

CRL: Smugglers / Tramp Freighter Captains

Status: Active (Rogue Mission Club)

Costume Type: Denizen – Independent cargo operators, illicit traders, and shady middlemen/women of the galaxy

Timeframe: Clone Wars through the New Republic era

Inspiration Sources: *Han Solo, Doctor Aphra, Mirax Terrik Horn, Tobias Beckett, Dash Rendar, Jan Ors, Solo: A Star Wars Story*

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**
-

Description

Smugglers and tramp freighter captains are the deal-makers, fixers, and go-betweens of the galactic underworld. They transport goods no corporation will touch and items best kept off the books of Imperial or New Republic authorities. Their look is practical, personalized, and well-worn — clothing and gear adapted to long days in the cockpit, sudden blaster fights, and tense negotiations.

Most wear a **signature vest or outer layer**, light weaponry, and enough gear to suggest experience without the bulk of full armor.

Required Elements

1. Shirt / Base Layer

- Civilian-style shirts, fitted tunics, or work shirts — long- or short-sleeved
- Colors: muted neutrals, earth tones, greys, blues, worn black, or faded reds
- Subtle paneling, piping, or decorative stitching allowed if in-universe

2. Pants

- Cargo pants, work trousers, or tailored utility pants
- Coordinated but not matching the shirt color; contrast acceptable for visual interest

- May be tucked into boots or worn loose with ankle-height boots or shoes

3. Vest or Outer Layer *(required)*

- Civilian vests, pilot-style gilets, sleeveless jackets, or open-front work vests
- Detailing may include pockets, paneling, or weathering to suggest wear
- Jackets are permitted **only if styled for a civilian freighter crew aesthetic**, not as full military uniforms

4. Footwear

- Boots (ankle to mid-calf height) or rugged work shoes in muted tones
- In-universe styling preferred; modern soles acceptable if minimally visible

5. Belt / Holster Rig *(required)*

- Utility belt, gun belt, or combination rig
- Must include at least one holster for a blaster pistol
- Additional pouches, loops, or tools allowed if consistent with smuggler theme

6. Weapon Prop *(required)*

- In-universe blaster pistol only (no rifles or carbines)
- Optional vibro-knife or small concealed melee weapon
- Weapons must look Star Wars-appropriate (no visible modern markings)

Optional Items

- Scarves (solid color or subtle in-universe patterns — **no shemaghs/keffiyeh**)
 - Light gauntlets, forearm bracers, or gloves (leather, fingerless, or work gloves)
 - Bandoliers, ammo loops, or gear straps
 - Communication devices, datapads, or compact scanning props
 - Weathered satchels, courier bags, or cargo slings
 - Alien species prosthetics or makeup
-

Prohibited Items

- Full heavy armor
 - No Mandalorian armor
 - Exact or Near-Exact reproductions of existing canon main characters
 - Bright neon or out-of-universe color schemes
 - Shemaghs/keffiyeh patterns
-

General Costume Notes

- Vests are a defining element — they should read as iconic without duplicating canon designs exactly
 - Weathering and wear encouraged to show long-term use in frontier or starport environments
 - Layering of belts, straps, and pouches should look practical and in-character, not excessive or decorative for its own sake
 - Characters should look lightly armed and ready to talk or run, not prepared for large-scale battle
-

Approved Style Examples

Classic Smuggler Look

- **Image 1:** Han Solo (*A New Hope*) – White shirt, black vest, navy pants with Corellian bloodstripes, low-slung holster rig
- **Image 9:** Young Han Solo (*Solo*) – Brown jacket with black yoke, black pants, simple utility belt and holster

Modern Fringe Operators

- **Image 2:** Doctor Aphra (*Marvel Comics*) – Sleeveless pilot vest, utility pants, gloves, flight cap with goggles
- **Image 3:** Mirax Terrik Horn (*Legends*) – Civilian jacket over work shirt, cargo pants, light accessories

Rougher Edged Smugglers

- **Images 4 & 5:** Tobias Beckett (*Solo*) – Long-sleeved work shirt, leather gun belt with holster, weathered jacket
- **Image 6:** Dash Rendar (*Shadows of the Empire*) – Padded vest, armored gauntlets, rugged utility pants
- **Images 7 & 8:** Jan Ors (*Dark Forces, Jedi Outcast*) – Civilian tactical vest, gloves, fitted pants, utility belt