

World of Darkness: Armory Errata and Bonus Material

World of Darkness: Armory is here, and it looks good, but a few mistakes slipped through to publication, so here are the corrections. Also, some perfectly good material had to be cut for space, and it's here, too.

Page 36: The chart on this page should have an entry for a wooden stake. As the **World of Darkness Rulebook** says, wooden stakes are Damage 1(L), Size 1/S, and Durability 1.

Page 42: The last sentence of the third paragraph of the description of a glass bottle should read "Larger, more solid bottles... break if they do more than three points of damage in a single *attack*." The last paragraph should read "A dramatic failure at any point using a bottle as a weapon means it breaks in the hand and the wielder takes a single point of damage as it cuts his palm, though this cannot reduce the wielder to fewer health levels than his Size."

Page 43: There's a sentence in the description of the shard of glass that should read "Every time the shard is used as a weapon, the user suffers one automatic point of lethal damage, regardless of the success on the attack roll, though this cannot reduce the wielder to fewer health levels than his Size."

Page 62: The sidebar "Hey, it's the same gun!" should only be one paragraph long. "Generic low-quality variation" and everything below it should be in the regular text, not part of the sidebar.

Page 62: On the Revolvers chart, the Size of the NAA Black Widow should be 1/P, not 0/P.

Page 68: On the table, the Size of the Sharps Model 1A should be changed to 1/P, not 0/P.

Page 70: In the description of the Intratec TEC-9 (9mm Luger)" the phrase "...and subtract 1s from any successes rolled" should not be present.

Page 90: The second-to-last sentence in the first paragraph describing bows should read "A character may use either Athletics or Firearms to fire a bow, but without at least one dot of the Fighting

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Style: Archery Merit (see p. 208), suffers a -2 penalty to the attack roll."

Page 91: The Size traits of the Dart, Shuriken, and Sling should all be 1/P, not O/P.

Page 97: Those last three paragraphs of text in the chapter should be inside the Suppressive Fire sidebar.

Page 101: The sidebar "Li Tian Versus the Prime Minister's Demon" should only be one paragraph long. The sentence that starts "By the 10th century..." and everything following it should be in normal text.

Page 106: There should be four asterisks following "directional" in the "buckshot" row of the Grenade Ammunition chart, not five. Also, under "Directional" at the bottom of the chart, it should reference the weapon's Force, not its Damage.

Page 110: Under "Military Vehicle Armament," the first sentence should read "Military vehicles (see Chapter Four)..." rather than "Military vehicles (see Chapter Three)..." as it does.

Page 140 & 140: The sidebar "Run-Flat and Oversized Tires" should only be three paragraphs long — regular text formatting should resume at "Semi Tractor." Further along, "Cargo Containers" should be its own sidebar, just one paragraph long, with regular formatting resuming with "Tractor-Trailer Rig."

Page 142: Under "Bulldozer," the phrase "The process of raising or lowering the blade takes a single round..." should read "The process of raising or lowering the blade takes a single turn..." The Storytelling System has turns, not rounds.

Page 166: The bonus provided by telescopic sights applies only to aimed shots. See "Aiming," p. 162, the **World of Darkness Rulebook**.

Page 198: Under "Weapon Concealment," there's a reference to Size 0 weapons that shouldn't be there.

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Page 208: The EOD Merit should be 2 dots, not 4.

Page 211: The "Riposte" maneuver granted by the third dot of the Fighting Style: Fencing Merit costs a Willpower point, which the player must spend as soon as he decides his character will apply twice his Defense to an incoming enemy attack.

Page 214: "Dangerous Radius," the maneuver granted by the third dot of the Fighting Style: Staff Fighting Merit likewise costs a Willpower point, which the player must spend before making any attack rolls.

That's it for corrections, now what about extra material?

The description of the suppressor on p. 167 mentions subsonic and supersonic ammunition, but nowhere else in the book does this get detailed! Well, here you go. The following calibers are usually subsonic:

- .22 LR
- .25 ACP
- .32 ACP
- .32 S&W
- .38 Special
- .380 ACP
- 9x18mm Soviet
- .45 ACP
- .45 Long Colt

Additionally, it is possible to acquire subsonic loads for the following calibers that are normally supersonic. Some of these are loaded with heavier bullets to compensate for the lack of velocity, but most lose some damage potential:

- 9mm Luger (Damage 2)
- .40 S&W (Damage 2)
- 5.56mm NATO (Damage 2)
- 7.62x39mm Soviet (Damage 2)
- 7.62mm NATO (Damage 3)
- .50 BMG (Damage 4, Armor Piercing 2)

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Virtually all shotgun ammo in all gauges is subsonic.

Finally, here are three perfectly good weapons and a sidebar that were cut from Chapter 2 because we just didn't have space to include them:

Martini-Henry (.450 Martini-Henry) Lever Action Rifle

Damage 3, Ranges 75/150/300, Capacity 1, Strength 3, Size 3, Cost __

Historians know the Martini-Henry and its later derivatives as "the rifle of Empire." It was first issued to British troops in 1871 and served the Empire through numerous colonial wars over the next thirty years. It was phased out of British service in 1904, but copies remained in production for years — in Afghanistan, as late as the 1940s. Today, Martini-Henrys are found in private collections throughout the former British Empire, from Canada to India to Australia.

C.G. Haenel StG.44 (7.92mm Kurz) Assault Rifle

Damage 4, Ranges 125/250/500, Capacity 30+1, Strength 2(2/3/4), Size 3, Cost _____

The *Sturmgewehr* 44 (literally "Assault Rifle, 1944") gave its name to an entire family of later weapons. The weapon almost never saw production, as Hitler had forbidden the development of new rifles in favor of submachine guns, and its developers sold it to him as the *MachinenPistole* 43. About half a million found their way to the Third Reich's soldiers, and then into the hands of every rifle manufacturer on the planet during the postwar period. The StG.44 is obsolete today, unreliable by modern standards, and takes ammunition as rare as hen's teeth, but collectors of World War II memorabilia pay top dollar for still-functioning examples.

General Electric M134 (7.62mm NATO) Machine Gun

Damage 4(8 again)+2, Ranges 150/300/600, Capacity 100, Strength 4, Size 5, Cost _____

GE's ironically named "minigun" is the smallest Gatling-type machine gun in common use today. It uses an electric motor to turn six rotating barrels, avoiding overheating as it spits out 6,000 rounds a

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minute. The M134 is most frequently seen as a helicopter door gun, an application where accuracy is already a pipe dream and the need is for a gun that puts out as much lead as possible to suppress enemies in landing zones. The M134 has no sights to speak of, and the shooter "aims" by walking his fire onto the target. Its usual ammunition mix of one tracer per four FMJ rounds looks like an electric green death ray during night combat, and its unmistakable banshee howl only adds to the effect.

Despite cinematic "evidence," this 62-pound gun absolutely cannot be carried and fired by anyone of human proportions, as it requires an external electrical supply and chews through seven pounds of ammunition per second. Its Strength requirement assumes it's attached to a permanent mount. Aiming is likewise impossible, as are short and medium bursts. The only way to use the M134 is to wave it in the general direction of the enemy and hold down the trigger for a long burst of (50 + 5 dice) rounds. The modifiers for this long burst are already factored into the M134's Damage. The "smaller" XM214, chambered for 5.56mm NATO, has an even higher rate of fire and identical traits and limitations.

The "+2" at the end of the weapon's Damage trait indicates that if an attack roll succeeds, two extra successes are added to determine the damage it inflicts.

But... but... Jesse Ventura did it!

All right, fine. If you really have to let a character carry a minigun or heavy machine gun, he must have a minimum Strength + Stamina + Size equal to 13 + the gun's Size. Even with these Herculean proportions, your Ma Deuce-toting titan suffers a -2 penalty to all attacks because of lousy leverage unless he has a Size at least 3 greater than the gun's. In addition, these guns aren't designed to be fired on the move. Whenever a character attempting such a feat fires a medium or long burst, the Storyteller should roll one die. If that die comes up a 1 or 2, the gun's ammo belt has twisted or snagged on something and the weapon jams.