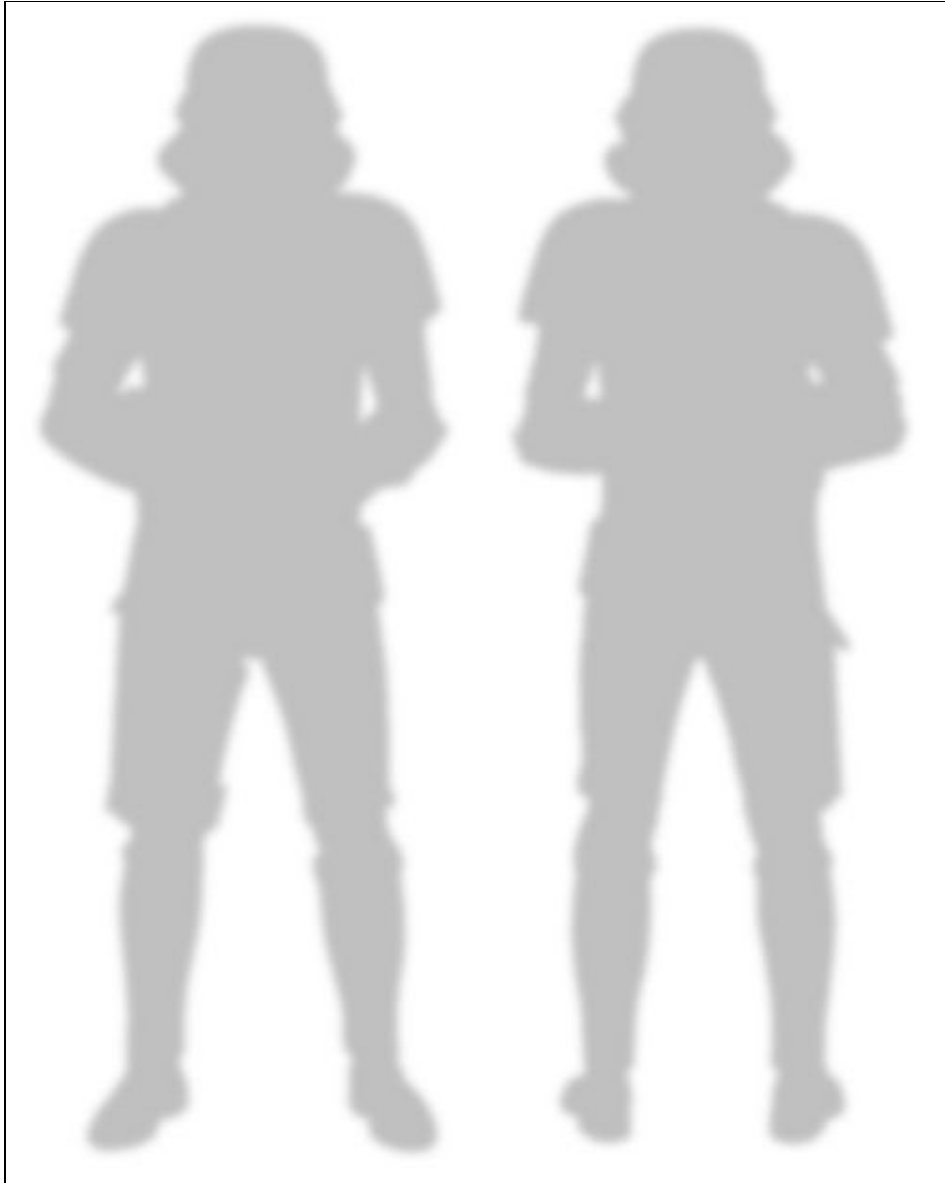


# COSTUME REFERENCE LIBRARY

## Tup (Phase 2)



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



**Description:** Tup (Phase 2)

**Prefix:** CT

**Detachment:** Clone Trooper Detachment

**Context:** Star Wars: The Clone Wars: Season 4

Tup serves as a intelligence specialist in Torrent Company's Engineering Squad. As a relatively new squad member, Tup has a cautious nature causing him to be tense and nervous in battle. Despite this, his stealthy and scheming tactics prove beneficial.

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 CRL is a work in progress.**
- This costume may be approved by GMLs, but until the library entry is complete, it is suggested that this character first be submitted to the appropriate DL/GML peer review section of the legion forum.
- **If you have this costume and would like to assist with the completion of this library entry, please contact your detachment leader.**
- **Please note that the use of the word "should" below does not indicate that the armor piece is considered open to interpretation. All instances of "should be" and "should have" will be replaced with "is" and "has", as this guide is completed.**

## Required Costume Components

The following costume components are present and appear as described below.



Helmet  
For 501st approval:

- Armor is painted matte or satin white.
- The helmet band above the eye lens is painted blue.
  - ◆ This blue band wraps around to the back of the dome.
  - ◆ Only the top half of this colored band continues past the earpiece.
  - ◆ This thinner blue line then angles down to follow the outside edges of the helmet rear center section.
- Under the helmet's right eye is painted a large blue teardrop.
- The helmet frown is painted grey with (6) removed teeth sections.
- The rectangle ear caps are painted grey.
- (6) vents on each side of helmet.
  - ◆ Vents may be painted black or grey, or cut out and filled with black mesh.
- The rear of the helmet has an indented band that is painted grey.
- Weathering of blue areas include light scuff marks and fading.
- Weathering of white areas are 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.



Shoulder Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Each shoulder has a large blue teardrop painted in the center.
- Weathering of blue areas include light scuff marks and fading.
- Weathering of white areas are shades of grey.



Upper Arm Armor  
For 501st approval:

- Painted on each bicep is a wide blue stripe.
- Armor is seamless.
  - ◆ No visible traces of how the armor was assembled are shown.
- Weathering of blue areas include light scuff marks and fading.
- Weathering of white areas are shades of grey.



Forearm Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Front of both forearms have a wide blue stripe which is aligned with the forearm compad.
- Right forearm has a compad with (6) raised buttons, with a larger rectangle above them. A smaller raised section is closest to the elbow.
  - ◆ The entire compad is painted a slightly darker shade of blue than that of the armor stripe.
- 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 armor.
- Weathering of blue areas include light scuff marks and fading.

- Weathering of white areas are 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.
- Painted in the middle of of each hand plate is a wide blue stripe.
- 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.
- Weathering of blue areas include light scuff marks and fading.
- Weathering of white areas are 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.
- Lower portion of the chest has a squared notch for the abdomen armor to fit into.
- Chest and back plate match together at the sides and shoulders with no open gap.
  - ◆ Butted seam lines are permitted if required.
- Shoulder straps fit into the top of the chest and back.
- Armor is weathered with shades of grey.



Back Armor

For 501st approval:

- Armor is painted matte or satin white.
- Back armor has a detail plate consisting of (4) circles and (5) horizontal bars.
- Chest and back plate match together at the sides and shoulders with no open gap.
  - ◆ Butted seam lines are permitted if required.
- Shoulder straps fit into the top of the chest and back.
- Armor is weathered with shades of grey.



Abdomen Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Top edge of the armor is squared off to match the chest armor.
- The abdomen armor protrudes out in the middle to match the shape of the chest armor.
- The abdomen armor joins at the rear and the joint is covered by a center plate.
- Armor is weathered with shades of grey.



Codpiece and Belt front  
For 501st approval:

- Armor is painted matte or satin white.
- 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.
- Codpiece and Posterior armor connect at the hips.
  - ◆ Butted seams are permitted at this connection if required.
- Armor is weathered with shades of grey.

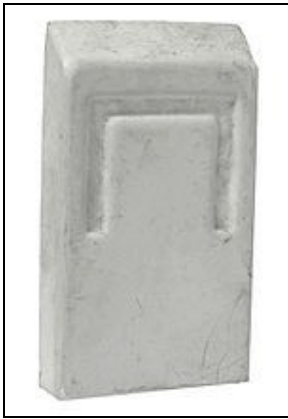


Posterior Armor, belt rear and Detonator  
For 501st approval:

- Armor is painted matte or satin white.
- Belt is approx 3" tall and divided into segments.
- Cod 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 center of the detonator end caps are painted grey.
- 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.



### 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.
- The front of the armor has a wide vertical blue stripe.
- Knee armor is integrated with the lower leg.
  - ◆ A wide blue stripe is painted down the center of each knee.
- The front of the armor has a triangular detail just below the knee and a hard ridge line down the front of the shin.
- Back of the lower legs have an indentation just under the calf that extends down to the ankle.
- The outside of the calf is seamless.
  - ◆ A clam shell opening on the inner seam is acceptable.
- Weathering of blue areas include light scuff marks and fading.
- Weathering of white areas are shades of grey.

For level two certification (if applicable):

- Armor is seamless with 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.
- 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-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](http://www.501st.com/databank/Costuming:CT_-_Tup_phase_2) at [www.501st.com/databank/Costuming:CT\\_-\\_Tup\\_phase\\_2](http://www.501st.com/databank/Costuming:CT_-_Tup_phase_2)

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