Order of Operations (Initiative)

- On each turn, each player declares what they're planning to do, and the ST does the same for SPCs. (Movement and minor actions should be declared here, to determine penalties to rolls.)

- **Turn Order:** (which can change each round)

-- Currently-engaged physical combat

-- Ranged combat

-- Newly-engaged physical combat

-- Anything else

- Attackers and defenders roll at the same time, even if both are trying to attack. Winner of the contest is the one who does damage (and is deemed to have dodged the opposing attack).

Multiple Opponents

- **Defending** against multiple opponents: Roll first defense normally, each dodge after that loses an additional dice to the pool.

- **Attacking** multiple opponents: Player must split their dice pool against targets.

Crippling Injuries

Agg damage + 1d10	Injury
1-6	**Stunned:** Take a superficial Willpower or lose a turn.
7-8	**Severe head trauma:** Make physical rolls at -1, Mental rolls at -2
9-10	**Broken limb or joint:** Make rolls at -3 when using affect limb, OR **Blinded:** Vision-related rolls at -3
11	**Massive wound:** All rolls at -2, add +1 to all additional damage taken
12	**Crippled:** Same effects as Broken, but the limb is lost or mangled

Crippling Injuries (cont)

13+	Death (mortal) or immediate torpor (kindred)

Table in effect only while Impaired.

Movement / Minor Actions

Generally do not cost anything extra, but actions such as long dashes, using a phone, throwing dust or sand, etc. can subtract dice from your main action, at the Storyteller's discretion.

Vehicular Action

- **Car chases** are Composure + Driving.

- **Ramming cars:** Wits + Driving vs. Dexterity + Athletics (on foot) or Wits + Driving (another vehicle). Superficial damage based on size of vehicle; +3 for car, +4 for SUV, +6 for garbage truck size. Dice bonus to dodging if the ramming is not at full speed.

- **Vehicle health:** Vehicles have 5-20 health based on size and composition. Once superficial track is filled, each point of aggravated results in dice pool reduction for its driver. Criticals cause tired to pop or fuel tanks to burst.

- More on pg. 57, *Gehenna War*

Close Combat

Unarmed (punches, kicks, bodyblows, martial arts maneuvers, claws)	Strength + Brawl
Defending/Dodging	Dexterity + Athletics
Light Weapon Melee (Knives, short swords, rapiers)	Dexterity + Melee
Heavy Weapon Melee (Axes, hammers, greatswords/broad-swords)	Strength + Melee
Grappling (Holding)*	Strength + Brawl

Close Combat (cont)

Bite attack	Strength + Brawl Deal 2 Agg damage Foe becomes grappled
Firearms**	Strength + Firearms
Feed from bitten foe	Strength + Brawl Deal 1 Agg damage Slake 1 Hunger

*If someone who is grappled wins their combat roll in a turn, they escape and can move freely next turn.

**Firearms in close combat suffer -2 dice for targeting someone other than those you are engaged in melee with, and impose no penalty to defender for lack of cover.

Weapons Damage Value

Improvised weapon, stake*	+0
Light impact (brass knuckles)	+1
Heavy impact (baton, club, tire iron, baseball bat) **Light piercing** (crossbow bolt, switch-blade) **Light gunshot** (.22 pistol, nail gun)	+2
Heavy melee (broadsword, fire axe) **Medium gunshot** (single shot rifle, 9mm pistol, shotgun at effective range, nail bat)	+3

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Weapons Damage Value (cont)

Heavy gunshot (.357 Magnum, shotgun at close range, machine guns)	+4
Huge melee (claymore, steel beam, chainsaw)	
Anti-Materiel Sniper Rifle	+6
Light explosives (hand grenades, molotov cocktails (each turn))	+2
Portable rocketry (anti-tank weapons, mortars, RPGs)	+3 to+6 Aggravated
Heavy Explosive (Explosive vest, car bomb)(-1 per meter from target)	+8 (Aggravated to mortals, Superficial to Kindred)

*If an attacker with a wooden stake succeeds at a called shot to a vampire's heart and inflicts 5+ damage (before halving), the stake pierces the heart and paralyzes the vampire.

Ranged Combat

Quick-Draw/Firefight	Dexterity + Firearms (or Composure + Firearms)
Sniping	Resolve + Firearms
Throwing (knives, shuriken, stakes, etc.)	Dexterity + Athletics
Defending	Dexterity + Athletics

Guns with higher fire rate or willingness to empty a clip or magazine grant +1 dice. Firing beyond the effective range of a weapon suffers -2 dice.

Ranged Combat - Cover

No cover	-2 dice
Concealment (bushes, trees)	-1 dice
Hard cover (corners, columns, cars)	0 dice
Entrenchment (sandbags, etc.)	+ 1 dice
Murder hole	+ 2 dice

Armor Value

Reinforced clothing/heavy leathers	2 (0 vs. bullets)
Ballistic cloth	2
Kevlar vest/flak jacket	4
Tactical/Military armor (one dice penalty to Dexterity rolls)	6

Advanced Rules

All-out attack: Grants a +1 damage bonus (emptying a ranged weapon if using one) while foregoing defending against attacks this turn. If the all-out attack misses, anyone acting against the combatant get +1 die next turn.

Brutal Attack: Against multiple weaker targets (mortals, etc.), a Kindred can choose to automatically make one of the dice in their pool a 10, rolling the rest.

Called shots: Subtract 1 to 4 successes depending on difficulty.

Criticals: Criticals versus mortals automatically incapacitate. Messy Criticals versus mortals are usually lethal.

Maneuvers: Perform an action (roll) this turn to get an advantageous position (1-3 dice bonus) next turn. E.g., flank, fake retreat to surprise attack, analyzing a foe to deliver the perfect insult.

Surprise attacks: First attack is made versus Difficulty 1.

Explosives

- Thrown explosives resolve in ranged combat; pre-set explosives resolve in 'new' combat.
- Concussive blasts deal superficial damage; incendiary inflicts aggravated damage. The intended target is considered the point of impact:
- **Point of impact**: +5
- **Within the blast zone**: +3
- **At the edge of the blast zone**: +1