COSTUME REFERENCE LIBRARY

Advanced Recon Commando - Blitz

Model **AR 27823**, Photo by **Thomas B.**

Description: ARC Trooper - Blitz
Prefix: AR
Detachment: Clone Trooper Detachment
Context: The Clone Wars: Season 3

Blitz serves in the Grand Army of the Republic as part of Rancor Battalion. Although no stranger to battle, Blitz primarily works alongside ARC troopers Colt and Havoc to evaluate clone cadets' final stage of training, looking for those with potential to become ARC troopers.
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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.

IMPORTANT: The "Animated" armor design, seen in The Clone Wars CG Series, differs from the "Realistic" armor design used to create characters from the theatrical films and graphic novels.
See this thread at clonetroopers.net for the differences between the sculpts.

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:

- Phase II animated style helmet.
- Helmet is painted matte or satin white.
- Starting on top of the dome, on the helmet's left side are two yellow markings.
    - These markings begin as two vertical lines, from the left ear piece to the top of the dome, stopping short of the helmet fin.
    - The front most line then bends 90 degrees and travels down the dome, continuing onto the faceplate.
- Black eye lens.
- Grey faceplate.
    - Previous yellow stripe from dome now travels from the eye lens to the chin, slanting inward to follow the angle of the center portion of the eye lens.
- Yellow rangefinder with silver stalk on right side of helmet.
- Rear indented helmet band and center of rear helmet is painted grey.
- Rear center disc is painted matte or satin white.
- Armor is weathered with shades of grey.

Neck Seal
For 501st approval:

- Neck seal is black in color with no ribbing.
- No logos or labels are visible.
    - If the seal is not incorporated as part of the under suit, a balaclava or other similar covering is acceptable.

For level two certification (if applicable):

- Neck seal closes in the front via 2 small black snaps.

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:

- Double sided pauldron.
- Black base.
- Left shoulder has black panels.
- Right shoulder has yellow panels.
- Attaches to top front of chest above the outer chest armor.

Shoulder Armor
For 501st approval:

- Armor is painted matte or satin white.
- Shoulders are padded so as not to rest flat against the arms.
    - The top of the bell sits 3/4" - 1" above the natural shoulder.
- Armor is weathered with shades of grey.

Upper Arm Armor
For 501st approval:

- Armor is painted matte or satin white.
- Armor has a notch on the lower area of the back of the arm that matches up with the elbow armor.
- Armor is seamless.
    - No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey.

Forearm Armor
For 501st approval:

- The left forearm is painted yellow.

- ♦ The lower rear of the left forearm is painted white and includes a A-frame shape yellow stripe.
- Left forearm includes a compad with four square buttons.
  - ♦ The front two buttons are white followed by a red button and a green button.
- Mounted on the top of the left forearm is a small rocket.
- The right forearm armor is painted grey.
- Elbow plates are integrated into the forearm, extending up to fit into the notch on the bicep armor.
  - ♦ Elbow sections are painted matte or satin white.
- Armor is weathered with shades of grey.

Hand Plates
For 501st approval:

- Armor is painted yellow.
- Hand plates are mirror images of each other.
- Hand plates have an angled peak that comes to a point over the index or middle finger, just past the main knuckle of the hand.
- Armor is weathered with shades of grey.

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: Inner
For 501st approval:

- Inner chest armor is painted matte or satin white.
- Lower section of chest armor has a rounded cut-out section to match the abdomen armor.
- Armor is weathered with shades of grey.

Chest Armor: Outer
For 501st approval:

- Outer chest armor is painted grey.
- The outer chest armor has two bent lines extending from the top of the piece to the mid-section.
  - ♦ These lines are mirror images of each other and resemble opposite facing "letter L's".
- Armor is weathered with shades of grey.

Ammo Pouch
For 501st approval:

- On the right side of the chest armor, over the right breast, there is a three compartment black ammo pouch.

Back Armor
For 501st approval:

- Armor is painted matte or satin white.
- Rear center of back armor has detailed area that contains a O11 pattern.
- Shoulder straps are placed over the chest and back armor at the seams.
- Armor is weathered with shades of grey.

Backpack
For 501st approval:

- Backpack is painted a dark blue.
- Side disc details are painted olive green.
- Round detail and large rectangle, on rear of backpack, is painted a Nutmeg-Brown color.
- Components attached to pipes are satin white.
- Rectangles on each side of pack are painted slate blue.

Abdomen Armor
For 501st approval:

- Armor is painted matte or satin white.
- Top edge of the armor is curved to match the chest.
- The abdomen armor protrudes out in the middle to match the shape of the chest armor.
- (4) inset lines divide the ab plate into segments.
- Abdomen armor and kidney armor connect at the sides with no open gap.

- ♦ A butted seam between abdomen and kidney armor is acceptable.
- Armor is weathered with shades of grey.

Kidney Armor
For 501st approval:

- Armor is painted matte or satin white.
- Abdomen armor and kidney armor connect at the sides with no open gap.
  - ♦ A butted seam between abdomen and kidney armor is acceptable.
- Armor is weathered with shades of grey.

Codpiece and Belt front
For 501st approval:

- Armor is painted matte or satin white.
- Integrated belt section is approx 3" tall and divided into segments.
- Two larger boxes attached (one on each side).
  - ♦ Note: Side boxes not to be confused with the additional small front belt boxes.
- The codpiece and posterior armor connect at the hips.
  - ♦ Butted seams are permitted at this connection if required.
- Armor is weathered with shades of grey.

Posterior Armor, Belt rear and Detonator
For 501st approval:

- Armor is painted matte or satin white.
- Integrated belt section is approx 3" tall and divided into segments.
- Posterior armor and codpiece connect at the hips.
  - ♦ Butted seams are permitted at this connection if required.
- Detonator is centered on the back of belt.
  - ♦ There no control buttons.
- Detonator has 2 lines set in approx 1/2" - 5/8" from the edges. Lines may be recessed or painted on.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

Detonator lines are recessed.

Belt Boxes
For 501st approval:

- Two white front boxes
- Two black rear boxes.
- Boxes cover attachment points of the holster straps.
- Armor is weathered with shades of grey.

Thigh Boxes and Holsters
For 501st approval:

- Thigh Boxes have a flat grey upper section and a dark grey lower section.
- Holsters are painted black.
- Holsters and Thigh boxes are attached to the X-crossing double waist straps.
- Belt straps travel at an upward angle and attach behind the front and rear belt boxes.

Kama
For 501st approval:

- The kama is made of a heavy material or heavy canvas.
- Kama is white with black trim.
- The panels have a pattern consisting of black diamond shapes across the surface.
- The front edges of the kama line up with the outside edges of the front two panels of the belt.
- The back of the kama is split all the way up to the belt.

Thigh Armor
For 501st approval:

- Armor is painted matte or satin white.
- Front of thigh armor has a flat triangular area near the knee with a notch cut out for the knee armor.
- From the top of the triangle a ridge line travels up the front of the thigh to the top edge.
- The upper outer edge has an angled section.
- The armor is weathered with shades of grey.

For level two certification (if applicable):

- Armor is seamless.
    - ♦ No visible traces of how the armor was assembled are shown.

Lower Leg Armor
For 501st approval:

- Painted with base color of grey.
- Knee armor is integrated into the top of the armor piece.
    - ♦ Knee area is painted matte or satin white.
- Rectangle details are painted gold.
- A yellow stripe travels from the top of the armor piece to the top of the lower rectangle detail.
    - ♦ This stripe then transforms into a chevron shape which narrows as it wraps around the back of the armor.
- A second yellow stripe wraps around the ankle area.
- Armor is weathered with shades of grey.

Boot Caps (Foot Armor)
For 501st approval:

- Boot caps are painted grey.
- Armor attaches to boots with hook and loop fastener.
- Armor is weathered with shades of grey.

Boots
For 501st approval:

- White, ankle high or tall enough to cover the ankle and eliminate any black undersuit visible at the ankle area.
- Boots are lace-less and have flat soles.
- Boots have a center strip running from the toe to the ankle.
- A strap across the top of the foot, and 2 flat white discs on either side of the foot, terminating the strap.

For level two certification (if applicable):

- Boots have accurate notched sole.

Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present must meet the guidelines below.

DC-17 Hand Blaster (animated style)
For 501st approval:

Manufactured by BlasTech Industries, DC-17 pistols are designed for use as secondary weapons. Because they are widely recognized for their high stopping power and firing rate, many battlefield officers use them as primarily combat weapons.

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

DC-15S Blaster Carbine (animated style)
For 501st approval:

Manufactured by BlasTech Industries, this weapon is commonly carried by the Troopers of the Galactic Republic.

- This is the animated variant of the DC-15S blaster rifle.

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This CRL is available as a PDF at www.501st.com/databank/Costuming:AR_CW-animated_blitz

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