

CHICAGO BULLS

v2.0 - 1995-96 Season
Archetype: Triangle Dominance

RUN ROLL TABLE (Triangle)

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

Stars & Clutch

Player	Clutch	Used
Michael Jordan	+4	—
Scottie Pippen	+3	<input type="checkbox"/>
Toni Kukoc	+2	<input type="checkbox"/>

Team Traits

Pippen Effect	After any highlight win, the Bulls gain +1 momentum — Scottie's two-way excellence compounds every big play.
Defensive Juggernaut	The greatest defense of the era: when tied or trailing, opponent rolls Run Roll with disadvantage (2d6, take lowest).

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Jordan catches at the elbow, pump-fake freezes the defender, one hard dribble right — pull-up over the outstretched hand and it's good (3). Pure midrange mastery.	+3 pts
2	Pippen drives baseline, draws the help defender, kicks back to Jordan cutting hard — two dribbles and a flush (2). Stop. Jordan catches on the wing, jabs baseline, pulls up — perfect form (2).	+4 pts
3	Jordan post-up at the elbow, spins baseline and draws the foul — and-one (3). Stop. Kukoc catches at the arc, shot fake, one dribble left — pull-up hits clean (2). The Triangle clicking.	+5 pts, +1 momentum
4	Pippen pushes in transition, rises hard at the rim — absorbs contact and finishes through it, and-one (3). Stop. Jordan isolates top of the key, two jab steps, blows by the defender — contact going up, and-one (3).	+6 pts, +1 momentum
5	Jordan drives into the double-team, kicks to Kerr spotting up in the corner — fires without hesitation (3). Stop. Jordan attacks again, rises over the defender — banks it in and draws the foul, and-one (3). Phil Jackson smiles.	+6 pts, +1 momentum
6	Jordan catches in the post, spin move, draws the foul going up strong — and-one (3). Stop. Pippen pushes the break, splits the defense and lays it in (2). Stop. Jordan gets it back at the top, one hard dribble, rises over his man, hits the fade-away that nobody can stop (2).	+7 pts, +1 momentum

Notes: Michael Jordan (30.4 PPG), Scottie Pippen (19.4 PPG), Dennis Rodman (4.5 PPG / 14.9 RPG). Toni Kukoc (13.1 PPG) and Steve Kerr (51.5% from three) round out the rotation. Phil Jackson's Triangle Offense. Went 72-10 — the greatest regular-season record in NBA history.

SEATTLE SUPERSONICS

v2.0 - 1995-96 Season
Archetype: Athletic Defense

RUN ROLL TABLE (Athletic)

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

Stars & Clutch

Player	Clutch	Used
Gary Payton	+3	—
Shawn Kemp	+3	<input type="checkbox"/>
Detlef Schrempf	+2	<input type="checkbox"/>

Team Traits

The Glove	Gary Payton's elite on-ball defense. Pressure activates at a 5-point lead instead of 7.
Reign Man	After any highlight win, the Sonics gain +1 momentum — Kemp's explosiveness shifts momentum every time he attacks.

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Kemp seals his man in the post, catches the entry pass, and powers up — nothing the defender can do (2).	+2 pts
2	Payton pushes the pace, eyes the defense, lobs it toward the rim — Kemp catches above the square and throws it down (2). Stop. Payton comes off the screen, pull-up jumper at the elbow falls clean (2).	+4 pts
3	Schrempf catches on the wing, shot fake, one dribble to his left — comfortable pull-up banker (2). Stop. Payton drives the lane, floater over the big man (2). Sonics clicking on all cylinders.	+4 pts
4	Kemp crashes the offensive glass, tip goes up — he catches it above the rim and finishes through contact (3). Stop. Payton picks his man clean, outlet to himself, two dribbles — lays it in (2). Pure Seattle basketball.	+5 pts, +1 momentum
5	Kemp catches the lob from Payton above the break — one-handed slam that rattles the arena (3). Stop. Kemp catches the offensive rebound, goes right back up through two defenders — and-one (3). The Sonics bench is off the floor.	+6 pts, +1 momentum
6	Payton drives hard right, draws the help, dishes to Kemp on the roll — and-one jam over the center (3). Stop. Kemp tips the inbound, Payton flies — layup (2). Stop. Schrempf spots up on the wing, Payton find him in rhythm — fires and hits (2). Full Seattle press on.	+7 pts, +1 momentum

Notes: Gary Payton (19.3 PPG, 7.5 APG) and Shawn Kemp (19.6 PPG, 11.4 RPG) carried the Sonics to 64-18 and the NBA Finals, where they fell to the Bulls 4-2. Detlef Schrempf (17.1 PPG) and Hersey Hawkins provided perimeter support.

ORLANDO MAGIC

v2.0 - 1995-96 Season
Archetype: Inside-Out Dominance

RUN ROLL TABLE (Inside-Out)

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

Stars & Clutch

Player	Clutch	Used
Shaquille O'Neal	+4	—
Penny Hardaway	+3	<input type="checkbox"/>
Nick Anderson	+2	<input type="checkbox"/>

Team Traits

Shaq Attack	After any run win at index 5 or 6, Shaq's dominance adds +1 to the next run index — defenses have no answer.
Penny's Vision	After any highlight win, the Magic gain +1 momentum — Penny's playmaking amplifies every big sequence.

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	O'Neal catches deep in the paint, backs his man to the block, and powers straight up — no contest (2).	+2 pts
2	Hardaway pushes the pace, defender backpedals — pull-up at the top of the key (2). Stop. Anderson catches on the wing, fires without hesitation (2). Orlando rolling.	+4 pts
3	Shaq seals the post, Penny throws it over the top — Shaq catches above the rim, draws the hard foul, slams it through anyway, and-one (3). Stop. Hardaway drives the left side, floater over the big man falls (2). Easy buckets.	+5 pts, +1 momentum
4	Shaq catches the entry pass, one power dribble, goes up strong — draws the foul and finishes (3). Stop. Dennis Scott catches in the corner off the kick-out, pump-fake, one dribble left — fires and buries the three (3). Orlando firing on all cylinders.	+6 pts, +1 momentum
5	Hardaway attacks the left side, crossover, blows past his man — draws the foul going to the rim, and-one (3). Stop. Shaq catches the lob from Penny above the rim — throws it down through the defender's foul, and-one (3). The Magic on a roll.	+6 pts, +1 momentum
6	Shaq catches on the block, spins baseline, goes up — draws the contact and finishes through it (3). Stop. Hardaway pushes in transition, dishes to Shaq rolling hard — lays it up and in (2). Stop. Shaq tips the offensive rebound back up himself — pure muscle memory at the rim (2). No answer for this team.	+7 pts, +1 momentum

Notes: Shaquille O'Neal (26.6 PPG, 11.0 RPG) and Penny Hardaway (21.7 PPG) led Orlando to 60-22. Dennis Scott and Nick Anderson provided perimeter shooting. The Magic fell to the Bulls in the Eastern Conference Finals. Shaq signed with the Lakers as a free agent after the season.

SAN ANTONIO SPURS

v2.0 - 1995-96 Season
Archetype: Admiral's Court

RUN ROLL TABLE (Grind Defense)

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

Stars & Clutch

Player	Clutch	Used
David Robinson	+4	—
Sean Elliott	+3	<input type="checkbox"/>
Avery Johnson	+2	<input type="checkbox"/>

Team Traits

Admiral's Court	David Robinson's presence makes every possession costly. Defensive pressure activates at a 4-point lead instead of 7.
San Antonio Grind	Opponent run points reduced by 1 when pressure is active — the Spurs squeeze the life out of every opponent run.

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Robinson faces up his man from the elbow, drops his shoulder, two dribbles, turns and lays it up with that soft touch (2). The Admiral at work.	+2 pts
2	Johnson drives the right side at full speed, splits the defense, dishes to Robinson rolling to the rim (2). Stop. Robinson catches the entry pass deep in the post, up-and-under past the defender (2).	+4 pts
3	Robinson catches the post entry, pivot baseline, draws the foul going up strong — and-one (3). Stop. Elliott catches on the wing from Avery's drive, one-dribble pull-up falls clean (2). San Antonio executing.	+5 pts, +1 momentum
4	Robinson sets a monster screen, rolls hard to the rim — Avery finds him for the slam, draws the late foul, and-one (3). Stop. Robinson tips the offensive rebound, gathers, powers back up — all strength (2). The Admiral owns the paint.	+5 pts, +1 momentum
5	Robinson catches the entry, shot fake freezes the defender — goes straight up and draws the hard foul, and-one (3). Stop. Johnson attacks the lane at full tilt, rises between two defenders — draws contact going up, drains the and-one (3). The Spurs won't be denied.	+6 pts, +1 momentum
6	Robinson seals on the block, catches high, hook shot over the top of two defenders — good (3). Stop. Johnson threads a drive between three bodies, lays it up and in (2). Stop. Robinson tips the offensive glass, powers it home (2).	+7 pts, +1 momentum

Notes: David Robinson (25.0 PPG, 12.2 RPG, 3.2 BPG) led the Spurs to 59-23. Sean Elliott (20.0 PPG) was the #2 option as a smooth scoring wing. Avery Johnson ran the offense with speed and tenacity. Dennis Rodman departed for Chicago before the season. The Spurs fell in the Western Conference Semifinals.

UTAH JAZZ

v2.0 - 1995-96 Season
Archetype: Pick and Roll Precision

RUN ROLL TABLE (Malone-Stockton)

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

Stars & Clutch

Player	Clutch	Used
Karl Malone	+4	—
John Stockton	+3	<input type="checkbox"/>
Jeff Hornacek	+2	<input type="checkbox"/>

Team Traits

Pick and Roll Maestros	After any highlight win, the Jazz gain +1 to the next run index — Stockton always finds Malone rolling.
Utah Defense	Jerry Sloan teams never quit. Pressure threshold is 6 — the Jazz tighten up before most teams feel it.

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Malone catches the post entry on the left block, drop step — pure power to the glass (2). The Mailman always delivers.	+2 pts
2	Stockton runs the pick-and-roll, pulls up at the elbow — floater drops (2). Stop. Malone sets a crushing screen, seals his man, catches the pass from Stockton — up and in (2).	+4 pts
3	Malone catches at the elbow, takes two hard dribbles toward the baseline — draws the foul going up, and-one (3). Stop. Hornacek catches on the wing, pump-fake, one dribble — pull-up drops clean (2). Utah mechanics on display.	+5 pts, +1 momentum
4	Malone catches high post, picks up the dribble, rises over the outstretched defender — bank shot falls through the contact, and-one (3). Stop. Malone crashes the offensive glass, times the jump perfectly — putback slam (2). The Mailman delivering twice.	+5 pts, +1 momentum
5	Stockton attacks the right side off the screen, draws contact going to the rim — and-one (3). Stop. Malone catches the post entry, spin move, goes up strong — draws the hard foul, and-one (3).	+6 pts, +1 momentum
6	Malone seals the block, catches the entry pass from Stockton, drop step baseline — and-one finish (3). Stop. Stockton no-look past the defense to Malone cutting — straight up and in (2). Stop. Malone tips the offensive rebound, goes right back up with power (2). This is Utah basketball.	+7 pts, +1 momentum

Notes: Karl Malone (25.7 PPG, 9.9 RPG) and John Stockton (17.8 APG season average; 11.2 PPG) ran the most efficient pick-and-roll in NBA history. Jeff Hornacek (12.2 PPG) provided perimeter shooting. The Jazz went 55-27 and fell in the Western Conference Semifinals.

HOUSTON ROCKETS

v2.0 - 1995-96 Season
Archetype: Dream Shake

RUN ROLL TABLE (Dream Shake)

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

Stars & Clutch

Player	Clutch	Used
Hakeem Olajuwon	+4	—
Clyde Drexler	+3	<input type="checkbox"/>
Robert Horry	+2	<input type="checkbox"/>

Team Traits

Dream Shake	Hakeem's footwork creates open looks for everyone. After any highlight win, the opponent's next run is penalized — the Dream puts bodies on the floor.
Back-to-Back Champions	Experience in pressure moments. After any highlight win, the Rockets gain +1 momentum — they've been here before.

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Olajuwon catches the post entry, pump-fake freezes the defender — goes up with the right hand and scores (2). The Dream never telegraphs anything.	+2 pts
2	Drexler attacks the left side, pull-up at the elbow (2). Stop. Olajuwon catches the entry pass, spins left — hits the short baseline jumper (2).	+4 pts
3	Olajuwon catches at the block, pump-fake once, twice — the defender is gone, Hakeem draws contact going up (3). Stop. Drexler gets it in transition, takes two dribbles from the free-throw line — rises and finishes (2). Houston clicking.	+5 pts, +1 momentum
4	Olajuwon catches in the post, inside-out fake — the defender bites — and Hakeem goes up strong for the and-one (3). Stop. Horry catches on the wing, shot-fake, one dribble — pulls up from 17 feet (2). The Rockets are in business.	+5 pts, +1 momentum
5	Hakeem catches the entry pass on the left block, dream shake — step left, step right, goes up — and-one (3). Stop. Drexler attacks right, draws contact on the drive — and-one (3).	+6 pts, +1 momentum
6	Olajuwon catches on the block, full dream shake — fake left, step-through right, and-one at the rim (3). Stop. Drexler pushes in transition, lays it up — you can't stop Clyde going left (2). Stop. Hakeem catches the post entry again, short hook with the left hand — nothing but net (2). This is championship basketball.	+7 pts, +1 momentum

Notes: Hakeem Olajuwon (26.9 PPG, 10.9 RPG) and Clyde Drexler (21.0 PPG) were reunited from their University of Houston days. Robert Horry (11.0 PPG) was the ultimate role player. The Rockets went 48-34 as defending back-to-back champions, falling in the Western Conference Semifinals.

INDIANA PACERS

v2.0 - 1995-96 Season

Archetype: Miller Time

RUN ROLL TABLE (Miller)

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

Stars & Clutch

Player	Clutch	Used
Reggie Miller	+4	—
Rik Smits	+2	<input type="checkbox"/>
Mark Jackson	+2	<input type="checkbox"/>

Team Traits

Miller Time	After any highlight win, the Pacers gain +1 momentum — Reggie's shooting creates instant pressure on every possession.
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SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Miller curls off the screen at the top of the key, catches in rhythm — pulls up and fires (2). Nobody can get a hand in his face in time.	+2 pts
2	Smits catches the post entry, drop step right, soft touch off the glass (2). Stop. Miller comes off the double screen at the wing — catches, rises, fires — the nets ripple (2).	+4 pts
3	Miller drives the baseline, draws contact going up — and-one from the corner (3). Stop. Jackson drives the lane with veteran savvy, no-look dish back to himself — lays it up soft (2). Indiana executing.	+5 pts, +1 momentum
4	Miller gets the ball near the elbow, jab step, draws the foul going up — and-one (3). Stop. Smits seals the post, catches from Jackson, goes up with the big right hand — finishes (2). Pacers grind it out.	+5 pts, +1 momentum
5	Miller catches the kick-out in the corner, pump-fake draws the defender — and-one drive (3). Stop. Miller runs to the opposite corner off the screen, catches, fires before the defender can close out (3).	+6 pts, +1 momentum
6	Miller runs baseline off two screens, catches in the corner — fires as the defender flies by (3). Stop. Jackson drives to the paint, lays it off the glass (2). Stop. Miller spots up on the wing again, barely open — rises and fires anyway (2). That's Miller Time.	+7 pts, +1 momentum

Notes: Reggie Miller (21.1 PPG) was the most feared late-game shooter in the game. Rik Smits (18.5 PPG) provided interior scoring. Mark Jackson orchestrated the offense. The Pacers went 52-30 and fell to the Bulls in the Eastern Conference Semifinals.

NEW YORK KNICKS

v2.0 - 1995-96 Season
Archetype: New York Defense

RUN ROLL TABLE (NY Defense)

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

Stars & Clutch

Player	Clutch	Used
Patrick Ewing	+3	—
John Starks	+3	<input type="checkbox"/>
Anthony Mason	+2	<input type="checkbox"/>

Team Traits

New York Defense	Pat Riley's defensive schemes live on. Pressure threshold is 6 — the Knicks clamp down before anyone can breathe.
Madison Square Garden	Opponent run points reduced by 1 under pressure — the MSG crowd and the Knicks' physicality make every possession a grind.

SIGNATURE HIGHLIGHTS (1d6)

Roll	Result	Points / Effects
1	Ewing catches the post entry on the left side, pivot, goes up off two feet — the pull-up mid-range falls (2).	+2 pts
2	Mason catches at the elbow, drives the baseline — finishes through contact (2). Stop. Ewing seals the post, catches from Starks — turns and drops it in (2).	+4 pts
3	Ewing catches the post entry, drop step left — draws the hard foul going up (3). Stop. Starks drives the right side at full speed, splits the defense, lays it up (2).	+5 pts, +1 momentum
4	Mason catches at the elbow, face-up — drives the baseline, draws the foul going up hard, and-one (3). Stop. Ewing tips the offensive board, goes back up with both hands (2).	+5 pts, +1 momentum
5	Ewing catches deep in the post, pivots toward the baseline — up and through the double-team, and-one (3). Stop. Mason posts up, drops his shoulder — powers through for two and draws the foul going up (3).	+6 pts, +1 momentum
6	Ewing catches the post entry, pivot right — goes up over two defenders, and-one (3). Stop. Starks drives the left side through traffic — lays it up off the glass (2). Stop. Mason catches the post entry, goes up strong — tips back for two (2). New York basketball.	+7 pts, +1 momentum

Notes: Patrick Ewing (20.2 PPG, 10.1 RPG) anchored the defense and offense. John Starks (15.3 PPG) provided explosive scoring off the bench and in the starting lineup. Anthony Mason (14.6 PPG, 8.4 RPG) was the physical enforcer who made everything work. The Knicks went 47-35 and fell to Chicago in the Eastern Conference Semifinals.