

COSTUME REFERENCE LIBRARY

Clone Commander Wolffe (Season 4)



Model **CC 0812**, Photo by **Kevin Weir**



Description: Clone Commander Wolffe (Season 4)

Prefix: CC

Detachment: Clone Trooper Detachment

Context: The Clone Wars

Commander Wolffe appears in multiple episodes, and has the most frequently changing armor of any of the clones. This CRL refers to his Season 4 Armor.

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:

- Wolffe specific Clone Wars style helmet (modified movie Neyo not acceptable).
- Helmet painted matte blue-gray with white wolf motif on each side.
- Armor is weathered with shades of grey.
- Red triangle above the brow with 3 yellow 'kill' stripes on either side.
- RF stalk mounted on the outside of the ear, with a gray RF topper.



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:

- The left shoulder is painted matte blue-gray with white tribal motif
- Left shoulder also includes a mounted antenna array.
- Right shoulder is painted matte blue-gray with a white wolf head emblem.
- Shoulders are tear drop in shape with all rounded edges.
- Shoulder armor is not symmetrical.
 - ◆ The shoulders slightly curve back at the bottom.
- Weathering of blue-gray areas consists of various scuff marks and fading.
- Weathering of the white areas are shades of grey.



Upper Arm Armor
For 501st approval:

- Armor is painted matte or satin white.
- Blue-gray markings are painted as shown.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey.



Forearm Armor
For 501st approval:

- Armor is painted matte or satin white.
- Elbow plate is integrated into the forearm.
- Blue-gray markings are painted as shown.
- Right forearm has a compad with 6 raised buttons and a larger rectangle above them.
 - ◆ A smaller raised section 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.
- 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 matte or satin blue-gray.
- Armor is weathered with white, rubbed through the gray or applied topically.



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.
- Top section of the chest has a curved blue-gray area as shown.
- Lower portion of the chest has a squared 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 fit into the tops of the chest and back.
- Armor is weathered with shades of grey.



Back Armor

For 501st approval:

- Armor is painted matte or satin white.
- Top section of back armor has blue-gray area extending down to the detail plate - as shown.
- Rear center plate has detailed area that contains 4 circles.
- Under the circles, at the left side of the back, there are two parallel blocks and to the right of the back there are 3 parallel blocks.
 - ◆ Details are painted grey.
- Chest and back plate match together at the sides and shoulders with no open gap.
 - ◆ Butted seam lines are permitted if required.
- Shoulder straps fit into the tops of the chest and back.
- Armor is weathered with shades of grey.

Abdomen Armor

For 501st approval:

- Armor is painted matte or satin white.
- Top edge of the armor is squared off to match the chest armor.
- The abdomen armor protrudes out in the middle to match the shape of the chest armor.
- The abdomen armor joins at the rear and the join is covered by a center plate.
- 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 segments. The front segments have a key/slot detail.
- Belt boxes are mounted forwards, leaving 2 segments clear at the front.
- Cod 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 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. 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.



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.
- The rear of the thigh has an indentation.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.

- Armor is weathered with shades of grey.

For level two certification (if applicable):



Kama

For 501st approval:

- The kama is made of black suede like material, or heavy canvas.
- The kama is constructed from 2 separate sections with rounded corners.
- The edge of the kama is trimmed in gray.



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.



Shin Armor

For 501st approval:

- Armor is painted matte or satin white.
- Lower shins have blue-gray jagged paint scheme as shown.
- Knee armor is integrated with the lower leg.
- The rear of the shin has an indentation.
- Outer seam of the shin is seamless.
 - ◆ A clam-shell opening on the inner seam is acceptable
- Armor is weathered with shades of grey.

For level two certification (if applicable):



Boots

For 501st approval:

- The shoes are blue-gray in colour.
- The edge of the sole is flat and has notches cut into it.
- A detail strap is to be placed over the top of each boot.

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.

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- [This CRL is available as a PDF at
www.501st.com/databank/Costuming:CC_-_CW-Wolffe_-_Season_4](http://www.501st.com/databank/Costuming:CC_-_CW-Wolffe_-_Season_4)

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