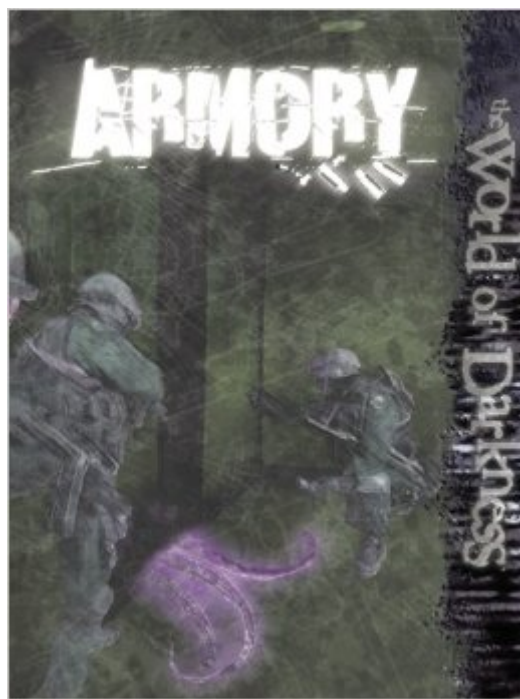


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World Of Darkness: Armory



Synopsis

Nothing out there is friendly. Nothing. I mean it. It's the golden rule, my man, the golden rule. "Thou shalt SHOOT the CRAZIES in the HEART BEFORE they come bite the heart out of YOU." It's hard times, man. Hard times. Better be prepared. Hafta be Now gimme that duct tape and those tinsnips." - Larry Crenshaw, monster-hunter This book includes:

- * A broad and detailed listing of every weapon, vehicle or piece of equipment a character might need in the World of Darkness
- * Optional rules and new Merits that reflect combat styles suitable for the weapons contained within
- * A hardware companion to Vampire, Werewolf and Mage chronicles

216 page hardcover. For use with the World of Darkness Rulebook.

Book Information

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Customer Reviews

The gun is said to be the great leveler. It doesn't matter how big or small you are, weak or strong, skilled or unskilled at fighting, a shotgun blast to the chest will take you down. Obviously, in a world of supernatural monsters, the humans are going to want a boatload of guns. Sometimes, though, you need something sharp to finish the job, and sometimes you have to fight with whatever you have on hand. And sometimes, you just REALLY have to blow something up. Nuke it from orbit; it's the only way to be sure. ARMORY is a supplement for the core line of White Wolf's World of Darkness. It's critical for mortals to have some kind of arsenal, but mages need kevlar vests as much as anybody and a werewolf might find an antique silver butter knife to be the most effective weapon against her opponent. ARMORY has all that and more. Also, it seems that every group has a gun nut, or a sword enthusiast, or someone who just plain knows how to brawl (I had an artilleryman, for example). They know a lot more than the ST about the equipment they specialize in

and can overwhelm you with their technical knowledge. ARMORY at least keeps you informed about the difference between ACP, LR, and magnum ammo. I originally thought ARMORY would just be a list of equipment and how it modifies dice rolls. And how much stuff could there possibly be to describe? Well, ARMORY covers improvised weapons, guns of all kinds, heavy weapons and explosives, WMD's (chemical/biological/nuclear), vehicles, and equipment. And it doesn't just list weapons, it tells how to use them.

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