

COMBAT

When Diplomacy Fails...

Not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness had better know a thing or two about fighting. Once the Black Spiral Dancers smash your door into toothpicks, or the Spectres boil howling out of the Tempest, there's no more time for words.

It's Time to Beat Some Heads In!

Designed for use with all five World of Darkness games, including Vampire: The Dark Ages, this book is an invaluable reference for players and Storytellers ready to get into no-hold-barred battle.

World of Darkness: Combat includes:

- An alternate system for running combat in the World of Darkness
- Guidelines for integrating supernatural powers into slugfests and firefights
- Details on dozens of martial arts styles, melee weapons and firearms from around the world



WORLD OF
DARKNESS



COMBAT

**The Big Book of
Beating Ass**

Sample

By Steven Long

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Do it!

PRINTED IN CANADA.

Heartiest apologies to Rob Hatch for leaving his name out of the writing credits for **Rage: Warriors of the Apocalypse**. You can call your *vozhd* off now, Rob.

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Introduction

Cry "*Havoc!*" and let slip the dogs of war.
— William Shakespeare, *Julius Caesar*

This product is something that most players of **Vampire**, **Werewolf**, **Mage**, **Wraith**, and **Changeling** may find somewhat unusual: it is a book of optional rules for running combat in the Storyteller system. There aren't any long, flavorful pieces of fiction, any settings or any chronicle outlines, but there are a few characters. Sure, there have been combat rules in other World of Darkness books, plenty of them — but in comparison to other games, the Storyteller system has very few rules for running combat.

And for the most part that's a good thing. As its name indicates, the Storyteller system is about *telling stories* — not about rolling dice, consulting charts or arguing about which rule applies to a particular situation. The essence of the Storyteller system is its reliance on the Storyteller and players, not on dice, to create an intriguing and dramatic game that everyone enjoys.

That having been said, sometimes "storytelling" in a gaming setting isn't always the best way to deal with certain situations. Combat is one such situation; in combat, rules are sometimes necessary. Characters in combat *do things* — they run across a room, firing a gun as they go; launch a lightning-fast kick at an opponent before he can pull the trigger; swing from a chandelier and tackle one of the bad guys. Relying on pure storytelling for this is possible; some of the best games most of us have ever played in have been run that way. But storytelling combat doesn't always work for some troupes. It can raise all sorts of questions about how often someone can act, what they can do and what happens when they do it. Some players would rather take a more active role in this part of the game — making the system more objective than subjective.