

COSTUME REFERENCE LIBRARY

Advanced Recon Commando - Alpha



Model **AR 6065**, Photo by **Ruud W.**



Description: ARC Trooper - Alpha

Prefix: AR

Detachment: Clone Trooper Detachment

Context: The Clone Wars Comic Series, Star Wars Insider, and Various other Appearances

The "Alpha Class - Advanced Recon Commando" (ARC) was developed by the cloners of Kamino after analyzing the growth of the Null-Class ARC's (whose existence was a closely-guarded secret among the Kaminoans). The lessons learned during production of the Null ARCs helped greatly in refining the Alpha ARCs.

Please note that this costume is also eligible for membership in The Rebel Legion.

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.

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:

- Episode 2 style Clone Helmet - Fan-made bucket. Some "name brand" helmets may be unacceptable.
- Visor - Mirrored Chrome or Black Visor.
- Helmet Fin on dome.
- Rear fin needs a brake light cover installed.
- 6 Primer Grey Vents on each side of helmet cheeks.
- Helmet frown is charcoal grey in color. Wire or plastic mesh is utilized inside the helmet to cover the open pieces of the frown.
- Command marking symbolizing rank:
 - ◆ 1. The blue color of the tail fin continues onto the front dome of the helmet as a painted stripe, ending at the brow line.
 - ◆ 2. The indented wrap around the dome above the brow is painted with the same command coloring.
 - ◆ 3. The visor area is outlined with command coloring
 - ◆ 4. A vertical stripe down the nose, squaring off at the vocoder and wrapping around to the neck ring, is painted with the same command coloring.
- Ear holes may be painted light grey or remain white.
- Wrap-around style Range Finder. Fixed in the down position, green see-through lens. This replaces the Fett-style and is mounted in the ear the same way.

For level two certification (if applicable):

- Helmet has the appearance of a neck ring.

For level three certification (if applicable):

- Helmet has an enclosed complete neck ring that seals the helmet to the neck.
- Wrap-around style rangefinder, fixed in the down position, with a transparent see-through lens. This replaces the Fett-style rangefinder and is mounted in the ear the same way. The rangefinder lens is able to slide outside of the view of the main helmet lens.
- Rear fin light to be lit. Light is steady, does not blink, and is composed of 3 LEDs.

Neck Seal

For 501st approval:

- Neck seal is black in color with vertical ribbing or being smooth in appearance.
- No logos or labels are visible.



- ◆ If the seal is not incorporated as part of the undersuit, a balaclava or other similar covering is acceptable.



Under Suit
For 501st approval:

- Black non-textured material, either one-piece or two-piece construction with no visible zippers or logos.



Command Pauldron
For 501st approval:

- Command style pauldron.
- The raised panels, across the surface of the pauldron, are painted with the same command coloring.



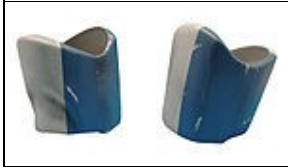
Shoulder Armor
For 501st approval:

- Armor is painted matte or satin white.
- Shoulders are tear drop in shape with all rounded edges.
 - ◆ ◇ Version 1 - (Shown at left) Shoulder Pad on right shoulder bell which is smaller than the shoulder bell itself. The pad has 4 vertical ribbing sections, surrounded by a tube like box.
 - ◇ Version 2 - A large Black or Grey colored spaulder which covers the entire shoulder, permanently attached to the right shoulder.
- ◆ Command paint follows the contour the the shoulder armor. Front shoulder line matches upper arm location and rear shoulder line matches with rear upper arm line. The command stripe is continuous, from one part to the next.

For level two certification (if applicable):

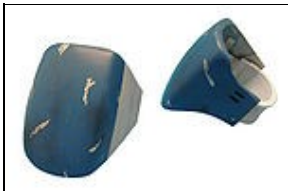
- Shoulder bells are not symmetrical.

- ◆ The Shoulder bells slightly curve back at the bottom of the shoulder.



Upper Arm Armor
For 501st approval:

- Armor is painted matte or satin white.
- There is a dimple on the lower area of the back of the arm.
- The outside of the bicep has a hard line edge at the front that turns in.
- The inside of the upper arm is rounded.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Command paint partly covers some tricep indentation and 1/2" around the front of the bicep.



Elbow Armor
For 501st approval:

- Armor is painted matte or satin white
- There are two elbows.
- On each elbow, on the outside of the body, near the connection point of the elbow strap, there are detail slots that look like an equal symbol.
- Both elbows have strapping.
 - ◆ The straps have a raised detail line at the top and bottom of the strap.
 - ◆ Command paint covers the outside of the elbow and 1/2" - 3/4" of the return. The remainder is white.

For level two certification (if applicable):

- Elbows are mirror images of each other with a notched area on the outside of the elbow, above the detail marks.



Forearm Armor
For 501st approval:

- Armor is painted matte or satin white.
- Command paint starts at the back of the bottom triangle of the forearm and continues in a straight line to the top of the forearm.
 - ◆ The top line starts 1/4" from compad location on right arm and continues in a vertical line.
 - ◆ The area between these two lines is filled in with command coloring. Match this to the left arm.
- Both left and right forearms are mirror images of each other.
- Right forearm has a compad with 8 small buttons, 1 Large main button, and 1 slightly smaller rectangular button.
- Forearm tops have a flattened triangular area with a ridge that comes to a point at the top of the forearm.
- Armor is be seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Left Arm has Alpha control box.
- control box is secured via a webbing wrist wrapping.
- Two wires extend from the box and are secured under the left bicep (upper arm).

- ◆ Some personalization is allowed in the details of the Alpha control box, but it should closely resemble the available reference material.

For level two certification (if applicable):

- Compad has detail antenna on its left.
- Instead of a hard edge the top of the forearm has a bone ridge.



Hand Plates

For 501st approval:

- Hand plates are mirror images of each other.
- Hand plates have a top curving ridge that comes to a point over the index or middle finger, just past the main knuckle of the hand.
- Handplates are completely colored with command coloring.



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.



Ammo Pouch

For 501st approval:

- On the right side of the Pauldron, over the right breast, there is a three compartment black leather ammo pouch.



Chest Armor

For 501st approval:

- Armor is painted matte or satin white.
- Two detail slots on right breast.
- Chest and back plate match together at the sides with no gap, just a seam line.
 - ◆ ◇ Version 1 - dual hard mounted ammo pouches on left and right rib section of the chest
 - ◇ Version 2 - Hard mounted pouches on right side of rib section. Strapped ammo boxes on the left rib area.
- Shoulder straps are placed underneath the chest to connect to the back.

- There are (4) - 3/4" dots, horizontal to the ground, centered on the left breast and painted in command coloring.

For level two certification (if applicable):

- Shoulder straps are slotted into the detail ridges of the top connection points.



Back Armor

For 501st approval:

- Armor is be painted matte or satin white.
- Rear back plate has a detailed area.
 - ◆ 4 circles across top.
 - ◆ Under the circles, at the left side of the back, there are two parallel lines.
 - ◆ Right side of the back there is a squared detail.
- Chest and back armor match together at the sides with no open gap, just a seam line.
- Shoulder straps are placed underneath the chest to connect to the back.

For level two certification (if applicable):

- Shoulder straps are slotted into the detail ridges of the top connection points.
- Highly detailed resin insert replaces softer details.



Abdomen Armor

For 501st approval:

- Armor is be painted matte or satin white.
- Four 1/4" diameter holes per side on indents of ab plate, eight holes total.
- Ab section wraps around the wearers body and is sealed at the sides or at the back.
- Ab section is completely contained under the chest and back armor.

For level two certification (if applicable):

- Ab section is seamless at the sides and closed in the back.
 - ◆ A detail plate covers the seam line to hide all work.



Codpiece

For 501st approval:

- Armor is be painted matte or satin white.
- Attached buckle is situated under the belt front center.
- Cod and Posterior armor connect at the hips.

For level two certification (if applicable):

- Hips are connected via a snap with the correct detailed shape of the armor at the connection point.

Posterior Armor

For 501st approval:

- Armor is painted matte or satin white.
- Cod and Posterior armor connect at the hips.



For level two certification (if applicable):

- Hips are connected via a snap with the correct detailed shape of the armor at the connection point.



Belt, Belt boxes, and Detonator

For 501st approval:

- Armor is painted matte or satin white.
- (8) boxes total are attached to the belt.
 - ◆ (4) on each side of abdomen.

For level two certification (if applicable):

- Belt Boxes are notched and fit flush with the details of the belt.
- Left Rear belt box has two square buttons in the top left corner and an equal symbol detail at the bottom right.
- Right Rear belt box has a bar with two small cylinders centered with an equal symbol detail on the bottom left.
- From the rear two belt boxes the belt has a ribbed detailed appearance.



Kama

For 501st approval:

- Kama is (as close as possible) the same shade of Blue as the armor accents.
- Kama extends from the waist to the ankle and attaches to the shin details.
- Rear of kama is split up to the posterior armor.
- Kama material is a heavy weight, flowing fabric.



Thigh Pouches

For 501st approval:

- Actual pouches can be either the same material and color of the kama, or black leather-like material. Pouches hold a rectangular box with large flap. Boxes are attached to the belt via straps and a buckle (similar to Galactic Marines, Cmdr. Bly, etc).

Thigh Armor

For 501st approval:

- Armor is painted matte or satin white.
- Front of thigh armor has a flat triangular area near the knee.
 - ◆ From the top of the triangle a ridge line travels up the front of the thigh to the top.
- Rear of the thigh has an indentation.
- Armor is seamless.



- ◆ No visible traces of how the armor was assembled should be shown.

For level two certification (if applicable):

- Outside of lower portion of the thighs comes to a point.
- Inner lower end is rounded.



Knee Armor

For 501st approval:

- Armor is painted matte or satin white.
- Knees wrap around the front of the leg.
- From top center, a raised detail line is present.
- Knees are strapped to the leg via a white strap with a raised center area.
 - ◆ Strap wraps around the leg and connects on both sides of the Knee.

For level two certification (if applicable):

- Center strap is colored primer grey.
- Connection between the knee and the strapping has a detail clip.



Lower Leg Armor

For 501st approval:

- Armor is be painted matte or satin white.
- Lower Legs are mirror images of each other.
- The front of the armor has a triangular detail at the top of the leg and a hard ridge line down the front of the shin.
- Back of the lower legs have an indentation, just under the calf, that follows down to the ankle.
- Calf can have an access area on the inside of the leg.
 - ◆ The outside of the calf is closed.

For level two certification (if applicable):

- Calves are seamless and have a trap door access through the indent in the rear of the lower leg.
- Outside of the lower leg has a pointed tip at the top.
 - ◆ Inside of the lower leg is rounded off at the top.



Boot Caps (Foot Armor)

For 501st approval:

- Boot caps are black.
- Boot caps are fitted to and wrap around the boots.

Boots

For 501st approval:



- White, ankle high or tall enough to cover the ankle and eliminate any black undersuit visible at the ankle.
- Boots are lace-less.
- The boots have armor detail to include a natural seam at the toe and a strap that goes over the top of the foot with two protruding disks at each side of the strap.
- There are no markings or labels from the shoe makers.
- Boot soles are flat.
- Boot soles are colored primer grey.

Optional Accessories

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



Westar-M5 Blaster Rifle
For 501st approval:

- The WESTAR-M5 blaster rifle is adjustable to fire in semi-automatic, automatic, and burst-fire modes. It can be equipped with a variety of attachments, including a under-barrel grenade launcher and pump-action missile launcher for use against armored advancements.



DC-15S Blaster
For 501st approval:

Manufactured by BlasTech Industries the DC-15S is smaller in scale than the DC-15A blaster rifle. Although it has a shorter range than that of the "A" model, it is easier to handle with a higher rate of fire. It features a folding stock for braced firing.

- Realistic Clone Style DC-15S Blaster.
- Blaster may be scratch built out of plastic, wood, metal or cast in resin.
- Blaster has realistic Episode II or Episode III details:
 - ◆ Wire frame sight.
 - ◆ Folding stock.
 - ◆ (12) radiator fins evenly spaced along the length of barrel.
 - ◆ Igniter detail knobs.
 - ◆ Charge magazine clip on right side.
- Total length is approximately 26" (66 cm).
- Because of the scale, the Hasbro version is incorrect.

For level two certification (if applicable):

- Charge magazine detail on clip is metal to gun metal grey in color.
- Detail bolts and screws are metal to gun metal grey in color.
- Igniter knobs have some copper coloring.
- Blaster is weathered.

For level three certification (if applicable):

- Functioning Blue LED is installed in barrel.



DC-15A Blaster Rifle

For 501st approval:

Manufactured by BlasTech Industries, the DC-15A is a tibanna gas, cartridge powered weapon. Hyper-ionized blue plasma bolts are more than capable of penetrating armored units. Exceptionally effective against both droids and contemporary targets.

- Realistic Clone Style DC-15A Blaster Rifle.
- Blaster rifle is scratch built out of plastic, wood, metal or cast in resin.
- Blaster has realistic Episode II or Episode III details:
 - ◆ Flip up sight in down position.
 - ◆ (10) radiator fins evenly spaced along the length of barrel.
 - ◆ Power setting adjuster detail lever.
 - ◆ Sniper Scope attached under rifle in storage position.
 - ◆ Charge magazine clip on left side.
 - ◆ Igniter detail knobs.
- Total length is approximately 55 inches (139.7 cm).
- Because of the scale, the Hasbro version is not allowed.

For level two certification (if applicable):

- Charge magazine detail on clip is metal to gun metal grey in color.
- Detail bolts and screws are metal to gun metal grey in color.
- Igniter has some copper coloring.
- Power setting adjuster detail lever is metal or gun metal grey.
- Sniper scope is metal or gun metal grey.
- Blaster is weathered.

For level three certification (if applicable):

- Functioning Blue LED is installed in barrel.

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

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