



## 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.

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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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