

# COSTUME REFERENCE LIBRARY

## Sinker (Scarlet Armor)



Model **MODEL NAME**, Photo by **PHOTOGRAPHER NAME**



**Description:** Sinker (Scarlet Armor)

**Prefix:** TC

**Detachment:** Clone Trooper Detachment

**Context:** The Clone Wars, seasons 1-3

Sinker serves in the Grand Army of the Republic as a Sergeant and member of the Wolfpack. Shown here is Sinker's earlier Scarlet accented armor.

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:

- Phase I animated style helmet.
  - ◆ Movie style helmets are not combined with animated armor.
- Helmet is painted matte or satin white.
- Narrow fin on top of dome.
- A black Wolfpack logo starts near the top of the dome and wraps around the lower portion of the helmet fin.
  - ◆ The helmet fin remains white.
- A dark scarlet 2" band curves up and out above the lens wrapping around the back of the helmet above the indented helmet band.
- Black visor extends down through the entire frown area.
- Dark scarlet stripes run down the sides of the chin below the frown to the neck.
  - ◆ These stripes start just below the frown with a curved top.
- 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.
- The center rear of the helmet is painted with a wide vertical scarlet rectangle.
  - ◆ This rectangle extends from the upper scarlet band to the top of the helmet collar.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are 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:

- Right shoulder armor is painted dark scarlet.
- Left shoulder armor is painted dark scarlet with a white star burst design starting as a diamond at the bottom and moving in an outward motion toward the top of the shoulder armor.
- 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.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are weathered with shades of grey.



Upper Arm Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Outside half of armor is painted dark scarlet.
- 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.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are weathered with shades of grey.

Forearm Armor  
For 501st approval:

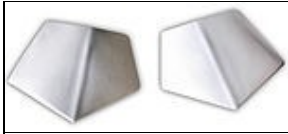
- Armor is painted matte or satin white.
- Left forearm has a compad with 4 main square recessed areas and 1 slightly smaller square recessed area.
  - ◆ The smaller recess is closest to the elbow.
- Armor is seamless on the outside edge.



- ◆ 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 dark scarlet on the top tip that fits into the bicep and is mirrored downward on the forearm.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are 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 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.
- Upper portion of the chest armor is painted with a dark scarlet arched area with a white gap in the center lower collar.
  - ◆ The dark scarlet color continues over the shoulders to the back and squares off covering only the detail plate and its sides.
- Shoulder straps are placed over the chest and back armor at the seams.
  - ◆ Shoulder straps are painted scarlet.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are weathered with shades of grey.

Back Armor

For 501st approval:



- Armor is painted matte or satin white.
- Top half of the back armor is painted with a section section, extending down to the bottom of the detail plate.
- Shoulder straps are placed over the chest and back armor at the seams.
  - ◆ Shoulder straps are painted scarlet.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are 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.



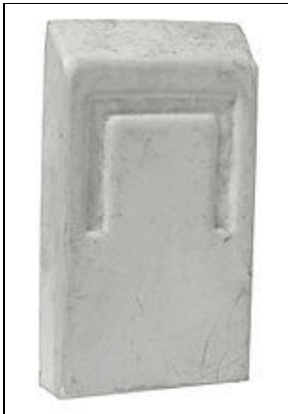
### Posterior Armor, Belt rear and Detonator

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.
- Lower front and back side of armor is painted dark scarlet.
  - ◆ This color starts in an arch where the knee area joins the shin on the front and extends diagonally down toward the back, covering the lower half of the shins.
- Scarlet areas are weathered with various scuff marks and fading.
- White areas are 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](http://www.501st.com/databank/Costuming:TC_CW-animated_sinker) at [www.501st.com/databank/Costuming:TC\\_CW-animated\\_sinker](http://www.501st.com/databank/Costuming:TC_CW-animated_sinker)

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