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VÍKINGR



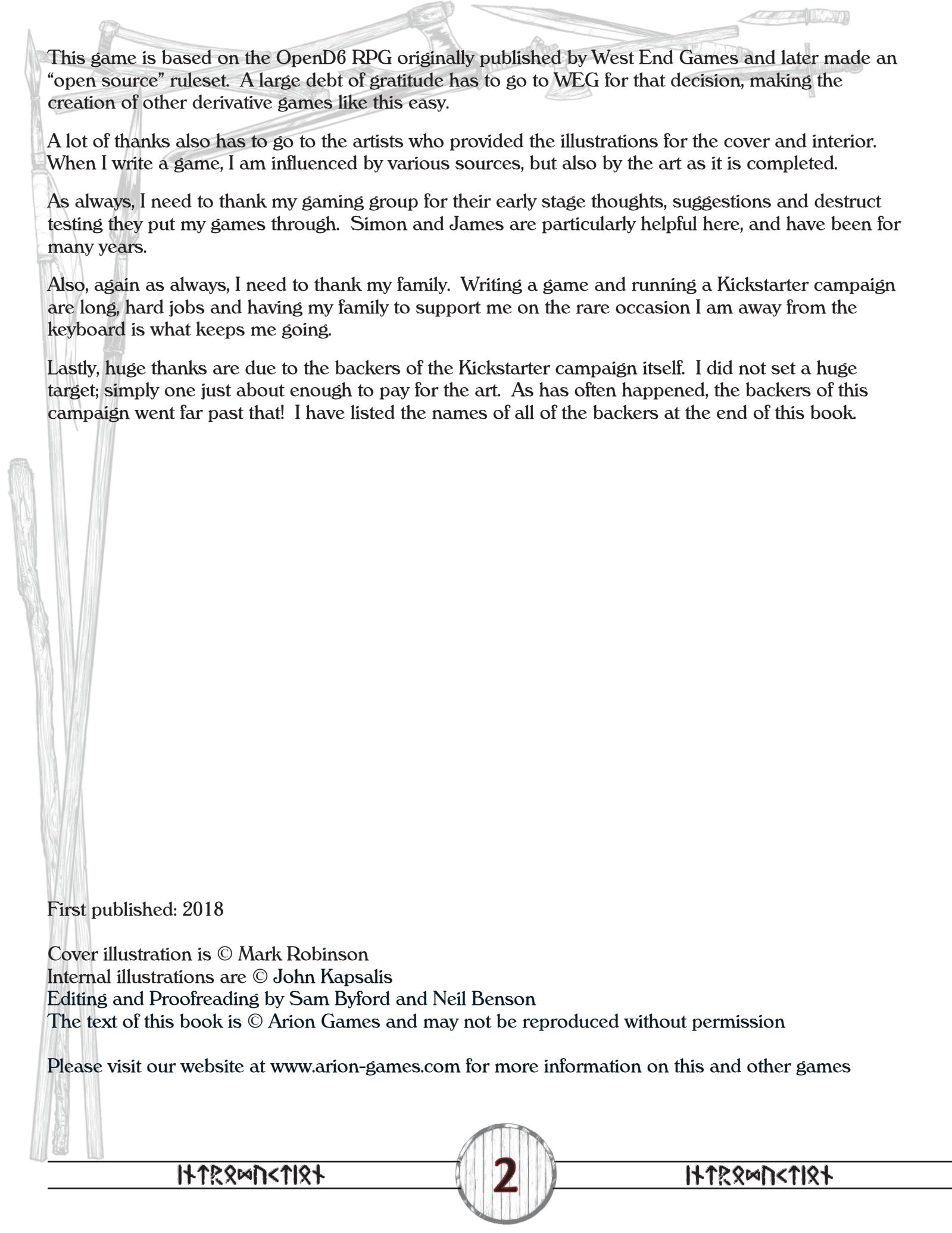
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víkingr

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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Internal illustrations are © John Kapsalis

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VÍKINGR

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 dragon-prowed longship and get raiding!

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