

<i>MOVE</i>										
<i>SHOOT</i>										
1	2	3	4	5	6	7	8	9	10	

<i>MOVE</i>										
<i>SHOOT</i>										
11	12	13	14	15	16	17	18	19	20	

<i>MOVE</i>										
<i>SHOOT</i>										
21	22	23	24	25	26	27	28	29	30	

<i>MOVE</i>										
<i>SHOOT</i>										
31	32	33	34	35	36	37	38	39	40	

<i>MOVE</i>										
<i>SHOOT</i>										
41	42	43	44	45	46	47	48	49	50	

<i>MOVE</i>										
<i>SHOOT</i>										
51	52	53	54	55	56	57	58	59	60	

<i>MOVE</i>										
<i>SHOOT</i>										
61	62	63	64	65	66	67	68	69	70	

<i>MOVE</i>										
<i>SHOOT</i>										
71	72	73	74	75	76	77	78	79	80	

<i>MOVE</i>										
<i>SHOOT</i>										
81	82	83	84	85	86	87	88	89	90	

MOVE										
SHOOT										
	91	92	93	94	95	96	97	98	99	100

COUNT UP



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



Action Count Track

The Action Count Track is a simple game aid designed to help the GM and his players resolve gunfights in the game. It's something we came up with for demos and can help run skirmishes with a large number of players smoothly.

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.

Assembly: Print out the track sections on Card stock. Mount them end to end on sections of foam board (or even a strip of wood). Laminate or varnish. The track should will end up being six feet in length and is usually placed along the edge of the table during combat.

Again you don't need this aid to play the game. We're simply making it available by request.