



Miniatures - Why You Should Be Using Them in Your TTRPGs

Full video link: <https://youtu.be/Wae-gGLT9-Y>

The question we are asking today is – to mini or not to mini? Should we be using minis in our roleplaying games.

In my opinion, there are 3 reasons why miniatures make your game better and 2 reasons why they make your game worse.

The 2 reasons why they make your game worse are:

- They are a time delay
 - Minis slow you down
 - As the GM, you take time to get them, find them and place them.
 - Your game tends to stop – and immersion is broken as real world issues take over.
- Cost versus reward
 - They cost money and they have a singular purpose.

The benefits of using minis however outweigh the negatives - particularly if you have planned a little in advance – in terms of storage. You can avoid delays with good planning and layout of your mini storage. These are what I believe to be the benefits of using minis in your game:

- They are real
 - The mini is real and helps make the game real.
 - Reality versus imagination – a mini is a real object and it can ground our imaginations in a real space.
- Tactics
 - We can see the space and work out plans.
 - Tokens can work – they are cheaper but not 3D and less real.
 - Tactics and wargames – make sure to include the roleplaying, otherwise it is just roleplaying.



- Ownership
 - The player has something that IS their PC, not just stats on a page.
 - There is fear for the mini – on the map, the mini is now real, so the situation becomes real.

What are your thoughts?

Do you use minis or not? And why?

Notes:

