

# COSTUME REFERENCE LIBRARY

## Commander Bly (Phase I)



Model **Commander Bly**, Photo by **None**



**Description:** Commander Bly

**Prefix:** CC

**Detachment:** Clone Trooper Detachment

**Context:** The Clone Wars: Seasons 1-3

Bly is a Commander assigned to the 327th Star Corps. Bly is fiercely loyal with an unswerving dedication to the Republic and its superior officers.

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:

- Phase 1 style helmet.
- Helmet is painted matte or satin white.
- The top helmet fin is painted a grunge yellow color.
- Starting from the rear of the fin and continuing up over the top of the dome and down the front of the face is painted a wide, grunge yellow color stripe.
  - ◆ This stripe ends at the bottom of the chin.
- Black eye lens extends down through the entire frown area.
- A pair of macrobinoculars are mounted to the helmet.
- Ear pieces have round center caps.
  - ◆ Optional: LED lamps, with white housings, mounted to each ear piece.
- (4) Vents on each side of helmet.
  - ◆ Vents may be painted black or grey, or cut out and filled with black mesh.
- A grey indented helmet band runs around to back of dome to become large rear indented section.
- Raised matte or satin white disk at the rear center of helmet.
- The yellow sections are weathered with heavy scuff marks.
- Armor is 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.



Pauldron  
For 501st approval:

- Black base.
- (3) sections over the left shoulder, are a brown-yellow color.
- (3) dark grey sections in the front, weathered with a lighter grey along the edges.
  - ◆ Center line, between front sections, is diagonal across the chest.
- (3) dark grey sections in the back are weathered with a lighter grey along the edges
- Rear section of mantle extends down far enough to cover the majority of the back detail of the armor.



Shoulder Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Each shoulder has a wide, grunge yellow vertical stripe painted down the center.
- The yellow sections are weathered with heavy scuff marks.
- Armor is weathered with shades of grey.



Upper Arm Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Each arm has a wide, grunge yellow stripe painted down the center.
- 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.
- The yellow sections are weathered with heavy scuff marks.
- Armor is weathered with shades of grey.



### Forearm Armor

For 501st approval:

- Armor is painted matte or satin white.
- Each forearm has a grunge yellow stripe painted along the length of the armor, from the bottom edge of the elbow section to the wrist.
  - ◆ Forearm stripes are not quite as wide as the upper arm and shoulder stripes.
- Left forearm has a compad with (4) square recessed areas and (1) slightly smaller square recessed area.
  - ◆ The smaller recess is closest to the elbow.
- 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, extending up to fit into the notch on the bicep.
- Elbow section is painted matte or satin white.
  - ◆ There is no stripe on the elbow section.
- The yellow sections are weathered with heavy scuff marks.
- Armor is weathered with shades of grey.



### Hand Plates

For 501st approval:

- Armor is painted matte or satin white.
- 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.
- Each hand has a wide, grunge yellow stripe painted down the middle.
- The yellow sections are weathered with heavy scuff marks.
- Armor is weathered with 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.
- Chest armor has a wide, grunge yellow vertical stripe painted down the middle.
- 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.
- The yellow sections are weathered with heavy scuff marks.
- Armor is weathered with shades of grey.



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.

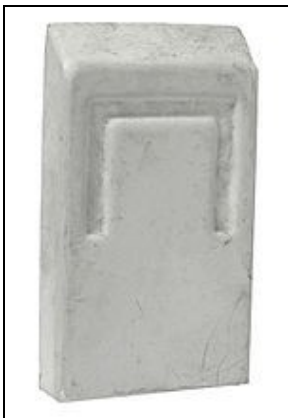


#### Posterior Armor, Belt rear and Detonator For 501st approval:

- 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.



Kama  
For 501st approval:

- The kama is made of heavy material.
- The main area of the kama is a brown-yellow color.
- The edge trim is a grunge yellow color.
- The top front edges of the kama line up with the outside edges of the front two panels of the belt.
- The back of the kama is split all the way up to the belt.
- The bottom front corners of the kama are rounded angles.
- The rear of the kama is slightly longer than the front.
- The sides of the kama extend to the top of the knee armor.



Thigh Armor  
For 501st approval:

- Armor is painted a grunge yellow color.
- A vertical brown center stripe on front of armor.
- Front lower cut out section to fit the shape of the knee armor.
- The yellow sections are weathered with heavy scuff marks.
- Armor is weathered with shades of grey.



Lower Leg Armor  
For 501st approval:

- Armour is painted matte or satin white.
- Knee armor is integrated with the lower leg.
- Vertical center section of knee armor is painted brown.
- The armor has a flat center triangle below the knee plate, with the single point facing downward.
- The calf detail of the armor has an indented arched section on the back of the leg.
- The outside of the calf is seamless.
  - ◆ Calves have a trap door access through the arched indent in the rear of the lower leg.
- The yellow sections are weathered with heavy scuff marks.
- Armor is 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 have a grunge yellow colored stripe across top of foot.
- 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.



- This CRL is available as a PDF at [www.501st.com/databank/Costuming:CC\\_-\\_CW\\_-\\_Commander\\_Bly](http://www.501st.com/databank/Costuming:CC_-_CW_-_Commander_Bly)

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