

# UNIVERSAL HIGHLIGHT TABLE

Roll 2d6 when Run Roll difference  $\geq 3$

2d6	Result	What Happens
2	CATASTROPHIC COLLAPSE	<i>Back-to-back turnovers and blown rotations. The opponent converts everything before the timeout can stop the bleeding.</i> <b>Opponent +5 pts, opponent gains +1 momentum die</b>
3	MOMENTUM KILLER	<i>Picked clean at half court. The opponent goes coast-to-coast and finishes the and-one. The bench doesn't even react.</i> <b>Opponent +3 pts, opponent gains +1 momentum die</b>
4	LOST POSSESSION	<i>The floater rattles out hard. The opponent grabs the long board, pushes pace, and finishes the and-one before the defense can set up.</i> <b>Opponent +3 pts</b>
5	DEFENSIVE STOP	<i>Nowhere to go — the defender takes away the drive and forces a tough mid-range look. It misses, opponent rebounds and runs the break — hard finish at the rim and-one.</i> <b>Opponent +3 pts</b>
6	AND-ONE CONVERSION	<i>Takes the contact going hard to the rim, converts through the foul, and calmly drills the free throw.</i> <b>+3 pts</b>
7	TRANSITION AND-ONE	<i>Gets out in transition, draws the reach-in foul going to the basket, and completes the and-one at the line.</i> <b>+3 pts</b>
8	POST AND-ONE	<i>Catches deep in the post, seals the defender, and spins baseline — drawing the foul and finishing at the line.</i> <b>+3 pts</b>
9	THUNDEROUS SLAM	<i>A lead pass in stride, one gather, and a one-handed flush that rattles the backboard. The crowd doesn't sit back down.</i> <b>+2 pts, gain +1 momentum die</b>
10	★ SIGNATURE HIGHLIGHT	<b>Roll 1d6 on your team's Signature Highlight table!</b>
11	★ SIGNATURE HIGHLIGHT	<b>Roll 1d6 on your team's Signature Highlight table!</b>
12	★ SIGNATURE HIGHLIGHT	<b>Roll 1d6 on your team's Signature Highlight table!</b>

█ Negative outcome   █ Winner scores   █ Winner scores + momentum   █ Signature play

## Usage Notes

**When to roll:** After both teams determine their Run Rolls, if the difference is **3 or more**, the team with the higher Run Roll rolls on this table.

**Highlight Advantage:** If the rolling team has **2 Momentum Dice**, roll 2d6 **twice** and take the higher total.

**Signatures:** When you roll 10–12 (or 9–12 if your team card has a lowered Signature threshold), consult your team's Signature table (1d6).

**Momentum:** Gaining momentum takes a die from the shared pool or from your opponent (3 dice total, max 2 per team). If you'd gain while already at 2, score **+1 Crowd Surge** instead.