COSTUME REFERENCE LIBRARY

41st Elite Corps (Green Company)

Model **TC 7602**, Photo by **Brian A.**

Description: 41st Elite Corps (Green Company)
Prefix: TC
Detachment: Clone Trooper Detachment
Context: The Clone Wars, seasons 1-3

Green Company is a division of the 41st Elite Corps of the Grand Army of the Republic. Although Green Company takes direct orders from the assigned Green Leader, their missions are directed by, and they are under the supervision of Commander Gree.

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:

- Clone Wars Phase I helmet.
- Helmet is painted matte or satin white.
- Narrow fin on top of dome.
- A green stripe covers the top of the fin (sides remain white).
- Black eye lens extends down through the entire frown area.
- A narrow green stripe wraps around the eye lens.
- A green stripe extends from bottom of frown to top of chin vocoder.
    - Stripe slightly tapers inward as it travels down.
- Raised bump at each ear, 1" - 1.25" in diameter.
- 4 Vents on each side of helmet.
    - Vents may be painted black or grey, or cut out and filled with black mesh.
- Primer grey stripe around back of dome.
- Raised white circle at the back of the helmet.
- Rectangular indent at the back center of the helmet may be primer grey or heavily weathered white.
- 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.
- Armor has a vertical green center stripe.
- Shoulders are padded so as not to rest 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.
- Armor has a green stripe down the center that lines up with the shoulder.
- 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.
- Armor has a green stripe down the center.
- 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.
        - ◊ Optional: Compad is most often on left arm, but may be located on right forearm instead.
- 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, extending up to fit into the notch on the bicep.
- Elbow plate is painted green on the outer half, white on the inner (relative to the wearer's torso).
- 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 green.
- 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:

- Animated Phase I Chest Armor.
- Armor is painted matte or satin white.
- Lower portion of the chest has a curved notch for the abdomen armor to fit into.
- Chest and Back Armor match together at the sides and shoulders with no open gap.
    - A seam line is present.
- Shoulder straps are placed over the chest and back armor at the seams.
- Armor is weathered with shades of grey.

Back Armor
For 501st approval:

- Animated Phase I Back Armor.
- Armor is painted matte or satin white.
- Rear center of back armor has detailed area that contains a O11 pattern.
- Shoulder straps are placed over the Back and Chest armor at the seams.
- Armor is weathered with shades of grey.

Abdomen Armor
For 501st approval:

- Animated Phase I Abdomen Armor.
- Armor is painted matte or satin white.
- Top edge of the armor is curved to match the chest.
- Abdomen armor protrudes out in the middle to match the shape of the chest.
- (4) inset lines divide the abdomen armor into segments.
- Abdomen and Kidney armor connect at the sides with no open gap.
    - A butted seam between abdomen and kidney armor is acceptable.
- Armor is weathered with shades of grey.

Kidney Armor
For 501st approval:

- Armor is painted matte or satin white.
- Kidney and abdomen armor connect at the sides with no open gap.
    - A butted seam between the kidney and abdomen armor is acceptable.
- Armor is weathered with shades of grey.

Codpiece and Belt front
For 501st approval:

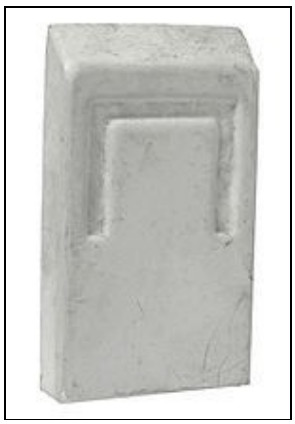
- Armor is painted matte or satin white.
- Belt is approx 3" tall and divided into 1.75" wide segments.
- The front segments have a key/slot detail.
- Belt boxes are mounted at the hips.
- Codpiece and Posterior armor connect at the hips.
    - Butted seams are permitted at this connection if required.
- 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 1.75" wide segments.
- Posterior armor and Codpiece connect at the hips.
    - ♦ Butted seams are permitted at this connection if required.
- 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 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.
- 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.
- Knee armor is integrated with the lower leg.
- 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 leg.
- 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.

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:TC_CW-animated_41st

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