

### 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	<b>Stunned:</b> Take a superficial Willpower or lose a turn.
7-8	<b>Severe head trauma:</b> Make physical rolls at -1, Mental rolls at -2
9-10	<b>Broken limb or joint:</b> Make rolls at -3 when using affect limb, OR <b>Blinded:</b> Vision-related rolls at -3

### Crippling Injuries (cont)

11	<b>Massive wound:</b> All rolls at -2, add +1 to all additional damage taken
12	<b>Crippled:</b> Same effects as Broken, but the limb is lost or mangled
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.

### Close Combat

Unarmed (punches, kicks, bodyblows, martial arts maneuvers, claws)	Strength + Brawl
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Defending/Dodging	Dexterity + Athletics
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Light Weapon Melee (Knives, short swords, rapiers)	Dexterity + Melee
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Heavy Weapon Melee (Axes, hammers, greatswords/broadswords)	Strength + Melee
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Grappling (Holding)*	Strength + Brawl
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Bite attack	Strength + Brawl
	Deal 2 Agg damage
	Foe becomes grappled

Firearms**	Strength + Firearms
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### Close Combat (cont)

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
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Light impact (brass knuckles)	+1
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Heavy impact (baton, club, tire iron, baseball bat)	+2
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Light piercing (crossbow bolt, switch-blade)	
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Light gunshot (.22 pistol)	
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Heavy melee (broadsword, fire axe)	+3
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Medium gunshot (single shot rifle, 9mm pistol, shotgun at effective range)	
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Heavy gunshot (.357 Magnum, shotgun at close range)	+4
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Huge melee (claymore, steel beam)	
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\*If an attacker with a wooden stake succeeds at a called shot to a vampire's heart and inflicts 5+ damage, 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.

**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.

