COSTUME REFERENCE LIBRARY

Boost (Phase II)

Model **CT 49876**, Photo by **Tony C.**

Description: Boost (Phase II)
Prefix: TC
Detachment: Clone Trooper Detachment
Context: The Clone Wars, season 4

While serving with the Wolfpack Squad, Boost eventually altered his standard grey and white squad armor with customized markings.

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:

- Phase II animated style helmet.
  - Movie style helmets are not combined with animated armor.
- Helmet is painted matte or satin white.
- Fin on top of dome.
- A dark grey Wolfpack logo starts near the top of the dome and wraps around the lower portion of the helmet fin.
  - The helmet fin remains white.
- A dark grey 2" band curves up and out above the lens wrapping around the back of the helmet above the indented helmet band.
- Black eye lens extends down to the frown area.
- (6) inverted, single and double matte blue-grey peaks, painted under eye lens.
- Ear caps are dark grey.
- (6) vents on each side of helmet.
  - Vents may be painted black or grey, or cut out and filled with black mesh.
- A matte blue-grey indented helmet band around back of dome.
- Rear center of the helmet is painted dark grey.
  - This darker color travels up through the lighter indented helmet band, continuing at the same angles, until it meets the upper darker band.
- 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:

- Right shoulder armor is painted matte blue-grey.
    - ♦ Left shoulder armor is painted matte blue-grey with a white star-burst design starting as a diamond at the bottom and moving in an outward motion toward the top of the shoulder armor.
- Shoulders have 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:

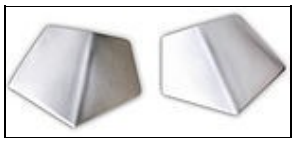
- Armor is painted matte or satin white.
- Outside half of armor is painted blue-grey.
- Armor is cylindrical with no rear indent.
- Armor is seamless.
    - ♦ No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey.

Forearm Armor
For 501st approval:

- Armor is painted matte or satin white.
- 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.
- Elbow plate is integrated into the forearm.
- Elbow area of forearm is painted blue-gray.
- 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 matte or satin white.
- Hand plates are mirror images of each other.
- 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.
- 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 matte or satin white.
- Top part of the chest is painted with a curved blue-gray section.
- 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 top 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 half of the back armor is painted with a blue-gray section, extending down to the bottom of the detail plate.
- Back armor has a detail plate consisting of 4 circles and 5 horizontal bars.
- 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 top 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.
- The abdomen armor joins at the rear and the join is covered by a center plate.
- Armor is weathered with shades of grey.

Codpiece
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 forwards, leaving 2 segments clear at the front.
- 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:

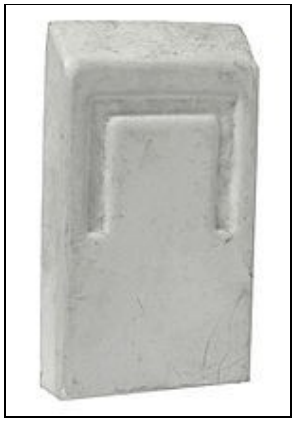
- Armor is painted matte or satin white.
- Belt is approx 3" tall and divided into segments.
- Cod and Posterior armor connect at the hips.
    - ♦ Butted seams are permitted at this connection if required.
- Detonator is centered on the back of belt with no control buttons.
    - ♦ The detonator has 2 lines set in approx 1/2" - 5/8" from the edges.
        - ◊ Lines may be recessed or painted on.
- The center of the detonator end caps are painted grey.
- 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.

Lower Leg Armor
For 501st approval:

- Armor is painted matte or satin white.
- Lower shins are painted with a blue-gray paint scheme.
- Knee area is painted matte or satin white.
- The front of the armor has a triangular detail just below the knee and a hard ridge line down the front of the shin.
- Back of the lower legs have an indentation just under the calf that extends down to the ankle.
- The outside of the calf 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):

- Armor is 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 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-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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This CRL is available as a PDF at www.501st.com/databank/Costuming:CT_-_Boost_Phase_2

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