

LOS ANGELES LAKERS

v1.9 - 1985-86 Season
Archetype: Flashy Offense

RUN ROLL TABLE (Flashy)

Run Roll (1-6)	1	2	3	4	5	6
Points	3	5	7	9	10	12

Stars & Clutch

Player	Clutch	Used
Magic Johnson	+4	—
Kareem Abdul-Jabbar	+3	<input type="checkbox"/>
James Worthy	+2	<input type="checkbox"/>
Byron Scott	+1	<input type="checkbox"/>

Team Traits

Pure Offense	Highest Run Table in the game
Flashy Defense	When trailing by 7+ points, opponent rolls Run Roll with disadvantage (2d6, take lowest)

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Worthy slam (2), stop, Kareem hook (2), stop, Magic layup (2) - 6-0!	+6 pts, +1 momentum
2	Kareem skyhook (2), stop, Worthy driving and-one (3) - 5-0!	+5 pts, +1 momentum
3	Scott transition three (3), stop, Worthy slams it home with an and-one (3)!	+6 pts, +1 momentum
4	Showtime alley-oop (2), stop, Kareem hook (2), stop, Magic layup (2)!	+6 pts
5	Lakers explosion: steal to layup (2), stop, Kareem hook (2), stop, Worthy slam (2), stop, Magic layup (2) - 8-0!	+8 pts
6	Scott catches and fires from the wing - three (3), stop, Magic drives and draws the foul for the and-one (3) - Showtime!	+6 pts, +1 momentum

Notes: Showtime signatures emphasize explosive scoring and fast-break execution.

BOSTON CELTICS

v1.9 - 1985-86 Season
Archetype: Grindy Defense

RUN ROLL TABLE (Grindy)

Run Roll (1-6)	1	2	3	4	5	6
Points	3	5	7	8	9	11

Stars & Clutch

Player	Clutch	Used
Larry Bird	+4	—
Kevin McHale	+3	<input type="checkbox"/>
Robert Parish	+2	<input type="checkbox"/>
Dennis Johnson	+1	<input type="checkbox"/>

Team Traits

Celtic Pride	Start Q1 and Q2 with 2 Momentum Dice
Defensive Lockdown	When trailing by 5+ points, opponent rolls Run Roll with disadvantage (2d6, take lowest). Opponent loses 1 point from their run total.

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Bird three (3), DJ steal to layup and-one (3) - 6-0!	+6 pts, +1 momentum
2	McHale up-and-under (2), stop, McHale offensive rebound and-one (3) - 5-0!	+5 pts, +1 momentum
3	Parish and-one hook (3), stop, Bird three-pointer (3) caps the run!	+6 pts
4	DJ pickpocket to layup (2), stop, Bird to Parish and-one (3) - 5-0!	+5 pts, +1 momentum
5	Bird to Parish high-low (2), stop, Parish offensive rebound and-one (3) - 5-0!	+5 pts, +1 momentum
6	Celtic Pride! Bird drops in the three from the top (3), stop, McHale spins baseline for the and-one (3)!	+6 pts, +2 momentum

Notes: Celtic signatures emphasize defensive intensity and controlled execution.

MILWAUKEE BUCKS

v1.9 - 1985-86 Season
Archetype: Balanced/Defensive

RUN ROLL TABLE (Balanced/Defensive)

Run Roll (1-6)	1	2	3	4	5	6
Points	3	5	7	8	9	9

Stars & Clutch

Player	Clutch	Used
Sidney Moncrief	+4	—
Terry Cummings	+2	<input type="checkbox"/>
Paul Pressey	+2	<input type="checkbox"/>
Ricky Pierce	+1	<input type="checkbox"/>

Team Traits

Moncrief Lockdown	When trailing by 4+ points, opponent rolls Run Roll with disadvantage (2d6, take lowest)
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SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Moncrief steal to Pressey outlet, Cummings and-one (3), stop, Pressey to Pierce jumper (2) - 5-0!	+5 pts, +1 momentum
2	Pressey drives and dishes to Cummings (2), stop, Pressey finds Moncrief for and-one (3) - 5-0!	+5 pts, +1 momentum
3	Cummings bucket (2), stop, Moncrief jumper (2), stop, Pierce off the bench converts (2) - 6-0!	+6 pts, +1 momentum
4	Lister block, Pressey grabs and pushes to Cummings (2), stop, Moncrief bucket (2), stop, Pierce converts (2)!	+6 pts
5	Pressey rebound to outlet, Cummings hammers the and-one dunk (3), stop, Moncrief drives and draws contact - and-one (3) - Bucks can't be stopped!	+6 pts, +1 momentum
6	Moncrief drives and draws contact for the and-one (3), Pressey steal to layup (2), stop, Cummings powers through for another and-one (3) - Bucks rolling!	+8 pts

Notes: Defense-first identity with Moncrief (2x DPOY) and Pressey. Balanced scoring and transition offense.

HOUSTON ROCKETS

v1.9 - 1985-86 Season
Archetype: Twin Towers/Interior

RUN ROLL TABLE (Twin Towers/Interior)

Run Roll (1-6)	1	2	3	4	5	6
Points	4	4	6	7	8	9

Stars & Clutch

Player	Clutch	Used
Hakeem Olajuwon	+4	—
Ralph Sampson	+3	<input type="checkbox"/>
Robert Reid	+1	<input type="checkbox"/>

Team Traits

Interior Wall	When you win a highlight, opponent scores -1 on their next Run Roll (Hakeem and Sampson protecting the rim)
Twin Towers Defense	When trailing by 5+ points, opponent rolls Run Roll with disadvantage (2d6, take lowest)

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Hakeem blocks the shot, outlet to Sampson slam (2), stop, Hakeem hook (2), stop, Lloyd jumper (2)!	+6 pts, +1 momentum
2	Sampson turnaround (2), stop, Hakeem and-one (3) - 5-0!	+5 pts, +1 momentum
3	Hakeem swats it away, Lloyd grabs the outlet and finishes at the rim (2), stop, Lloyd drives and draws contact for the and-one (3) - 5-0!	+5 pts, +1 momentum
4	Hakeem putback (2), stop, Sampson hook (2), stop, Hakeem tip-in (2)!	+6 pts
5	Twin Towers takeover: Sampson and-one (3), stop, Hakeem and-one (3) - 6-0!	+6 pts, +1 momentum
6	Lloyd drives and draws contact - and-one (3), Hakeem putback slam (2), stop, Sampson posts up and draws contact - and-one (3) - Rockets rolling!	+8 pts

Notes: Twin Towers interior dominance featuring Hakeem's emergence and Sampson's iconic playoff moments.

PHILADELPHIA 76ERS

v1.9 - 1985-86 Season
Archetype: Veteran/Physical

RUN ROLL TABLE (Veteran/Physical)

Run Roll (1-6)	1	2	3	4	5	6
Points	4	4	6	8	8	10

Stars & Clutch

Player	Clutch	Used
Julius Erving	+2	—
Moses Malone	+4	<input type="checkbox"/>
Charles Barkley	+2	<input type="checkbox"/>
Maurice Cheeks	+1	<input type="checkbox"/>

Team Traits

Moses on the Glass	Minimum 4 pts on any Run Roll - Moses Malone never lets a possession go to waste
Three-Headed Attack	When you win a highlight, gain +1 momentum (max 2) even if the result did not grant momentum
Veteran Lockdown	When trailing by 5+ points, opponent rolls Run Roll with disadvantage (2d6, take lowest)

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Dr. J baseline drive (2), stop, Barkley putback (2), stop, Malone hook (2) - 6-0!	+6 pts, +1 momentum
2	Malone offensive rebound and-one (3), stop, Dr. J reverse layup (2)!	+5 pts, +1 momentum
3	Barkley powers through for bucket (2), stop, Malone putback and-one (3)!	+5 pts, +1 momentum
4	Dr. J transition dunk (2), Cheeks steal to layup (2), stop, Malone hook (2)!	+6 pts
5	Barkley powers to the glass - putback and-one (3), stop, Cheeks finds Dr. J in transition for the reverse and-one (3) - Sixers surge!	+6 pts, +1 momentum
6	Malone hooks it in and draws contact - and-one (3), stop, Dr. J baseline reverse and-one (3) - Sixers at their best!	+6 pts, +1 momentum

Notes: Three-star attack featuring aging Dr. J (36), dominant Malone, and emerging Barkley.

DALLAS MAVERICKS

v1.9 - 1985-86 Season
Archetype: Spacing/Perimeter

RUN ROLL TABLE (Spacing/Perimeter)

Run Roll (1-6)	1	2	3	4	5	6
Points	2	4	5	8	8	10

Stars & Clutch

Player	Clutch	Used
Mark Aguirre	+3	—
Rolando Blackman	+2	<input type="checkbox"/>
Derek Harper	+1	<input type="checkbox"/>

Team Traits

Perimeter Flow	When you win a highlight, add +1 to your next Run Roll index
Switchable Wings	When trailing by 6+ points, opponent rolls Run Roll with disadvantage (2d6, take lowest)

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Aguirre post fade (2), stop, Blackman pull-up (2), stop, Perkins putback (2)!	+6 pts, +1 momentum
2	Blackman curls for midrange (2), stop, Aguirre draws contact in the post and completes the and-one (3)!	+5 pts, +1 momentum
3	Harper swipe, hits Perkins trailer (2), stop, Harper finds Blackman corner three (3)!	+5 pts, +1 momentum
4	Perfect spacing: Aguirre kick-out to Blackman three (3), stop, Perkins seals for hook (2)!	+5 pts
5	Aguirre iso (2), stop, Perkins tip (2), stop, Harper runner (2)!	+6 pts
6	Crunch-time: Harper steal to Blackman alley-oop (2), stop, Aguirre posts up and draws contact - and-one (3) - Mavs take control!	+5 pts, +1 momentum, +1 next Run Roll

Notes: Spacing-heavy offense with Aguirre/Blackman shot creation and Harper's two-way pressure.

DENVER NUGGETS

v1.9 - 1985-86 Season
Archetype: Run-and-Gun

RUN ROLL TABLE (Run-and-Gun)

Run Roll (1-6)	1	2	3	4	5	6
Points	3	4	5	7	7	9

Stars & Clutch

Player	Clutch	Used
Alex English	+4	—
Fat Lever	+2	<input type="checkbox"/>
Calvin Natt	+1	<input type="checkbox"/>

Team Traits

High Altitude Pace	When you win a highlight, gain +1 momentum (max 2) even if the result did not grant momentum
Open Court	When you score on run index 5 or 6, gain +1 to your next Run Roll index (English and Lever keep pushing)
Fat Lever Steals It	When trailing by 8+ points, opponent rolls Run Roll with disadvantage (Lever forces turnovers when the Nuggets need a stop)

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	English curl jumper (2), stop, Lever jump-steal to fast-break layup (2), stop, Natt powers it in (2)!	+6 pts, +1 momentum
2	Lever slips a pass to Cooper for pick-and-pop and-one (3), stop, English free throw line pull-up (2)!	+5 pts, +1 momentum
3	Natt seals deep and scores (2), stop, Lever pushes the pace and draws contact in transition - and-one (3) - Nuggets in rhythm!	+5 pts, +1 momentum
4	Fast break burst: Lever rebounds and pushes to English (2), stop, Hanzlik trail jumper (2), stop, Lever finishes a scoop (2)!	+6 pts
5	English drives the baseline and draws contact - and-one (3), stop, Lever picks a pocket and pushes the pace - draws the foul in transition for the and-one (3) - Nuggets pushing!	+6 pts, +1 momentum
6	Showtime in transition! Lever thread-the-needle lob to English for the slam (2), stop, Cooper posts up on the trail and draws contact - and-one (3)!	+5 pts, +1 momentum

Notes: Relentless pace led by Alex English and Fat Lever. Expect scoring avalanches but a bend-not-break defense.

ATLANTA HAWKS

v1.9 - 1985-86 Season
Archetype: Highlight Offense

RUN ROLL TABLE (Highlight Offense)

Run Roll (1-6)	1	2	3	4	5	6
Points	3	5	6	7	8	9

Stars & Clutch

Player	Clutch	Used
Dominique Wilkins	+4	—
Doc Rivers	+2	<input type="checkbox"/>
Kevin Willis	+1	<input type="checkbox"/>

Team Traits

Human Highlight Film	Signatures trigger on rolls 9–12. When you win a highlight, gain +1 momentum (max 2).
Length & Pressure	When trailing by 5+ points, opponent rolls Run Roll with disadvantage (2d6, take lowest)

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Dominique windmill (2), stop, Rivers strips and pushes to Willis layup (2), stop, Willis putback (2)!	+6 pts, +1 momentum
2	Wilkins fadeaway (2), stop, Willis post spin and-one (3) - Highlight Hawks rolling!	+5 pts, +1 momentum
3	Rivers lob to Dominique (2), stop, Spud coast-to-coast and-one (3)!	+5 pts, +1 momentum
4	Hawks trap, Rivers steal to Wilkins tomahawk (2), stop, Willis elbow jumper (2), stop, Webb floater (2)!	+6 pts
5	Dominique baseline spin (2), stop, Rivers hits the pull-up elbow jumper on the break and draws the foul - completes the and-one (3)!	+5 pts, +1 momentum
6	Dominique powers through contact on the baseline for the and-one (3), stop, Rivers takes it coast to coast and draws the foul - and-one (3) - Hawks rolling!	+6 pts, +1 momentum

Notes: Dominique-led attack with relentless traps and transition flair.