

Y_{ET} A_{NOTHER} I_{NITIATIVE} S_{YSTEM} (YA-ICE)

A FREE INITIATIVE TRACKER FOR D20 ROLEPLAYING GAMES WITH MINIATURES

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What is Y AIS?

Y AIS is a set of tools and a process for tracking initiative in roleplaying games. The tools consist of three pieces of 8.5x11 paper which must be cut out and glued together. These will form four pieces: an initiative rail, a set of lettered bases, a set of corresponding lettered flags, and a set of condition flags. The process is an explanation of how to set up the initiative tracker and use the tools.

What is Special About Y AIS?

Y AIS excels at 5 things:

1. Y AIS takes minimal time to set up and use. Each player announces their total initiative, hands you their letter tag, and you put that tag on the slot corresponding to their number. Done.
2. Y AIS works with miniatures, even identical ones. Because each miniature gets its own base and letter tag, you can easily distinguish them and track their HP separately even if the miniatures are the same.
3. Y AIS shows all players the initiative order at all times, making it easy to know when a player's turn is coming up.
4. Y AIS allows you to track status effects on the miniatures, making it harder to forget who is poisoned, blessed, etc.
5. Y AIS is free. You can easily replace pieces or modify it to better suit your needs with only a black and white printer.

Who is Y AIS For?

Y AIS is for anyone running a roleplaying game that:

1. Uses miniatures on a grid (Y AIS works best with 1" squares).
2. Determines the order of initiative by rolling a single d20 and adding or subtracting a modifier for a total generally between 5 and 30.
3. Has a GM screen on which the initiative rail can be set.

How To Use Y AIS

1. Set the initiative rail on top of your GM screen, so that from your perspective it reads 5 to 30 (and the reverse for the players). Store the condition flags in the

provided pockets of the initiative rail.

2. Give each player one of the bases labeled “P1” to “P7” (for Player 1-7) along with the corresponding P1-P7 flag. Give each enemy or other combatant a base labeled “A” to “U” and its corresponding flag. Set the bases under each character’s miniature.

3. When initiative is rolled have each player announce their initiative total and pass you their flag. You slot that flag into the same number of the initiative rail. Next, do the same for the other combatants. If a slot on the rail is not available (because it is too high, too low, or already claimed) slot it in the nearest available space instead.

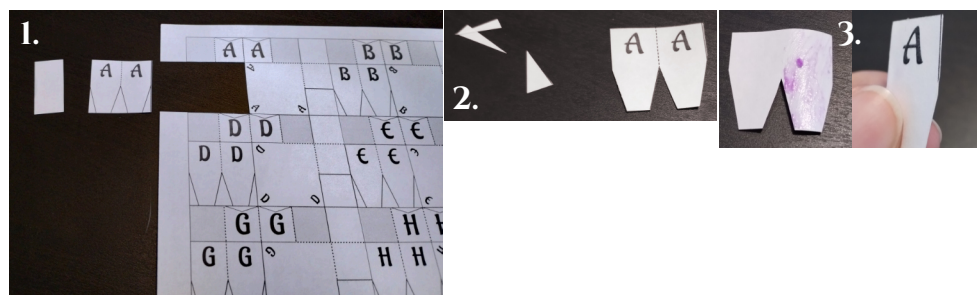
4. Proceed with the game starting with the flag on the highest number of the rail.

How To Assemble YAIS

Assembling YAIS requires scissors and glue (a glue stick is highly recommended). The process can take some time, so it’s recommended to only prepare what you need and add to it as necessary. As you prepare the YAIS tools, remember that all **cuts should be on solid lines, folds on dotted lines, and glue on shaded areas**.

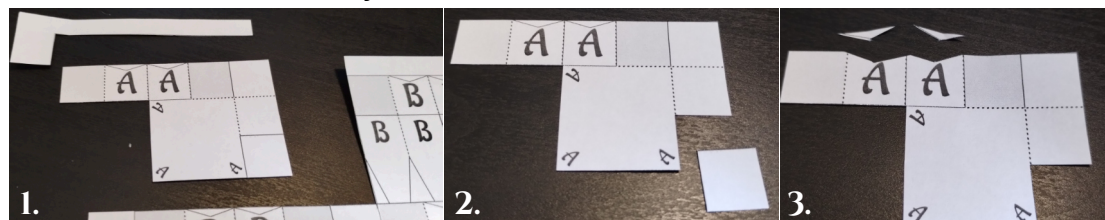
Assembling the lettered flags and condition flags:

1. Cut the flag out from the sheet as a full square.
2. Cut the angled sections off of the flag.
3. On the reverse side of one half of the flag, apply glue then fold the flag in half.

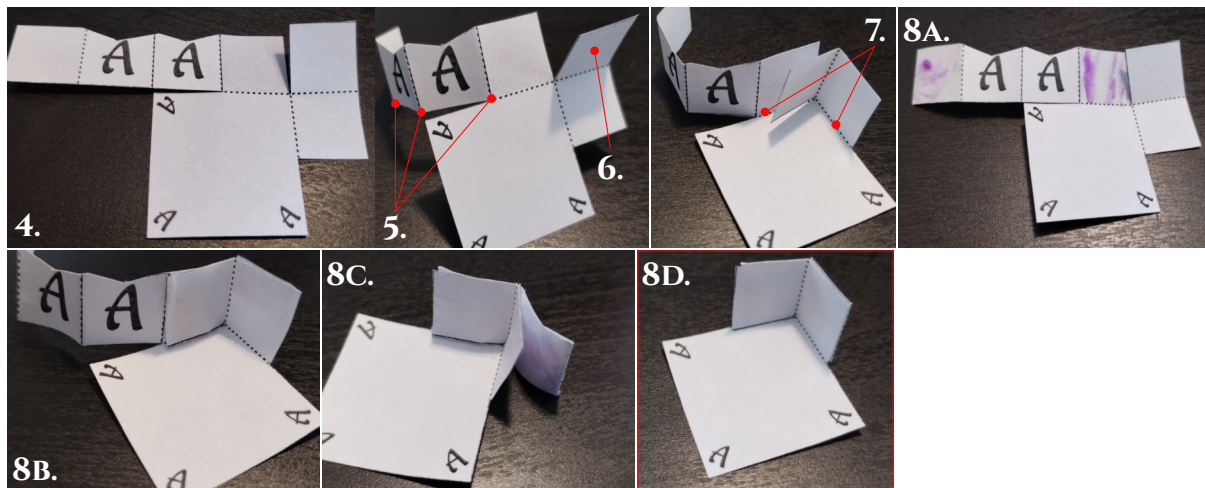


Assembling the bases:

1. Cut the base free from the sheet and its lettered flag.
2. Cut the extra blank square off from the bottom right.
3. Cut out the divots by the letters.



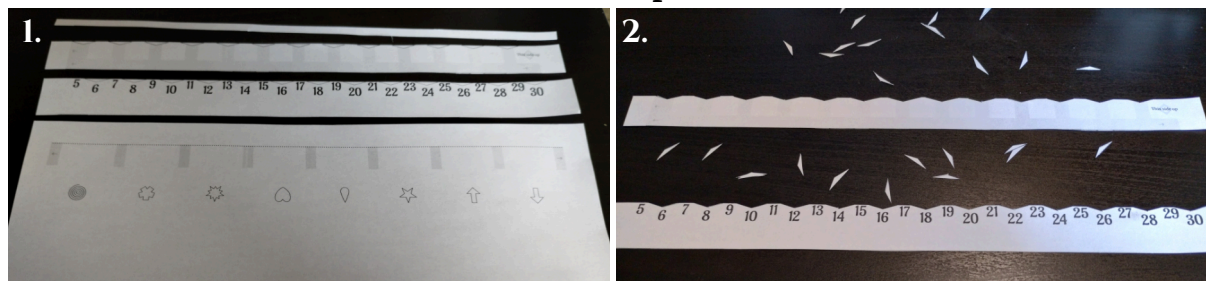
4. Make two cuts on the remaining solid lines (these cuts should not remove any pieces!): On the upper left of the base just below the large letter, and on the upper right, between one blank square and one shaded square.
5. Starting in the top left, fold the squares on the dotted lines away (behind) and unfold again after each.
6. Fold the top-right square down and towards you, on top of the square below it. Then unfold it.
7. Fold the two squares attached to the base towards yourself (on top of the base) then unfold them.
8. Apply glue to the two shaded areas and refold each square in the same direction as before to assemble the completed base. Press firmly until the glue takes hold.



Assembling the initiative track:

Because most printers have a margin where they cannot print, there are a few areas where solid lines, dotted lines, and shaded areas could not be indicated. Assume that any horizontal cuts and folds continue across the entire page and shaded areas with arrows should include glue to the edge of the page.

1. Make three horizontal cuts on the solid lines completely across the paper, separating the page into four parts: one large piece, two small pieces (one with a diamond that says "This side up" and one that lists the numbers 5-3), and one small extra strip which can be discarded.
2. Cut out the divots from the two small pieces.



3. On the large piece, there are two close folds to make completely across the paper. Fold both away from you (against the blank side of the paper). These folds will help keep the rail balanced on your GM screen. You may find a ruler helpful in making these folds.

4. Apply glue to the shaded zones next to the condition symbols. Remember to glue all the way to the edge of the paper on either end (indicated by the arrows in the shaded areas).

5. Fold on the dotted line next to the condition symbols, placing the piece onto the glue and forming 8 pockets to store the condition flags.

6. On the large piece, apply glue to the shaded areas (and to the edges of the paper) then place the small piece onto the glued area with its own shaded areas facing out and the hollow diamond on top of the solid diamond.

7. On the piece just placed (with the hollow diamond still visible) apply glue to the shaded areas (and to the edges of the paper). Place the remaining small piece onto the glued area with "30" on top of the hollow diamond.

