

Grenzland

2d6 Games

No 8 - August 2026

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The original tabletop role playing dice mechanic

So, 2d6? What's all the rap about? And I could point you to the #music-making channel for further inquiries. Apparently that's an insider joke, and likely doesn't make any sense to you. Still I leave it here for documentation purposes¹.

What may well make sense to you is this: rolling two six sided dice was the original dice mechanic used in the very first dungeon crawl and in the very first D&D like Campaign game, Dave Arneson's Blackmoor campaign². If you will, 2d6 is the original dice mechanic of our hobby. It's been the principal dice mechanic in *Classic Traveller*, and has been carried forward by many more modern gaming systems. I've written about this before³.

¹ And just to be complete about documentation, I'll note that "2d6 sind gut genug" is a music track recorded by two of our communities most illustrious gamemasters, featuring recklessly proclaimed verses and spiffy synth sounds. Someone usually posts a link to the mp3, whenever outrageous claims about 2d6 are made. So right now, might actually be a good time?

² This is well documented in Judges Guild's *The First Fantasy Campaign* wherein the Autor, Dave Arneson mentions in his introductory paragraphs about magic swords: "[...] Chainmail, which served as the basis for all our combat."

³ <https://betola.de/wandererbill/uncategorized/2d6-the-original-tabletop-role-playing-dice-mechanic/>

So let's celebrate our beloved 2d6 and have a look at this issues contents. To start with *agroschim* presents us with an amazing take on using real world history in a science fiction game. Where can I sign up? Next *kyonshi* shares a couple of Patron encounters usable with any set of Traveller rules. I love patron number seven! It's *agroschim* again who reminds us of *The Cover Game*. I missed playing it, but enjoyed reading those imaginary game pitches. Can someone please run "The Tech Nullifier"?! *momo* shares his thoughts about a rules set he's developing. Sounds like all I want from a game. Can't wait to see this happen! In the next article, *myzeli-um* has something to say about a japanese game called *Sword World*. This does sound intriguing! The "power table" given reminds me of how *Troika*!⁴ uses tables to expand the spread of a simple 2d6 roll. Good stuff! *alex* explains how 2d6 games can offer more focus on what's important about a game at hand, be it defining attributes, backstories reflected in a particular selection of skills, or the diegetical meaning of failure, success and partial success. Finally I have gathered some numbers from the *Dungeon!* board game into a common table, and give a suggestion about a 2d6 based campaign game

⁴ Another 2d6 game:
<https://www.melsonia.com/collections/troika>

I'd like to run at some point.

What follows are the usual sections with dates, upcoming games and so forth. The new thing here is *grenzland.club*, a shared computer system, dedicated to what last issues article "Get in Contact" was about. Take back control of our gaming related online communication. Lastly let me ask this: Who'll be the first person ever to write a letter to the editor to Grenzland? — *lkh*

Grenzland 9 Reptiles!

is scheduled for January 2027

**Submissions, classifieds,
letters to the editor,
and ads to**

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Submission Deadline:

December 15, 2026

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December 31, 2026

The Space Empire of Alexander the Great

Some time ago, I read books 16-20 of Diodorus' "The Library" about the conquests of Alexander the Great, his untimely death, and the Diadochi Wars that followed. Ever since, I have had this idea of using this time period as inspiration for a Traveller *milieu*. So here is my take on how *Ancient History* may be used for adventures in the *Far Future*!

Ten years ago, Alexander, prince of the *Noble House of Argead* born on backwater world *Pella* on the spinward fringes of *Known Space*, did the unthinkable, conquered *The Imperium* and had himself crowned *Emperor*. Just seven years earlier, Alexander and his *Friends* unleashed a lightning campaign not seen in remembered history, capturing key world after key world. *The Imperium* was unequipped to deal with such a threat. Often the news of Alexander's conquest arrived with his ships. Local garrisons, rarely fully staffed, were no match for his Companion Marines -- the *hetairoi* -- eager to prove their *arete* in battle. Where Alexander conquered, he left loyal commanders behind in charge.

Four years ago, at the height of his glory, Alexander fell ill and died, leaving an unborn heir behind. His body was barely cold when his *Friends* turned from loyal servants in *Alexander's Imperium* to warlords, eager to carve out their own empires. Perdicas, the supreme commander of the Companion Marines, set himself up as regent for Arrhidaeus, Alexander's half-brother, and Alexander's unborn child, pretending to support the *House of Argead*. Soon after, Perdicas made a bid for the throne. He had commanders who in the past had opposed him assassinated and tried to arrange a marriage with Cleopatra, sister of the late Alexander.

Antipater, long a friend to the *House of Argead* and left behind on *Pella** when Alexander went on to conquer *The Imperium*, forged an alliance against Perdiccas, using the spinward *Macedonia* subsector under his command as a base. Thus *The War of the Diadochi* had begun. Most notably, the alliance against Perdiccas included Ptolemy, one of the seven bodyguards of Alexander, who now controlled the rimward *Aegyptus* subsector, and Antigonos, a former infantry commander and now Satrap of the *Phrygia* subsector.

Today, Perdiccas is dead, murdered by his own generals after a failed invasion of *Aegyptus*. While *The War of the Diadochi* draws to a close, *Known Space* is still rife with conflict. New potentates have emerged in the last four years. For example, Seleucus, a supreme commander of an elite infantry unit under Alexander and Perdiccas, is now the satrap of the *Babylonia* subsector, close to the heart of the former *Imperium*. Cassander, son of Antigonos, is already poised to take over his father's legacy. And the people say Lysimachus the strategos of the coreward *Thracia* subsector has high ambitions.

Patron: Eumenes of Cardia

Required Skills: military experience

Required Equipment: starship

Eumenes was Alexander's secretary and trusted friend. While the other *Friends* of Alexander never accepted Eumenes, who was not born into one of the noble houses in the *Macedonia* subsector, as one of their own, he is fiercely loyal to the *House of Argead*. At the beginning of *The War of the Diadochi* he was in command of a fleet in the *Cappodician Reach** on the border between the **Phrygia** and **Media** subsectors. Loyal to Alexander's legacy, he backed Perdiccas. A great admiral, Eumenes held his ground until against Antigonos he was betrayed by a mercenary commander at the *Battle of Orkynia* in the *Cappodician Reach*. He managed to escape with a small fleet of loyal commanders and is currently stuck on *Nora** in the **Phrygia** subsector, where he is besieged by a fleet of Antigonos.

Player's Information:

Olympias, Alexander's mother, always held Eumenes in high regard. Now, he is one of only a few high ranking commanders still loyal to the *House of Argead*. She has offered a large sum of credits and her endorsement for anyone who can break Antigonos' blockade and free Eumenes. Such a reward can make an aspiring crew into a player in the *Diadochi Wars* which are sure to come!

The players' party is approached by an agent in service of the **House of Argead**. The agent asks the players' to end the siege or at least free Eumenes.

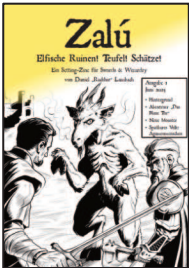
Referee's Information:

- 1. All is as represented.
- 2. The players' party are also approached by an agent in service of Antigonus. The agent asks the players' party to turn on the *House of Argead* and free hostages held by Eumenes. The agent knows nothing of the players' original mission.
- 3. The players' party makes contact with Hieronymus of Cardia, friend of Eumenes. He was sent to Antipater to negotiate. The negotiations went nowhere and Hieronymus wishes to return to his friend. He has valuable information on how to run the blockade.
- 4. News of Antipater's death arrives shortly after the players' party arrive at *Nora*. Several commanders break the siege on their own accord while others continue to fight.
- 5. The agent secretly works for Antigonus. It is a nasty trap.
- 6. The agent secretly works for Antipater who wants to use them as a distraction to make a move on Antigonus. The players' party is closely monitored, but not sabotaged.

Known Space

Macedonia	Thracia		
Graecia	Phrygia	Media	Parthia
	Babylonia	Persia	Carmania
Aegyptus	Syria		

— agroschim



Rackhir's Ziggurat

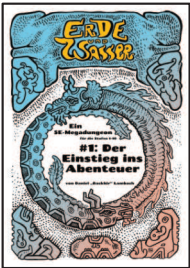
Zalú, ein
Kampagnensetting für
Swords & Wizardry
(pdf, 4\$)

Melniboné meets
Event Horizon

Erde & Wasser, ein
Megadungeon für D&D
5E (pdf, kostenlos)

Rettet die Prinzessin,
beendet einen Krieg
der Götter. 38 Level!

<https://www.kritischerfehlschlag.de>
<https://rackhir-rpg.itch.io/>



Seven Patrons

1. Citizen, Corporate

Required Skills: None

Required Equipment: Transportation

Player's Information:

Westom-Karr'as Shipping is a single-system transport company specializing in non-jump mining transports. One of their large mineral transports from the asteroid belt in the outer system has stopped responding to calls. The ship (the Westom VI) is still there, but gives no response to hails. The ship isn't due for another month, but the amount of minerals is worth millions of credits. It would be good if someone could check out what happened. **Claire Vallas**, the shipping company's admin, is willing to pay 5.000 Cr for a check-in, plus routine maintenance and fuel for their ship in their facilities. If pressed she also can offer an additional contract to deliver supplies to the belt mining facility the Westom VI came from.

Referee's Information:

1. An asteroid strike has taken out all the communication antennas, repairs were stymied by lack of replacement parts. The small crew will be happy about any assistance that can be rendered.
2. An asteroid strike has taken out the main cabin of the ship. One crewman is still hanging entangled in wires (but dead), the other two cannot be found.
3. The ship is abandoned. Systems are running on autopilot, half eaten dishes on the table. No trace of the crew.
4. The crew is present but claims no contact with the main world can be established. This turns out to be true. Something is interfering with communications in the area around the ship.
5. As 4. But there is one additional crew member unaccounted for by the company.
6. Something psionically active in the cargo has been driving the crew insane. By the time the PCs arrive only one member of the crew is alive, but he has taken on two split personalities from the ones he murdered and ate.

2. Emergency broadcast

Required Skills: None

Required Equipment: Transportation

Player's Information:

A faint and barely understandable emergency **Signal GK** reaches the players' ship from an otherwise dead moon in the system. The storms on the moon make it difficult to get the signal except in specific conditions. The moon in question is considered uninhabitable.

Referee's Information:

1. A small survey craft has crashed on the planet. Everybody on board is dead by the point they can be reached.
2. As 1. But 2d6 people are alive and barely holding on.
3. As 2. But the people have a markedly different bio system than usual (e.g. methane breathers)
4. A colony ship has crashed on the planet, everybody is dead.
5. As 4. but 2d6x100 people are alive and barely holding on
6. As 5. but the crash was hundreds of years ago. The colonists have created an underground TL12 society based on barely understood clone technology. The emergency beacon is left of for ritual purposes.

Harlon Szhugivelli, professional nuttetr

3. Citizen

Required Skills: None

Required Equipment: Transportation

Player's Information:

Harlon Szhugivellie, a conspiracy theorist approaches the PCs. He is convinced there is a secret Hiver cabal on the planet, steering the politics of the world for their "tentacly masters from the dark depths of space" (his words). He wants the PCs to uncover evidence so he can send it in to the local newspaper. The man is clearly nuts, but his credits are as good as anyone's.

Referee's Information:

1. There is no Hiver on the world anywhere, but the inquiries of the players catch the attention of a local criminal organisation.

2. There is no Hiver on the world anywhere, but the inquiries of the players catch the attention of a local conspiracy.
3. There is a single Hiver on the world. They are really fed up with all those conspiracy theories. They are an ambassador of art, by the fates!
4. There is a single Hiver on the world, they are the last remnants of a Hiver ambassador ship that came by decades ago and left one of their offspring by mistake. The creature is basically feral, but has found an appropriate niche in the underworks of the human colony on this world.
5. There is a single Hiver on the world, they have been found by people who knew what it was and brought up in a human family. Due to various circumstances the hiver can now be found loitering together with other teenage recalcitrants.
6. There is an actual Hiver conspiracy on this world. It's shadowy masters are using their skill in manipulation to have Kevin become the most common name for newborns for unfathomable reason.

4. Citizen, Scientist

Required Skills: None

Required Equipment: Transportation

Player's Information:

Brawa-ba-wara, a newt astrographer approaches the party and offers 10.000 Cr for the following proposition: A large object of unknown shape and provenance has been detected in the outer system of this planet, headed for the interior of the system. The local astrographical institute would like the PCs to go there for a quick trip and check out what exactly might be approaching the inner system like that.

Referee's Information:

1. The object is a large asteroid of unusual shape and mineral composition. The institute would be interested in samples.
2. The object is a forgotten sublight transport bearing a wealth of raw materials. The company that was supposed to receive this has long gone bankrupt, but the lease is still active and in the hands of the planetary government.
3. As 2. but the sublight transport is not actually forgotten. The local system defence force takes a dim view on looters.

4. As 2. but the ownership was fraudulently transferred to multiple other business entities, who (or whose successors) are very interested in finally reaping the rewards for the decades-long wait. They take a dim view on each other, but also aren't friendly with the PCs.
5. The object is an ancient cryogenic colony ship reaching the star system hundreds of years after the system already has been settled. The crew might not be happy to hear their trip has been futile.
6. As 5. but the colony ship is a fully fledged generation ship inside a hollowed out asteroid carrying millions. They are not happy to find invaders in their holy land.

5. Citizen, Corporate

Required Skills: None

Required Equipment: None (patron may provide small basic ship)

Player's Information:

Hari McZhuge is the heir of an insolvent interstellar transport company. A string of mishaps drove the company into bankruptcy the decade prior. One of the last ships the company had left disappeared due to a misjump and gave the struggling company the death knell. During the last few weeks she has learned of communications received by scout service listening posts that locate the misjumped vessel around eight parsecs from its intended position, drifting in deep space, about two months of travel beyond the next (unpopulated) system's Oort cloud via n-drive. The ship is broadcasting an emergency signal that indicates it is in distress but otherwise functional. As she is the heir of the company she would like to reclaim the ship, but while she has some money to do that (she can fund up to 100.000 Cr for equipment, and another 100.000 Cr for labor), she is limited in personnel and expertise.

Referee's Information:

1. All is as described, the issue is organizing, planning, and performing a salvage operation in deep space.
2. The ship is still mostly functional and without enough fuel for a jump, but part of the cargo and interior electronics have been rigged into a crude but functional cold sleep unit. The 6 head crew is still alive, barely so, but the ship is not usable without extensive repairs.
3. The ship is empty, and seems to have been intentionally salvaged already. Traces of the crew remain, but the cargo is gone.
4. The cargo is still there untouched, but the crew is gone without a trace. Dishes on the table, repairs half-finished, no entry in the log, the works. What happened to them?

5. The ship is still active and on standby, and the crew can be found in their normal positions, all dead and preserved, if a bit desiccated.
6. The ship is currently being salvaged by a different ship that also has reacted to the emergency message.

6. Citizen, Criminal

Required Skills: None

Required Equipment: Transportation

Player's Information:

Hugo Chen-Sheev is a wheeler-dealer at the local space station. One of his contacts in the scout service recently provided him with information about a megacorp vessel lost in deep space a mere 2 parsecs away. He knows the vessel had been transporting valuable cargo, as its loss has provided the local branch of the megacorp an enormous insurance payoff after it got lost 2 years ago. He thinks this is going to be his big score, but he needs to get to it before the corp, or worse the insurance company get to it. He is willing to pay 50kcr, but can be haggled up to 200kcr (he is seriously lowballing the PCs)

Referee's Information:

1. Everything is as described, the vessel in question is a rather large freighter that misjumped. The cargo is metals and alloys.
2. Everything is as described, the cargo turns out to be valuable electronics. Unfortunately they are mostly unusable without license keys from the megacorp.
3. Nearly everything is as described, but a large part of the cargo is banned substances.
4. The vessel discovered does not match its transponder, nor does the cargo match anything on the statement. The vessel seems to have been switched before making the jump.
5. Hugo was wrong, he was not the first one to get the message. Another, much better equipped salvage outfit arrives while the characters are still investigating the ship.
6. The emergency broadcast has attracted a ship of unknown design and origin.

7. Diplomat, Spy

Required Skills: None

Required Equipment: Starship

Player's Information:

The characters are approached by a mysterious figure clad completely in grey robes and with a mask on. The figure will not speak, but will make it apparent that they are looking for passage to a red zone star system. The pay is exorbitant (200kcr), but according to the signs the figure gives will be issued in bearer bonds as soon as they have reached the location indicated the planet indicated on the map. The place in question is actually not the main world, but one of the outer system planets.

Referee's Information:

1. everything is as it seems. Besides the danger of running a red zone system, the main issue is getting the **Emissary of Unknown Truths** onto the right planet. The planet itself is a barren rock landscape with thin atmosphere, but the emissary will just hand over the bearer bonds, signal a farewell, and walk into the barren fields.
2. as 1., but if the PCs keep watching they can glimpse what seems to be the fata morgana of a shimmering high tech city over the rock fields, before it and the emissary disappear.
3. as 2. but a group of Imperial security agents in three S-types will attempt to force the characters to hand over the emissary, while on the way to the planet
4. as 3. But in addition a group of antagonist forces (e.g. Zhodani, Aslan, Solomani, etc.) will attempt the same with a single corvette. They will just as likely shoot the Imperial agents as they are willing to sacrifice the emissary (and the PCs) to deny the Imperials the knowledge the emissary holds.
5. as 1. but the emissary has no intention to pay the PCs. He will simply disappear, leaving curiously bad forgeries of bearer bonds behind that claim to have been created 200 years in the future.
6. as 1. but the emissary is just a conman, trying to get the PCs into an easy location for an ambush by the rest of his pirate crew

— *kyonshi*

The Cover Game

The Cover Game was a creative exercise we ran on the Grenzland Discord last year. The idea was to randomly select covers of old pulp magazines and try to come up with a title and elevator pitch for a module based on that cover. Alex added a feature to norn, a Discord/IRC bot, that randomly selects and posts a cover from the German Science Fiction series Perry Rhodan via the Perrypedia. So we ended up mostly riffing of Perry Rhodan covers. In this article I want to share some of my favorite entries.

The Tech Nullifier (gnorrosch)

This entry was posted by Gnorrosch, inspired by the cover of Perry Rhodan No. 733 "Der Weg des Diktators" (The Way of the Dictator)⁵. The cover was painted by Johnny Bruck, arguably the most iconic Perry Rhodan artist. It shows a man protected by a force field casually sitting in a chair while being attacked by three soldiers with ray guns. Gnorrosch came up with the following pitch:

A tech nullifier entered Space Station Black and defeated its guard corps. You are sent to retrieve important science data from the station before it gets corrupted by the Tech Nullifier. Can your group survive a breaking down space station where their means of survival depend on the very technology at risk?

The City of the Elder Race (agroschim)

The cover of Perry Rhodan No. 1162 "Kampf um Terra" (The Battle for Terra)⁶ shows an uneven fight between jellyfish-like organic flyers and humans, the humans clearly being outmatched. An organic looking purple building dominates the background. It was this building in the background which inspired me to come up with this pitch:

Deep within the steaming jungles of the North lies the ancient city of Zhoshaspa. Texts forbidden by the Autarchy tell of its inhabitants, only known as the Elder Race, who have lived there since time immemorial. Central to Zhoshaspa is the Tyrian Library housing knowledge from a myriad past ages. The eccentric Exultant Djehutmose has offered a unimaginable fortune for anyone foolish enough to venture to the Tyrian Library and steal the Tome of the First Age, said to hold the secrets of Deep Time itself.

⁵ <https://www.perrypedia.de/wiki/Datei:PR0733.jpg>

⁶ <https://www.perrypedia.de/wiki/Datei:PR1162.jpg>

A module for characters levels 8-12.

Ugh Nugh and the bleeping Invasion (alex)

The last entry I want to share is by Alex based on the cover of Perry Rhodan No. 780 "Die Testwelt" (The Testworld)⁷. The cover is a collage of dinosaurs, a river spanned a rock bridge, and what Alex called a flying golf-ball with antennas. Here is Alex's entry:

Gather your stoner friends, pick up those spears and travel through the subterranean dinosaur refuge to find the source of the flying drones that keep pestering your tribe. Infiltrate the lair of the rocket men and wrest the eye of eyes from their cold gauntlets and return your land to peace and quiet. A 16 page module for Wolf Packs & Winter Snow and other old school role-playing games.

Of course, Alex, being Alex, always going the extra mile, he made his pitch into a One Page Dungeon! You can find it here <https://alexschroeder.ch/files/bleeping-bots/bleeping-bots.html> .
— agroschim

Random Wizard Interviews



Interviews with 18 Luminaries of the RPG Industry



<https://www.drivethrurpg.com/en/product/227268/random-wizard-interviews>

⁷ <https://www.perrypedia.de/wiki/Datei:PR0780.jpg>

Reflections on Traumstein

I wrote a game called Traumstein (Traum: german for dream). Traumstein is a refined hybrid of the different role playing precursors that developed within the war gaming communities during the 1960s and early 1970s. I wanted to combine the Braunstein style Diplomacy-like tradition that emanated with Dave Wesely and the proto-roleplaying wargame campaign explicated by Tony Bath in his 1973 book "Setting up a Wargames Campaign". Additionally Traumstein is supposed to provide a framework that allows me and others to play the game *in just one day* with a manageable amount of prep-work beforehand.

This January I refereed the first game of Traumstein. And although me and the nine players had a great time, some unforeseen complications arose and not all game elements came into play as they were supposed to. Therefore a reflection on the constitutive ideas, practical constraints, logistical problems, and corresponding, necessary changes is due.

Defining Elements of Traumstein

Traumstein was supposed to incorporate 8 concrete elements.

1. Roleplaying: Players play a single character with individual goals. As individuals, their unmediated access to information is limited. But, as in a (proto-)roleplaying game, player characters can take (or at least try) any action that is plausible to occur in the game world.
2. Faction-gaming: Characters are linked to factions. The characters goals may (but not always have to) overlap with the goals of their faction.
3. Wargame-campaigning: The player characters have (in some way) access to the resources of their faction. These are mostly military resources, but also economic, religious, populist, or informational.
4. Asymmetry: Characters and their factions have different resources and goals. They are unequally powerful and unequally close to the major conflicts.
5. Strategic Information: The information available to players is limited to what their characters see, hear from others and read in messages and reports. Actions are therefore highly reliant upon reliable sources and flows of information.
6. Diplomacy: Players negotiate with each other to trade information and other resources, to form alliances, to plot intrigues, to coordinate their actions and/or to misdirect each other.

7. **Spatialization:** To facilitate the other game elements, the movement of characters, troops and messengers is constrained and tracked accordingly. Players are only allowed to converse when their characters are in the same place. Information takes time to reach its destination. And there is always a chance characters, messengers, and troops miss whom they were supposed to meet.
8. **Miniature Wargaming:** Battles and skirmishes are resolved through a tabletop wargame. Traumstein thus combines a strategic and a tactical mode of play.

These elements guided the development of the framework, i.e. the rules and procedures. In this regard I wrote a short (player) introduction comprising of a sequence of play, principles of play, and rules for movement, as well as quick playing miniature wargaming rules.

Most of the defining elements became important especially during the scenario design. The scenario (called B-1, short for Bornholm-1) comprises a map, a short general overview of the political situation, and 11 character sheets⁸. The character sheets include a short text describing the characters background, information about other characters, factions, and recent events. Additionally the character sheets listed three character goals, available resources, as well as a

table of known characters, their faction, and their base-location.

Challenges and Revisions

The actual game we played did in some aspects deviate from the game I wrote. Other aspects, that were played as written, turned out to be suboptimal. The three most important shortcomings were the distribution of characters to players, the order and movement system, and the miniature wargame.

My rationale in assigning characters to players was to give characters that are less central to the main conflicts and have fewer resources to the less experienced players, because I didn't want to overwhelm the less experienced players. I was inconsistent enough in this pattern to recognise it was a mistake. The less experienced players with less powerful or less central characters sometimes didn't know what to do and felt like they had no options for action, while the more experienced players always had an idea about what to do next. Conversely, the less experienced players with more powerful and more central characters always had decisions to make. The less obvious possibilities for action following from a less central and less powerful character position tend to be more overwhelming than a character that pressures the player into making many decisions.

The order and movement system had multiple problems. Written orders can take a lot of time to write when their length is not limited. One player took nearly an hour to write their first order. And it took

⁸ The scenario includes 11 characters, but we ended up playing with only nine players, because two players had to cancel on short notice.

me at least ten minutes to read and resolve it, while other players had written their first order in fifteen minutes. Later in the game, a similar problem arose within the diplomacy phases. Some players had long conspiring talks, while in the same turn others missed whom they wanted to meet and therefore had no diplomacy phase. This asynchronous rhythm of play and the corresponding waiting times can be easily reduced by setting a time limit for each turn. Additionally a standardisation of troop and messenger movement orders can fasten the writing and resolution of orders.

Another problem that arose from the order and movement system was the dispersion of troops. Some players began to split their troops into very small units, even ordering individual soldiers across the map. This became a logistical problem for the resolution of the movement orders. To note simultaneous movement of every small unit on the map, to cross reference the movement and location of all troops to determine (possible) contacts and then re-reading the specific order for these units in case of (enemy-)contact took a lot of time and was sometimes stressful. To fix this, I will constrain the movement of troops to the movement of characters and officers (NPCs holding command positions within their organisations). So that only characters, officers and messengers are allowed to move on their own. Regular troops can only move when a character or an officer moves with them.

Finally, the miniature wargame rules I wrote did not come into play. The time constraint of a one day in-person game did not allow for miniature battles. It would have taken too long to set up the table and resolve the battle. If two players would engage in a miniatures game, the overall game would grind to a halt. This means that Traumstein, if played in one day, can not incorporate the element of miniature wargaming. Furthermore combats need to be resolved with a different tool. As an alternative to miniature wargaming, I will add a combat resolution that is inspired by (but heavily simplifies) the combat system of *Empires in Arms*. The new combat resolution will consider troop strengths and unit types, terrain, and tactical decision making, as well as the random factor of dice rolls — all while being resolved in just a few minutes. Although this distances Traumstein from the UK-lineage of proto-roleplaying wargame campaigns, it should still provide a combination of strategic and tactical modes of play.

Adding these changes should make Traumstein more robust and approachable for most referees and players. And if life does not get in the way, I should be able to finish and release Traumstein and the B-1 scenario this autumn. The pdf will be under 5€ (or free). And the DIY boxed-set will sell at cost. **Check next Grenzland's issue for further details!** — momo

Sword World

Als ich gehört habe das es in dieser Ausgabe des Grenzland Zines um 2d6 Spiele gehen soll wollte ich direkt einen kleinen Beitrag zu meinem momentanen Lieblings RPG *Sword World* schreiben, ein japanisches Rollenspiel System das 2d6 für alle Würfe verwendet. Ich hatte irgendwann mal gelesen das es zu der Zeit einfach keine Läden in Japan gab die Spezialwürfel für DnD verkauft haben, aber jeder 2d6 irgendwo liegen hat. Dementsprechend verwenden die meisten japanischen Rollenspiele sechsseitige Würfel.

Sword World wurde zwar erstmals 1989 in Japan veröffentlicht und ist dort auch eines der beliebtesten RPGs aber erst jetzt 37 Jahre später werden die aktuellen 2.5 Regeln offiziell ins Englische übersetzt. Glücklicherweise gibt es eine Gruppe, die die meisten Bücher inoffiziell übersetzt hat.

Zu diesen Büchern gehören auch so genannte *Replays* die ein komplettes Protokoll eines Spiels sind, die dann als Buch zusammengeschrieben werden. Das wohl bekannteste Replay ist *Records of Lodoss War* aus dem später dann auch eine Manga und Anime Serie entstand.

Sword World ist ein klassisches Fantasy RPG. Wer schon mal einen Fantasy Manga gelesen hat, sollte sich wie Zuhause fühlen. Die Spieler sind Abenteurer die einer Gilde angehören, in der sie Questen annehmen können. Diese Gilden sind eigentlich in jeder größeren Stadt zu finden. Charaktere haben Mana welches sie für Zauber oder spezielle Fähigkeiten benutzen können.

Das System setzt Multiclassing voraus. Die Klassen sind dabei in Major und Minor Klassen und in Warrior, Wizard und Other unterteilt. Momentan gibt es 12 Major und 13 Minor Klassen. Das System funktioniert aber sehr gut, denn viele der Skill Checks sind nur durch bestimmte Klassen ausführbar. Um also eine gut funktionierende Party zu haben braucht man doch sehr unterschiedliche Charaktere und es ist eigentlich nicht möglich einen Jack of all Trades zu haben der andere Charaktere überflüssig macht. So kann zum Beispiel nur ein Charakter mit der Scout Klasse einen Initiative check machen. Oder Jemand mit der Sage Klasse den Monster Knowledge Check, um am Start des Kampfes Informationen und Schwachpunkte eines Monsters herauszufinden.

Für die Skill Checks benutzt man dabei 2d6 und das Level der entsprechenden Klasse plus den Fähigkeit Modifikator. Es ist immer auch möglich es ohne die entsprechende Klasse zu versuchen dann würfelt man aber nur 2d6 ohne Bonus. Natürlich sind hierbei zwei Sechser ein sofortiger Erfolg und zwei Einsen ein sofortiger Misserfolg.

Das viel Interessantere ist die Power Tabelle. Diese kommt zum Einsatz, wenn man Schaden würfelt oder auch Gegenstände verwendet wie zum Beispiel Heiltränke. Hierbei handelt es sich um eine Tabelle, die von 0 bis 100 geht. Jedem Gegenstand wird ein Power Level zugewiesen. Ein Kurzwert hat zum Beispiel Power 5. Wenn man nun auf die Tabelle bei Power 5 schaut, dann sieht man das man mit einer 7 auf dem 2W6 Wurf zwei Punkte Schaden machen würde. So ist es dem Spiel möglich sehr viele verschiedene Waffen und Gegenstände abzubilden, die aber trotzdem alle sehr unterschiedliche Werte haben.

Power	2	3	4	5	6	7	8	9	10	11	12
5	*	0	1	1	2	2	3	4	5	5	5

Beispiel der Power Tabelle für Power 5

Ich finde auch das Magie System sehr gut. Es gibt neun verschiedene Arten von Magie, alle mit ihren eigenen Zaubern. Ein Magier kann auch mehrere Wizard Klassen nehmen, um Zugriff auf mehrere dieser Magie Systeme zu haben. Der Magier kann dann alle Zaubersprüche der Stufe, auf der er die entsprechende Klasse hat und kann auch jeden Zauber so oft verwenden, bis ihm sein Mana ausgeht.

Es gibt drei Kampf Systeme, ein simples das normale und ein komplexes. Das komplexe System ist hierbei das Kampfsystem, mit dem die meisten vertraut sind, das heißt eine Battle map auf der sich die Charaktere frei bewegen können. Viel Interessanter sind die anderen beiden. Bei dem simplen System gibt es drei Zonen: die Verbündeten-Backline, die Frontline und die gegnerische Backline. Am Anfang des Kampfes kann dann jeder entscheiden in welcher Zone er stehen möchte. Meistens sind dann Magier und Fernkämpfer hinten, und Nahkämpfer vorne. Solange jemand feindliches in der Frontline steht, kann man nicht einfach in die feindliche Backline gehen. Alle Zaubersprüche sind dementsprechend auch mit einer Reichweite in Zonen und in Metern angegeben. Im normalen System bewegt man sich auf einer zweidimensionalen Linie die in Meter-Abstände unterteilt ist. Hier hat man also nicht mehr einfach nur Zonen, sondern klare Abstände und trotzdem ist es um einiges simpler als eine dreidimensionale Karte.

Das sind erstmal die Interessantesten Sachen, die für mich herausgestochen sind, ich könnte natürlich noch über die Welt und die detaillierten Guides der einzelnen Regionen schreiben oder die 26 Charakter Spezies oder die vielen Regel-Supplements, aber ich belasse es erstmal hierbei. Falls ich bei jemandem Interesse geweckt habe, kann man mich als *mezylum* auf dem Grenzland Discord finden.

— *mezylum*

Warum 2W6 Spiele?

Wie viele von uns habe ich mit einem W20 System angefangen. Wenn wir annehmen, dass ein Teil der Spannung im Spiel durch das Würfeln entsteht und eine 50% Chance interessant ist (maximal offen), dann ist klar, warum ein *AD&D* Krieger eine Rüstungsklasse 10 mit einer 10 trifft und Spielende also mindestens 10 auf dem W20 würfeln müssen. Das ist spannend.

Damit bleiben eine Spannbreite von etwa 10 für Modifikatoren, zum Beispiel die Rüstungsklasse, denn Plattenpanzer und Schild führt dazu, dass mindestens eine 18 auf dem W20 gewürfelt werden muss, oder Stufenanstieg, denn wenn ein Krieger auf Stufe 10 einen ungerüsteten Gegner angreift, muss mindestens eine 2 auf dem W20 gewürfelt werden.

Wenn Spieldesigner nun daran interessiert sind, die feinen Unterschiede noch besser herauszuarbeiten, können sie auf ein W100 System wechseln. Dann sind noch kleinere Fortschritte möglich, so dass vielleicht sogar das Konzept von Stufen nicht mehr nötig sind, oder mehr Rüstungsklassen.

Was passiert allerdings, wenn man in die andere Richtung geht und ein 2W6 System verwendet? Wir starten wieder mit einer ungefähren 50% Chance. Im klassischen *Traveller* sieht das so aus, dass Attribute mit 2W6 ausgewürfelt werden (Durchschnitt 7) und bei einem Wurf dann maximal dieser Wert gewürfelt werden darf (7 oder weniger auf 2W6 entspricht einer 21/36 Chance, also ungefähr 58%). Fertigkeiten hat man meistens mit einem Bonus von +1. Werden Fertigkeiten auf die Probe gestellt, gilt ein Wurf von mindestens 8 als ein Erfolg (somit reicht ein Wurf von 7 oder mehr, was wiederum einer 58% Chance entspricht).

Neu ist nun, das zwischen 7 und 12 nur noch halb so viele Schritte liegen wie in einem W20 System, nämlich 5 statt 10. Zudem sind diese nicht gleich verteilt: Der Schritt von einer 7 oder weniger auf 8 oder weniger zu würfeln entspricht dem Unterschied von 21/36 zu 26/36 Chance, also etwa 14 Prozentpunkten; der Schritt von einer 10 oder weniger auf 11 oder weniger zu würfeln entspricht dem Unterschied von 33/36 zu 35/36 Chance, also etwa 6 Prozentpunkten.

Wofür soll man diese wenigen, ungleich verteilten Schritte also verwenden? Oder umgekehrt: Was kann man in einem 2W6 System streichen?

Traveller streicht bekannterweise den Stufenanstieg. Das Spiel beginnt, wenn die normale Karriere endet. Die Attribute und Fertigkeiten ändern sich kaum noch.

Im Vergleich zu *D&D* fehlen auch die magischen Boni auf Waffen und Rüstungen. Vielleicht gibt es mal hier und da ein +1, doch hauptsächlich machen unterschiedliche Waffen mehr Schaden und

unterschiedliche Rüstungen schützen besser gegen die eine oder die andere Waffe.

Deswegen liebe ich die Verwendung von 2W6 für Rollenspiele. Das Design konzentriert sich auf Dinge, die für das jeweilige Spiel besonders wichtig sind. In meinen Spielen also auf die Attribute, welche bei der Vorstellung der Spielfigur helfen, und die Fertigkeiten, welche den Werdegang der Spielfigur reflektieren.

Ich weiss, dass *Traveller* sehr wohl tausend Modifikatoren erlaubt (schnell oder sorgfältig ausgeführt, das Ziel ist nah oder fern, und so weiter), aber für mich versprechen die 2W6 Spiele eben noch grössere Vereinfachungen. Das hat man gut in den *Powered by the Apocalypse* Spielen gesehen. Dort haben Spielfiguren keine Fertigkeiten sondern *Moves* welches einer Art von Herangehensweise an ein Problem beschreiben. Dahinter steht sehr oft ein Wurf mit 2W6: 2–6 ist ein Fehlschlag, 7–9 ist ein Teilerfolg, 10–12 ist ein voller Erfolg. Hierbei gibt es kaum je Modifikatoren. Statt darüber zu verhandeln, welche Modifikatoren zählen, wird darüber verhandelt, was ein fairer Teilerfolg ist, und so weiter. Die Diskussion verschiebt sich von der Regelanwendung zur Situation im Spiel und das gefällt mir.

Beispiele/Examples

- ☞ Helmbarten⁹ ist ein 2W6 Spiel für eine Fantasy-Welt mit Magie, wobei jede Magie-Art einer Fertigkeit entspricht.
- ☞ Kinetic Energy¹⁰ is a short Science Fiction game. The setting is steeped in a feudal system and therefore has no money: all the equipment you need will be provided for you, if you have the right connections.
- ☞ Just Halberds¹¹ is a 2d6 vs. 2d6 game where no fixed target numbers are used.
- ☞ Knives¹² is a 2d6 game based on a translation of Helmbarten. Instead of rolling up your life and starting as a fully fleshed out character, you start as a teenager. It tries to bring back that zero-to-hero feeling of D&D. It has about five pages of player facing rules and the rest is all advice for the people wanting to run the game.

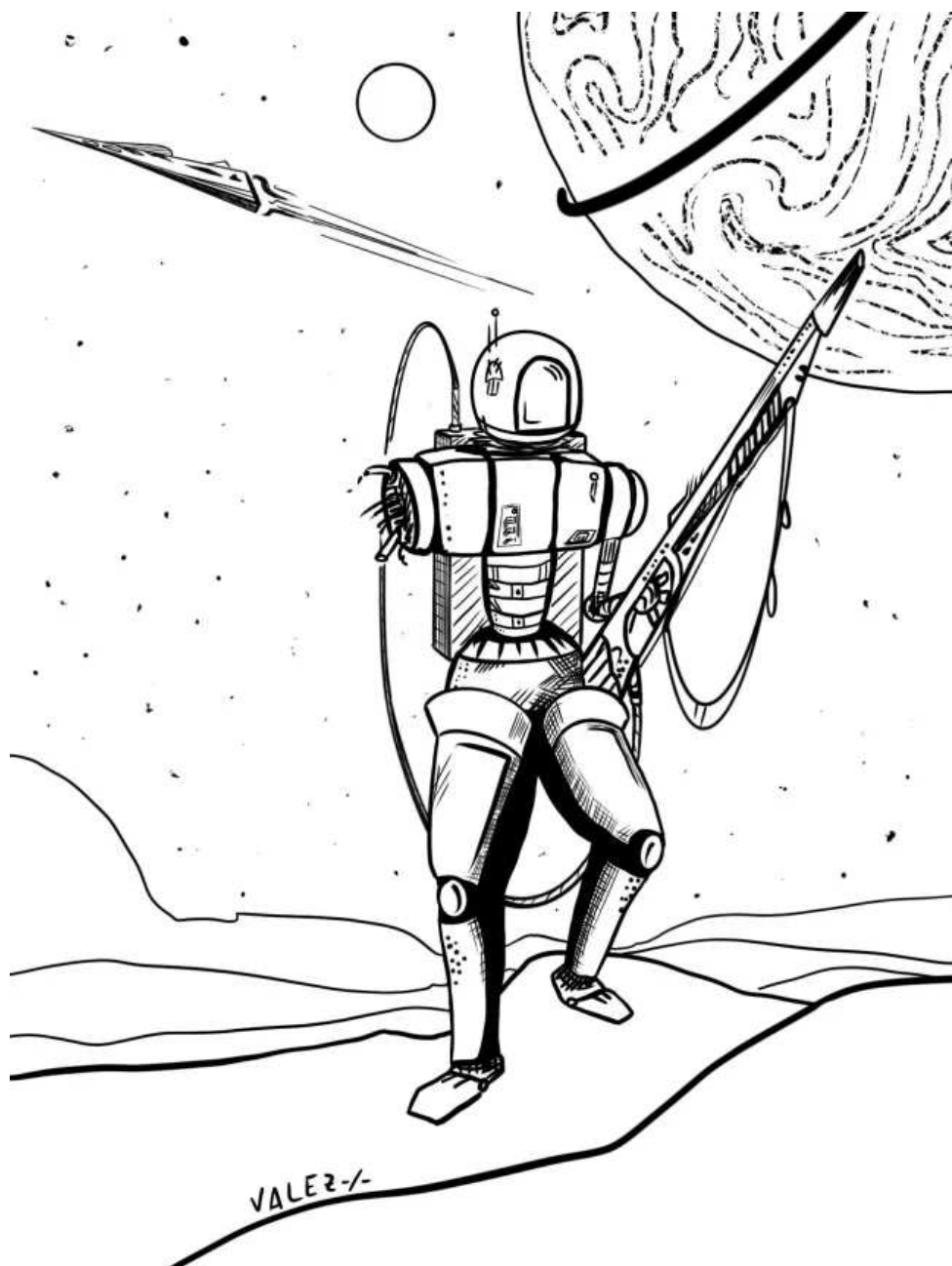
This is a variant of the Halberts game where your character doesn't start fully fleshed out. Instead, you start as a young adult, with nothing but a knife. And you're not trained in knife fighting. — alex

⁹ <https://alexschroeder.ch/view/Helmbarten>

¹⁰ https://alexschroeder.ch/view/Kinetic_Energy

¹¹ https://alexschroeder.ch/view/Just_Halberds

¹² <https://alexschroeder.ch/view/Knives>



Fantastic Combat

As the distinguished reader will certainly know, the *Chainmail* rules for medieval miniatures, and it's *Fantasy Combat Table* given as Appendix E played an important role when the very first dungeoneers headed out to explore the gloomy tunnels below Castle Blackmoor. Probably inspired from that same source one of the Blackmoor players, Dave R. Megarry, came up with the *Dungeon!* fantasy boardgame.

Both the Fantasy Combat Table and the Dungeon boardgame utilise our beloved 2d6 dice for resolution. The interesting bit about the number from the board game is this: they comprise not only those high level combatants given in Chainmail, but also lowly dungeon dwellers like goblins and vermin. Also, is this the quintessential collection of dungeon monsters?

Defender	Attacker		
	Lightning	Fireball	Wizard
Goblin	6	2	5
Giant Rats	7	2	6
Giant Lizard	2	2	5
Skeleton	2	2	6
Hobgoblins	3	3	6
Evil Hero	4	5	6 (8)
Ghoul	3	3	6 (6)
Giant Spider	4	3	5
Ogre	5	4	8 (8)
Evil Superhero	7	7	8 (10)
Gargoyle	4	-	6
Giant Snake	5	6	9
Werewolf	9	8	7 (7)
Mummy	-	3	8
Troll	-	7	8 (8)
Giant	9	6	10 (11)
Green Slime	6	-	11
Black Pudding	-	5	12
Vampire	10	10	9
Witch	10	10	5
Purple Worm	6	8	12
Red Dragon	8	-	12 (9)
Evil Wizard	11	11	7 (10)
Blue Dragon	-	7	12 (9)

I provide here a table for fantastic combat as given in the Dungeon board game. Numbers from Chainmail are given in parenthesis where applicable. You'll note that most of the numbers are pretty close if not identical, but also that this is no symmetrical matrix like in Chainmail. That's because the board game uses these numbers only to resolve whether player characters kill those monsters. If the adventurers fail, a different table comes into play:

2d6	2	3	4-6	7-8	9+
Effect	Adventurer killed!	Serious wound!	Light wound!	Stunned!	Missed!

Make of this what you will, be it deductions about D&D's history or your own game based on the original 2d6 dungeon gaming tradition!

— *lkh*

Attacker		Defender	
Superhero	Hero	Elf	
2	4	3	Goblin
3	4	5	Giant Rats
2	4	5	Giant Lizard
3	4	5	Skeleton
3	5	4	Hobgoblins
5 (5)	7 (7)	8	Evil Hero
4 (4)	6 (6)	5	Ghoul
4	6	6	Giant Spider
6 (5)	9 (9)	8	Ogre
7 (8)	9 (10)	10	Evil Superhero
5	6	7	Gargoyle
6	8	10	Giant Snake
7 (6)	9 (8)	9	Werewolf
8	10	11	Mummy
8 (5)	10 (9)	9	Troll
9 (9)	11 (11)	10	Giant
10	11	12	Green Slime
12	12	-	Black Pudding
8	10	12	Vampire
9	11	11	Witch
10	11	12	Purple Worm
11 (10)	- (12)	-	Red Dragon
11 (9)	12 (11)	-	Evil Wizard
10 (10)	12 (12)	-	Blue Dragon

Leviathan: eine immersive Echtzeit Open-Table Kampagne

Meine Faszination für Echtzeit Kampagnenspiele mit konkurrierenden Fraktionen ist ungebrochen, und wenn ich über 2d6 nachdenke, fällt mir natürlich sofort *Traveller Abenteuer Nummer 5, Trillion Credit Squadron* ein. Aber so oft ich TCS auch schon in Online-Diskussionen erwähnt habe, es finden sich einfach nicht genug Interessierte, die Spaß daran haben mit den Highguard Regeln Flotten zu erstellen. Und das wäre ja die Voraussetzung für TCS. Außerdem bin ich mir nicht sicher, wie Highguard Raumschlachten überhaupt als Online-Spiele funktionieren.

Eine sehr gute Alternative für eine Kampagne, die für die Hamburger Runde mehr den Charakter eines klassischen Rollenspiels mit fester Abenteuergruppe hätte, aber trotzdem auch viel Raum für Fraktionsspiel bietet, sehe ich in **Abenteuer 4: Leviathan**. Aus der Erfahrung mit der Grenzlandkampagne würde ich das Spiel gerne so anlegen, dass es als Open Table funktioniert, sowohl für unsere Hamburger Spieler-Gruppe, als auch für Leute, die online mitspielen wollen.

Ich denke, *Leviathan* ist da sehr gut geeignet. Die Prämisse sieht wie folgt aus: die Spielergruppe übernimmt das Kommando über einen Handelskreuzer, mit der Aufgabe einen bisher wenig erkundeten Subsektor zu erkunden,

insbesondere mit Hinblick auf wirtschaftliche Optionen, denn der Auftraggeber ist *Baraccai Technum*, ein Wirtschaftskonzern mit Hauptquartier auf Trin (Trin's Veil Subsektor). Meine Idee wäre, dass die Hamburger Spielergruppe dabei die vorgefertigten Charaktere aus dem Abenteuer übernimmt und die Brückencrew einschließlich des Kapitäns spielt. Beliebig viele andere Spieler können sich auf andere Positionen auf dem Schiff bewerben, und sollten von der Hauptcrew beworben werden. Das könnte man im Rahmen einer Spielsession machen, ich könnte mir aber auch vorstellen, dass Interessierte zwischen den Sessions mit der Brückencrew Kontakt aufnehmen, und diese dann die sich bewerbenden Charaktere je nach deren Fähigkeiten auf die verschiedenen Positionen im Schiff einteilen. Da wären wir dann schon mittendrin im immersiven Rollenspiel!

Player vs. Player

Im Abenteuer ist bereits angelegt, dass es unter der Besatzung des Schiffs Spione der Konkurrenz geben könnte, insbesondere des Konzerns *McLellan Factors*. Solche Informationen müssten natürlich insgeheim mit der Spielleitung ausgetauscht werden. Denn die Spieler:innen sollten hierüber nur dann etwas wissen, wenn Sie es im Spiel heraus gefunden haben - *Fog of*

War! Außerdem suggeriert das Abenteuer, dass im Subsektor auch Piraten unterwegs sind, und ich möchte als Option in den Raum stellen, dass es eine Online-Spielergruppe geben könnte, die genau diese Piraten spielt, und sich unabhängig von der Hauptgruppe durch den Subsektor bewegt.

Schließlich sind auch noch Navy, Scouts, und möglicherweise Zhodani im Subsektor - Optionen für weitere antagonistische Gruppen - falls es entsprechenden Bedarf und Interesse gibt.

Redshirts

Leviathan erinnert von der Anlage unmissverständlich an Star Trek. Es gibt eine feste Brückencrew, die ein großes Schiff auf einer Erkundungsreise steuert. Die Brückencrew entscheidet, wo die Reise hin gehen soll. Einzelne Sessions können dann stark episodisch aufgebaut sein, indem zum Beispiel die Brückencrew eine Gruppe "Redshirts", also Open Table Spieler:innen auf eine Mission auf einen Planeten schickt.

Andere Spielsessions könnten mit dem Auskämpfen von Raumbeggnungen auf dem Tabletop befasst sein. Mit schwarzer Weltraum-Filz-Tischdecke, Raumschiff Miniaturen und Planeten-Modellen.

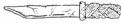
#common-room

Schließlich würde ich noch einen Chat-Kanal anlegen, der für das kontinuierliche Spiel den Common Room auf dem B-Deck der *Leviathan* darstellt. Hier können sich alle Crew-Mitglieder miteinander

austauschen und ggf. ihre persönlichen Ziele voran treiben.

Also, für jeden was dabei, oder? Im Moment haben wir ja erstmal eine neue D&D Kampagne vor, aber ich würde mich freuen, wenn wir irgendwann demnächst Pläne für eine großartige 2d6-Kampagne schmieden würden! — *lkh*

tam
tam
zine
.org




Theorie, Abenteuer, Material. Eine scharfsinnige Ideologiekritik des Rollenspiels, ein spritziger Sandbox-Dungeon (5 Factions, 36 Räume) und eine kurze Hausregel. Risodruck, handgebunden mit gefalteter Karte.

– 3-10 GM –

until all dungeons are empty

Welcome to grenzland.club

This is a periodical posting about **grenzland.club**¹³ and it's facilities and services. It will be posted at the beginning of each month to the club@grenzland.club mailing list, the grenzland.club news group, and to our printed, biannual *Grenzland Fanzine*.

grenzland.club is a hobbyist project to run a UNIX-like shared computer system. It's about old-school gaming and probably also about retro computing. Systems of this kind are sometimes referred to as pubnix's¹⁴ or tildes¹⁵. It's also about a phenomenon called smolnet¹⁶ and generally regaining control over our social networking and computing.

The glue that's keeping our community together is the bot *Norn*¹⁷. We use Norn to plan and sign up for the pen and paper rpg games we play, mostly online, but sometimes also privately in person or at conventions. You can talk to Norn via IRC or XMPP, more on this below. There's also a shell command to see upcoming games.

Anyone interested can apply for a shell account for the full experience including various text interface games like rogue¹⁸ and nethack¹⁹. But you don't need to be a UNIX nut to participate. You can access essential parts of grenzland.club from your phone by signing up to one of the mailing lists²⁰ and by connecting to the chat with any XMPP/Jabber²¹ client like conversations²² or monal²³. More on this below (see IRC/XMPP).

For questions, applications as well as complaints about grenzland.club write email to lkh@grenzland.club.

From the Bulletins

snac: (lkh) Mar 17 21:35

In case you didn't notice, grenzland.club has a snac based fediverse instance now: <https://grenzland.club/snac>

There is no automatic signup procedure, just drop a line to ~lkh if you'd like an account.

¹³ <https://grenzland.club>

¹⁴ <https://en.wikipedia.org/w/index.php?search=pubnix>

¹⁵ <https://tildeverse.org/>

¹⁶ <https://communitywiki.org/wiki/SmolNet>

¹⁷ <https://alexschroeder.ch/view/norn/index>

¹⁸ [https://en.wikipedia.org/wiki/Rogue_\(video_game\)](https://en.wikipedia.org/wiki/Rogue_(video_game))

¹⁹ <https://www.nethack.org/>

²⁰ <https://grenzland.club/mailman3/postorius/lists/>

²¹ <https://en.wikipedia.org/wiki/XMPP>

²² <https://conversations.im>

²³ <https://monal-im.org/>

News to Mail gateway: (lkh) Feb 22 23:25

grenzland.club now has a mailing list: club@grenzland.club

To sign up write email to club-join@grenzland.club

Since the group is also gated to our local netnews group grenzland.club you may also read anything posted on the list in your newsreader of choice.

Hope this feature proves to be useful :)

lkh

Greet the bulletins: (lkh) Feb 22 09:15

Good Day Everyone,

I have modified the bulletin script so that it defaults to doing nothing when there are no new bulletins. You can however use the

See bulletin(1) for more on this.

Also I've added /usr/local/bin/greeter, which you may want to stick at the end of your .bashrc or .profile or whichever file you use to set up your shell sessions.

desire whenever logging on to grenzland.club :)

Cheers,

lkh

Hello!: (lkh) Feb 15 14:19

Yay, this is our first bulletin on grenzland.club's admittedly, and intentionally, simple bulletin board system.

Check out bulletin(1) to learn more :)

Next Games

Monday, 03 August:

Ten Ton Tank #asl (alex edivad)

Wednesday, 05 August:

Türen öffnen für Profit und Ruhm #elredd (alex agroschim madmoses thectd)

Monday, 10 August:

Ten Ton Tank #asl (alex edivad)

Tuesday, 11 August:

War of the Rats, um 20:30, mit Bestätigung am Tag vorher #asl (kensanata bertnerdsen)

Thursday, 13 August:

Silent Titans #montag (alex hugsboson lkh thectd)

Thursday, 20 August:

To the Archipelago #star-frontiers (alex frotz_local lkh)

Wednesday, 26 August:

Auf zu neuen Ufern #elredd (alex agroschim madmoses thectd)

Friday, 25 September:

19:00-23:00 BECMI: ****Reise nach Norwold**** am bekannten Spieltisch in Ottensen! #taverne (lkh mezylium mojack_mooseman simp9)

Friday, 16 October:

19:00-23:00 BECMI: ****Norwold-Kampagne**** #taverne (lkh)

Friday, 20 November:

19:00-23:00 BECMI: ****Norwold-Kampagne**** #taverne (lkh)

Tuesday, 15 December:

Einsendeschluss für ****Grenzland 9, Reptiles!**** #schreiben (lkh)

Friday, 18 December:

19:00-23:00 BECMI: ****Norwold-Kampagne**** #taverne (lkh)

Friday, 15 January:

19:00-23:00 BECMI: ****Norwold-Kampagne**** #taverne (lkh)

Friday, 19 February:

19:00-23:00 BECMI: ****Norwold-Kampagne**** #taverne (lkh)

Friday, 19 March:

19:00-23:00 BECMI: ****Norwold-Kampagne**** #taverne (lkh)

Friday, 16 April:

19:00-23:00 BECMI: ****Norwold-Kampagne****, Finale! #taverne (lkh)

Users

There are currently 16 users registered on grenzland.club, 9 of whom have set up a tilde homepage. These are:

- ☞ <https://grenzland.club/~agroschim/>
- ☞ <https://grenzland.club/~alex/>
- ☞ <https://grenzland.club/~cidney/>
- ☞ <https://grenzland.club/~frotz/>
- ☞ <https://grenzland.club/~kyonshi/>
- ☞ <https://grenzland.club/~lkh/>
- ☞ <https://grenzland.club/~phf/>
- ☞ <https://grenzland.club/~prk/>
- ☞ <https://grenzland.club/~randomwizard/>

IRC/XMPP

There are various ways to access our IRC server. On the shell simply type: irssi. This should put you into the #welcome channel, ready to chat away. Say "hi" and be patient for an answer.

You can also use one of the web interfaces. Check out one of:

- ☞ <https://convos.wilderland.ovh>
- ☞ <https://thelounge.wilderland.ovh>
- ☞ <https://campaignwiki.org/view/en/chat>

XMPP

Additionally you can use any XMPP/Jabber client to join our chat. Steer your client to `#welcome@irc.grenzland.club` for starters. Other channels follow the same pattern. `#osr@irc.grenzland.club` for the `#osr` channel `#talknix@irc.grenzland.club` for our nerding out hard-core about computers channel.

If you don't have an XMPP account yet, we can help you out. Write to `lkh@grenzland.club` ;-)

Current list of our IRC channels

`#investment`
`#spielburginn`
`#hören`
`#tmnt`
`#florida`
`#campaign-wiki-support`
`#bot-workshop`
`#norn`

This channel is for testing and interacting with the bot, Norn.

`#video-games`
`#pirates-of-drinax`

`#mud`

Bits and Bytes and how to shoot them
Pirates of Drinax campaign (Mongoose Traveler 2e)
Talk about our local mud on `grenzland.club` port 4000 (or 'mud' on the terminal). if it isn't running, contact `kyonshi`

`#netrunner`
`#frp-newsnet`
`#hot-takes`
`#comic-strips`
`#boardgames`
`#rpg-planet`
`#seattle2050`
`#culinary`
`#lonestar`
`#linkstowisdom`

#listen	
#goodbye	
#boot-hill	
#asl	
#elredd	
#conventions	
#idlerpg	http://idlerpg.net/ #1: Borkor, lv. 58 Barbarian; #2: gandalf, lv. 46 baked angel in human skinsuit; #3: smaug, lv. 39 plump dragon; Cooking! Recipes and pictures of food.
#kochen	Do you make music? Success and failure welcome. Post links to your work, talk about instruments, technique, recording, sound engineering. Gripe a lot.
#music-making	offer, bid, haggle, barter, buy, sell ...
#goblin-market	When infrastructure on our network is giving you trouble, this is where you can ask questions.
#support	
#battletech	
#odd-dungeon-survival	
#dolmenwood	Dolmenwood as run by agroschim
#spiel-ideen	toying with what to play next! https://wiki.grenzland.club/view/spiel-ideen
#zothay-ambitions	Strange urban adventures in Zothay. https://campaignwiki.org/wiki/MontagInZ%C3%BCrich/Zothay
#hidden-fortress	
#taverne	
#osr	Talking about the Old School Renaissance or Revival, for the the texts, the players, the authors, the blogs
#star-frontiers	https://wiki.grenzland.club/view/star-frontiers/index
#next-games	Upcoming Games, watch for announcements! https://wiki.grenzland.club/view/next-games
#lesen	What's your personal Appendix N?
#schreiben	Writing stuff for role-playing games, mostly. Zines, PDFs, pamphlets, rules, adventures.
#glimmermark	Glimmermark Open Table, Tuesdays 8.15pm CET, sign up via norn Glimmermark Open Table, Labyrinth Lord/ODnD, Tuesdays 8.15pm CET, sign up via norn (ask norn: help)
#gurps	stop worrying and roll 3d6

#traveller	A channel for the lineage of games starting with Classic Traveller and all its descendants down to the present day.
#podcasting	Recording podcasts, alone or together.
#selinas-harbor	In game talk of things happening at the Wereshark Hideout. https://campaignwiki.org/wiki/MontagInZ%C3%BCrich/Talk_at_the_Wereshark_Hideout
#montag	Discussing the Monday games. https://campaignwiki.org/wiki/MontagInZ%C3%BCrich/Hanging out with the Grenzland Discord server . https://campaignwiki.org/wiki/MontagInZ%C3%BCrich/Discord_Server
#sabbel-kanal	echo \$(((1+RANDOM%6)+(1+RANDOM%6))) # is good enough ...
#talknix	Chit chat and hanging out
#welcome	talk about grenzland.club
#grenzland	

Netnews

grenzland.club has a local newsserver carrying the big-8²⁴ notably including the rec.games.frp.* hierarchy. We also have our own newsgroups. Gaming related groups are:

alt.callahans	Callahan's bar for puns and fellowship.
alt.dragons-inn	
alt.games.adnd.forgotten-realms	
campaignwiki.games	Session reports, in-game news and comments
campaignwiki.talk	Socialising and tech-talk for users and admins.
campaignwiki.test	Test messages to see whether clients work and peers are connected.
erebor.talk	General talk for EreborBBS
erebor.test	Test group for EreborBBS
grenzland.club	News and discussions about grenzland.club
grenzland.taverne	Gruppe für die Hamburg Grenzland Homies
grenzland.test	Test group for grenzland.club
maus.spiele.rollenspiele	

²⁴ [https://en.wikipedia.org/wiki/Big_8_\(Usenet\)](https://en.wikipedia.org/wiki/Big_8_(Usenet))

rec.games.frp.advocacy

rec.games.frp.announce

rec.games.frp.cyber

rec.games.frp.dnd

rec.games.frp.gurps

rec.games.frp.live-action

rec.games.frp.marketplace

rec.games.frp.misc

rec.games.frp.super-heroes

z-netz.freizeit.rollenspiele.dsa

Flames and rebuttals about various role-playing systems.

Announcements of happenings in the role-playing world. (Moderated)

Discussions of cyberpunk related role-playing games.

Fantasy role-playing with TSR's Dungeons and Dragons.

The GURPS role playing game.

Live-action roleplaying games.

Role-playing game materials wanted and for sale.

General discussions of role-playing games.

Super-hero role playing games.

The grenzland.* groups are gated to mailing lists accessible with any email client:

☞ grenzland.club ↔ club@grenzland.club

☞ grenzland.taverne ↔ taverne@grenzland.club

☞ grenzland.test ↔ test@grenzland.club

Anyone can send messages to those mailing lists. To sign up see <https://grenzland.club/mailman3/postorius/lists/>.

Thanks for reading, you may share this email with your friends!

— lkh

RPG PLANET



We try to keep the
blogosphere alive!



<https://campaignwiki.org/rpg>

Classifieds

Books & Zines

GURPS 3 Core Books

GURPS Basic Set 3rd Edition, 1989: 15€, GURPS Magic, 1989: 10€, GURPS Vehicles, 1996: 10€. These are well used books, copies for the gaming table. Asking price for the whole lot 20€ plus shipping, write to 1kh@betola.de

Grenzland Backissues! Interested in backissues? I still have 9 copies of *Grenzland 7, High-Level Adventures* and 5 copies of *Grenzland 6, Domain Games II*. Write to 1kh@betola.de

Groups & Games

Der Online-Open-Table

Valravn sucht immer neue Mitspielende. Wir sind aktuell rund 40 Personen und bei uns kann so oft oder so selten oldschoolig (OSR) gespielt werden,

wie ihr Lust und Zeit habt – hop-on, hop-off. Wir organisieren uns über zwei Signal-Gruppenchats. Leitsystem ist Shadowdark, aber es kommen auch immer wieder andere OSR- und OSR-affine Spiele auf den Tisch: OSE, Deathbringer, Mörk Borg, etc. In den Shadowdark-Runden kann die Personage in der Regel von einer Spielleitung zur anderen wechseln. Schaut doch mal in unser Wiki <https://wiki.pnpde.social/shelves/valravn> und kontaktiert bei Interesse und Fragen thopan@mailbox.org



Three hours east of Selina's Harbor, under the desolation of the Barrowmoor, you can find fabulous riches and eternal damnation in the crypts and warrens of the

Barrowmaze!

<https://campaignwiki.org/wiki/MontagInZ%c3%bcrich/Barrowmaze>

Save the Date!

Oktober

8.-10. Oktober 2026: **Cauldron OSR Euro Con**, Hofraithe Rosenthal, <https://cauldron.pesa-nexus.de>

November

14. November 2026: **WinterCon**, Haus der Jugend Osnabrück, Große Gildewart 6-9, Osnabrück, <https://rubicon-osnabrueck.de/aktuelle-convention/>

Februar

20.-21. Februar 2027: **Hamburger Tactica**, Bürgerhaus Wilhelmsburg, Mengestr. 20, 21107 Hamburg, <https://www.hamburger-tactica.de/>

Juni

4.-6. Juni 2027: **NordCon 2027**, Brüder Grimm Schule, Steinadlerweg 26, Hamburg, <https://www.nordcon-wizard.de/>

Online-Spiele werden im Kanal #next-games auf dem Grenzland Discord-Server ausgeschrieben: <https://discord.gg/PqH7xaK>

Check out dates for online games on #next-games on our Discord Server: <https://discord.gg/PqH7xaK>

Outlook

Die nächste Ausgabe, Grenzland 9 - *Reptiles!* ist für Januar 2027 geplant. Einsendeschluss für Grenzland 9 ist der 15. Dezember 2026. Vorbestellungen für die gedruckte Ausgabe bitte unter Angabe der Postanschrift bis zum 31. Dezember 2026 mitteilen. Danach wird der Druck in Auftrag gegeben.

Imprint

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Grenzland is an open source project. Find it's source code at <https://tildegit.org/lkh/Grenzland-Zine>

Backissues are available as free PDFs at

<https://lkh.sdf-eu.org/grenzland>

Printed copies are made available at cost or in exchange for other fan-zines. Please note dates and deadlines on page 34. Bank details:

Laurens Kils-Hütten

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Submission rules

- ☞ All submissions must be licensed as Creative Commons CC-BY 4.0. Cover art may be an exception.
- ☞ Articles should be from about 500 to 2000 words, preferably in plain text.
- ☞ Every entry, text or original artwork will get you two free copies in return, and up to four free copies if you send in multiple works.

Send submissions to: grenzland@betola.de, or

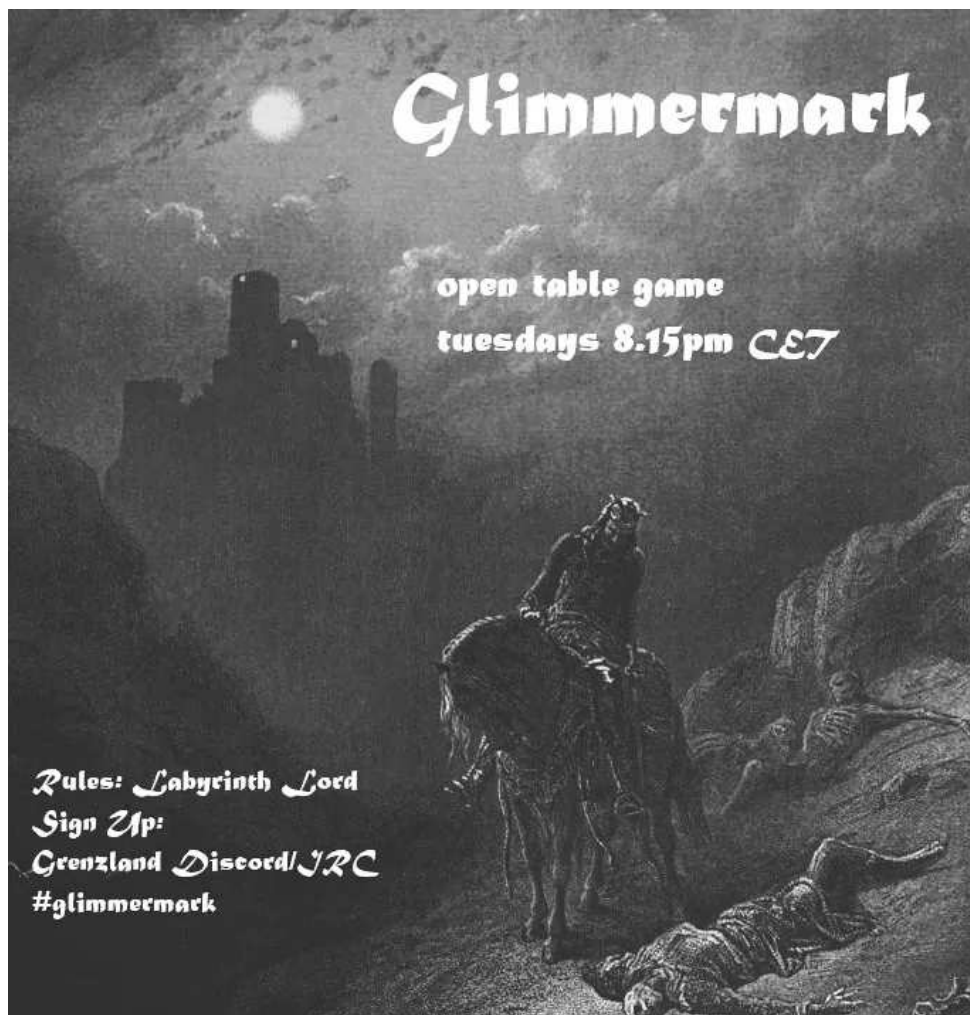
Grenzland

c/o Laurens Kils-Hütten

Planckstr. 8

22765 Hamburg

Germany



Glimmermark

open table game
tuesdays 8.15pm CEST

Rules: *Labyrinth Lord*
Sign Up:
Grenzland Discord/JRC
#glimmermark

Free Ads!

Anzeigen und Inserate im **Grenzland** sind bis auf weiteres kostenlos! Einfach Email mit Deinem Text, oder Deiner Grafikdatei an grenzland@betola.de

(Diese Anzeige hat das Format 128 x 30 mm)

