

COSTUME REFERENCE LIBRARY

Male Tusken Raider



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



Description: Male Tusken Raider

Prefix: DZ

Detachment: Krattan 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 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 / Mask
For 501st approval:

- A fully wrapped head of similar design matching Episode 2. ?
- Cloth wrapping must be used for the main part of the head. The wrapping is tighter and smoother than the ANH version.
- Leather or simulated leather must be used for the face wrapping. No latex masks will be accepted. ?
- Must have nine (9) metal or simulated metal detail pieces. ?
 - ◆ 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 least 2 vertical slots ?
- Screening or tinted lenses must be used so eyes and mouth are not visible from the outside of mask.



Neck Wrapping
For 501st approval:

- Sand-colored fabric of similar design matching prequel era movie costume.
- Must hide any skin visible between mask and robe.
- Fabric should show signs of wear and be weathered.



Robe
For 501st approval:

- Made of a textured, sand-colored fabric reaching within 2-3 inches of the floor.
- Robe is open in the front, overlapping and secured by the sash/waist bandoliers.
- The robe is worn underneath the bandolier(s).
- Fabric should show signs of wear and be weathered.

Waist Sash
For 501st approval:



- 6-7? ?girth belt? that ties in the back made of similar fabric to the robes.
- Color must be in the sand to brown range.
- No excess should hang from the knotting or attachment.
- Worn under any waist bandolier.
- Fabric should show signs of wear and be weathered.



Bandoleers

For 501st approval:

- At least one (1) must be worn across the chest or around the ?waist.
- Many of the AotC tuskens wore custom leather bandoliers not based on past military equipment.
 - ◆ May also be Swedish, British 1903 pattern, or cloth of WW2 ?era design, or similar recreations matching the style in the movie.
- Maximum of three ? 2 crossing the chest in an ?X? formation with a third over your waist.

For level two certification (if applicable):

- Bandoleers are a match to the style seen in AotC.



Hands and Arms

For 501st approval:

- Sand-colored cloth or leather gloves with Cloth wrappings start at the palm and continue up the arm until concealed within robes.
- Wraps must conceal all skin on the arms.
- Fabric should show signs of wear and be weathered.



Boots

For 501st approval:

- Boots or shoes, covered with cloth wrappings.
- Wrappings must continue up the leg until concealed within the robes.
- Wraps must conceal all skin on the legs.
- Fabric should show signs of wear and be weathered.

Optional Accessories

Items below are optional costume accessories. These items are not required for approval, but if present appear as described below.



Gaderffii (gaffi stick)
For 501st approval:



Rifle
For 501st approval:

- The Sniper Rifle should be of similar design to the styles used in Episode 2.



Undershirt
For 501st approval:

- Sand colored turtleneck helps ensure that no skin shows, and gives the wearer something to pin arm wraps to.



Trousers
For 501st approval:

- Sand colored trousers help ensure that no leg shows.

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

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