

COSTUME REFERENCE LIBRARY

Commander Trauma



Model **Commander Trauma**, Photo by



Description: Commander Trauma

Prefix: CC

Detachment: Clone Trooper Detachment

Context: The Clone Wars: Season 3 - Episode 13

Trauma is an ARF Trooper Commander of the Grand Army of the Republic.

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 ARF style helmet.
- Armor is painted matte or satin white.
- Lime-gold and red details, with additional black pinstripes, are painted on the armor.
- Visor is attached to the helmet just over the eye lens and surrounds the entire helmet just below the dome.
- Smoked black eye lens.
- 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.
- (3) sections over the left shoulder, are a yellow color.
- (3) dark grey sections in the front.
 - ◆ Sections have yellow trim line along bottom.
 - ◆ Center line, between front sections, is diagonal across the chest.
- (3) dark grey sections in the back.
 - ◆ Sections have yellow trim line along bottom.
- Rear section of mantle extends down far enough to cover the majority of the back detail of the armor.



Shoulder Armor
For 501st approval:

- Armor is painted matte or satin white.
- Lime-gold and black details, with additional black pinstripes, are painted on the armor.
- Shoulders are padded so as not to sit flat against the arms.
 - ◆ The top of the bell rises 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.
- Lime-gold details and black pinstripes are painted on the armor.
- 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.
- Lime-gold and black details, with additional black pinstripes, are painted on the armor.
- 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.
- 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.
- Lime-gold details are painted on the armor.
- 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

For 501st approval:

- Armor is painted matte or satin white.
- Lime-gold ribbon pattern is painted on the armor.
- Chest and Back armor match together at the sides and shoulders with no open gap.
 - ◆ A butted seam line is permitted if required.
- Shoulder straps are placed over the chest and back armor at the seams.
 - ◆ Shoulder straps are painted white.
- Armor is weathered with shades of grey.



Back Armor

For 501st approval:

- Armor is painted matte or satin white.
- Lime-gold and black details, with additional black pinstripes, are painted on the armor.
- 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:

- Armor is painted lime-gold.
- Black details are painted on the armor.
- 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 and Belt Front

For 501st approval:

- Armor is painted matte or satin white.
- Codpiece is painted with (2) lime-gold angular designs.
- Side hip areas are painted lime-gold.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- The front segments have a key/slot detail.
- Front segments are painted lime-gold with red angular vertical side stripes.
- Belt boxes are mounted at the hips.
- Codpiece and Posterior armor are connected at the hips.
 - ◆ Butted seams are permitted at this connection if required.
- Armor is weathered with shades of grey.

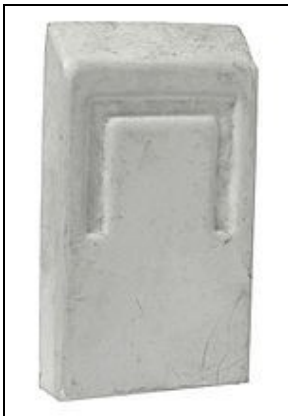


Posterior Armor, Belt rear and Detonator For 501st approval:

- Armor is painted matte or satin white.
- Side hip areas are painted lime-gold with a black vertical pinstripe edge.
- Belt is approx 3" tall and divided into 1.75" wide 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.
 - ◆ Detonator is painted matte or satin white.
 - ◆ A red horizontal line, with tapering ends, is painted on the detonator.
 - ◆ Detonator has no control buttons.
 - ◆ The detonator has (2) lines set in approx 1/2" - 5/8" from the edges.
 - ◆ Detonator lines are lime-gold.
 - ◇ Lines may be recessed or painted on
 - ◆ Centers of detonator end caps are painted lime-gold.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

- Detonator lines are recessed.



Belt Boxes For 501st approval:

- Two rectangular boxes with one mounted on each side of belt.
- Boxes are painted matte or satin white.
 - ◆ The top side of the box is tapered outward.
 - ◆ There is an inset detail near the top of each box.
- Armor is weathered with shades of grey.



Kama For 501st approval:

- The kama is made of a black heavy duty material, or heavy canvas.
- Two lime-gold markings adorn each panel of the kama.
- The kama has a lime-gold and white dashed trim border.
- The front edges of the kama line up with the outside edges of the front two panels of the belt.
- The bottom front corners of the kama are rounded.
- The kama extends to the middle of the knee.
- The back of the kama is split all the way up to the belt.

Holsters For 501st approval:



- Holsters are painted matte or satin white.
- 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.
- Lime-gold and black details are painted on the armor.
- 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.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey.



Lower Leg Armor
For 501st approval:

- Armor is painted matte or satin white.
- Lime-gold and black details, with additional black pinstripes, are painted on the armor.
- The armor has a flat center triangle below the knee armor, 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-trauma](http://www.501st.com/databank/Costuming:CC_CW-trauma)

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