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Clone Commander Bly



Model **CC-9927**, Photo by **Thomas J Twohig II**



Description: Clone Commander Bly

Prefix: CC

Detachment: Clone Trooper Detachment

Context: Episode III: Revenge of the Sith

Bred on Kamino, CC-5052 was among the first generation of clone marshal commanders to be trained by the Advanced Recon Commando Alpha-17, who gave him the designation "Bly." A clone of Jango Fett, Bly was trained as an Advanced Recon Commando himself, giving him a more independent mindset and allowing him to think "outside the manual" when it came to the shifting of tactical situations. As a clone commander, it was Bly's job to act as an intermediary between the Jedi Generals and the regular clone troopers, although he was bred to be loyal to the Republic above all others. Bly was assigned to the 327th Star Corps, which fell under the command of Aylaa Secura.

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: Effective June 1 2012, the 501st will no longer be approving realistic interpretations of Clone Wars CG characters. The armor sculpt must match the character being recreated. See [this thread at clonetroopers.net](#) for the differences between the sculpts.

- **This CRL is a work in progress. This costume may be approved by GMLs, but additional research should be done until the CRL is complete.**
- **If you have this costume and would like to assist with this CRL, please contact your detachment leader!**
- **Please note that the use of the word "should" below does not indicate that a requirement is optional. All instances of should will be replaced with must as this guide is completed.**

Required Costume Components

The following costume components must be present and appear as described below for approval .



Helmet
For 501st approval:

- Episode 3 style Clone Helmet - Fanmade bucket. Some "name brand" helmets may be unacceptable.
- Visor - Black Visor.
- Helmet mohawk on dome.
- Vertical kill stripes on each side of helmet cheeks that are dark blue in color.
- Helmet frown is charcoal grey in color. Wire or plastic mesh is utilized inside the helmet to cover the open pieces of the frown.
- Primer grey stripe around back of dome.
- Ear caps are painted a dark grey.
 - ♦ Face, ears, and dome are white. Mohawk and remainder of the helmet are mustard yellow. There is a sandy brown stripe down the center of the helmet that ends at the nose of the helmet and squares off at the rear of the helmet.
- Binoc set mounted to the helmet.

For level two certification (if applicable):

- **Helmet has the appearance of a neck ring.**

For level three certification (if applicable):

- **Helmet has an enclosed complete neck ring that seals the helmet to the neck.**
- **Binoc set mounted to the helmet and the binocs can move up and down.**



Neck Seal
For 501st approval:

- Neck seal to be black in color with vertical ribbing or being smooth in appearance. No logos or labels are to be visible. If the seal is not incorporated as part of the undersuit, a balaclava or other similar covering is acceptable.

For level two certification (if applicable):

For level three certification (if applicable):



Under Suit For 501st approval:

- Black non-textured material, either one-piece or two-piece construction with no visible zippers or logos.

For level two certification (if applicable):

For level three certification (if applicable):



Shoulder Bells For 501st approval:

- Armor should be painted matte or satin white.
- Sandy Brown command stripe. Front part of the stripe is painted like any other command stripe. The rear part of the stripe should be placed in the center of the bell. This is a forward facing stripe.
- Shoulders should be tear drop in shape with all rounded edges.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder bells should not be symmetrical. The Shoulder bells should slightly curve back at the bottom of the shoulder.



Upper Arm Armor For 501st approval:

- Armor should be painted matte or satin white.
- Sandy brown stripe starts on the hard outside edge of the bicep and goes to the middle of the outside bicep. It is not the same as the EII command stripes.
- 2 smaller white ammo boxes are attached to the right bicep on a grey strap. One ammo box attached to the front and one attached to the outside pannel of the bicep.
- Should have a dimple on the lower area of the back of the arm. The outside of the bicep should have a hard line edge at the front that turns in. The inside of the upper arm should be rounded.

For level two certification (if applicable):

For level three certification (if applicable):

- Armor should be seamless. No visible traces of how the armor was assembled should be shown.



Elbow Armor For 501st approval:

- Armor should be painted matte or satin white.
- There are two elbows. On each elbow on the outside of the body near the connection point of the elbow strap there should be detail slots that look like an equal symbol on both elbow pieces.
- Both elbows have strapping. The straps should have a raised detail line at the top and bottom of the strap.

For level two certification (if applicable):

For level three certification (if applicable):

- Elbows should be mirror images of each other with a notched area on the outside of the elbow above the detail marks.



Forearm Armor

For 501st approval:

- Armor should be painted matte or satin white.
- Two inch sandy brown stripe on the top part of the forearm. On the right arm it would cover over the compad. The comp pad should be left white. This design should be matched on the left forearm. Acceptable options for the left arm would be to either add a second compad, in paint, leave an outline of a compad, or leave just the stripe.
- Both left and right forearms should be mirror images of each other.
- Right forearm should have a compad that has 8 small buttons, 1 Large main button, and 1 slightly smaller rectangular button.
- Forearm tops should have a flattened triangular area that have a ridge that comes to a point at the top of the forearm.

For level two certification (if applicable):

For level three certification (if applicable):

- Compad has detail antenna on its left.
- A second compad on the left forearm or a painted outline of a compad on the left forearm is acceptable
- Instead of a hard edge the top of the forearm has a bone ridge.
- Armor should be seamless. No visible traces of how the armor was assembled should be shown.



Hand Plates

For 501st approval:

- Armor should be painted matte or satin white.
- 2 inch sandy brown running center of the hand plate.
- Hand plates are mirror images of each other.
- Hand plates have a top curving ridge that come to a point over the index or middle finger just past the main knuckle of the hand.

For level two certification (if applicable):

For level three certification (if applicable):



Gloves

For 501st approval:

- Black over the wrist gloves made of leather, nylon, or other low pile fabrics. Gloves must not show any labels or logos once the armor is on and cover any exposed skin.

For level two certification (if applicable):

For level three certification (if applicable):



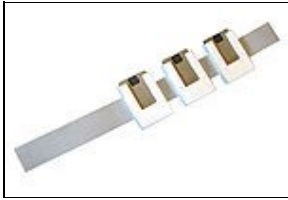
Command Pauldron

For 501st approval:

- Pauldron should be Episode III style.
- The mantle over the left shoulder should be colored in the command color burnt sienna.

- Right shoulder mantle should be all black. As well, the paneling on the remainder of the pauldron should be black too.
- On the right side of the Pauldron, a ammo belt is strung down to the belt.

For level two certification (if applicable):



Chest Ammo Belt
For level three certification (if applicable):
For 501st approval:

- 3 white ammo boxes attached to a grey strap on right side of chest.

For level two certification (if applicable):

For level three certification (if applicable):



Chest Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Sandy Brown command stripe approximately 2 inches wide marked center vertical from neck to upper return curve.
- Two detail slots on right breast.
- Chest and back plate should match together at the sides with no gap, just a seam line.
- Shoulder straps should be placed underneath the chest to connect to the back.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder straps should be slotted into the chest into the detail ridges of the top connection points.



Back Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Rear tank has detailed area that contains 4 circles. Under the circles at the left side of the back there should be two parallel lines and the the right of the back there should a be a squared detail.
- Chest and back plate should match together at the sides with no gap, just a seam line.
- Shoulder straps should be placed underneath the chest to connect to the back.

For level two certification (if applicable):

For level three certification (if applicable):

- Shoulder straps should be slotted into the Back into the detail ridges of the top connection points.
- Highly detailed resin insert should replace softer details.

Ab Armor
For 501st approval:

- Armor should be painted matte or satin white.



- Four 1/4" diameter holes per side on indents of ab plate, eight holes total.
- Ab section should wrap around the wearers body and be sealed at the sides or at the back.
- Ab section should be completely contained under the chest and back armor.

For level two certification (if applicable):

For level three certification (if applicable):

- Ab section should be seamless at the sides and close in the back. A detail plate should cover the seam line and hide all work.



Cod and Posterior Armor
For 501st approval:

- Armor should be painted matte or satin white.
- Cod and Posterior armor should connect at the hips.

For level two certification (if applicable):

For level three certification (if applicable):

- Hips should be connected via a snap with the correct detailed shape of the armor at the connection point.



Belt
For 501st approval:

- Armor should be painted matte or satin white.
- The front of the belt and front two belt boxes should be painted mustard yellow.
- Ammo Belt with boxes and detonator.
- Detonator is centered on the back of belt.
- 8 boxes total, 4 on each side of abdomen and attached to the belt.

For level two certification (if applicable):

For level three certification (if applicable):

- Belt Boxes should be notched and fitted flush with the details of the belt.
- Left Rear belt box should have two square buttons in the top left corner and an equal symbol detail at the bottom right.
- Right Rear belt box should have a bar with two small cylinders centered with an equal symbol detail on the bottom left.
- From the rear two belt boxes the belt should have a ribbed detailed appearance.



Kama
For 501st approval:

- Kama should be kakki or tea brown color. The Kama should not be lined with matching color fabric. The rear of the Kama has a split that denotes it as a two piece. Kama should start at the front belt boxes. Kama should be from a heavy material like canvas or a tight weave burlap. Kama should flow to the bottom of your knee armor. There are two straps from the kama that connect to a command buckle centered to the front of the belt.

For level two certification (if applicable):

For level three certification (if applicable):



Thigh Armor

For 501st approval:

- Thighs are painted mustard yellow. Starting at the leg triangles and moving vertically up a sandy brown stripe should be painted.
- Front of thigh armor should have a flat triangular area near the knee. From the top of the triangle a ridge line should go up the front of the thigh to the top.
- Rear of the thigh should have an indentation.

For level two certification (if applicable):

For level three certification (if applicable):

- Outside of lower portion of the thighs should come to a point and inner lower end should be rounded.
- Armor should be seamless. No visible traces of how the armor was assembled should be shown.



Knee Armor

For 501st approval:

- Armor should be painted matte or satin white.
- Knees should have a sandy brown stripe that starts at the top and runs vertically down to the bottom of the knee.
- Knees should wrap around the front of the leg. From top center a raised detail line should be present.
- Knees should be strapped to the leg via a white strap with a raised center area that wraps around the leg and connects on both sides of the knee.

For level two certification (if applicable):

For level three certification (if applicable):

- Center strap should be primer gray.
- Connection between the knee and the strapping should have a detail clip.



Lower Leg Armor

For 501st approval:

- Armor should be painted matte or satin white.
- Lower Legs are mirror images of each other. The front of the armor should have a triangular detail at the top of the leg and a hard ridge line down the front of the shin.
- Back of the lower legs should have an indentation just under the calf the follow down to the ankle.
- Calf can have an access area on the inside of the leg. The outside of the calf should be closed.

For level two certification (if applicable):

For level three certification (if applicable):

- Calves should be seamless and have 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 in armor. Boots must be lace-less and have flat soles. The boots have armor detail to include a natural seam at the toe and a strap that goes over the top of the foot with two protruding disks at each side of the strap. This strap should be painted sandy brown. Across the shoe just in front of detail strap another thin stripe painted sandy brown should also be placed on the boot. There should be no markings or labels from the shoe makers. The shoe soles should be gray.

For level two certification (if applicable):

For level three certification (if applicable):



Commander Holsters

For 501st approval:

- Hung from the belt and rest at the hip on each side.

For level two certification (if applicable):

For level three certification (if applicable):

Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present must meet the guidelines below.



DC-17 Hand Blaster

For 501st approval:

- Manufactured by BlasTech Industries, DC-17 pistols are carried in quick-release holsters. They are widely recognized for their unusually high stopping power and firing rate.

For level two certification (if applicable):

For level three certification (if applicable):



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.

- Blaster rifle may be scratch built out of plastic, wood, metal or cast in resin.
- Total length should be approximately 26" or 66 cm.
- Hyperfirms are allowed.
- Because of the scale, the Hasbro version is not allowed.

For level two certification (if applicable):

- Folding stock (does not need to function).
- A total of 12 radiator fins shall be present on the barrel.
- Spare igniter shall be present on both sides of barrel.
- Charge magazine shall be present on the right side.

For level three certification (if applicable):

- Charge magazine should be a metal to gun metal gray in color.
- Any bolts and screws should be a metal to gun metal gray in color.
- Parts of the spare igniter shall be copper in color.
- Should have some battle wear.



BlasTech DC-15A
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.

- Blaster rifle may be scratch built out of plastic, wood, metal or cast in resin.
- Total length should be approximately 55" or 139.7 cm
- Hyperfirms are allowed.
- Because of the scale, the Hasbro version is not allowed.

For level two certification (if applicable):

- A total of 10 radiator fins shall be present on the barrel.
- A power setting adjuster shall be present.
- The correct style of sniper scope shall be present.
- Charge magazine lock shall be present on the left side.
- Power setting adjuster, sniper scope and charge magazine lock shall be metal to gun metal gray in color.

For level three certification (if applicable):

- Sniper scope should be able to be removed from storage position (bottom of rifle) and be able to be attached to the top of the rifle.
- Parts of the spare igniter shall be copper in color
- Front optical sight should be able to flip to the up position. Any bolts and screws should be a metal to gun metal gray in color.
- Should have some battle wear.

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

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