

COSTUME REFERENCE LIBRARY

Republic Commando: Sev



Model **Aaron Combs**, Photo by **Michelle Desgranges** and **Michael Arnold**



Description: Republic Commando: Sev

Prefix: RC

Detachment: Clone Trooper Detachment

Context: Star Wars: Republic Commando Game and Novels

Republic Commandos were uniquely trained to work in groups as one. Known for his morbid sense of humor and a hatred of Geonosians, Sev, Delta's Sniper and Ambush expert, is an efficient killer and loyal soldier.

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.



Sev Helmet

For 501st approval:

- Katarn-Class Commando Armor Helmet matching armor color.
 - ◆ Helmet base color is matte white.
 - ◆ Bloody hand print running from right chin to left forehead with finger smears on top. Blood splatter and smears spread out and around hand print.
 - ◆ Helmet is weathered.
- Blue Mirrored Visor. May also use black visor as long as blue illuminated glow reflects from visor lighting.
- Spotlight holder on right ear circle of helmet with LED bulb.
- Blue lighting for visor illumination installed along upper edge of visor and concealed behind helmet edge (Preferably EL Wire, LED and Acrylic Rod also acceptable).
- Two front Aerators painted black or dark gray.
- Chin communication greeble detail piece painted black or dark gray.
- 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.

For level two certification (if applicable):

- Detail groove lines are weathered to bring out groove lines.



Neckseal

For 501st approval:

- Neck Seal is made of black vinyl or leather type material.
- 4-5 horizontal neck ribs that may range in size from 1/4 inch to 1/2 inch thick.
- Bib covers the entire area within the neckline of the chest/back armor, and includes trapezoidal detail shapes. Shapes can be done with or without 3-dimensional features.
- Neck ribs connect to bib.

For level two certification (if applicable):

- Bib cover shapes are 3-dimensional and include 6 front elongated trapezoids and 3 raised shoulder trapezoids.

Shoulder Armor

For 501st approval:



- Katarn-Class Commando shoulder bells are rounded on neck and bicep ends with raised center and imbedded buckle detail.
- Shoulder bells are matte white.
- Blue denim textured color runs along both front and back sides of Shoulders.
- Sniper attachment on right Shoulder has a curved panel with four imbedded columns.
 - ◆ Attachment is grey.
 - ◆ Columns are staggered heights with frosted plexiglass panels at top end.
 - ◆ Black wide straps wrap around the center of the Shoulder on each of the four sides.
- Bells are weathered.
- Recessed rectangle areas and imbedded buckle detail are grey.

For level two certification (if applicable):

- Groove lines are weathered to bring out groove lines.
- Column plexiglass panels are illuminated blue.



Upper Arm Armor
For 501st approval:

- Katarn-Class Commando Biceps are matte white.
- Blood smears and streaks across Biceps.
- Biceps are weathered.
- Biceps are seamless.

For level two certification (if applicable):

- Side shield indented emblems are black



Elbow Armor
For 501st approval:

- Katarn-Class Commando Elbows are matte white.
- Elbows are weathered.
- Elbow are attached or hinged to Forearm.
- Connecting strap attaches to Elbow sides and wraps over the arm.
**Strapless is ok.

Forearm Armor
For 501st approval:

- Katarn-Class Commando 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 matte white.
- Blood red covers the top front of the Forearms, starting from the under side of the wrist and running diagonally to the top back portion of the Forearm.
- Forearms are weathered.
- Forearms are seamless.
- Forearms have attached or hinged Elbows.



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.



Hand Plates

For 501st approval:

- Katarn-Class Commando Hand plates 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 blood red.
- Hand plates are weathered.



For level two certification (if applicable):

- Vibro-blade attachment on left hand.



Chest Armor

For 501st approval:

- Katarn-Class Commando Chest Armor has a ?V? shape front with elevated chest area.
- Chest is matte white base color with gray covering most of the Chest except upper portion of shoulder straps.
- Blood red finger smears and splatter run down the center of the Chest.

- Chest is weathered.



Back Armor

For 501st approval:

- Katarn-Class Commando Back Armor is flat on back and lines up with Backpack. Back detail is ok, but must have exterior edge that lines up with Backpack.
- Back is matte white base color.
- Denim blue textured color across lower back.
- Blood splatter across right kidney area.
- Back is weathered.
- Chest and back plate match together at the sides with no gap, just a seam line.



Backpack

For 501st approval:

- ♦ Katarn-Class Commando Backpack with 2 digit illuminated translucent ID number (07) with upper graphic detail and two handles mounted on bottom.
- Backpack is matte white base color.
- Center box area with illuminated number is gray. Color angles outward on top of Backpack, and also covers the shelf area in front of the center box.
- Denim blue textured color covers lower back portion of Backpack next to kidneys.
- Blood splatter and smears cover most of lower half, and hand print with smears on top and center area.
- Backpack is weathered.
- 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
- ID number frame and extruding circle detail are grey.



Abdomen Armor

For 501st approval:

- Katarn-Class Commando Abdominal Armor is solid cod and ab piece with surface 3-D details and a permanent belt box waist on the sides.
- Abdominal armor is matte white.
- Blue denim textured color on the upper portion of the abs.
- Blood red splatter on hip.
- Armor is weathered. Scratches are ok.
- Abdominal armor may overlap Posterior armor along sides, but should be as seamless as possible.

Posterior Armor

For 501st approval:

- Katarn-Class Commando 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 matte white, with gray back and butt plate.
- Blood red smear and spatter cover most of butt plate and parts of back and sides.
- Posterior armor is weathered and may include various scratch marks.



Thigh Armor For 501st approval:

- Katarn-Class Commando Thigh armor that is similar but with slight differences to regular Republic armor with arching indent in back and raised ridge in front.
- Thighs are matte white.
- Blood red streaks and smears horizontally cross the outside surface of the Thighs.
- Thigh armor is weathered and may include various scratch marks.
- Thighs are seamless.



Knee and Lower Leg Armor For 501st approval:

- Katarn-Class Commando 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.
- Shins are matte white.
- Blood red streaks down the Knees and covers most of the Shins.
- Sniper leg panel attachment on right leg.
 - ◆ Panel is vertically oriented with a box frame at the top and bottom end.
 - ◆ Three bullet charges are in each box frame oriented horizontally with the frosted plexiglas ends on the right.
 - ◆ Panel attachment and bullet bases are gray.
 - ◆ Two black straps wrap horizontally around the right Shin to secure the panel.
- Knees and Shins are weathered. Scratch marks are ok.
- Shins are constructed with hidden closures or seamless if possible. Rear or inside leg seams are acceptable. Front seam may also 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.

For level two certification (if applicable):

- Bullet plexiglass ends are illuminated blue.



Boots

For 501st approval:

- Katarn-Class Commando Boots are more rugged than regular Republic boots with thicker multi-terrain multi-environment sole, and has front armor shield and strapping.
- Boots are white vinyl or leather material that covers the ankle area with no visible under suit.
- Blood red covers both Boots.
- 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 Republic 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 are no markings or labels from the shoe maker.

For level two certification (if applicable):

- Boot sole is black or dark grey.
- 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.



DC17m Interchangeable Weapon System

For 501st approval:

Manufactured by BlasTech Industries, the DC17m weapon system may be reconfigured into a standard blaster assault rifle, a compact sniper rifle, or an anti-armor grenade launcher, depending upon the needs of the user.

- Base weapon has bulky design similar to the in-game characteristics.
 - ◆ Has trigger handle.
 - ◆ Elongated stock located under front compartment.
 - ◆ Back angled cover with louvered design
 - ◆ Ammo clip slot on left center compartment.
 - ◆ Shield flap on left above trigger handle.
 - ◆ Multiple sights on top edge.
- Sniper Rifle attachment.
 - ◆ Including two round Sniper lenses affixed to top rail.
 - ◆ Including Sniper ammo clip with ammo cartridge indicators.
- DC17m is weathered.

For level two certification (if applicable):

- Blue lighted 3 digit numeric display counter.
- Blue LED light bars on ammo clip.

- Blue LED power on light bar on top edge.

For level three certification (if applicable):

- Blue LED barrel light activated with trigger.
- Game accurate sound effects.
- Display countdown when firing coincides with diminishing ammo clip light.

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

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