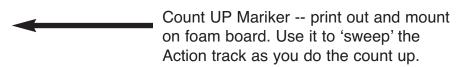
MOVE									
SHOOT									
1	2	3	4	5	6	7	8	9	10
MOVE									
short									
	12	10	7.4	TP	16	TH	10	TO	20
II	12	13	14	15	16	17	10	19	40
MOVE									
SHOOT									
	22	23	24	25	26	27	28	29	30

MOVE									
shoot									
	32	33	34	35	36	37	38	39	40
MOVE									
SHOOT									
	12	13	ΛΛ	45	46	17	48	10	50
		70		70		77	40	77	
MOVE									
SHOOT									
51	52	53	54	55	56	57	58	59	60

MOVE									
shoot									
	62	63	64	65	66	67	68	69	70
MOVE									
SHOOT									
	72	73	74	75	76	77	78	79	80
MOVE									
SHOOT									
81	82	83	84	85	86	87	88	89	90

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





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 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.

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.