
ACES & EIGHTS

SHATTERED FRONTIER

♠
~ A R O L E P L A Y I N G G A M E ~

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 sideds 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.



Count UP Mariker -- print out and mount on foam board. Use it to 'sweep' the Action track as you do the count up.

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.



ACTION COUNT MAT

MOVE																			
SHOOT																			
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

MOVE																			
SHOOT																			
21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40

MOVE																			
SHOOT																			
41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60

MOVE																			
SHOOT																			
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80

MOVE																			
SHOOT																			
81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100