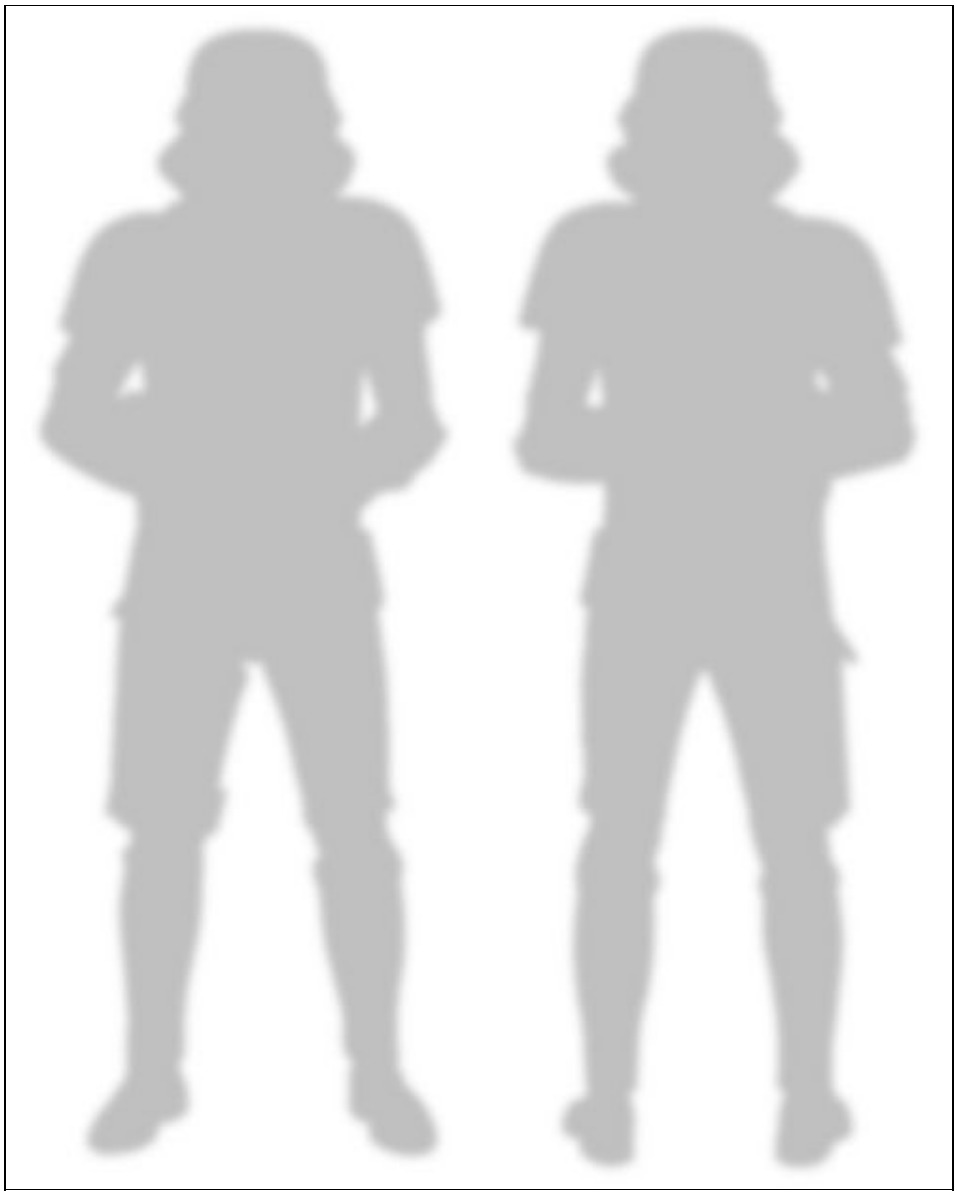
COSTUME REFERENCE LIBRARY

Clone Commander Appo (Comic Version)



Model **MODEL NAME**, Photo by **PHOTOGRAPHER NAME**

Description: Clone Commander Appo (Comic Version)
Prefix: CC
Detachment: Clone Trooper Detachment
Context: Episode III: Revenge of the Sith (EU sources)
CC-1119, also known as Appo, was a clone commander who led the 501st Legion in a Republic attack on the Jedi Temple at the end of the Clone Wars. During the war, CC-1119 received training from the ARC trooper Alpha-17, where he was given the name "Appo." He served under Darth Vader during the Temple attack and later, when the Republic transformed into the Galactic Empire. Appo and his soldiers became some of the first Imperial stormtroopers, and alongside Vader he worked to suppress threats against the Empire.

From a 501st perspective, Appo is considered a standard 501st clone with the addition of the pauldron and ammo bandolier.

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: Effective June 1 2012, the 501st will no longer be approving realistic interpretations of Clone Wars CG characters. The armor sculpt must match the character being recreated. See this thread at clonetroopers.net for the differences between the sculpts.

- This CRL is a work in progress.
- While this costume must be approved by the Legion Membership Officer, submissions should still go to the local GML, who will post the application in the appropriate section of the Legion forum.
- If you have this costume and would like to assist with this CRL, please contact your detachment leader!
- Please note that the use of the word "should" below does not indicate that a requirement is optional. All instances of should will be replaced with must as this guide is completed.

Required Costume Components

The following costume components must be present and appear as described below for approval .

Helmet
For 501st approval:

- Episode 3 style Clone Helmet - Fanmade bucket. Some "name brand" helmets may be unacceptable.
- Visor - Black Visor.
- Helmet mohawk on dome.
- Starting on the nose of the helmet, there is a blue stripe about 1 inch wide going from the vents to the vocoder. From the middle of the two centermost vents to half an inch off the center eye curves, the area in between should be painted pale blue. Continuing from there, widening out to 3 inches from center of the mowhawk, the pale blue stripe continues. It then thins to 4 inches in the rear of the helmet squared off in the back, ¼ inch above the grey helmet wrap.
- Vertical stripes on each side of helmet cheeks that are dark blue in color.
- Helmet frown is charcoal grey in color. Wire or plastic mesh is utilized inside the helmet to cover the open pieces of the frown.
- Primer grey stripe around back of dome.
- Ear caps are painted a dark grey.
- Helmet has the appearance of a neck ring.
- Helmet may have an optional enclosed complete neck ring that seals the helmet to the neck.

For level two certification (if applicable):

- No additional requirements.

For level three certification (if applicable):

- Helmet must have a full neck ring.

Neck Seal
For 501st approval:

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

For level two certification (if applicable):

For level three certification (if applicable):

Under Suit
For 501st approval:

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

Shoulder Bells
For 501st approval:

- Armor should be painted blue.
- Shoulders should be tear drop in shape with all rounded edges.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder bells should not be symmetrical. The Shoulder bells should slightly curve back at the bottom of the shoulder.

Upper Arm Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Should have a dimple on the lower area of the back of the arm. The outside of the bicep should have a hard line edge at the front that turns in. The inside of the upper arm should be rounded.

For level two certification (if applicable):

For level three certification (if applicable):

- Armor should be seamless. No visible traces of how the armor was assembled should be shown.

Elbow Armor
For 501st approval:

- Armor should be painted matte or satin white.
- There are two elbows. On each elbow on the outside of the body near the connection point of the elbow strap there should be detail slots that look like an equal symbol on both elbow pieces.
- Both elbows have strapping. The straps should have a raised detail line at the top and bottom of the strap.

For level two certification (if applicable):

For level three certification (if applicable):

- Elbows should be mirror images of each other with a notched area on the outside of the elbow above the detail marks.

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Forearm Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Both left and right forearms should be mirror images of each other.
- Right forearm should have a compad that has 8 small buttons,1 Large main button, and 1 slightly smaller rectangular button.
- Forearm tops should have a flattened triangular area that have a ridge that comes to a point at the top of the forearm.
- The wrist of the forearm must have a blue stripe that wraps around the entire circumference of the forearm

For level two certification (if applicable):

For level three certification (if applicable):

- Compad has detail antenna on its left.
- Instead of a hard edge the top of the forearm has a bone ridge.
- Armor should be seamless. No visible traces of how the armor was assembled should be shown.

Hand Plates
For 501st approval:

- Armor should be painted matte or satin white.
- Hand plates are mirror images of each other.
- 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.

For level two certification (if applicable):

For level three certification (if applicable):

Gloves
For 501st approval:

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

For level two certification (if applicable):

For level three certification (if applicable):

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Command Pauldron
For 501st approval:

- Pauldron should be Episode III style.
- The mantle over the left shoulder should be colored to match the detail color of the armor. (i.e. Blue)
- Right shoulder mantle and paneling on the remainder of the pauldron shall be all black.
- On the right side of the Pauldron, a ammo belt is strung down to the belt.

For level two certification (if applicable):

For level three certification (if applicable):

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Chest Ammo Belt
For 501st approval:

- 3 ammo boxes are attached to a black strap on right side of chest.
- 2 of the boxes are blue and one is black
- All of the boxes should have a black detail in the middle of each.

For level two certification (if applicable):

For level three certification (if applicable):

Chest Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Two detail slots on right breast.
- Chest armor must have a blue stripe that begins at the center of the neck and extends down the chest plate to the bottom of the breast plate. From there it extends out towards the sides. Consult reference images for more detail.
- Chest and back plate should match together at the sides with no gap, just a seam line.
- Shoulder straps should be placed underneath the chest to connect to the back.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder straps should be slotted into the chest into the detail ridges of the top connection points.

Back Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Rear tank has detailed area that contains 4 circles. Under the circles at the left side of the back there should be two parallel lines and the the right of the back there should a be a squared detail.
- Rear tank detailed area is painted blue.
- Chest and back plate should match together at the sides with no gap, just a seam line.
- Shoulder straps should be placed underneath the chest to connect to the back.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder straps should be slotted into the Back into the detail ridges of the top connection points.
- Highly detailed resin insert should replace softer details.

Ab Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Four 1/4" diameter holes per side on indents of ab plate, eight holes total.
- Ab section should wrap around the wearers body and be sealed at the sides or at the back.
- Ab section should be completely contained under the chest and back armor.

For level two certification (if applicable):

For level three certification (if applicable):

- Ab section should be seamless at the sides and close in the back. A detail plate should cover the seam line and hide all work.

Cod and Posterior Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Cod and Posterior armor should connect at the hips.

For level two certification (if applicable):

For level three certification (if applicable):

- Hips should be connected via a snap with the correct detailed shape of the armor at the connection point.

Belt
For 501st approval:

- Armor should be painted matte or satin white.
- Ammo Belt with boxes and detonator.
- Detonator is centered on the back of belt.
- 8 boxes total, 4 on each side of abdomen and attached to the belt.

For level two certification (if applicable):

For level three certification (if applicable):

- Belt Boxes should be notched and fitted flush with the details of the belt.
- Left Rear belt box should have two square buttons in the top left corner and and equal symbol detail at the bottom right.
- Right Rear belt box should have a bar with two small cylinders centered with and equal symbol detail on the bottom left.

- From the rear two belt boxes the belt should have a ribbed detailed appearance.

Thigh Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Front of thigh armor should have a flat triangular area near the knee. From the top of the triangle a ridge line should go up the front of the thigh to the top.
- Rear of the thigh should have an indention.
- Down the outside of each thigh, there are 2 blue stripes spaced about an inch apart. These stripes line up with the stripes on the calves.

For level two certification (if applicable):

For level three certification (if applicable):

- Outside of lower portion of the thighs should come to a point and inner lower end should be rounded.
- Armor should be seamless. No visible traces of how the armor was assembled should be shown.

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Knee Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Knees should wrap around the front of the leg. From top center a raised detail line should be present.
- Knees should be strapped to the leg via a white strap with a raised center area that wraps around the leg and connects on both sides of the Knee.
- There is a blue stripe that follows the bottom curve of the knee plate.

For level two certification (if applicable):

- Center strap should be primer gray.
- Connection between the knee and the strapping should have a detail clip.

For level three certification (if applicable):

Lower Leg Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Lower Legs are mirror images of each other. The front of the armor should have a triangular detail at the top of the leg and a hard ridge line down the front of the shin.
- Back of the lower legs should have an indentation just under the calf the follow down to the ankle.
- Calf can have an access area on the inside of the leg. The outside of the calf should be closed.
- Down the outside of each calf , there are 2 blue stripes spaced about an inch apart. These stripes line up with the stripes on the thighs.

For level two certification (if applicable):

For level three certification (if applicable):

- Calves should be seamless and have a trap door access through the indent in the rear of the lower leg.

Boots
For 501st approval:

- White, ankle high or tall enough to cover the ankle and eliminate any black undersuit visible at the ankle area in armor.
- Boots must be lace-less and have flat soles.
- 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.
- This strap should be white.
- There should be no markings or labels from the shoe makers. The shoe soles should be gray.

For level two certification (if applicable):

For level three certification (if applicable):

Optional Accessories

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

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.

- Blaster rifle may be scratch built out of plastic, wood, metal or cast in resin.
- Total length should be approximately 26 ?or 66 cm.
- Hyperfirms are allowed.
- Because of the scale, the Hasbro version is not allowed.

For level two certification (if applicable):

- Folding stock (does not need to function).
- A total of 12 radiator fins shall be present on the barrel.
- Spare igniter shall be present on both sides of barrel.
- Charge magazine shall be present on the right side.

For level three certification (if applicable):

- Charge magazine should be a metal to gun metal gray in color.
- Any bolts and screws should be a metal to gun metal gray in color.
- Parts of the spare igniter shall be copper in color.
- Should have some battle wear.

BlasTech DC-15A
For 501st approval:

Manufactured by BlasTech Industries, the DC-15A is a tibanna gas cartridge powered weapon. This large rifle's powerful blue plasma bolts are more than capable of penetrating armored units. The hyper-ionization of the plasma allows these blasters to also be exceptionally effective against both droids and contemporary targets.

- Blaster rifle may be scratch built out of plastic, wood, metal or cast in resin.
- Total length should be approximately 55 ? or 139.7 cm
- Hyperfirms are allowed.
- Because of the scale, the Hasbro version is not allowed.

For level two certification (if applicable):

- A total of 10 radiator fins shall be present on the barrel.
- A power setting adjuster shall be present.
- The correct style of sniper scope shall be present.
- Charge magazine lock shall be present on the left side.
- Power setting adjuster, sniper scope and charge magazine lock shall be metal to gun metal gray in color.

For level three certification (if applicable):

- Sniper scope should be able to be removed from storage position (bottom of rifle) and be able to be attached to the top of the rifle.
- Parts of the spare igniter shall be copper in color
- Front optical sight should be able to flip to the up position. Any bolts and screws should be a metal to gun metal gray in color.
- Should have some battle wear.

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

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