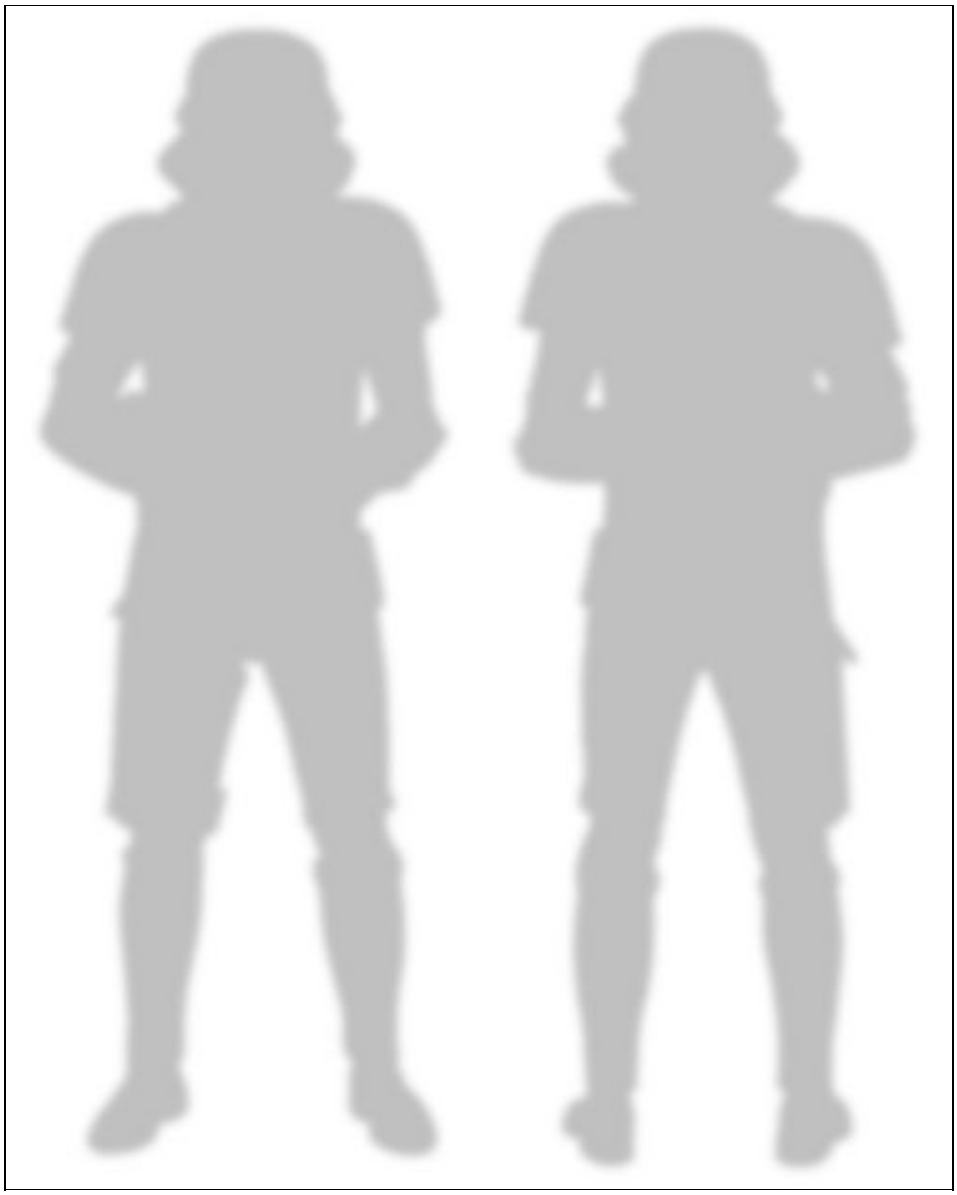
COSTUME REFERENCE LIBRARY

Male Tusken Raider



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

Description: Male Tusken Raider
Prefix: DZ
Detachment: Krayt Clan
Context: Episode IV: A New Hope
Fearsome desert savages inhabiting the rocky Jundland Wastes, Tusken Raiders are the foremost reason Tatooine colonists do not wander far from their isolated communities. Extremely territorial and xenophobic, Tusken Raiders will attack with very little provocation. They show no allegiance to even their native world-mates, as these nomads have attacked Jawa scouting parties on occasion. Covered from head-to-foot in tattered rags and robes, Tusken Raiders -- or Sand People as they are also known -- brandish a deadly bladed club known as a gaderffii. They also carry projectile rifles with which to shoot at passing vehicles. The male of the species tend to be the aggressors..

Please note that this costume is also eligible for membership in The Rebel Legion.

- **This CRL is a work in progress. This costume may be approved by GMLs, but additional research should be done until the CRL is complete.**
- **If you have this costume and would like to assist with this CRL, please contact your detachment leader!**
- **Please note that the use of the word "should" below does not indicate that a requirement is optional. All instances of should will be replaced with must as this guide is completed.**

Required Costume Components

The following costume components must be present and appear as described below for approval .

Helmet / Mask
For 501st approval:

- A fully wrapped head of similar design matching Episode 4. ?
- Cloth wrapping must be used for the main part of the head.
    - All wraps should be of the same color and made from duck cloth or bull denim.
    - Head wraps can not be unkempt or hang loosely over the neck or shoulders.
- Leather or simulated leather must be used for the "snout" wrapping. No unmodified commercially available latex masks will be accepted. ?Masks built on a latex base are acceptable.
- Must have nine (9) metal or simulated metal detail pieces.

These include:

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    - 2 eye stalks ? tapered toward the front with 2 slots cut into the underside of each piece
    - 4 head spikes - must have slight taper ?
    - 2 Blood spitters (cheek tusks) ?
    - 1 nose piece - must have at 2 vertical slots ?
- Screening or tinted lenses must be used so eyes and mouth are not visible from the outside of mask.
- The finished mask The mask should be weathered and dirty.
- Neck Seal: If the mask is not sufficiently long to conceal the neck at all times a neck seal of similar fabric to the wraps of the helmet, arms and boots must be worn. The neck seal can be a thin "scarf" of fabric, but should not thick and bulky as is seen on prequel Tuskens.

For level two certification (if applicable):

For level three certification (if applicable):
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Neck Breather
For 501st approval:

- Device worn around the neck of a design similar to that seen in ?Episode 4. It resembles a small 3-4? cylinder, approximately 2" in diameter, with tapered caps on either end connecting to a tube, which runs behind the neck.
- Breather must have knurled end caps and flare nuts on each end.
- Some references show a single small ridge (approximately 1/4" wide and 1/8" high) running around the center of the cylinder.

- Cylinder should be wrapped in leather or leather like material.
    - The overlapping end seam of the leather wrap should be visible on the front of the breather with the lip facing upwards.

For level two certification (if applicable):

Inner Robe
For level three certification (if applicable):
For 501st approval:

- Inner Robe ? An inner robe made of a textured, sand-colored fabric reaching within 2-3 inches of the floor. This Inner robe is worn underneath the bandolier(s). Robes and mask should conceal all skin around neck.
- The bottom edge of the robe shall be un-hemmed and tattered.
    - If worn without an outer robe (See "Note" listed under Outer Robe), loose sleeves must cover to approximately 4" above the wrist.

For level two certification (if applicable):

For level three certification (if applicable):

Outer Robe
For 501st approval:

- Outer Robe ? Very loose fitting outer robe made of a textured, and weathered, sand-colored fabric. This is worn over the bandolier(s) and inner robe and reaches at least the bottom of the inner robe. Should extend along the arm to the wrist.
    - Basket weave fabric, such as Monk's cloth or similar is recommended.
- Outer robes must be sewn up the sides to just below the wrist.
- The bottom edge of the robe shall be un-hemmed and tattered. There should be no seams at the shoulders, but a single seam up the middle of the back is acceptable.
- The finished robes must be weathered.
    - Note: If no no outer robe is worn, the Tusken becomes a ANH SE "Bantha Rider". With this variant, three (3) bandoliers must be worn. Two (2) crossing the chest and one around the waist.

For level two certification (if applicable):

For level three certification (if applicable):

Pants
For 501st approval:

- If the inner robe is worn short, where it is likely that the bottom edge of the robe will at any time expose any leg above the top of the boot (such as when moving or kneeling), chocolate brown or tan pants must be worn. The pants should be weathered and dirty.
    - Denim, canvas or other similarly textured fabric is recommended.

For level two certification (if applicable):

For level three certification (if applicable):

Waist Sash
For 501st approval:

- 6-7? ?girth belt? that ties in the back made of similar fabric to the inner robe. No fraying and no excess should hang from the knotting or attachment.
    - Knotting is acceptable if an outer robe is worn, if no outer robe is worn then the sash must be laced.
- The sash is worn under any waist bandolier.

For level two certification (if applicable):

For level three certification (if applicable):

Hands and Arms
For 501st approval:

- Weathered, sand-colored cloth or leather gloves with cloth wrappings start at the palm and continue up the arm until concealed within robes. Wraps should conceal the cuffs of the gloves and all skin on the arms.

For level two certification (if applicable):

For level three certification (if applicable):

Bandoliers
For 501st approval:

- At least one (1) must be worn across the chest or around the ?waist.
- Must be of British 1903 pattern, Martini Henry, Turkish Ottoman or similar recreations, and matching the style in the movie.
    - Note: Swedish bandoliers are allowed for Level 1 original trilogy Tusken Raiders for waist bandoliers only, but are discouraged as they are not screen accurate.

For level two certification (if applicable):

- Only Tuskish Ottoman, 1903 and Martini Henry and the unnamed apparently custom made waist bandolier seen on the Tusken in the cliff flight scene are acceptable. Reproductions are acceptable for level 2.

For level three certification (if applicable):

Footwear
For 501st approval:

- Boots or shoes, covered with cloth wrappings.
    - Wraps shall be the same color and fabric as the mask and arms.
    - Wrappings must continue up the leg until concealed within the robes. Wraps must conceal all skin on the legs.

For level two certification (if applicable):

For level three certification (if applicable):

Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present must meet the guidelines below.

Gaderffii (gaffi stick)
For 501st approval:

- The Gaffi Stick should be of similar design to the styles (pineapple, gunstock, or mace head) used in Episode 4.

For level two certification (if applicable):

For level three certification (if applicable):

Rifle
For 501st approval:

- The Sniper Rifle should be of similar design to the styles used in Episode 4.

For level two certification (if applicable):

For level three certification (if applicable):

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This CRL is available as a PDF at www.501st.com/databank/Costuming:TuskenRaiderMaleANewHope

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