

COMPETITIVE



Backdoors™ & Breaches

A fast-paced Incident Response Card Game from Black Hills Information Security and Active Countermeasures that helps you conduct information security tabletop exercises and learn about various attack tactics, tools, and methods.

YOU NEED:

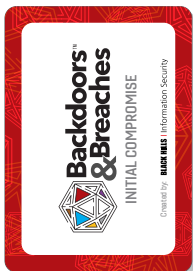
- 2 - 4 people
- 1 set of Backdoors & Breaches playing cards per player
- ~15 small objects per player to serve as Resource Points (coins, candy, poker chips, actual chips, etc.)
- 1 d20 (i.e., a 20-sided die)



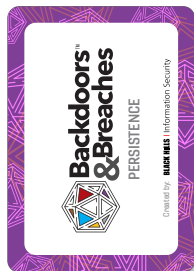
If a physical d20 isn't available, we suggest Googling the phrase "roll a d20."

SET UP:

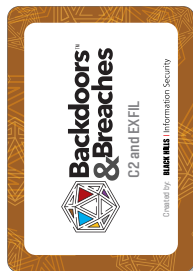
- 1.) Each player takes their copy of Backdoors & Breaches and shuffles each deck (as designated by name and color) individually. **DO NOT** shuffle all the cards together!



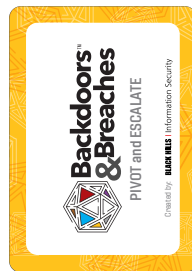
(RED)



(PURPLE)



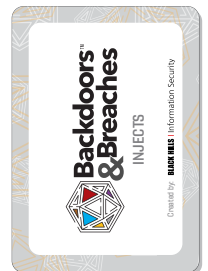
(BROWN)



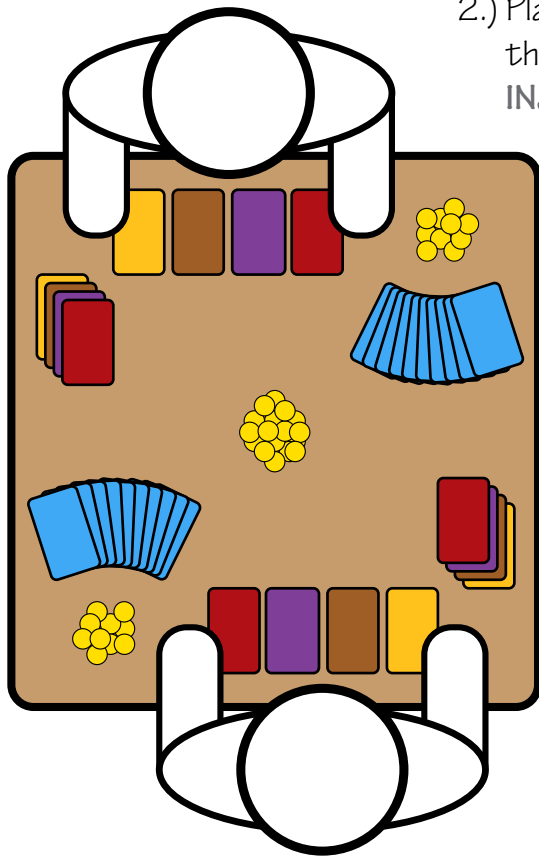
(YELLOW)



(BLUE)



(GREY)



2.) Place these decks in an accessible location and set aside the **INJECT** deck.

INJECT cards are **NOT** used in Competitive B&B.

3.) Each player chooses 1 card each from the **INITIAL COMPROMISE**, **PERSISTENCE**, **C2** and **EXFIL**, and **PIVOT** and **ESCALATE** decks. These are the Attack Cards.

4.) Each player may view or layout their deck of **PROCEDURES** cards, but none are dealt at the start of the game.

5.) Each player takes 10 Resource Points. The rest are placed in a central location.

Players will notice example tools and instructional blog posts are listed on each card. These are to help players learn about/practice any procedures and attacks they are unfamiliar with.

Remember: Players select their cards. They do not draw them randomly. All players have knowledge of all cards at all times. There are **NO SECRETS** in this game.

GAMEPLAY: *Now that everyone has their cards...*

Gameplay moves clockwise with each player taking turns.

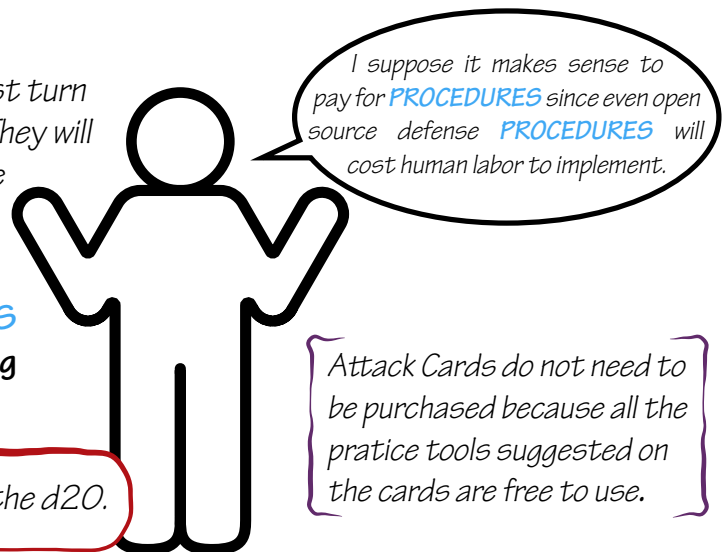
At the start of their turn, each player will have the choice to buy 1 card from their **PROCEDURES** deck. Bought **PROCEDURES** will receive a **+3** modifier.

Players can only buy 1 card per turn and all cards cost 2 Resource Points. These are taken from the player's personal Resource Points and moved to the central location.

For Example: A player may decide to buy UEBA in their first turn knowing that it is a versatile **PROCEDURE**. They will take 2 of their 10 Resource Points and move them to the central location, leaving them with 8 Resource Points. ($10 - 2 = 8$)

After choosing whether or not to buy a **PROCEDURES** card, the player will declare whether they are **Attacking** or **Defending**.

*The player must indicate their intentions **BEFORE** rolling the d20.*

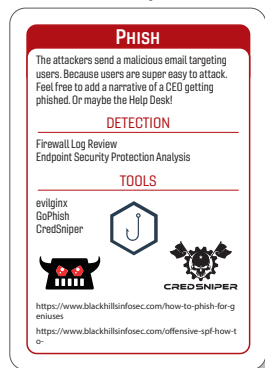


Attack Cards do not need to be purchased because all the practice tools suggested on the cards are free to use.

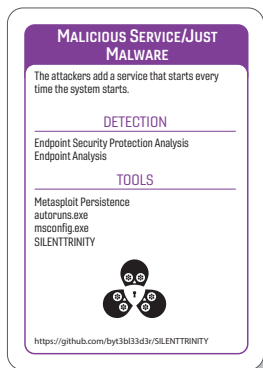
If **Attacking**, the player's goal is to complete their Cyber Kill Chain by placing Attack Cards and to steal Resource Points from the other player(s).

The Cyber Kill Chain is the sequence of events created by the 4 Attack Cards chosen during setup.

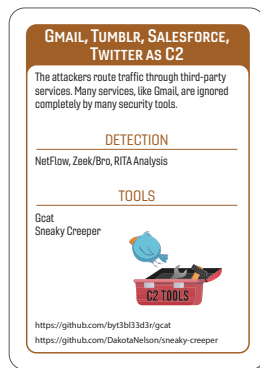
For Example:



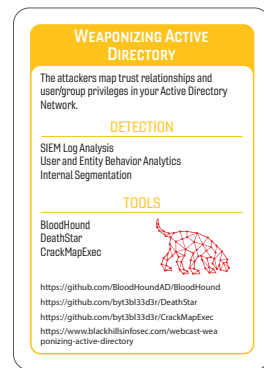
How the organization is entered.



How the organization is able to be re-entered.



How the organization is communicated with from the outside.



How privileges are gained once inside the organization.

The player must construct their Cyber Kill Chain **IN SEQUENCE** over the course of 1 or more turns **BEFORE** they can Attack in Depth or steal Resource Points.

Starting with their chosen **INITIAL COMPROMISE** card, the player will roll their d20 to determine success.



FAILURE

A roll of **10 OR LESS IS UNSUCCESSFUL**, meaning the player's turn is over and play moves to the next player.



SUCCESS!

However, a roll of **11 OR GREATER IS SUCCESSFUL**, meaning the player will place the card into their Cyber Kill Chain and roll **AGAIN**.

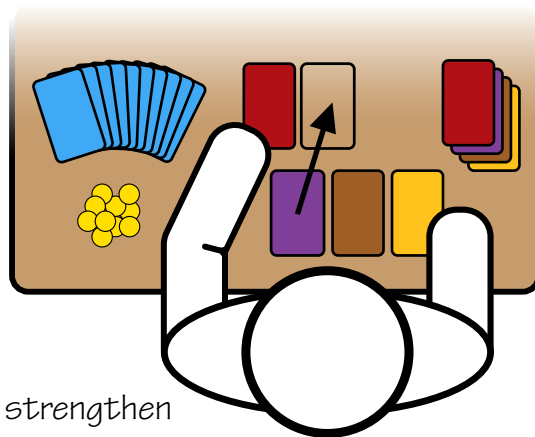
The player will continue rolling and placing cards until they have an unsuccessful roll (at which point their turn is over), or the Cyber Kill Chain is complete.

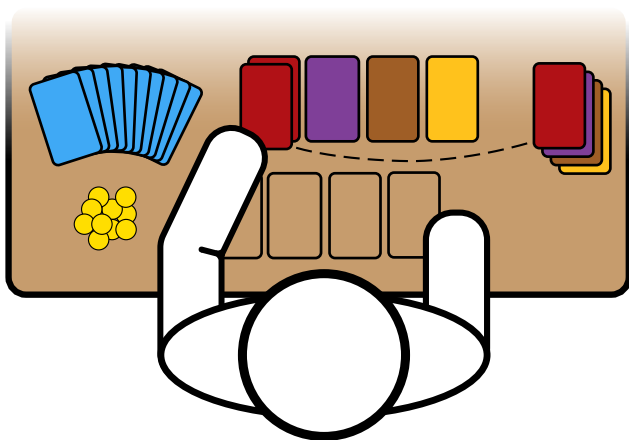
(a card of each color has been placed)

When their Cyber Kill Chain is complete, the player can choose between **Attacking in Depth** or **stealing Resource Points**.

Attacking In Depth:

The player now has the ability to lay down **MORE** Attack Cards and strengthen their Cyber Kill Chain. These cards will be selected from the remaining Attack decks and played exactly like before. A roll of 10 or less ends the turn and a roll of 11 or greater results in a placed card. A successful card will be placed **ON TOP** of its card type in the Cyber Kill Chain and the player will continue their turn until failure.





Remaining attack decks

When attacking a system, it is often beneficial to employ multiple methods at once and thus make the entire effort more difficult to defend against.

Stealing Resource Points:

The player also has the ability to steal Resource Points from the other player(s). If playing with more than 2 people, the player must choose one person to steal Resource Points from. They will roll to determine success. A roll of less than 10 steals 0 Resource Points and a roll greater than 10 steals Resource Points equal to the value of the roll minus 10. These Resource Points are taken from the targeted player, not the central pile.

For Example: If a 15 is rolled, 5 Resource Points are stolen from the targeted player. ($15 - 10 = 5$)

Regardless of success, the player may only roll to steal Resource Points **ONCE** per turn! Additionally, the attacking player **CANNOT** Attack in Depth and steal Resource Points in the same turn. They must choose 1 action and wait till their next turn to do something else.

If Defending, the player's goal is to execute a **PROCEDURE** against another player's Attack Card and remove it from their Cyber Kill Chain, thus preventing them from stealing Resource Points. This can be done at any point **AFTER** another player has successfully placed **AT LEAST** one Attack Card.

The player will select a **PROCEDURES** card to use based on which Attack Card they are trying to remove. The targeted Attack Card **MUST** have the **PROCEDURE** listed as a detection in order for the **PROCEDURE** to have the possibility of success.

None of the cards are secret so it is easy for the player to determine if their **PROCEDURE** will detect the targeted Attack Card.




After declaring which Attack Card they are trying to remove, the player will roll their d20 to determine success. A roll of **11 OR GREATER IS SUCCESSFUL**, meaning the targeted Attack Card is **REMOVED**.

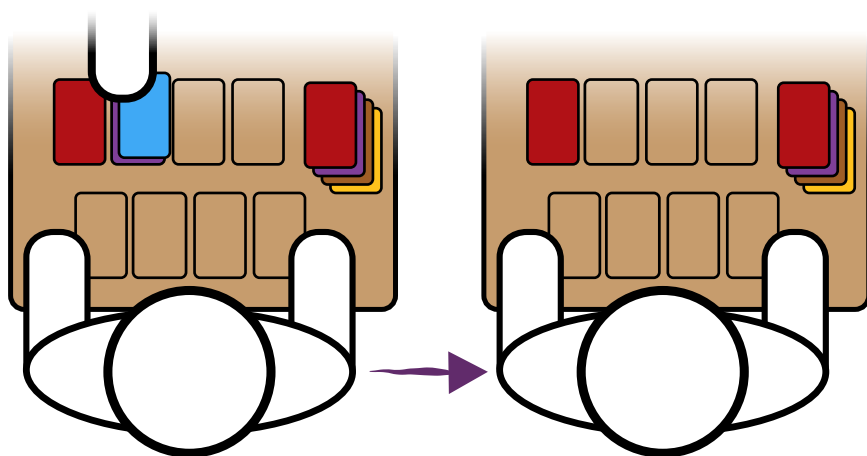
Remember, all bought **PROCEDURES** cards have a **+3** modifier.

This means 3 will be added to the value of the roll any time a **PROCEDURES** card bought using 2 Resource Points is played.

For Example: If a player rolls an 8, to determine the success of a bought **PROCEDURE** the roll is still successful.

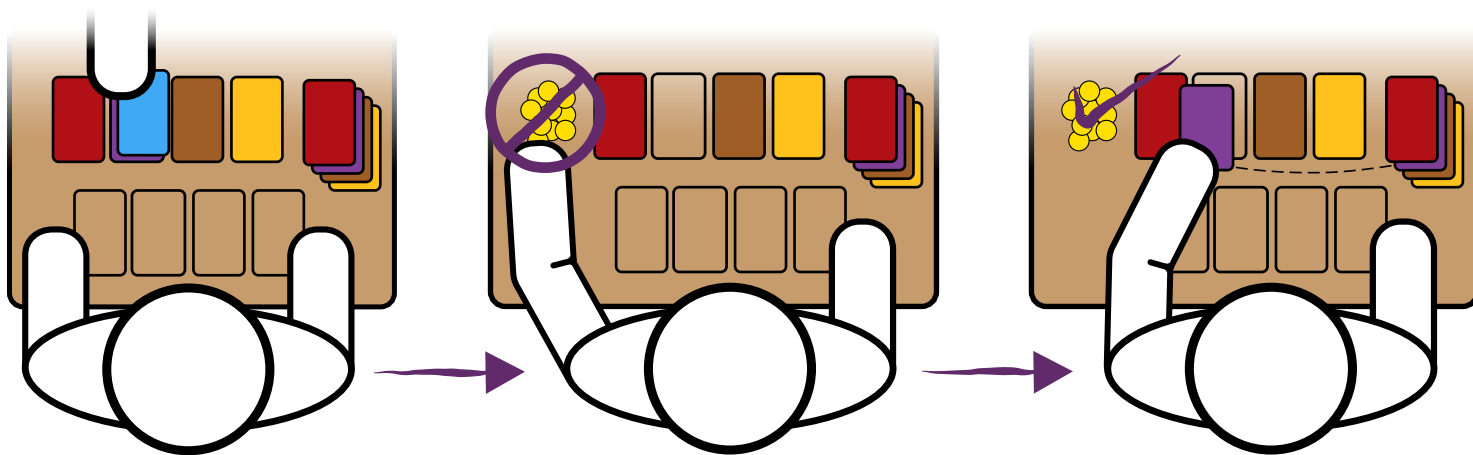

$$8 + 3 = 11$$

Obviously, any **PROCEDURES** card can be used even if it isn't bought, but **ONLY** bought **PROCEDURES** receive the **+3** modifier.



If the removed Attack Card is part of an **INCOMPLETE** Cyber Kill Chain, the card is removed and the opposing player's progress is reversed.

If the removed Attack Card is part of a **COMPLETE** Cyber Kill Chain, the card is removed and the opposing player cannot steal Resource Points from the other player(s) or Attack in Depth until that card has been replaced. They must select a new Attack Card and roll to place it on their next turn.

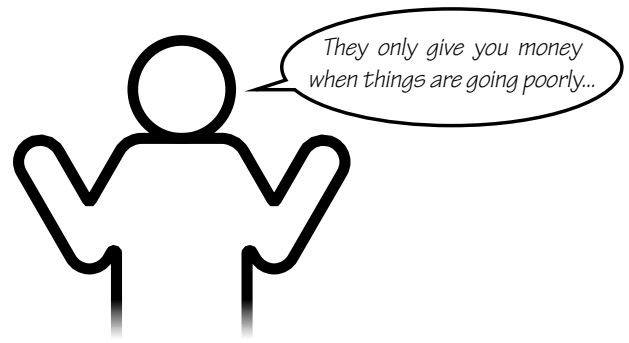


If the removed Attack Card is being used to Attack in Depth, the opposing player can continue stealing Resource Points or Attacking in Depth as long as **AT LEAST** 1 of each Attack Card type is present in their Cyber Kill Chain.

However, a roll of **10 OR LESS IS UNSUCCESSFUL**.

While a failed roll **DOES NOT REMOVE** any Attack Cards, it **DOES EARN** Resource Points equal to 10 minus the value of the roll.

For Example: If the defending player rolls a 3, they will get 7 Resources Points. ($10 - 3 = 7$)



The **+3** modifiers of bought **PROCEDURES** **DO NOT** affect Resource Point earnings.

For Example: If a player rolls a 7 to determine the success of a bought **PROCEDURE** the roll is unsuccessful ($7 + 3 = 10$), but 3 Resource Points are still earned. ($10 - 7 = 3$)

Earned Resource Points are taken from the central pile, not the other player(s), and play moves to the next player.

END GAME:

The game is over when there is only one player left with Resource Points.

Check out backdoorsandbreaches.com for playthrough videos and more resources!

Visit **amazon** to buy the game!

Join our **DISCORD** community to play/learn with others online!