

# 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

# Gumshoe Action Cards - Set 2

## 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

## 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

## 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  
(e.g. window) requires  Damage Mod -1  
+ falling

Night's Black Agents: page 76

## Mook Shield

**Hand-to-Hand 8+**

☉☉☉ **Hand-to-Hand**  
**or**

☉☉☉ **Hand-to-Hand**  
☉☉ **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: ☉☉☉ spend

Night's Black Agents: page 76

# Gumshoe Action Cards - Set 3

## 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)

Night's Black Agents: page 76

## 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 ☉☉ Shooting.

Night's Black Agents: page 67 + 76

## 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.

Night's Black Agents: page 76

## Called Shot

**no prerequisite**

**0 - ∞ ☉ Combat Ability**

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

	Hit Threshold	Damage
Torso	+1	+2
Head	+2	+2
Hand	+3	+2
Heart / throat	+3	+3
Eye	+4	+3
Weapon	+3	-

(Point-Blank already included)

Night's Black Agents: page 72

# Gumshoe Action Cards - Set 4

## Feint

**no prerequisite**

**1-3 ☉ Hand-to-Hand**  
**or**  
**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

# Gumshoe Action Cards - Set 5

## Critical Hit

**Natural 8 and success  $\geq 5$**

0 -  $\infty$   **Combat Ability**

When your unmodified die roll on an attack is a 8, and your total result exceeds the target's Hit Threshold by 5 or more, you score a critical hit.

Roll two instances of damage.

Night's Black Agents: page 73

## 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

Night's Black Agents: page 74

## Disarm

**no prerequisite**

0 -  $\infty$   **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, 8 to disarm with lighter weapon.

**Hand-to-Hand:** One Gun, Two Combatants  
Surprise or 8: Small weapons immediately in your hand.

Night's Black Agents: pages 66 + 73

## 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**

Night's Black Agents: page 74

# Gumshoe Action Cards - Set 6

## Suppressive Fire

**Shooting 8+ / automatic fire**

**0 - ∞ ☉ Combat Ability**

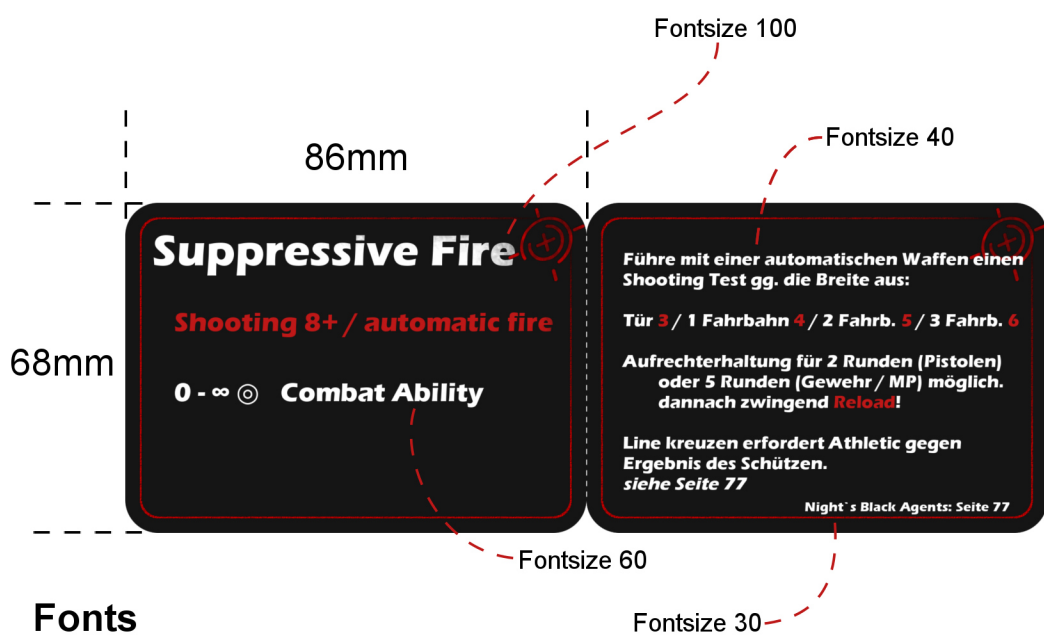
Take a Shooting test with an automatic weapons against the length of the line:

doorway **3** / 1 lane **4** / 2 lanes **5** / 3 lanes **6**

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 gunman's result. More details: see book page 77.

Night's Black Agents: page 77

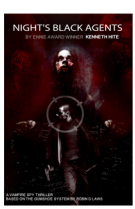


### Fonts

Eras Bold ITC	100
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### Colors

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



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