



DRAGONLAIRD GAMING

Web: www.dragonlairdgaming.com

Discord: <https://discord.gg/K2pSMDZ2>

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Bonus Content: Extra Tidbits for Gaming the Movies columns

Sometimes I'll complete an article for my Gaming the Movies column but later come up with additional information or have material that wouldn't fit in the original column. I've collected that information here and will continue to append to this file as I find more.

Gaming the Movies – Alien

(Original column published in issue #150 April 2009)

Some additional research and suggestions by fans of the column have uncovered an official Aliens roleplaying game "[Aliens Adventure Game](#)" that was published back in 1991. It is out of print but if you can find a copy, consider yourself lucky. The Colonial Marines Technical Manual would also be a great resource.

Thanks to wiggy from the kenzerco forums for these suggestions.

Gaming the Movies – 13th Warrior

(Original column published in issue #162)

One of the greatest lines from the movie, the 13th Warrior, is this solemn recitation, first spoken at the funeral of the old leader and then as a statement of unity between Ahmed and the Northmen at the end.

'Lo, there do I see my father. 'Lo, there do I see... - Buliwyf
My mother, and my sisters, and my brothers. - Herger the Joyous
'Lo, there do I see... - Buliwyf
The line of my people... - Herger the Joyous
Back to the beginning. - Edgtho the Silent
'Lo, they do call to me. - Weath the Musician
They bid me take my place among them. - Ahmed Ibn Fahdlan
In the halls of Valhalla... - Buliwyf
Where the brave... - Ahmed Ibn Fahdlan
May live... - Herger the Joyous
...forever. - Ahmed Ibn Fahdlan

Great stuff for any campaign. Great words.

The naming of the Northmen was also interesting. A single name followed by a descriptor. If your players are struggling to get a good role-playing handle on their character, find one descriptor. It may not be true of them all the time, but it is an expectation they can play with, a nickname bestowed upon them and marking them as one of the group. I think it would be a good technique to help unify a party of PCs.

The Northmen

- Buliwyf (Leader)
- Herger the Joyous
- Edgtho the Silent
- Roneth
- Ragnar the Dour
- Helfdane the Fat
- Rethel the Archer
- Haltaf the Boy
- Halga the Wise
- Skeld the Superstitious
- Weath the Musician
- Hyglak the Quarrelsome

In terms of game systems to use with 13th Warrior, I've been told that Hellfrost with the Savage Worlds Rules System would be an ideal choice, though I've not explored it myself.

Gaming the Movies – Mars

(Original column published in issue #159)

The [Lego](#) company actually has even more goodies for us. They have a Mission to Mars set though with “action figure world” logic, it includes beyond NASA tech. Sadly, the NASA tech kits are out of production and can only be found on eBay.

[Terri Fisher](#): The genetic difference between men and apes is only three percent. But that three percent gave us Einstein, Mozart...

[Phil Ohlmyer](#): ...Jack The Ripper.

<http://en.wikipedia.org/wiki/Mars> provides plenty of hard data on the planet as well as a history of the various fly-bys, rovers, and other missions to examine the planet.

Fantastic: Discovering the Big Secret and how it changes the game.

1. There is life on Mars and it has been expecting you.
 1. Watching us, eager to make contact
 2. Watching us, wary of contact
 3. Needing us for survival (our help)
 4. Needing us for survival (our planet)

5. Humanoid or alien/monstrous
2. There was life on Mars and it left a message for you.
3. There was life on Mars and it left a present for you (miraculous technology, ship, bomb, virus, still functional machines for good or ill)
4. Mars isn't as we expected it (in terms of observed gravity, water, air, etc.). Its true nature was cloaked allowing us to discover life and Earth-like conditions on the true surface.
5. There was life on Mars and there will be again if we trigger processes left waiting for us. (Jumpstarted terraforming plus confirmation of alien intelligence.)

Gallagher: We walk 100 km. to a 30 year old Russian rock probe that failed to launch and try to jump start it. Gee, why couldn't you make it tough.

Red Planet has nods to 2001: A Space Odyssey. The captain is named "Bowman", a'la Dave Bowman of 2001. AMEE has a similar glowing visual sensor like the HAL 9000 and similar murderous intent after a system failure. Even the ship has a pair of "gravity wheels" though they aren't used to simulate gravity.

Common Challenges

- Judging the intersect between two objects in orbit, manually in spacesuits, with line guns, rocket bursts, limited fuel. Physics is a bitch leaving people to die because the math doesn't work out.
- Lots of Running Timers: fuel, oxygen, food/water, will run out. Ship must leave or won't have enough fuel to get back to Earth or to get off the planet etc.
- Walking/traveling overland from one site to another on the hostile surface.
- Carry on with the mission vs. cheap heroics
- Reuse hardware sent ahead or old probes/landers/etc.
- Storms on the surface
- Team on surface slowly killed, one by one

Gaming the Movies – Pirates of the Caribbean

(Original column published in issue #153)

Pirates have been popular for several years now, led by Disney's movie franchise. RPGs have followed the trend and here are some references I'd like to add to what I provided in the column.

- [d20 Swashbuckling](#)
- [d6 System](#)
- [Seventh Sea](#)

Thanks to CEBrown from the kenzerco forums for these suggestions.

And word is out now that there will be a [fourth Pirates of the Caribbean movie](#).

Gaming the Movies – X-Men

(Original column published in issue #152)

There are several RPGs out covering superheroes and Marvel Comics characters in particular.

- [Marvel Superheroes \(1984\), Uncanny X-Men Campaign Set \(1991\), and many many more out-of-print](#)
- [Brave New World](#)
- [Villains and Vigilantes](#)

There are more superhero RPGs out there but these are the best aligned to the Marvel and X-Men aesthetic.

Thanks to CEBrown from the kenzerco forums for these suggestions.