1. Getting Started!

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

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**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

Provides written procedures a +3 modifier for dice rolls.