



GEARS OF WAR 4

COSPLAY GUIDE



JD Fenix



A

JD has distinct plates on his COG armor, which are emblazoned with the Phoenix Omen.

B

The COG IFF Lights are a bright blue, to the point of almost being white at their core.

C

JD's armor has a distinct COG blue trim color, with RGB values of: 60/83/120.

D

JD's undershirt pokes out from under his armor and elbow pads, while his left thumb, ring, and index finger are taped.

E

JD's iconic khakis are key to capturing his look, with two, large, rectangular, outside pockets.

F

JD blouses his Khakis into his leather Combat Boots.

G

JD has a unique holster. See the Body page for key details on capturing the design.







JD is rough and ready, with a dirtied look that shows the marks of combat and being out in the Wilds. He has a couple of days of unshaven stubble, dirt, grazes on his cheeks and fresh cuts on his left cheek and forehead – small but important details to capture. JD's most distinguishable features are the scars of a previously broken nose (E), along with the flicky nature of his fringe and hairline (A, D). JD's scarf is a faded army green (A), and his eyes are blue-grey (A, F).





A The triangle formation at the center of JD's armor sockets are formed of a dark reflective gloss that's almost glass-like in nature. He also wears a green scarf around his neck.

B The shoulder pads are mirrored on both sides, and are unique to JD's armor. Note the undershirt poking through where the armor ends.

C The radio accessory on JD's belt has an illuminated IFF light on the rear.

D The other belt accessory for JD is his ammo pouch in the form of a dark metal case, along with a small leather pouch.

E A tan leather belt with worn away edges and a large, prominent buckle.

F These unique paratrooper-like Combat Boots are ankle height. Make sure to blouse the Khakis.

G The Snub attaches to the metallic center block with the U-shaped clasps, with metal plating to secure it to the straps.

H Don't miss the padded knuckle area and small metallic pieces at the end of the glove. JD has two taped fingers on his left hand only.

I JD's armor is edged with the iconic COG blue colors – RGB: 60/83/120.

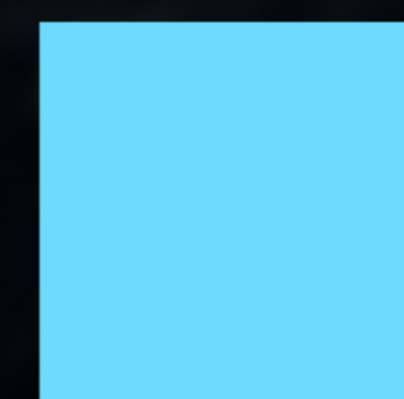




A **PHOENIX EMBLEM**
Use EPS file provided (Gears4_PhoenixCog.eps)
Print and apply to armor.
RGB: 84/88/96, CMYK: 67/57/48/26



B **COG IFF light**
RGB: 110/218/253, CMYK: 47/0/1/0



C **COG BLUE ARMOR TRIM**
RGB: 60/83/120, CMYK: 84/68/31/14

