

Scum and Villainy **EHP0040**

Role Playing Game

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MSRP \$35.00

Format 6"x9" black & white hardcover, 368 pages

Product# EHP0040

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The Ten-Second Pitch

Scum and Villainy is a stand-alone RPG about a crew of space-faring scoundrels using the *Blades in the Dark* engine.

Target Market

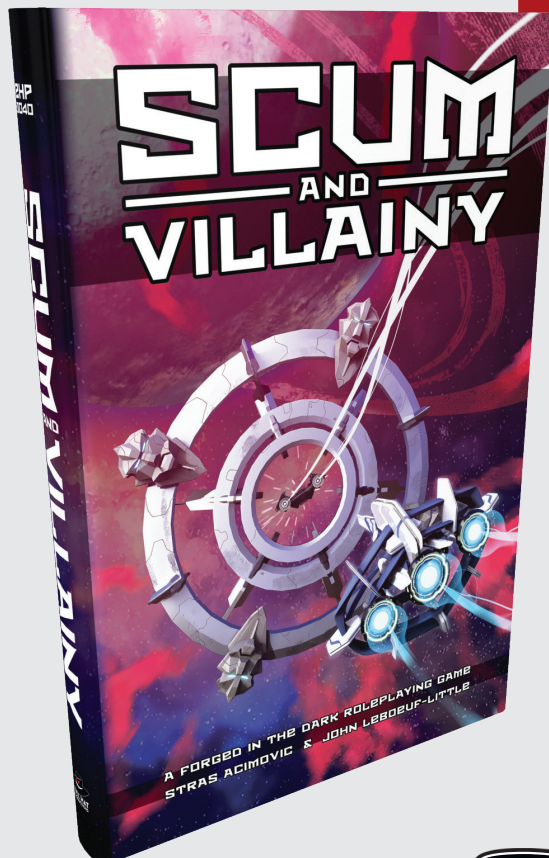
- Fans of rebellious sci-fi adventurers like those found in *Guardians of the Galaxy*, *Star Wars*, *Cowboy Bebop*, and *Firefly*
- Fans of *Blades in the Dark* or other heist and caper RPGs like *Fiasco*, *Shadowrun*, and *Leverage*
- Fans of space RPGs like *Star Wars*, *Traveler*, *Eclipse Phase*, *Stars Without Number*, and *Diaspora*
- Evil Hat fans looking for a non-Fate game

Up-Sells & Cross-Sells

- *Blades in the Dark* [EHP0030]
- Other stand-alone Evil Hat games like *Monster of the Week* [EHP0009], *Atomic Robo RPG* [EHP0006], and *War of Ashes: Fate of Agaptus* [EHP0014]
- Other sci-fi RPGs and products

Selling Points

- A new take on the *Blades in the Dark* system that keeps the emphasis on teamwork and allows for the growth of the crew and ship as well as the individual characters
- Enough material in one book to fuel multiple unique long-term campaigns
- A fully developed, universe-spanning setting, complete with star maps, NPCs, and story hooks
- Game design that minimizes the typically long planning phase and puts the emphasis on the action
- Easily customizable for one-shot games or a long-term campaign
- A beautiful, evocative book with high production quality and good shelf presence
- Strong online community support with over 15,000 newsletter subscribers for Evil Hat and approximately 20,000 members in the Blades G+ group



Unwise deals. Blaster fights. High adventure among the stars. Welcome to the world of Scum and Villainy.

Scum and Villainy is a Forged in the Dark game about a spaceship crew trying to make ends meet under the iron fisted rule of the Galactic Hegemony. Work with the members of your crew to thrive despite powerful criminal syndicates, warring noble families, dangerous aliens, and strange mystics. Explore the ruins of lost civilizations for fun and profit. Can your motley crew hold it together long enough to strike it big and insure your fame across the sector?

Scum and Villainy is a stand-alone RPG based on the *Blades in the Dark* game engine. In this book, you'll find:

- A clear gameplay structure that puts the focus on the criminal undertakings of the crew. A session of play consists of a job followed by recovery, downtime projects, and advancement.
- Ship "character sheets" that allow for XP spends, upgrades, and leveling up alongside the characters.
- Crew advancement opportunities to reflect the change from a rag-tag group barely in the black to a reputed crew that has built a name across the sector...if you can get there.
- Forged in the Dark tools to help keep the focus on the action of the job rather than the extensive planning needed to make it happen.
- Character and ship types to help create a unique and interesting crew at light speed.

May your ship fly true, and may your blasters never jam.

**BASED ON
BLADES IN
THE DARK**



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