

# COSTUME REFERENCE LIBRARY

## Republic Commando: Niner



Model **Jesse Grimes**, Photo by **Kayla Grimes**



**Description:** Republic Commando: Niner

**Prefix:** RC

**Detachment:** Clone Trooper Detachment

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

Republic Commandos are uniquely trained to work in groups as one. Niner, the sole survivor of his squad from the Battle of Geonosis, is the leader of Omega Squad.

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](https://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.



### Niner Helmet

For 501st approval:

- Katarn-Class Commando Armor Helmet matching armor color.
- Armor is painted flat black.
- Blue Mirrored eye lens.
  - ◆ Optional: May use black eye lens as long as blue illuminated glow reflects from lens lighting.
- Blue lighting for eye lens illumination installed along upper edge of lens and concealed behind helmet edge.
  - ◆ EL Wire is recommended.
  - ◆ LED lighting or acrylic rod is also acceptable.
- Black mouth frown.
- Chin communication **greeblie** detail piece painted flat black with gray backing.
- Two front aerators are painted flat black with gray backing.
- Cheek vents on each side of helmet face.
  - ◆ If vents are cut out, they are backed with black mesh screen or speakers.
- Spotlight holder on right ear circle of helmet with LED bulb.
- Black band across back of helmet above the grey band.
- Grey band across back of helmet below the black band.
- Grey ventilation louvers run vertically down the center of helmet back.
  - ◆ If backing material is cut out it is covered with black mesh screen.
- Side vents under ear column are painted to match helmet with backing material painted black.
  - ◆ If vents are cut out for ventilation, they are backed with black mesh screen.
- Armor is weathered and has blaster and/ or scratch marks.

For level two certification (if applicable):

- Detail groove lines are weathered with grey to highlight detail.



### Neckseal

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.
- Neck ribs connect to bib.
- Bib covers the entire area within the neckline of the chest and back armor. \*Bib area includes trapezoidal detail shapes.
  - ◆ Optional: Trapezoidal detail shapes may or may not have 3-dimensional features.

For level two certification (if applicable):

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



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:

- Katarn-Class Commando Shoulder Armor.
- Armor is painted flat black.
- Armor is rounded on neck and bicep ends with raised center and imbedded buckle detail.
  - ◆ Recessed rectangle areas and imbedded buckle detail are grey.
- Right Shoulder only:
  - ◆ Flat black Squad Leader shield cover.
    - ◇ Shield is weathered and has blaster and/or scratch marks.
  - ◆ Protruding handle along neck side.
  - ◆ Four indented stripes that run from handle to outside edge.
- Armor is weathered and has blaster and/ or scratch marks.

For level two certification (if applicable):

- Detail groove lines are weathered with grey to highlight detail.



Upper Arm Armor  
For 501st approval:

- Katarn-Class Commando Upper Arm Armor.
- Armor is painted flat black.
- Indented emblem is flat black.
- Armor is seamless.
  - ◆ No visible traces of how the armor was assembled are shown.
- Armor is weathered and has blaster and/ or scratch marks.



Elbow Armor  
For 501st approval:

- Katarn-Class Commando Elbows.
- Armor is painted flat black.
- Elbows are attached or hinged to Forearm Armor.
- Connecting strap attaches to each side of elbow and wraps over the arm.
  - ◆ Optional: Elbows are strapless.
- Armor is weathered and has blaster and/ or scratch marks.



Forearm Armor  
For 501st approval:

- Katarn-Class Commando Forearms.
- Armor is painted flat black.
- Forearm Armor has raised resin detail on top and curving indented designs on sides.
  - ◆ Side with double curved indents is on outside of forearm.
- Forearms have attached or hinged Elbows.
- Armor is seamless.
  - ◆ No visible traces of how the armor was assembled are shown.
- Armor is weathered and has blaster and/ or scratch marks.



Gloves  
For 501st approval:

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



Hand Plates  
For 501st approval:

- Katarn-Class Commando Handplates.
- Armor is painted flat black.
- Left Hand Plate has elevated ?Y? or ?T? shape with edge indentation.
- Right Hand Plate has elevated horizontal bar on top.
- Armor is weathered and has blaster and/or scratch marks.

For level two certification (if applicable):

- Vibroblade attachment on left hand.



Chest Armor  
For 501st approval:

- Katarn-Class Commando Chest Armor.
- Armor is painted flat black.
- Armor has a V shape front with elevated chest area.
- Four gray circles are located on left chest detail and aligned horizontally to match chest edge.
  - ◆ Circles may range in size from 1/2 inch to 3/4 inch diameter.
- Chest and Back Armor match together at the sides with no open gap.
  - ◆ A seam line is present.
- Armor is weathered and has blaster and/ or scratch marks.



Back Armor  
For 501st approval:

- Katarn-Class Commando Back Armor.
- Armor is painted flat black.
- Back Armor lines up with Backpack.
  - ◆ If back detail is present the exterior edge lines up with Backpack.
- Back and Chest Armor match together at the sides with no open gap.
  - ◆ A seam line is present.
- Armor is weathered and has blaster and/ or scratch marks.



Backpack  
For 501st approval:

- Katarn-Class Commando Backpack.
- Armor is painted flat black.
- Backpack has 2-digit illuminated translucent ID number.
  - ◆ Illuminated number is [09] and includes upper graphic detail.
  - ◆ ID number frame and extruding circle detail are grey.
- Two handles are mounted on the bottom of the Backpack.
- Backpack attaches to Back Armor without visible hardware.
  - ◆ Optional: Backpack is removable, but has a finished look matching the Back armor.
- Backpack construction has no visible seams.
- Armor is weathered and has blaster and/ or scratch marks.



Abdomen Armor  
For 501st approval:

- Katarn-Class Commando Abdomen Armor.
- Armor is painted flat black.
- Armor consists of a solid codpiece and abdomen.
- Abdomen has 3-D surface details and a permanent belt box waist on the sides.
- Armor is as seamless as possible.
  - ◆ Abdominal armor may overlap Posterior Armor along sides.
- Armor is weathered.
  - ◆ Optional blaster and/ or scratch marks.



Posterior Armor  
For 501st approval:

- Katarn-Class Commando Posterior Armor.
- Armor is painted flat black.
- Armor consists of a solid back and posterior.
- Armor includes protruding rectangle and angled edge posterior detail.
- Permanent belt box waist aligns with Abdomen Armor.
- Armor is weathered.
  - ◆ Optional blaster and/ or scratch marks.



Thigh Armor  
For 501st approval:

- Katarn-Class Commando Thigh Armor.
  - ◆ Armor is similar, but with slight differences to regular clone armor, with arching indent in back and raised ridge in front.
- Armor is painted flat black.
- Armor is seamless.
  - ◆ No visible traces of how the armor was assembled are shown.
- Optional: Right thigh DC15s pistol holster.
  - ◆ Holster is permanently attached or removable.
- Armor is weathered.
  - ◆ Optional blaster and/ or scratch marks.



Knee and Lower Leg Armor  
For 501st approval:

- Katarn-Class Commando Knee/ Lower Leg Armor.
- Armor is painted flat black.
- Knees have a rounded shield pattern with two vertical indents running from top to lower half.
- 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 shin surface.
- Legs are rounded at the calf and have a flat front.
- Armor is 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.
- Armor is weathered.
  - ◆ Optional blaster and/ or scratch marks.

Boots  
For 501st approval:





- Katarn-Class Commando Boots.
- Boots are constructed from black vinyl or leather material.
- Boots are tall enough to cover the ankle and eliminate any black undersuit visible at the ankle area.
- Boots have front armor shield and strapping.
- Front boot shield wrap covering connects at boot buckle and wraps over top of boot.
  - ◆ Sides connect with protruding discs at each ankle.
- Front boot armor detail is similar to standard clone boot and extends up to boot buckle detail.
- Boots are lace-less and have flat soles.
  - ◆ Some visible tread on side and arch is acceptable.
- Boots are more rugged than regular clone boots with a thicker, multi-terrain, multi-environment bottom tread.
- Boots have no markings or labels from the shoe maker.

For level two certification (if applicable):

- Boot sole is black or dark grey.
- 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.



DC15s Blaster Pistol  
For 501st approval:

Manufactured by BlasTech Industries, the DC15s pistol fires charged plasma bolts activated by Tibanna gas. This heavy duty blaster pistol is commonly used as a backup weapon for close-quarter combat. The energy cell keeps the blaster charged at a slow but steady rate.

- Includes pistol grip trigger handle.
- Extended arm bars in front of trigger that connect to back panel.
- Center tube in barrel channel is frosted plexiglass.

For level two certification (if applicable):

- Center tube is illuminated with constant blue LED's.

For level three certification (if applicable):

- Blue LED barrel firing light is activated with trigger.
- Pistol has accurate sound effects.

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

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