

# COSTUME REFERENCE LIBRARY

## Republic Commando - Grunt (White or Black)



Model **RC 8846**, Photo by **Andy T.**



**Description:** Republic Commando : Grunt

**Prefix:** RC

**Detachment:** Clone Trooper Detachment

**Context:** Star Wars: Republic Commando Game and Novels

Republic Commandos are elite trained soldiers of the Grand Army of the Republic. They are assigned to carry out operations too delicate for standard troopers, such as covert infiltration, sabotage, demolition and assassination.

- The standard Commando is outfitted in solid white, or solid black armor.
  - ◆ Not a mixture of the two.

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 sculpt's.

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:

- Katarn-Class Commando Helmet matching armor color.
  - ◆ Helmet base color is matte finish.
  - ◆ Helmet is weathered and has blaster and/or scratch marks.
- Blue Mirrored Visor. May also use black visor as long as blue illuminated glow reflects from visor lighting.
- Spotlight holder on right ear circle of helmet with LED bulb.
- Blue lighting for visor illumination installed along upper edge of visor and concealed behind helmet edge (Preferably EL Wire, LED and Acrylic Rod also acceptable).
- Two front Aerators painted black or dark gray.
- Chin communication greeble detail piece painted black or dark gray.
- Black mouth frown.
- Black band across back of helmet above the gray band.
- Gray band across back of helmet below the black band.
- Grey ventilation louvers that run vertically down the center of helmet back. \*Backing material may be cut out, but is covered with black mesh screen.
- Side vents under ear column are painted to match helmet with backing material painted black.
  - ◆ Backing material may be cut out for ventilation, but is covered with black mesh screen.

For level two certification (if applicable):

- Detail groove lines are painted black or other dark weathering color like gray or brown to bring out groove lines.



### Neck Seal

For 501st approval:

- Neck Seal is made of black vinyl or leather type material.
- 4-5 horizontal neck ribs that may range in size from 1/4 inch to 1/2 inch thick.
- Bib covers the entire area within the neckline of the chest/back armor, and includes trapezoidal detail shapes. Shapes can be done with or without 3-dimensional features.
- Neck ribs connect to bib.

For level two certification (if applicable):

- Bib cover shapes are 3-dimensional and include 6 front elongated trapezoids and (3) raised shoulder trapezoids.



Shoulder Armor  
For 501st approval:

- Katarn-Class Commando shoulders are rounded on neck and bicep ends with raised center and imbedded buckle detail.
- Shoulder armor has a matte finish.
- Shoulders are weathered and have blaster and/or scratch marks.
- Recessed rectangle areas and imbedded buckle detail are grey.

For level two certification (if applicable):

- Groove lines are darkened with black, dark gray or weathering.



Upper Arm Armor  
For 501st approval:

- Katarn-Class Commando Biceps have a matte finish.
- Biceps are weathered and have blaster and/or scratch marks.
- Biceps are seamless.



Elbow Armor  
For 501st approval:

- Katarn-Class Commando Elbows have a matte finish.
- Elbows are weathered and have blaster and/or scratch marks.
- Elbow are attached or hinged to Forearm.
- Connecting strap attaches to Elbow sides and wraps over the arm.  
\*\*Strapless is ok.



Forearm Armor  
For 501st approval:

- Katarn-Class Commando Forearms with raised resin detail on top and curving indented designs on sides. Side with double curved indents goes on outside of Forearm.
- Forearms have a matte finish.
- Forearms are weathered and have blaster and/or scratch marks.
- Forearms are seamless.
- Forearms have attached or hinged Elbows.



Hand Plates  
For 501st approval:

- Katarn-Class Commando Handplates have elevated ?Y? or ?T? shape on left handplate with edge indentation, and elevated horizontal bar on top of right handplate.
- Handplates have a matte finish.
- Handplates are weathered and have blaster and/or scratch marks.

For level two certification (if applicable):

- Vibroblade attachment on left hand.



#### Gloves

For 501st approval:

- Black gauntlet style gloves made of leather, nylon, or other low pile fabrics. Glove cover the wrist area.
- Gloves do not have any labels or logos once armor is attached.
- Gloves have imbedded armor padding along fingers and back of hand.



#### Chest Armor

For 501st approval:

- Katarn-Class Commando Chest Armor has a V shape front with elevated chest area.
- Chest has a matte finish.
- Chest is weathered and has blaster and/or scratch marks.
- Chest and back armor match together at the sides with no open gap
  - ◆ A seam line is present.



#### Back Armor

For 501st approval:

- Katarn-Class Commando Back Armor is flat on back and lines up with Backpack.
  - ◆ Back detail is ok, but has exterior edge that lines up with Backpack.
- Back has a matte finish.
- Back is weathered and has blaster and/or scratch marks.
- Chest and back plate match together at the sides with no gap, just a seam line.



#### Backpack

For 501st approval:

- Katarn-Class Commando Backpack with 2 digit illuminated translucent ID number with upper graphic detail and two handles mounted on bottom. ID Number may be any two digit combination as RC ID numbers are based on four digits, but only show the last two digits.
- Backpack has a matte finish.
- Backpack is weathered and has blaster and/or scratch marks.
- Backpack attaches to Back armor without visible hardware.
- Backpack may be removable, but has a finished look matching the Back armor.
- Backpack construction shall have no visible seams
- ID number frame and extruding circle detail are grey.

#### Abdomen Armor

For 501st approval:



- Katarn-Class Commando Abdomen Armor is solid cod and ab piece with surface 3-D details and a permanent belt box waist on the sides.
- Abdomen armor has a matte finish.
- Armor is weathered.
  - ◆ Optional: Blaster and/or scratch marks.
- Abdomen armor may overlap Posterior armor along sides, but is as seamless as possible.



Posterior Armor  
For 501st approval:

- Katarn-Class Commando Posterior Armor is a solid butt and back piece with protruding rectangle and angled edge butt detail. Permanent belt box waist aligns with Abdominal armor.
- Posterior armor has a matte finish.
- Posterior is weathered.
  - ◆ Blaster and/or scratch marks are ok.



Thigh Armor  
For 501st approval:

- Katarn-Class Commando Thigh armor that is similar but with slight differences to regular clone armor with arching indent in back and raised ridge in front.
- Thighs have a matte finish.
- Thighs are weathered. Blaster and/or scratch marks are ok.
- Thighs are seamless.



Knee and Lower Leg Armor  
For 501st approval:

- Katarn-Class Commando Knees and Shins.
- Shins are rounded at the calf and have a flat front.
- Knees have a rounded shield pattern with two vertical indents running from top to lower half.
- Knees and Shins have a matte finish.
- Knees and Shins are weathered.
  - ◆ Blaster and/or scratch marks are ok.
- Shins are constructed with hidden closures or seamless if possible.
  - ◆ Rear or inside leg seams are acceptable.
  - ◆ Front seam may also be overlapped with indented edge to provide appearance of seamless edge.
- Knees are attached or hinged to top of shin and designed to look as if floating in front of the knee.
  - ◆ Angle of knee follows alignment of front leg surface.

Boots



For 501st approval:

- Katarn-Class Commando Clone Boots are more rugged than regular clone boots with thicker multi-terrain multi-environment sole, and has front armor shield and strapping.
- Boots are made of a vinyl or leather material that covers the ankle area with no visible undersuit.
- Boots have flat soles and no visible laces. Some visible tread on side and arch is ok.
- Front boot armor detail is similar to standard clone boot and runs up to boot buckle detail.
- Front boot shield wrap covering connects at boot buckle and wraps over top of boot. Sides connect with protruding discs at each ankle.
- There are no markings or labels from the shoe makers.

For level two certification (if applicable):

- Boot sole is black or dark gray.
- Boot sole has game accurate multi-terrain matching sole.

For level three certification (if applicable):

- Back heel box connects to front boot covering shield wrap at the circular disc.

## Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present appear as described below.



DC17m Interchangeable Weapon System

For 501st approval:

Manufactured by BlasTech Industries, the DC17m weapon system may be reconfigured into a standard blaster assault rifle, a compact sniper rifle, or an anti-armor grenade launcher, depending upon the needs of the user.

- Base weapon has bulky design similar to the in-game characteristics.
  - ◆ Has trigger handle.
  - ◆ Elongated stock located under front compartment.
  - ◆ Back angled cover with louvered design
  - ◆ Ammo clip slot on left center compartment.
  - ◆ Shield flap on left above trigger handle.
  - ◆ Multiple sights on top edge.
- Assault Rifle attachment with short barrel and rifle ammo clip.
- DC17m is weathered.

For level two certification (if applicable):

- Blue lighted 3 digit numeric display counter.
- Blue LED light bars on ammo clip.
- Blue LED power on light bar on top edge.

For level three certification (if applicable):

- Blue LED barrel light activated with trigger.
- Game accurate sound effects.
- Display countdown when firing coincides with diminishing ammo clip light.

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- [This CRL is available as a PDF at www.501st.com/databank/Costuming:RC\\_grunt](http://www.501st.com/databank/Costuming:RC_grunt)

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