeth'. Here she gets rid of the suit top and jacket in favor of a bandolier of grenades and a harness that holds yet more grenades.



Leather Flight Jacket:

Wested Leather Flight Jacket.

<http://www.wested.com/aliens-sigourney-weaver-leather-jacket-321-p.asp>



Flight Suit:

(with detachable top) - Rumour has it that Weaver picked this out herself.



Ripley's watch: Seiko 7A28-7000.

This watch came in various colors. Ripley had the Stainless finish. This watch is another item that has been "re-released" by the original manufacturer to celebrate the anniversary. It has minute differences so the originals can be identified, but it is very faithful.



Reebok Alien Stompers Hi-top:

Reebok recently released these 'high top' versions for the first time ever to celebrate the 30th anniversary but in extremely limited numbers, so they are long sold out and aftermarket prices are much higher than those of the mid-top. They are out there though.



Grenade Harness:

Very similar to grenade straps marines wear, but instead of connecting to armor, the straps buckle into more webbing that goes over the shoulders and into the back of the belt.

Plain White T-shirt:

Bonus points for 'dirt/sweat'.

Bandolier of Grenades:

Worn crossbody over right shoulder and down left hip.

Flight Suit:

The top is detached for the 'Rescue' outfit. You many only need a light blue trouser if you are planning to do this costume.

3.2 - Newt



Tattered Blue Overalls: (with light white pinstriping) - Conductor Bib style overalls
[Adult Bib Overalls Conductor Pattern](#)

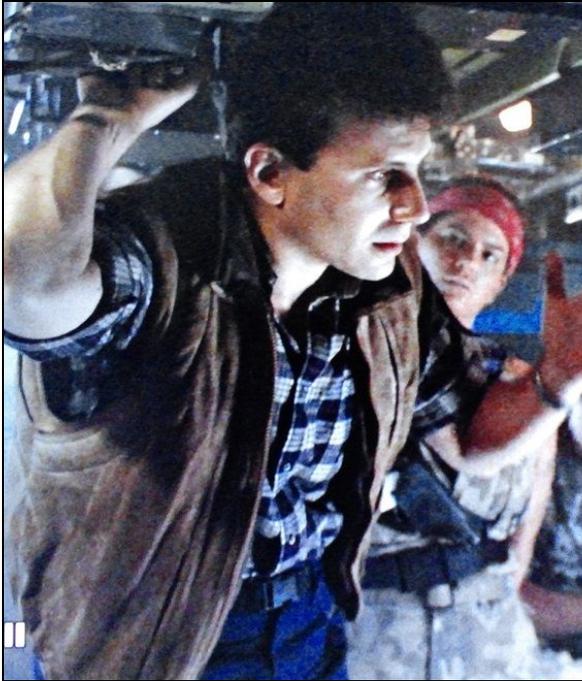


Pink Sweater: (so filthy it is more brown than pink)
[Pink Crew Neck Sweater](#)

Shoes: Although the three stripes show that they are Adidas brand sneakers, we have not been able to identify exactly what model they are.

3.3 - Burke

Carter Burke has two looks throughout the movie: his business attire and his field outfit.



His "field outfit" consists of a tan/beige vest, a blue and white plaid shirt, blue trousers, and a black belt with a 'fastex' buckle.

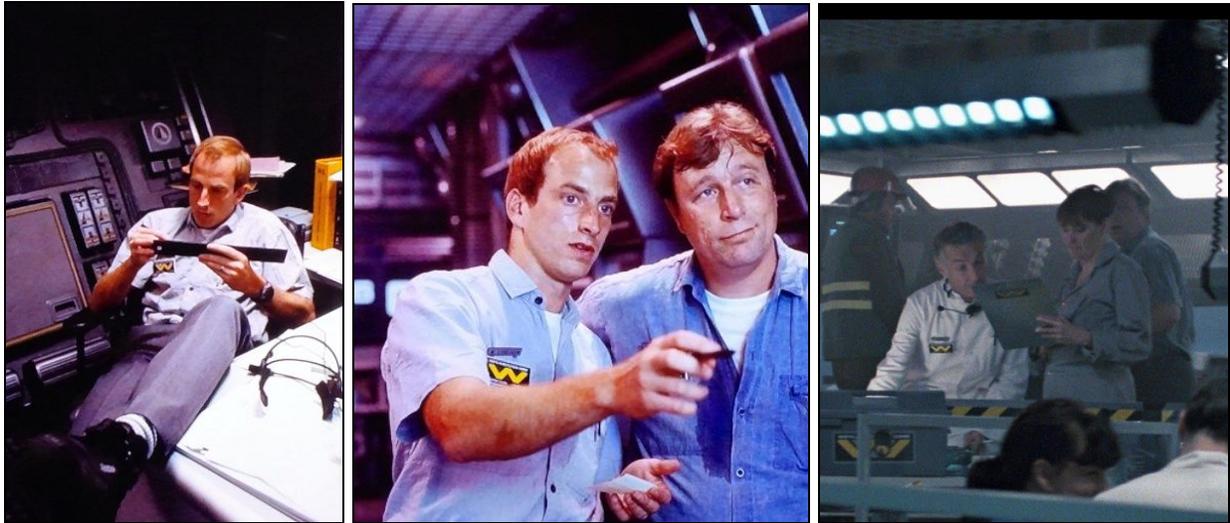
Burke's Watch: Seiko H556-5050



His "uniform" is a typical corporate suit with 'skinny tie'. Primary custom tailoring features are a "mandarin" style collar (found in most clothing from the film, so apparently highly fashionable in the future!) added to the suit lapel.

3.4 - Colony Personnel

Custom tailored 'uniforms', but not all that different than 'regular clothes' in many ways. The Weyland Yutani 'employee' is the perfect costume for friends and family who want to participate in your event (or "Drop") but don't themselves have the resources, time or money to invest in an elaborate costume. Just get yourself some Weyland-Yutani patches! (bonus points for carrying around Facehuggers and/or chestbursters).



4 - Alien/Xenomorph Costumes

So here they are, the creatures that put the 'Aliens' in... well, Aliens. These guys are a real showstopper at events. Turn up with one of these on at DragonCon for example, and it will take you an hour to go 100 yards because people will be stopping you all the time for a picture. Downside is, they can be bloody tricky costumes to do.

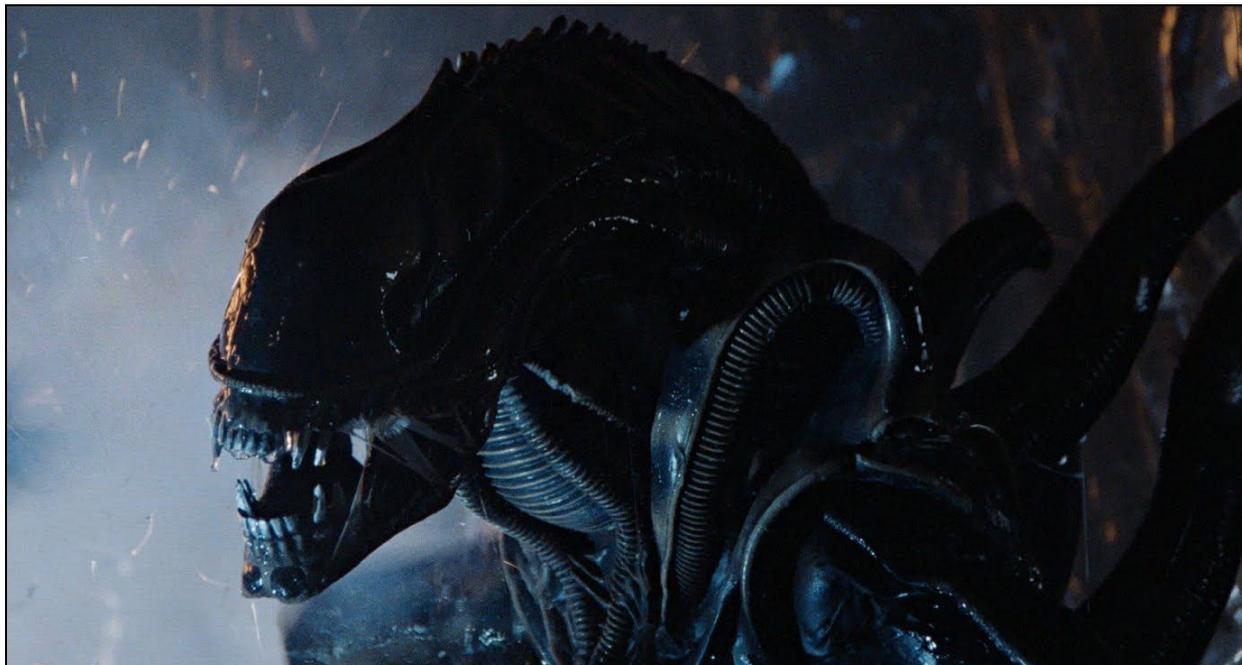
4.1 - Alien Warrior

In the movie, there were two types of suits, hero and stunt suits. Hero suits were very detailed and stunt suits were cut down to the basics to allow the performers to jump and move around, as well as climb on walls.



Original Stunt Suit from Aliens

Remember that bit in the introduction when I warned you Aliens were brown? As you can see, they really, really, really were brown. Like super brown. So yes, the suits were brown under ordinary light, however, because of the blue lights and filters used on the movie, they had a more bluish hue.



Suit reference:

<http://hollywoodmoviecostumesandprops.blogspot.com/2010/09/alien-movie-costume-from-james-camerons.html>

4.1.1 - Kits

There are currently two kits available, Monster Room Props and Auld Effects. Each of these kits have pros and cons.

Monsterroom - <https://www.facebook.com/monsterroom.props>



Monster Room easily has the most popular kit, the majority of Alien costumes out there are Monster Room.

The kit was molded from an original stunt suit from Aliens, with other parts coming from a performance suit from the [Alien War attraction](#) in the mid 90s. Because of these pedigree sources, the Monster Room suit is very accurate in terms of what you see on screen.

The downsides are that the molds are quite old and showing signs of wear and tear. Some of the parts are a little warped and require work to neaten them up. Also, when the box arrives, you have a load of latex bits that need washing and trimming and there are no instructions.

Left: Example of a completed Monster Room Props kit.

Auld Effects - <https://www.facebook.com/auldeffects/>



Auld Effects makes a suit (sold both as a kit and a completed suit) which is somewhat accurate to the Giger Alien from the first film. The parts are thick, large and well cast. The tail and back spines are somewhat odd, and the hands are a bit small. The wearable resin head (complete with dome) is a bit too heavy to be worn with a costume.

4.1.2 - DIY Aliens

The harder way is to produce a costume from scratch. The amount of effort depends on how elaborate and accurate you want the costume to be. Several articles on the website "Instructables" show examples of suits made primarily from EVA foam sheets and pipe insulation.

The most elaborate method is to sculpt and cast your own - this requires a body-cast, talent in sculpting and expertise in making large and complex molds.

Entry level Aliens style costume for kids: <http://www.instructables.com/id/Alien-Xenomorph-costume/>

'Alien' style costume tutorial: <http://www.instructables.com/id/Alien-Xenomorph-Costume-1/>

'Alien' full costume and animatronics tutorial videos:
<https://www.youtube.com/channel/UC--b6Av4luaszSz-MSOsK5g>

Monster Room Props kit build diary and tutorial:
<https://prophetsblog.wordpress.com/xenomorph-costume/>

4.2 - Alien Queen



Ok, admittedly, it very awkward to make an Alien Queen costume. Either you would be creating a giant display piece, or doing a very generous interpretation. Although, that hasn't stopped people from trying and actually, doing pretty damn good jobs!

Left: Sigourney Weaver and Carrie Henn doing an impression of the Alien Queen on the set of Aliens.

4.2.1 - Life Size Builds



If you are going to do this, go big. Aliens Legacy member Paul Maitland worked on a life size puppet head working on a small budget. Made entirely out of insulation foam, he carved the head, applied a layer of latex house paint before spraying the whole thing black and adding blue highlights. The teeth were made from Sculpey and the jaw was hinged allowing it to move. The results were mixed, it certainly had the size, however lacked a lot of the detail of the original queen.

<http://www.instructables.com/id/Life-Size-Alien-Queen-Statue-from-Aliens/>



Instructables user Alex the Movie Geek produced an impressive life size Alien Queen statue and posted a tutorial and video online.

<https://www.youtube.com/watch?v=XECYqec-1Yg>

<http://predatorium.com/threads/xenomorph-queen-life-size-full-figure.18028/>

Another Alien Queen Build by Predatorium user Manga Predator.

4.2.2 - Interpretations

Not accurate costumes, but they are certainly head turners at conventions.



Instructables user AshleyJLong created this custom ALien Queen costume using a pepakura file. You can view her tutorial on Instructables, along with the file she used.

Alien Queen Pepakura:

<http://www.instructables.com/id/Pepakura-Alien-Queen/>

http://www.4shared.com/file/DGmXRzcnce/1_mtre_alien_queen_head.html

Alien Queen Costume:

<http://www.instructables.com/id/Alien-Queen-DIY-Costume/>



Alien Queen Costume by GagaAlienQueen



Xenomorph Queen built by Cosmic Ash Studios,
modeled by Panic Cosplay: The Costumed
Misadventures

5 - Weapons

5.1 - M41A Pulse Rifle



Actual prop consists of:

M1A1 Thompson Machine gun (extension added to barrel to enable blank firing)

SPAS 12 shotgun 'slide' and 'heat shield' (flipped around)

Remington 870 Shotgun (the internal components of "grenade launcher")

Custom machined/fabricated parts (shroud and stock)



Building your own pulse rifle is one of the most satisfying aspects of Colonial Marine costuming. There are numerous write ups found at the Aliens Legacy forum and online. A few are outlined below.

- <http://www.tk560.com/m41a.html> - Building a Pulse Rifle
- [Building a Pulse Rifle the hard way by Terran Roberts](#)
- [Pulse Rifle from a Nerf Alpha Trooper CS-18 WIP - Obiwan kowalski](#)
- [Nerf Aliens Pulse Rifle - Quest](#)

If building a pulse rifle is too daunting for your wallet or schedule, numerous professional “replicas” have been produced throughout the years.



Whether you seek out a 'working' pulse, such as the Matrix/SnowWolf Airsoft gun, or a static resin one such as the new HCG "Stunt" variant or a "Spulse" from the Spatcave, whatever you do...**AVOID EBAY!!!**

Ebay is a great resource for MANY wonderful props and rare items, however virtually every pulse rifle (and most sci-fi weapons, actually) offered there will fit into one of two categories:

1. "Recast" rifles of extremely poor quality. Sellers often cast other people's creations and attempt to offer "kits" consisting of ill fitting parts with poor quality resin.
2. "Flipped" rifles where the seller simply purchased it elsewhere then posts it to ebay for a huge markup. Finding the *actual* source of that rifle and buying it direct is often much cheaper and safer than dealing through a 'middleman' on ebay.

The forums are your friend for info regarding info on kits and trusted products. Ebay is not.

5.2 - Smartgun





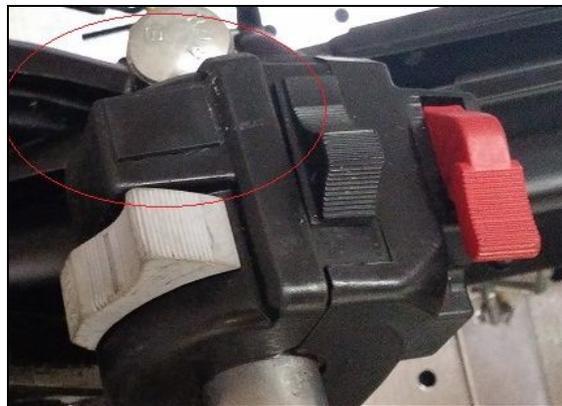
MG42 machine gun



Kawasaki AR125 footrest bracket (front triangular barrel dressing).



Steadicam Model 3A vest and stabilizer arm



Kawasaki KZ750 left hand control switch



1976 HUSQVARNA ('HUSKY') MAGURA 360 brake lever perch (actual lever not yet ID'd)



Edison Gicattoli Toy Gun (battery)

"Kits" or storebought Smartguns are difficult to come by. Aliens Legacy member/vendor "Matsuo" produced the finest resin one, but they are not currently in production. They may be found on secondary market.

"Hollywood Collectibles Group" teased a prototype some time ago that has yet to begin production. Perhaps some day it will, but no ETA is given. Lesser quality resin kits exist, but despite price, are not recommended.

5.2.1 - Building Your Own

Often an airsoft MG42 makes a nice platform, or some people find deactivate Yugoslavian copies of the MG42 as a foundation. Numerous 'build threads' can be found on the Aliens Legacy forum, but one of the more detail driven builds comes from member "M56 SmartOne" (not yet complete)

<http://forum.alienslegacy.com/viewtopic.php?f=3&t=14382>

3D printing files are available online.

5.2.2 - Smartgun Headset



Beyerdynamic HM560 Headset



T28 Macro Flash unit w/swivel



Hasbro G1 Megatron Scope parts



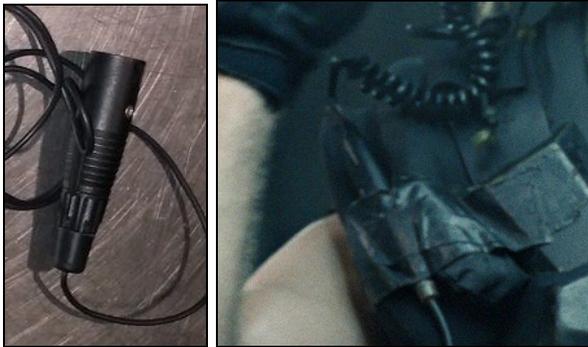
Pentax 110 Auto 18mm lens



Blue ring from Vivitar 2500 flash unit



Lemo Connector



Male and Female Neutrik Connectors

Building your own can be pricey chasing down the original parts, but complete kits cast from original parts can be purchased from [Chefs Creations](#).

5.3 - M240 Flamethrower



The M240 Flamethrower was built from the following parts as well as a great deal of custom fabrication.



M16 M203 vent



M16A1 receiver and carry handle parts (at least 2x complete units needed)



Hensen 4-HK hydraulic hose fitting

Excellent kits from "Morgan13" (molds now owned by "Matsuo") are not currently in production, but units can be found on the secondary market.

Several build threads can be found on the Aliens Legacy forum including this one by "Retrogarde"
<http://forum.alienslegacy.com/viewtopic.php?f=3&t=14481>

5.4 - Sidearms

5.4.1 - Standard issue Sidearm: H&K VP-70M



Chosen for its “futuristic” look at the time, this grandfather of polymer framed pistols is the ‘standard issue’ sidearm carried by 6 marines on screen.

The sidearm is usually kept in a fabric holster. Replicas available from [Spatcave](#).

Resin casts are available from [Spatcave](#).

An airsoft version was produced by Tanio Koba (but it is pricey and lacks the thumb ridge).

A ‘suction dart’ childrens toy gun was produced in the 80s and new versions are sporadically found. They are surprisingly accurate.

5.4.2 - Hicks’ Shotgun



Fun fact: The novelization states this was a “family heirloom” antique that Hicks carried with him. The movie said nothing of it, however. It stands to reason it was not standard issue regardless.

While often mistaken for a “Stake-out” version of the Ithaca 37 shotgun (which comes with a factory installed pistol grip), it is actually more complex than that.

- Base gun is “Ithaca 37” 12g pump action hunting shotgun (full length)
- Barrel has been sawed off and after-market sight brazed on
- Rear pistol grip is actually a german MP40 machine gun grip (wrapped in duct tape) that has been screwed into the remnants of the original wooden stock.

5.4.3 - Vasquez's S&W Model 39



With features similar to the traditional Colt 1911, many have confused it as such (most notably the Aliens Technical Manual). However it is shorter, has a more rounded backstrap on the grip, and is more tapered toward the front end. Vasquez added her own personal touch with the ivory grips, implying this was not "standard issue" and was a personal choice.

5.5 - Grenades



While only 3 marines actually had grenades, many would agree no costume is complete without them! They were originally solid 12g "snap caps" (dummy rounds) that had the grooves machined into them, a plunger added, and a cap affixed.

Resin Grenades are available from Spatcave.

5.5.1 - Grenade Box: MTM Shotshell Box



The 'grenade' box is still available today. On the original prop as it exists today, you can see the red plastic poking through the paint job.

Decals can be used to decorate the box.

[MTM Flip-Top Shotshell Box 10, 12 Gauge 2-3/4", 3", 3-1/2" 25-Round Plastic on Midway USA](#)

5.6 - Sentry Guns



Built around the same German MG42 the 'smartguns' were based on, they were mounted on completely custom tripods with a custom housing.



The Terminals were Gridcase II 1139 Laptops. The "batteries" were British Larkspur A41 VHF radios.

5.7 - Other Weapons

Other weapons found in the armory on board the Sulaco.

5.7.1 - SA80 (L85A1)



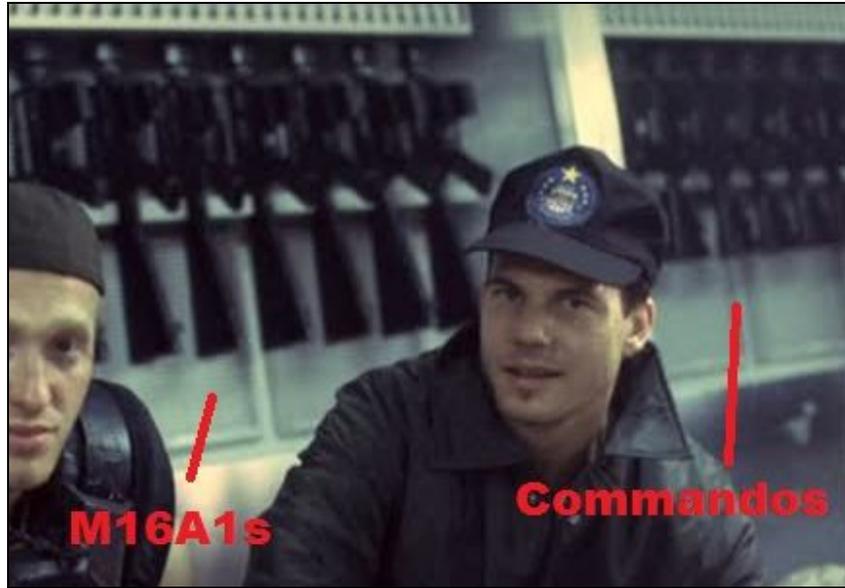
5.7.2 - M16A1 and Colt "Commando" (CAR-15)



Colt 'Commando' CAR-15



M16A1



5.7.3 - Lewis gun (stripped)



5.7.4 - Arwen 37 riot gun



Only found mounted to the walls on the interior of the Drop Ship and never used. (barely visible as Ripley sprints past them to her chair during the final explosion)

6 - Other Props

6.1 - M314 Motion Tracker



This is a fun one to build! If you can track down the parts, check out this excellent tutorial <http://www.hyperdynelabs.com/mt/construct/>

However if tracking down parts is not your thing, Complete resin kits can be purchased from [Nick-A-Tron](#) (UK) and the [Spatcave](#) (US). While older kits are kicking around online, they are usually very poor and cast from casts of casts. The 2 sellers named above cast off original parts and are of the highest quality.

6.1.1 - Core components for custom build



Kango 426 Hammer Drill



Hama 3642 Slide Viewer



Matchbox power unit (from UK released toy racetracks)



Jobo 6415 'Minilux' darkroom lamp



Hama 5401 Self Timer. The clear plastic case from 5401 hama timer is also used.



Hama 39402 Remote



Vivitar 2500 Thyristor Flash Unit



Olympus T28 Calculator Panel (50mm)



Casio SL-85 Calculator (keypad)



Asses Sphygmomanometer (exact model not nailed down yet)



Mesh from Super Switch alarm box

6.2 - Binoculars



Actually Fero D51 Night vision goggles, it was chosen for its futuristic look. It is absent the head harness, but otherwise unmodified. Resin copies available from Spatcave

6.3 - ME3 Hand Welder



The Hand Welder is made up of a Hama 5507 Camera Grip/remote and custom made parts, with the torch parts being a Brand Tig welding torch (model 121 or 301).

6.4 - Flashlights



These “multi-function” lights have been produced by several companies, so it is nearly impossible to tell what exact model was used in filming as the housings are nearly identical, but known similar models include:

Brinkmann “Trouble Shooter” 5 in 1

Signal SA-100 6-function light

GE model was similar, but had “ribs” on the end caps

Uniross brand nearly identical to “GE” with ribs.

Fun fact: For a stronger/more dramatic light effect, the stock lamp was replaced with 12v reflector lamps in some units (hence the silver protrusions found in some shots)

6.5 - Personal Locator set. (Can't hunt for Newt without these!)



Tube

These locator tubes were completely custom builds.

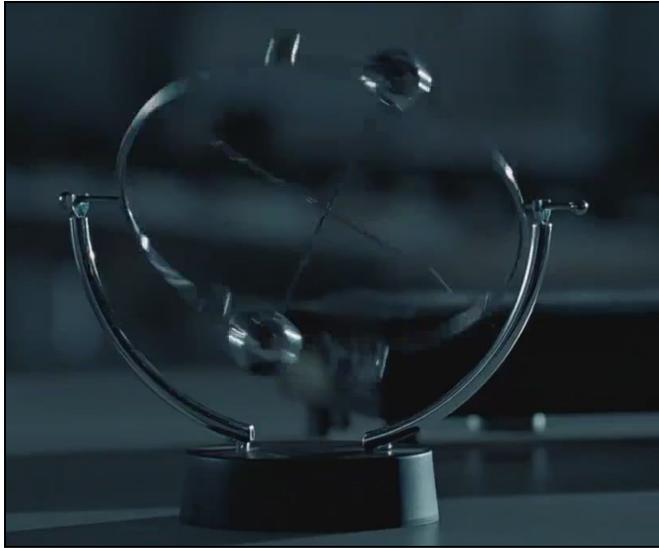
Resin casts are floating around the internet.

The locator “watch” is the same Seiko watch the marines all wore, only with the buttons and majority of the face completely blacked out/covered.



Watch

6.6 - Perpetual motion desk topper (found on the dining table of the Sulaco).



The vintage version lacks the main sphere in the center and has chrome balls instead of black but, this "Cosmos" Kinetic art desk topper can still be found quite cheaply on Amazon:

<https://www.amazon.com/dp/B004C34D5O/>

7 - Acknowledgements

'flex292' on nightvisionforums.com

Quarax

AsheyJLong on Instructables

Christian 'Retrogarde' Matzke

Harry Harris Aliens Collection and Archive

The Aliens Legacy

Chef's Creations

Nick-A-Tron Props

SpatCave Studios

Schotti