

# COSTUME REFERENCE LIBRARY

## Sergeant Dogma (Phase 2)



Model **CT 9512** , Photo by **Joey K.**



**Description:** Sergeant Dogma (Phase 2)

**Prefix:** CT

**Detachment:** Clone Trooper Detachment

**Context:** The Clone Wars: Season 4

Dogma carries the rank of Platoon Sergeant in the elite Torrent Company of the Grand Army of the Republic. Dogma is widely recognized as an extremely loyal soldier who never questions or disobeys orders.

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:

- Armor is painted matte or satin white.
- A large blue, downward pointing, "arrow head" design covers the center of the helmet face and front of dome.
- Front center of dome has a smaller red, downward pointing, triangle.
- Frown is painted grey.
- Chin vocoder is painted grey.
- The rectangle ear caps are painted grey.
- 6 vents on each side of helmet.
  - ◆ Vents may be painted black or grey, or cut out and filled with black mesh.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are 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

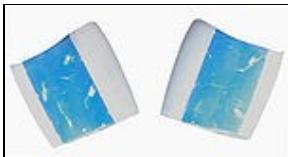
For 501st approval:

- Black non-textured material, either one-piece or two-piece construction with no visible zippers or logos.



Shoulder Armor  
For 501st approval:

- Armor painted matte or satin white.
- Shoulders have wide, vertical, center blue stripe.
- Shoulders have all rounded edges.
- Shoulder armor is not symmetrical.
  - ◆ The shoulders slightly curve back at the bottom.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Upper Arm Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Each bicep has a blue vertical stripe down the center which is aligned with the shoulder armor.
- Armor is cylindrical with no rear indent.
- Armor is seamless.
  - ◆ No visible traces of how the armor was assembled are shown.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Forearm Armor  
For 501st approval:

- Armor painted matte or satin white.
- Front of each forearm has a blue stripe.
- Right forearm has a compad with 6 raised buttons, a larger rectangle above them, and a smaller raised section 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 armor.
- Elbow section has a center blue stripe.

- ◆ Stripes on front of forearm and elbow pieces do not align.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.

For level two certification (if applicable):

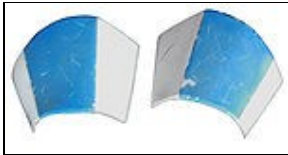
- Armor is seamless.
  - ◆ No visible traces of how the armor was assembled are shown.



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.



Hand Plates

For 501st approval:

- Armor is painted matte or satin white.
- Center of hand plate has a blue stripe.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Chest Armor

For 501st approval:

- Armor is painted matte or satin white.
- Center of chest armor has a large blue, downward pointing, "arrow head" design matching that of the helmet face.
- Lower portion of the chest has a squared notch for the abdomen armor to fit into.
- Back and Chest armor match together at the sides with no open gap.
  - ◆ A seam line is present.
- Shoulder straps are blue.
- Shoulder straps fit into the top of the back and chest.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Back Armor

For 501st approval:

- Armor is painted matte or satin white.
- Top middle section of the back armor is painted blue and extends down to the top of the protruding back section.
- Back armor has a detail plate consisting of (4) circles and (5) horizontal bars.
- Back and Chest armor match together at the sides with no open gap.

- ◆ A seam line is present.
- Shoulder straps are blue.
- Shoulder straps fit into the top of the back and chest.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Abdomen Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Top edge of the armor is squared off to match the chest armor.
- The abdomen armor protrudes out in the middle to match the shape of the chest armor.
- The abdomen armor joins at the rear and the join is covered by a center plate.
- 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 segments.
- Cod and Posterior armor connect at the hips.
  - ◆ Butted seams are permitted at this connection if required.
- Detonator is centered on the back of belt with 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.



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.
  - ◆ This triangle section is painted blue.
- 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.
- The rear of the thigh has an indentation.
- Armor is seamless.
  - ◆ No visible traces of how the armor was assembled are shown.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.



Lower Leg Armor  
For 501st approval:

- Armor is painted matte or satin white.
- Knee armor is integrated with the lower leg.
  - ◆ Center of knee section is painted blue.
- Front center of armor is painted with a blue elongated hexagonal design.
- Back of the lower legs have an indentation just under the calf that extends down to the ankle.
- Outer edge of the of armor is seamless.
  - ◆ A clam shell opening on the inner leg is acceptable.
- Weathering of blue areas includes various scuff marks and fading.
- Weathering of white areas are shades of grey.

For level two certification (if applicable):

- Armor is seamless with a trap door access through the indent in the rear of the lower leg.



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.

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- [This CRL is available as a PDF at www.501st.com/databank/Costuming:CT\\_-\\_Dogma\\_phase\\_2](http://www.501st.com/databank/Costuming:CT_-_Dogma_phase_2)

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