

## DZtP Scenario: Delay of Game

A	A						
A	A						
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-	-	-	-	-	-	-	-
						B	B
						B	B

### Setup

#### Option A

Play a game of Dreadball! At the end of each Rush roll a d6 for each Rush to that point ( 1 for 1st Rush, 2 for 2nd, etc...). On a 6+ or the end of the 7th Rush the game is interrupted as is and the game of Deadzone starts. The Coach in the lead at that time wins the Recon Roll for the Deadzone game to follow.

#### Option B

Roll to scatter 8 - 12 players onto the pitch (Yellow area) as if they were items.

Place scatter across the pitch area for debris that came crashing down from the ceiling.

### Scenario

An attack occurs in the middle of a DreadBall match

Attacker will score 2 VPs for killing DreadBall Players. Defender scores 4 VPs for carrying Players back to their deployment zone.

### DreadBall Player Stats

Feel free to use the actual stats of the Players. Defender will roll for DreadBall Players if attacked. They can only roll to Survive.

Size	Arm	Survive	Abilities	VP
1	0	5+	Resilience (1)	2 kill, 4 for save

DreadBall Players act as allies for the Defending Player. They grant Friend bonuses in melee for the Defender and other DB Players but also gives the -2 penalty if a Defender shoots into a cube with them in it.

DreadBall Players can be picked up by the Defender as part of a Move action. They act as items at that point, traveling with the model as it moves. DB Players can't be targeted while being carried but drop if the Defender model is killed.

If a Defending Player brings a DreadBall Player back to their deployment area, the Player is rescued and the Defender earns 4 VP.

#### Additional rules:

Scouting units and Aerial Deployment may not move onto the pitch as part of their deployment.