

LWF SHOCK COLLAR MATCH

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In this match, both wrestlers wear shock collars on their necks that are attached by a chain or a rope (just like the LWF Dog Collar Match). On the turnbuckle behind each wrestler's starting position are remote controls that activate the collars. Once the remotes have been used, they are placed back on the turnbuckle. The goal is to knock out your opponent by activating his shock collar.

There are no disqualifications or count-outs.

All regular game charts (ropes, turnbuckle, etc.) are still used since the chain is long enough to allow usual moves.

This match is for singles matches only.

Typically, no other wrestlers or managers are allowed at ringside, but this is up to you.

When a wrestler rolls any move followed by a Choice Situation such as (ch A) or (ch D), ignore the instruction and roll on the Shock Collar chart below.

An opponent is considered knocked out when his PIN rate reaches 12. The loser is automatically injured. Roll 2 dice and add the number of times the loser's shock collar was activated to determine the length of the injury.

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Roll	Result
2-3	Both wrestlers begin having a tug of war with the chain, trying to reach their respective remote controls. The wrestler on offense is just about to reach for the remote control for his opponent's collar when one of the opponent's allies grabs the remote off his turnbuckle and activates it, sending a sharp jolt of electricity through the body of the wrestler on offense. The wrestler on offense adds 1 to his PIN rate. The wrestler on defense now becomes the wrestler on offense and rolls on Level 3 Offense. (If you decide not to allow any allies at ringside, roll on this chart again until you get a new instruction)
4	<p>The wrestler on offense attempts to Irishwhip his opponent into his own turnbuckle in hopes of knocking the remote off of the turnbuckle and sending it crashing to the floor. Roll 1 die:</p> <p>Even Roll – The wrestler on defense crashes into his own turnbuckle and knocks the remote to the collar of the wrestler on offense crashing and shattering on the floor, rendering that collar useless. The wrestler on offense continues his assault on Level 3 Offense.</p> <p>Odd Roll – The wrestler on defense reverses the whip and throws the wrestler on offense into his own turnbuckle, knocking the remote to his collar crashing and shattering on the floor, rendering it useless. The wrestler on defense is now the wrestler on offense and rolls on Level 3 Offense.</p> <p>(If both remotes have been destroyed, the match continues as a normal Dog Collar Match.)</p>
5	The wrestler on defense is too dazed to prevent the wrestler on offense from reaching for the remote on his turnbuckle. He presses the button and sends a sharp jolt of electricity through his opponent's body. He drops to the ground and goes into convulsions for 1-2 seconds. The opponent adds 1 to his PIN rate. The wrestler on offense rolls on Level 3 Offense.
6	The wrestler on offense wraps the chain around his forearm and delivers a forearm smash to his opponent's head. The wrestler on offense rolls on Level 3 Offense.
7	<p>Both wrestlers begin having a tug of war with the chain, trying to reach their respective remote controls. Roll one die to see who wins!</p> <p>Even Roll – The wrestler on defense wins the tug of war, grabs the remote, and then presses the button, sending a sharp jolt of electricity coursing through his opponent. The wrestler on offense adds 1 to his PIN rate. The wrestler on defense now becomes the wrestler on offense and rolls on Level 3 Offense.</p> <p>Odd Roll – The wrestler on offense wins the tug of war, grabs the remote, and then presses the button, sending a sharp jolt of electricity coursing through his opponent. The wrestler on defense adds 1 to his Pin rate. The wrestler on offense rolls on Level 3 Offense.</p>
8	<p>Both wrestlers try to choke each other with the chain! Roll one die to see who wins!</p> <p>Even Roll – The wrestler on offense chokes out the opponent! The wrestler on offense rolls on Level 3 Offense.</p> <p>Odd Roll – The Wrestler on offense turns the match around and chokes out his opponent! The wrestler on defense becomes the wrestler on offense and rolls on Level 3 Offense.</p>
9	The wrestler on offense throws his opponent over the top rope and out of the ring and hangs him by his neck with the shock collar, near his own turnbuckle. He then reaches for the remote and activates it, sending a sharp jolt of electricity coursing through his opponent's body. The opponent adds 1 to his PIN rate. The wrestler on offense can either roll again on this chart or bring his opponent back into the ring and roll on Level 3 Offense. (If the wrestler on offense decides to roll again on this chart and this instruction is rolled again, assume that he keeps his opponent hung over the top rope and gives him another jolt rather than throwing him over the top rope again.)
10	The wrestler on offense throws his opponent chestfirst into the turnbuckle, but just as he's about to hit it, the wrestler on offense yanks on the chain, pulling his opponent down to the mat. The wrestler on offense rolls on Level 3 Offense.
11-12	Both wrestlers begin having a tug of war with the chain, trying to reach their respective remote controls. The wrestler on defense is just about to reach for the remote control for his opponent's collar when one of the opponent's allies grab the remote off his turnbuckle and activates it, sending a sharp jolt of electricity through the body of the wrestler on defense. The wrestler on defense adds 1 to his PIN rate. The wrestler on offense and rolls on Level 3 Offense. (If you decide not to allow any allies at ringside, roll on this chart again until you get a new instruction)