

COSTUME REFERENCE LIBRARY

Kix (Phase II)



Model **none**, Photo by **none**



Description: Kix (Phase II)

Prefix: CT

Detachment: Clone Trooper Detachment

Context: The Clone Wars: Season 4

Kix serves as a trained medic with Torrent Company of the Grand Army of the Republic. Due to extreme dedication of the treatment of wounded soldiers Kix has developed a freelance personality, often delivering orders in emergency medical situations, regardless of the higher officer ranks that may be present at the time.

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 CRL is a work in progress.**
- This costume may be approved by GMLs, but until the library entry is complete, it is suggested that this character first be submitted to the appropriate DL/GML peer review section of the legion forum.
- **If you have this costume and would like to assist with the completion of this library entry, please contact your detachment leader.**
- **Please note that the use of the word "should" below does not indicate that the armor piece is considered open to interpretation. All instances of "should be" and "should have" will be replaced with "is" and "has", as this guide is completed.**

Required Costume Components

The following costume components are present and appear as described below.



Helmet
For 501st approval:

- Armor is painted matte white or satin white.
- The top fin of the helmet is painted blue.
- The helmet eye lens and nose area are outlined in blue.
- The blue color extends beyond each side of the eye lens and covers the entire section between the lens and the ear piece.
- The blue line across the top of the lens extends slightly further and ends mid way over the ear piece.
- The rectangle ear caps are painted grey.
- The teeth are painted dark grey.
- 6 vents on each side of helmet.
 - ◆ Vents may be painted black or grey, or cut out and filled with black mesh.
- The rear of the helmet has an indented band that is also painted blue.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of 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:

- Armor is painted matte or satin white.
- Left shoulder only:
 - ◆ A red painted combat medic symbol.
- Shoulders have all rounded edges.
- Shoulder armor is not symmetrical.
 - ◆ The shoulders slightly curve back at the bottom.
- Weathering of red areas includes lightly applied scuff marks and fading.
- Weathering of white areas are shades of grey.



Upper Arm Armor For 501st approval:

- Armor is painted matte or satin white.
- Each bicep is blue on the inside of the arm and white on the outside.
 - ◆ The blue color curves as it slopes down from the backside, then wraps around the front of the armor piece, in the form of a thin line near the bottom.
- Armor is cylindrical with no rear indent.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Elbow Armor For 501st approval:

- Armor is painted blue.
- The armor piece is flat across the top and has a lower extension, shaped to fit the cut out area of the forearm armor.
- Weathering of blue areas includes various scuff marks and fading.



Forearm Armor For 501st approval:

- Armor is painted matte or satin white.
- Most of the forearm, from the top downward, is painted blue.
- A white section remains around the wrist area.
- The blue color on the inside of the piece comes to a center point.
- The blue color then curves as it slopes upward from the backside.
 - ◆ This forms a white area on the front of the piece, that is the same as the white area on the bicep armor, only it faces the opposite direction.
- Right forearm has a compad with 6 raised buttons, with 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.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of 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 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.
- Much of the chest armor is covered with a blue "A-frame" shape which curves back on itself between the pectoral line and the lower edge of the armor piece.

- Equally distant from the center of the chest are two white vertical lines which divide the design into three sections.
 - ◆ The lowest portion of this A-frame design carries onto the abdomen armor.
 - ◆ See: "Abdomen Armor" section for explanation.
- Over each rib area are additional painted blue sections, with the lowest portion of the blue color extending slightly farther toward the middle of the armor piece than the remainder of the section.
 - ◆ This blue pattern then continues onto the back armor.
 - ◆ See: "Back Armor" section for explanation.
- Shoulder straps are white.
- Lower portion of the chest is shaped to match the abdomen armor.
- Chest and back armor match together at the sides with no open gap.
 - ◆ There is a butted seam line present between the front and back pieces.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Back Armor
For 501st approval:

- Armor is painted matte or satin white.
- The previously described blue color which extends from the lower front rib area, now continues onto the back armor.
 - ◆ This color curves down and back up again as it travels toward the back.
 - ◆ Just before reaching the back square section of the armor, the color angles backward and forward again creating a separate peak, before finally ending at a single point, just above the middle of the square center section.
 - ◆ The very bottom of this blue color continues across the bottom edge of the back armor and connects both the left and right areas together.
- Back armor has a detail plate consisting of 4 circles and 5 horizontal bars.
- Chest and back plate match together at the sides with no open gap.
 - ◆ There is a butted seam line present between the front and back pieces.
- Shoulder straps are white.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Medic Backpack
For 501st approval:

- Standard issue Republic Military backpack with heavy cloth or canvas cover.
- Backpack is painted matte or satin white.
- The cog symbol of the Galactic Republic is located on the center rear of the backpack.
- Backpack is weathered with shades of grey.



Abdomen Armor For 501st approval:

- Armor is painted matte or satin white.
- Near the top of the abdomen is the continuation of the previously described "A-Frame" design which is painted on the chest armor.
 - ◆ This is in the form of two downward facing peaks which are equally distant from the center of the armor.
- Top top section of the armor piece is shaped 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.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are 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 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.
- Center of each round detonator end cap is painted grey.
- Armor is weathered with shades of grey.

For level two certification (if applicable):

- Detonator lines are recessed.

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.
- Right leg only:
 - ◆ Painted around the upper portion of the right leg is a wide blue band.
 - ◆ This band is tall enough that it covers half the entire piece, on the inside of the leg.
 - ◆ This band has a downward angle as it travels to the outside of the leg and stops just short of the bottom edge, leaving a white area between it and the bottom edge of the armor.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Lower Leg Armor
For 501st approval:

- Armor is painted matte or satin white.
- Knee armor is integrated with the lower leg.
- 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.

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- [This CRL is available as a PDF](http://www.501st.com/databank/Costuming:CT_-_Kix_phase_2) at www.501st.com/databank/Costuming:CT_-_Kix_phase_2

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