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FULL COURT DICE

Player Aid



Run Sequence

1. **Check Defensive Pressure** → Does trailing team meet its pressure threshold? If yes, opponent rolls with disadvantage
2. **Roll Run Roll** → Roll Momentum Dice (1-2), keep **highest** single die (or **lowest** if disadvantage)
3. **Score Points** → Find Run Roll on Run Table, add points to running total, record in **R#** slot
4. **Supporting Stars** (*optional*) → Check off one or more unused Supporting Stars; add their Clutch Ratings to your Run Roll (cap 6). Re-score from new Run Roll (**replaces** base points, not added). **Clutch Star is reserved for Clutch Time.**
5. **Compare Rolls** → Check difference between original Run Rolls (not points, not boosted Run Rolls). **3+** difference? Winner earns Highlight. Otherwise, move to next Run
6. **Resolve Highlight** → Dominating team rolls 2d6 on Universal Highlight Table. **If 2 Momentum Dice: roll 2d6 twice, take higher total.** Result 10–12 = roll 1d6 on Signature Table. Record updated total in **H#** slot
7. **Adjust Momentum** → Apply any momentum gains from Highlight result or Team Traits

Repeat 4 times per quarter



Momentum Gains

Situation	Action
Both teams have 1 Momentum Die (pool has a die)	Take die from pool → You now have 2; opponent stays at 1
Opponent has 2 Momentum Dice (pool is empty)	Take die from opponent → You now have 2; opponent drops to 1
Already at 2 Momentum Dice	Score +1 Crowd Surge → Add to most recent recorded total

Trait + Highlight momentum don't stack (only gain once)



Supporting Stars

After scoring, either team may check off **one or more** unused Supporting Stars and add their Clutch Ratings to their Run Roll (cap 6). Rescore from the new Run Roll. Each star usable **once per game**. Your **Clutch Star** (the highest-rated star on your team card) is reserved for Clutch Time.



Disadvantage

Momentum Dice	How to Roll
1 Momentum Die	Add temporary die, keep lower of 2
2 Momentum Dice	Keep lower instead of higher



Momentum Reset

Reset to 1-1 at start of **Q2, Q3, Q4, and first OT**

(Not between subsequent OT pairs)