COSTUME REFERENCE LIBRARY

Commander Fil

Model **CC 7974**, Photo by **Sarah Tso**

Description: Commander Fil
Prefix: CC
Detachment: Clone Trooper Detachment
Context: The Clone Wars: Season 1 - Episode 10

Fil serves in the Grand Army of the Republic as a squad leader. The commander is skilled in armed and unarmed combat, recon, and recognizing military tactics of the enemy.

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 I animated style helmet.
  - Movie style helmets are not combined with animated armor.
- Armor is painted matte or satin white.
- Narrow fin on dome.
- Rust colored painted details include:
  - Visor trim.
  - Two stripes on the helmet run from the bottom of the front, over the top and meet in a ?U? shape in the back.
- Four yellow hash marks above the brow, on both left and right side.
- Black eye lens extends down through the entire frown area.
- Raised bump at each ear, 1" - 1.25" in diameter.
- (4) vents on each side of helmet.
  - Vents may be painted black or grey, or cut out and filled with black mesh.
- Primer grey stripe around back of dome.
- Raised white circle and rectangular white indent at the back center of helmet.
- 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:

- Black base.
- (9) grey panel sections are placed onto the base.
- Center line between the two front panels runs diagonal across the chest.
- On top of the three left shoulder panels is an additional layer of slightly smaller panels.
- All paneling on the pauldron is black.
- Rear section of mantle is large enough to cover the majority of the back detail box of the armor.
- Base of pauldron is not weathered.
- Black panels are weathered with shades of grey.
    - Weathering is concentrated along the edges.

Shoulder Armor
For 501st approval:

- Armor is painted a rust color.
- 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.
- Rust colored details are painted as shown.
- Top of the arms are painted with a wide horizontal band.
- Below the wide band is a narrow horizontal stripe.
    - There is a white band between the horizontal stripes.
- Armor has a notch on the lower area of the back of the arm that matches up with the elbow armor.
- Armor is seamless.

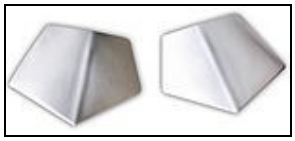
- ♦ No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey.

Forearm Armor
For 501st approval:

- Armor is painted matte or satin white.
- A rust colored horizontal stripe is painted around the forearm, near the wrist.
- Left forearm has a compad with (4) main square recessed areas and (1) slightly smaller square recessed area.
  - ♦ The smaller recess is closest to the elbow.
- Armor is seamless on the outside edge.
  - ♦ Due to the shape of the armor, a butted seam is acceptable on the inside if required.
- Elbow plate is integrated into the forearm, extending up to fit into the notch on the bicep.
- 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.



Hand Plates
For 501st approval:

- Armor is painted matte or satin white.
- 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.

Chest Armor
For 501st approval:

- Armor is painted matte or satin white.
- Rust colored painted details include:
  - ♦ A cog, inner circle, and wings painted on the front.
  - ♦ The size of the cog, inner circle, and wings are proportionate to the size of the chest armor.
  - ♦ There are (6) teeth on the cog, although the pauldron covers most of the design.
- Lower portion of the chest has a curved notch for the abdomen armor to fit into.
- Chest and back plate match together at the sides and shoulders with no open gap.
  - ♦ A seam line is present.
- Armor is weathered with shades of grey.

Back Armor
For 501st approval:

- Animated Phase I Back Armor.
- 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 Back and Chest armor at the seams.
- Armor is weathered with shades of grey.

Abdomen Armor
For 501st approval:

- Animated Phase I Abdomen Armor.
- Armor is painted matte or satin white.
- Top edge of the armor is curved to match the chest.
- Abdomen armor protrudes out in the middle to match the shape of the chest.
- (4) inset lines divide the abdomen armor into segments.
- Abdomen 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.
- Kidney and abdomen armor connect at the sides with no open gap.
    - A butted seam between the kidney and abdomen armor is acceptable.
- Armor is weathered with shades of grey.

Codpiece, Belt front, and Kama
For 501st approval:

- Armor is painted matte or satin white.
- The belt is painted a rust color.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- The front segments have a key/slot detail.
- Belt boxes are mounted at the hips.
    - Butted seams are permitted at this connection if required.
- Codpiece and Posterior armor connect at the hips.

- The kama is made of grey leather, vinyl or heavy weight canvas.
- Kama has a black edge trim.
- Armor is weathered with shades of grey.

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

- Armor is painted matte or satin white.
- The belt is painted a rust color.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- Codpiece and Posterior armor connect at the hips.
    - Butted seams are permitted at this connection if required.
- Detonator is centered on the back of belt with no control buttons.
- The detonator has (2) lines set in approx 1/2" - 5/8" from the edges.
    - Lines may be recessed or painted on.
- The kama is made of grey leather, vinyl or heavy weight canvas.
- Kama has a black edge trim.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

- Detonator lines are recessed.

Belt Boxes
For 501st approval:

- Armor is painted a rust color.
- (2) rectangular boxes are mounted at the hips.
- The top edge of the box is tapered toward the outside.
- There is an inset detail near the top of each box.
- Armor is weathered with shades of grey.

Holsters
For 501st approval:

- Armor is painted a rust color.
- Holsters may connect to the belt via straps or directly to the kama with no visible attachment.
- Armor is weathered with shades of grey.

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.
- 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:

- Armor is painted matte or satin white.
- Rust colored painted details include:
    - The knee areas.
    - A horizontal stripe above the ankle.
    - A ?Y? shaped design on the front of the shin with stripes running horizontally across the top and bottom.
- The armor has a flat center triangle below the knee section, with the single point facing downward.
- The calf detail of the armor has a ridge wrapping around the back of the leg.
- Due to the shape of the armor, a butted seam is permitted on the inside or back of the leg.
- 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 appear as described 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.

DC-15A Blaster Rifle (animated style)
For 501st approval:

Manufactured by BlasTech Industries, this blaster is the standard issue weapon carried by the Clone Troopers of the Grand Army of the Republic.

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

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

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