

Flatline on the Blocks - Press Kit



Keep Your Finger on the Pulse

Blast through a pirate filled void in *Devil's Due*, an 80+ pg space pirate anthology for Mothership RPG, crowdfunding on **BackerKit November 12th - December 12th, 2024** as part of **Mothership Month!** Created by a crew of 20 creators, see the campaign page on BackerKit: [\[link\]](#)

What is *Not Enough Scoundrels?*

Devil's Due is an anthology providing tools for running space piracy games in Mothership RPG. This is an 80+pg, full color A4 hardcover book. Additional materials include a Devil's Due patch, and a special piracy patch for 100% Mothership Month backers. Written and developed by thirteen veteran and new Mothership 3pp designers, layout design by Eric Alsandor, art by Lur Noise, Scragend, Sam Wildman, Ross Hayes, Phantomysie, Ben King, with editing headed by Jet McFin and Jordan Boschman.

Inspired by the fact and fiction of Golden Age piracy, the *Devil's Due* anthology provides a space pirate's bounty of game materials. Plug in the ten pirate crews, use the planet of Devil's Due as a

campaign hub, pilfer the book for its wealth of pirate-raid adventures and tables that could support a space pirate themed campaign.

***Not Enough Scoundrels* Features:**

- **10 unique Pirate Crews** with their own captains, spaceships and roll tables.
- Space anchor **Flotsam Station** and the scrappy city of **Azimuth**, sitting at the base of the space elevator. Includes ten city locations with NPCs, shops, and built-in adventure hooks.
- **Hexcrawl procedures** for exploring **the Wilds** of Devil's Due.
- **10 fully written adventures** on Devil's Due and across the Outer Rim.
 - Investigate a series of Azimuth murders in *Her Private Strain*.
 - Save victims from a coastal town plague in *The Sireen Below*.
 - Score a double bounty in *A Long Way to Go and a Short Time to Get There*.
 - Pull a heist on a computers production facility in *Iron Hearth Harvest*.
 - Help a pirate double-cross their crew in *Severance Package*.
- **Four d100 tables** to serve as hooks into pirate crews, gadgets pickups, pirate mercs to hire, and a megatable to plant the seeds of pirate prey.
- **## unique locations**
- **## NPCs**
- **## Different space horrors**
- New cybermods, weapons and equipment to help PCs Survive, Solve and Save.

***Not Enough Scoundrels* Links:**

Follow the project on BackerKit [link]

Art Assets

The primary art & promotional assets for *Not Enough Scoundrels* can be found here.

[gdrive link]

Team Members

Our team of contributors includes:

- | | |
|--|--------------|
| - Chris Airiau, Bio-Drones & Cryo-Clones , | - Carly A-F, |
| Outer Rim Uprising contributor. | - Tim Zygor |
| - Josh Domanski | - Lur Noise |
| - Marx Shepherd | |

From Josh Domanski, game development

[design notes and such]

What People Are Saying

Find 4-5 people to read and provide quotes we can use for pull quotes

Author Bios

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Follow Ups

If you have additional questions about the manuscript, would like to schedule an interview or a time to play, or have any other questions please feel free to reach out via email to [link].