COSTUME REFERENCE LIBRARY

Commander Stone

Model **CC 10109**, Photo by **Christian Sanchez**

Description: Commander Stone
Prefix: CC
Detachment: Clone Trooper Detachment
Context: The Clone Wars: Season 1 - Episode 12

Stone is a Commander in the Grand Army of the Republic's "Coruscant Guard", often serving to lead the Diplomatic Escort Group. Although this position in the Guard is a prestigious one, Stone finds it frustrating when considering the Commander is trained for battle and must instead take orders from Gungan politicians. Despite this skepticism, Stone is well disciplined and carries out orders, regardless of their origin.

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 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:

- Phase 1 style helmet.
- Helmet is painted matte or satin white.
- The top fin of the helmet is painted a maroon red color.
- The top and front center of the dome is painted with a the same maroon red color.
    - This red area does not extend to the lower rear of the dome. It instead curves around the backside of the top fin in an arched pattern.
- Wrapped around the red area is a wide white stripe.
    - This stripe starts above the eye lens, about 1/3 from the outside edge, and again curves around the backside of the dome, returning to the same spot on the opposite side of the helmet.
    - The white stripe starts out wide as it leaves the eye lens, but grows thinner as it wraps around the backside of the dome.
- The front center of the helmet, including the face, the chin, and eye lens surround is painted white.
    - Excluding the eye lens area (which is all white), this white color only extends from mid-cheek, around the front, to the other mid-cheek.
- The sides and rear of the helmet is painted the smae maroon red color as the other markings.
- The indented rear helmet band, including the large rear indented section, is painted a deeper/ darker red than any of the other areas.
- The raised center disk, at the rear of the helmet, is painted matte or satin white to match the other white areas.
- (4) rectangular vents are located on each side, at the base of the ear.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.
- 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.
- Each shoulder is adorned with a stylized version of the symbol of the Galactic Senate.
    - These symbols are painted the same red color as the other armor details.
    - The left, right and upper extended lines of the symbol extend all the way to the edges of the shoulder piece.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.
- White areas are weathered with shades of grey.

Upper Arm Armor
For 501st approval:

- Armor is painted matte or satin white.
- Each bicep has a maroon red stripe painted down the outside.
- 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 red sections are weathered with heavy scuff marks and patchy color faded areas.
- White areas are weathered with shades of grey.

Forearm Armor
For 501st approval:

- Armor is painted matte or satin white.
- Each armor piece has a maroon red stripe painted along the length of the forearm, from the bottom edge of the elbow section to the wrist.
- 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.
  - ♦ Although the compad is centered on the red forearm stripe, the entire compad itself remains white.
- 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 with no red markings.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.
- White areas are 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.
- The left and right side of each hand plate is painted with the maroon red color.
  - ♦ The middle of each hand plates remains white.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.
- White areas are 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 maroon red markings which form a box type design.
- These markings start as downward facing hook shapes near the upper center of the chest, then "dog-leg" around the collar area to cover the entire upper section on each side of the collar.
    - The collar ring itself remains white.
- After covering the upper shoulder area, the design then falls back down each side of the chest, covering large areas of the left and right sides.
    - This red color/ design continues around the top and sides of the body, covering the entire side sections and much of the back armor.
    - See "Back Armor" section for details.
- Lower portion of the chest has a curved notch for the abdomen armor to fit into.
- Chest and back plate match together at the sides and shoulders with no open gap.
    - Butted seam lines are permitted if required.
- Shoulder straps are placed over the chest and back armor at the seams.
    - Shoulder straps are the same red color.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.
- White areas are weathered with shades of grey.

Back Armor
For 501st approval:

- Armor is painted matte or satin white.
- The previously described front chest markings transition into large maroon areas which cover the entire sides of the body as well as the sides and top of the back armor.
- This large maroon area covers nearly all of the back armor with a few exceptions.
    - The collar ring, the rear detail box (including all 4 sides) and an equally wide area, from the bottom of the box to the bottom of the armor piece all remain white.
- Chest and back plate match together at the sides and shoulders with no open gap.
    - Butted seam lines are permitted if required.
- Shoulder straps are placed over the chest and back armor at the seams.
    - Shoulder straps are the same red color.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.
- White areas are 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.
- The belt is painted the maroon red color.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- Cod and Posterior armor connect at the hips.
    - ♦ Butted seams are permitted at this connection if required.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.
- White areas are weathered with shades of grey.

Posterior Armor, Belt Rear and Detonator
For 501st approval:

- Armor is painted matte or satin white.
- The belt is painted the maroon red color.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- Cod and Posterior armor connect at the hips.
    - ♦ Butted seams are permitted at this connection if required.
- Detonator is centered on the back of belt with no control buttons.
    - ♦ Detonator is painted the same maroon red color as the other detail pieces.
    - ♦ The detonator has 2 lines set in approx 1/2" - 5/8" from the edges.
    - ♦ Lines may be recessed or painted on.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.
- White areas are weathered with shades of grey.

For level two certification (if applicable):

- Detonator lines are recessed.

Belt Boxes
For 501st approval:

- Two rectangular boxes are mounted at each hips.
    - ♦ The top edge of the box is tapered down toward the outside.
    - ♦ There is an inset detail near the top of each box.
- Boxes are painted the maroon red color.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.

Holsters
For 501st approval:

- Holsters are painted satin or matte white.
- Holsters connect to the belt via matte or satin white straps.
- White areas are weathered with shades of grey.

Thigh Armor
For 501st approval:

- The majority of the thigh armor is painted maroon red.
- The remaining white area consists of a wide stripe that begins just above the knee, travels up to the top of the piece and turns outward before dropping back down again. This continued stripe does not again reach the bottom edge of the armor piece, but instead stops short and turns outward once again to continue its travel around the leg. The stripe finally dead-ends at the center of the inner lower thigh.
- The front lower area of the armor has a cut out section to fit the shape of the knee armor.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.
- White areas are weathered with shades of grey.

Lower Leg Armor
For 501st approval:

- Armor is painted matte or satin white.
- Knee armor is integrated with the lower leg.
    - ♦ The knee section is painted white with no red markings.
- The armor has a flat, downward facing, triangle area below the knee plate. This triangle area then transitions into a hard ridge line down the front of the shin.

- Red markings consist of a stripe around the ankle which then travels up the front of the leg before splitting into a Y shape to wrap around the triangle area. This red stripe then continues around the back of the upper calf to form one continuous line.
- The red sections are weathered with heavy scuff marks and patchy color faded areas.
- 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.

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- This CRL is available as a PDF at www.501st.com/databank/Costuming:CC_CW-animated_stone

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