COSTUME REFERENCE LIBRARY

Commander Wolffe (Season 2)

Model **CC 128**, Photo by **Phil C.**

Description: Commander Wolffe (Season 2)
Prefix: CC
Detachment: Clone Trooper Detachment
Context: The Clone Wars, season 2

Commander Wolffe is the leader of the 104th Battalion's Wolfpack Squad. Talented in military strategy and leadership skills, Wolffe favors service on the front lines over more tedious assignments, such as supply missions or support duties.

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.

Helmet
For 501st approval:

- Phase I animated style helmet.
    - ♦ Movie style helmets are not combined with animated armor.
- Armor is painted matte or satin white.
- Narrow fin on dome.
- On the front center of the dome is a downward facing red triangle.
- Wrapping around and covering much of the front and sides of the helmet is a large, painted matte blue-grey, wolf head motif.
- Black eye lens extends down through the entire frown area.
- Raised bump at each ear, 1" - 1.25" in diameter.
- A rangefinder stalk is mounted on the right side earpiece which includes a white colored topper.
- (4) Vents on each side of helmet.
    - ♦ Vents may be painted black or grey, or cut out and filled with black mesh.
- The rear indented helmet band and large rear indented section of the helmet is painted blue-grey.
- The rear center disc is painted matte or satin white.
- Weathering of blue-grey areas consists of various scuff marks and patches of color fading.
- Weathering of the white areas are 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:

- The left shoulder is painted matte blue-gray with white tribal motif
    - ♦ Left shoulder includes a mounted antenna array.
- Right shoulder is painted matte blue-grey with a white wolf head emblem.
- 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.
- Weathering of blue-grey areas consists of various scuff marks and patches of color fading.
- Weathering of the white areas are shades of grey.

Upper Arm Armor
For 501st approval:

- Armor is painted matte or satin white.
- The outside of each bicep is painted with a blue-gray, inverted 4-point design.
- 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.
- Weathering of blue-grey areas consists of various scuff marks and patches of color fading.
- Weathering of the white areas are shades of grey.

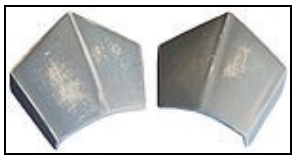
Forearm Armor
For 501st approval:

- Armor is painted matte or satin white.
- Much of the lower forearm pieces are painted with Blue-gray markings consisting of pointed peaks of varying heights.
- Left forearm has a compad with (4) 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.
- Weathering of blue-grey areas consists of various scuff marks and patches of color fading.
- Weathering of the white areas are 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 blue-gray.
- 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.

Hand plates are mirror images of each other.

- Weathering of blue-grey areas consists of various scuff marks and patches of color fading.

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.
- Upper chest and shoulder areas are painted with an arched blue-grey section.
- Lower portion of the chest has a curved area to match the abdomen armor.
- Chest and Back armor join 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.
    - ♦ Shoulder straps are painted matte or satin blue-grey.
- Weathering of blue-grey areas consists of various scuff marks and patches of color fading.

- Weathering of the white areas are shades of grey.

Back Armor
For 501st approval:

- Armor is painted matte or satin white.
- Top half of back armor is painted matte or satin blue-gray.
    - ♦ The bottom edge of this blue-gray section angles inward / downward, from the mid arm opening, to the lower edge (and across) the rear detail box.
- The faceplate of the back armor box contains a "O 11" patten.
- Back and Chest armor join 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.
    - ♦ Shoulder straps are painted matte or satin blue-grey.
- Weathering of blue-grey areas consists of various scuff marks and patches of color fading.
- Weathering of the white areas are 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:

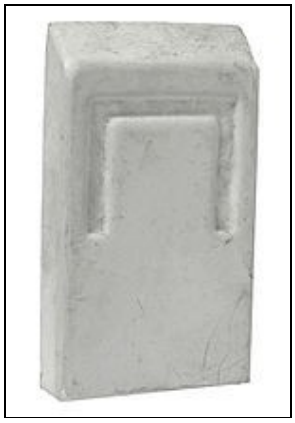
- Armor is painted matte or satin white.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- The front segments have a key/slot detail.
- Belt boxes are mounted at the hips.
- Codpiece and Posterior armor connect at the hips.
    - ♦ Butted seams are permitted at this connection if required.
- 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.

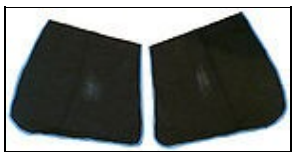
For level two certification (if applicable):

- 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.



Kama
For 501st approval:

- The Kama is made of a heavy black material, or heavy canvas.

- Kama has a blue-grey trim that matches the other accented armor pieces.
- The front edges of the kama line up with the outside edges of the front two panels of the belt.
- The bottom front corners of the Kama are rounded.
- The rear of the Kama is slightly longer than the front.
- The sides of the Kama extend to the top of the knee armor.
- The back of the Kama is split all the way up to the belt.
- Kama is weathered with lightly colored grey scuff marks.

Holsters
For 501st approval:

- Holsters are painted matte or satin white.
- Holsters connect to the belt via black colored straps.
- Holsters are 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.
- Much of the lower shins are painted with a blue-gray, jagged peak design of varying heights.
    - The center peak extends to the top edge of the Knee armor.
- The armor has a flat center triangle area, below the knee armor, with the single point facing downward.
- The calf detail of the armor has a ridge wrapping around the back of the leg.
- Outer seam of the shin is seamless.
    - Due to the shape of the armor, a butted seam is permitted on the inside or back of the leg.
- Weathering of blue-grey areas consists of various scuff marks and patches of color fading.

- Weathering of the white areas are shades of grey.

Boots
For 501st approval:

- Matte blue-grey, 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.

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.

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.

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- This CRL is available as a PDF at www.501st.com/databank/Costuming:CC_CW-animated_wolffe_s02

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