

COSTUME REFERENCE LIBRARY

Advanced Recon Commando - Standard



Model **ARC Trooper - Standard**, Photo by **None**



Description: ARC Trooper - Standard

Prefix: AR

Detachment: Clone Trooper Detachment

Context: Republic Commando Novels, Star Wars Insider, and Various other Appearances

Advanced Recon Clone troopers or simply ARC troopers? were an elite variant of clone troopers in the Grand Army of the Republic during the Clone Wars. Although less numerous than the other clones, they were among the most skilled soldiers in the galaxy.

Please note that this costume is also eligible for membership in **The Rebel Legion**.

The 501st approval requirements are listed in black.

In the page below, items listed in blue are recommended features that will improve the quality of the costume. Items listed in red are intended to further enhance the finished costume.

For 501st membership only the requirements in black need to be met.

This Visual Guide has been reviewed by the detachment staff and the LMO team and is certified for use as a minimum approval guideline for GMLs. GMLs are free to approve this costume type.

- Any uncertainties or questionable aspects of the submitted costume should be brought to the appropriate DL/GML peer review section of the legion forum.

Required Costume Components

The following costume components are present and appear as described below.



Helmet

For 501st approval:

- Realistic (AOTC Style) Phase I Helmet.
 - ◆ Fan-made bucket.
 - ◆ Some "name brand" helmets may be unacceptable.
- Helmet is painted matte or satin white.
- Helmet Fin on dome.
 - ◆ Tail fin is painted with one of the corresponding command color variants and the stripe continues down the front of the dome to the black band.
 - ◆ Rear fin has a red plastic or plexiglas "brake light" cover installed.
- Black wrap around band above the visor.
- Mirrored Chrome or Black eye lens.
 - ◆ The lens area is outlined with the same command coloring as the remaining armor.
- Helmet frown is charcoal grey in color.
 - ◆ Wire or plastic mesh is utilized inside the helmet to cover the open pieces of the frown.
- Vertical command color stripe extends from frown down to the edges of vocoder opening on chin, then wraps underneath to neck ring.
- Fett style Range Finder mounted in right ear column.
 - ◆ Rangefinder stalk is silver.
 - ◆ Rangefinder top piece is black or painted in command color.
- Ear holes are painted light grey or remain white.
- (6) vertical slash vents on each side of helmet aligned horizontally at base of ear columns.
- Indented helmet band, around the back of dome, is painted with the same command coloring as the remaining armor.
- Vertical indented rectangle area on back of Helmet is Black.
- Helmet is weathered with shades of grey and has scuff marks.

For level two certification (if applicable):

- Helmet has the appearance of a neck ring.
- Range finder raises to upright position and lowers to align with right eye.

For level three certification (if applicable):

- Helmet has an enclosed complete neck ring that seals the helmet to

the neck.

- Rear fin light is lit with 3 steady LEDs.
 - ◆ Light does not blink.



Neck Seal

For 501st approval:

- Neck seal is black in color with vertical ribbing or being smooth in appearance.
- No logos or labels are visible.
 - ◆ If the seal is not incorporated as part of the undersuit, a balaclava or other similar covering is acceptable.



Under Suit

For 501st approval:

- Black non-textured material, either one-piece or two-piece construction with no visible zippers or logos.



Pauldron

For 501st approval:

- Realistic standard ARC style Pauldron is similar to Alpha ARC Pauldron.
 - ◆ Elliptical elongated shape with (14) outward angled panels.
 - ◇ Panels are not all colored in command color.
 - ◆ Pauldron base is black.
 - ◆ (4) Largest panels over left shoulder are command color matching rank.
 - ◆ All other panels are black.
 - ◆ Pauldron is weathered.



Shoulder Armor

For 501st approval:

- Realistic style shoulder armor.
- Shoulders are tear drop in shape with all rounded edges.
- Armor is painted matte or satin white base with command color detail.
- Armor has command color stripe, about 4 inches wide, at top center edge.

- ◆ Stripe follows contour of armor, running down vertically to bottom edge with slight taper in width.
- Armor is weathered with shades of grey and has scuff marks.



Upper Arm Armor
For 501st approval:

- Realistic style Upper Arm Armor.
- Armor is painted matte or satin white with command color detail.
- Command color vertical stripe covers outside facing area with about a 1/2 inch overlap on front edge, and about 1/2 inch area into tricep indentation.
- Armor has a front hard line outside edge and inside rounded edge.
 - ◆ Armor piece has a dimple on the lower area of the back of the arm.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey and has scuff marks.



Elbow Armor
For 501st approval:

- Realistic style elbow armor.
- Armor is painted matte or satin white with command color detail.
- Command color covers the entire outside surface of armor and wraps about 3/4 inch over outside edge along back surface of elbow.
- Elbow straps are white and have a raised detail line at the top and bottom of the strap.
- Armor has two parallel dashed detail slots on each outside edge of elbow at the strap connection.
- Elbows are mirror images of each other with a notched area on the outside of the elbow above the detail marks.
- Armor is weathered with shades of grey and has scuff marks.



Forearm Armor
For 501st approval:

- Armor is painted matte or satin white with command color detail.
- Right forearm has a compad with 8 small buttons, 1 large main button, and 1 slightly smaller rectangular button closest to the elbow.
- Armor has a flat triangular area on outside wrist that tapers to a ridge that runs up to a point at the top of the forearm.
- Command color stripe runs along the outside facing area of forearm.
 - ◆ Command color covers the flat triangle wrist area, ridge line and compad on right forearm.
 - ◆ Outside edge of command stripe starts at the outside point of the flat triangle wrist area, and runs a straight line to top of forearm.
 - ◆ Inside edge of stripe is about 2/3 of the forward facing forearm surface.
 - ◆ This edge aligns with the edge of the compad at the wrist and then angles away from compad as it runs up the forearm.

- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey and has scuff marks.

For level two certification (if applicable):

- Compad on right forearm is Phase I style, without side antennae



Hand Plates

For 501st approval:

- Realistic style hand plates.
- Armor is painted in command color.
- Hand plates have a top curving ridge that come to a point over the index or middle finger just past the main knuckle of the hand.
- Armor is weathered with shades of grey and has scuff marks.



Gloves

For 501st approval:

- Black over the wrist gloves made of leather, nylon, or other low pile fabrics.
- Gloves cover any exposed skin.
- Gloves do not show any labels or logos when the armor is worn.



Chest Armor

For 501st approval:

- Realistic style Chest Armor.
- Armor is painted matte or satin white with command color detail.
- Two detail slots on lower outside edge of right raised chest area.
- There are no command colored dots.
- Chest and back armor match together at the sides with no open gap.
 - ◆ A seam line is present.
- Shoulder straps are slotted into the detail ridges of the top connection points.
- Armor is weathered with shades of grey and has scuff marks.

Ammo Pouch

For 501st approval:

- Ammo pouch with (2) or (3) side by side vertically aligned MP-40 type pouches is attached to right front of the Pauldron.
- Ammo pouch is black leather type material and includes a pointed top cover flap with small circular metal snap top detail.



Back Armor
For 501st approval:

- Realistic Style back armor.
- Armor is painted matte or satin white.
- Back has a detail plate with four circles on top, two elongated areas on left, and vents on lower right.
- Back and chest armor match together at the sides with no open gap.
 - ◆ A seam line is present.
- Shoulder straps are slotted into the detail ridges of the top connection points. *Armor is weathered with shades of grey and has scuff marks.

For level two certification (if applicable):

- Highly detailed resin back box plate cover with circuitry insets.



Abdomen Armor
For 501st approval:

- Realistic style abdomen Armor.
- Armor is painted matte or satin white.
- Eight 1/4" diameter holes, with four holes inside each indented channel of the abdomen.
- Abdomen section wraps around the wearers body and is sealed at sides or at back.
- Abdomen is completely contained under the chest and back armor.
- Armor aligns with codpiece with the seam line hidden by the belt.
- Armor is weathered with shades of grey and has scuff marks.

For level two certification (if applicable):

- Seam line along sides or back has no gap.



Codpiece and Posterior Armor
For 501st approval:

- Realistic style Codpiece and Posterior Armor.
- Armor is painted matte or satin white.
- Codpiece and posterior armor connect at the hips.
- Armor is weathered with shades of grey and has scuff marks.

For level two certification (if applicable):

- Hips have correct detail connector snap and edge feature at the codpiece and posterior side connection.



Belt

For 501st approval:

- Realistic style belt, boxes, and detonator.
- Belt, boxes and detonator are painted matte or satin white.
- Belt front, between front boxes, has three vertical rectangle indents which are spaced apart by two protruding rectangle areas.
 - ◆ The rest of the belt is flat surfaced with raised edging on top and bottom that run along the rest of the belt.
- Eight Belt Boxes are attached to Belt, with four on each side.
 - ◆ The two largest Boxes are in front with angled top surface that is higher toward the center.
 - ◆ The smallest boxes are located behind the front boxes, about 1/8 inch apart and have an angled end on top.
 - ◆ The medium sized matching boxes, with flat top cover, are about 1/8 inch from smallest boxes.
 - ◆ Left rear box is spaced closer to detonator and has two square buttons in the top left corner, and two dashed indented detail marks on bottom right.
- Right rear box is spaced closer to detonator and has a bar with two small cylinders centered, and two dashed indented detail marks on bottom left.
- A detonator is centered and attached to back of Belt.
 - ◆ Detonator tube is about 2 1/4 inch diameter with wider detailed end caps.
 - ◆ Seven horizontally aligned square buttons are on left side of tube, facing backwards.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

- Boxes are notched on back and fit flush to belt.

For level three certification (if applicable):

- Back of belt, between rear boxes, has horizontal ribbing.
- Detonator connects to back of belt without any visible clips and is firmly secured in horizontal position.



Kama

For 501st approval:

- Realistic Phase II (Episode III) style Kama that is modified with different front detail and back bottom edging.
- Kama is made from a heavy fabric material like duck cloth.
 - ◆ Leather or vinyl is not acceptable.
- Kama is dark grey and has command color edging.
- Kama has triangle ribbed front corners that attach under belt front.
- Kama extends down to bottom edge of knee armor.
- Kama has straight edge on back. There is no ?V? split at bottom of Standard ARC Kama.
- Kama is weathered.



Holsters

For 501st approval:

- Realistic style (Episode III type) clone holsters.
- Holsters are matte or satin white with a black inverted triangle detail on upper front surface.
- Holsters are sized for DC 17 Hand Blaster.
- Holsters have flat extension plates that run up and connect behind the second (smallest) belt boxes to allow holsters to hang over outside edge of each thigh.
- Holsters are weathered in shades of grey.

For level two certification (if applicable):

- Holsters are lined inside with dark fabric or thin padding to keep pistol from rattling around.



Thigh Armor

For 501st approval:

- Realistic style thigh armor.
- Armor is painted matte or satin white.

Thigh Armor has a flat triangle area above the knee which transitions to a ridge line that runs up the front of the thigh to the top edge.

- Rear of armor has an indented area.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey and has scuff marks.

For level two certification (if applicable):

- Outside lower portion of the thighs come to a point and inner lower end is rounded.



Knee Armor

For 501st approval:

- Realistic style knee armor.
- Armor is painted matte or satin white.
- Knees have a protruding flat area in front oriented towards the top of Knee.
- Knees bend around the front and connect to white detail clips that connect the strap on each side.
- A white colored flat strap, about 2 inches wide, wraps around back of leg.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

- Flat Strap has raised 5/8 Inch wide grey center strap.

Lower Leg Armor

For 501st approval:

- Realistic style lower leg armor.
- Armor is painted matte or satin white.
- Front of lower leg has a flat triangular detail at the top which transitions to a ridge line that travels down the front of the armor to



- the ankle.
- Back of the lower leg has an indented arched area that continues down to the ankle.
- Bottom of the back side has an arched half circle engraved line at the heel.
- Armor is seamless, except where the calf spoon connects to the back of the lower leg indent edge.
- Armor is weathered with shades of grey and has scuff marks.

For level two certification (if applicable):

- Calf spoon inserts connect to lower leg inside and are secured to keep in place.
- Outside top edge has a pointed tip, and the inside edge has a smaller rounded point.



Boots

For 501st approval:

- White, ankle high or tall enough to cover the ankle and eliminate any black undersuit visible at the ankle.
- Boots are lace-less.
- The boots have armor detail to include a natural seam at the toe and a strap that goes over the top of the foot with two protruding disks at each side of the strap.
- There are no markings or labels from the shoe makers.
- Boot soles are flat.
- Boot soles are colored primer grey.

Optional Accessories

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



DC-17 Hand Blaster

For 501st approval:

Manufactured by BlasTech Industries, DC-17 pistols are carried in quick-release holsters. They are widely recognized for their unusually high stopping power and firing rate.

- The number of pistols carried is dependent on the amount of holsters.
- This is the realistic variant of the DC-17 blaster.



Westar-M5 Blaster Rifle

For 501st approval:

- The WESTAR-M5 blaster rifle is adjustable to fire in semi-automatic, automatic, and burst-fire modes. It can be equipped with a variety of attachments, including an under-barrel grenade launcher and pump-action missile launcher for use against armored

advancements.



DC-15S Blaster
For 501st approval:

Manufactured by BlasTech Industries the DC-15S is smaller in scale than the DC-15A blaster rifle. Although it has a shorter range than that of the "A" model, it is easier to handle with a higher rate of fire. It features a folding stock for braced firing.

- Realistic Clone Style DC-15S Blaster.
- Blaster may be scratch built out of plastic, wood, metal or cast in resin.
- Blaster has realistic Episode II or Episode III details:
 - ◆ Wire frame sight.
 - ◆ Folding stock.
 - ◆ (12) radiator fins evenly spaced along the length of barrel.
 - ◆ Igniter detail knobs.
 - ◆ Charge magazine clip on right side.
- Total length is approximately 26" (66 cm).
- Because of the scale, the Hasbro version is incorrect.

For level two certification (if applicable):

- Charge magazine detail on clip is metal to gun metal grey in color.
- Detail bolts and screws are metal to gun metal grey in color.
- Igniter knobs have some copper coloring.
- Blaster is weathered.

For level three certification (if applicable):

- Functioning Blue LED is installed in barrel.



DC-15A Blaster Rifle
For 501st approval:

Manufactured by BlasTech Industries, the DC-15A is a tibanna gas, cartridge powered weapon. Hyper-ionized blue plasma bolts are more than capable of penetrating armored units. Exceptionally effective against both droids and contemporary targets.

- Realistic Clone Style DC-15A Blaster Rifle.
- Blaster rifle is scratch built out of plastic, wood, metal or cast in resin.
- Blaster has realistic Episode II or Episode III details:
 - ◆ Flip up sight in down position.
 - ◆ (10) radiator fins evenly spaced along the length of barrel.
 - ◆ Power setting adjuster detail lever.
 - ◆ Sniper Scope attached under rifle in storage position.
 - ◆ Charge magazine clip on left side.
 - ◆ Igniter detail knobs.
- Total length is approximately 55 inches (139.7 cm).
- Because of the scale, the Hasbro version is not allowed.

For level two certification (if applicable):

- Charge magazine detail on clip is metal to gun metal grey in color.

- Detail bolts and screws are metal to gun metal grey in color.
- Igniter has some copper coloring.
- Power setting adjuster detail lever is metal or gun metal grey.
- Sniper scope is metal or gun metal grey.
- Blaster is weathered.

For level three certification (if applicable):

- Functioning Blue LED is installed in barrel.

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- [This CRL is available as a PDF](http://www.501st.com/databank/Costuming:AR_-_Basic_ARC) at www.501st.com/databank/Costuming:AR_-_Basic_ARC

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