

COSTUME REFERENCE LIBRARY

Kix (Phase 2)



Model **none**, Photo by **none**



Description: Kix (Phase 2)

Prefix: CT

Detachment: Clone Trooper Detachment

Context: Star Wars: The Clone Wars, Season 4

Kix serves as a trained medic with Torrent Company of the Grand Army of the Galactic Republic. Due to the extreme dedication of the treatment of wounded soldiers Kix has developed a freelance personality, often delivering orders in emergency medical situations, regardless of the higher officer ranks that may be present at the time.

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:

- Helmet painted matte white.
- The top fin of the helmet is painted blue.
- The helmet eye lens and nose area are outlined in blue.
- The blue color extends beyond each side of the eye lens and covers the entire section between the lens and the ear piece.
- The blue line across the top of the lens extends slightly further and ends mid way over the ear piece.
- The rectangle ear caps are painted grey.
- The teeth are painted dark grey.
- Side vent tubes have 6 hash marks on each.
- The rear of the helmet has an indented band that is also painted blue.
- If weathered, the blue areas include heavy scuff marks and fading.
- Weathering of white areas are shades of grey.

[For level two certification \(if applicable\):](#)

[For level three certification \(if applicable\):](#)



Neck Seal
For 501st approval:

- Neck seal is black in color with vertical ribbing.

The neckseal stands tall, "turtleneck" style and reaches nearly to the chin.

- No logos or labels are to be visible.
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[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 painted with a base of matte or satin white.
- Left shoulder only : A red painted combat medic symbol.
 - ◆ If weathered, the red areas include lightly applied scuff marks and fading.
- Weathering of white areas is applied with shades of grey.

For level two certification (if applicable):

- Shoulder bells must be weathered.

For level three certification (if applicable):



Upper Arm Armor

For 501st approval:

- Armor painted with a base of matte or satin white.
- Each bicep is blue on the inside of the arm and white on the outside.
 - ◆ The blue color curves as it slopes down from the backside and then wraps around the front in the form of a thin line, near the bottom of the armor piece.
- If weathered, the blue areas include heavy scuff marks and fading.
- Weathering of white areas are shades of grey.
- Biceps should be seamless.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):



Elbow Armor

For 501st approval:

- Elbows are painted blue.
- The armor piece is flat across the top and has a lower extension, shaped to fit the cut out area of the forearm armor.
- If weathered, the blue areas include heavy scuff marks and fading.

For level two certification (if applicable):

- Shoulder bells must be weathered.

For level three certification (if applicable):



Forearm Armor For 501st approval:

- Armor painted with a base of matte or satin white.
- Most of the forearm, from the top downward, is painted blue.
- A white section remains around the wrist area.
- The blue color on the inside of the piece comes to a center point.
- The blue color then curves as it slopes upward from the backside.
 - ◆ This forms a white area on the front of the piece, that is the same as the white area on the bicep armor, only it faces the opposite direction.
- Weathering of blue areas include heavy scuff marks and fading.
- Weathering of white areas are shades of grey.
- Right forearm must have a compad that has 6 raised buttons, with a larger rectangle above them. A smaller raised section is closest to the elbow.
- Armor must be seamless on the outside edge. Due to the shape of the armor, a butted seam is acceptable on the inside if required.

For level two certification (if applicable):

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

For level three certification (if applicable):



Hand Plates For 501st approval:

- Painted with a base color of matte or satin white.
- If weathered, the weathering should be shades of grey.
- 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.

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):



Chest Armor For 501st approval:

- Armor painted with a base of matte or satin white.
- Much of the chest piece is covered with a blue "A-frame" shape which curves back on itself between the pectoral line and the lower edge of the armor piece.
- Equally distant from the center of the chest are two white vertical lines

which divide the design into three sections.

- ◆ The lowest portion of this A-frame design carries onto the abdomen armor. See: "Ab Armor" section for explanation.
- Over each rib area are additional painted blue sections, with the lowest portion of the blue color extending slightly farther toward the middle of the armor piece than the remainder of the section.
 - ◆ This blue pattern then continues onto the back armor. See: "Back Armor" section for explanation.
- Weathering of blue areas include heavy scuff marks and fading.
- Weathering of white areas are shades of grey.
- Shoulder straps are white.
- Lower portion of the chest is shaped to match the abdomen armor.
- Chest and back plate should match together at the sides with no open gap.
 - ◆ There is a butted seam line present between the front and back pieces.

For level two certification (if applicable):

- Armor must be weathered.



For level three certification (if applicable):
Back Armor

For 501st approval:

- Armor painted with a base of matte or satin white.
- The previously described blue color, which extends from the lower front rib area, now continues onto the back armor.
 - ◆ This color curves down and back up again as it travels toward the back.
 - ◆ Just Before reaching the back square section of the armor piece, the color angles backward and forward again creating a separate peak before finally ending at a single point, just above the middle of of the square center section.
- The very bottom of this blue color continues across the bottom edge of the back armor and connects both the left and right areas together.
- Back armor has a detail plate consisting of 4 circles and 5 horizontal bars.
- Weathering of blue areas include heavy scuff marks and fading.
- Weathering of white areas are shades of grey.
- Chest and back plate should match together at the sides with no open gap.
 - ◆ There is a butted seam line present between the front and back pieces.
- Shoulder straps are white.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):



Medic Backpack
For 501st approval:

- Standard issue Republic Military backpack with heavy cloth or canvas cover.
- The cog symbol of the Galactic Republic is located on the the center rear of the backpack.
- Weathering of the backpack is applied shades of grey.

For level two certification (if applicable):

For level three certification (if applicable):



Ab Armor

For 501st approval:

- Armor painted with a base of matte or satin white.
- Near the top of the ab piece is the continuation of the previously described "A-Frame" design which is painted on the chest armor.
 - ◆ This is in the form of two downward facing peaks which are equally distant from the center of the armor piece.
- Weathering of blue areas include heavy scuff marks and fading.
- Weathering of white areas are shades of grey.
- Top top section of the armor piece is shaped to match the chest armor.
- The ab armor protrudes out in the middle to match the shape of the chest.
- The ab armor joins at the rear and the join is covered by a center plate.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):



Codpiece and belt front

For 501st approval:

- Armor painted with a base of matte or satin white.
- Belt is approx 3" tall and divided into segments. The front segments have a key/slot detail.
- Belt boxes are mounted on each side.
- If weathered, the weathering is shades of grey.
- Cod and Posterior armor connect at the hips with no open gap.
 - ◆ There is a butted seam line present between the front and back pieces.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):



Posterior Armor, belt rear and detonator

For 501st approval:

- Armor painted with a base of matte or satin white.
- If weathered, the weathering should be shades of grey.
- Belt is approx 3" tall and divided into segments.
- Cod and Posterior armor connect at the hips with no open gap.
 - ◆ There is a butted seam line present between the front and back pieces.
- 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.
 - ◆ Center of each round detonator end cap is painted grey.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):



Thigh Armor
For 501st approval:

- Armor painted with a base of matte or satin white.
- Front of thigh armor should have 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 should travel up the front of the thigh to the top.
- The upper outer edge should have an angled section.
- The rear of the thigh should have an indentation.
- Armor must be seamless. No visible traces of how the armor was assembled should be shown.
- Right leg only : Painted around the upper portion of the right leg is a wide blue band.
 - ◆ This band is tall enough that it covers half the entire piece, on the inside of the leg.
 - ◆ This band has a downward angle as it travels to the outside of the leg and stops just short of the bottom edge of the piece, leaving a white area between it and the bottom edge of the armor.
- Weathering of blue areas include heavy scuff marks and fading.
- Weathering of white areas are shades of grey.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):



Shin Armor
For 501st approval:

- Armor painted with a base of matte or satin white.
- Knee armor is integrated with the lower leg.
- The rear of the shin should have an indentation.
- Outer seam of the shin must be seamless.
- A clam shell opening on the inner seam is acceptable.
- Weathering of white areas are shades of grey.

For level two certification (if applicable):

- Armor must be weathered.

For level three certification (if applicable):



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.
- 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 must have accurate notched sole.

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 Carbine (animated style)
For 501st approval:

This is the animated variant of the DC-15S blaster rifle. Manufactured by BlasTech Industries, this weapon is commonly carried by the Troopers of the Galactic Republic.

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This CRL is available as a PDF at www.501st.com/databank/Costuming:CT_-_Kix_phase_2

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