Gumshoe Action Cards - Set 1

Special Weapons Training

**Shooting / Weapons 8+**

- **Build Points**

Spend 6 build points to grant yourself Special Weapons Training in one particular make of firearm. (e.g. Walther PPK, .357 Desert Eagle, tonfa, switchblade)

*Damage value +1

(max. one light and heavy firearm or one knife and one other make of weapon)

Night's Black Agents: page 76

Martial Arts

**Hand-to-Hand / Weapon 8+**

- refresh **Hand-to-Hand**
- or
- **Weapon**

Utter a brief, evocative narrative description of your elegantly bone-crunching move to gain **refresh** to Hand-to-Hand or Weapons.

*(once per fight)*

Night's Black Agents: page 75

Jump in

**no prerequisite**

- **Athletics**
- or
- **Attack-Ability**

* Shooting, Weapon, Hand-to-Hand

After any character's action make a spend to jump-in at this point of the rank order.

- **Spend** in Attack-Ability to attack
- **Spend** in Athletics for any other action or attack

*(Forgo - Jump-in at any later point has no cost.)*

Night's Black Agents: page 75

Technothriller Monologue

**Shooting 8+**

- refresh **Shooting**

Utter a brief narrative description of your action redolent with Clancy-esque detail to gain a **refresh** in Shooting.

*(once per fight)*

Night's Black Agents: page 77
Evasive Maneuvers

**no prerequisite**

1-3x ⃝�� Athletics

For every ⃝�� Athletics (maximum 3 times):

- your own Hit Threshold +1
- trying to hit enemies: Hit Threshold +2

(lasts until the beginning of your next action)

Night’s Black Agents: page 73

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Smash

**Range: Point-Blank**

���� Hand-to-Hand

Smash your opponent into or against some object!

- breakable or hard: Damage Mod -1
- hard and projecting: Damage Mod +0

Night’s Black Agents: page 76

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Throw

**Range: Point-Blank**

���� Hand-to-Hand

Throw your foe away from you. He lands at Close range and moves to the end of the rank order

- breakable or hard: Damage Mod -2
- hard and projecting: Damage Mod -1

Throwing through sth.: Hit Threshold +2 requires ⌢

- Damage Mod -1 + falling

Night’s Black Agents: page 76

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Mook Shield

**Hand-to-Hand 8+**

����郝 Hand-to-Hand

���� or ⃝��郝 Athletics

You can drag a convenient mook at Point-Blank or Close range (+2 ⃝�� Athletics) into the path of incoming gunfire. All ranged attacks missing you hit the mook.

Additionally you’ll gain:

- -4 Armor + Full Cover (Hit Threshold +1)

for every bullet the mook takes 4 damage.

Shooting from behind mook: ⃝��郝 spend

Night’s Black Agents: page 76
Reckless Attack

no prerequisite

1-3x Athletics

By fighting all-out, taking no precautions against being hit yourself, you can increase your chances of hitting your opponent!

for each Athletics:

Your chosen opponent gains Hit Threshold -1
You gain Hit Threshold -1 till your next action
(Minimal Hit Threshold 1)

Sniping

Shooting 8+ / Rifle

aim 1 round

Decrease the Hit Threshold of a target for a single Shooting attack by taking at least one round to aim.

Target is aware: Hit Threshold -1
Target is unaware: Hit Threshold -2

If your rifle has a scope, you may make the attack at Extended Range without Athletics Shooting.

Support Move

Athletics 8+

0 - ∞ Athletics

Place a comrade in a superior position against an opponent by using your action.

Describe how you intend action to improve your comrade’s position and make an Athletics test. [e. g. Difficulty 4]

If successful, your comrade adds the difference between your result and difficulty against the designated opponent.

Called Shot

no prerequisite

0 - ∞ Combat Ability

Hit a target in a particular spot to do additional damage or effect.

<table>
<thead>
<tr>
<th>Location</th>
<th>Hit Threshold</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Torso</td>
<td>+1</td>
<td>+2</td>
</tr>
<tr>
<td>Head</td>
<td>+2</td>
<td>+2</td>
</tr>
<tr>
<td>Hand</td>
<td>+3</td>
<td>+2</td>
</tr>
<tr>
<td>Heart / throat</td>
<td>+3</td>
<td>+3</td>
</tr>
<tr>
<td>Eye</td>
<td>+4</td>
<td>+3</td>
</tr>
<tr>
<td>Weapon</td>
<td>+3</td>
<td>-</td>
</tr>
</tbody>
</table>

(Point-Blank already included)
**Feint**

*no prerequisite*

- 1-3  [Hand-to-Hand](#)
- 1-3  [Weapons](#)

Put an opponent off guard with a series of false blows meant not to do harm, but to maneuver yourself or others into a better position.

- For each  spend: Hit Threshold - 1
- Decreases Hit Threshold against every attack.
- Hit Threshold remains lowered until the end of your next action.

- *Night's Black Agents: page 74*

**Autofire**

*no prerequisite*

-  [Shooting](#)

Only usable with fully automatic weapons.

- For each  Shooting you inflict one additional instance of damage.
- Instances might be spread out on unimportant enemies* within 3 meters.

* *Director's agreement*

- *Night's Black Agents: page 71*

**Extra Attack Melee**

[Hand-to-Hand / Weapons 8+](#)

-  [H-2-H / Weapons](#)
-  [Health](#)

Not possible with heavy, unbalanced, or unwieldy melee weapons*.

- Immediately launch a second attack.
- The  points are not applied to your roll.

* *Damage Modifier > +0 more requires the Director's agreement.*

- *Night's Black Agents: page 74*

**Extra Attack Shooting**

[Shooting 8+](#)

-  [Shooting](#)
-  [Stability](#)

After reaching or exceeding your opponent’s Hit Threshold, you may spend  Shooting, plus  Stability, to immediately launch a second attack.

- The Shooting points are not applied to your roll.

- *Night's Black Agents: page 74*
Critical Hit

Natural 3 and success ≥ 5

0 - ∞ ○ Combat Ability

When your unmodified die roll on an attack is a 3, and your total result exceeds the target's Hit Threshold by 5 or more, you score a critical hit.

Roll two instances of damage.

Multiple Targets

Combat Ability 8+

○○○○ like Extra Attack

Extra attack against a different target from your first attack:

2nd target: Hit Threshold +2
3rd target: Hit Threshold +3
4th target: Hit Threshold +4
...
X. target: Hit Threshold +X

Disarm

no prerequisite

0 - ∞ ○ Combat Ability

Called Shot that targets a foe’s weapon, in-hand or holstered. Hit Threshold +3

Shooting: Weapon damaged or knocked free.

Weapons: own weapon must be heavier, to disarm with lighter weapon.

Hand-to-Hand: One Gun, Two Combatants

Surprise or 4: Small weapons immediately in your hand.

Two Fisted Firearms

Shooting 8+

○○○○ Shooting
○○ Athletics

Shooting attacks using two guns, one in each hand.

You must have pistols in both hands at the beginning of the round to use this option.

Name your targets then roll separately.

Extra Attack: ○○○○○○○○ Shooting
○○○○ Athletics
**Suppressive Fire**

**Shooting 8+ / automatic fire**

0 - ∞  ○  Combat Ability

Take a Shooting test with an automatic weapons against the length of the line:
- doorway 3 / 1 lane
- 2 lanes
- 3 lanes

Maintain line for 2 rounds (pistols) or 5 rounds (rifle / MP) is free, thereafter take an action to **Reload**!

Crossing a line requires an Athletics test against the gun-man’s result. More details: see book page 77.

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**Suppressive Fire**

**Shooting 8+ / automatic fire**

0 - ∞  ○  Combat Ability

Führe mit einer automatischen Waffen einen Shooting Test gg. die Breite aus:
- Tür 3 / 1 Fahrh. 2 / 2 Fahrh. 3 / 3 Fahrh.

Aufrechterhaltung für 2 Runden (Pistolen) oder 5 Runden (Gewehr / MP) möglich. danach zwingend **Reload**!

Line kreuzen erfordert Athletic gegen Ergebnis des Schützen. siehe Seite 77

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**Fonts**

- Eras Bold ITC 100
- Eras Bold ITC 60
- Eras Bold ITC 40
- Eras Bold ITC 30

**Colors**

- Black:  #151515  ||  R 21  G 21  B 21
- Red:  #BE1818  ||  R 190  G 24  B 24

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**Thriller Combat Actions Cards**

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