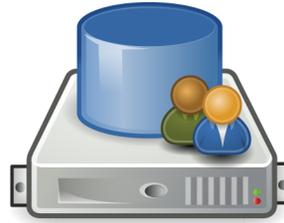


**intrusion
detection
system**



**customer
database**



web server



[patch!]

[patch!]

[patch!]

client



**single
sign-on
service**



**IMAP
server**



[patch!]

[patch!]

[patch!]

**backup
file server**



**wireless
router**



**VLAN
switch**



[patch!]

[patch!]

[patch!]

VPN gateway



SMTP server



chat server



[patch!]

[patch!]

[patch!]

NAT device



**network
file server**



**certificate
services**

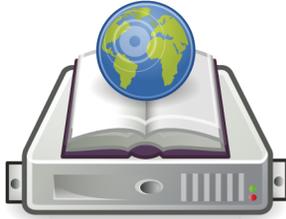


[patch!]

[patch!]

[patch!]

**primary
DNS server**



**sales
database**



**secondary
DNS server**



[patch!]

[patch!]

[patch!]

**VoIP
server**



client



client

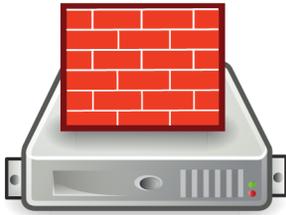


[patch!]

[patch!]

[patch!]

firewall



client



internet gateway



[patch!]

[patch!]

[patch!]

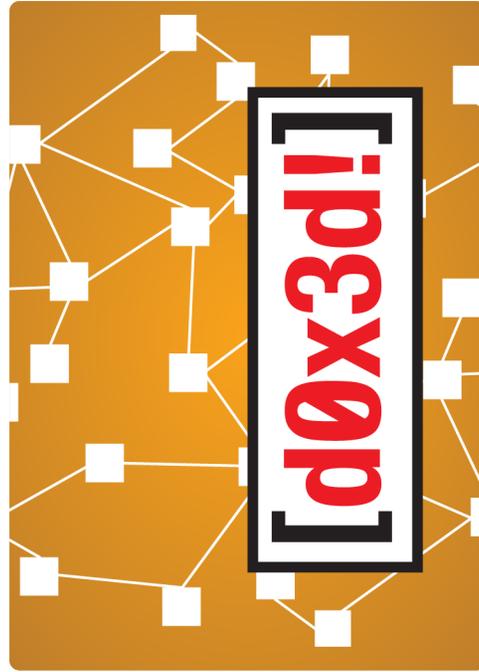
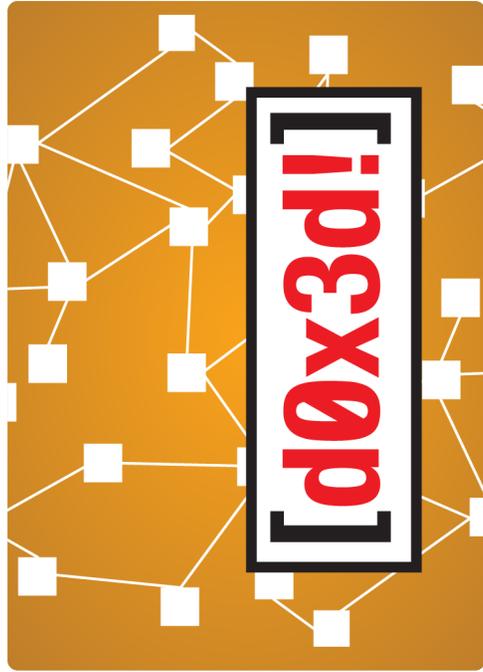
Special Ability:
As one action,
[give] or
[exchange] a
card to a player
anywhere on
the network.



Special Ability:
As one action,
[move] across
two
compromised
tiles.



Special Ability:
As one action,
[compromise]
two adjacent
tiles.



Special Ability:
As one action,
[move] or
[compromise]
diagonally.



[cryptanalyst]

Special Ability:
As one action,
[move] to any
compromised
tile.

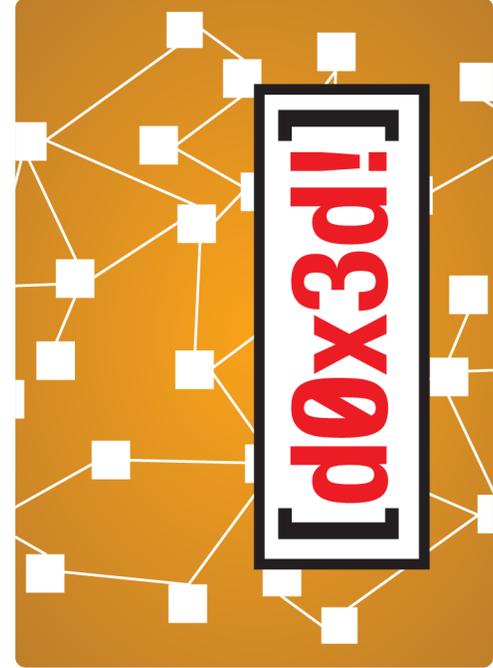
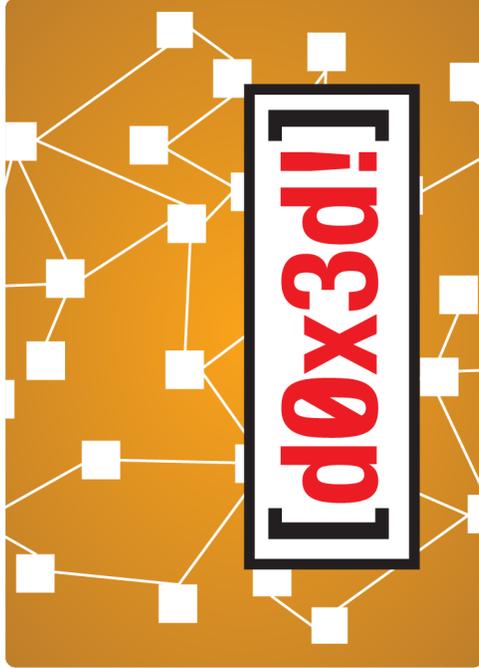


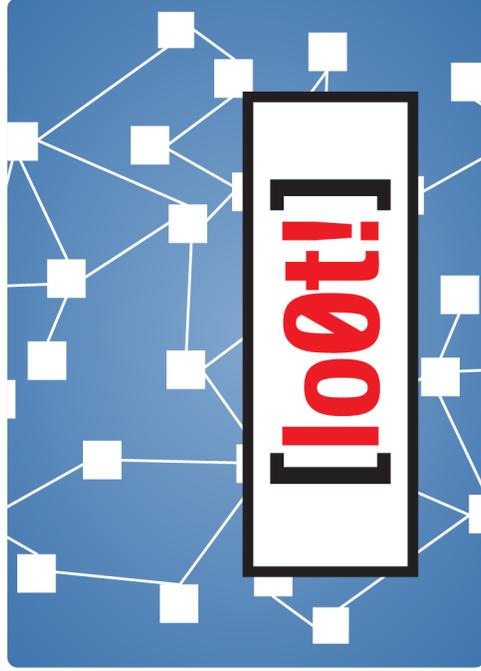
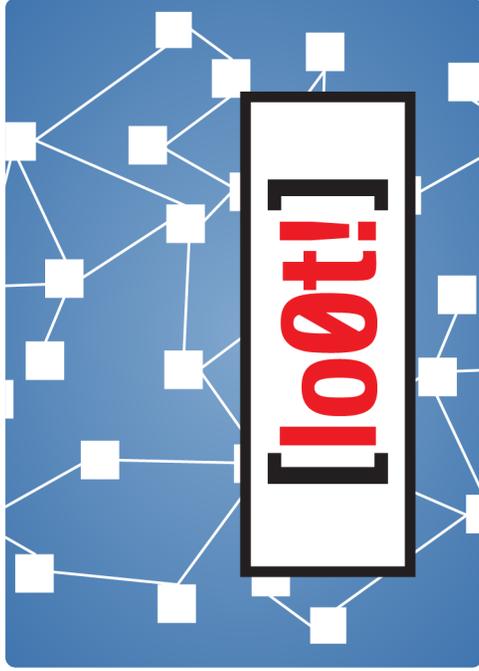
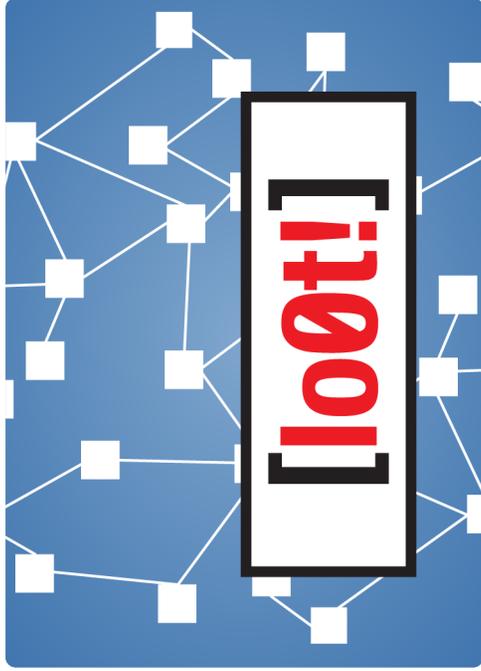
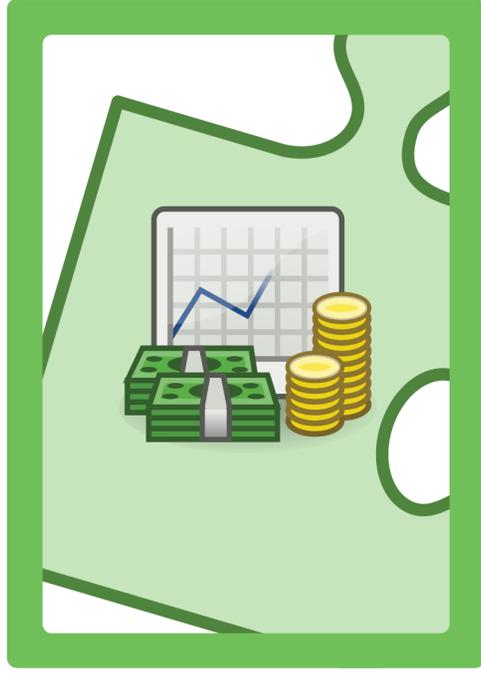
[social engineer]

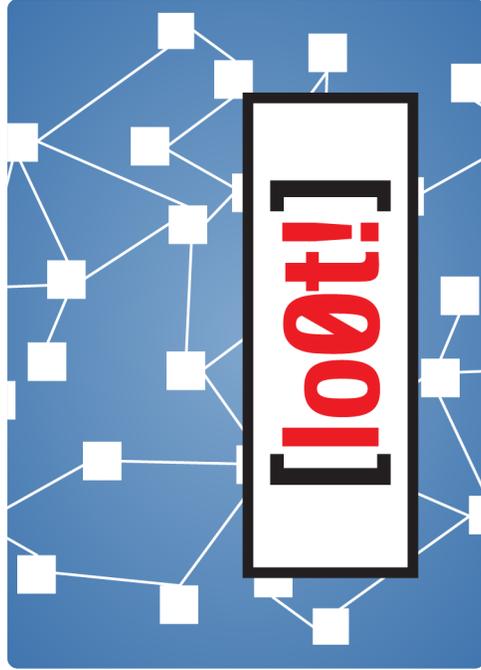
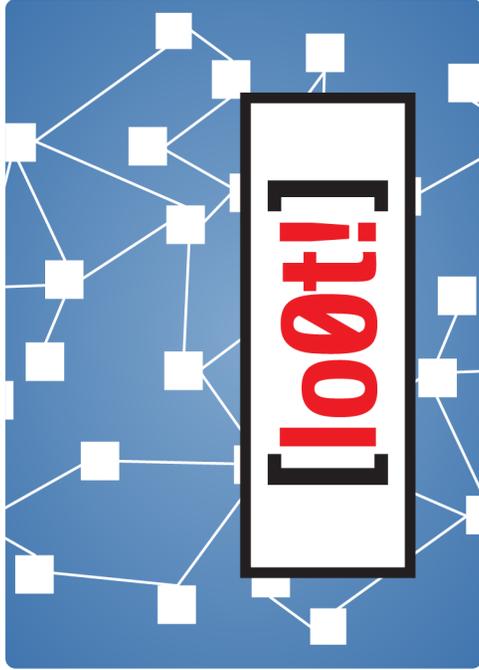
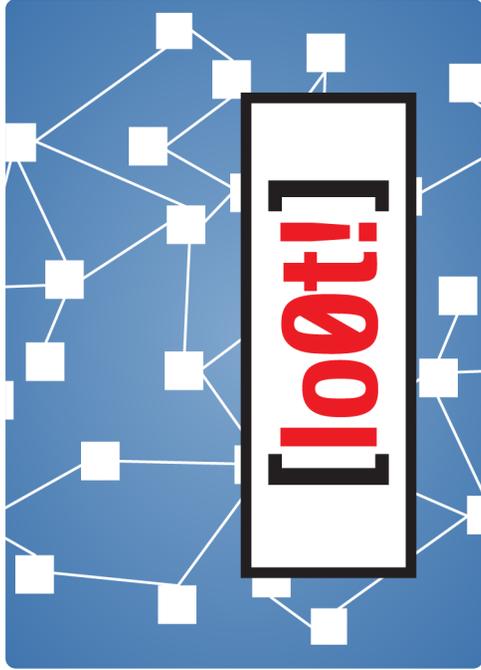
Special Ability:
As one action,
[give] or
[exchange]
two cards.

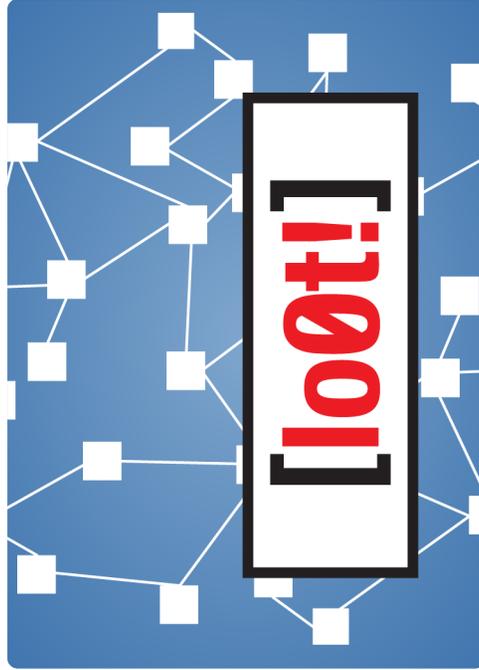
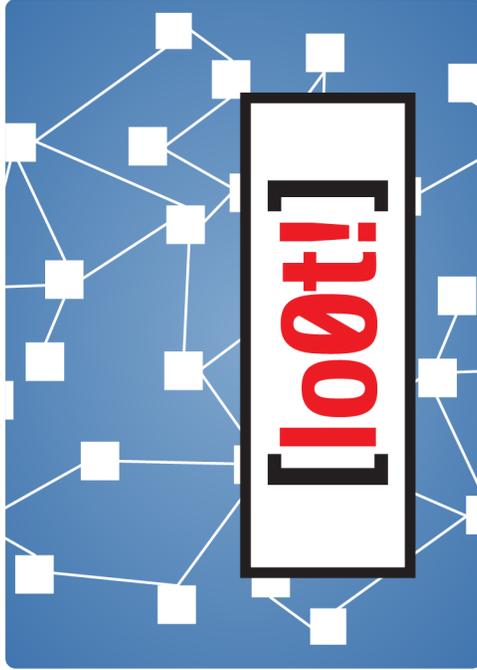
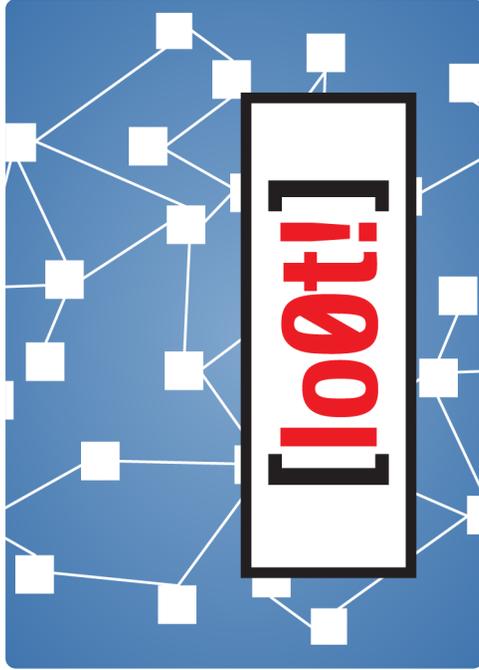


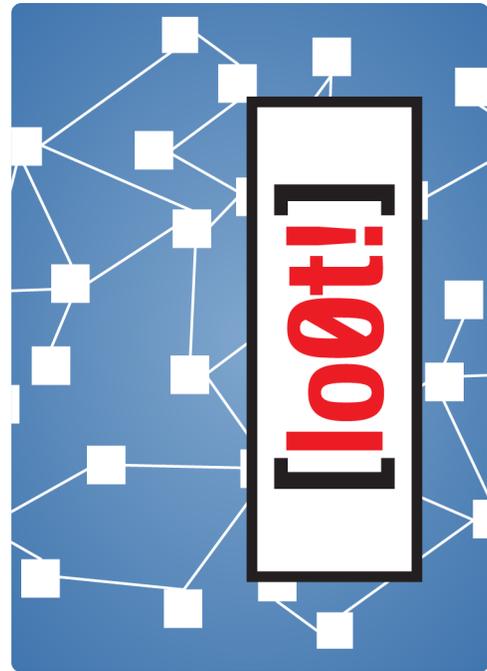
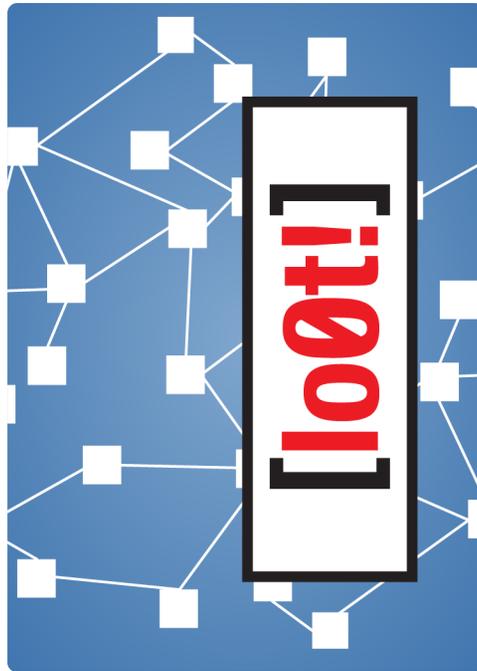
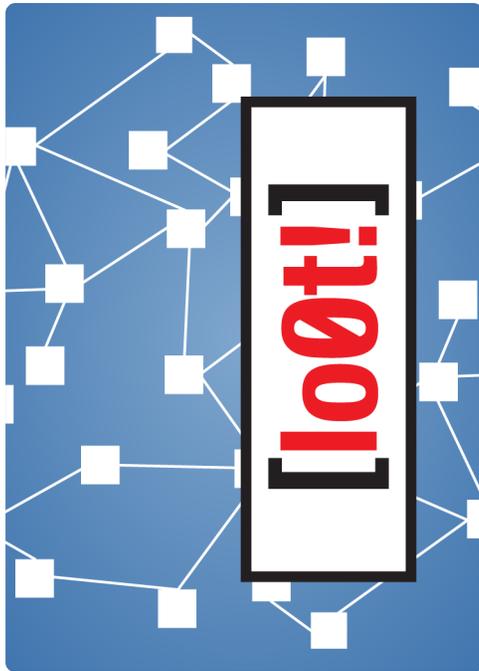
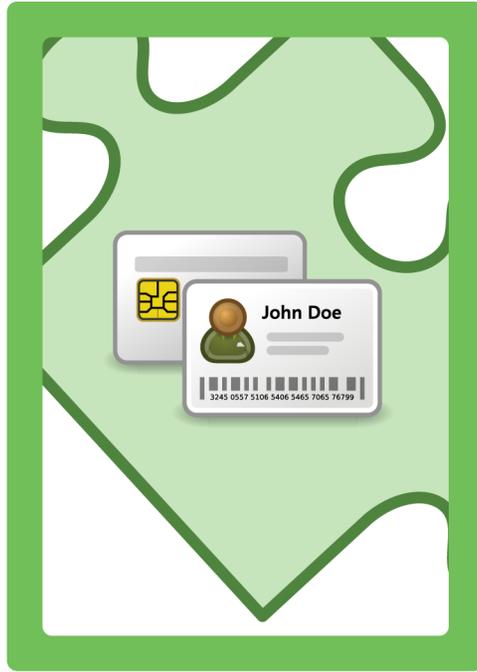
[botmaster]

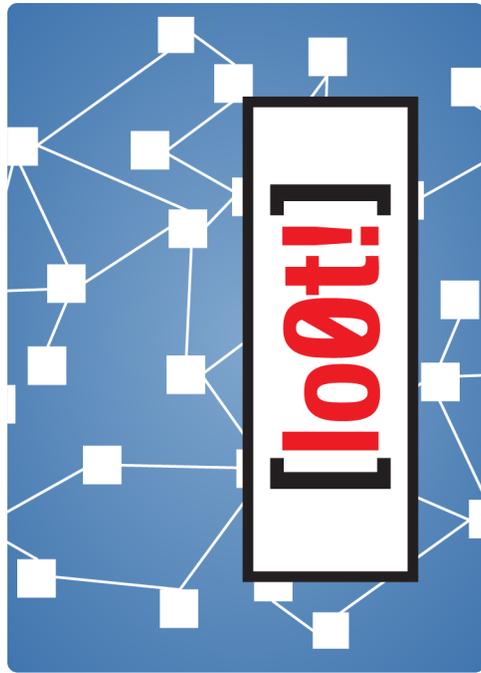
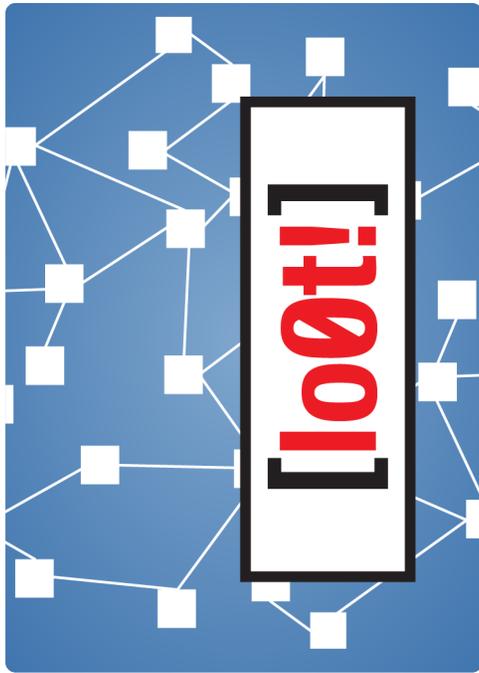
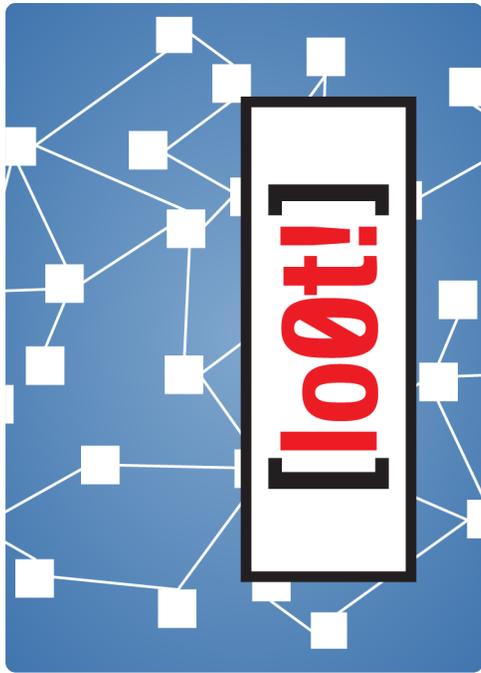


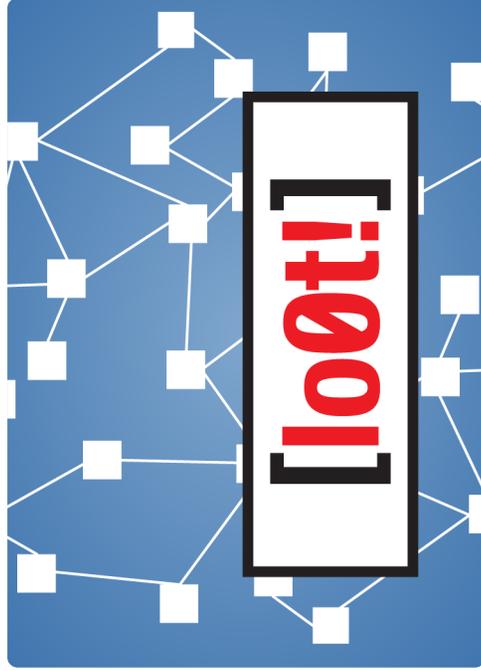
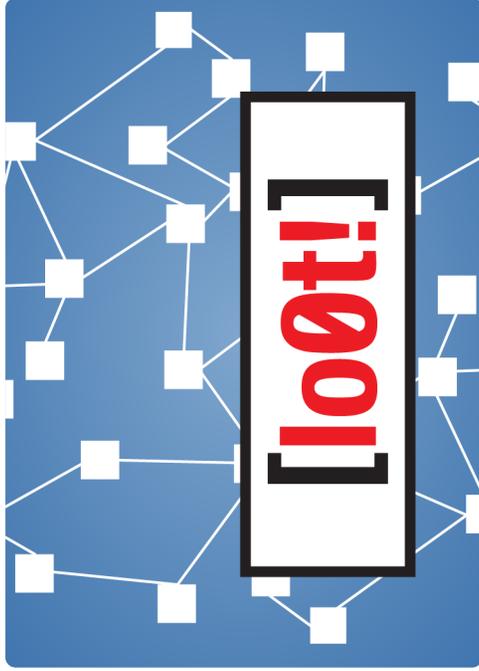
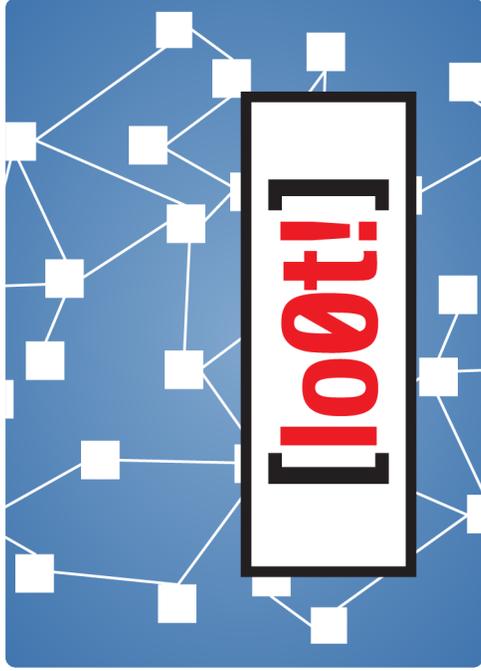










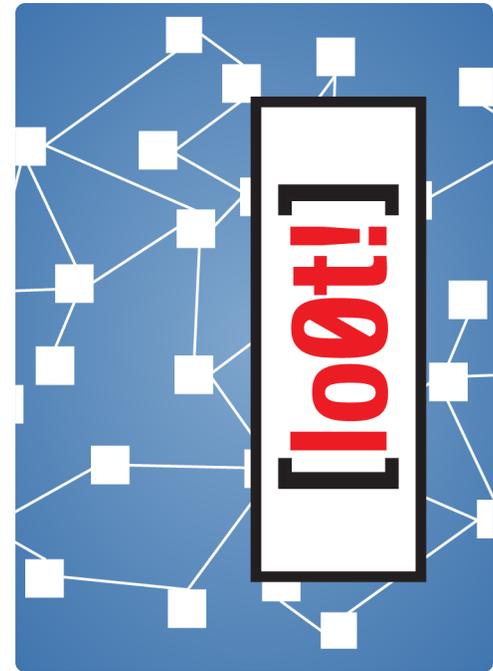
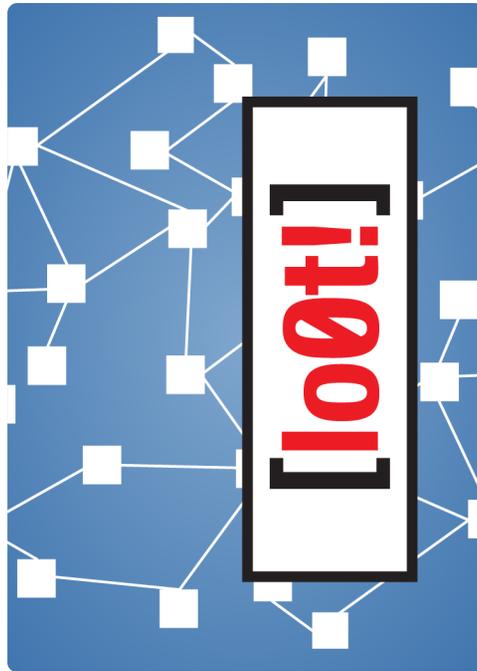
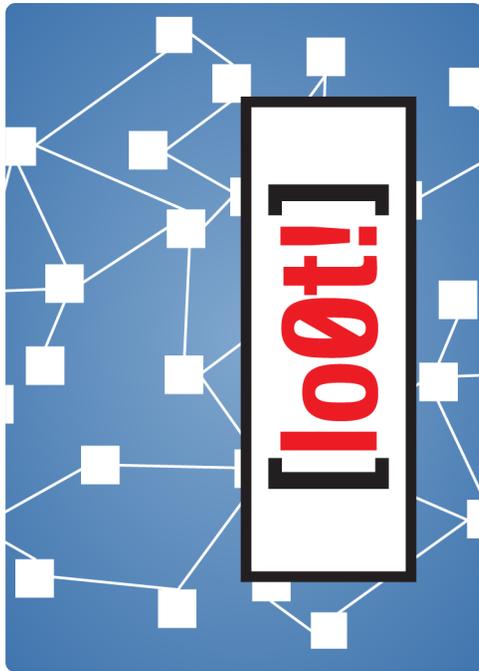


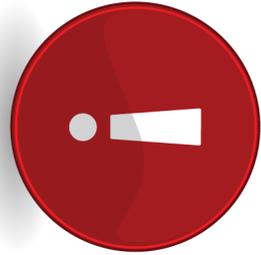


[zero-day exploit]
logic bomb



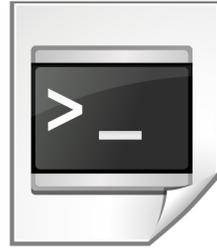
compromise
any node

An orange-bordered card containing the text "[zero-day exploit] logic bomb" at the top. Below the text is an icon of a document with a terminal window showing a prompt character (>). At the bottom, it says "compromise any node".



[intrusion detected]
**virus
signature
matched**

[zero-day exploit]
**integer
overflow**



**compromise
any node**

[zero-day exploit]
buffer overflow

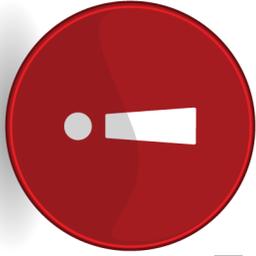
```
EB F6
52 00
90 80
4E F6
```

**compromise any node
and move any hacker
to that node**

[!loot!]

[!loot!]

[!loot!]



[intrusion detected]
network
anomaly
observed

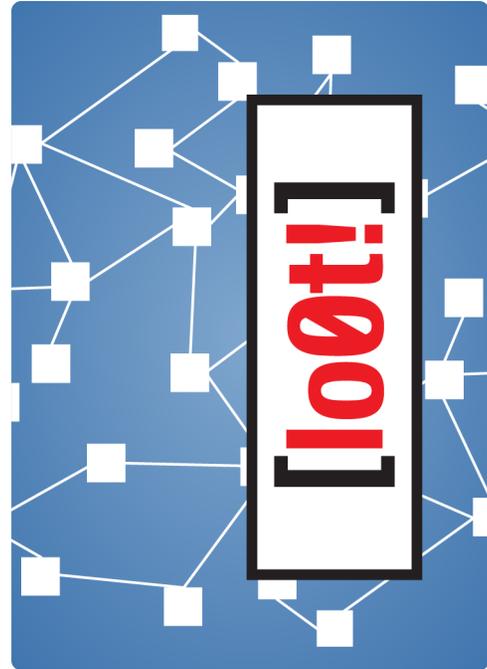
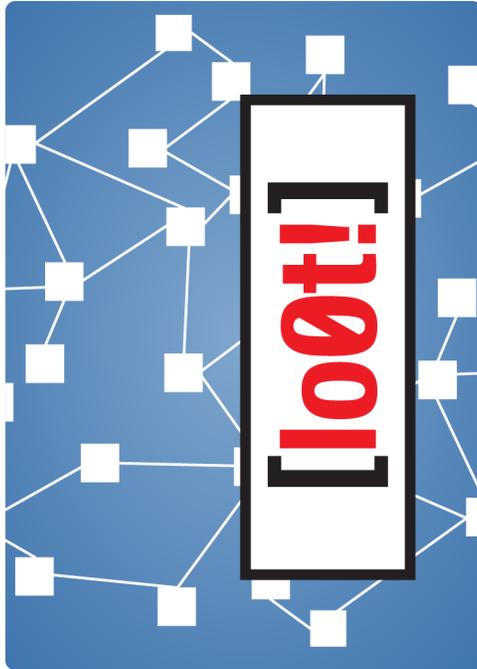
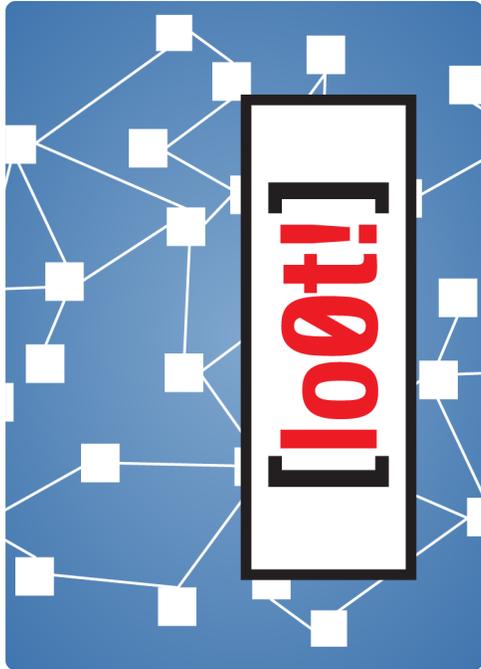


honeypot
audit

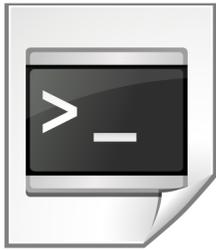
[zero-day exploit]
trojan horse

```
EB F6
52 00
90 80
4E F6
```

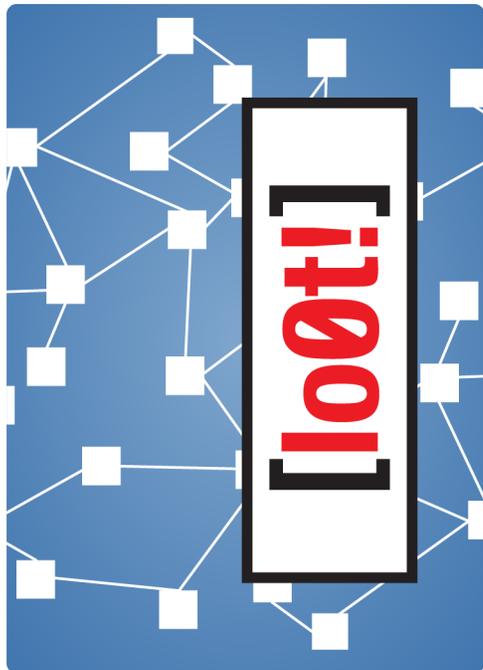
compromise any node
and move any hacker
to that node



[zero-day exploit]
**format string
vulnerability**



**compromise
any node**



order of play

1. **[action]**
Take up to 3 actions:
[move], **[compromise]**, **[drop]**,
[give], **[exchange]**, **[pickup]**,
[recover]
2. **[!0t!]**
Draw 2 **[!0t!]** cards. Resolve
[intrusion detected] and
[honeypot audit] cards.
3. **[patch]**
Draw and resolve **[patch!]**
cards, as indicated by the
[infocon] level.
4. **[check]**
Discard, to obey the hand
limit.

[intrusion detected]: Raise the **[infocon]** level.

[honeypot audit]: Immediately draw a **[patch!]** card. If the pictured **[node]** is compromised, raise the **[infocon]** level.

[check]: The hand limit is five cards. Every card in excess of the hand limit must be discarded. You may play **[zero-day exploits]** before discarding them.

[patch] situations:

- Any **[!0t!]** cards left on a **[node]** being patched are discarded.
- If a player is on a node being patched, she must **[move]** to a compromised node (obeying normal movement rules), then **[decommission]** the node and its **[patch!]** card.
- **[zero-day exploits]** can be used to prevent all **[patch]** effects.

order of play

1. **[action]**
Take up to 3 actions:
[move], **[compromise]**, **[drop]**,
[give], **[exchange]**, **[pickup]**,
[recover]
2. **[loot]**
Draw 2 **[loot!]** cards. Resolve
[intrusion detected] and
[honeypot audit] cards.
3. **[patch]**
Draw and resolve **[patch!]**
cards, as indicated by the
[infocon] level.
4. **[check]**
Discard, to obey the hand
limit.

order of play

1. **[action]**
Take up to 3 actions:
[move], **[compromise]**, **[drop]**,
[give], **[exchange]**, **[pickup]**,
[recover]
2. **[loot]**
Draw 2 **[loot!]** cards. Resolve
[intrusion detected] and
[honeypot audit] cards.
3. **[patch]**
Draw and resolve **[patch!]**
cards, as indicated by the
[infocon] level.
4. **[check]**
Discard, to obey the hand
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order of play

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Take up to 3 actions:
[move], **[compromise]**, **[drop]**,
[give], **[exchange]**, **[pickup]**,
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[patch] situations:

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- **[zero-day exploits]** can be used to prevent all **[patch]** effects.

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[check]: The hand limit is five cards. Every card in excess of the hand limit must be discarded. You may play **[zero-day exploits]** before discarding them.

[patch] situations:

- Any **[loot!]** cards left on a **[node]** being patched are discarded.
- If a player is on a node being patched, she must **[move]** to a compromised node (obeying normal movement rules), then **[decommission]** the node and its **[patch!]** card.
- **[zero-day exploits]** can be used to prevent all **[patch]** effects.

client



client



client



client



intrusion detection system



requires two actions
to compromise

intrusion detection system



requires two actions
to compromise

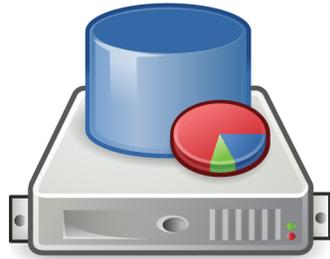
chat server



chat server



**sales
database**



**sales
database**



**primary
DNS server**



**primary
DNS server**



SMTP server



SMTP server



single sign-on service



single sign-on service



**backup
file server**



**backup
file server**



VLAN switch



VLAN switch



wireless router



wireless router



client



client



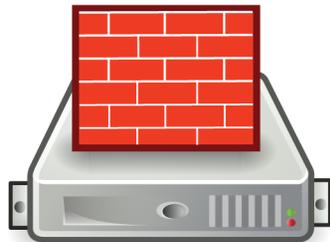
client



client

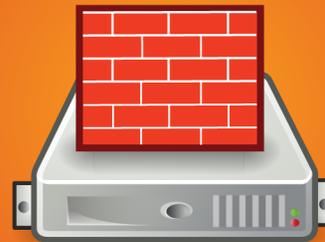


firewall



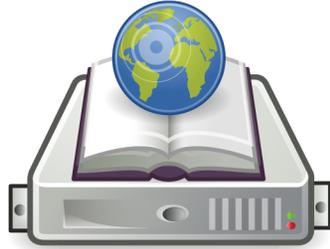
**requires two actions
to compromise**

firewall



**requires two actions
to compromise**

**secondary
DNS server**



**secondary
DNS server**



**internet
gateway**



**internet
gateway**



IMAP server



IMAP server



VPN gateway



requires two actions
to compromise

VPN gateway



requires two actions
to compromise

certificate services



certificate services



VoIP server



VoIP server



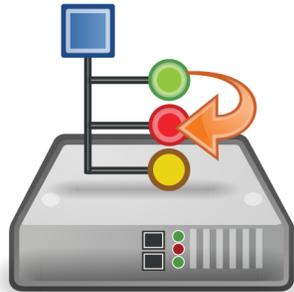
web server



web server



NAT device



NAT device



**network
file server**



**network
file server**

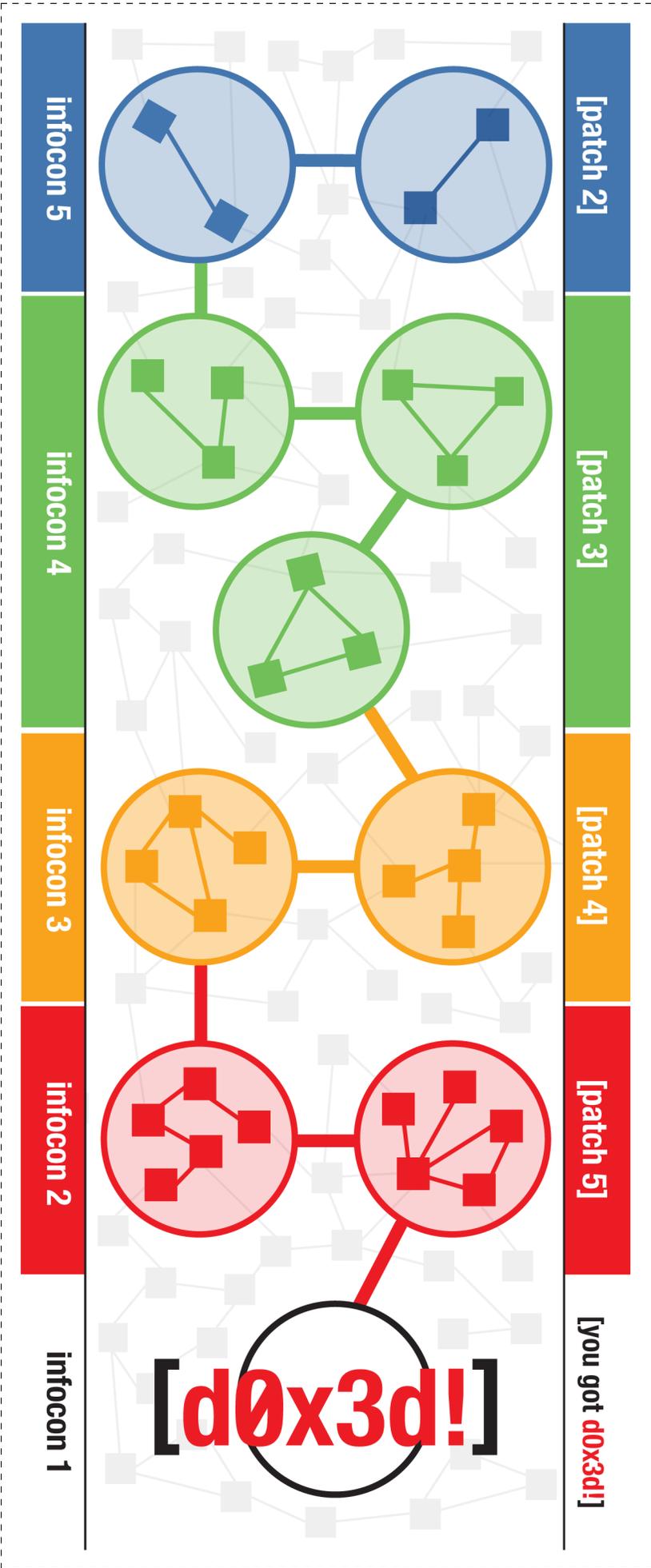


**customer
database**

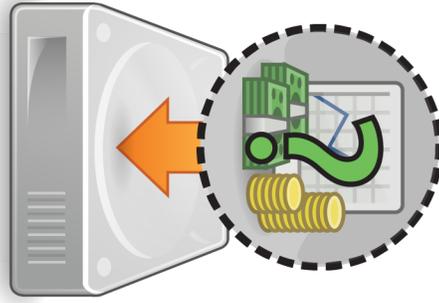


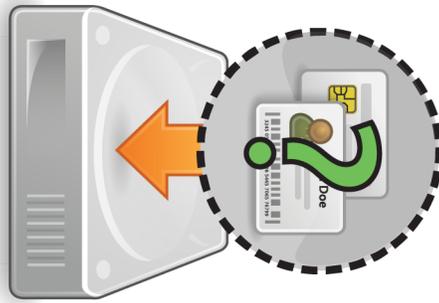
**customer
database**

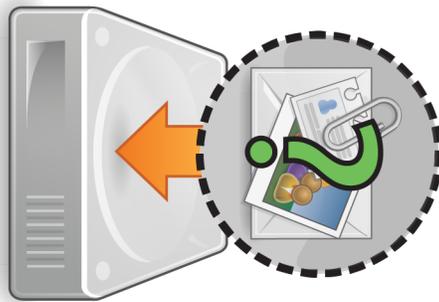


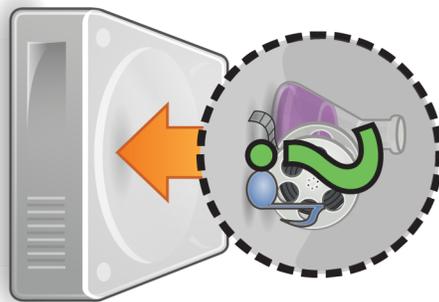


[digital asset drives]



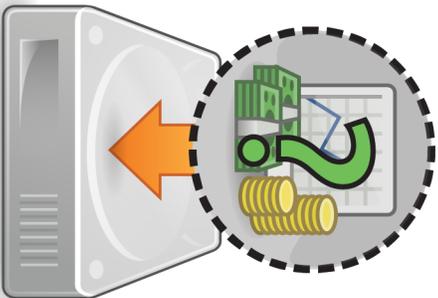




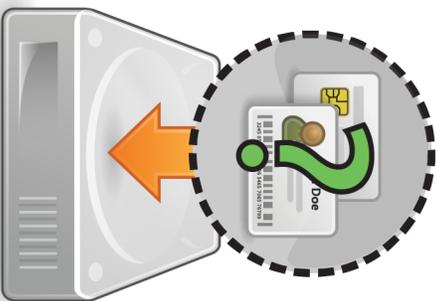


[digital asset drives]

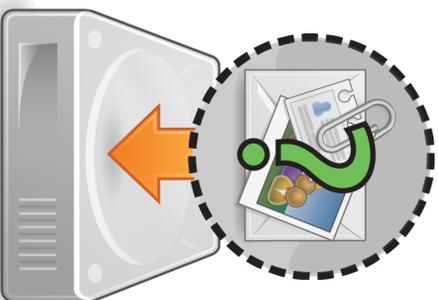
**financial
data**



**authentication
credentials**



**personally
identifiable
information**



**intellectual
property**

