**How To Play**

**1. The DM describes the environment.**

* The DM tells the players where their adventurers are and what’s around them, presenting the basic scope of options that present themselves (how many doors lead out of a room, what’s on a table, who’s in the tavern, and so on).

**2. The players describe what they want to do.**

* Sometimes one player speaks for the whole party, saying, “We’ll take the east door,” for example. Other times, different adventurers do different things:

**3. The DM narrates the results of the adventurers’ actions.**

* Describing the results often leads to another decision point, which brings the flow of the game right back to step 1.

**Operator/Team Creation**

1. Choose an APT

* Evaluate the stat bonuses that come from the various APTs, and also consider the kind of work that they tend to do. Briefly discuss with your team what kind of an APT you want to be and choose the sheet that fits you the best.

2. The Stats

* Strength: **Deadliness (DEA)**
* Dexterity: **Computing Power (COMP)**
* Constitution: **Resilience (RES)**
* Intelligence: **Sophistication (SOPH)**
* Wisdom: **Available Resources (AR)**
* Charisma: **Charisma (CHA)**

3. Choose your Role

* Here are the operators:
  + **Developer** - good at creating software tools
    - **SOPH | COMP**

Recommended Skills:

* + - Sophistication: Connection strength
    - Computing Speed: Malware development
    - Computing Speed: Stealth
  + **Social Engineer** - good at infiltrating and executing physical exfiltration
    - **CHA | RES**

Recommended Skills:

* + - Charisma: Social Engineering
    - Charisma: Language Proficiency
    - Charisma: Diplomacy
    - Available Resources: Bribery
  + **Pen-tester** - good at hacking
    - **COMP | DEA**

Recommended Skills:

* + - Computing Speed: Stealth
    - Deadliness: Escalation/Lateral Movement
    - Deadliness: Versatility/High Compromise Capability
  + **Device Engineer** - good at creating and using physical tools
    - **AR | DEA**

Recommended Skills:

* + - Deadliness: Versatility/High Compromise Capability
    - Available Resources: Technological Innovation
    - Available Resource: Crypto-currency

* + **Infastructure/systems engineer** - can deploy any server/service
    - **SOPH | RES**

Recommended Skills:

* + - Sophistication: Adaptability
    - Time-to-compromise: Firewall/Endpoint Detection and Response (EDR)
    - Sophistication: Forensics

4. Determine Stat Scores

* Much of what your operator does in the game depends on his or her six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has a score, which is a number you record on your operator sheet. The six abilities and their use in the game are described in chapter 7. The Ability Score Summary table provides a quick reference for what qualities are measured by each ability, what races increases which abilities, and what classes consider each ability particularly important. You generate your operator’s six ability scores randomly. **Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers.** If you want to save time or don’t like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8.
* **Your HP will be the Resilience (RES) of all of the operators added together, and everyone in the team will share the same HP**

5. Stat Modifiers

Depending on the number that you have for a given stat, you must add a modifier of the following value. For example, if you rolled an 8 for a stat, you must apply a –1 modifer to that stat in the form of a –1 that exists right above the stat number, such as 8-1

|  |  |
| --- | --- |
| 4–5 | −3 |
| 6–7 | −2 |
| 8–9 | −1 |
| 10–11 | +0 |
| 12–13 | +1 |
| 14–15 | +2 |
| 16–17 | +3 |
| 18–19 | +4 |
| 20–21 | +5 |

6. Operator Modifiers

* Developer: **+1 SOPH | +1 COMP**
* Social Engineer: **+1 CHA | +1 RES**
* Pen-Tester: **+1 COMP | +1 DEA**
* Device Engineer: **+1 AR | +1 DEA**
* Infrastructure/Systems Engineer: **+1 SOPH | +1 RES**

7. APT Buffs

* The APT’s buff is applied directly to all operator’s stats, and isn’t considered a modifier, but a direct addition to the stat.

**Scenario**

Goal: Obtain Sensitive information from ExxonMobil’s Headquarters/Server Building

You only know the following:

1. The network is running an Active Directory.

2. Employees are permitted to use personal flash storage devices.

Constraints:

1. Custom malware and tools developed in-house are available.

2. Unlimited cloud credits.

3. All vectors are permitted.

a. Including physical and social engineering

Question/Objective: Based on this information and your resources alone, what is your initial plan for achieving your objective?