



***Fang {Fang is, approximately translated, a physical competition. Be it wrestling or battle, good willed or not}***

Very little need for change. Why fix it if it isn't broken?

1. Weapons: Basically, this equates to the addition of axes. This is purely superficial. Axes replace javelins (bare with me). An axe is well known for being worse than a sword in a one-on-one scrap, and it is rather handy to throw. So therefore an axe gets -2 at Range 1 (it's a javelin), representing its poo-ness up close vs. swords, plus you can lob it up to range 4.
2. Also allowable is a two handed axe, if you really must have one. These translate as spears for all intents and purposes EXCEPT you do not have to put one die in each hand, you may put both 1d8/1d6 in the attack hand and you may NOT use a shield, also, they use the javelin skill (remember, axes replace javelins). Big two-handed weapons were historically uncommon in day-to-day killing activities; they were unwieldy and only useful in large battles because of

how incredibly slow they were, just in case you wondered.

3. Armour: All stays the same rules-wise. Simply change Greaves to Bracers (the things that go round your wrists). Just to make it more historically tasteful.
4. Wrestle skill: To represent the Vikings tendency to get stuck in regardless of their armament (at least mythologically speaking), you may use wrestling in battle. It is Range 0 and ONLY range 0, it cannot be used outside that range band. So you would just get Name + Skill (wrestle) + Might. You may use a shield instead of might if you wish to get the defence die (imagine a shield bash, if you will. Tasty.)
5. Legend Total: If you acquire 30+ Legend, you go to Valhalla and become one of the Einherjar. 0-29 and you go to Hel, where the quiet and mysterious Hel the goddess of death, who has half face in the shadow of darkness and the other part in the brightness of life, leads them on a ship which follows the current of one of the twelve rivers Eligavar, into Hel (the place). This is alongside the standing Legend Total scale. This adds to the games by adding a

yes/no situation to legend. Either die gloriously in battle or get to Hel!

6. Divine Favour: Added: 5 Divine Favour - Berserker Rage! Ignore Damage penalties for one battle. In case of a 6 (Out) result, you may fight one last Exchange before leaving combat.

Links:

[http://www.bbc.co.uk/history/ancient/vikings/weapons\\_01.shtml](http://www.bbc.co.uk/history/ancient/vikings/weapons_01.shtml)

Excellent information regarding Viking military stuff.