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Kashyyyk Trooper



Model **CB 4365**, Photo by **Nathan L.**



Description: Kashyyyk Trooper

Prefix: CB

Detachment: PathFinders

Context: Episode III: Revenge of the Sith.

This unit of Clone Scout Troopers are equipped with highly advanced camouflaged armor to blend into the surroundings of forest and swamp worlds. This camouflaged armor was essential while fighting in the Battle of Kashyyyk. A protective under-suit cover the upper legs, and lower arms. Due to the environments in which they operate, they have wider visor plates than the specialized helmets of the standard Biker Scout. This allows for a larger visual area.

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:

- Metallic undercoat; silver or chrome recommended.
 - ◆ Can be applied layered style or topically.
- Amount is dependent on individual troopers.
- Krylon khaki tan for the base coat.
- Panzer Olive green or equivalent.
- Flat Earth brown.
- Black/grey/white misting recommended
- Camo pattern to simulate on-screen troopers, weathering recommended .
- Fan-made helmet.
- Full set of greeblies - 2 breathers, triangle piece, five bar snout piece and visor bolts.
- Rectangular slot on the visor measuring 2.5 to 2.75 inches long and 0.75 inches wide - centered in the middle of the visor.
- Visor with reflective green lens.
- Note on paint - the INSIDE of the visor is painted the same base colour as the armour, NOT black.



Balaclava

For 501st approval:

- A balaclava is a black head sock/hood that is worn under the helmet and is used primarily to hide any view of the wearer's skin and/or facial hair.

Under Suit

For 501st approval:

- Jacket and pants or jumpsuit with the correct (or as close as possible camouflage pattern). Can be dyed DMP (British) desert camo. Dye them brown and black to get them close.
- There are no visible pockets when the armor is worn.
- Leg pouches measuring 7 inches by 5 inches with a biased cut flap on the outside, placed in the correct position.
- Off-grey/tan or oatmeal riding patch on inner thigh, made of leather or suede.



Shoulder Armor For 501st approval:

- Metallic undercoat; silver or chrome recommended.
 - ◆ Can be applied layered style or topically.
- Amount is dependent on individual troopers.
- Krylon khaki tan for the base coat.
- Panzer Olive green or equivalent.
- Flat Earth brown.
- Black/grey/white misting recommended
- Camo pattern to simulate on-screen troopers, weathering recommended .
- 2 shoulder bells.



Upper Arm Armor For 501st approval:

- Metallic undercoat; silver or chrome recommended.
 - ◆ Can be applied layered style or topically.
- Amount is dependent on individual troopers.
- Krylon Khaki Tan for the base coat.
- Panzer Olive green or equivalent.
- Flat Earth brown.
- Black/grey/white misting recommended,
- Camo pattern to simulate on-screen troopers ? weathering recommended.
- Left bicep armor must have grey strap and specific greeb - all painted grey.
- Right bicep armor must have greeblies painted grey.



Elbow / Forearm Armor For 501st approval:

- Metallic undercoat; silver or chrome recommended.
 - ◆ Can be applied layered style or topically.
- Amount is dependent on individual troopers.
- Krylon khaki tan for the base coat.

- Panzer Olive green or equivalent.
- Flat Earth brown.
- Black/grey/white misting recommended
- Camo pattern to simulate on-screen troopers ? weathering recommended.
- 2 forearm pieces - with 2 straps for each piece of armour
- Straps are grey in colour.



Gloves

For 501st approval:

- Gauntlet-style gloves - black leather to the wrists and brown gauntlet sections.
- 2 rubber greeblies (grey or taupe) on brown leather gauntlet part of the glove.
- grey belt around the wrist.
- No labels/logos, clips or external straps.



Chest Armor

For 501st approval:

- Metallic undercoat; silver or chrome recommended.
 - ◆ Can be applied layered style or topically.
- Amount is dependent on individual troopers.
- Krylon khaki tan for the base coat.
- Panzer Olive green or equivalent.
- Flat Earth brown.
- Black/grey/white misting recommended
- camo pattern to simulate on-screen troopers ? weathering recommended.
- 2 grey colored straps connecting the chest and back plates.
- Flush join at the sides.



Back Armor

For 501st approval:

- Metallic undercoat; silver or chrome recommended.
 - ◆ Can be applied layered style or topically.
- Amount is dependent on individual troopers.
- Krylon khaki tan for the base coat.
- Panzer Olive green or equivalent.
- Flat Earth brown.
- Black/grey/white misting recommended
- Chrome undercoat, matt base colors and camo pattern to simulate on-screen troopers ? weathering recommended.
- Back plate has a tank attached.
 - ◆ Top of the tank is flat with a detail piece painted black.
 - ◆ Has a black stripe detail.

Cummerbund

For 501st approval:



- No molle vest or variant.
- Appearance of 2 tones of grey, whether the effect is achieved with weathering or in actual construction.
- Appearance should suggest a darker base with lighter vertical stripes.
- Has a midsection belt that goes around cummerbund.
- 2 vertical black stripes to go on cummerbund belt on the front.
- 16 pouches of various size and shape will attach to the cummerbund.



Pouches

For 501st approval:

- 16 pouches of accepted size and shape.
 - ◆ Note: The pouches have different closing flap configurations.
- Pouches are either cloth covered and painted with a khaki base + camo pattern or covered with multi-cam cloth.
 - ◆ 2 long front pouches.
 - ◆ 2 small rectangular front pouches.
 - ◆ 8 small side pouches.
 - ◆ 2 long back pouches.
 - ◆ 2 large rectangular back pouches.



Belt

For 501st approval:

- Grey with black insets.
- Buckle - grey/gunmetal grey.
- 2 drop boxes with 4 straps hung from belt and belt buckle- are either cloth covered and painted with camo pattern or covered with multi-cam cloth.



Codpiece

For 501st approval:

- Triangular in shape.
- Cloth covered and painted in matt base colors and camo pattern to match armour ? weathering recommended.
- Attaches to backside of belt buckle.

Knee Armor

For 501st approval:

- Metallic undercoat; silver or chrome recommended.
 - ◆ Can be applied layered style or topically.



- Amount is dependent on individual troopers.
- Krylon khaki tan for the base coat.
- Panzer Olive green or equivalent.
- Flat Earth brown.
- Black/grey/white misting recommended
- Camo pattern to simulate on-screen troopers ? weathering recommended.
- 2 pieces of knee armour.
- Specific black/dark grey straps for each piece of knee armor.



Lower Leg Armor
For 501st approval:

- Metallic undercoat; silver or chrome recommended.
 - ◆ Can be applied layered style or topically.
- Amount is dependent on individual troopers.
- Krylon khaki tan for the base coat.
- Panzer Olive green or equivalent.
- Flat Earth brown.
- Black/grey/white misting recommended
- Camo pattern to simulate on-screen troopers ? weathering recommended.
- 2 complete shin armour pieces that are seamless.
- 2 khaki or white belts on each shin.
- Black buckle and a smaller clip on each belt.



Boot Caps (Foot Armor)
For 501st approval:

- Metallic undercoat; silver or chrome recommended.
 - ◆ Can be applied layered style or topically.
- Amount is dependent on individual troopers.
- Krylon khaki tan for the base coat.
- Panzer Olive green or equivalent.
- Flat Earth brown.
- Black/grey/white misting recommended
- Camo pattern to simulate on-screen troopers ? weathering recommended.
- 2 pieces of boot armour.
- 4 black rings, 2 for each boot.
- 1/2 inch "O" ring.



Boots
For 501st approval:

- Soles have SIMILAR curved shape, between the heel and sole.
- Main body of boot is beige coloured - similar to Beige Desert Military Boots.
- Khaki or tan soles.

Optional Accessories

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



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](http://www.501st.com/databank/Costuming:CB_Kashyyyk_trooper) at www.501st.com/databank/Costuming:CB_Kashyyyk_trooper

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