

COSTUME REFERENCE LIBRARY

ARF Trooper (Camo Deco)



Model CX 5357, Photo by **Ashley B.**



Description: ARF Trooper (Camo Deco)

Prefix: CX

Detachment: Clone Trooper Detachment

Context: The Clone Wars theatrical release.

These troopers are often tasked with scouting out the enemy position on the battlefield. Stealthy and well-trained, recon troopers' duties differ from that of the standard Commandos or Advanced Recon Commando as their focus is on gathering information about the enemy or carrying out surprise attacks. Some ARF troopers are deployed with a camouflage paint scheme to help blend with the surrounding environment.

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 I ARF style helmet.
- Armor is painted with a Digital Camouflage pattern in various shades of grey.
- A visor is attached to the helmet just over the eye lens and surrounds the entire helmet just below the dome.
- The visor is painted grey.
- Black eye lens.
- 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:

- Armor is painted matte or satin white.
- Shoulder have a Digital Camouflage pattern painted in various shades of grey. *Shoulders are padded so as not to sit flat against the arms.
 - ◆ The top of the bell sits 3/4" - 1" above the natural shoulder.
- Armor is weathered with shades of grey.



Upper Arm Armor
For 501st approval:

- Armor is painted matte or satin white.
- Upper Arm Armor has a Digital Camouflage pattern painted in various shades of grey.
- Upper Arm 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.
- Armor is weathered with shades of grey.



Forearm Armor
For 501st approval:

- Armor is painted matte or satin white.
- Left forearm has a compad with (4) main square recessed areas and (1) slightly smaller square recessed area.
 - ◆ The smaller recess is closest to the elbow.
- Armor has a Digital Camouflage pattern painted in various shades of grey.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey.



Hand Plates
For 501st approval:

- Armor is painted matte or satin white.
- Armor has a Digital Camouflage pattern painted in various shades of grey.
- 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.
- 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 must be painted matte or satin white. If weathered, the weathering should be shades of grey.
- Chest Armor must have a Digital Camouflage pattern painted in various shades of grey all over. Consult reference images for more detail.
- Lower portion of the chest has a curved notch for the abdomen armor to fit into.
- Chest and back plate must match together at the sides and shoulders with no gap. Butted seam lines are permitted if required.
- Shoulder straps must be placed over the chest and back armor at the seams and painted with the same Digital Camouflage pattern as the rest of the chest.
- Armor is weathered with shades of grey.



Back Armor
For 501st approval:

- Armor must be painted matte or satin white.
- Back Armor must have a Digital Camouflage pattern painted in various shades of grey all over. Consult reference images for more detail.
- Rear tank has detailed area that contains a O11 pattern similar to a stormtrooper.
- Shoulder straps should be placed over the chest and back armor at the seams and painted with the same Digital Camouflage pattern as the rest of the chest.
- Armor is weathered with shades of grey.



Abdomen Armor
For 501st approval:

- Armor is painted matte or satin white.
- Armor has a Digital Camouflage pattern painted in various shades of grey.
- Top edge of the armor is curved to match the chest.
- The Abdomen Armor protrudes out in the middle to match the chest.
- (4) inset lines divide the abdomen into segments.
- A butted seam between abdomen and and Kidney Armor is acceptable.
- Armor is weathered with shades of grey.



Kidney Armor
For 501st approval:

- Armor is painted matte or satin white.
- Armor has a Digital Camouflage pattern painted in various shades of grey.
- A butted seam between Kidney Armor and abdomen is acceptable.
- Armor is weathered with shades of grey.



Codpiece and Belt front
For 501st approval:

- Armor is painted matte or satin white.
- Armor has a Digital Camouflage pattern painted in various shades of grey.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- The front segments have a key/slot detail.
- Belt is painted grey.
- 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.
- Armor has a Digital Camouflage pattern painted in various shades of grey.
- 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.
- Belt and Detonator are painted grey.
- 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 grey.
- 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.
- Armor has a Digital Camouflage pattern painted in various shades of grey.
- 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.
- Armor is seamless.
 - ◆ No visible traces of how the armor was assembled are shown.
- Armor is weathered with shades of grey.



Lower Leg Armor

For 501st approval:

- Armor is painted matte or satin white.
- Lower Leg Armor has a Digital Camouflage pattern painted in various shades of grey.
- The armor has a flat center triangle below the knee plate, with the single point facing downward.
- The calf detail of the armor has a ridge wrapping around the back of the leg.
- Due to the shape of the armor, a butted seam is permitted on the inside or back of the shin.
- Armor is weathered with shades of grey.



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.

- Boots have a Digital Camouflage pattern painted in various shades of grey.
- Boots are weathered with shades of grey.

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.



Z-6 Rotary Blaster Cannon (Minigun)

For 501st approval:

Manufactured by Merr-Sonn Munitions, Inc, the Z-6 Cannon incorporates a rotary assembly of six barrels, wrapped around a coolant-lined core, providing a tremendous sustained rate of fire. Because it is large and can become unwieldy, the Z-6 is reserved for special-issue deployment and requires training to use effectively.

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

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