

COSTUME REFERENCE LIBRARY

Commander Wolffe (Season 3)



Model CC 6327, Photo by Pam DeWitt



Description: Commander Wolffe (Season 3)

Prefix: CC

Detachment: Clone Trooper Detachment

Context: The Clone Wars: Seasons 1-3

Commander Wolffe is the leader of the 104th Battalion's Wolfpack Squad. Shown here is his Phase I armor with alternate, color reversed helmet.

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 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.



Helmet

For 501st approval:

- Phase 1 style helmet.
- The majority of the helmet is painted blue-grey.
- On the front center of the dome is a downward facing red triangle.
- On each front quarter of the dome are 3 dark yellow, vertical hash marks.
- Wrapping around and covering much of the front, sides and dome of the helmet is a large, matte or satin white wolf head motif.
- A rangefinder stalk is mounted on the helmet's right side earpiece which includes a grey colored topper.
- The rear of the helmet is painted 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.



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-grey 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.
- The outside of each bicep is painted with a blue-gray, inverted 4 point design.
- Armor is seamless.
- 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.

- Elbow plate is integrated into the forearm, extending up to fit into the notch on the bicep.
- Weathering of blue-grey areas consists of various scuff marks and patches of color fading.
- Weathering of the white areas are shades of grey.



Hand Plates

For 501st approval:

- Armor is painted matte or satin blue-gray.
- 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 is 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 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 the back armor is painted blue-gray.
 - ◆ The bottom edge of this blue-grey 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 "O 11" details, similar to a standard Stormtrooper

- Back and Chest armor join together at the sides and shoulders with no open gap.
 - ◆ A seam line is present.
 - ◆ A butted seam line is acceptable, between the front and back armor pieces, if necessary.
- Shoulder straps are placed over the chest and back armor at the seams.
- Shoulder straps are painted 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.

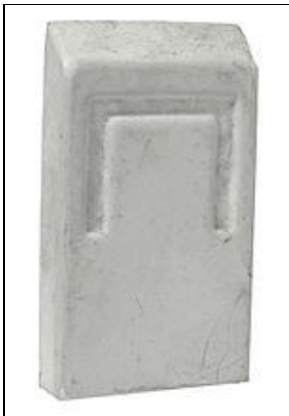


Posterior Armor, Belt rear and Detonator For 501st approval:

- 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.



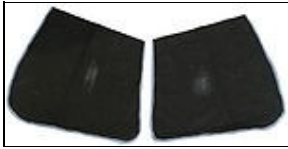
Thigh Armor For 501st approval:

- 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 armor is weathered with shades of grey.

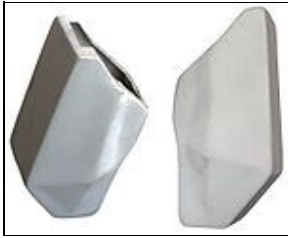
For level two certification (if applicable):

- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.

Kama For 501st approval:



- The kama is made of a heavy black material, or heavy canvas.
- The kama has 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 angles.
- The rear of the kama is slightly longer than the front.
- The sides of the kama extend to top of the knee armor.
- The back of the kama is split all the way up to the belt.
- Weathering consists of 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.
- Weathering of the white areas are shades of grey.



Lower Leg Armor

For 501st approval:

- Armor is painted with a base of matte or satin white.
- Much of the lower shins are painted with a blue-grey, jagged peak design of varying heights.
 - ◆ The center peak extends to the top edge of the knee section.
- Knee armor is integrated with the lower leg.
- The armor has a flat center triangle area, below the knee plate, with the single point facing downward.
- Outer seam of the leg is seamless.
 - ◆ Due to the shape of the armor, a butted seam is permitted on the inside or back of the shin.
- 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:

- The shoes are blue-grey in color, matching the other accented armor pieces.
- A detail strap is attached over the top of each boot.
- The ends of each strap have flat discs on either side of the foot.
- The boots have flat soles with a notched tread.

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_s03](http://www.501st.com/databank/Costuming:CC_CW-animated_wolffe_s03)

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