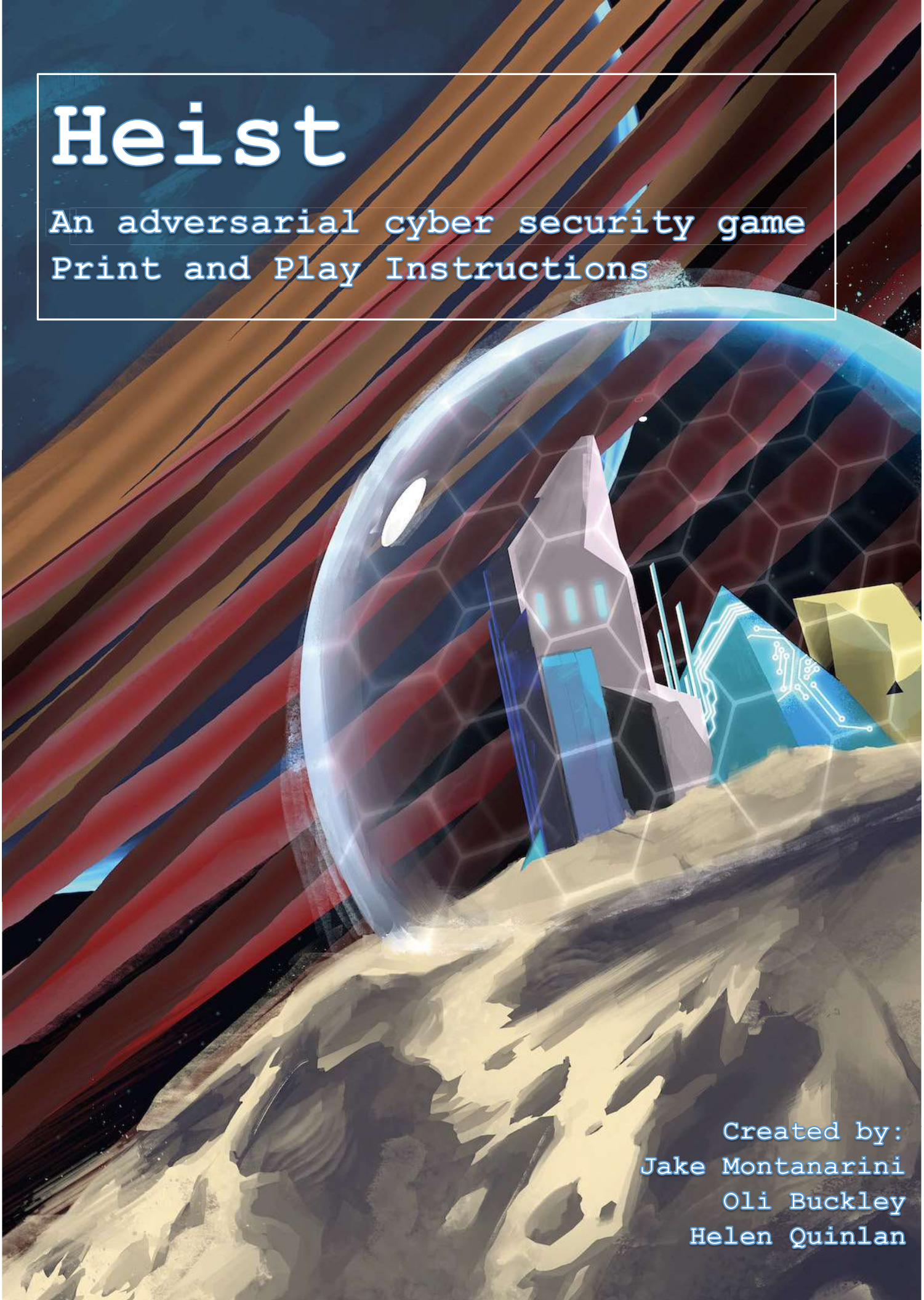
Heist

An adversarial cyber security game
Print and Play Instructions



Created by:
Jake Montanarini
Oli Buckley
Helen Quinlan

General Instructions

This document includes enough duplicates for a 5-player game.

If you are playing as an **Attacker** pages 4-7 are a starting set of cards (including starting deck, reference cards to guide with play order, and system upgrade locks). This document includes duplications of this set to enable up to 4-Attacking players to play. Use the following guide to ensure you have the right cards depending on the number of Attacking players:

Number of Attackers	**Pages to Print**
1	4-7 & 20-66
2	4-11 & 20-66
3	4-15 & 20-66
4	All

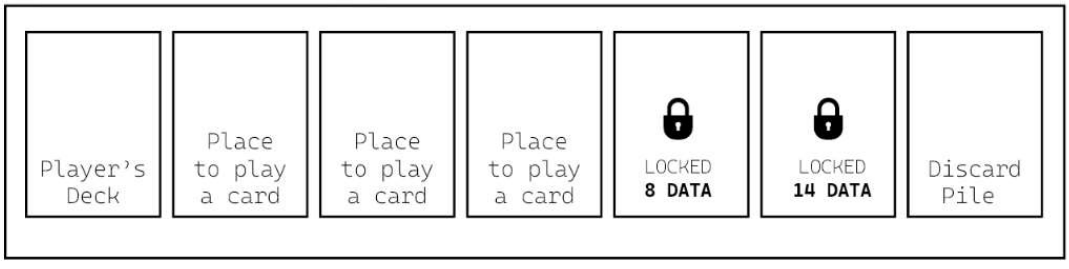
Printing can be reduced by not printing the card backs, however, if doing this familiarise yourself with the card for Attackers and those for **Defenders.** Additionally, clearly mark your **System Log Deck.**

Cutting cards

All cards will have an outer pink line and an inner grey. It is encouraged that you cut to the inner grey line, but whichever line you choose it is important to maintain consistency. Having cards with roughly the same dimensions is an important aspect of the game!

Player Boards

The player boards are not included in the Print and Play set to reduce printing. Ensure all players have space to lay five cards in front of them, along with space for their deck and space for a discard pile. Each player should place their System **Upgrade Lock** cards in two their slots when starting the game. See below for an example:



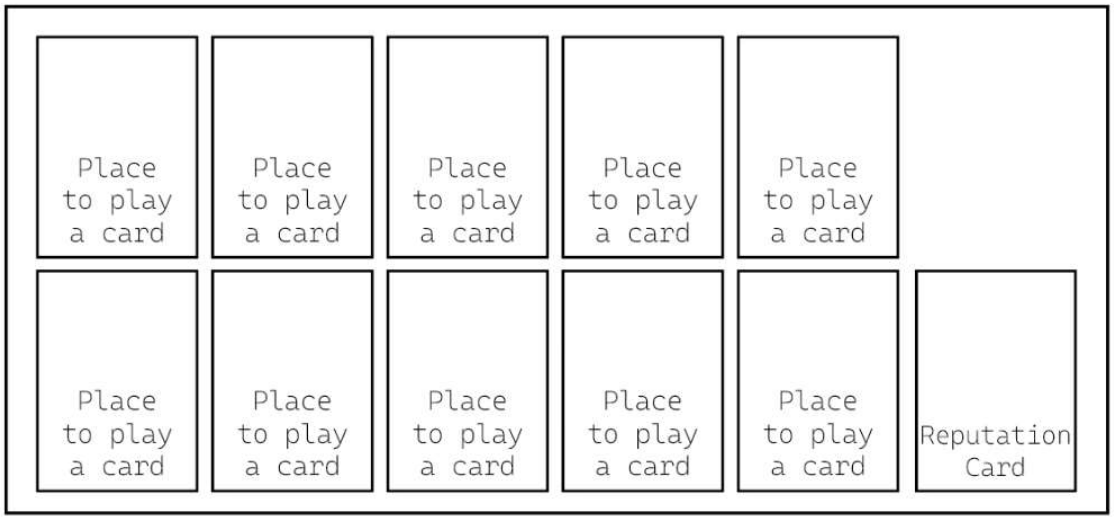
If you are the Defender, you will also need to keep a track of your **System Log Search Capacity**, you start at 1.

Hotel Board

The Hotel board is not included in the Print and Play set, again to reduce printing. Ensure there is a space in the middle of the playing area to enable easy access for all. This space needs to be big enough for up to ten cards (five columns by two rows). Only cards tagged as hotel cards can be played here.

Ensure that the reputation card is nearby, with a cube on the starting reputation (see main rule book).

See below for an example of the Hotel space required:



Rule Book

If there are any further questions, please consult the rule book for an extensive detailing of how to set up the game, how to play, and some of the game terminology.

We hope you enjoy the game and please do get in contact if you have any questions or feedback. You can find contact information on our website https://www.thelaunchpadgames.com/.

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Make a Run

0

Reward

1 Time

When you're trying to do something as complex as hack into someone's system without getting caught, you're going to need some practice.

Make a Run

0

Reward

1 Time

When you're trying to do something as complex as hack into someone's system without getting caught, you're going to need some practice.

Focus

0 1

Reward

2 Time

Concentration.
Determination.
Focus.

Progress

0 1

Reward

1 Time
1 Data

Progress report ...
We're getting somewhere. Where? It's difficult to tell right now.

Uncover Secrets

0 1

Cost
1 Time

Reward

1 Data

Eureka!

Specialist

0 2

Reward

Activate Specialist Ability

We all have special skills and talents, it's just trying to figure out how we channel them.

Phishing Campaign

0

2 Time
1 Credits

Reward

1 Breach = 4 Data

Try and reel in a phish or two, with some emails that are too good to refuse. You might not get many bites but it's easy enough to email the whole company!

KA: AB

HOTEL

Eavesdropping

0 2

Cost
2 Time
1 Credits

Reward

1 Data
1 Breach = 2 Data

Sssssh! Listen carefully to the chatter around you and you might just learn something that could help.

KA: HF / AB

Open Source

0 1

Reward

Choose either:
donate resources to an attacking player, or take resources from an attacking player

The internet is a vast pool of information. Collaborate and share resources with fellow Hacktivists to get the job done quicker.

ATTACK CARDS BACK

SERVER

OSINT

0

2

Cost
3 Time

Reward

1 Data

Open Source Intelligence (OSINT) is about the information you can find from open sources, like social media or anywhere else you might share data.

KA: AB

1\\Planning

all players

On your turn, take up to two actions:

a. Play a card from hand.
b. Play a card to your server.
c. Buy card(s) from the market.
d. Perform an action from your server or hotel board.

Play continues around the table until all players pass

All players draw back up to hand size

2\\Execution

attacking players only

Attackers reveal parts of their strategy to infiltrate the hotel

a. Reveal any face down cards you choose, pay the cost.
b. Perform any attacks, paying the costs.

Once all attacking players have declared their intent to attack or not play moves to the next phase

3\\Incident Report

defending player only

Perform the following clean up actions to prevent impact of any incoming breach:

a. Reveal face down cards.
b. Roll breach dice. Resolve result.
c. Search system log for evidence.
d. Pay staff salary.
e. Gain income.
f. Check end game conditions. If end has not been reached play moves back to 1\\Planning.

\\.Search the Log

defending player only

The defending player draws cards from the top of the Log deck equal to the system log search capacity number on their player board.

If a log card is drawn, nothing happens.

If an attack card is drawn, the attackers lose a life. Keep the drawn attack card to one side.

Shuffle and return the deck.

\\.Ending the Game

The game ends in one of two ways:

The attackers win if they reduce the defender's reputation down to 0.

The defender wins if they find 5 pieces of evidence from the System Log.

When either of these conditions are met, the game ends immediately.

CyBOK Knowledge Area Abbreviations

AAA - Authentication, Authorisation & Accountability
AB - Adversarial Behaviours
C - Cryptography
CPS - Cyber-Physical Systems Security
DSS - Distributed Systems Security
F - Forensics
HF - Human Factors
HS - Hardware Security
LR - Law & Regulation
MAT - Malware & Attack Technology

LOCKED
8 DATA

LOCKED
14 DATA

ATTACK CARDS BACK

Make a Run

0

Reward

1 Time

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Make a Run

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We're getting somewhere. Where? It's difficult to tell right now.

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0 1

Cost
1 Time

Reward

1 Data

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KA: AB

HOTEL

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Cost
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LOCKED
8 DATA

LOCKED
14 DATA

ATTACK CARDS BACK

CyBOK Knowledge Area Abbreviations

NS - Network Security
OSV - Operating Systems & Virtualisation
PLT - Physical Layer & Telecommunications Security
POR - Privacy & Online Rights
RMG - Risk Management & Governance
SOIM - Security Operations & Incident Management
SS - Software Security
SSL - Secure Software Lifecycle
WAM - Web & Mobile Security

SPECIALIST

Experienced Pentester

0 3

Reward

Pay 2 fewer for your Hotel cards this turn.

KA: SOIM

SPECIALIST

Aggressive Attacker

0 3

Reward

Increase the value of all breaches this turn by 1.

Data Collector

0 2

Reward

Decrease the value of any number of breaches this turn by 1. For each breach you decrease, draw 1 card. If you decrease any breaches from another player, they also draw 1 card (max 1).

SPECIALIST

Inside Person

0 1

Reward

Draw up to 3 cards from the System Log. If evidence is found, remove up to 1 evidence from the System Log. If no evidence is found, trash this card.

KA: AB

SPECIALIST

Savvy Negotiator

0 1

Reward

-1 Time
Buy any card from the market for 4 less.

SPECIALIST

Generous Benefactor

0 3

Reward

1 Time
1 Data
1 Credits
Give any of your resources to any other player. For each resource you donate, draw a card.

SPECIALIST

Certified

0 3

Reward

-1 Time
Draw a card.
You can repeat this action up to 4 times.

SPECIALIST

Tactician

0

Reward

For this turn you can add 1 dice to any 2 breaches. For each, the Defending player must roll all dice and take the lowest score.

ATTACK CARDS BACK

Lucky break

2 2

Reward

2 Time

A little luck can go a long way!

Lucky break
2 2
Reward
2 Time
A little luck can go a long way!

Lucky break
2 2
Reward
2 Time
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Lucky break
2 2
Reward
2 Time
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Lucky break
2 2
Reward
2 Time
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Lucky break
2 2
Reward
2 Time
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2 2
Reward
2 Time
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Lucky break
2 2
Reward
2 Time
A little luck can go a long way!

Lucky break
2 2
Reward
2 Time
A little luck can go a long way!

ATTACK CARDS BACK

All in!
8
Reward
3 Time
3 Data
3 Credits
Sometimes a little luck goes a really, really long way!

ATTACK CARDS BACK

Research Tools

2 / 1

Reward

2 Time
2 Data

Knowing what you need to do and having the right tools can really give you the upper hand.

KA: AB

SERVER

Vishing Campaign

3 / 2

Cost
2 Time
1 Credits

Reward

-1 Time
2 Breach = 3 Data

ring ring It might take a little bit longer but you can try the personal touch and call a few people to see who tells you everything.

KA: MAT / PLT / AB

SERVER

Smishing Campaign

3 / 2

Cost
2 Time

Reward

2 Breach = 1 Data

You can hit them where it really hurts…their phones! Send out some text messages and see who replies.

KA: AB

SERVER

Whaling Campaign

4 / 2

Cost
3 Time
2 Data

Reward

3 Breach = -1 Reputation

It's time to go for the top targets, with an email campaign aimed at the CEO.

KA: AB

SERVER

Doxxing

5 / 1

Cost
1 Time
3 Data

Reward

Choose one other player, increase all their breaches this turn by 1.
2 Breach = -1 Reputation

It would be a shame to waste all of that information that you've got. Why not share the CEO's address online and see what happens?

KA: AB

SERVER/MALWARE

Watering Hole

5 / 2

Cost
4 Time

Reward

4 Breach = 4 Data & -1 Reputation

Infect the employees' favourite websites with some malware, just for them.

KA: MAT / AB

SERVER/MALWARE

Virus

6 / 2

Cost
3 Time
1 Credit

Reward

3 Data
3 Breach = -1 Reputation

Deliver a special piece of software that will replicate over and over again, destroying data and disrupting operations in the process.

KA: MAT

SERVER/MALWARE

Trojan

6 / 3

Cost
2 Time
1 Data
1 Credit

Reward

3 Breach = -1 Reputation

It might look like a fun game to while away the hours working at the Hotel, but in reality it gives you control of some of their systems.

KA: MAT

SERVER/MALWARE

Spyware

6 / 2

Cost
2 Time
2 Credits

Reward

5 Breach = 6 Data

Remember that software you got them to install? Well now you can see EVERYTHING they're doing. E-V-E-R-Y-T-H-I-N-G.

KA: MAT

ATTACK CARDS BACK

SERVER

4
2

Spear Phishing

Cost
2 Time
2 Data

Reward

Ongoing
2 Breach = 4 Data & -1 Reputation

Why don't you try a more personal touch? You do your homework on a few select individuals and craft a tailored email just for them, hopefully they'll tell you what you need to know.

KA: AB

SERVER

3
1

Phishing Campaign

Cost
1 Time

Reward

3 Breach = 1 Data

Try and reel in a phish or two, with some emails that are too good to refuse. You might not get many bites but it's easy enough to email the whole company!

KA: AB

SERVER/MALWARE

4
1

Rootkit

Cost
3 Credits

Reward

1 Time
1 Data
2 Breach = -1 Reputation

It's a lot of effort trying to guess passwords, you find a rootkit instead to help you get the job done more quickly.

KA: MAT

SERVER/MALWARE

5
1

DDoS

Cost
3 Time
1 Data
1 Credit

Reward

3 Breach = -1 Reputation
Defender loses a card from their hand

Flood their network with as much traffic as you can and bring everything grinding to a halt!

KA: NS

SERVER/MALWARE

6
3

Botnet

Cost
1 Time
3 Data

Reward

-2 Data for one other attacking player of your choice
4 Breach = -2 Reputation

Hit them with everything you've got by turning your army of infected hardware against the hotel.

KA: MAT

SERVER/MALWARE

8

Ransomware

Cost
5 Time

Reward

4 Breach = -2 Rep
Defender can't draw cards until a cost equal to the breach value is paid in Credits

What's better than stealing their data? Locking them out of their own files and then charging them money to get them back!

KA: MAT / AB

SERVER/MALWARE

6
3

Spyware: Financial

Cost
1 Time
1 Data

Reward

5 Breach = 3 Data & -1 Reputation
Defender loses a card from their hand

This software is specially designed to get you all of the credit cards, cryptocurrencies and bank accounts you could ever need.

KA: MAT

SERVER/MALWARE

6

Worms

Cost
5 Time
1 Credit

Reward

3 Breach = -1 Rep
After a successful breach this card remains in the attacking player's server and does not go into the System Log

Why just infect them once, when you can use a worm that will keep spreading and growing all on its own?

KA: MAT

SERVER/MALWARE

10

APTs

Cost
5 Time
5 Data
3 Credits

Reward

6 Breach = -2 Rep
After a successful breach this card remains in the attacking player's server and does not go into the System Log

This is going to require a bit more work, but you can take things to the next level with an APT and really hit hard.

KA: AB

ATTACK CARDS BACK

SERVER
3
2
Automated Program

Reward

1 Time

Download the latest scripts and tools to help you find vulnerabilities and hack your target. Just think what you can do with all that free time!

SERVER
3
2
Automated Program

Reward

1 Data

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SERVER
6
Zero Day

Cost
3 Data

Reward

-3 Time
Increase the total value of one other breach by 2 this round
5 Breach = - 2 Reputation

You hit the jackpot and find a zero day, a vulnerability in the software that even the developers have missed.

KA: MAT

SERVER
5
1
Automation Tools

Cost
2 Credits

Reward

3 Time

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SERVER
5
1
Automation Tools

Cost
1 Data

Reward

2 Credits

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SERVER
6
Zero Day

Cost
3 Data

Reward

-3 Time
Increase the total value of two other breaches by 1 this round
5 Breach = - 2 Reputation

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KA: MAT

SERVER
6
1
Automation Script

Cost
2 Credits
2 Data

Reward

4 Time

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SERVER
6
1
Automation Script

Cost
2 Data

Reward

2 Credits
2 Time

Download the latest scripts and tools to help you find vulnerabilities and hack your target. Just think what you can do with all that free time!

SERVER
8
Zero Day

Cost
4 Data

Reward

-5 Time
5 Breach = - 2 Reputation
Do not add this card to the System Log after successfully breaching. Keep on player board.

You hit the jackpot and find a zero day, a vulnerability in the software that even the developers have missed.

KA: MAT

ATTACK CARDS BACK

UPGRADE

Hacker Certification

2 / 1

Cost
2 Time
1 Data

Reward

Ongoing
Increase hand size by 1

It's never too late to learn something new, so why not boost your skills with a new course?

KA: SOIM

UPGRADE

Recruit an Insider

4 / 2

Reward

Ongoing
Pay 1 less for one action this round

Everything is easier with a little help. Find a disgruntled employee and tempt them to join you on your mission!

KA: AB

UPGRADE

Inside Trading

3 / 2

Reward

Ongoing
Pay 1 less for your first purchase from the market this round

Get all of the gossip before anyone else, thanks to your contacts on the inside.

KA: AB

UPGRADE

Hacker Certification+

4 / 1

Cost
3 Time
2 Data

Reward

Ongoing
Increase hand size by 2

It's never too late to learn something new, so why not boost your skills with a new course?

KA: SOIM

UPGRADE

Recruit an Insider

6 / 1

Cost
2 Credits

Reward

Ongoing
Pay 2 less for any one action this round

Everything is easier with a little help. Find a disgruntled employee and tempt them to join you on your mission!

KA: MAT

UPGRADE

Inside Trading

5 / 1

Cost
3 Time

Reward

Ongoing
Pay 3 less for your first purchase from the market this round

Get all of the gossip before anyone else, thanks to your contacts on the inside.

KA: AB

UPGRADE

Hacker Certification++

7

Cost
3 Time
2 Data
3 Credits

Reward

Ongoing
Increase hand size by 2
-1 cost on any future actions

It's never too late to learn something new, so why not boost your skills with a new course?

KA: SOIM

UPGRADE

Recruit an Insider

7

Cost
2 Time
2 Credits

Reward

Ongoing
Do any one action this round for free.

Everything is easier with a little help. Find a disgruntled employee and tempt them to join you on your mission!

KA: AB

UPGRADE

Inside Trading

7 / 1

Cost
2 Data
2 Credits

Reward

Ongoing
Buy your first card from the market this round for free

Get all of the gossip before anyone else, thanks to your contacts on the inside.

KA: AB

ATTACK CARDS BACK

HOTEL 2 1

Photographs of Documents

Reward

2 Data

Take a quick peek at someone else's screen while they're not looking and find out something that might be useful.

KA: HF / AB

HOTEL 3 2

Questioning Staff

Cost
2 Time
1 Credits

Reward

2 Breach = 3 Data

Strike up a conversation with someone while you're getting coffee, you never know what they will tell you.

KA: HF / AB

HOTEL 3 2

Eavesdropping

Cost
2 Time

Reward

2 Breach = 2 Data

Sssssh! Listen carefully to the chatter around you and you might just learn something that could help.

KA: HF / AB

HOTEL 4 1

Transitive Trust

Cost
3 Time
1 Staff in play

Reward

3 Breach = -1 Reputation & Defender loses 1 Staff in play

Use your (alleged) connections to the CEO to get you through any door you like in the hotel.

KA: HF / AB

HOTEL 5 1

Document Theft

Cost
4 Time

Reward

2 Data
4 Breach = -1 Reputation

No one is going to miss this stack of papers, just hide them in your bag on your way out!

KA: AB

HOTEL 5 2

Steal Hardware

Cost
5 Time

Reward

4 Breach = 4 Data & -1 Reputation

Who left that laptop just lying around? It doesn't really matter, it's yours now!

KA: AB

UPGRADE 3 2

Breakthrough

Cost
1 Credits

Reward

-1 Time
Draw 2 Card

Eureka!

UPGRADE 4 1

Breakthrough

Cost
1 Time
1 Credits

Reward

-1 Time
-1 Credits
Draw 3 Card

Eureka!

UPGRADE 5 1

Breakthrough

Reward

Draw 1 Card

Eureka!

ATTACK CARDS BACK

HOTEL

Manipulation

4
2

Cost
2 Time
1 Staff Card in play

Reward

Ongoing
2 Breach = 4 Data & 4 Credits

It's not all computers, use some psychological skills to get your target to do what you need.

KA: HF

HOTEL

Blackmail

3
1

Cost
1 Time
2 Data

Reward

3 Breach = 4 Credits & Defender discards 1 card from hand

You've managed to collect some really interesting information about staff at the hotel, you decide to put it into practice with some good old-fashioned blackmail.

KA: HF

HOTEL

Impersonation

4
1

Cost
1 Time

Reward

1 Data

You've always wanted to try to be someone else, and now's your chance. Grab a lanyard and a clipboard and just act like you belong.

KA: HF

HOTEL

Forced Entry

5
1

Cost
3 Time

Reward

4 Data

You have spent ages watching videos on picking locks, now it's time to put that into practice.

KA: AB

HOTEL

Networking Plant

7
1

Cost
4 Time
2 Credits

Reward

5 Breach = 5 Data & -2 Reputation

You manage to hide your own device inside the hotel to get access to their systems.

KA: NS

Research Tools

2
1

Reward

2 Time
2 Data

Knowing what you need to do and having the right tools can really give you the upper hand.

HOTEL

Exploitation

6
1

Cost
2 Time
1 Staff card in play

Reward

3 Credits
4 Breach = -1 Reputation
Card does not go into System log if successful. Trash card instead.

You've gained their trust and you know their weaknesses, it's time to put them to good use.

KA: HF

HOTEL

Exploitation

6
1

Cost
3 Time
1 Data
1 Staff card in play

Reward

4 Data
5 Breach = -1 Reputation
Card does not go into System log if successful. Trash card instead.

You've gained their trust and you know their weaknesses, it's time to put them to good use.

KA: HF

Research Tools

2
2

Reward

2 Time
1 Data

Knowing what you need to do and having the right tools can really give you the upper hand.

ATTACK CARDS BACK

Work a Shift

0

Reward

1 Time

Work is the backbone of the economic power structures in the galaxy. Everyone must do their part.

Work a Shift

0

Reward

1 Time

Work is the backbone of the economic power structures in the galaxy. Everyone must do their part.

Working Overtime

0 1

Reward

2 Time

Going above and beyond to get the work done... and getting paid for it of course!

HOTEL/STAFF

New Staff Member

0

Cost
3 Time
1 Credits ∞

Reward

2 Time
2 Breach = -2 Data

You've managed to hire a new member of staff, make sure you give them all the training they will need!

KA: HF

HOTEL/STAFF

Staff Member

0

Cost
2 Time
2 Credits ∞

Reward

Draw a card
3 Breach = -3 Credits

People make mistakes, they click on malicious links or they can't help themselves from sharing something they shouldn't.

KA: HF

HOTEL/STAFF

Staff Member

0

Cost
2 Time
2 Credits ∞

Reward

Draw a card
3 Breach = -3 Credits

People make mistakes, they click on malicious links or they can't help themselves from sharing something they shouldn't.

KA: HF

Survey Clients

0 1

Reward

1 Time
1 Data

Feedback from your customers and clients is key to keeping your business afloat and the money coming in!

Crunch the Numbers

0 1

Cost
1 Time

Reward

1 Data

Specialist

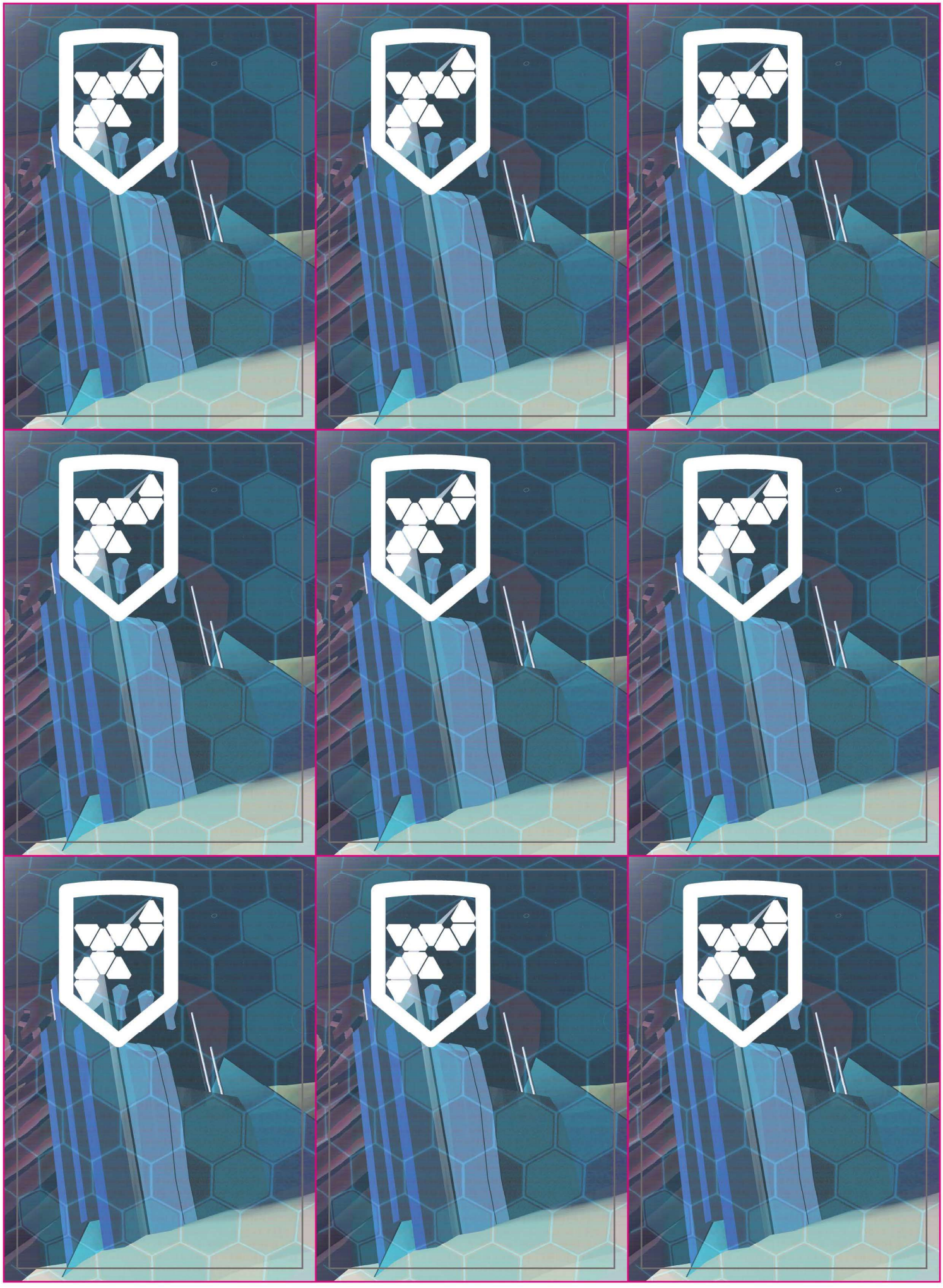
0 2

Reward

Activate Specialist Ability.

We all have special skills and talents, it's just trying to figure out how we channel them

DEFENDER CARDS BACK



Earnings Call

0
2

Cost
3 Time

Reward

Receive rewards from current employed Staff.

1\\Planning

all players

On your turn, take up to two actions:
a. Play a card from hand.
b. Play a card to your server.
c. Buy card(s) from the market.
d. Perform an action from your server or hotel board.

Play continues around the table until all players pass

All players draw back up to hand size

2\\Execution

attacking players only

Attackers reveal parts of their strategy to infiltrate the hotel
a. Reveal any face down cards you choose, pay the cost.
b. Perform any attacks, paying the costs.

Once all attacking players have declared their intent to attack or not play moves to the next phase

3\\Incident Report

defending player only

Perform the following clean up actions to prevent impact of any incoming breach:
a. Reveal face down cards.
b. Roll breach dice. Resolve result.
c. Search system log for evidence.
d. Pay staff salary.
e. Gain income.
f. Check end game conditions. If end has not been reached play moves back to 1\\Planning.

\\.Search the Log

defending player only

The defending player draws cards from the top of the Log deck equal to the system log search capacity number on their player board.

If a log card is drawn, nothing happens.

If an attack card is drawn, the attackers lose a life. Keep the drawn attack card to one side.

Shuffle and return the deck.

\\.Ending the Game

The game ends in one of two ways:

The attackers win if they reduce the defender's reputation down to 0.

The defender wins if they find 5 pieces of evidence from the System Log.

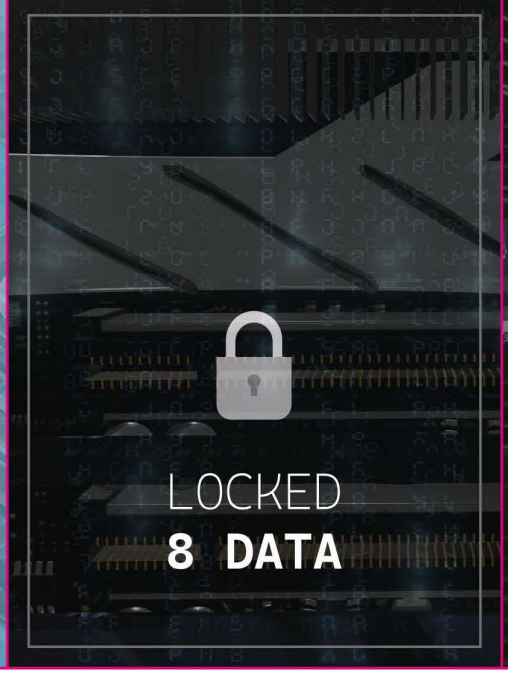
When either of these conditions are met, the game ends immediately.

REPUTATION

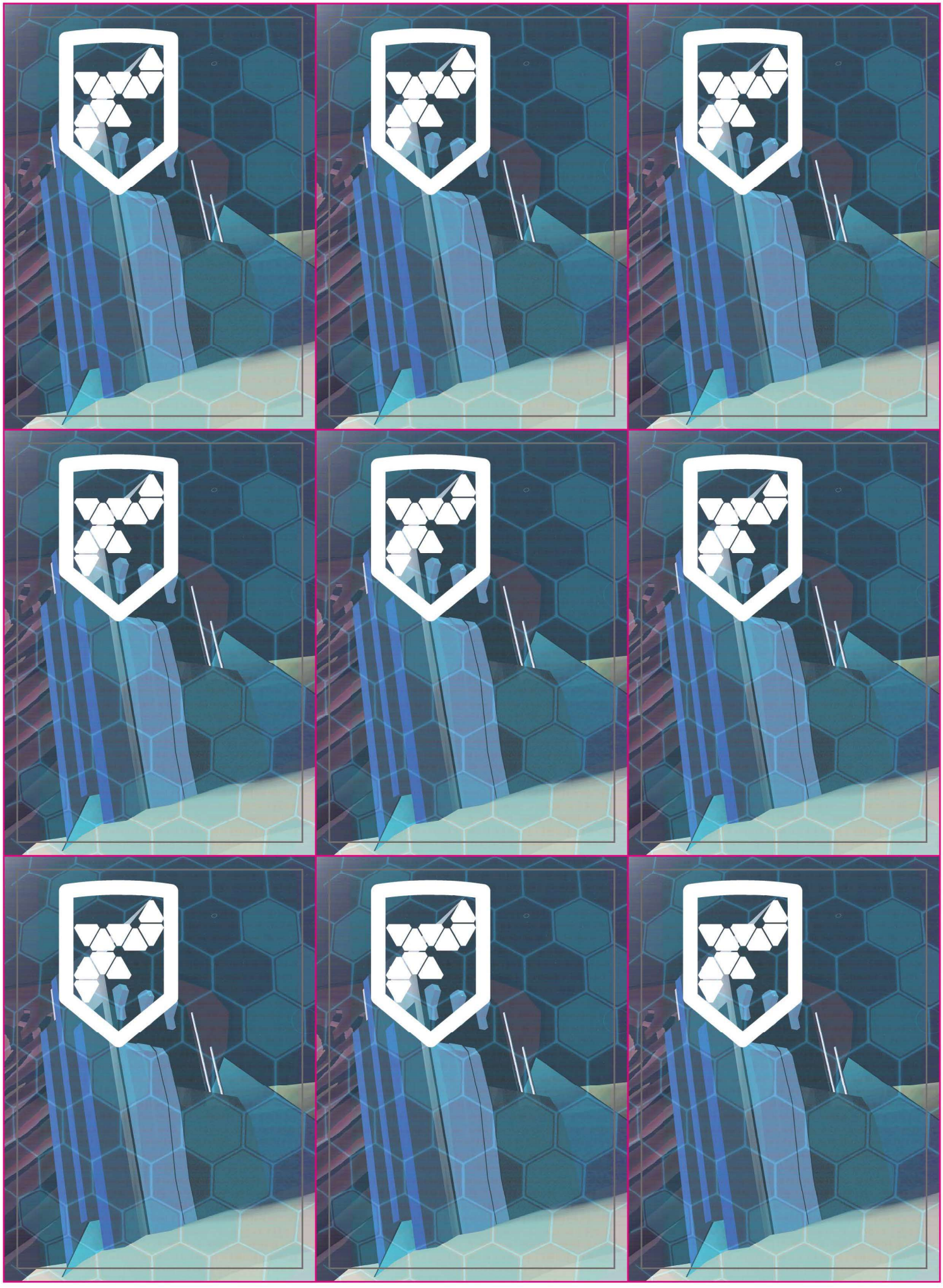
10	9	8	7
8	7	6	5

6	5	4	3
4		3	

2	1	0
2		0



DEFENDER CARDS BACK



CyBOK Knowledge Area Abbreviations

NS - Network Security
OSV - Operating Systems & Virtualisation
PLT - Physical Layer & Telecommunications Security
POR - Privacy & Online Rights
RMG - Risk Management & Governance
SOIM - Security Operations & Incident Management
SS - Software Security
SSL - Secure Software Lifecycle
WAM - Web & Mobile Security

SPECIALIST

Corporate Overlord

0 3

Reward

Pay 1 fewer to hire your staff and to pay their salaries this round.

SPECIALIST

Cyber Shield

0 3

Reward

Add up to 3 additional breach dice for any rolls on this turn.

SPECIALIST

Forensic Expert

0 3

Reward

-2 Credits
Increase your log search by 2 this turn.

SPECIALIST

Savvy Negotiator

0 1

Reward

Buy any card from the market for 3 less.

SPECIALIST

Private Investigator

0 1

Reward

-4 Credits
Search the Log.

SPECIALIST

Inhouse Technical Team

0 3

Reward

Play an Upgrade card from your hand for free, or buy an Upgrade card from the market, paying 3 fewer.

SPECIALIST

Extra Resources

0 3

Reward

-1 Credits
Draw a card.
This can be repeated up to 4 times this turn.

SPECIALIST

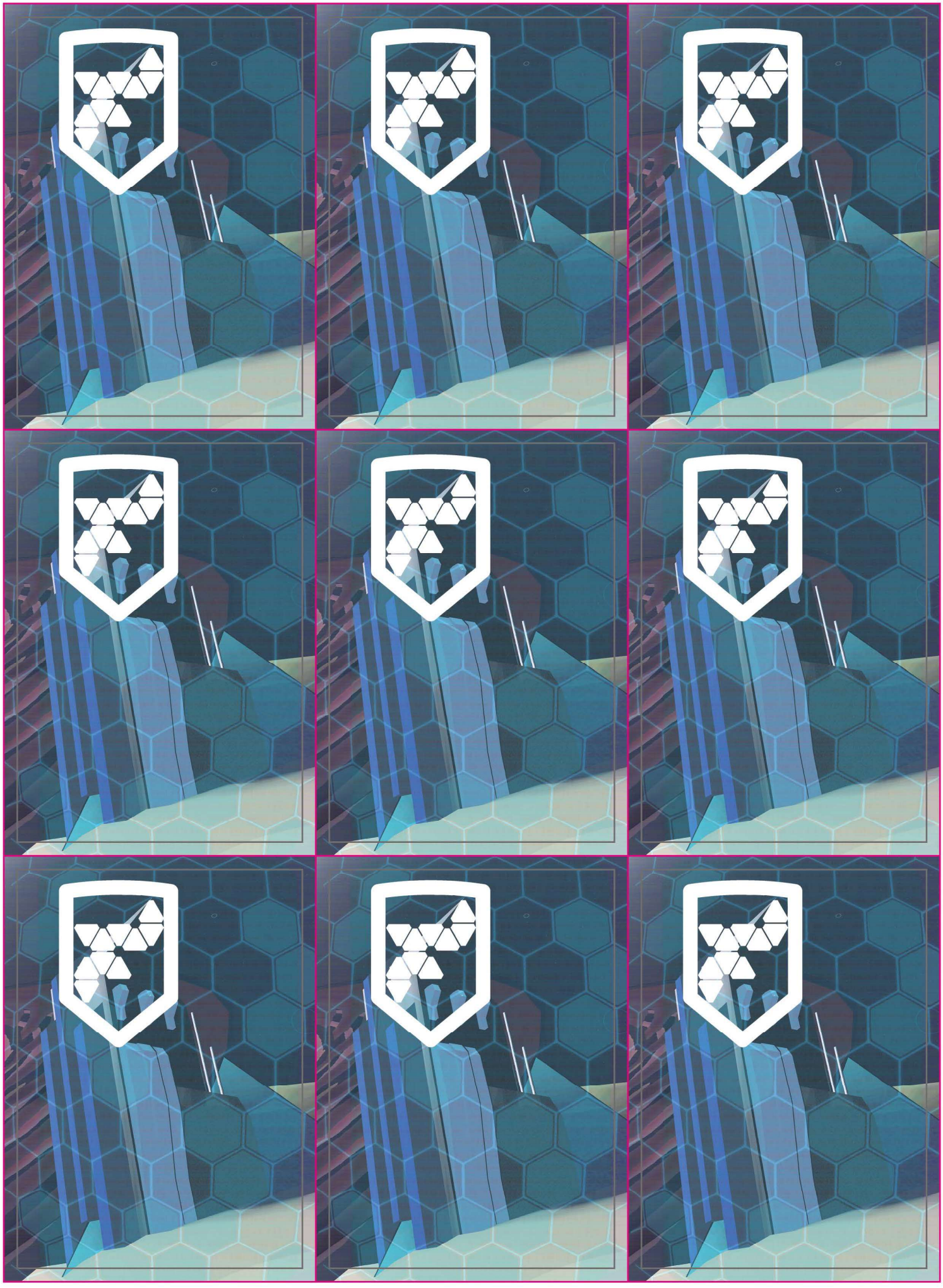
Research Assistant

0 2

Reward

-2 Time
Draw 3 cards.

DEFENDER CARDS BACK



Lucky break

2

2

Reward

2 Time

A little luck can go a long way!

Lucky break

2

2

Reward

2 Time

A little luck can go a long way!

Lucky break

2

2

Reward

2 Time

A little luck can go a long way!

Lucky break

2

2

Reward

2 Time

A little luck can go a long way!

Lucky break

2

2

Reward

2 Time

A little luck can go a long way!

Lucky break

2

2

Reward

2 Time

A little luck can go a long way!

Lucky break

2

2

Reward

2 Time

A little luck can go a long way!

Lucky break

2

2

Reward

2 Time

A little luck can go a long way!

Lucky break

2

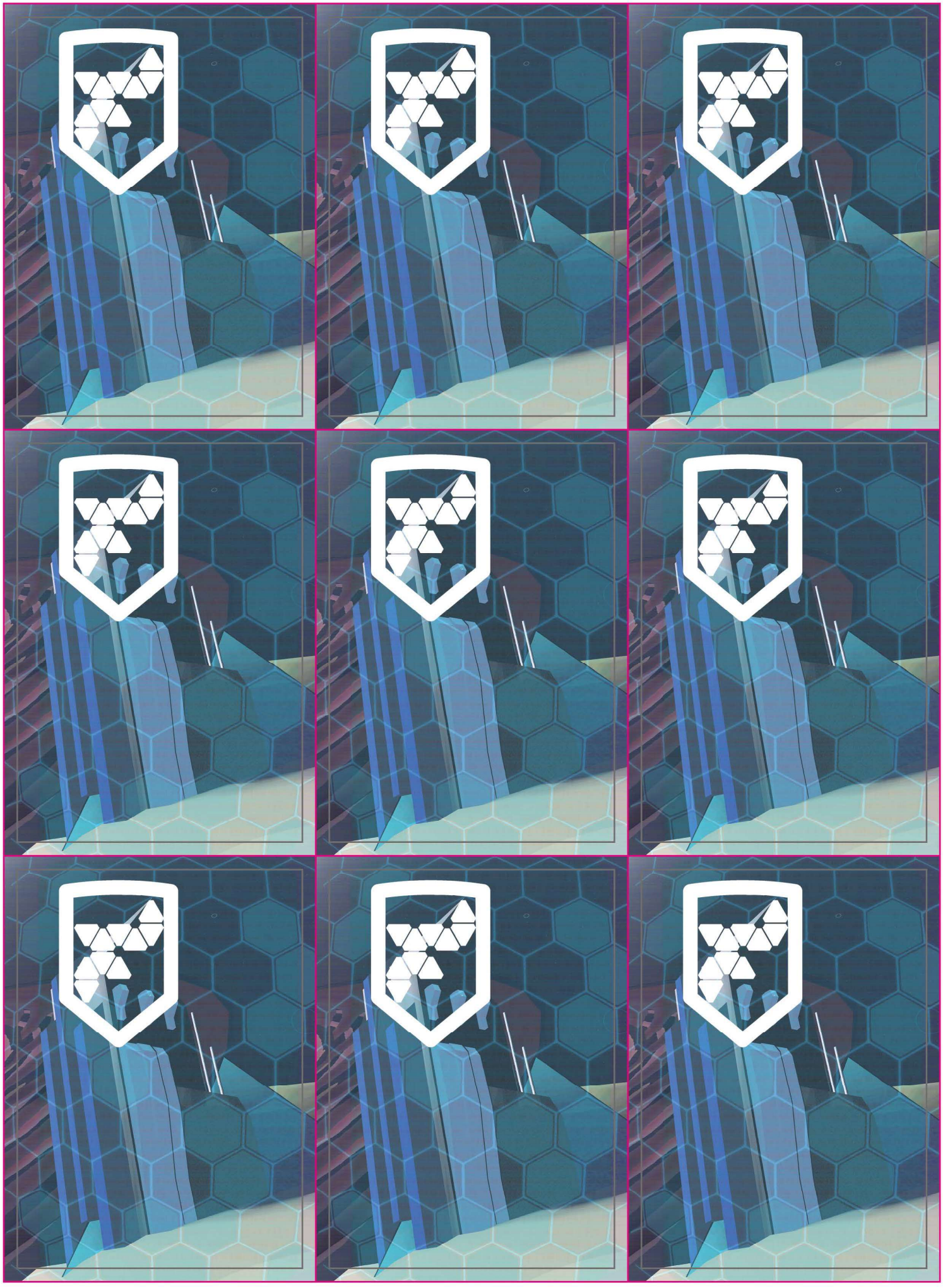
2

Reward

2 Time

A little luck can go a long way!

DEFENDER CARDS BACK



8

All in!

Reward

3 Time
3 Data
3 Credits

Sometimes a little luck goes a really, really long way!

8

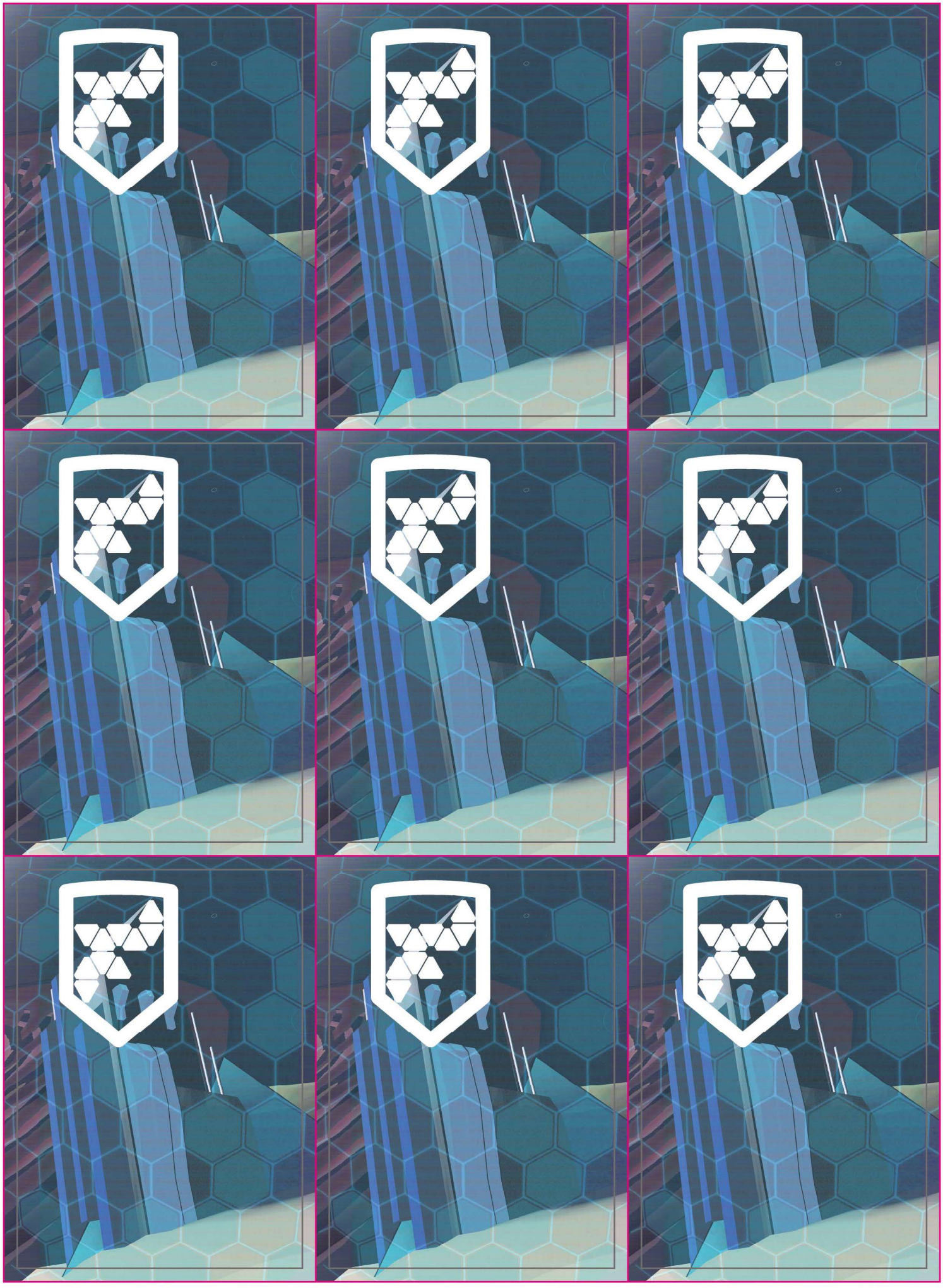
All in!

Reward

3 Time
3 Data
3 Credits

Sometimes a little luck goes a really, really long way!

DEFENDER CARDS BACK



Research Tools

2 / 1

Reward

2 Time
2 Data

Knowing what you need to do and having the right tools can really give you the upper hand.

UPGRADE

Cloud Based Documentation

3 / 2

Cost
3 Time
1 Credits

Reward

Ongoing

Reduce the value of a Ransomware breach by 2

Keep everything you need in one place, so that everyone knows the plan and what to do if something goes wrong!

KA: SOIM

UPGRADE

Firewall

3 / 2

Cost
2 Credits

Reward

Ongoing

Reduce the value of any one breach by 1

Keep a close eye on everything that comes in and goes out of your network with a firewall.

KA: NS

Threat Assessment

4 / 2

Cost
2 Time
2 Credits

Reward

Reveal 1 face down card from up to 2 players

Take a proper look at what's out there and try and find any potential vulnerabilities before they're exploited!

KA: SOIM

Pentesting

5 / 1

Cost
1 Time
2 Data
2 Credits

Reward

Discard 1 face up card from another player or the hotel board

Sometimes you just need to call in the professionals. Hire a pen-tester to come and try to break things, before a criminal gets a chance.

KA: SOIM

UPGRADE

Firewall+

5 / 2

Cost
4 Credits

Reward

Ongoing

Reduce the value of any one breach by 2

This will give you a barrier against potential threats, keeping everything that little bit safer.

KA: NS

Threat Assessment+

6 / 2

Cost
2 Time
4 Credits

Reward

Remove 1 face down card from another player

Take a proper look at what's out there and try and find any potential vulnerabilities before they're exploited!

KA: SOIM

Pentesting+

6 / 3

Cost
2 Time
2 Data
3 Credits

Reward

Discard up to 2 face up cards from another player or the hotel board

Sometimes you just need to call in the professionals. Hire a pen-tester to come and try to break things, before a criminal gets a chance.

KA: SOIM

UPGRADE

Firewall++

6 / 2

Cost
2 Data
3 Credits

Reward

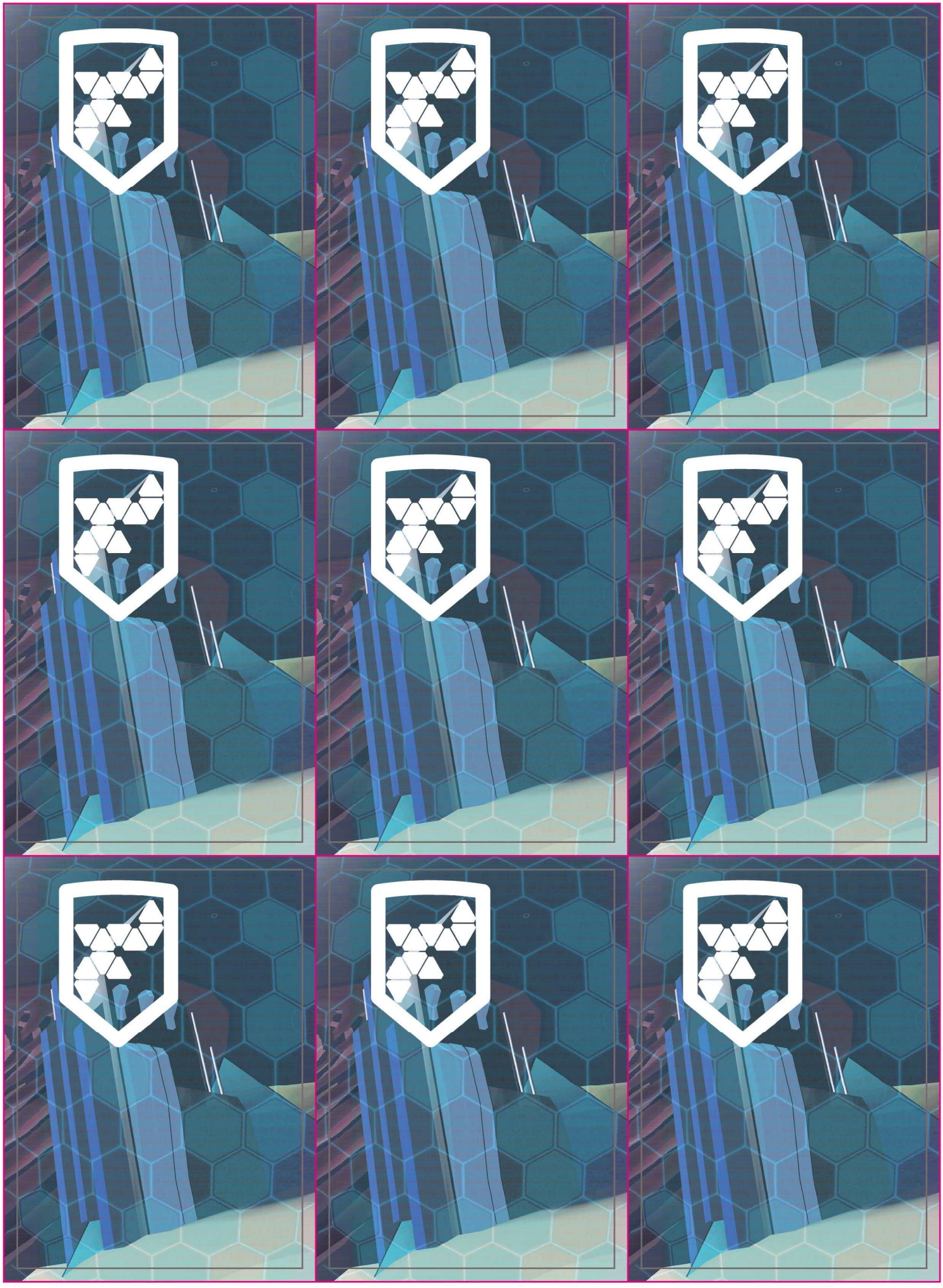
Ongoing

Reduce the value of any two breaches by 2

Keep a close eye on everything that comes in and goes out of your network with a firewall. This will give you a barrier against potential threats, keeping everything that little bit safer.

KA: NS

DEFENDER CARDS BACK



UPGRADE

Network Monitoring

4 / 1

Cost
2 Time
2 Credits

Reward

Ongoing
Increase system log search by 1

Get updates about what's going on in your network, as it happens. That way you can respond as soon as possible.

KA: MAT

Asset Audit

3

Cost
2 Credits

Reward

2 Time
2 Data

Some of the hardware is looking a little bit past its best, do a full audit and see what needs to be replaced.

KA: SOIM

SERVER

Build Review

4 / 2

Cost
1 Time
3 Credits

Reward

-1 Credits
Add 1 additional dice to any breach attack. Roll both and choose the result.

Carry out a full review of architecture, design and implementation of your systems to highlight any vulnerabilities.

HOTEL/UPGRADE

Network Monitoring+

5 / 1

Cost
3 Time
4 Credits

Reward

Ongoing
Increase system log search by 3

Get updates about what's going on in your network as it happens so that you can respond as quickly as possible.

KA: MAT

Quarter Results

6 / 3

Cost
1 Time
2 Data

Reward

Receive 2 credits for each staff card you have in play

A hard working team yields hard working results! But don't be part of the problem... pay your folks fairly.

Recruitment Drive

6

Cost
1 Credits

Reward

Reveal the top card of the market deck. If a staff card is revealed hire it for free.

The backbone of any business is its staff and it's important to keep adding in new talent and skills into that staffing body so it can be the best.

KA: HF

Additional Resources

5

Cost
1 Data
1 Credits

Reward

Draw 4 cards and choose either:
-keep all paying half the total cost rounded down;
-keep 1 for free

Holiday Bonus!

6

Reward

You may pay 2 credits for each staff card you have in play. For each staff card you pay for gain the reward.

Recruitment Drive+

8

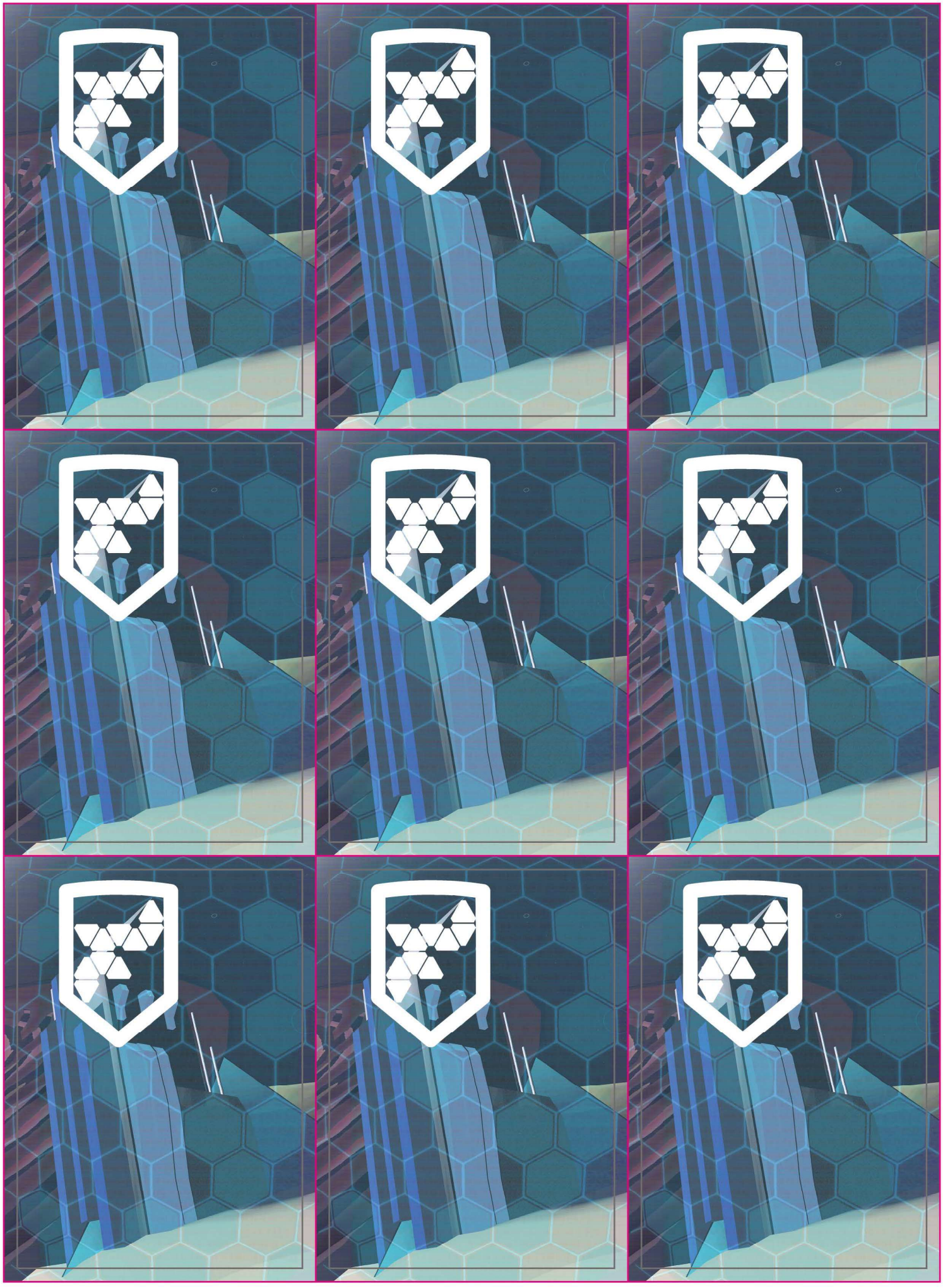
Cost
1 Credits

Reward

Reveal the top 3 cards of either the market or your own deck. If a staff card is revealed you can hire it for free. If there are multiple staff cards you can choose one to hire.

KA: HF

DEFENDER CARDS BACK



HOTEL/STAFF 0

New Staff Member

Cost
3 Time
1 Credits ∞

Reward

2 Data
2 Breach = -2 Data

You've managed to hire a new member of staff, make sure you give them all the training they will need!

KA: HF

HOTEL/STAFF 0

Staff Member

Cost
2 Time
2 Credits ∞

Reward

Draw a card
3 Breach = Discard a card from hand

People make mistakes, they click on malicious links or they can't help themselves from sharing something they shouldn't.

KA: HF

HOTEL/STAFF 0

Experienced Staff Member

Cost
1 Time
3 Credits ∞

Reward

1 Reputation
2 Data
4 Breach = -3 Data & -1 Reputation

KA: HF

HOTEL/STAFF 0

New Staff Member

Cost
3 Time
1 Credits ∞

Reward

2 Time
2 Breach = -2 Data

You've managed to hire a new member of staff, make sure you give them all the training they will need!

KA: HF

HOTEL/STAFF 0

Staff Member

Cost
2 Time
2 Credits ∞

Reward

Draw a card
3 Breach = -3 Credits

People make mistakes, they click on malicious links or they can't help themselves from sharing something they shouldn't.

KA: HF

HOTEL/STAFF 0

Experienced Staff Member

Cost
1 Time
3 Credits ∞

Reward

2 Data
Draw 2 cards
4 Breach = Discard a card from your hand & -1 Reputation

KA: HF

HOTEL/STAFF 0

New Staff Member

Cost
3 Time
1 Credits ∞

Reward

2 Credits
2 Breach = -2 Data

You've managed to hire a new member of staff, make sure you give them all the training they will need!

KA: HF

HOTEL/STAFF 0

Staff Member

Cost
2 Time
2 Credits ∞

Reward

Draw a card
3 Breach = -3 Data

People make mistakes, they click on malicious links or they can't help themselves from sharing something they shouldn't.

KA: HF

HOTEL/STAFF 0

Experienced Staff Member

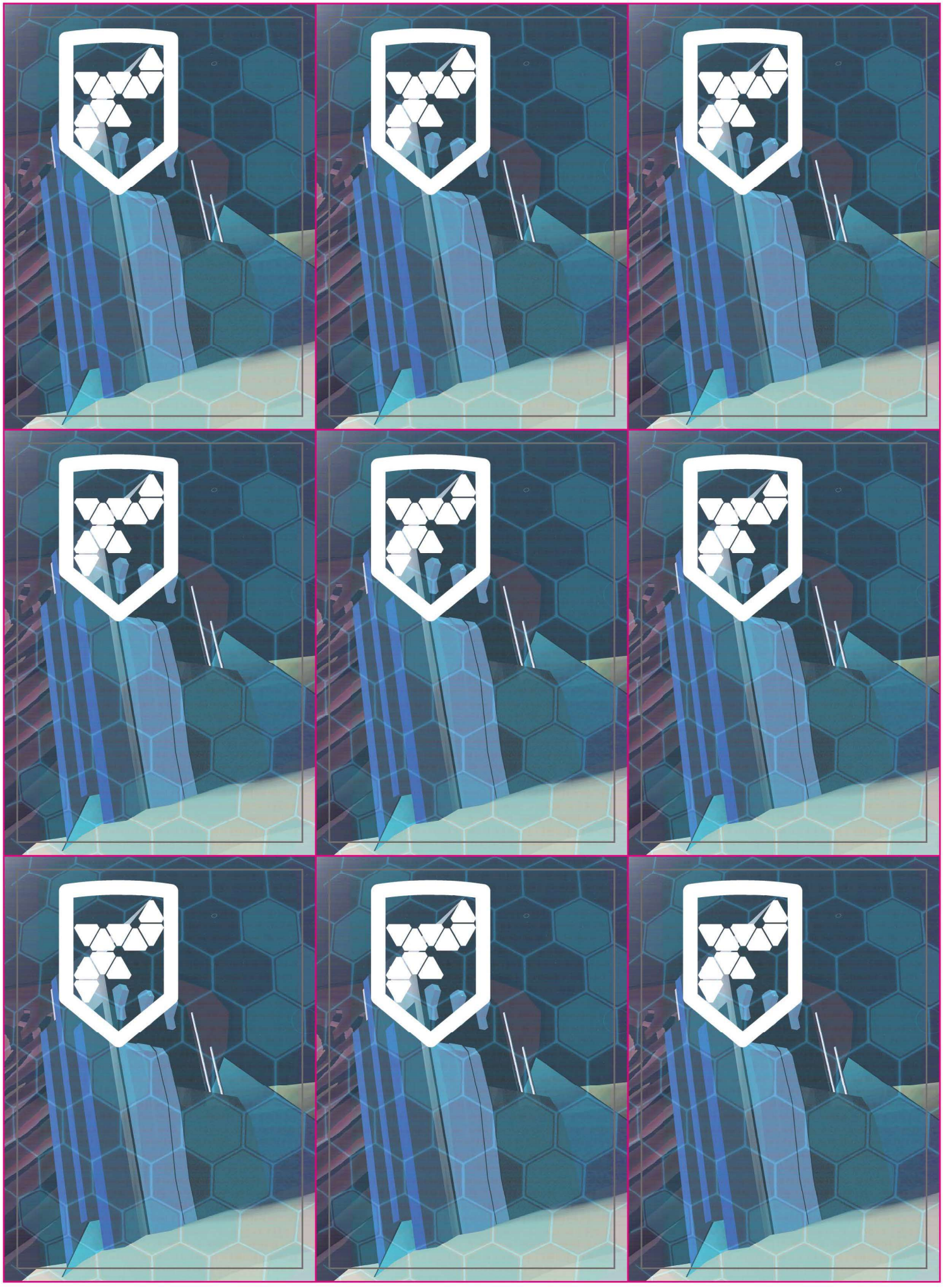
Cost
1 Time
3 Credits ∞

Reward

4 Time
Draw 2 cards
4 Breach = Discard a card from your hand & -1 Reputation

KA: HF

DEFENDER CARDS BACK



HOTEL/STAFF

5

PR Consultant

Reward

-4 Credits
Lose 1 less Reputation this round

If something does go wrong, it's really important you can put a positive spin on things. Hire a PR consultant to turn those frowns upside down.

KA: HF

HOTEL/STAFF

7

Security Guard

Reward

-4 Credits
Lower the value of all your staff breaches by 1

The security of the hotel personified, they can keep an eye for anything suspicious, make sure the right people can get in and act as a deterrent. What's not to love?

KA: HF

3

1

Research Tools

Cost
1 Credits

Reward

2 Time
2 Data

Knowing what you need to do and having the right tools can really give you the upper hand.

HOTEL/STAFF

5

Forensic Consultant

Reward

-3 Credits
Search the system log

Someone will successfully attack you, it's a fact of life. When they do, you need to know who it was and how they did it.

KA: HF

HOTEL/STAFF

7

Red Team Consultant

Reward

-3 Time & -3 Credits
Choose 1 active breach this turn and ignore it

Don't just sit and wait for something to go wrong, bring in a red team to simulate possible attacks, identify vulnerabilities and expose weaknesses.

KA: HF

3

1

Research Tools

Cost
1 Credits

Reward

3 Time
1 Data

Knowing what you need to do and having the right tools can really give you the upper hand.

HOTEL/STAFF

5

Forensic Consultant

Reward

-3 Credits
Search the system log

Hire a forensic consultant so you can find out every last detail about who attacked you, when and how!

KA: HF

HOTEL/STAFF

7

Red Team Consultant

Reward

-3 Time & -3 Credits
Choose 1 active breach this turn and ignore it

Don't just sit and wait for something to go wrong, bring in a red team to simulate possible attacks, identify vulnerabilities and expose weaknesses.

KA: HF

2

2

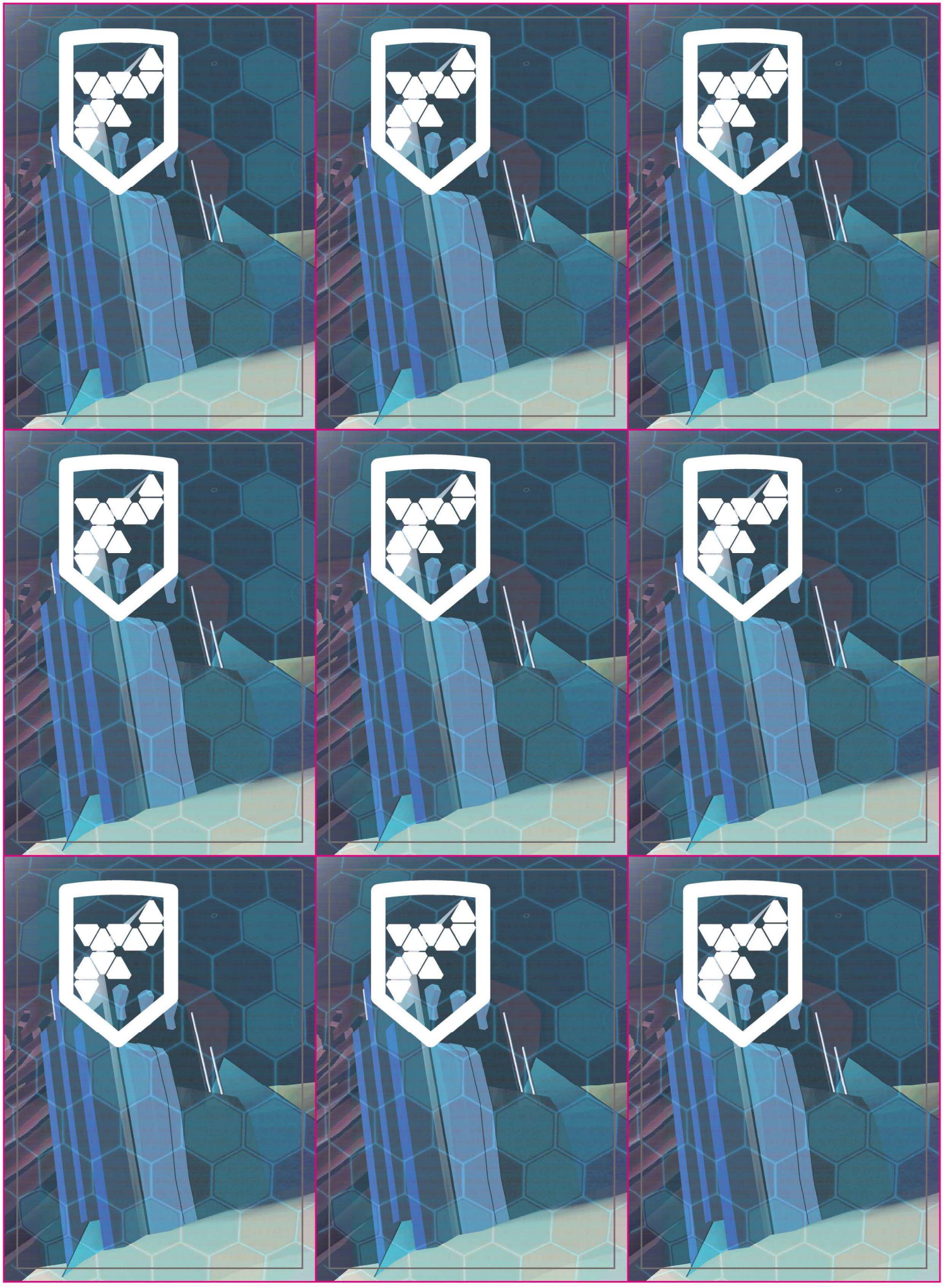
Research Tools

Reward

2 Time
1 Data

Knowing what you need to do and having the right tools can really give you the upper hand.

DEFENDER CARDS BACK



UPGRADE

Antivirus

2 / 2

Cost
1 Credits

Reward

Ongoing
Reduce value of any one breach by 1

There are a lot of nasty things out there on the internet that could do some serious harm, so it is vital that you get some protection.

KA: MAT / SOIM

UPGRADE

Antivirus Extra

4 / 2

Cost
3 Credits

Reward

Ongoing
Add 1 die when defending a breach, roll all and choose result. Used up to 1 breach per round.

Install the latest antivirus software to detect, prevent and remove any threats as soon as they are spotted.

KA: MAT / SOIM

UPGRADE

Security Training

3 / 2

Cost
2 Time
1 Data

Reward

Ongoing
Increase hand size by 1

Help your employees to build the knowledge and skills that they need to keep the hotel safe. Cyber security is everyone's job, after all!

KA: HF

UPGRADE

Antivirus+

4 / 1

Cost
3 Credits

Reward

Ongoing
Reduce value of any one breach by 2

There are a lot of nasty things out there on the internet that could do some serious harm, so it is vital that you get some protection.

KA: MAT / SOIM

UPGRADE

Antivirus Extra+

6 / 2

Cost
1 Data
3 Credits

Reward

Ongoing
Add 1 die when defending a breach, roll all and choose result. Used up to 2 breaches per round.

Install the latest antivirus software to detect, prevent and remove any threats as soon as they are spotted.

KA: MAT / SOIM

UPGRADE

Security Training

5 / 1

Cost
3 Time
2 Data

Reward

Ongoing
Increase hand size by 2

Help your employees to build the knowledge and skills that they need to keep the hotel safe. Cyber security is everyone's job, after all!

KA: HF

UPGRADE

Antivirus++

5

Cost
1 Data
4 Credits

Reward

Ongoing
Reduce value of any two breaches by 1

There are a lot of nasty things out there on the internet that could do some serious harm, so it is vital that you get some protection.

KA: MAT / SOIM

UPGRADE

Antivirus Extra+

7 / 2

Cost
2 Data
5 Credits

Reward

Ongoing
Add 2 dice when defending a breach, roll all and choose result. Used up to 2 breaches per round.

Install the latest antivirus software to detect, prevent and remove any threats as soon as they are spotted.

KA: MAT / SOIM

UPGRADE

Security Training

5 / 1

Cost
3 Time
2 Data
2 Credits

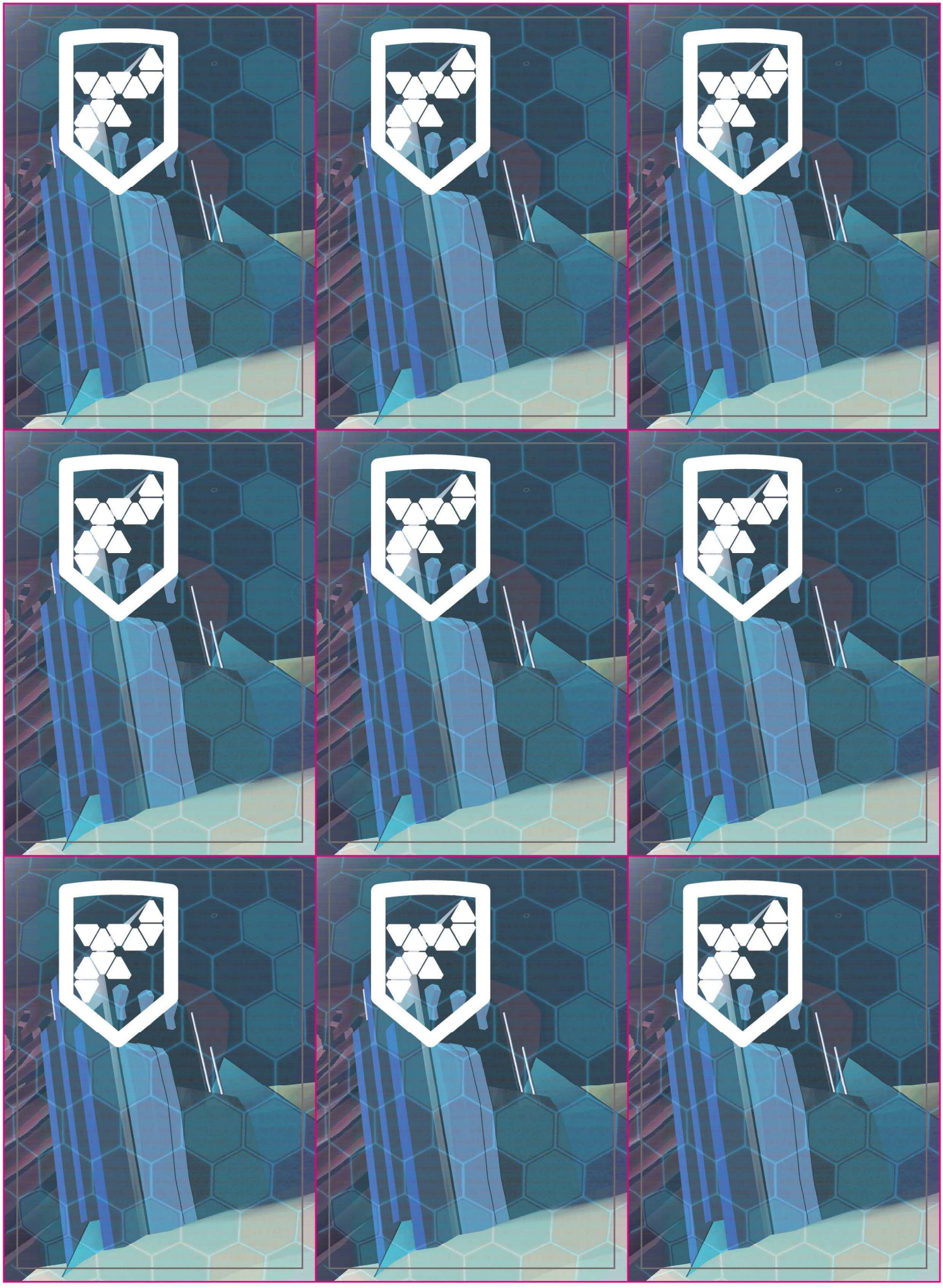
Reward

Ongoing
Buy a card from the market or free

Help your employees to build the knowledge and skills that they need to keep the hotel safe. Cyber security is everyone's job, after all!

KA: HF

DEFENDER CARDS BACK



SERVER

Threat Intelligence

3 2

Reward

2 Time

Don't wait for the bad guys to come to you, get out there and analyse the threats that could be coming for you!

KA: SOIM

SERVER

Forensics Protocol

3 2

Reward

2 Time
2 Data

KA: F

HOTEL/UPGRADE

CCTV

6

Cost
1 Time
2 Credits

Reward

Decrease the total breach value of any 2 breach attempts this turn by 1

Cameras will help you keep an eye on everything that happens inside the hotel, as an added bonus they will act as a deterrent too!

KA: SOIM

SERVER

Threat Intelligence

5 1

Cost
2 Credits

Reward

3 Time

Don't wait for the bad guys to come to you, get out there and analyse the threats that could be coming for you!

KA: SOIM

SERVER

Forensics Protocol

5 1

Cost
1 Time
1 Data

Reward

2 Credits

KA: F

HOTEL/UPGRADE

Lanyards

6

Cost
1 Time
1 Credits

Reward

Decrease the total breach value of any 1 breach attempt this turn by 1

You can't just rely on the security guards recognising everyone. Make sure everyone has a security pass on them at all times. Let's make it easy to spot people who shouldn't be there.

KA: HF

SERVER

Intrusion Detection

6 1

Cost
2 Credits
2 Data

Reward

4 Time

Don't wait for the bad guys to come to you, get out there and analyse the threats that could be coming for you!

KA: NS

SERVER

Forensics Protocol

5 1

Cost
2 Time
2 Data

Reward

4 Credits

KA: F

HOTEL/UPGRADE

Door Controls

8 1

Cost
4 Time
2 Credits

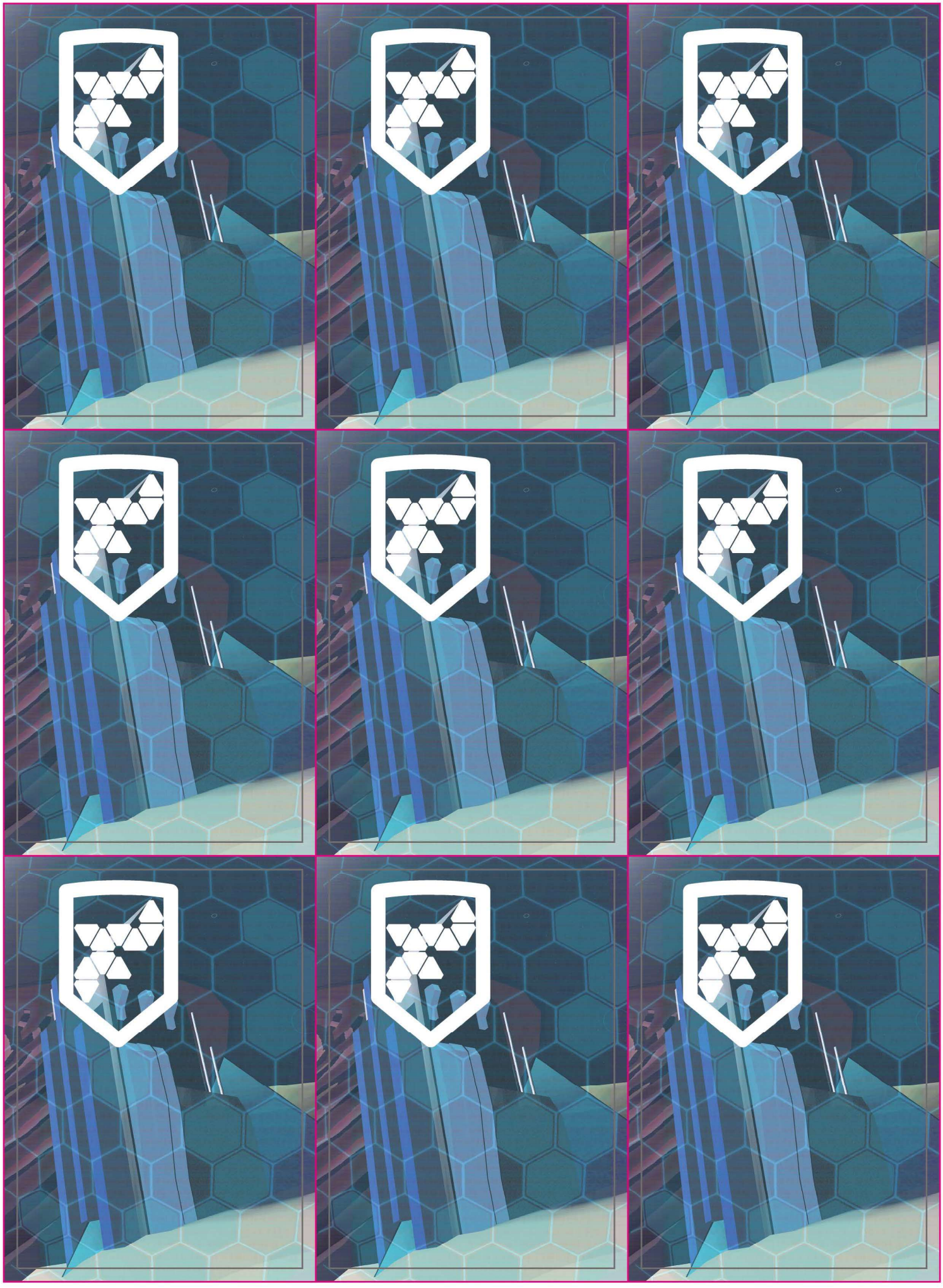
Reward

Decrease the total breach value of any 2 breach attempt this turn by 2

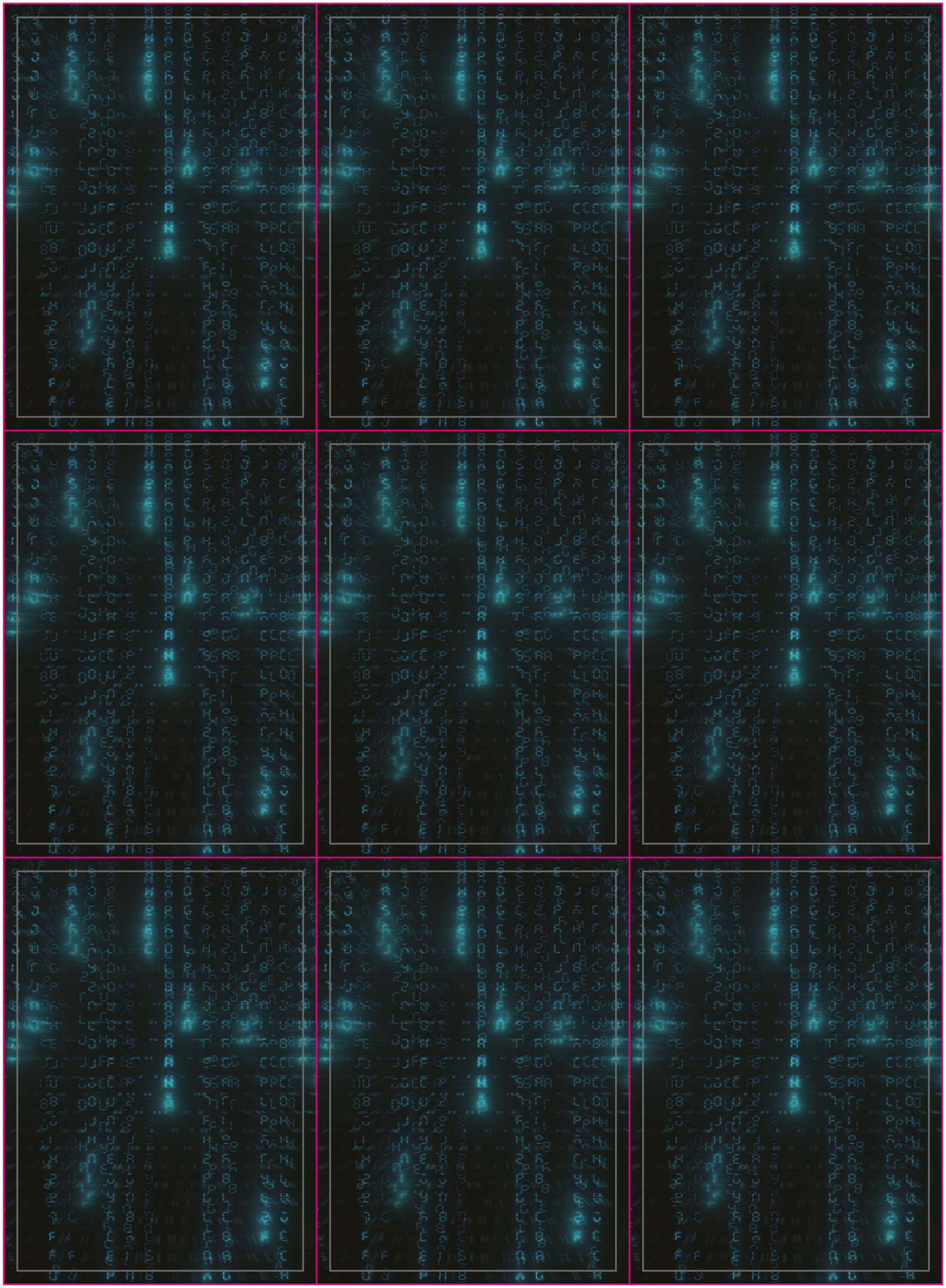
You can't just let anyone wander wherever they like! Invest in access control mechanisms and lockdown who has access to what.

KA: CPS

DEFENDER CARDS BACK

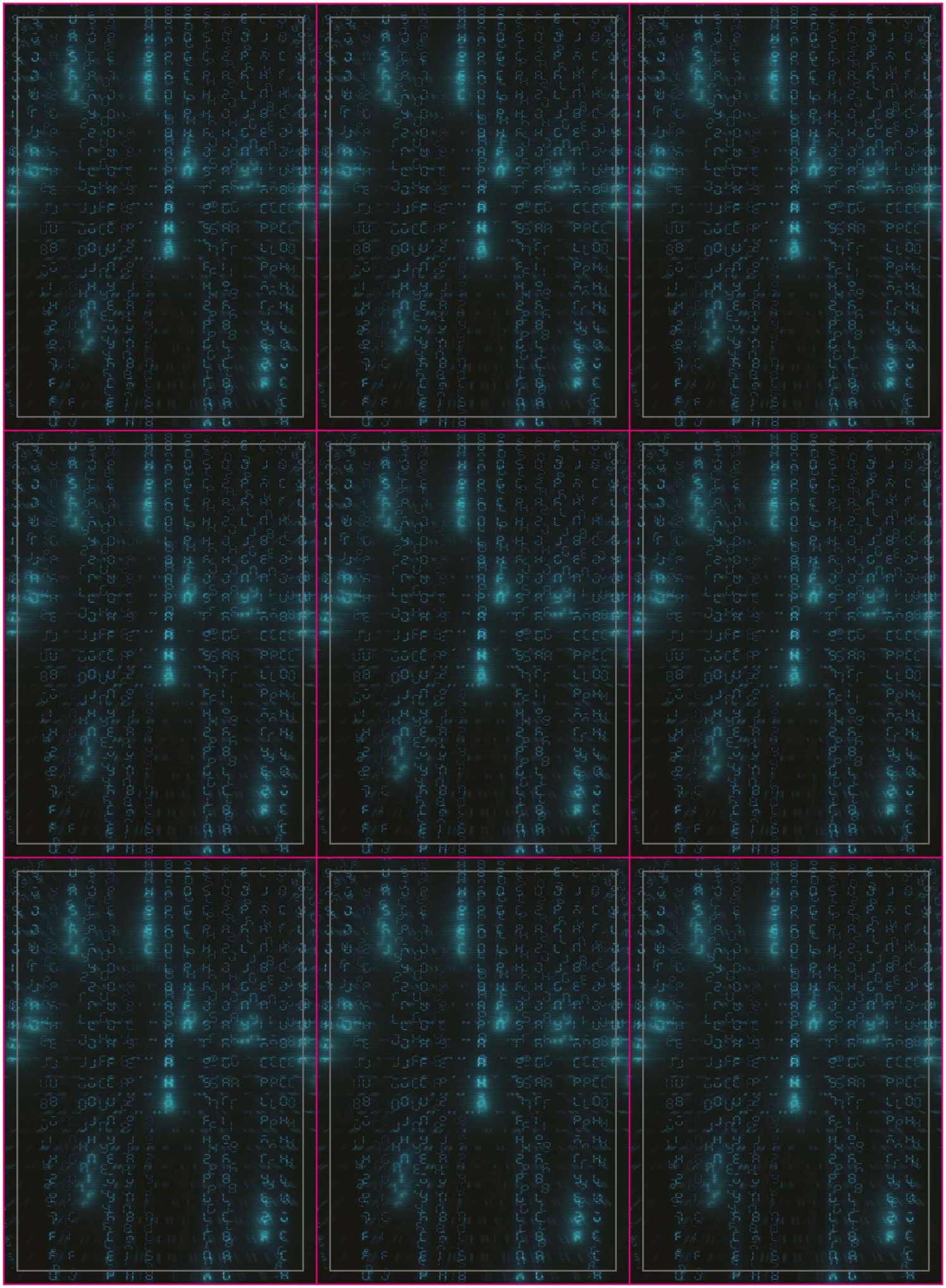


SYSTEM LOG CARDS

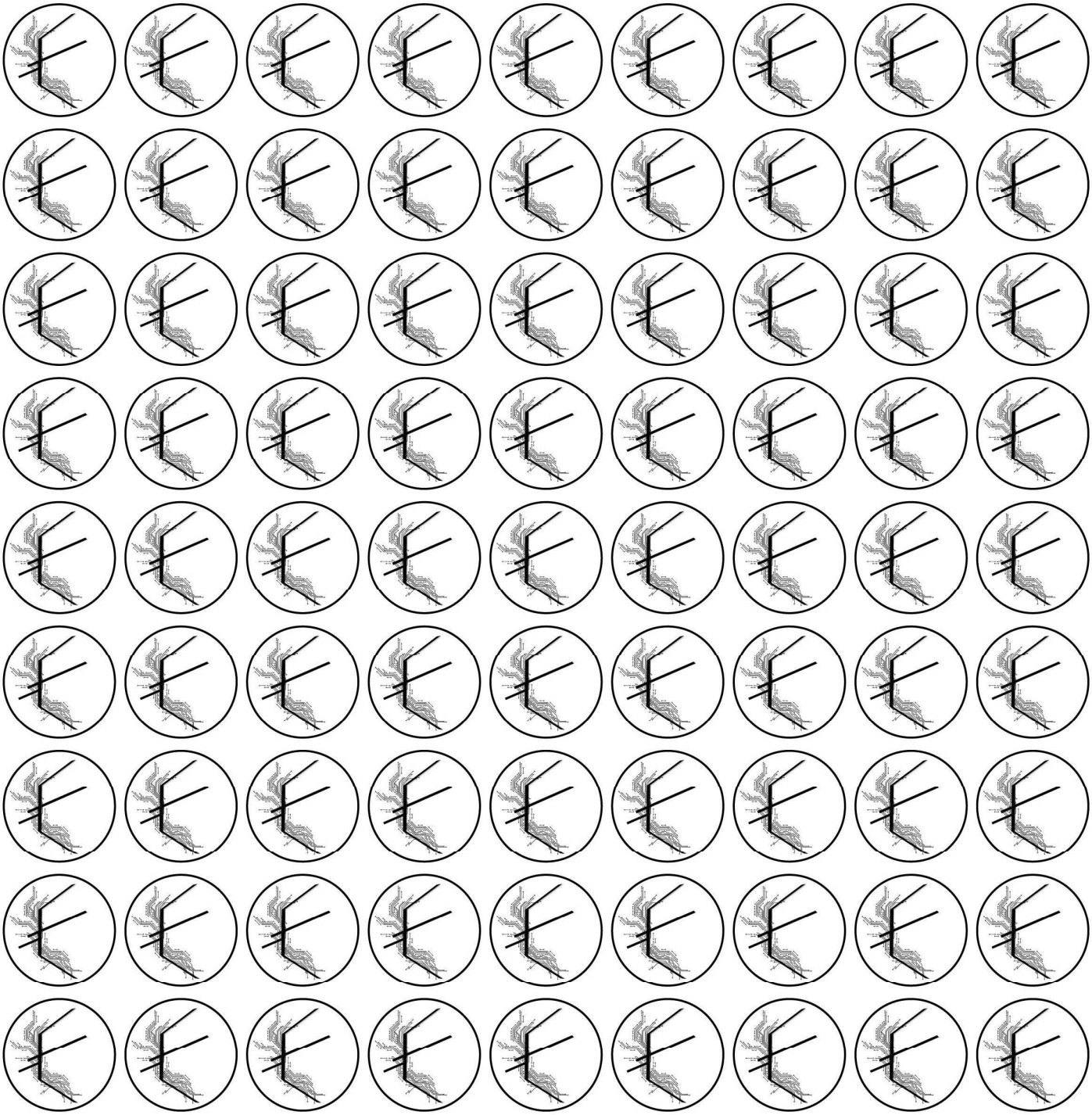


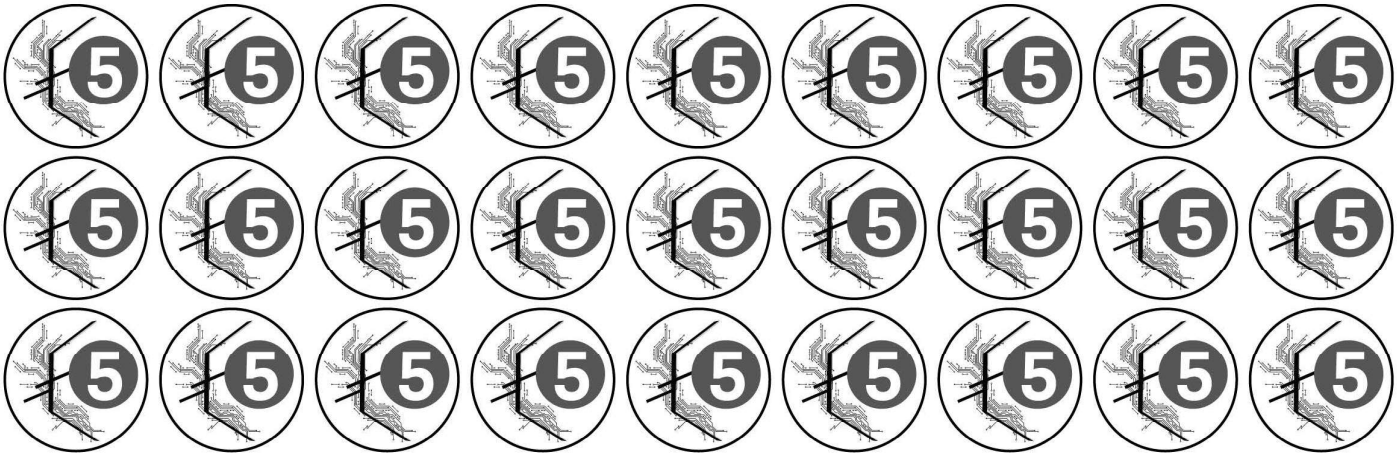
ATTACK CARDS BACK

SYSTEM LOG CARDS



ATTACK CARDS BACK





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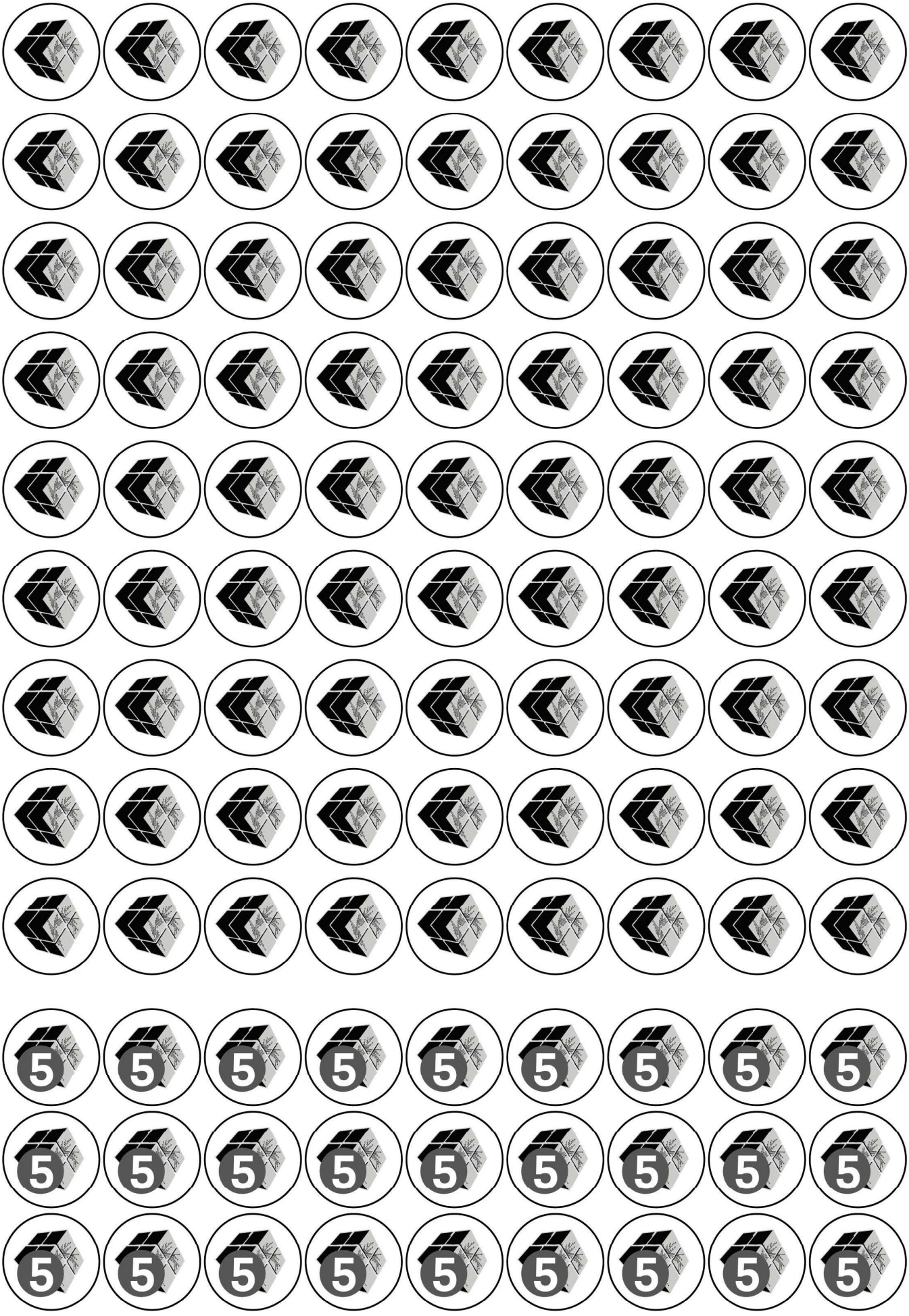
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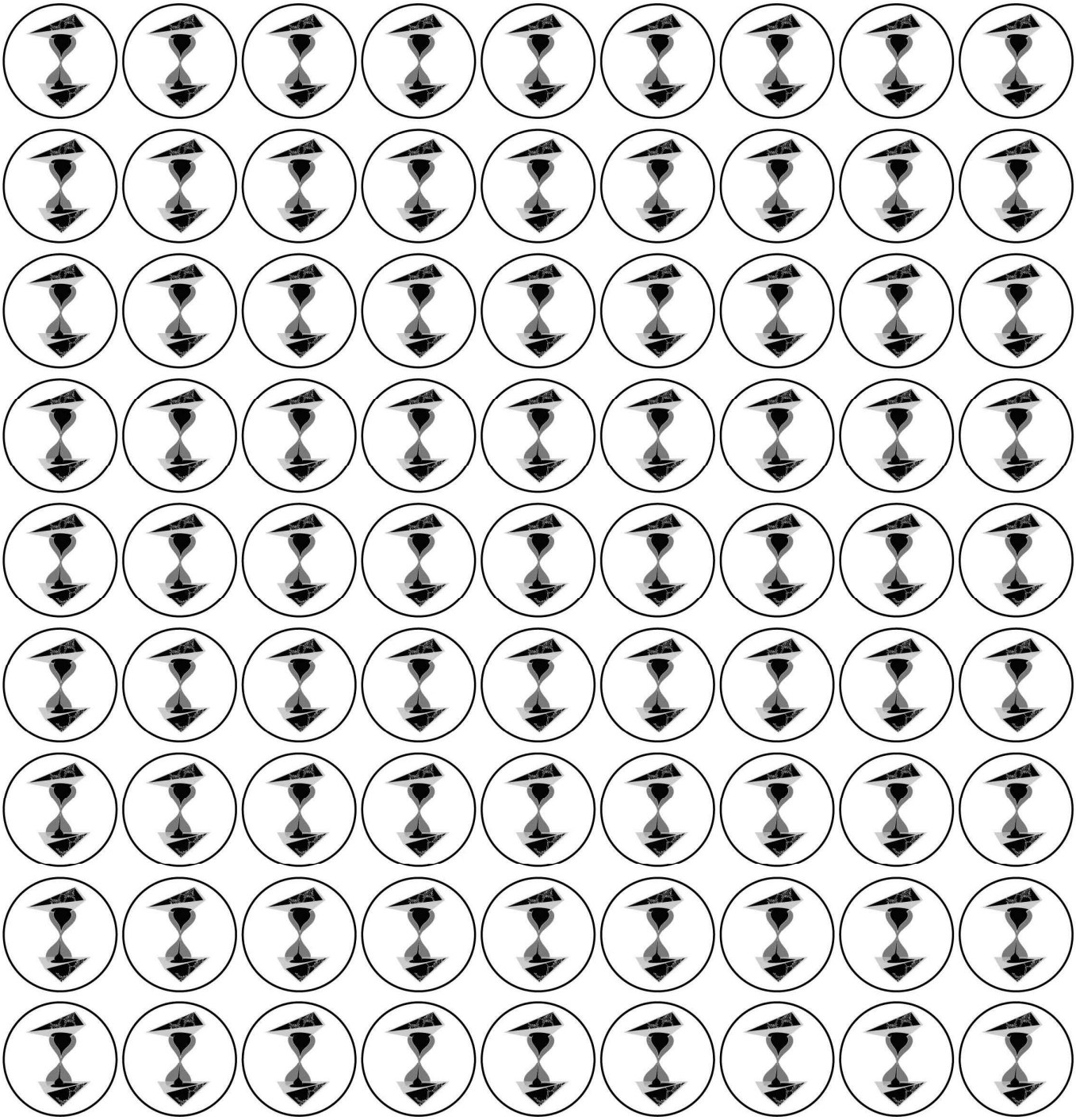

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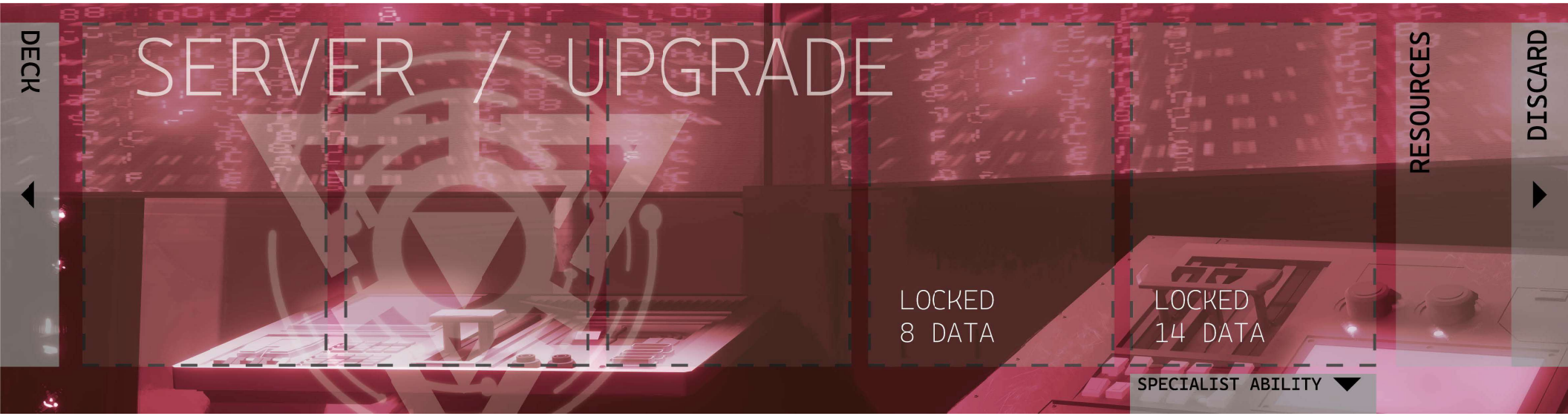
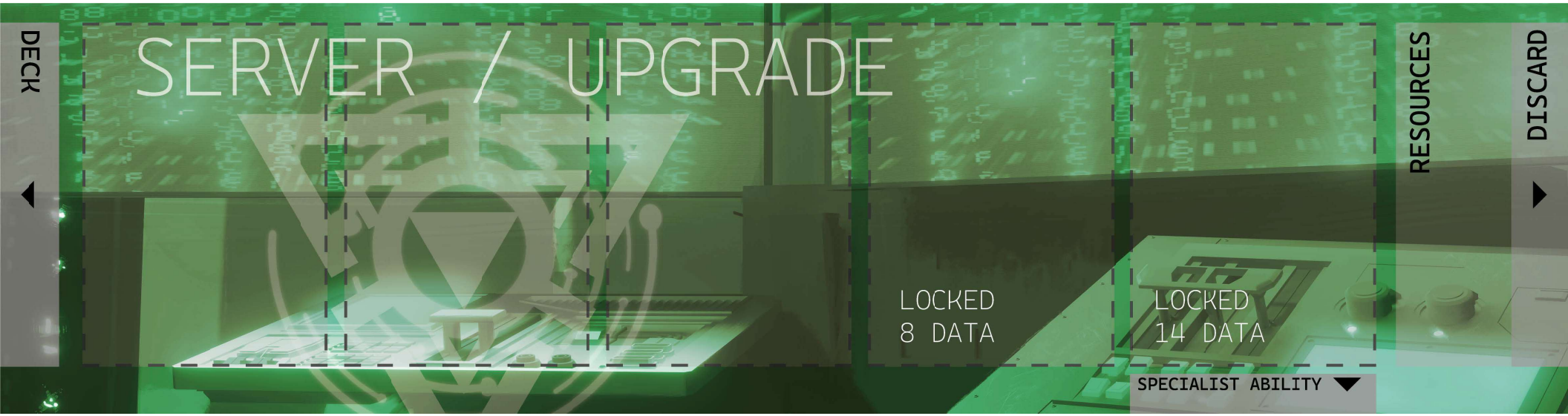
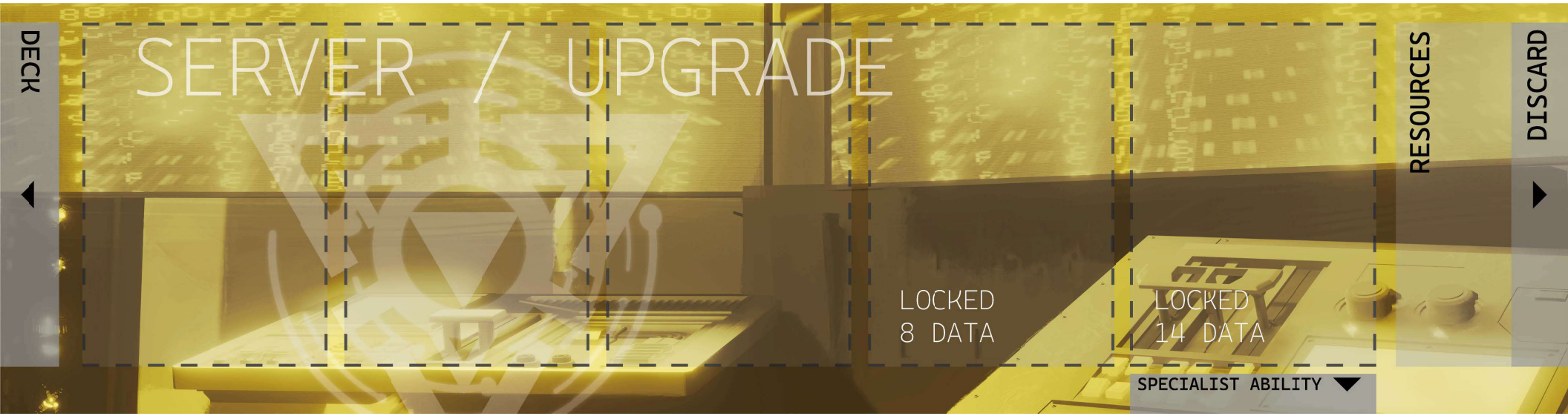
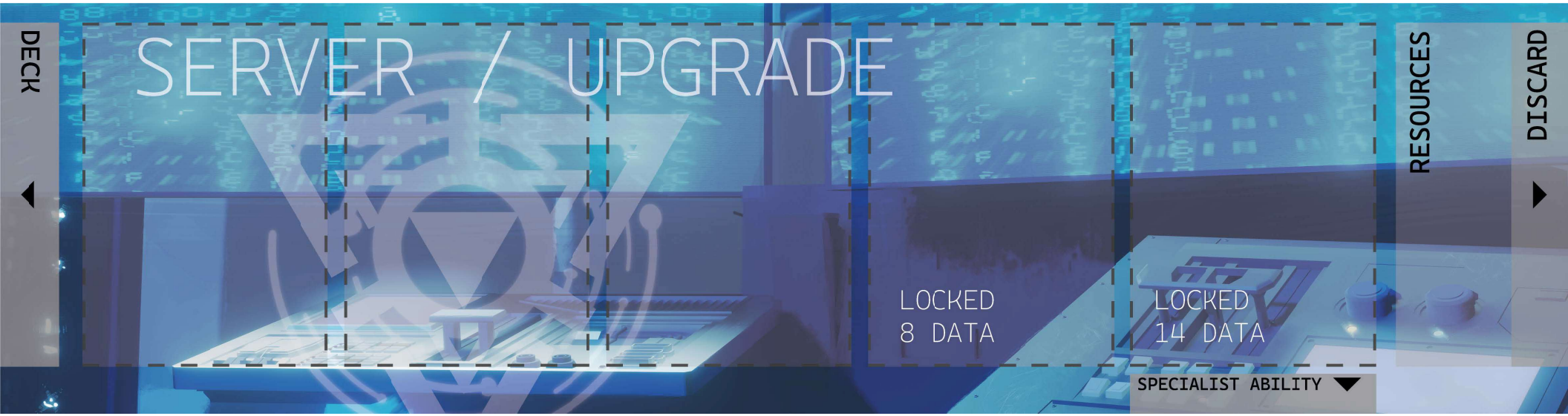
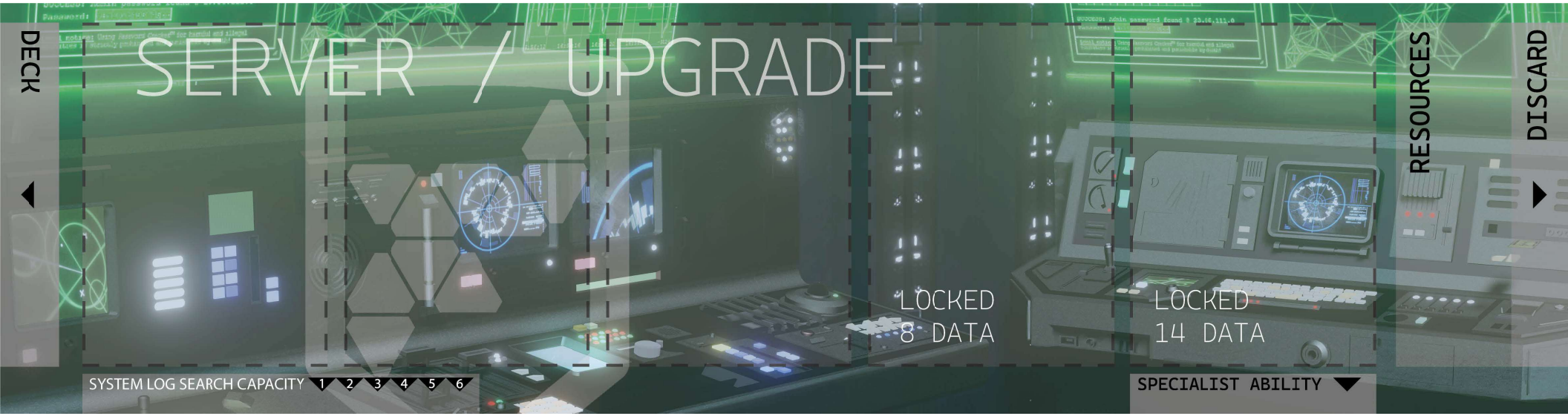
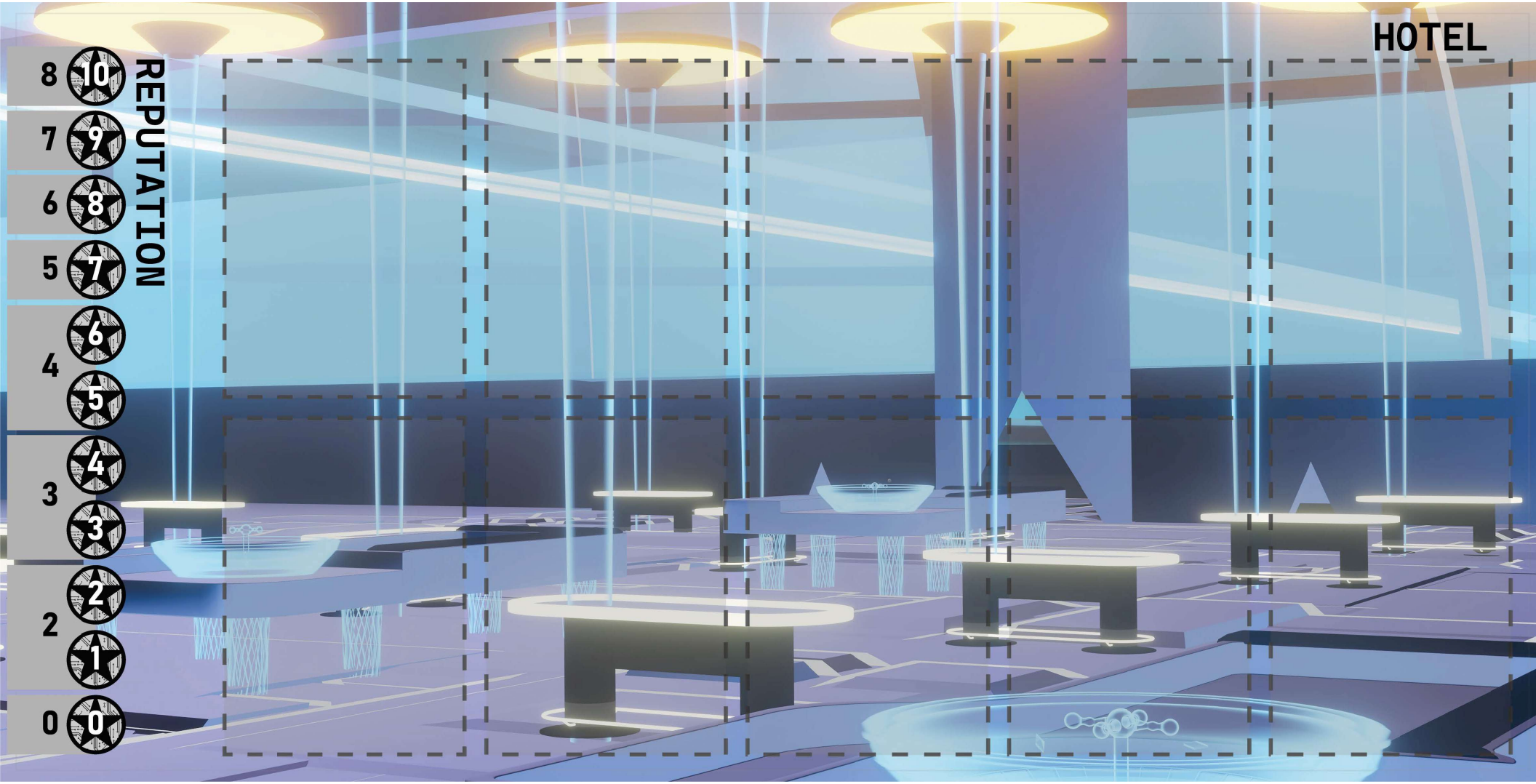

SERVER / UPGRADE
DECK
RESOURCES
DISCARD
LOCKED
8 DATA
LOCKED
14 DATA
SPECIALIST ABILITY


DECK
SERVER / UPGRADE
LOCKED
8 DATA
LOCKED
14 DATA
RESOURCES
DISCARD
SPECIALIST ABILITY


DECK
SERVER / UPGRADE
LOCKED
8 DATA
LOCKED
14 DATA
SPECIALIST ABILITY
RESOURCES
DISCARD


SERVER / UPGRADE
LOCKED
8 DATA
LOCKED
14 DATA
SPECIALIST ABILITY
DECK
RESOURCES
DISCARD


DECK
SERVER / UPGRADE
LOCKED
8 DATA
LOCKED
14 DATA
RESOURCES
DISCARD
SYSTEM LOG SEARCH CAPACITY 1 2 3 4 5 6
SPECIALIST ABILITY


HOTEL
REPUTATION
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