

FAST BREAK

When a fast break chance occurs, roll **all three dice**...
 Find the **red die** in the column matching the offense's FB mode for this game.
 Use the **white die** to determine the offensive player involved in the play.
 The **blue die** may also be needed to resolve some plays.

If the indicated play **does not occur** due to the **blue die** result, and no other action is mentioned, the fast break has **not developed**; draw the next Play Card for the offensive team.

If **red, white and blue dice are all the same (triples)** go to the **Fastbreak Rare Play Chart**.

OFFENSIVE TEAM FASTBREAK RATING

OFFENSIVE TEAM FASTBREAK RATING					White die					
DOUBLE GREEN	GREEN	YELLOW	RED	DOUBLE RED	1	2	3	4	5	6
					PG	SG	SF	PF	C	PG
					1	2	3	4	5	6
					Blue die			primary		
1					Fast break basket!					Great breakout leads to easy basket! <i>Check last play card for any assist.</i>
2 3	1 2	1	1		Possible basket off the fast break					If blue die is higher than shooter's FB rating, he drives to hoop and scores. If not higher, missed shot, check for rebound. <i>Check last play card for any assist.</i>
4	3 4	2 3	2	1	Possible FB shot off the fast break					Player gets FB shot if blue die is higher than his <i>or</i> PG's FB rating. (Option to take open 3-point shot). <i>Check last play card for any assist— credit assist to PG if his rating is used.</i>
5	5	4	3	2	Drive to hoop and contact... Charge or blocking foul?					DRIVE TO HOOP and a WHISTLE! <i>Blue die names defender.</i> Higher FB rating on OFFENSE or DEFENSE called for foul... OFFENSE— Charging: turnover DEFENSE— Blocking: 2 free throws If ratings TIE , score a charging foul if OFFENSE is VISITING team, score a basket plus DEF foul if OFFENSE is HOME team.
6 1 2 3 4 5	6 1 2 3 4 5	5	4	3	Defense hustles back					Break stopped if blue die is higher than primary defender's FB rating. If not stopped, FB shot for offensive player. <i>Check last play card for any assist.</i>
		6 1 2 3	5 6 1 2	4 5	Held up					Break held up. Draw next Play Card for offense.
6 6	6 6	6 4 5 6	6 3 4 5 6	6	Turnover!					Ball thrown away. Blue die names player charged with turnover. If his defender is rated 1 or better in Column 4, he steals the pass with a fast break option going the other way.