

# COSTUME REFERENCE LIBRARY

## Commander Fox (Phase II)



Model CC 69696, Photo by Timothy L.



**Description:** Commander Fox (Phase II)

**Prefix:** CC

**Detachment:** Clone Trooper Detachment

**Context:** The Clone Wars Season 4

Commander Fox appears in the "Deception" episode of Season 4 accepting Hardeen into custody. Commander Fox appears again in The Clone Wars Season 5 episode "The Jedi Who Knew Too Much" as the head of the Republic detention facility.

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 sculpt.

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 2 animated style helmet .
  - ◆ Movie style helmets are combined with animated armor.
- Armor is painted crimson.
- Low fin on dome with a narrow ridge along each side.
  - ◆ Fin is painted matte or satin white.
- A phase 2 animated visor sits on the brow and extends to the back of each ear.
- Visor is painted dark grey or black with grey details.
- Bullet shape lamp, with white lens, is located on the left hand side of the dome, just above the visor.
  - ◆ Lamp is painted dark grey or black.
- Black eye lens extends down to the nose.
- Grey frown with (3) black teeth on either side.
  - ◆ Teeth may be cut out and backed with black mesh or painted.
- Chin vocoder is painted black or dark grey.
- (2) aerators in the front.
  - ◆ Aerators are black with a grey center detail.
- Each cheek tube has (6) black stripes.
- Center of lower jaw is painted matte or satin white.
  - ◆ Weathered crimson paint shows underneath the white.
- There are (12) white stripes on the front of each tube, they are evenly spaced starting at the 12 O'clock position and finishing at the 5 o'clock position for the left and 7 o'clock position for the right.
- (3) dark grey raised bumps on each ear.
- The cheeks are painted matte or satin white and the white extends around the ear and to the rear recessed areas, finishing at the rear raised section.
- There is an antenna behind the right ear.
  - ◆ Base of antenna starts at the recessed area and finishes approximately at the top of the ear cap.
  - ◆ The antenna then extends from the base.
- Antenna is painted dark grey or black.
- Armor is 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:

- Shoulders are painted matte or satin white.
- The left shoulder has the emblem of the galactic senate painted in crimson.
- Shoulders are tear drop in shape with all rounded edges.
- Shoulder armor is not symmetrical.
  - ◆ The shoulders slightly curve back at the bottom.
- Armor is weathered with shades of grey.



Upper Arm Armor

For 501st approval:

- Armor is cylindrical with no detail/sculptural features.
- Armor is painted crimson.
- Arms have (2) white stripes around the entire bicep.
  - ◆ The top of the upper stripe is approximately half way down the bicep.
  - ◆ The bottom stripe is approximately 1/4? above the bottom of the bicep.
- Armor is weathered with shades of grey.

Forearm Armor

For 501st approval:

- Armor is painted crimson.



- Right forearm has a compad with (8) small buttons, (1) large main button, and (1) slightly small rectangular button.
  - ◆ Compad is painted 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 armor does not extend past the elbow.
- 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 dark scarlet.
- Hand plates are mirror images of each other.
- 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:

- Armor is painted crimson.
- Upper portion of the is painted matte or satin white.
- Lower portion of the chest has an angular 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.
- Dark scarlet shoulder straps are placed underneath the Chest to connect to the Back.
- Armor is weathered with shades of grey.

Back Armor

For 501st approval:

- Armour is painted crimson.
- Rear tank has detailed area that contains (4) circles.
- Under the circles, at the left side of the back, there are two parallel blocks.



- ◆ To the right of the back there are (3) parallel blocks.
- ◆ All details painted dark grey.
- Dark scarlet shoulder straps are placed underneath the Back to connect to the Chest.
- Armor is weathered with shades of grey.



Abdomen Armor  
For 501st approval:

- Armor is painted crimson.
- Top edge of the armor is angled to match the chest.
- The abdomen armor protrudes out in the middle to match the chest.
- (4) inset lines divide the abdomen armor into segments.
- A butted seam between the Abdomen and Kidney armor is acceptable.
- Armor is weathered with shades of grey.



Kidney Armor  
For 501st approval:

- Armor is painted crimson.
- A butted seam between Kidney and Abdomen armor is acceptable.
- (2) inset lines divide the Kidney armor into sections.
- Armor is weathered with shades of grey.



Codpiece and Belt front  
For 501st approval:

- Armor is painted crimson.
- Belt is approximately 3? tall and divided into 1.75? wide segments.
- The front segments have a key/slot detail.
- Belt boxes are mounted at the hips.
  - ◆ Butted seams are permitted at the connection if required.
- Belt and belt boxes are painted matte or satin white.
- Codpiece and Posterior armor connect at the hips with no open gap.
  - ◆ A seam line is present.
- Armor is weathered with shades of grey.



Posterior Armor, Belt rear and Deonator  
For 501st approval:

- Armor is painted crimson.
- Belt is approximately 3? tall and divided into 1.75? wide segments.
- Belt boxes are mounted at the hips.

- ◆ Butted seams are permitted at the connection if required.
- Belt and belt boxes are painted matte or satin white.
- Detonator is centered on the back of belt.
  - ◆ Detonator has no control buttons.
- Detonator is painted crimson.
  - ◆ The detonator has (2) lines set in approx 1/2" - 5/8" from the edges.
    - ◇ Lines may be recessed or painted on.
- The inside of the detonator end caps are painted dark grey.
- Armor is weathered with shades of grey.



#### Kama

For 501st approval:

- The Kama is made of black leather, leather like material, or heavy canvas.
- Kama has primer grey border trim.
- The front edges of the Kama line up with the outside edges of the front two panels of the belt.
- The back of the Kama is split all the way up to the belt.
- The bottom edges of the kama are rounded.
- The kama extends to the middle of the knee.



#### Holsters

For 501st approval:

- Holsters are painted matte or satin white.
- Holsters connect to the belt via straps.
  - ◆ Straps are painted matte or satin white.
- Armor is weathered with shades of grey.



#### Thigh Armor

For 501st approval:

- Armor is painted crimson.
- Front 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.
- Armour is seamless.
  - ◆ No visible traces of how the armor was assembled are shown.
- Rear of the thigh has an indentation.
- Armor is weathered with shades of grey.

#### Lower Leg Armor

For 501st approval:

- Armor is painted matte or satin white.



- Knee armor is painted crimson.
- 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.
- Back of the lower legs have an indentation just under the calf that extends down to the ankle.
- The outside of the calf is closed.
  - ◆ Calf may have an access area on the inside of the leg.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

- Calves are seamless with 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.
- Boots are lace-less with flat soles.
- Boots have a center strip extending from the toe to the ankle.
- A strap across the top of the foot, with (2) flat white discs on either side of the foot, terminating the strap.
- Soles are crimson.
- Boots are weathered with shades of grey.

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-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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www.501st.com/databank/Costuming:CC\\_-\\_Commander\\_Fox\\_Phase\\_2](http://www.501st.com/databank/Costuming:CC_-_Commander_Fox_Phase_2)

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