



## ***WHAT WE'RE PLAYING***

The Heavy Metal Apocalypse is a lightweight “hack” (or “heartbreaker”) role playing game loosely based on Dungeons & Dragons 5th Edition.

It's worth noting that the Apocalypse is *about* Metal, rather than *being* Metal. *The Seventh Seal* and *Lamentations of the Flame Princess* are Metal, but *about* Early Modern Europe. The Apocalypse *is* shooting lightning bolts out of guitars and jumping hot rods over canyons.

## ***CONTENT WARNINGS***

**Profanity:** Encouraged! The denizens of the Apocalypse are foul-mouthed. Use headphones if you don't want people around you to hear other players scream FUCK all the time. This explicitly includes the big seven: shit, piss, fuck, cunt, cocksucker, motherfucker, and tits.

**Violence:** The Heavy Metal Apocalypse embraces comic ultraviolence - characters may explode, lose limbs, get torn apart by a combine harvester, or be eaten alive by zombies. Decapitations with fountains of blood are *de rigueur*. Physical violence or threats between players is not tolerated.

**Sex:** The Heavy Metal Apocalypse embraces sexy content, but not explicit sexual content - we will “fade to black” if things get too explicit. Rape will never be included in content by the referee and

should be avoided as a topic by players. Please do not appear nude in the video chat.

Many of the pre-selected nicknames are intended to ambiguously suggest deviant or embarrassing sexual predilections, e.g. "Slaps" or "Two Stroke". Names that make a player uncomfortable may be vetoed. Since this is ridiculous over-the-top wish-fulfillment fantasy the default orientation of NPCs is poly-bi-switch-slut, but you do you.

**Drug Use:** The game **mandates** that characters engage in alcohol abuse and invites other forms of drug abuse. Player drinking, smoking, and vaping is allowed (and common), but please do not use illegal drugs at the table or in the video chat. Players that become too inebriated to play will be asked to leave.

**Blasphemy and Sacrilege:** *oh my yes.* The Heavy Metal Apocalypse is about a cosmic religious war between Metal and Pop, as such it heavily features hate speech and violence based on musical preferences and religious belief in a farcical manner, and further it basically asserts that a sort of Heavy Metal Satanism is objectively true and morally correct.

**Hate:** The above notwithstanding, hate speech directed at sex, gender, sexual preference, race, or ethnic origin is not tolerated.

**Images/Video:** Heavy Metal album covers and music videos are a major inspiration for this game and are notable for their intense content, but please don't link to anything too extreme to be featured on Wikipedia or YouTube without providing a content warning.

## ***EXPECTATIONS***

**Rules:** all the necessary rules are in the provided Google docs; however, in uncovered or ambiguous situations 5e or B/X D&D will be looked at as a source of prior rulings. You do not need to master or even thoroughly read the rules and may rely on advice from the referee and other players during the game if you prefer.

**Record keeping:** please keep a record of your character in a Google doc shared with the referee, primarily to prevent the issue of lost character sheets. A shared document will be created for party records.

**Attendance:** there is no expectation that players will attend every game - they may join whenever they are interested in doing so. The referee may cancel if attendance is low (a quorum is two players plus the referee).

**Call a stop/tapping out:** players may call a stop to the action at any time if they feel uncomfortable with the content of the game or the behavior of the referee or another player. A player that is uncomfortable with the content specifically called out in the Content Warnings section above may wish to look for another game.

**PVP / Pop-aligned characters:** Violent conflict between characters is tolerated but not encouraged. The referee reserves the right to intervene if inter-player conflict disrupts the game for the other players. If your character is aligned with the forces of Pop, expect the other players to kill you.

## **APPENDIX N**

Inspiration and supporting materials.

### **MUSIC**

[The Brutal Legend soundtrack](#)

Motörhead - "We are the Roadcrew"

Manowar - "Die for Metal"

Girlschool - "Bomber"

KISS - "God of Thunder"

### **ALBUM COVERS**

[Powerslave \(Iron Maiden\)](#)

[Killing the Dragon \(Dio\)](#)

[Orgasmatron \(Motörhead\)](#)

[We Are Motörhead \(Motörhead\)](#)

[Renegade \(HammerFall\)](#)

[Imaginaerum \(Nightwish\)](#)

[Advance and Vanquish \(3 Inches of Blood\)](#)

[The Friday Night Rock Show Sessions/Live at Reading \(Diamond Head\)](#)

[Hit and Run \(Girlschool\)](#)

[Hit and Run - Revisited \(Girlschool\)](#)

[Built to Perform \(Phantom Blue\)](#)

[Beowulf \(Beowulf\)](#)

## **VIDEO GAMES**

Brütal Legend

Fallout: New Vegas

Mad Max

## **MOVIES + TELEVISION**

Mad Max: Fury Road

Supernatural

## **TABLE-TOP RPGS**

[Atomic Highway](#)

Dungeons & Dragons B/X and 5th Edition