

HEADBANGERS BALL

Date: **March 5, 2011**
Location: **GW Battle Bunker**
Registration: **10:00am**
First Game: **10:30am**
Awards: **7:45pm**
Cost: **\$10 for NAF / \$15 Non-NAF**

RULES / TEAM BUILDING

Headbangers Ball uses the current **CRP/LRB6** rules found here:
<http://zlurpcast.com/JP/CRaP-LRB6.pdf>

You may choose to use one of the **3 new official teams** found here:
http://zlurpcast.com/JP/NewTeams2008_LRB5.pdf

Using **1,100,000gps**, you are to build a team consisting of minimum 11 players and may purchase fan factor, rerolls, assistant coaches, cheerleaders and/or an apothecary.

No money can be spent on stat/skill upgrades.

Instead, you can give EVERY player on your roster one normal skill choice that they can normally take on a non-doubles roll.

EXCEPTION: Ogre, Halfling, Goblin, Vampire teams can give every player on their roster one normal OR doubles skill choice.

The Metal Gods have granted favor to the underdog teams.

INDUCEMENTS

You can purchase **Headbanger's Ball Inducements** at the prices below. ***Inducements from the rulebook are NOT ALLOWED.***

0-1 Iron Maiden 60k

Automatically heals KO's into Reserves after each drive

0-1 Motley Crew 60k

Once per game, the Crew runs onto the field to perform a foul action (even if you already performed a foul action that turn) that automatically succeeds, only roll injury, the ref automatically throws the Crew out afterwards no matter what the injury roll was)

CAUGHT IN A MOSH

If at ANY point in time on your turn there are **9 players (standing or prone) in a 3 x 3 box, you can yell "CAUGHT IN A MOSH"** (and yes, you have to yell it or else it won't work).

The players in those 9 squares are now placed prone. Do NOT roll armour, as other moshers are making sure not to actually injury anyone. If a player was holding the ball, it will scatter. It's not a turnover even if your own player drops the ball.

-If a player Caught in a Mosh was already stunned, he will remain stunned.

-Any players in this Mosh Pit are considered to have used their action this turn, and therefore, cannot stand up. *(too difficult to tell which models were turned around when all are prone)*

-It is quite possible to push players on the other team into squares with the sole purpose to create the mosh pit.

METALHEAD

The T.O. will provide one Metalhead model to be used in each game. Both teams will still field up to 11 players, but each turn they will have the option of taking an action with the Metalhead.

This is the only time it's acceptable to have a 12th player on the pitch.

On a kickoff, **he is setup on the kicking team's side of the pitch**, then once the receiving team's turn starts, the receiving team may begin taking an action with him.

The Metalhead acts exactly like a player on your own team.

Once your turn is done, your opponent may then take an action with him on his team turn.

Note: The Metalhead is not technically twice as fast as everyone else, moving in both team turns, but rather this rule represents his complete lack of control/memory when it comes to trying to play this game! If you double his MA, you will get his "real" MA of 6, but for game terms it's an MA of 3 for each side. GFI's made be taken as normal.

He has the following stats and skills:

MA 3	ST 4	AG 2	AV 7
Frenzy, Juggernaut, Dirty Player, Devil Horns*, King of the Pit*, Loner			

Devil Horns

The Metalhead's hands have been frozen in "Devil Horn" position permanently. He counts has having the No Hands skill.

King of the Pit

The Metalhead has commanded several Slayer mosh pits in his day, and thus has the ability to get out of the way from further injury.

When armour is broken on a Metalhead, immediately place him in one team's Reserve box. (doesn't matter which). He will be put back in play on the next drive. **This also means a Metalhead is technically never stunned, never KO'd, and never a Casualty.**

Any questions, email tournament organizer at jpeletis@gmail.com

This is Version 1.1 of Headbanger's Ball rules

CROWD SURFING

If you push someone into the crowd, the crowd might just push them back onto the field.

Roll on the Injury table as normal. If a KO or Casualty is rolled, treat as normal.

If a **stunned** is rolled, do NOT place the player in the reserves box, instead **put him back in the last square he was in**, but prone.

Do NOT make an armour roll. If that square is now occupied due to a follow up, the coach of **the surfed player must push that player back** using the normal push rules.

THEME

Metal Team Name +10pts

If your team has a metal team name (*determined by T.O.*), you get 10 bonus tournament points

Metal Player Names +15pts

If every player on your team has metal player names (*determined by T.O.*), you get 15 bonus tournament points

Metal T-Shirt +25pts

If you wear a metal t-shirt (*determined by T.O.*), you get 25 bonus tournament points

Painted Team +50pts

If your team is fully painted (*determined by T.O.*), you get 50 bonus tournament points

WEATHER TABLE (D6)

1 (One) - *Darkness, imprisoning me.* It's very dark outside and thus **only quick passes** may be attempted. Also, **the following skills have no effect in this weather: Kick, Hail Mary, Accurate**

2 - 4 – Hallowed by thy FAME – **Perfect** Blood Bowl weather!

5 – Sweating Bullets – *Hello Me, meet the real Me!* It's extremely hot and the air is getting thin. After each drive **roll a D6 for each player left on the pitch. If you roll a 1, they are exhausted and have to remain in the reserves box** and cannot be setup for kickoff.

6 – *RAINING BLOOD!!!!* And it's slippery. All **Go For It's for the entire game fail on 1 or 2. If you fail, you are automatically stunned** as you are stuck in the blood. Do not roll for armour.

OTHER JUNK

Bring yer own board, dice, templates, and balls.

Apothecaries heal on a 2+. Place healed player in Reserves.

You will be given 2 Headbangers Ball D6's to keep that you must use for each game.

Only GW or NAF Block Dice allowed. You and your opponent must share these 3 block dice each game.

Tournament Organizer will be enforcing the above dice rules.

Bring three copies of yer roster - One for you, one for opponent, one for tournament organizer.

First round random pairings, swiss pairings after that.

Roster/Injuries will reset each game.

You roll yer own weather.

KICKOFF TABLE (2D6)

2 – TWO Minutes to Midnight! The hand that threatens doom! **The kicking coach rolls a D6**, 1-3 nothing happens, **4+ both teams turn markers are immediately moved to turn 7** (if they are currently on 1-6). 2 turns to midnight!

3 – The New Stuff – *“This next one is off our new album....”* The main act at the tournament decided to play some stuff from their new album. **One random player from each team, AND the Metalhead (if on the pitch) are placed in the reserves box** until the next drive. *“Beer run, dude. The new stuff sucks”*

4 – FOUR HORSEMEN are drawing nearer, and they’ve come to take your life. Roll a D6 and add FAME (reroll ties)– **The losing team’s assistant coaches and cheerleaders have been killed.** Sorry.

5 – FIVE FINGER DEATH PUNCH – The first player to touch the ball after it’s kicked has learn the **Way of the Fist**. **They now have the Mighty Blow for the rest of the drive.** If they already had it, now they have **Double Mighty Blow** (+2 to armour or injury, or +1 to armour AND +1 to injury)
(A “touch” means a pick-up attempt, being pushed onto the ball, or GFI on ball)

6 – SIX SIX SIX - The Number of the Beast! – It’s number is 666, for it is a human number. Roll a **D3 and add FAME, Coaches, and Cheerleaders** (reroll ties) **Highest Score gets a bonus reroll for the half.** A gift from Eddie.

7 – Today is born the SEVENTH one. So it shall be written. So it shall be done. **Both teams turn markers should be moved forward 1 space** to allow time to prepare for the coming prophecy. (so the game will end quicker!)

8 – EIGHT-TEEN and I get confused every day. **The kicking team can choose to reroll the kickoff roll, or choose that nothing happens,** the ball just bounces as normal.

9 – 99 Ways to Die! **All Injury rolls for the rest of the drive can be rerolled** by the person rolling. The 2nd result must always be accepted, even if the first roll was better.

10 – TEN THOUSAND FISTS IN THE AIR! The fans are quite Disturbed by this game and distract the ref enough so you can take a **“Blitz Kickoff Result”** as in the CRaP/LRB6 Rulebook.

11 – Eleven. Eleven. Eleven. All of these go to Eleven. **During this drive, an armour OR injury roll of 11 by the kicking team** (unmodified, only natural 11’s count) **will give them a bonus reroll** for that drive only. **(Limit 3 extra RRs)**

12 – “I am the LAW!” Not only will the ref call fouls as normal, but he gets a bit of a power trip and **will throw anyone out who rolls doubles on their opponents injury rolls** until the next drive. This includes blocking, failed dodges, leaps, GFI’s, secret weapons in addition to fouling.

SCORING

55pts for a WIN
25pts for a DRAW
10pts for a LOSS

+5pts for each Touchdown your team scores

+5pts for each Casualty caused by BLOCKING only
(Casualties inflicted by a Metalhead DO NOT count!)

The T.O. will add in your Theme Bonus points after the Final Round.

SCHEDULE

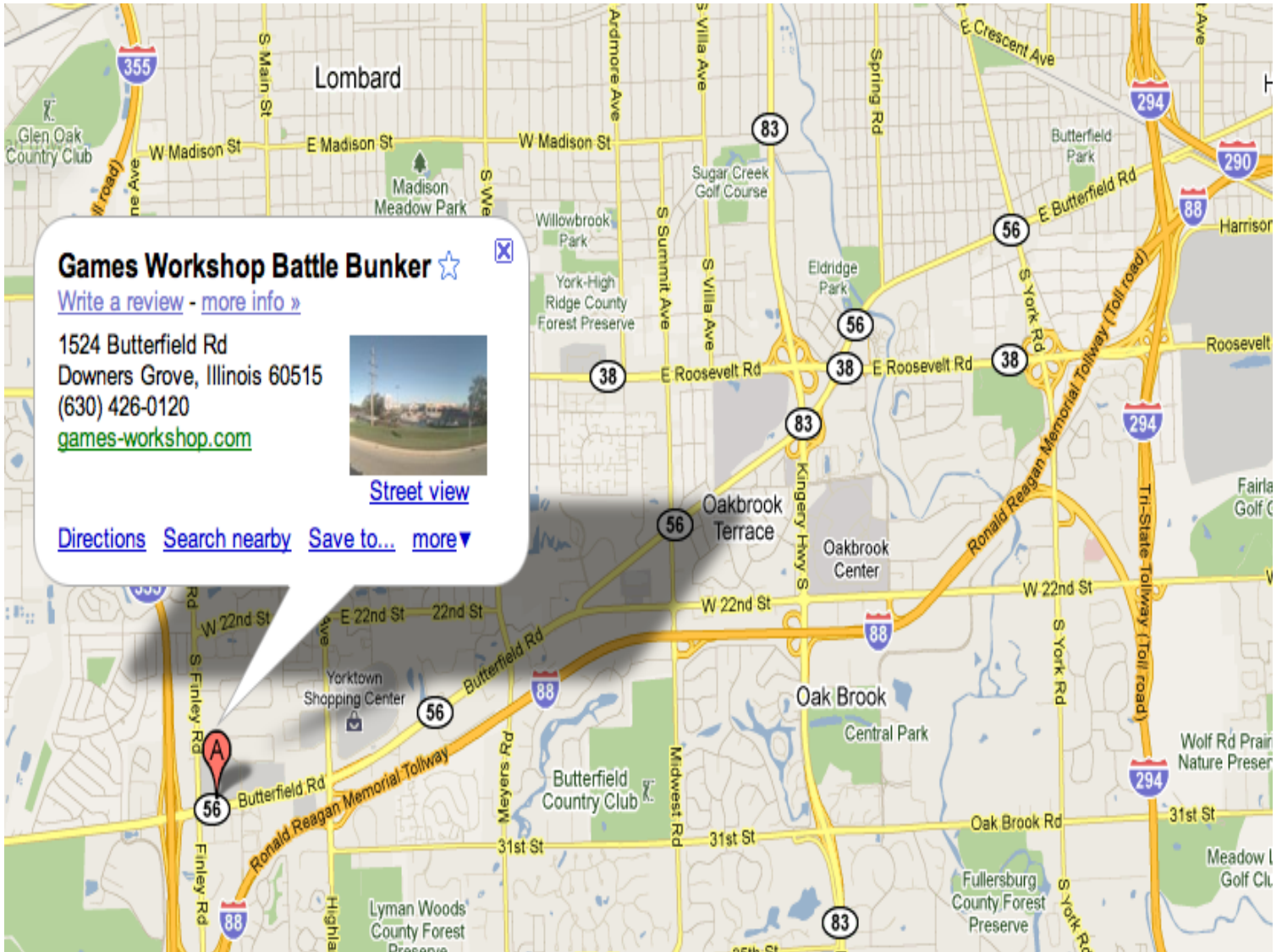
10:00 – 10:30 Registration
10:30 – 12:30 Game 1
12:30 – 1:00 Lunch
1:00 – 3:00 Game 2
3:00 – 3:15 Break
3:15 – 5:15 Game 3
5:15 – 5:30 Break
5:30 – 7:30 Game 4
7:45 - Awards

OZZWARDS

1st Place (Highest total points)
2nd Place (2nd Highest total points)
3rd Place (3rd Highest total points)
Iron Man – (Lowest TDs allowed)
War Pig – (Most CASs for)
Flying High – (Most TDs for)
No More Tears – (Lowest total points)

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DIRECTIONS



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