

CODENAME

OPERATION BOBA

♦ Week by Week ♦

- ▶ EDITION FREE TO SHARE · WEEK BY WEEK
- ▶ SUBJECT Armour + jetpack
- ▶ SCHEDULE 8 weeks plan
- ▶ BUILD TIME 50-100 hrs
- ▶ FORMAT Do this, then that

**A LONG TIME AGO, IN A WORKSHOP FAR, FAR
AWAY....**

8 WEEKS WEEK BY WEEK

The original bounty hunter, two looks: Empire & Jedi. Weathered green armour, a jetpack, and the famous dented helmet.

Steady wins. May the Force be with you.



8 WEEKS TO BOBA

Weeks 8-7	Plan + order filament, vest, cape	.
Weeks 6-5	Print + finish the helmet	.
Weeks 4-3	Chest, shoulders, gauntlets	.
Week 2	Jetpack + belt + legs	.
Week 1	Weather everything, dress rehearsal, game day	.
APPENDIX	Quick reference & game day	.

🕒 YOUR FIRST WEEKS — WHERE MOST BUILDS DIE

Nearly every abandoned build dies in the first quarter: parts not ordered, printer not tested, nothing started. Win the first weeks — order everything, print one test piece — and the rest is downhill.



PICK YOUR BAR

*Same hunter, three finishes — from a flat-green first pass to a battle-scarred, jetpack-armed legend. The same build can be finished to three different bars — pick yours **now**, because builders who polish for the wrong one burn weeks.*

LEAN · €120-200

Casual

Reads as Boba Fett at 5m on a crowded floor: green helmet, chest plate, and a jumpsuit get you the silhouette. Skip the jetpack, run a printed-paper or foam chest display, and fake the weathering with a quick grey-and-rust drybrush.

EFFORT · ~40 hrs

MID · €200-320

Convention

Reads as Boba Fett at conversation distance, and this is where most builders land: proper EVA-foam or fibreglass shoulder bells, ammo belt, knees, and the flak vest plus cape. Add a lightweight foam jetpack and layered hand-weathering so the green looks lived-in, not painted-on.

EFFORT · ~70 hrs

MANDO MERCS · €350+

Approved

Reads as Boba Fett under inspection by a judge who knows the reference: cast helmet with the exact T-visor dent and Empire-vs-Jedi colour callouts, screen-matched chest display lights, a functional-looking jetpack with correct decals, and battle damage mapped to the actual film paint chips. Every scuff has to earn its place.

EFFORT · ~100 hrs



THE FALLBACK PLAN

*A first-time build of this suit is **50–100 hrs** of hands-on work across **8 weeks**. Life happens — so decide right now what gets cut when the clock wins. Finished beats perfect.*

BEHIND LATESimplify next: Reference & Fit, Boots, EE-3 Blaster — buy instead of make, or borrow.

EMERGENCYEvery printed part has a buy option. Switching one part to bought can save a whole week.

ALWAYSThe final week is for wearing it, not building it — dress rehearsal beats one more coat of paint.

🕒 THE HONEST RULE

If a piece is not started two weeks before the event, it is not in this year's costume. Build it for the next one.



PLAN + ORDER FILAMENT, VEST, CAPE

WEEKS 8-7

Plan + order filament, vest, cape.

PARTS IN PLAY THIS WEEK

HIGHFlak Vest + Cape — ⌚ 2h · €30

Cape colour tells the era.

PROGRESS · PHASE 1 OF 5 · 20% THROUGH THE PLAN



PRINT + FINISH THE HELMET

WEEKS 6-5

Print + finish the helmet.

PARTS IN PLAY THIS WEEK

CRITICALDented Helmet — ⌚ 10h · €30

Sand a gentle dent in; mask the kill stripes (yellow→orange ESB / dark orange ROTJ).



PROGRESS · PHASE 2 OF 5 · 40% THROUGH THE PLAN



CHEST, SHOULDERS, GAUNTLETS

WEEKS 4-3

Chest, shoulders, gauntlets.

PARTS IN PLAY THIS WEEK

HIGHShoulder Bells — ⌚ 5h · €15

Paint the symbols on.

CRITICALChest Display Plate — ⌚ 8h · €30

Mask + paint the red/yellow panels.

HIGHGloves + Gauntlets — ⌚ 5h · €18

Gauntlet colour tells the era.

PROGRESS · PHASE 3 OF 5 · 60% THROUGH THE PLAN



JETPACK + BELT + LEGS

WEEK 2

Jetpack + belt + legs.

PARTS IN PLAY THIS WEEK

HIGH Ammo Belt + Pouches — ⌚ 3h · €22

Leather + printed pouches.

CRITICAL Jetpack — ⌚ 8h · €25

Print it as its own zone; mount on a back harness.

PROGRESS · PHASE 4 OF 5 · 80% THROUGH THE PLAN



WEATHER EVERYTHING, DRESS REHEARSAL, GAME DAY

WEEK 1

Weather everything, dress rehearsal, game day.

PROGRESS · PHASE 5 OF 5 · 100% THROUGH THE PLAN



MAY THE FORCE BE WITH YOU

"He's no good to me dead."

— ALWAYS —

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