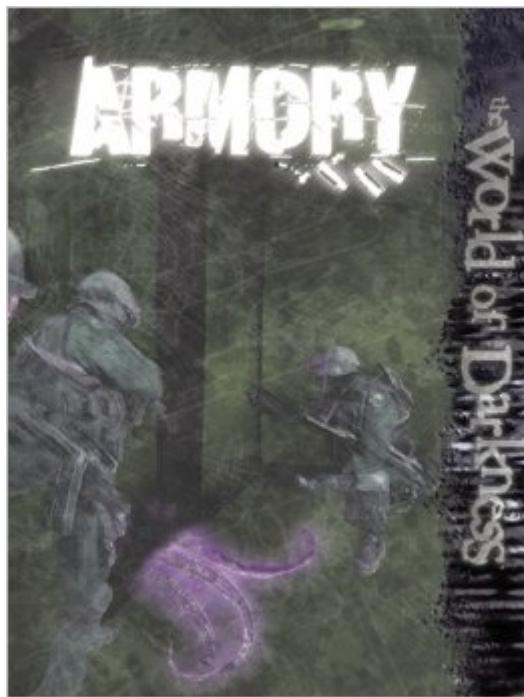


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# World Of Darkness: Armory



## 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

Hardcover: 215 pages

Publisher: White Wolf Publishing (January 30, 2006)

Language: English

ISBN-10: 1588464865

ISBN-13: 978-1588464866

Product Dimensions: 8.5 x 0.7 x 11.2 inches

Shipping Weight: 2 pounds

Average Customer Review: 4.5 out of 5 starsÂ See all reviewsÂ (19 customer reviews)

Best Sellers Rank: #331,048 in Books (See Top 100 in Books) #44 inÂ Books > Science Fiction & Fantasy > Gaming > World of Darkness > General

## 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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World of Darkness: Armory This Present Darkness/Piercing the Darkness: Piercing the Darkness Monte Cooks World of Darkness (World of Darkness (White Wolf Hardcover)) The Masquerade (A World of Darkness Book 1) The World of Darkness: Storytelling System Rulebook World of Darkness: Antagonists World of Darkness: Ghost Stories Mummy: The Resurrection (World of Darkness) Reliquary (World of Darkness) Mage Grimoire of Grimoires \*OP (The World of Darkness) Blood & Silk (World of Darkness) Ghouls (Vampire The Requiem - World Of Darkness - WOD) Werewolf Signs of the Moon (World of Darkness (White Wolf Hardcover)) WoD Changing Breeds (The World of Darkness) \*OP WoD Outcasts (World of Darkness (White Wolf Paperback)) \*OP Wraith The Oblivion 2nd Edition (World of Darkness) Wraith: The Oblivion Roleplaying Game Core Rulebook. World of Darkness. Category - Roleplaying Games Promethean Magnum Opus (World of Darkness) Demon Hunter X (World of Darkness) Dark Kingdom of Jade (Wraith: The Oblivion/World of Darkness)

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