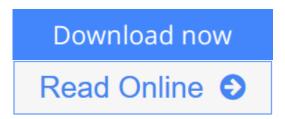


Scum and Villainy (Star Wars Roleplaying Game)

By Gary Astleford, Robert J. Schwalb, Owen K. C. Stephens, Rodney Thompson



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New options for scoundrel characters from the Star Wars Roleplaying Game.

Learn what it takes to be a smuggler, or how to build up a criminal empire that can rival the Hutt clans. Take your ship on the dangerous Kessel run, or chase down a bounty and claim your reward. Watch out for the long arm of Imperial law, though, or you may find yourself on a one-way trip to the spice mines.

This book provides extensive information on life on the fringe in the *Star Wars* universe. More than just information for players, this book gives Gamemasters a wide variety of information on bounty hunters, crime syndicates, smugglers, pirates, and criminals of all stripes throughout the *Star Wars* setting. Covering everything from vile Hutt gangsters to smooth-talking con artists, *Scum and Villainy* gives both players and Gamemasters everything they need to fit right in at Mos Eisley spaceport.

Scum and Villainy brings the Saga Edition rules to the fringes of society, introducing new rules and information on smugglers, bounty hunters, crime lords, and anyone else that walks outside the law.



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