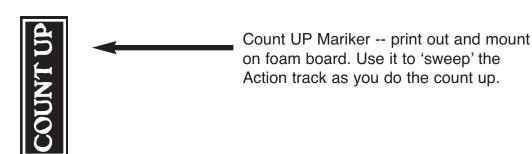


## **Action Count Matt**

The Action Count Matt is a simple game aid designed to help the GM and his players resolve gunfights in the game.

Each player chooses two six siders of a matching color to represent his or her actions on the track. One for movement. One for Shooting. The dice are constantly moved down the track as new actions are declared. When the Count Up Marker reaches a square that has a die on it THAT player resolves his or her action.

When the Count UP marker reaches 100 (the end of the track) just loop back around and start at one again.



Note: the GM can also use tokens or items to indicate when certain events take place. Such as when that stick of dynamite that was lit and tossed goes off.

MOVE										MOVE									
SHOOT										SHOOT									
I	2	3	4	5	6	7	8	9	10		12	13	14	15	16	17	18	19	<b>20</b>
MOVE										MOVE									
SHOOT										SHOOT									
21	22	23	24	25	26	27	28	29	<b>30</b>	31	32	33	34	35	36	<b>37</b>	38	39	40
MOVE										MOVE									
SHOOT										stoot									
41	42	43	44	45	46	47	48	49	<b>50</b>	51	52	53	54	<b>55</b>	56	57	58	<b>59</b>	<b>60</b>
MOVE										MOVE									
SHOOT										SHOOT									
61	<b>62</b>	63	64	65	66	67	68	69	<b>70</b>	71	72	73	74	<b>75</b>	76	77	78	<b>79</b>	80
MOVE										MOVE									
SHOOT										SHOOT									
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

## ACTION COUNT M ATT