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## **CRL: Custom Rebel (Pre-Alliance / Independent Rebel Cell)**

**Status:** Active (Rogue Mission Club)

**Costume Type:** Denizen – Custom Rebel (non-Jedi, non-Mando, non-officer)

**Timeframe:** Pre-Yavin (before formation of formal Rebel Alliance)

**Inspiration Sources:** *Andor*, *Rogue One*, *Star Wars: Rebels*, *Jedi: Survivor*, *The Mandalorian*  
background rebels

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## **Universal Standards (Apply to All Rogue Mission Costumes)**

- **No obvious modern logos, zippers, or fast-fashion styles visible**
  - **Modern fasteners (Velcro, snaps, zippers) must be hidden or disguised**
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## **Description**

Custom Rebels are freedom fighters, insurgents, and agitators who operated before the official Rebel Alliance was formed. They may belong to small rebel cells, partisan groups, or operate entirely independently. Their costumes should reflect a rugged, lived-in Star Wars aesthetic, prioritizing functionality and adaptability over strict uniformity.

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## **Required Elements**

### **1. Shirt / Base Layer**

- May be a flight-style shirt, work shirt, military BDU top, or mechanic-style tunic
- Colors: muted earth tones, blues, greys, khaki, faded reds
- Fabrics should be natural or natural-looking (cotton, canvas, twill, wool blends). Avoid shiny modern synthetics unless heavily weathered

### **2. Pants**

- Military or workwear inspired (BDUs, cargo pants, utility trousers)
- Colors: earth tones, muted greens, browns, greys, faded blues
- Pants may be tucked into boots, bloused, **or worn outside if using ankle-height boots**

- Weathering encouraged

### **3. Outerwear / Vest / Jacket**

- Rebel-style flak vest, utility vest, or light jacket
- May include quilting, greeblies, rank badges, or shoulder patches
- Colors should coordinate with base layers; mix of muted tones
- Must not be identical to screen-accurate Rebel Legion CRL items unless customized

### **4. Footwear**

- Boots (ankle to knee height) in brown, black, tan, or grey
- No visible modern sneaker soles
- May include gaiters, wraps, or spats for additional weathering

### **5. Gloves**

- Fingerless, tactical, work, or leather gloves
- Black, brown, grey, or dark tan

### **6. Weapon Prop (*at least one required*)**

- Star Wars style blaster, rifle, bowcaster, or other approved weapon
- Must not be an unmodified real-world firearm
- Nerf blasters must be heavily modified and repainted

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### **Optional Items**

- Bandoliers, holsters, ammo pouches
- Goggles, macrobinoculars, comlinks
- Soft caps, mechanic hats, scarves
- Belt tools, data cylinders, communicator props
- Knee pads, shin guards, light armor elements

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### **Prohibited Items**

- Lightsabers (no Jedi/Sith characters)
  - Full Mandalorian armor
  - Exact **or Near-Exact** reproductions of existing canon main characters
  - Bright neon or out-of-universe color schemes
  - Shemaghs/Keffiyeh
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### **General Costume Notes**

- All visible parts of the costume must look in-universe and weathered to some degree
  - Layering is encouraged to reflect scavenged gear and individuality
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