

CODENAME

# OPERATION MAUL

## ♦ Build Manual ♦

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|--------------|--------------------------------|
| ▶ EDITION    | PUBLIC RELEASE · FREE TO SHARE |
| ▶ SUBJECT    | Makeup + robes                 |
| ▶ BUDGET     | €60-200                        |
| ▶ BUILD TIME | 20-40 hrs                      |
| ▶ TIMELINE   | 5 weeks                        |

**A LONG TIME AGO, IN A WORKSHOP FAR, FAR  
AWAY....**

# **FROM ZERO TO MAUL**

The Sith apprentice, three looks: Phantom Menace, Clone Wars robot legs & grey old Rebels Maul. The red & black face and horn crown carry all three – the saber goes from full staff to broken half to rebuilt hilt.

May the Force be with all who walk this path.



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## READING ORDER · IF YOU READ NOTHING ELSE

**Start here:** **Mission Brief** — it tells you what you are signing up for.

**Before the event:** **Game Day Lines** — the chapter that matters at hour two.

Everything in between is your build, in order. Take it one section at a time.



# READ ME FIRST

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*This is a field manual, not a novel — you are not meant to read it front to back. Jump to the station you need:*

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RIGHT NOW Mission Brief + Pick Your Look.

BEFORE BUYING The Complete Parts List — order everything in one batch; shipping is the bottleneck.

WHILE BUILDING Work the build chapters in order; each one is a station, not a lecture.

BEFORE THE EVENT Game Day Lines — the only chapter that matters at hour two.

RUNNING LATE? Open the companion WEEK-BY-WEEK calendar and jump to your current week.

## ■ ONE SITTING RULE

Read Mission Brief + Pick Your Look today. Everything else waits until its week.



# PICK YOUR BAR

*Same horned Sith, three levels of menace — pick how far the red-and-black face and robes go. The same build can be finished to three different bars — pick yours **now**, because builders who polish for the wrong one burn weeks.*

**LEAN** · €60-100

## Casual

Reads as Maul at 5m on a dim dance floor — black hood up, cheap red/black grease paint, drugstore horns or a foam crown, robes from the thrift rack. Skip the tattoo precision and run a single-blade saber.

EFFORT · ~12 hrs

**MID** · €100-160

## Convention

Reads as Maul at conversation distance — most builders land here: alcohol-activated cream paint with a clean tattoo pattern, a sculpted or resin horn crown, and layered matte-black tunics. A clip-together double-bladed hilt sells the silhouette.

EFFORT · ~26 hrs

**501ST** · €160-200+

## Approved

Reads as Maul under inspection — 501st-grade airbrushed face with crisp asymmetric tattoo lines and yellow Sith sclera lenses, a screen-matched horn crown, and properly tailored robes with the correct collar and sash. A full-length lit double-blade with sound is the lifetime piece.

EFFORT · ~40 hrs



# THE FALLBACK PLAN

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*A first-time build of this suit is **20–40 hrs** of hands-on work across **5 weeks**. Life happens — so decide right now what gets cut when the clock wins. Finished beats perfect.*

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BEHIND EARLY Drop first: No Armour, Robot Legs (CW, expert), Hands. Nobody will notice at 5m.

BEHIND LATE Simplify next: Lower Robes, Reference & Fit, Trousers — buy instead of make, or borrow.

EMERGENCY Every printed part has a buy option. Switching one part to bought can save a whole week.

ALWAYS The final week is for wearing it, not building it — dress rehearsal beats one more coat of paint.

## 🕒 THE HONEST RULE

If a piece is not started two weeks before the event, it is not in this year's costume. Build it for the next one.



# THE COUNTDOWN

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*The whole plan on one page — tick the boxes as the weeks fall. The full week-by-week calendar is a separate companion PDF.*

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Week 1 ☐ Plan + order robes, double saber, bald cap, face paint

Week 2 ☐ Build the horn crown

Week 3 ☐ Practice the face pattern

Week 4 ☐ Robes + saber to red (both ends)

Week 5 ☐ Dress rehearsal + game day



# MISSION BRIEF

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*This builds **Darth Maul** two ways: Phantom Menace & Clone Wars robot legs.*

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The face, horns, and double saber are the real build.



# PICK YOUR LOOK

*One Sith, three eras — pick your Maul before you build. The horns and the red-black skin stay; the rest changes.*

## The Phantom Menace — The Sith Apprentice

Layered black Sith robes — a hooded outer robe over a tabard-and-sash tunic — with the full 10-horn crown and your own two legs. The wardrobe is forgiving black fabric; the hours go into the face and horns. **Saber:** The full double-bladed staff — one long hilt, a red blade from each end. *(Moderate — the makeup is the whole fight.)*

## The Clone Wars — The Return

Bare chest painted in the full red & black pattern (or dark armoured robes if you'd rather not paint a torso), with mechanical legs below the waist. The show gives him spider legs first, then humanoid ones — build the humanoid pair from black trousers plus foam plates and silver piston detail, and leave the spider rig as a photo prop. **Saber:** The broken half of his old staff, wielded as a battered single blade. *(Expert — torso paint plus a leg rig.)*

## Rebels — Old Master

Aged Maul: the red skin dulled and streaked with grey, a shorter weathered horn crown with a few broken tips, and dark hooded robes over the mechanical legs. The hood hides most of the horns, and grey stipple over your red base does the ageing for you. **Saber:** Rebuilt from the wreckage into what looks like a plain single hilt — he hides it inside his walking stick, but it can still snap out a second blade. *(Moderate — easiest wardrobe, trickiest ageing.)*

### PICK BEFORE YOU BUY

The three looks share the makeup and horn crown but almost nothing else — choose your era first so you only buy one wardrobe.



# THE FACE

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*Red base + black tattoo pattern.*

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## SAFETY

Skin-safe paint only; patch-test a day before.

## Practice First

The pattern is specific and symmetrical — do a full test run a week before, take photos, and adjust. Sketch the pattern lightly first, then fill it in with a thin brush for the black lines. A touch of black on the lips finishes the menacing grin.



# THE HORNS

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*A crown of small horns on a bald cap.*

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Blend the bases so they look grown-in, then paint over them.

## COUNT & SPACING

Check a reference photo and mark the horn positions on the bald cap before gluing, so the crown comes out even and symmetrical — then paint the whole thing as one surface so the tattoos flow over it.



# DOUBLE SABER

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*Red blades from both ends.*

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A neopixel staff is the showpiece; mind its length in crowds.



# ROBOT LEGS (EXPERT)

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## ■ IMPORTANT

Real stilts are dangerous. Shells over your own legs, or just do Phantom Menace. Adult help required.



# SABER CRAFT

*The blade is half the costume — fight like the character. **Juyo**, wielded double-bladed staff.*

## FORM VII · JUYO — “The Way of the Vornskr”

Ferocity under total body control — Juyo channels rage into a relentless, acrobatic assault. The staff never stops moving; every spin is already setting up the next strike from an angle you didn't guard. The double-bladed staff exists to feed Juyo's appetite — twice the blades, zero pauses, pure predator.

### BLADE

● Red — double-bladed staff — one red blade from each end of the saberstaff

### WIELD

double-bladed staff

## MORE THAN ONE BLADE — THE CRAFT

- ▶ A staff needs full 360-degree clearance — check the whole circle around you before any spin, and never spin near people.
- ▶ Treat one end as the lead blade and the other as the answer: strike with the front, guard with the back.
- ▶ Keep the hilt at your centre — the staff moves around you, not you around the staff.
- ▶ Build every move at half speed first; a saberstaff finds your own shins long before it looks cool.

## Drill it

Figure-eight flow: with full clearance, trace slow figure-eights alternating ends of the staff, both hands working and feet planted — only add footwork once the pattern is smooth.

## ▲ DUEL SAFELY

Duel-grade polycarbonate blades only, never thin display tubes. Agree intensity before you start, no strikes to head or hands, and staff or dual spins need a full 3m of clear space.



# GAME DAY LINES

*The costume gets you noticed — the **lines** make it unforgettable. Say them in character, time the pauses, and let the laughs land.*

## ● ● MORE GAME DAY LINES

- ▶ “At last we will reveal ourselves to the Jedi.” — *low whisper — long pause before 'Jedi'*
- ▶ “He will avenge us.” — *barely a breath — the very last line*

## 😄 FOR LAUGHS — KID EDITION

- ▶ At last... we will have recess.
- ▶ My lightsaber has two ends because my homework is double-sided.
- ▶ I have waited YEARS for my revenge... and for the bathroom pass.

# COMPLETE PARTS LIST

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Every piece referenced in this manual, grouped by where you get it. Shop in batches — fewer trips, fewer forgotten items.

## PRINT THESE PARTS

Your 3D-printing queue. Test-print one piece before committing the whole suit.

- **Horn crown** — On a bald cap, blended.
- **Double saber hilt** — Or buy a staff neopixel.
- **Robot legs (CW, expert)** — Shells over your own legs.

## BUY THESE

Order all at once — shipping is the bottleneck.

- **Layered black tunics** — Matte, never shiny.
- **Bald cap** — For the horns + tattoos.
- **Skin-safe red + black paint** — Patch-test first.
- **Hooded black robe** — Deep hood for the reveal.
- **Black trousers + boots** — Plain black.
- **Red double saber** — Both ends.





# THE REPAIR KIT

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*Everything breaks at hour two. A sandwich bag with these seven things turns a costume emergency into a two-minute pit stop.*

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**SUPER GLUE GEL**Reattaches snapped prints and popped seams in 60 seconds. Gel doesn't run.

**BLACK GAFFER TAPE**Invisible on dark builds — holds a cracked plate through a whole event.

**SAFETY PINS + VELCRO**Instant strap repair, hem fix, cape re-hang.

**ZIP TIES (BLACK)**Broken buckle, loose greeble, sagging belt box — tie it and move on.

**PAINT PEN (BLACK + SILVER)**Covers scratches and scuffed edges between photos.

**SPARE BATTERIES**For LEDs and soundboards. The saber always dies at the door.

**MICROFIBRE CLOTH**Helmet fingerprints, lens fog, dusty boots.

**PACK IT THE NIGHT BEFORE**

One bag, one pocket (or a helper's backpack). If you have to go looking for glue, it is already too late.



# QUICK JUMP

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*Mid-build with painty fingers? This is the inside back cover index — every station and its page.*

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# MAY THE FORCE BE WITH YOU

*"At last we will have revenge."*

— ALWAYS —

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