

COSTUME REFERENCE LIBRARY

Jek



Model **TC 5144**, Photo by **Derek D.**



Description: Jek

Prefix: CC

Detachment: Clone Trooper Detachment

Context: The Clone Wars: Season 1 - Episode 1

Jek serves in the Grand Army of the Republic as part of the prestigious "Coruscant Guard". A specialized division stationed at the capitol city. Trained as a heavy weapons specialist, Jek values his weapons as an outlet to the quiet confines of Senate and diplomatic escort duty.

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.



Helmet

For 501st approval:

- Clone Wars Phase I style helmet.
 - ◆ Movie style helmets are not combined with animated armor.
- Helmet is painted matte or satin white.
- Narrow fin on dome.
- Black eye lens extends down through the entire frown area.
- A dark scarlet outline around lens, extending down to mouth indent.
- Raised bump at each ear, 1" - 1.25" in diameter.
- 4 Vents on each side of helmet.
 - ◆ May be painted black or grey, or cut out and filled with black mesh.
- Primer grey stripe around back of dome.
- Raised white circle disc at the back of the helmet.
- Rectangular indent at the center back of the helmet may be primer grey or heavily weathered white.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are 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.



Shoulder Armor
For 501st approval:

- Armor is painted matte or satin white.
- A dark scarlet stripe painted down the center of the shoulders.
- A white Republic Senate symbol is present in the stripe and towards the bottom of the shoulders.
- Shoulders are padded so as not to rest flat against the arms.
 - ◆ The top of the bell sits 3/4" - 1" above the natural shoulder.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are weathered with shades of grey.



Upper Arm Armor
For 501st approval:

- Armor is painted matte or satin white.
- 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.
- A dark scarlet vertical stripe is painted on the center of the armor.
 - ◆ This stripe has an inverted curving top edge with the center of the stripe not reaching the top edge of the armor.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are weathered with shades of grey.

Forearm Armor
For 501st approval:

- Armor is painted matte or satin white.
- 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.
 - ◆ The compad is white.
- A dark scarlet stripe travels the length of each forearm, continuing onto the elbow piece.



- Armor is seamless on the outside edge.
 - ◆ Due to the shape of the armor, a butted seam is acceptable on the inside if required.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are weathered with shades of grey.

For level two certification (if applicable):

- Elbows are separate pieces from the forearm armor.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.



Hand Plates

For 501st approval:

- Armor is painted dark scarlet.
- Hand plates are mirror images of each other.
- Armor is weathered with various scuff marks, fading, and 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

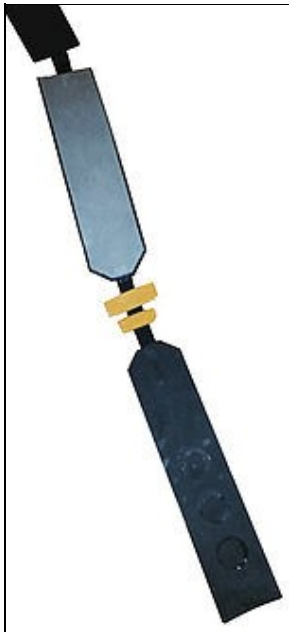
For 501st approval:

- Animated Phase I Chest Armor.
- Armor is painted matte or satin white.
- Lower portion of the chest has a curved notch for the abdomen armor to fit into.
- Chest and Back Armor match together at the sides and shoulders with no open gap.
 - ◆ A seam line is present.
- Shoulder straps are placed over the chest and back armor at the seams.
- Armor is weathered with shades of grey.

Bandolier

For 501st approval:

- A black bandolier is worn from the right shoulder to the left hip.



Back Armor
For 501st approval:

- Animated Phase I Back Armor.
- Armor is painted matte or satin white.
- 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:

- Animated Phase I Abdomen Armor.
- Armor is painted matte or satin white.
- 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.
- 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 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 has 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
- Armor is weathered with shades of grey.

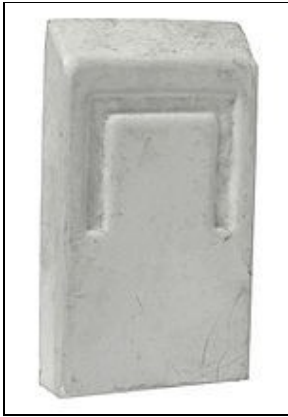
For level two certification (if applicable):

- 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.



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.
- 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.
- Knee armor is integrated with the lower leg.
 - ◆ Center of knee area is painted dark scarlet.
- The armor has a flat center triangle below the knee plate, 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 shin.

- Scarlet areas are weathered with various scuff marks and fading.
- White areas are 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.



Z-6 Rotary Blaster Cannon (Minigun)

For 501st approval:

Manufactured by Merr-Sonn Munitions, Inc, the Z-6 Cannon incorporates a rotary assembly of six barrels, wrapped around a coolant-lined core, providing a tremendous sustained rate of fire. Because it is large and can become unwieldy, the Z-6 is reserved for special-issue deployment and requires training to use effectively.

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

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