

# COSTUME REFERENCE LIBRARY

## Republic Commando: Fi



Model RC 18015, Photo by Chris S.



**Description:** Republic Commando: Fi

**Prefix:** RC

**Detachment:** Clone Trooper Detachment

**Context:** Star Wars: Republic Commando Game and Novels

Republic Commandos are uniquely trained to work in groups as one. The lone survivor of Teroch Squad from the battle of Geonosis, Fi is the sniper of the newly formed Omega Squad.

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:

- Katarn-Class Commando Clone Armor Helmet matching armor color.
- Helmet base color is flat black.
- Helmet is weathered and has blaster and/or scratch marks.
- Blue Mirrored eye lens.
  - ◆ Optional: May also use black eye lens as long as blue illuminated glow reflects from lens lighting.
- Spotlight holder on right ear circle of helmet with white LED bulb.
- Blue lighting for visor illumination installed along upper edge of visor and partially concealed behind helmet edge (Preferably EL Wire, LED and Acrylic Rod also acceptable).
- Two front Aerators painted flat black with gray in recess behind greebie.
- Chin communication greebie detail piece painted flat black with gray in recess behind greebie.
- Black mouth frown.
- Black band across back of helmet above the gray band.
- Gray band across back of helmet below the black band.
- Gray ventilation louvers that run vertically down the center of helmet back. \*Backing material may be cut out, but must be covered with black mesh screen.
- Side vents under ear column are painted to match helmet with backing material painted black. Backing material may be cut out for ventilation, but should be covered with black mesh screen.
- Cheek vents may be cut out but should be backed with black mesh screen or speakers.

For level two certification (if applicable):

Detail groove lines are weathered with gray to bring out groove lines.



Neckseal  
For 501st approval:

- Black vynl or leather type material
- 6 Sunken Trapezoidal pattern in front of bib
- 3 Raised Trapezoids on shouders of bib
- 4 or 5 neck ribs approximately 1/2" wide each.

Shoulder Armor  
For 501st approval:



- Katarn-Class Commando Clone shoulder bells are rounded on neck and bicep ends with raised center and imbedded buckle detail.
- Shoulder bells are flat black.
- Bells are weathered and have blaster and/or scratch marks.
- Recessed rectangle areas are gray.
- Buckle is Black.
- Detail groove lines are weathered with gray to bring out groove lines.
- Right shoulder bell will have attachment with 4 columns of blue staggered light.
- Legs of attachment will wrap to match bell and be black
- Body of attachment will be Grey.

For level two certification (if applicable):

- ◆ 4 Windows will light up blue on shoulder attachment.



Upper Arm Armor  
For 501st approval:

- Katarn-Class Commando Clone Biceps are flat black.
- Indented emblem is flat black.
- Biceps are weathered and have blaster and/or scratch marks.
- Biceps are seamless.



Elbow Armor  
For 501st approval:

- Katarn-Class Commando Clone Elbows are flat black.
- Elbows are weathered and have blaster and/or scratch marks.
- Elbow are attached or hinged to Forearm.
- Connecting strap attaches to Elbow sides and wraps over the arm.
- Connecting strap is black elastic.



Forearm Armor  
For 501st approval:

- Katarn-Class Commando Clone Forearms with raised resin detail on top and curving indented designs on sides. Side with double curved indents goes on outside of Forearm.
- Forearms are flat black.
- Forearms are weathered and have blaster and/or scratch marks.
- Forearms are seamless.
- Forearms have attached or hinged Elbows.



### Hand Plates

For 501st approval:

- Katarn-Class Commando Clone Handplates have elevated 'Y' or 'T' shape on left hand plate with edge indentation, and elevated horizontal bar on top of right hand plate.
- Hand plates are flat black.
- Hand plates are weathered and have blaster and/or scratch marks.

For level two certification (if applicable):

- Vibroblade attachment on left hand.



### Gloves

For 501st approval:

- Black gauntlet length gloves made of leather, nylon, or other low pile fabrics.
- Gloves have imbedded armor padding along fingers and back of hand.
- Gloves do not show any labels or logos once armor is attached.



### Chest Armor

For 501st approval:

- Katarn-Class Commando Clone Chest Armor has a 'V' shape front with elevated chest area.
- Chest is flat black.
- Chest is weathered and has blaster and/or scratch marks.
- Chest and back plate should match together at the sides with no gap, just a seam line.



### Back Armor

For 501st approval:

- Katarn-Class Commando Clone Back Armor is flat on back and lines up with Backpack. Back detail is authorized, but must have exterior edge that lines up with Backpack.
- Back is flat black.
- Back is weathered and has blaster and/or scratch marks.
- Chest and back plate match together at the sides with no gap, just a seam line.
- Raised area on numberplate is grey.

### Backpack

For 501st approval:

- Katarn-Class Commando Clone Backpack with 2 digit illuminated translucent ID number (15) with upper graphic detail and two handles mounted on bottom.
- Backpack is flat black.
- Backpack is weathered and has blaster and/or scratch marks.



- Backpack attaches to Back armor without visible hardware.
- Backpack may be removable, but must have a finished look matching the Back armor.
- Backpack construction shall have no visible seams.
- Raised area on numberplate is gray.
- Circle to the right of numberplate is gray.



Abdomen Armor  
For 501st approval:

- Katarn-Class Commando Clone Abdominal Armor is solid and a piece with surface 3-D details and a permanent belt box waist on the sides.
- Abdominal armor is flat black.
- Armor is weathered with blaster marks and/or scratches.
- Abdominal armor may overlap Posterior armor along sides, but should be as seamless as possible.



Posterior Armor  
For 501st approval:

- Katarn-Class Commando Clone Posterior Armor is a solid butt and back piece with protruding rectangle and angled edge butt detail. Permanent belt box waist aligns with Abdominal armor.
- Posterior armor is flat black.
- Posterior is weathered with blaster marks and/or scratches.



Thigh Armor  
For 501st approval:

- Katarn-Class Commando Clone Thigh armor that is similar but with slight differences to regular clone armor with arching indent in back and raised ridge in front.
- Thighs are flat black.
- Thighs are weathered with blaster and/or scratch marks.
- Thighs are seamless.
- Base color is flat black.

Knee and Lower Leg Armor  
For 501st approval:

- Katarn-Class Commando Clone Knees and Shins. Shins are rounded at the calf and have a flat front. Knees have a rounded shield pattern with two vertical indents running from top to lower half.
- Knees and Shins are flat black.
- Knees and Shins are weathered with blaster and/or scratch marks.



- Shins are constructed with hidden closures or seamless if possible. Front or inside leg seams are acceptable. Front seam may be overlapped with indented edge to provide appearance of seamless edge.
- Knees are attached or hinged to top of shin and designed to look as if floating in front of the knee. Angle of knee should follow alignment of front Shin surface.
- Leg attachment will be on right leg
- Attachment will have 3 bullet shaped pieces each each half
- Attachment will be lit up with blue LED or other blue lighting technique \*Two black straps will be affixed around the leg to "hold" the attachment on. Construction is usually done with post screws through the leg and attachment.



### Boots

For 501st approval:

- Katarn-Class Commando Clone Boots are more rugged than regular clone boots with thicker multi-terrain multi-environment sole, and has front armor shield and strapping.
- Boots are black vinyl or leather material that covers the ankle area with no visible undersuit.
- Boots have flat soles and no visible laces. Some visible tread on side and arch is ok.
- Front boot armor detail is similar to standard clone boot and runs up to boot buckle detail.
- Front boot shield wrap covering connects at boot buckle and wraps over top of boot. Sides connect with protruding discs at each ankle.
- There should be no markings or labels from the shoe makers.

For level two certification (if applicable):

- Boot sole is black or dark gray.
- Boot sole has game accurate multi-terrain matching sole.

For level three certification (if applicable):

- Back heel box connects to front boot covering shield wrap at the circular disc.

## Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present appear as described below.



### DC-17M with Sniper Attachment

For 501st approval:

Manufactured by BlasTech Industries, the DC17m Interchangeable Weapon System is shown here with the Sniper attachment.

- Trapezoidal flash suppressor
- Two round lenses affixed to top rail.
- Sniper magazine with blue round showing through the top.
- DC17m is weathered.

For level two certification (if applicable):

- Blue lighted 3 digit numeric display counter.

- Blue LED power on light bar on top edge.

For level three certification (if applicable):

- Game accurate sound effects.

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