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A roleplaying game of Vikings, raiding and battle

Graham Bottley



This game is based on the OpenD6 RPG originally published by West End Games and later made an "open source" ruleset. A large debt of gratitude has to go to WEG for that decision, making the creation of other derivative games like this easy.

A lot of thanks also has to go to the artists who provided the illustrations for the cover and interior. When I write a game, I am influenced by various sources, but also by the art as it is completed.

As always, I need to thank my gaming group for their early stage thoughts, suggestions and destruct testing they put my games through. Simon and James are particularly helpful here, and have been for many years.

Also, again as always, I need to thank my family. Writing a game and running a Kickstarter campaign are long, hard jobs and having my family to support me on the rare occasion I am away from the keyboard is what keeps me going.

Lastly, huge thanks are due to the backers of the Kickstarter campaign itself. I did not set a huge target; simply one just about enough to pay for the art. As has often happened, the backers of this campaign went far past that! I have listed the names of all of the backers at the end of this book.

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Vikingr, in Old Norse, is a person who goes on expeditions by sea, primarily to raid settlements for slaves and valuables. A group of Vikingr is known as a Vikingar and the original term for their raiding was to go on "a Viking". From these terms we derive the english term Viking, meaning an early sort of pirate.

And that is what this game is about. Vikingar going on raids by sea, Looting and pillaging, fighting and brawling. Adventures in foreign lands, exploration, trade and even more fighting.

But. This game is not a Historical game. Instead we have aimed for a "Viking Flavoured" game. It is historically based, but there are fantastical elements included and terms and names may not be totally accurate. It would not be difficult to run a strictly historical game with these rules, nor would it be difficult to have a game of Vikingar fighting Orcs and Goblins round every corner. But as written, the game is somewhere in the middle.

The essence of Vikingr is to give the GM a toolkit, allowing them to run whatever Viking-style game they want to in whatever setting they prefer. And because just about everyone knows of the vikings and everyone has their own setting in their head, we have made it easy to tweak. Chapter 8 contains guidance on possible different campaign styles.

The rules are based on the D6 RPG system originally published by West End Games, and later released as an open ruleset for others to further develop. We obviously owe a debt of creativity to WEG and all earlier developers.

So, without further ado, gather your Heroes and Go Viking!



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Vikingr

noun. Any of the Scandinavian pirates who plundered the coasts of Europe from the 8th to 10th centuries.

This book contains a complete D6-based Roleplaying game of raiding, plunder and longships.

Hero creation, warband battles, shipbuilding, Gods, runes, omens and visions are all included and provide every tool needed for almost any type of Viking-themed game, whether historical or mythical.

So grab your axe and shield, leap into your dragonprowed longship and get raiding!

