



FIELD MANUAL: COBRA ALLEY VIPER



INTRODUCTION

Welcome to the Alley Viper selection course. You have been recruited from the Viper Corps to help form the spearhead of Cobra's inner-city invasion forces. You have proved yourself as an elite marauder, a true master of brutality, and you have been noted by your superiors for possessing a style of ruthlessness not present in other Cobra soldiers.

Only the toughest among us can bear the weight of the shield and dominate the urban battlefield. Few will ever know the exhilarating rush as you race into battle with your squad-mates, shields raised, aboard a Cobra RAGE tank!

Your training commences now. To graduate, you will survive a full burst of machine-gun fire across your frontal body armor. You will successfully execute a 30-foot jump onto concrete wearing your full combat load. Lastly, you will run a 100-meter gas-filled corridor... without the luxury of your gas mask!

But first, let's issue your uniform...

This Field Manual is intended to help new recruits assemble an Alley Viper uniform as accurately and as economically as possible. The recommended components in this manual provide a uniform standard to ensure that all new Alley Vipers entering the ranks of the Finest are as visually identical as possible. Special attention has been made to recommend common components that are easily attainable worldwide via online retailers (note: all hyperlinks in this document are live).

Now, armed with this Field Manual, raise your shield and stand alongside your fellow Alley Vipers! Into battle we charge!

COBRA!!!!!!

REFERENCE INFORMATION

The primary references for this Field Manual are the original Alley Viper version 1 (v1) action figure released in 1989, and the modern-era version 11 (v11) figure released in 2009. While both versions are considered the same base uniform, there are several differences and aspiring Alley Vipers are encouraged to study and understand these differences prior to choosing a specific reference. This manual will cite references accordingly and provide options where applicable.



Photo by www.generalsjoes.com

Alley Viper Version 1 (v1)

Alley Viper Version 11 (v11)



Photo by www.yojoe.com



Photo by www.generalsjoes.com





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SECTION 1: HEADGEAR

HELMET

For Finest approval, the Alley Viper helmet must be visually identical to helmets already in service within the Finest ranks. As of the publication date of this Field Manual, approved Alley Viper helmets (and shields) are produced by Pit Viper Studios as finished pieces or in kit form, however, other vendors may also be available.

If you are painting your own helmet, the correct color is:

- Rust-Oleum Gloss “Real Orange” (249095)

A lacquer/clear-coat may be applied for protection. Foam padding may be glued inside the helmet to provide a custom fit.



BALACLAVA/MASK

The balaclava/mask should match other blue elements of the costume as closely as possible. The balaclava/mask will be tucked into the flight suit collar, and should be long enough to completely cover the neck and chin. Balaclavas with a single opening are permitted, however, two eye openings are more accurate to both references.

A recommended single-opening mask is the blue Windproof Motorcycle Tactical Balaclava made by Sport-Out, available at www.amazon.com or other retailers.

The balaclava should be thin, lightweight, and should wick away sweat from beneath the helmet. Cotton balaclavas are not recommended for use with the Alley Viper uniform.



OPTIONAL HEADGEAR

When not wearing the Alley Viper helmet, a U.S. army-style black beret is authorized. The recommended flash is the orange and black beret flash offered at www.supplyroom.com or other retailers.

All berets should be Rothco “Inspection Ready” which are pre-shaven, pre-shaped, leather-trimmed, and made to military specifications without eyelets or drawstrings.

If you are unfamiliar with the proper care and wear of a military beret, please consult with the Command Staff or various online beret tutorials. If you are in the process of assembling an Alley Viper uniform and do not yet own a helmet, the beret is an acceptable temporary alternative.



Active Finest members are approved to wear a Cobra-style Finest pin centered on the flash.



SECTION 2: BATTLE DRESS UNIFORM

FLIGHT SUIT

For Finest approval, and to match other Alley Vipers, the recommended uniform is the Air Force style orange flight suit (SKU: 7415) available at www.militaryclothing.com or other retailers.

This flight suit is a poly/cotton blend and features a 2-way front zipper, leg zippers, Velcro over the left chest pocket, and adjustable waist and cuffs.

Blue sections should be masked and painted on the flight suit in a pattern that reasonably matches the reference. The recommended color is Rust-Oleum “Deep Blue” (269419), however this color may dry darker than desired when used on fabric. For fabric parts, an acceptable alternative is Rust-Oleum “Sail Blue” (7724830).



GLOVES

Black tactical gloves should be worn. Acceptable gloves are made by various vendors, including Hatch, Rothco, Blackhawk, and others (please avoid thick “gardening” or work gloves).



Hatch SOG Glove

To prevent skin showing at the wrists, long, gauntlet-style, tactical gloves are recommended.

KNEEPADS

For Alley Viper (v1), plain, smooth-surfaced tactical kneepads are recommended, and should be entirely painted Rust-Oleum “Real Orange” (including straps) to match the other orange uniform elements. Acceptable tactical kneepads are made by various vendors, including Condor, Blackhawk, Rothco, Alta, and more.



For Alley Viper (v11), textured tactical kneepads should be worn and painted Rust-Oleum “Deep Blue” to match the other blue elements of the uniform (including straps and buckles). The recommended v11 kneepads are NoCry Professional Knee Pads available at www.amazon.com and other retailers.





BOOTCOVERS (v11 ONLY)

Alley Viper (v11) wears two-piece boot covers that can be made using 3D-printed parts, or by cutting an existing pair of plastic shin guards to the desired shapes. The recommended spray-paint for the boot covers is Rust-Oleum “Nutmeg” (249070).

Each boot cover should be secured to the lower leg by three brown straps with buckles to match the reference (two lower straps, and one upper).



BOOTS

Tall, black leather lace-up boots are worn with both versions, similar in style to the Pleaser Men's Rocky 20 Knee-Boot, available at www.amazon.com and other retailers. Straps may be added or removed as needed to reasonably match the reference.

For Alley Viper (v11), standard black combat boots may also be worn beneath the Boot Covers, although these are less accurate (please avoid boots with olive drab webbing, work boots, etc.).



Alley Viper boots are tall, black leather, with front-laces, similar in style to Pleaser Men's Rocky 20 Knee-Boot.



Standard black combat boots may also be worn with Alley Viper (v11) beneath the boot covers.



SECTION 3: TACTICAL GEAR

ASSAULT VEST

The recommended assault vest is the “VISM MOLLE Pals Vest” (tan) by NcStar (available at www.amazon.com). This inexpensive vest includes a tan belt (which should not be painted), and is also worn by the majority of standard Vipers in the Finest. The vest can accommodate a Camelback or similar hydration system in the large back pocket.

The vest should be primed and painted Rust-Oleum “Real Orange” with blue sections that reasonably match the reference. As with the flight suit, the recommended color is Rust-Oleum “Deep Blue” (269419), however this color may dry darker than desired when used on fabric. An acceptable alternative for fabric parts is Rust-Oleum “Sail Blue” (7724830). Multiple coats of orange and blue may be required to achieve the desired color brightness.



ASSAULT VEST POUCHES

Ten pouches are attached to the tactical vest, worn across the stomach in two horizontal rows of five. Additional pouches are worn on the right chest and shoulder. You may wish to modify the number of chest and shoulder pouches worn based upon your size and body type.

To match the square pouches on the reference as closely as possible, tactical vest pouches may be made from scratch using foam or other suitable material. Alternatively, you may use MOLLE-compatible grenade pouches available on www.amazon.com or other retailers, or a U.S. World War I-era grenade vest.



The 10 pouches worn across the stomach should be primed and painted orange and blue to match the vest and flight suit. Pouches on the right chest and shoulder are exclusively blue. As previously stated, Rust-Oleum “Deep Blue” (269419) may dry darker than desired when used on fabric. An acceptable alternative for fabric parts is Rust-Oleum “Sail Blue” (7724830). Multiple coats of orange and blue may be required to achieve the desired color brightness. Foam may be used inside the pouches to achieve the square shape.



Photo by www.hisstank.com

KNIFE SHEATHS

A black knife sheath should be attached to the vest on the left shoulder in an inverted position. The recommended sheath is the Kydex Sheath for Short Ka-Bars (black) available on www.amazon.com or other retailers. Weapons are not required for costume approval, however, if a knife is worn, it should be a small, training knife (rubber or plastic) that fits the recommended sheath. 3D-printed knives are also an acceptable option.



A second knife sheath is strapped to the right wrist and should be painted Rust-Oleum “Nutmeg.” Straps should be used to attach the sheath to the arm.

GRENADE

A grenade (lemon style) should be clipped onto the MOLLE webbing on the upper left chest of the vest to the outside of the knife sheath.

Inert lemon grenades are widely available at military surplus stores. Please avoid using other styles of grenade, including “baseball” or “pineapple.” As your local laws allow, the lemon grenade may be painted black (v1), silver/metallic (v11), or left in its natural color.





UPPER ARM PROTECTORS

The Alley Viper (v1) wears a single blue upper arm protector on the right bicep, emblazoned with the Cobra sigil. The Alley Viper (v11) wears two blue upper arm protectors on each bicep. The recommended accessory is the Champion Sports 4" Bicep Extension for Umpires, available at www.amazon.com or other retailers.



The arm protectors should be painted Rust-Oleum "Deep Blue" to match the other blue elements of the uniform, and may be modified to accurately depict the Cobra sigil as needed. A matte clear-coat may be applied if a glossy finish is not desired. The Finest "Cobra" logo or appropriate unit patch is also permitted for use by active members.

BELT

A tan tactical belt should be attached to the Assault Vest. An acceptable belt is included with the recommended vest, or may be purchased separately at www.amazon.com and other retailers. The magazine pouches should be removed. Note: no belt is visible on the Alley Viper (v1), but a belt may be worn if desired.



BELT POUCHES (v1 1 ONLY)

Various MOLLE belt pouches may be worn on either side of the waist, and may be arranged at the costumer's discretion to create a personalized loadout. Belt pouches should be primed and painted Rust-Oleum "Real Orange" to match the rest of the uniform.

THIGH POUCHES

For v11, a black pouch should be worn on the upper right leg. The pouch may be suspended from the belt if desired. As an optional upgrade, and to achieve greater accuracy, the pouch should be strapped to the leg using three black straps, with a detailed box device on the front of the leg to match the reference (see v11 reference). For even greater accuracy, an optional orange pouch may be worn on the left leg. This pouch may be sewn to the suit or suspended from the belt.



CARABINERS (v1 1 ONLY)

For v11, two tactical carabiners should be secured to the belt in the front, matching the placement on the visual reference. The recommended carabiner is available at www.amazon.com or other retailers. The carabiners should be painted Rust-Oleum "Nutmeg."



Photo by www.hisstank.com



LEFT WRIST CUFF

Both v1 and v11 Alley Vipers wear a ribbed cuff on the left wrist. On the v1 Alley Viper, the cuff is orange and features no additional detail.

The left wrist cuff on Alley Viper (v11) is blue, with a silver control panel device on top. This device may be 3D printed or otherwise fabricated to reasonably match the reference.



A 3D printed part may be used as the wrist cuff, or an existing item similar to the “miniature garbage can holder” pictured here, and available at www.amazon.com. With modifications, this piece may be worn on the wrist, and if needed, a cut may be made on the underside to allow for a larger fit.

The v1 Alley Viper wrist cuff should be painted Rust-Oleum “Real Orange” to match the rest of the uniform. The left wrist cuff on Alley Viper (v11) should be painted Rust-Oleum “Deep Blue”, and the silver control panel device should be mounted on the top of the cuff.

SHIELD

Perhaps the single most distinguishing characteristic of the Alley Viper is the large shield. For Finest approval, the shield must be visually identical to shields already in service within the ranks of the Finest.

As of the publication date of this Field Manual, approved Alley Viper shields and helmets are produced by Pit Viper Studios as finished pieces or in kit form, however, other vendors may also be available.

If you are painting your own shield, the correct colors are:

- Rust-Oleum Gloss “Real Orange”
- Rust-Oleum Gloss “Deep Blue.”

A lacquer/clear-coat may be applied for protection.





SECTION 4: WEAPONS (OPTIONAL)

SUBMACHINE GUN

Where local laws and regulations allow, Finest members are permitted to carry Airsoft weapons (unloaded at all times) with the Alley Viper uniform.¹ Although several variants of Airsoft MP5s would be acceptable, the recommended rifle is the WellFire Airsoft MP5 PDW with vertical foregrip and shoulder stock, pictured below. A larger scope may be added to more closely match the reference. This relatively inexpensive Airsoft rifle is available online at www.ebay.com and other retailers.



WellFire Airsoft Gun Mod 5 MP5 Electric PDW Rifle

SIDE-HANDLE BATON (v1 1 ONLY)

An optional weapon for Alley Viper (v11) is a black side-handle baton, similar in style to the picture below (please avoid using martial arts-style “tonfas”). If worn, the baton should be secured to the belt via a belt ring holder, similar to the pictured style.



¹ The Finest places the utmost importance upon the safety of our members and the safety of the public while attending public events. Finest members are not required to carry prop weapons. When carrying weapons, members are required to abide by all relevant Federal, State, and local laws pertaining to weapons, as well as the individual rules and policies of specific venues and events. As laws and regulations vary based on location, Finest members are required to be knowledgeable of, and abide by all laws and regulations pertaining to each member’s specific location or event. Finest members are expected to conduct a safety check of weapons prior to events to ensure that all weapons are unloaded at all times.



SECTION 5: BACKPACK (OPTIONAL)

BACKPACK

(Information coming soon...)





APPENDIX A: VARIANTS

ALLEY VIPER (v13)

This appendix is intended for those building a costume based on the Alley Viper (v13) “Pursuit of Cobra/City Strike” action figure released in 2010.

The costume uses the same components listed in this Field Manual along with the following additions and modifications:



Photo by www.hisstank.com

COMPONENT	MODIFICATION
HEADGEAR	
Helmet	Rust-Oleum Satin “Cabernet” (248635)
Balaclava/mask	Black
Beret with Flash	Black beret with red flash
Alternate black “Resolute”-style helmet (available from Pit Viper Studios), with black/gray goggles	N/A
BATTLE DRESS UNIFORM	
Flight Suit	Flight suit is black. Sew 3” wide white “caution stripe” patch on upper right leg, and 2” wide white “caution stripe” patch at left elbow.
Gloves	(no modification)
Kneepads	Rust-Oleum Light Gray Automotive Primer (2081)
Boot Covers	Black
Boots	(no modification)
TACTICAL GEAR	
Assault Vest	Rust-Oleum Satin “Cabernet” (248635)
Assault Vest Pouches (10, stomach)	Rust-Oleum Dark Gray Automotive Primer (2089)
Assault Vest Pouches (chest/right shoulder)	Rust-Oleum Light Gray (2081). Black tabs and gold snaps.
Knife Sheaths	Black
Grenade (lemon style)	Rust-Oleum Hammered Gold (7210830)
Upper Arm Protectors	Rust-Oleum Light Gray Automotive Primer (2081)
Belt	Black
Belt Pouches (e.g., pouch for optional gas mask)	Rust-Oleum Dark Gray Automotive Primer (2089)
Thigh Pouch (right)	(no modification)
Thigh Pouch (left)	Rust-Oleum Hammered Gold (7210830)
Carabiners	Rust-Oleum Hammered Gold (7210830)
Left wrist cuff	Black
Shield	Paint Rust-Oleum Satin “Cabernet” (248635) with black Cobra sigil and white “caution” stripe design
Gas Mask (single filter) (optional) - available here	N/A
WEAPONS (OPTIONAL)	
BACKPACK (OPTIONAL)	



APPENDIX B: CHECKLIST

HEADGEAR

- Helmet
- Balaclava (blue)
- Beret with orange flash (optional)

BATTLE DRESS UNIFORM

- Flight Suit (orange, Air Force style)
- Gloves (tactical, black)
- Kneepads
- Boot Covers (v11 only)
- Boots

TACTICAL GEAR

- Assault Vest
- Assault Vest Pouches
- Knife Sheaths (left shoulder is black; right wrist is Rust-Oleum “Nutmeg”)
- Grenade (“lemon” style) (v1 is black; v11 is silver)
- Upper Arm Protectors
- Belt
- Belt Pouches (v11 only)
- Thigh Pouch - Right (black, v11 only)
- Thigh Pouch - Left (orange, optional)
- Carabiners (v11 only)
- Left Wrist Cuff and Control Panel
- Shield

WEAPONS (OPTIONAL)

- Submachine Gun (Airsoft)
- Side-handle Baton (v11 only)

BACKPACK (OPTIONAL)

- Backpack

