Thinking of building a Tusken Raider costume?

Let's get you started!

Each costume that is accepted as part of the 501st Legion has been judged against and met our Costume Reference Library (CRL) standards for that costume. This overview will give you an idea of what is required for this costume, what the various parts look like, and how they should be worn.

We are constantly discovering new information about the screen-used costumes of *Star Wars*, and our CRLs evolve to ensure that Legion members have the most accurate costumes as possible.

What does that mean for you?

Be sure to check the current CRL BEFORE starting your costume build.

You can find the current Costume Reference Library for all 501st Legion approved costumes at: www.501st.com/databank/Costuming:CRL

Have questions regarding your costume? Visit the **Krayt Clan Detachment** at www.kraytclan.com for tips, tricks, and research threads!

A list of other Detachments can be found at www.501st.com/resources.php

And remember to have fun!

THE 501st LEGION

Who makes up the 501st Legion?

Why not **YOU**? The Legion has members worldwide with a wide range of exciting costumes in our ranks.

Imperial Troops

Stormtroopers, Snowtroopers, TIE Pilots, Biker Scouts, Guards, Gunners, Drivers, and more.

Sith Lords

Masters and apprentices from Darth Maul to Darth Sidious.

Clone Troopers

The instruments of Order 66.

Bounty Hunters

Including Boba Fett, Dengar, Greedo, Boushh, Cad Bane, and other fearless and inventive scum.

Denizens of the Galaxy

Tusken Raiders, Jawas, monsters and aliens.

The First Order

Officers and troops from the ongoing saga.

Villains of the Expanded Universe

From Xizor to Baron Fel, Legion costumes are not limited only to the film canon villains!

Enlist today! www.501st.com



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So you want to be a...



THE 501st LEGION

"VADER'S FIST"

Fearsome desert nomads from the planet Tatooine, Tusken Raiders are extremely territorial and xenophobic. They attack outsiders with very little provocation, and show no allegiance to anyone but the fellow members of their tribe.

MASK

A fully wrapped head of similar design matching the intended Episode. Cloth wrapping is used for the main part of the head. All wraps are of the same color and made from duck cloth or bull denim. Head wraps are not unkempt nor hang loosely over the neck or shoulders. Leather or simulated leather is used for the "snout" wrapping. The Mask has nine metal or simulated metal detail pieces: Two eye stalks which taper toward the front with two slots cut into the underside of each piece; four head spikes that have a slight taper; two cheek tusks; and one nose piece with two vertical slots. Screening or tinted lenses are used to conceal the eyes and mouth from view.

The finished mask is weathered and dirty.

ARM WRAPS

Weathered, sand-colored cloth wrappings start at the wrist, above the palm, and continue up the arm until concealed within the robes. For Episode IV, no wraps are on the hand or palm. For the Prequel era, wraps begin at the palm. Wraps conceal the cuffs of the gloves and all skin on the arms.

GLOVES

Weathered, sand-colored cloth or leather gloves.

OUTER ROBE

The Outer Robe is very loose fitting and made of a textured, and weathered, sand colored fabric. A basket weave fabric, such as Monk's cloth is recommended. It is worn over the inner robe and bandolier(s) and reaches to at least the bottom of the inner robe. The robe extends along the arm to the wrist and is sewn up the sides to just below the wrist. The bottom edge of the robe is un-hemmed and tattered. There are no seams at the shoulders, but a single seam up the middle of the back is acceptable. The finished robe is weathered.

Check out the complete Costume Reference Library at 501st.com!

BAD GUYS DOING GOOD

NECK BREATHER (Episode IV Tuskens only)

A device worn around the neck of a design similar to that seen in Episode IV. It resembles a small 3" to 4" cylinder, approximately 2" in diameter, with tapered caps on either end connecting to a metal tube, which runs behind the neck. The breather has knurled end caps and flare nuts on each end, and is wrapped in leather or leather-like material.

BANDOLIERS

At least one bandolier is worn across the chest or around the waist. Up to three may be worn in the manner shown. Bandoliers are of British 1903 pattern, Martini Henry, Turkish Ottoman or similar recreations, as matching the style in Episode I, II, or IV, as intended.

WAIST SASH

The Waist Sash is made of a similar fabric to the inner robe and consists of a 6" to 7" girth belt that ties in the back. Knotting is acceptable if an outer robe is worn, but if no outer robe is worn then the sash is laced. There should be no fraying and no excess hangs from the knotting or attachment. The sash is worn under any waist bandolier.

GADERFFI or GAFFI STICK (Optional)

The Gaderffi replicates the design of the styles used in the films (pineapple, gunstock, or mace head).



^^ RIFLE (Optional)

Tusken Rifle

The Sniper Rifle replicates the design of the styles used in the films.

INNER ROBE

The Inner Robe is made of a textured, sand-colored fabric. The length of the robe should not be so short as to expose the top of the boot. This Inner robe is worn underneath the bandolier(s). The robes and mask conceal all skin around the neck.

FOOTWEAR

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

Learn more about the Tusken Raider by visiting the Krayt Clan Detachment at kraytclan.com!