

See Jane Run—Run, Jane, Run!

Miniatures in the Unisystem™

By Jason Vey

Recently, some folks on the message boards were pontificating (that's debating, waxing philosophic, thinking about it, Gomer!) about the use of miniatures in the Unisystem. The fact came up that there has never been a miniatures system listed in any of the core books, and this is true. One good argument for that is that the **Unisystem** is intended to be basic, cinematic, and fast-moving. However, in reviewing my core books, all the elements for a miniatures system are there, if not explicitly stated. A bit of number crunching and some common-sense gets you there very fast. The trick is to come up with something workable and smooth that doesn't interfere with the basic simplicity of the game. So, for everyone out there who took part in that discussion, or for anyone else who wants to use minis with the Unisystem, and keep the feel of the system, here you go. This system converts a Speed attribute into a movement base in inches for use with a standard battle map, ruler, or tape measure.

The best way to use this system is to pick up a vinyl battle map, available at most gaming stores. Maps are available with both hexagonal and square grids, and this system will work with either. Some maps are available with hexes on one side and squares on the other; this can be ideal, since many games use squares as default for indoors, and hexes for default outdoors. As always, your personal preference is key. If using a battle map, one hex or square is equal to the standard 2 yard distance.

CONVENTIONS

Convention #1: 1 inch = 1 yard/meter

Convention #2: Simple is always better in the Unisystem.

DETERMINING MOVEMENT:

The first thing we need to do is determine a base movement for the character. Easy enough, since it's already stated in the **Unisystem** rules, both Cinematic and full. The character's Dexterity + Constitution scores determine how fast she can move (yards/meters) in a second. Since each combat turn is roughly 3 seconds, multiply this figure by 3 to get the full base movement of a character.

Example: Jane's Dexterity + Constitution is 5, meaning she can move 5 yards per second. Since a combat round is 3 seconds long, she can move up to 15 yards per round.

Here's where it gets a bit tougher. That speed represents a totally unhampered situation, and at a full run. In combat and situations where there are obstacles hindering the character, she won't be moving at a full run and certainly won't be unhindered! Thus, when in a combat situation, divide the character's speed by 2. So in the example above, Jane's Movement comes out to 7.5 yards—rounded down to 7—per round.

Variable movement rates

It's possible to insert variables and movement penalties or bonuses based upon the amount of terrain and "foe" encumbrance the Cast will encounter, but it adds an air of unnecessary detail to the system that can detract from the innate flexibility of the rules. That's why we use a flat number. It keeps things simple and fast. However, there's nothing to stop you Chroniclers, Directors, Zombie Masters, and Ape Masters from granting bonuses and inflicting penalties till your heart's content.

APPLYING MOVEMENT

Generally speaking, a Cast Member can travel her Movement each Turn, and still act unencumbered. Any character whose Movement in yards is an odd number should round down when converting to inches (as above). She can also, if she chooses, move her full speed in a Turn (running), but suffers a -2 penalty to all attack and defense actions if she does so. Thus, if Jane above decides to move more than 7 (up to her maximum of 15), she suffers a -2 to all actions that Turn.

"Flyby" Attacks and Parting Shots

In the standard rules, Cast Members, Supporting Cast, and Adversaries can move freely about the battlefield (or map) without hindrance during combat. For some GMs this may be unrealistic. Thus, if any character attempts to move past an enemy (within one inch/2 yards), without stopping to attack that enemy, the GM can *optionally* allow the enemy one free

attack at a -2. This attack does not count against normal attack or defense actions for the round and is considered a “bonus action.”

Likewise, if a character withdraws from combat at more than half her full move, her opponent may take a “parting shot” at her, with no penalties, as a bonus action. In either case, since her guard is down, the moving character may only defend against this bonus attack with a Dodge action.

Example: Jane (Movement of 7) attempts to move past a zombie to attack the zombie lord controlling the creature. In doing so, she passes within 1 inch (1 yard) of the zombie. Since she is simply trying to dash or bull rush past, the zombie may make an attack at Jane as she moves past, at a -2 penalty.

Example 2: Jane is fighting the zombie lord, and taking a beating. She decides that discretion is the better part of valor, but not being real up on the combat skills, she simply turns and runs, attempting to use a full move to get out of the action altogether.

She opts to take all 15” of movement at once. Since she is basically turning tail and running, this lets her guard down and the Zombie Lord can make a free, unmodified attack at Jane as she runs.

Blammo. Instant miniatures system that doesn't muck with the complexity of the game. And the best part is, it works with cinematic *and* full Unisystem, unmodified!