

# COSTUME REFERENCE LIBRARY

## Cad Bane in Denal Disguise



Model ', *Photo by* '



**Description:** Cad Bane in Clone Trooper Denal disguise

**Prefix:** BH

**Detachment:** [Bounty Hunters Guild](#)

**Context:** The Clone Wars - Animated Series.

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The 501st approval requirements are listed in black.

The Bounty Hunters' Guild defines two additional, optional levels of costuming excellence. In the page below, requirements for Level 1 "Notorious" are listed in blue. Level 2 "Infamous" requirements are in red. Please visit the BHG web site for a full description of these standards.

For 501st membership only the requirements in black need to be met.

- **This CRL is a work in progress.**
- This costume may be approved by GMLs, but until the library entry is complete, it is suggested that this character first be submitted to the appropriate DL/GML peer review section of the legion forum.
- **If you have this costume and would like to assist with the completion of this library entry, please contact your detachment leader.**
- **Please note that the use of the word "should" below does not indicate that the armor piece is considered open to interpretation. All instances of "should be" and "should have" will be replaced with "is" and "has", as this guide is completed.**

## Required Costume Components

The following costume components are present and appear as described below.



Mask

For 501st approval:

- The mask is a high quality representation made of silicon, latex or other flesh like material.



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.
- Armor has a blue stripe down the center.
- 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.
- Armor is weathered with shades of grey.



Upper Arm Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Armor has a blue stripe down the center that lines up with the shoulder.
- 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.



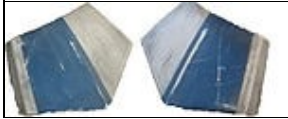
Forearm Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Armor has a blue stripe down the center.
- Left forearm has compad with 4 main 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 plate is divided in half : Blue on the outer half, white on the inner \*\*Relative to the wearer's torso.
- 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.



Hand Plates

For 501st approval:

- Armor is painted matte or satin white.
- Blue stripe painted on both hands.
- Hand plates are mirror images of each other.
- Hand plates have an angled peak that comes to a point over the index or middle finger, just past the main knuckle of the hand.
- The 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:

- 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.

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.



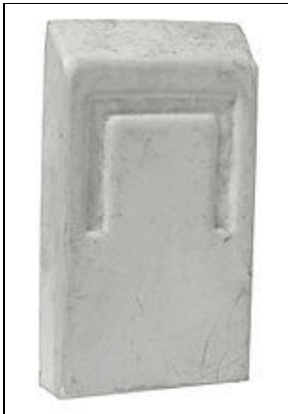
### Posterior Armor, Belt rear and Detonator

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.



### 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.
- 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 leg.
- 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 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.



Republic Backpack

For 501st approval:

- Standard issue Republic Military backpack with heavy cloth or canvas cover.



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.

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- [This CRL is available as a PDF](#) at [www.501st.com/databank/Costuming:BH\\_Cad\\_Bane\\_-\\_In\\_Denal\\_Disguise](http://www.501st.com/databank/Costuming:BH_Cad_Bane_-_In_Denal_Disguise)

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