

Front (Question)	Back (Answer)
Defender Inject	Instant: Block an incoming attack
Defender Inject	Instant: Stop the attacker from gaining a market card
Defender Inject	Instant: Remove all market cards and replace them with new ones
Defender Inject	<p>Event: You hear about a hacker group that might be targeting you next. Research an APT that performed espionage on the DNC in the 2016 election and give 3 techniques they used. You have until your next turn to present.</p> <p>Success: You thwart their attacks, gain a market card for free.</p> <p>Failure: They post one of your vulnerabilities on the internet. The attackers learn one vulnerability.</p>
Defender Inject	<p>Event: A new zero day has emerged, find a recent zero day and give a 30s-1m presentation next turn</p> <p>Success: Patch a vulnerability</p> <p>Failure: A hacker takes advantage of the zero day, the hackers gain \$100</p>
Defender Inject	On Your Turn: Reveal the persistence technique the attackers have
Defender Inject	<p>Event: You were attacked! You have until your next turn to find the APT responsible based on the following: Zyxel Router, Denmark</p> <p>Success: You replace your Zyxel router, remove one vulnerability with the word "Network"</p> <p>Failure: Your Zyxel router gets taken over, add a vulnerability card.</p>
Defender Inject	<p>Event: Your CEO wants you to stop the most common technique for APTs to get initial access? What do you stop? Report to your CEO on your next turn.</p> <p>Success: The CEO finally realizes that more budget = less security incidents. Gain \$200</p>

	Failure: The CEO gets hacked, lose \$300
Defender Inject	Event: You are purchased by a company, gain \$300, your decision maker is laid off (decision maker is silent until next round)
Defender Inject	Event: You didn't save backups and got hit by ransomware. Lose \$100 and gain a vulnerability card.
Defender Inject	Event: Researchers join a union and start protesting their pay. (Researchers are silenced until your next turn)
Defender Inject	Event: Choose 1: Lose this turn or remove 1 market card permanently
Defender Inject	Event: You have an insider! Select one person to show two vulnerabilities to the attackers.
Defender Inject	Event: Bonuses! You gain \$500
Defender Inject	Event: Company vacation to Hawaii for Cybermoncon! Lose this turn, but gain 1 market item for free.
Defender Inject	Event: The attackers messed up and let you know their technique! Reveal 1 technique from the APT
Defender Inject	Event: The government increases their Cybersecurity spending, add 2 items to the market this turn, remove 2 at the end of this turn. Pay the government \$100 (does not apply to Government Agency).
Defender Inject	Event: You let half of your team go because of the recession, gain \$300, but silence half of your team.
Defender Inject	Event: You get into a debate about who should be the decision maker, choose a new decision maker. You may choose to buy another inject this turn.
Defender Inject	Instant: Gain a market card for free
Defender Inject	Instant: Draw the top 3 market cards, pick one and discard the rest

Defender Inject	Instant: Add 2 minutes to your turn
Defender Inject	Instant: Stop a negative inject card from happening
Defender Inject	On Your Turn: Gain intel on a vulnerability that the attackers can attack
Defender Inject	On Your Turn: Discard another inject card and \$1,000 to learn about an attack the APT has done to another company/government
Defender Inject	On Your Turn: View the attackers market and remove one item
Defender Inject	On Your Turn: Remove two minutes from the attackers turn, you may buy a market card
Defender Inject	On Your Turn: Draw two inject cards or gain \$300
Defender Inject	On Your Turn: Hack back (not ethical), deal damage to the attackers
Defender Inject	On Your Turn: Choose 2 vulnerabilities to turn into honey pots, if the attackers attack that vulnerability, you gain \$200 and a market card (they still advance in MITRE).