

CODENAME

OPERATION MALAK

♦ Build Manual ♦

▶ EDITION	PUBLIC RELEASE · FREE TO SHARE
▶ SUBJECT	Sith armour + metal jaw + red saber
▶ BUDGET	€130-350
▶ BUILD TIME	30-60 hrs
▶ TIMELINE	7 weeks

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

FROM ZERO TO MALAK

Darth Malak – Revan's apprentice turned Dark Lord of the Sith. Bald, with the iconic grey metal prosthetic jaw, heavy burgundy Sith armour over a ribbed maroon tunic, and a red blade. Completes the KOTOR line.

May the Force be with all who walk this path.



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READING ORDER · IF YOU READ NOTHING ELSE

Start here: Reality Check — it tells you what you are signing up for.

Before the event: Game Day Lines — the chapter that matters at hour two.

Everything in between is your build, in order. Take it one section at a time.



READ ME FIRST

This is a field manual, not a novel — you are not meant to read it front to back. Jump to the station you need:

RIGHT NOWReality Check + The Metal Jaw.

BEFORE BUYINGThe Complete Parts List — order everything in one batch; shipping is the bottleneck.

WHILE BUILDINGWork the build chapters in order; each one is a station, not a lecture.

BEFORE THE EVENTGame Day Lines — the only chapter that matters at hour two.

RUNNING LATE?Open the companion WEEK-BY-WEEK calendar and jump to your current week.

■ ONE SITTING RULE

Read Reality Check + The Metal Jaw today. Everything else waits until its week.



PICK YOUR BAR

*One Sith Lord, three depths of menace — pick how far you take the metal jaw. The same build can be finished to three different bars — pick yours **now**, because builders who polish for the wrong one burn weeks.*

LEAN · €130-190

Casual

Reads as Darth Malak at 5m: bald cap, a roughed-out grey jaw mask, a burgundy tunic and a red blade. Skip the rigid chest armour and hip plates — let dark robes and the prosthetic jaw carry the silhouette across a room.

EFFORT · ~30 hrs

MID · €190-280

Convention

Reads as Darth Malak at conversation distance: a sculpted metal jaw with clean edges, foam-and-paint Sith chest armour, the belt harness and shoulder pieces over a ribbed maroon tunic. Most builders land here — the jaw is screen-shaped and the burgundy plates hold up under hall lighting.

EFFORT · ~45 hrs

ELITE · €350+

Approved

Reads as Darth Malak under inspection: a vacuum-formed or resin jaw with brushed-metal finish and exposed mechanism, layered EVA/fibreglass burgundy armour weathered to KOTOR concept art, accurate belt harness, hip plates and lower robes. Screen-accuracy demands the jaw seam sit flush to the skin and the maroon hold its exact ribbed-tunic tone.

EFFORT · ~60 hrs



THE FALLBACK PLAN

*A first-time build of this suit is **30–60 hrs** of hands-on work across **7 weeks**. Life happens — so decide right now what gets cut when the clock wins. Finished beats perfect.*

BEHIND LATE Simplify next: Hip Plates, Reference & Fit, Boots — buy instead of make, or borrow.

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

ALWAYS The 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.



THE COUNTDOWN

The whole plan on one page — tick the boxes as the weeks fall. The full week-by-week calendar is a separate companion PDF.

Weeks 7–6 ☐ Plan + order filament, dark fabric, jaw print, red saber

Weeks 5–4 ☐ Print + finish the metal jaw + chest armour

Week 3 ☐ Shoulders, harness, hip plates, shins

Week 2 ☐ Bald cap practice + lower robes

Week 1 ☐ Dress rehearsal + game day



REALITY CHECK

An *Old Republic Sith armour* build with one unforgettable feature: the metal jaw.

Chunky armour + bald cap + the prosthetic jaw plate.

TWO PROJECTS IN ONE

Malak is an armour build and a prosthetic build. Tackle them as separate jobs: get the metal jaw working comfortably first (it's the icon), then build the chunky Sith armour around it. It's the hardest of this Old Republic group — but the payoff is one of the most memorable looks in the archive.



THE METAL JAW

The signature.

■ LOWER FACE PLATE

Print a metal-finish jaw plate covering nose-to-chin. Strap it on, blend the top edge with makeup. You'll speak through it — leave a gap.

THE BALD HEAD

Above the jaw, Malak is bald. A quality bald cap, blended at the edges and painted to match your skin, completes the silhouette — the bald head + metal jaw combination is instantly Malak.



THE ARMOUR

Heavy chest harness over a bare/skin-base midriff.

Old Republic Sith armour is chunkier and more mechanical than later eras.

THE PLATES

- ▶ Shoulder plates — heavy Old Republic pauldrons.
- ▶ Belt harness + hip plates — connecting chest to waist.
- ▶ Vambraces + gauntlets — chunky dark forearms.
- ▶ Shin + knee plates — dark, over tall boots.
- ▶ Lower robes — a dark, floor-length skirt-robe from the waist down.



PAIR WITH THE KOTOR LINE

Malak + Revan + Bastila + Nihilus.

Build the whole Old Republic crew with friends.



FINISHING

Dark metal, steel highlights.

Weather the armour with silver edge-rubbing.



THE SABER

Red blade, blocky hilt.

Match the Old Republic era.



BUILDER TIPS

- ▶ Metal jaw = the icon.
- ▶ Chunky Sith armour.
- ▶ Bald cap.
- ▶ Red blade.



SABER CRAFT

The blade is half the costume — fight like the character. *Old Republic style*, wielded single.

STYLE · OLD REPUBLIC STYLE

Brute force in heavy armour — huge two-handed power arcs meant to smash a guard flat, with no finesse wasted on anything smaller. Canon assigns him no numbered form, but it reads closest to Form V Djem So: overwhelm, press forward, repeat until something gives. Malak took Revan's throne with raw power instead of cunning, and every swing shows it.

BLADE	● Red — blocky Old Republic hilt
WIELD	single

Drill it

Slow-motion power arcs: raise the saber in a full two-handed overhead sweep, freeze for three seconds at the top, then bring it down along one controlled line. Ten reps builds Malak's heavy, deliberate rhythm without ever swinging fast.

▲ DUEL SAFELY

Duel-grade polycarbonate blades only, never thin display tubes. Agree intensity before you start, no strikes to head or hands, and staff or dual spins need a full 3m of clear space.



GAME DAY LINES

The costume gets you noticed — the **lines** make it unforgettable. Say them in character, time the pauses, and let the laughs land.

● ● MORE GAME DAY LINES

- ▶ “Savior, conqueror, hero, villain. You are all things, Revan... and yet you are nothing.” — *his most famous speech — slow and mocking, pause hard before 'nothing'*
- ▶ “In the end you belong to neither the light nor the darkness. You will forever stand alone.” — *the follow-up line from the same speech — let it hang*

😄 FOR LAUGHS — KID EDITION

- ▶ You are all things, Revan... and yet you forgot the snacks.
- ▶ The Star Forge hungers. So do I. Point me to the pizza.
- ▶ This metal jaw is definitely not for chewing gum in class. Mostly.

COMPLETE PARTS LIST

Every piece referenced in this manual, grouped by where you get it. Shop in batches — fewer trips, fewer forgotten items.

PRINT THESE PARTS

Your 3D-printing queue. Test-print one piece before committing the whole suit.

- **Metal jaw plate** — Nose-to-chin, metal finish.
- **Chest harness** — Over bare/skin base.
- **Shoulder + hip plates** — Chunky.
- **Vambraces + shins** — Both sides.
- **Saber hilt (optional)** — Blocky.

BUY THESE

Order all at once — shipping is the bottleneck.

- **Bald cap** — Quality silicone/latex.
- **Skin-tone base layer** — Under the harness.
- **Dark lower robes** — Floor-length.
- **Heavy belt + boots** — Old Republic.
- **Steel + dark paint** — For armour + jaw.
- **Red lightsaber** — Blocky hilt.

3D FILES & SOURCES

Where to find the printable files and reference standards. Nothing copyrighted is hosted here — these point to community designers and costume-club resources. Always check a model's licence before printing.

Malak jaw STL

Thingiverse

► [thingiverse.com](https://www.thingiverse.com/thing/5011411)

Old Republic saber STL

Thingiverse

► [thingiverse.com](https://www.thingiverse.com/thing/5011411)

Full Malak reference

RPF forums

► therpf.com

501st standards

501st.com

► [501st.com](https://www.501st.com)



THE REPAIR KIT

Everything breaks at hour two. A sandwich bag with these seven things turns a costume emergency into a two-minute pit stop.

SUPER GLUE GELReattaches snapped prints and popped seams in 60 seconds. Gel doesn't run.

BLACK GAFFER TAPEInvisible on dark builds — holds a cracked plate through a whole event.

SAFETY PINS + VELCROInstant strap repair, hem fix, cape re-hang.

ZIP TIES (BLACK)Broken buckle, loose greeble, sagging belt box — tie it and move on.

PAINT PEN (BLACK + SILVER)Covers scratches and scuffed edges between photos.

SPARE BATTERIESFor LEDs and soundboards. The saber always dies at the door.

MICROFIBRE CLOTHHelmet fingerprints, lens fog, dusty boots.

■ PACK IT THE NIGHT BEFORE

One bag, one pocket (or a helper's backpack). If you have to go looking for glue, it is already too late.



QUICK JUMP

Mid-build with painty fingers? This is the inside back cover index — every station and its page.

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MAY THE FORCE BE WITH YOU

*"The Star Forge... it hungers. And it can feed on the dark side
that is within all of us."*

— ALWAYS —

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or The Walt Disney Company. Star Wars and all related characters, names and marks are
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