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.
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