

COSTUME REFERENCE LIBRARY

Waxer



Model TC 450, Photo by **Garet Jones**



Description: Waxer

Prefix: TC

Detachment: Clone Trooper Detachment

Context: The Clone Wars, seasons 1-3

Waxer serves in the Grand Army of the Republic as a member of Ghost Company, a unit of the 212th Attack Battalion. Although a hardened combat trooper, Waxer is nevertheless a very compassionate soldier, showing considerable concern for fellow troopers as well as those whom they are assigned to protect.

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 style animated helmet.
 - ◆ Movie style helmets are not combined with animated armor.
- Armor is painted matte or satin white.
- Narrow fin on dome.
- A dark tangerine 2" stripe is painted above the eye lens and runs from the top of the brow line, to the back of the helmet.
 - ◆ The fin on the top of the dome remains white.
- Black eye lens extends down through the entire frown area.
- Located on the left side of the helmet dome, above the indented helmet band, are 2 sets of 4, dark tangerine diagonal hash marks, crossed out by 2 red diagonal lines.
- 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.
- Grey indented helmet band runs around back of dome.
- Raised white circle at the back center of the helmet.
- Rectangular indent at the back of the helmet is grey or heavily weathered black.
- Tangerine areas are weathered with various scuff marks.
- 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 armor has a vertical 3.5" to 4" dark tangerine center stripe extending from the top to bottom.
- 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.
- Tangerine areas are weathered with various scuff marks.
- Armor is weathered with shades of grey.



Upper Arm Armor

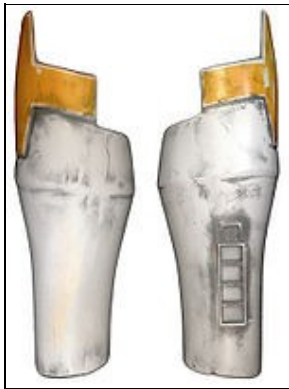
For 501st approval:

- Armor is painted matte or satin white.
- 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 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 tangerine and the edges have a 1/4" white trim all around.
- Tangerine areas are weathered with various scuff marks.
- 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:

- Hand plates are painted dark tangerine and the edges have a 1/4" white trim all around.
- 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.
- Tangerine areas are weathered with various scuff marks.
- 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.
- Chest armor is painted dark tangerine on the top in an upside down gradual sloping triangle that stops on the top of each shoulder.
- Dark tangerine is painted from top to bottom on the back edge of the chest armor, starting under the arm and continues to the back armor.
- Shoulder straps are painted satin white.
- Tangerine areas are weathered with various scuff marks.
- Armor is weathered with shades of grey.

Back Armor

For 501st approval:

- Armor is painted matte or satin white.
- Back armor is dark tangerine on the bottom and has a reverse image of the front, consisting of a white upside down triangle that covers the back detail.



- Tangerine areas are weathered with various scuff marks.
- 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
For 501st approval:

- Armor is painted matte or satin white.
- Cod armor has a 5" dark tangerine stripe that starts under the belt and squares off an inch above the lower section.
- Tangerine areas are weathered with various scuff marks.
- 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.
- The knee armor is integrated into the shin armor, with an upper extension that fits into the notch on the thigh armor.
 - ◆ Knee sections are painted dark tangerine and the edges have a 1/4" satin white trim all around.
- 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 upper back of the calf.
- Armor is seamless on the outside edge.
 - ◆ Due to the shape of the armor, a butted seam is acceptable on the inside or back of the armor.
- Painted around the lower ankle is a dark tangerine area ending 1" up around the bottom edge.
- Tangerine areas are weathered with various scuff marks.
- 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.

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

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