

Blades in the Dark Blades '68

EHP0076

Role Playing Supplement

ISBN 978-1-61317-220-9

MSRP \$45.00

Format 6"x9" full color
hardcover, 448 pp

SKU EHP0076

Release Sept 14, 2026

The Ten-Second Pitch

Bold action, shadowy missions, and mind-bending conspiracies blend together in this retro-futuristic supplement for *Blades in the Dark*.

Target Market

- Fans of *Blades of the Dark*, especially those looking to switch the genre to a more modern vibe or add new rules to customize their game.
- Fans of video games such as *Deathloop*, *GTA: London 1969*, or *Disco Elysium*.
- Fans of spy fiction like *James Bond*, *The Man from U.N.C.L.E.*, or *The Prisoner*
- Fans of crime capers like *The Italian Job*, *Bullitt*, *Get Carter*, or *Ronin*.
- Fans of sci-fi in the vein of *Soylent Green*, *Logan's Run*, or *A Clockwork Orange*.

Up-Sells & Cross-Sells

- *Blades in the Dark* [EHP0030] (required to play!)
- *Blades in the Dark: Deep Cuts* [EHP0074]
- *Scum & Villainy* [EHP0040]
- Other games based on the Forged in the Dark engine like *Slugblaster*, *a|state Second Edition*, *Beam Saber*, or *CBR+PNK*

Selling Points

- Unruly escapades, technicolor action, and strange secrets blend in a dystopian retro-future
- New technology and rising consumerism hide subversive, disturbing conspiracies
- Genre switch: It's *Blades in the Dark* in a shiny, technicolor 60s London vibe
- 7 new Character playbooks, including the Radical, Operative, and Paranomalist
- 6 new Crews like the Hit Squad, Racers, and Utopians
- New rules for Harm, Resistance and Armor, Character advancement, and more!
- Cold Opens offer quick starting scores so GMs can plunge into the action
- Ticking Timebombs pulse in the background raising the stakes as PCs pursue their own plans
- A complete overview of Doskvol in 968 AC: history, technology, factions, the paranormal, and more!



UNRULY ESCAPADES IN A DYSTOPIAN RETRO-FUTURE

Throw on your red leather jacket, adjust your sunglasses, and get ready to drop the clutch on your autopod: *Blades '68* launches you into a technicolor world of bold action, daring heists, and mind-bending conspiracies.

In this official supplement for *Blades in the Dark*, designer Tim Denee (*Deathmatch Island*) shines a bright, electropasmic light on the grimy streets of Doskvol and spins the timeline forward 100 years.

Spark-craft technology and a glossy veneer of prosperity conceal sinister forces and lucrative opportunities for those audacious enough to grab them.

In the slightly-too-shiny world of *Blades '68*, you'll play Militants, Swingers, Intellectuals, and Paranomalists working to unravel the secrets lurking beneath the B.L.U.E. array. Along the way, you'll join forces with Racers, Radicals, and shadowy Operatives to score thrills and advance your crew's rebellious agenda.

Beyond the setting, you'll find new crews, fresh character options, and alternate rules mechanics for *Blades in the Dark* (a copy of which is required to play).

Cold opens, ticking timebombs, and a rolodex full of trouble will help your GM dive into the action and bring the thrilling, multifaceted city of Doskvol 968 to life.

Blades '68

Get groovy. Get dangerous. Get ready...

The electropasmic revolution starts here!

THIS FILE WAS LAST UPDATED JUNE 3 2026.

© Evil Hat Productions, LLC and OneSeven. All Rights Reserved.

All product titles and logos are trademarks of Evil Hat Productions and John Harper.