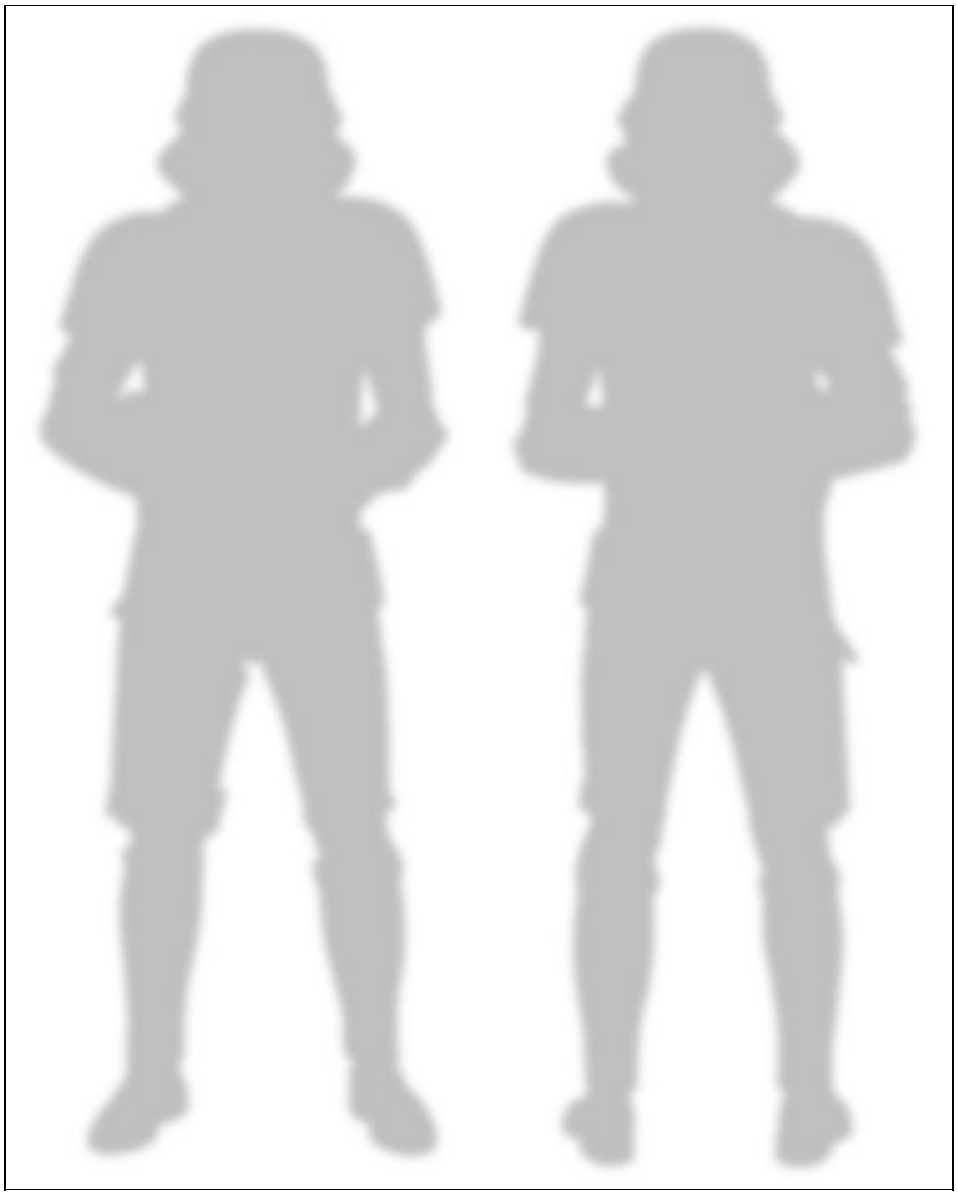
COSTUME REFERENCE LIBRARY

Clone Commander Neyo



Model **MODEL NAME**, Photo by **PHOTOGRAPHER NAME**

Description: Clone Commander Neyo
Prefix: CC
Detachment: Clone Trooper Detachment
Context: Episode III: Revenge of the Sith
CC-8826, nicknamed Neyo, was a clone trooper who served in the Grand Army of the Republic during the Clone Wars. Cloned from the template of Jango Fett on the water world of Kamino, Neyo was a graduate of ARC trooper Alpha-17's elite clone commander training program. Given the rank of clone marshal commander, Neyo became the commanding officer of the 91st Reconnaissance Corps, and in 19 BBY served in the five-month long siege of the Separatist planet Saleucami. After the Republic captured Saleucami, Neyo and his Reconnaissance Corps?under the command of Jedi General Stass Allie?stayed behind on the planet after the main Republic forces left, tasked with destroying the last pockets of Separatist resistance. During a speeder patrol on Saleucami with General Allie, Neyo received Order 66 from Supreme Chancellor Palpatine.

Given the order to kill Allie, Neyo followed through, vaporizing their former commanding officer with their speeder bikes' laser cannons.

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: Effective June 1 2012, the 501st will no longer be approving realistic interpretations of Clone Wars CG characters. The armor sculpt must match the character being recreated. See this thread at clonetroopers.net for the differences between the sculpts.

- **This CRL is a work in progress. This costume may be approved by GMLs, but additional research should be done until the CRL is complete.**
- **If you have this costume and would like to assist with this CRL, please contact your detachment leader!**
- **Please note that the use of the word "should" below does not indicate that a requirement is optional. All instances of should will be replaced with must as this guide is completed.**

Required Costume Components

The following costume components must be present and appear as described below for approval .

Helmet
For 501st approval:

- Episode 3 style Clone Helmet - Fanmade bucket.
- Visor - Black Visor.
- Helmet mohawk on dome.
- Vertical kill stripes on each side of helmet cheeks are dark blue.
- Helmet frown is not painted on this helmet. Wire or plastic mesh is utilized inside the helmet to cover the open pieces of the frown.
- Primer grey stripe around back of dome.
- Ear caps may be painted a dark grey.
- Red sniper symbol is placed on the right side of the dome.
- Airators are mounted backwards are are on the cheeks.

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.

Neck Seal
For 501st approval:

- Neck seal to be black in color with vertical ribbing or being smooth in appearance. No logos or labels are to be visible. If the seal is not incorporated as part of the undersuit, a balaclava or other similar covering is acceptable.

For level two certification (if applicable):

For level three certification (if applicable):

Under Suit
For 501st approval:

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

For level two certification (if applicable):

For level three certification (if applicable):

Shoulder Bells
For 501st approval:

- Armor should be painted matte or satin white.
    - Left shoulder should have a red color with white trim boarder.
- Shoulders should be tear drop in shape with all rounded edges.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder bells should not be symmetrical. The Shoulder bells should slightly curve back at the bottom of the shoulder.

Upper Arm Armor
For 501st approval:

- Armor should be painted matte or satin white.
    - Right upper arm must have sniper symbol.
- Should have a dimple on the lower area of the back of the arm. The outside of the bicep should have a hard line edge at the front that turns in. The inside of the upper arm should be rounded.

For level two certification (if applicable):

For level three certification (if applicable):

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

Elbow Armor
For 501st approval:

- Armor should be 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 should be detail slots that look like an equal symbol on both elbow pieces.
- Both elbows have strapping. The straps should have a raised detail line at the top and bottom of the strap.

For level two certification (if applicable):

For level three certification (if applicable):

- Elbows should be 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 should be painted matte or satin white.
- Both left and right forearms should be mirror images of each other.
- Right forearm should have a compad that has 8 small buttons,1 Large main button, and 1 slightly smaller rectanular button.
- Forearm tops should have a flattened triangular area that have a ridge that comes to a point at the top of the forearm.

For level two certification (if applicable):

For level three certification (if applicable):

- Compad has detail antenna on its left.
- Instead of a hard edge the top of the forearm has a bone ridge.
- Armor should be seamless. No visible traces of how the armor was assembled should be shown.

Hand Plates
For 501st approval:

- Armor should be painted matte or satin white
- Hand plates are mirror images of each other.
- Hand plates have a top curving ridge that come to a point over the index or middle finger just past the main knuckle of the hand.

For level two certification (if applicable):

For level three certification (if applicable):

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.

For level two certification (if applicable):

For level three certification (if applicable):

Chest Armor
For 501st approval:

- Armor should be painted matte or satin white.
    - Sniper symbol is placed center on the rib portion of the chest plate.
- Two detail slots on right breast.
- Chest and back plate should match together at the sides with no gap, just a seam line.
- Shoulder straps should be placed underneath the chest to connect to the back.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder straps should be slotted into the chest into the detail ridges of the top connection points.

Back Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Rear tank has detailed area that contains 4 circles. Under the circles at the left side of the back there should be two parallel lines and the the right of the back there should a be a squared detail.
- Top of the tank has a thermal detonator with three buttons.
- in the recess under the back tank, there should be two radio boxes.
- Chest and back plate should match together at the sides with no gap, just a seam line.
- Shoulder straps should be placed underneath the chest to connect to the back.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder straps should be slotted into the Back into the detail ridges of the top connection points.
- Highly detailed resin insert should replace softer details.

Command Harness
For 501st approval:

- Right shoulder will have brown leather wrapped or leather like color spaulder placed over it. It should cup over the shoulder bell and not appear to be a flap or flimsy. This will attach also to a shoulder cover harness over the right shoulder strap This strap too should be leather wrapped or colored similar to the spaulder .
- The two grey belts that cross the chest will connect behind this plate. On the belt that crosses the chest to the left side front belt box, a metal or metal like buckle should be secured. The other belt connects to the right front belt box.
- One gray belt will drape down from the shoulder and connect to the rear right belt box.

For level two certification (if applicable):

For level three certification (if applicable):

Ab Armor
For 501st approval:

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

For level two certification (if applicable):

For level three certification (if applicable):

- Ab section should be seamless at the sides and close in the back. A detail plate should cover the seam line and hide all work.

Cod and Posterior Armor
For 501st approval:

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

For level two certification (if applicable):

For level three certification (if applicable):

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

Belt
For 501st approval:

- Armor should be painted matte or satin white.
- Ammo Belt with boxes and detonator.
- Detonator is centered on the back of belt.
- 8 boxes total, 4 on each side of abdomen and attached to the belt.

For level two certification (if applicable):

For level three certification (if applicable):

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

Thigh Armor
For 501st approval:

- Armor should be painted matte or satin white.
    - Right thigh wil have a red sniper symbol on the right side of the thigh that is slightly more toward the front than the back.

Front/back pieces are Seamless.

- Front of thigh armor should have a flat triangular area near the knee. From the top of the triangle a ridge line should go up the front of the thigh to the top.
- Rear of the thigh should have an indention.

For level two certification (if applicable):

For level three certification (if applicable):

- Outside of lower portion of the thighs should come to a point and inner lower end should be rounded.
- Armor should be seamless. No visible traces of how the armor was assembled should be shown.

Knee Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Knees should wrap around the front of the leg. From top center a raised detail line should be present.
- Knees should be strapped to the leg via a white strap with a raised

center area that wraps around the leg and connects on both sides of the Knee.

For level two certification (if applicable):

For level three certification (if applicable):

- Center strap should be primer gray.
- Connection between the knee and the strapping should have a detail clip.

Lower Leg Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Lower Legs are mirror images of each other. The front of the armor should have 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 should have an indentation just under the calf the follow down to the ankle.
- Calf can have an access area on the inside of the leg. The outside of the calf should be closed.

For level two certification (if applicable):

For level three certification (if applicable):

- Calves should be seamless and have a trap door access through the indent in the rear of the lower leg.

Boots
For 501st approval:

- White, ankle high or tall enough to cover the ankle and eliminate any black undersuit visible at the ankle area in armor. Boots must be lace-less and have flat soles. 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 should be no markings or labels from the shoe makers. Boot soles should be primer gray.

For level two certification (if applicable):

For level three certification (if applicable):

Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present must meet the guidelines below.

DC-15S Blaster Carbine
For 501st approval:

For level two certification (if applicable):

For level three certification (if applicable):

DC-15A Blaster Rifle
For 501st approval:

For level two certification (if applicable):

For level three certification (if applicable):

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

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