

1. Getting Started!



TYPES OF CARDS

Initial Compromise - Red
 Pivot and Escalate - Yellow
 Persistence - Purple

C2 and Exfil - Brown
 Procedure - Blue
 Inject - Grey



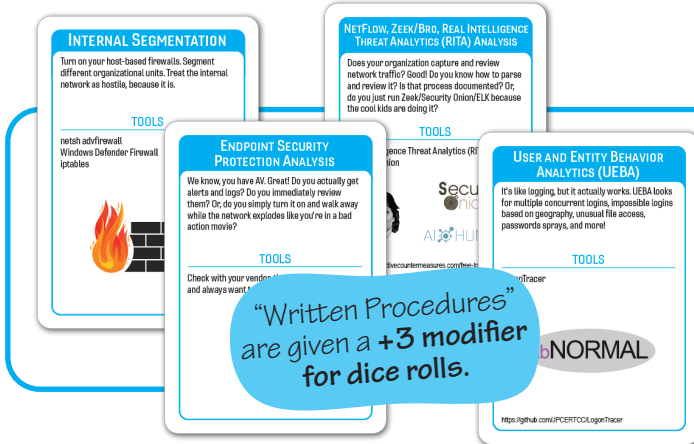
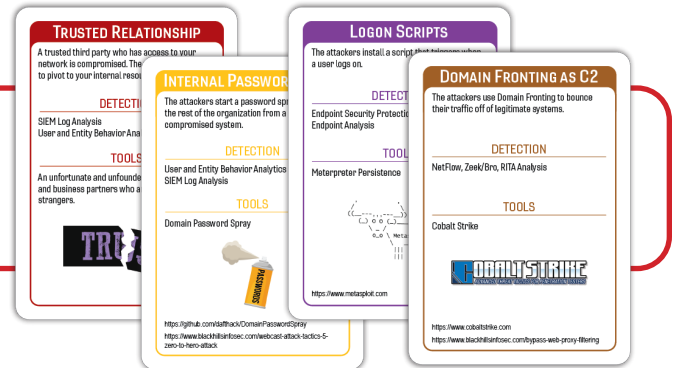
Requires the use of **One D20**
 Or use a D20 App

The "Incident Master" chooses one of each color of the attack cards at random to build an incident for "The Defenders Incident Handlers" to solve. Attack cards can be chosen on purpose as well.

ATTACK CARDS

(Red, Yellow, Purple, and Brown cards)

Used by the "Incident Master" to build Incident Scenarios



PROCEDURES (Blue cards)

Procedure Cards are used by "The Defenders/Incident Handlers" to try and solve the incident caused by the attack cards.

Players are given 4 or more Procedure Cards at the start of the incident.

INJECT CARDS (Grey cards)

The "Inject Cards" are injected into the incident to cause chaos when a defender/incident handler rolls either a "1" or "20" OR has three (3) failure rolls in a row.

Successful Roll = 11-20
 Unsuccessful Roll = 1-10

