



## Logon Script



Installed a script that triggers when a user logs on.



4



Draw a card.



2

## Accessibility



Hijacking sticky keys and onscreen keyboard.



3



Draw a card.



1

## Malicious Driver



Loaded a malicious driver into the operating system.

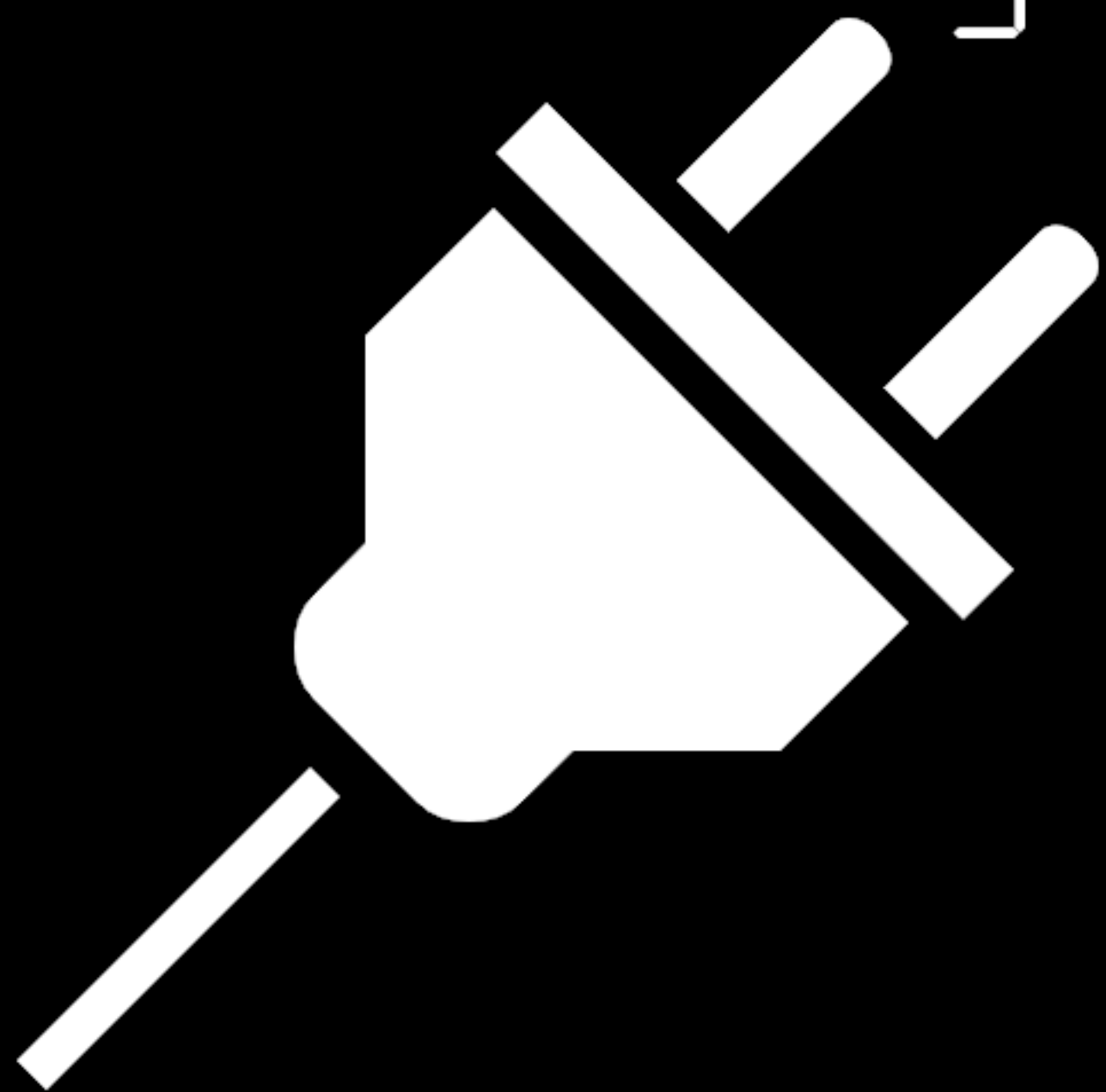


4



Draw a card.

## Browser Plugin



New endpoint, installed plugins in the browser.



2



10



Copy a card in your hand

## New Service



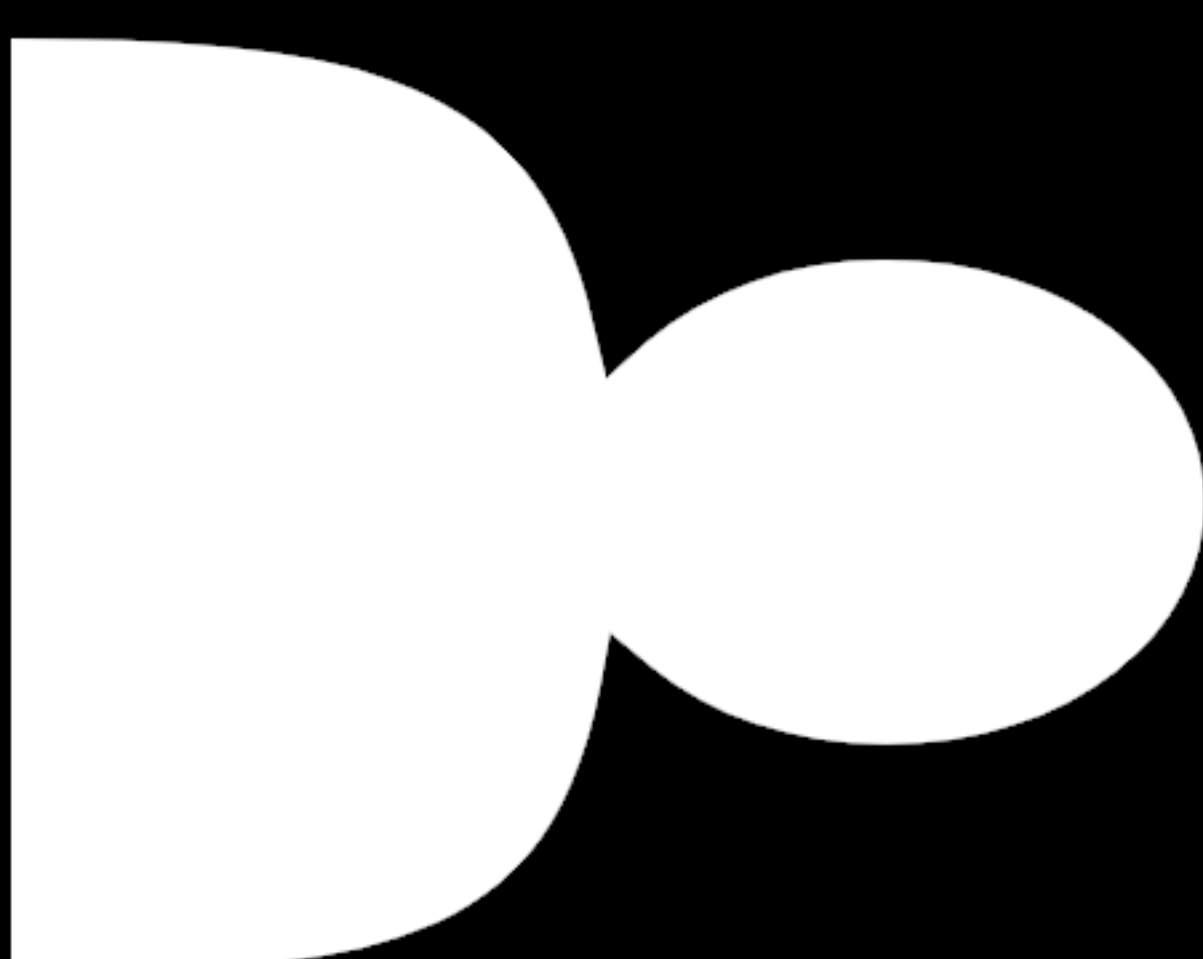
Pirates loaded malware in a new service



5



The pirates add a new user to the local computer.



## New User Added

Draw a card.



1



10



Draw a card.



## Server Analysis

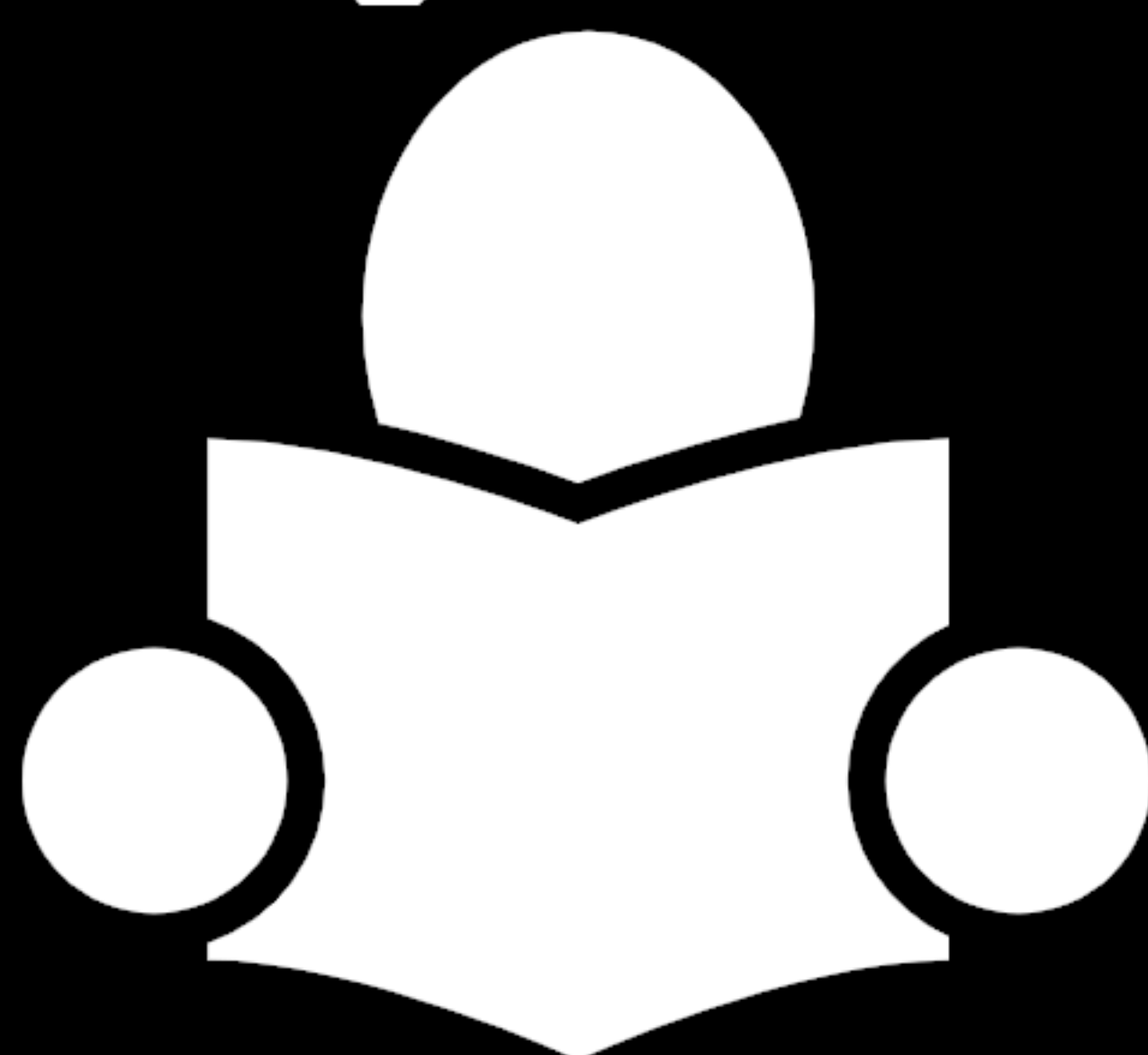


Baselining systems to that it is running normal.



Draw a card.

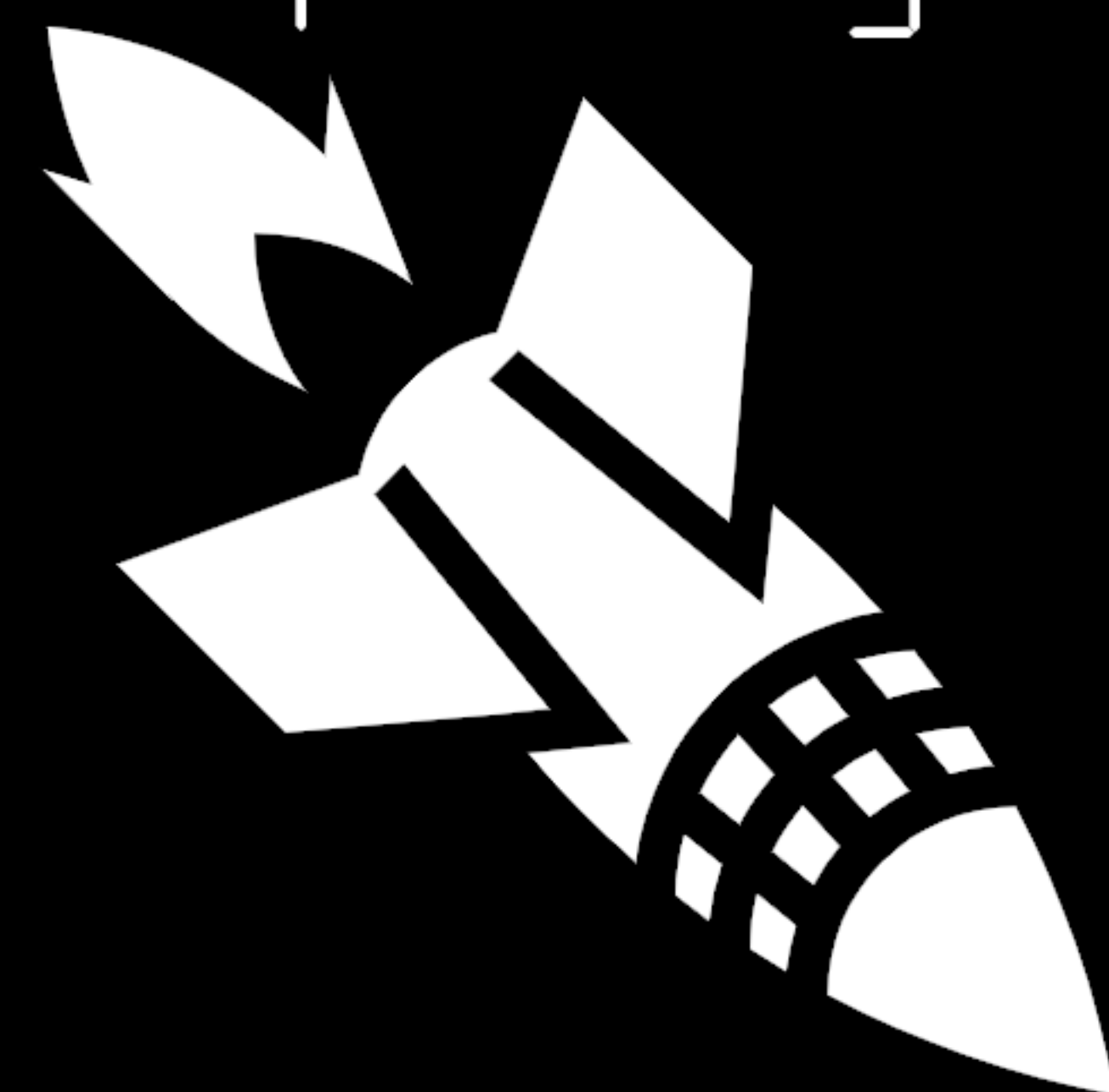
## Log Review



What am I looking for in these firewall logs?



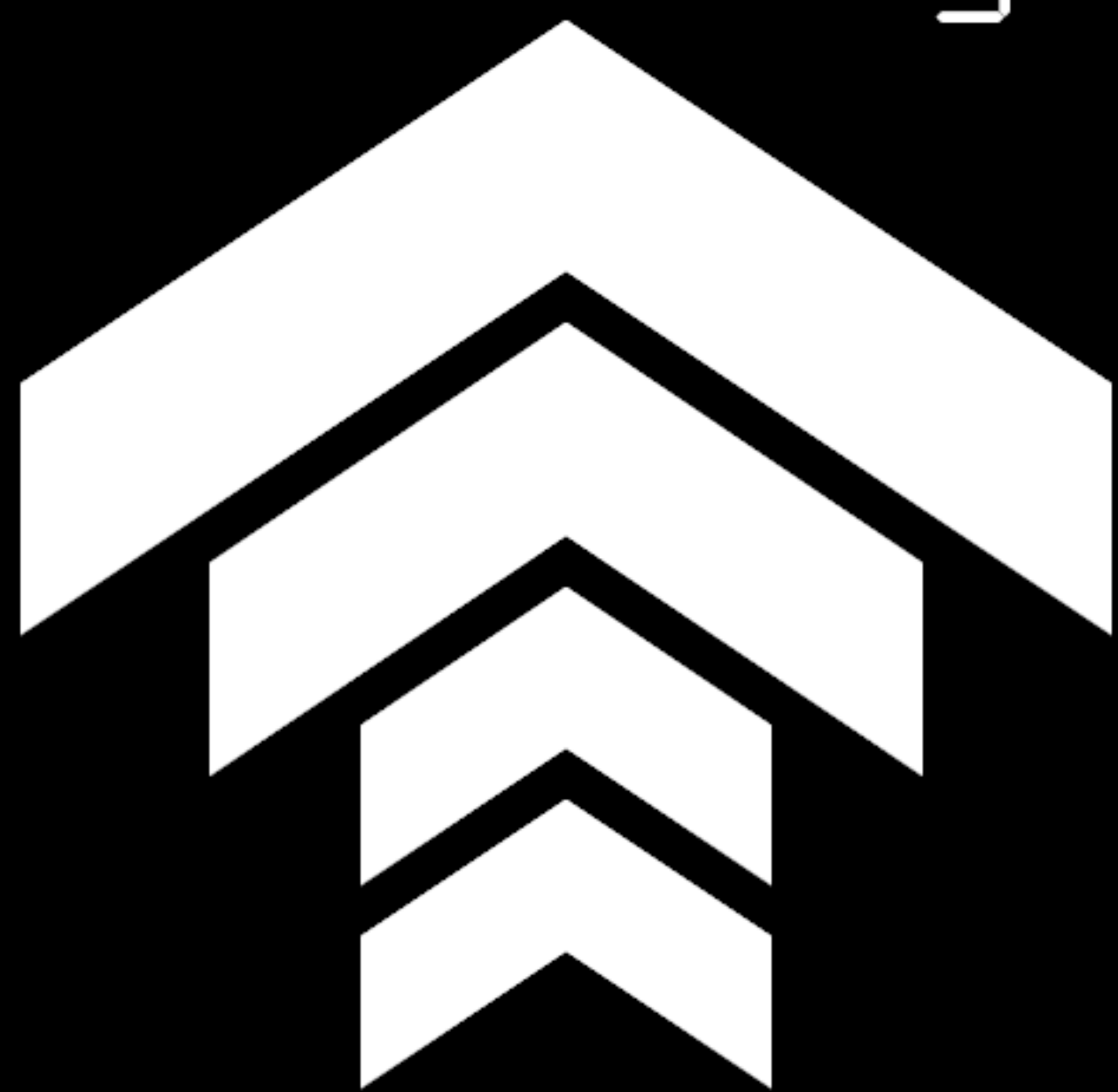
## Weaponizing AD



Mapping trust relationships in Active Directory Network.



## Local Privileges



Gained admin access from local software.



Use a card from your discard

## App Shimming



Used app compatibility toolkit hide ports & files.



Take a card from the event row for free

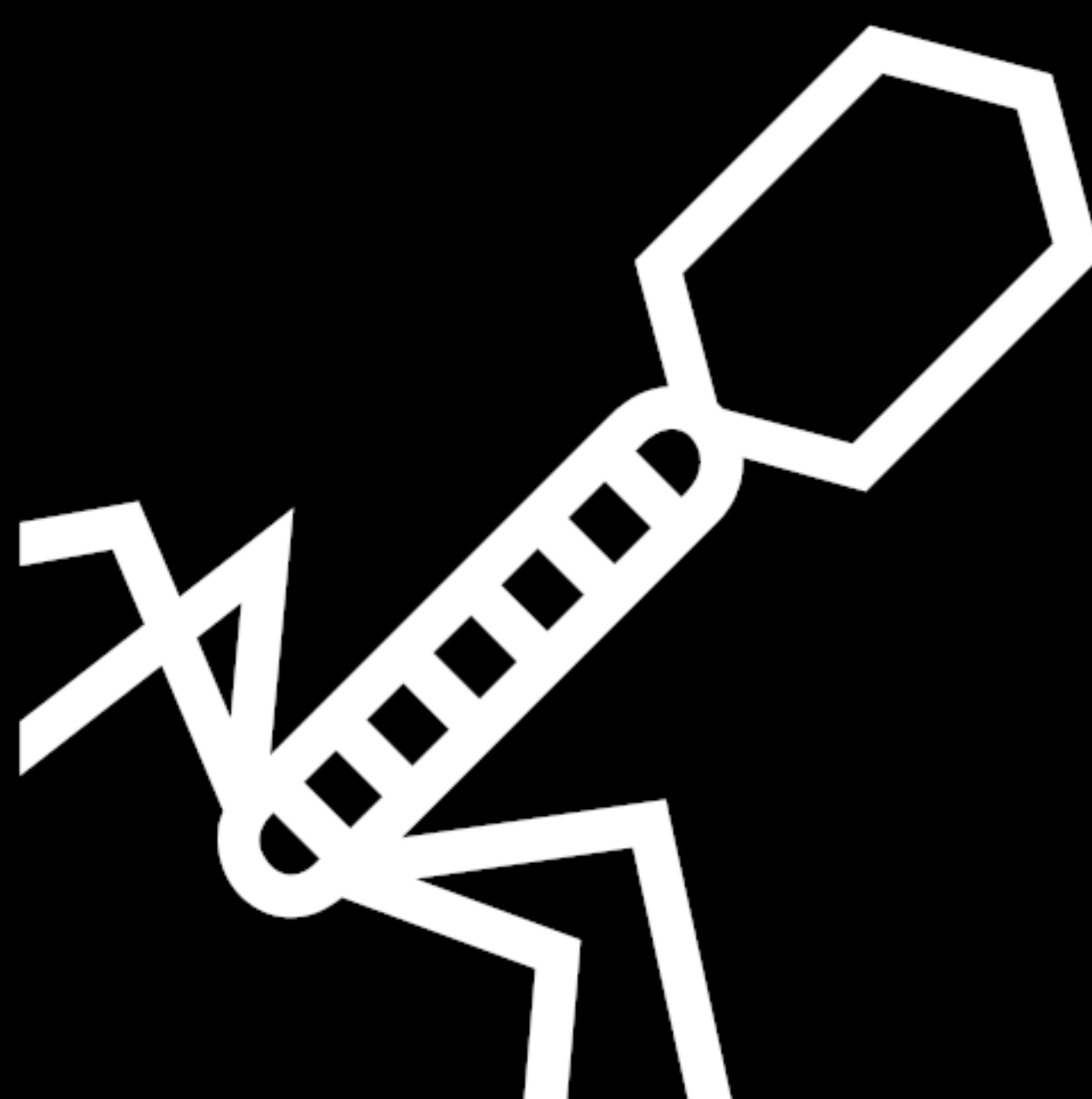
## Evil Firmware



Updated the computers firmware with stealthy evil.



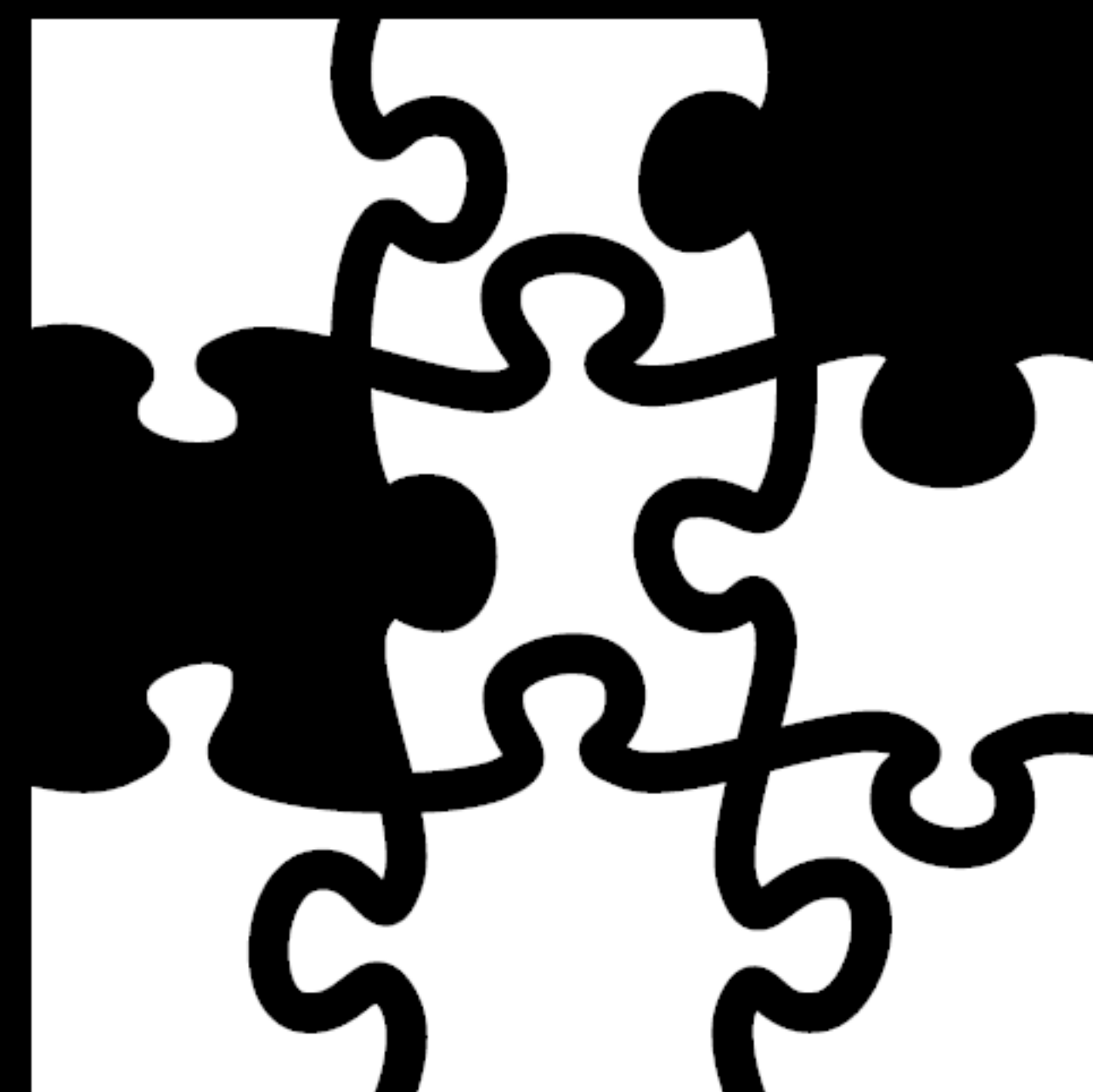
Added a service that starts with the system.



Malware



Hijacked the order DLLs are loaded through directory



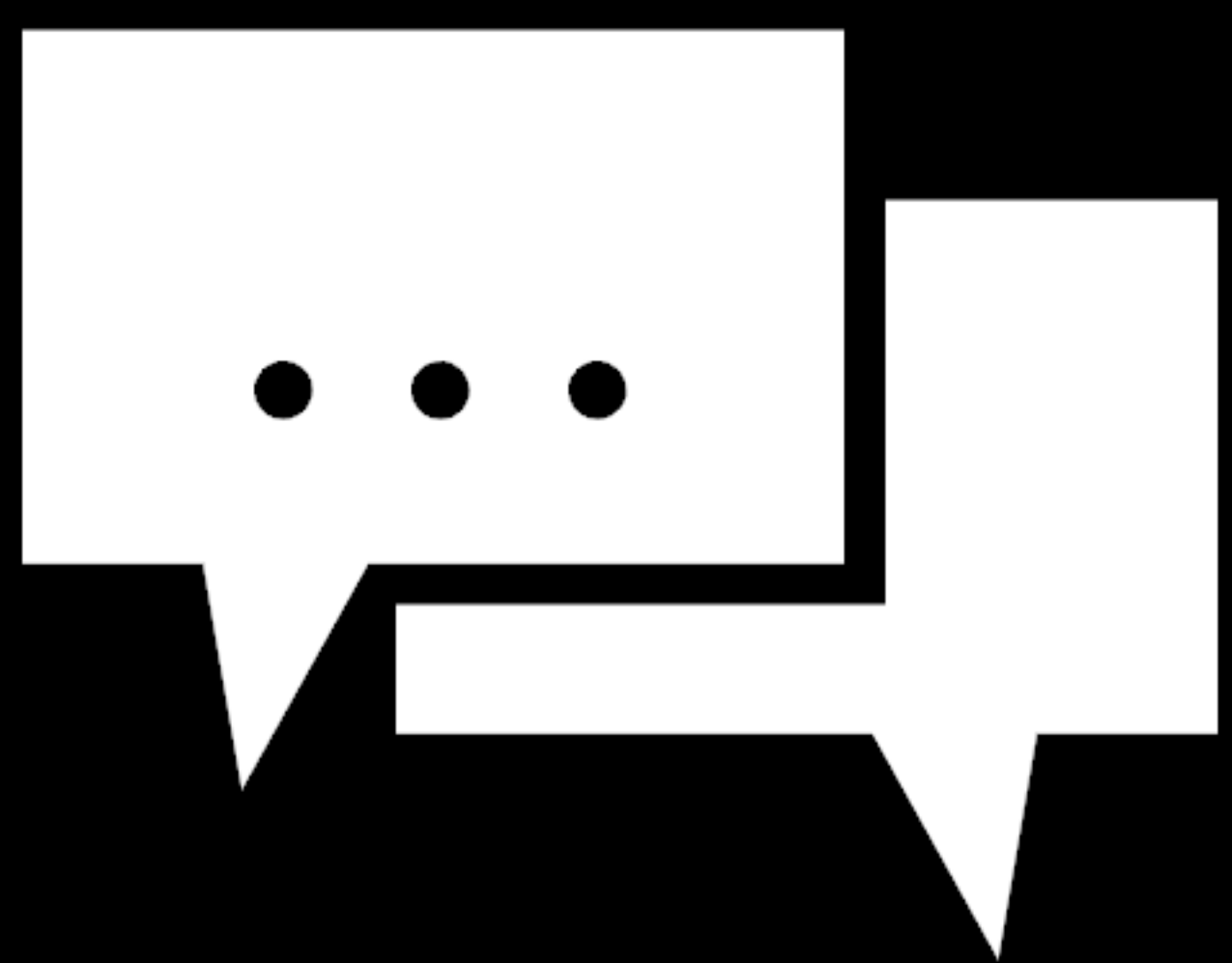
DLL Attacks





2

## Social Engineering



Trying to trick a user into running malware..

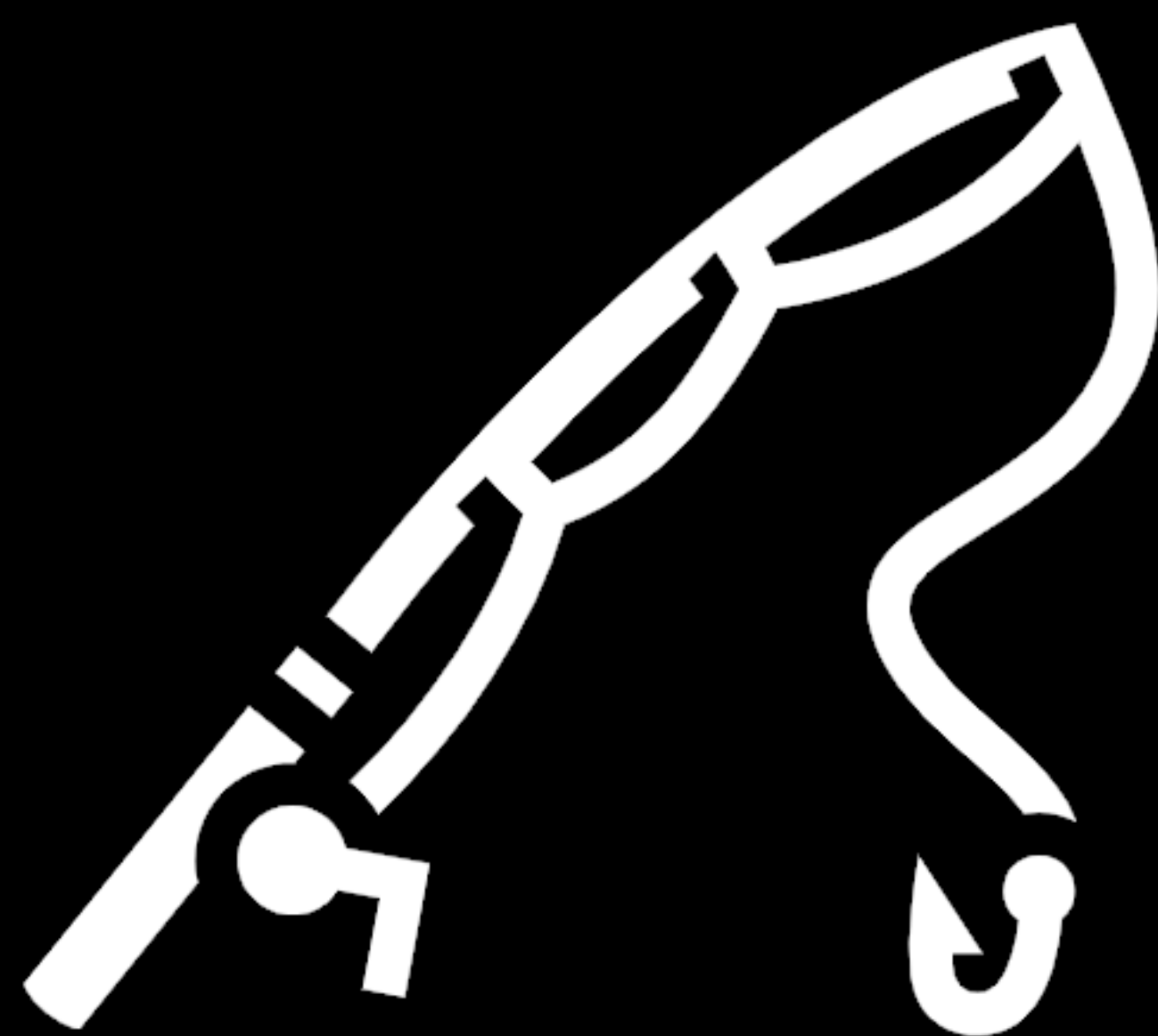


1



Draw a card.

## Phishing



Sending emails to users. Lets see if we get a catch.

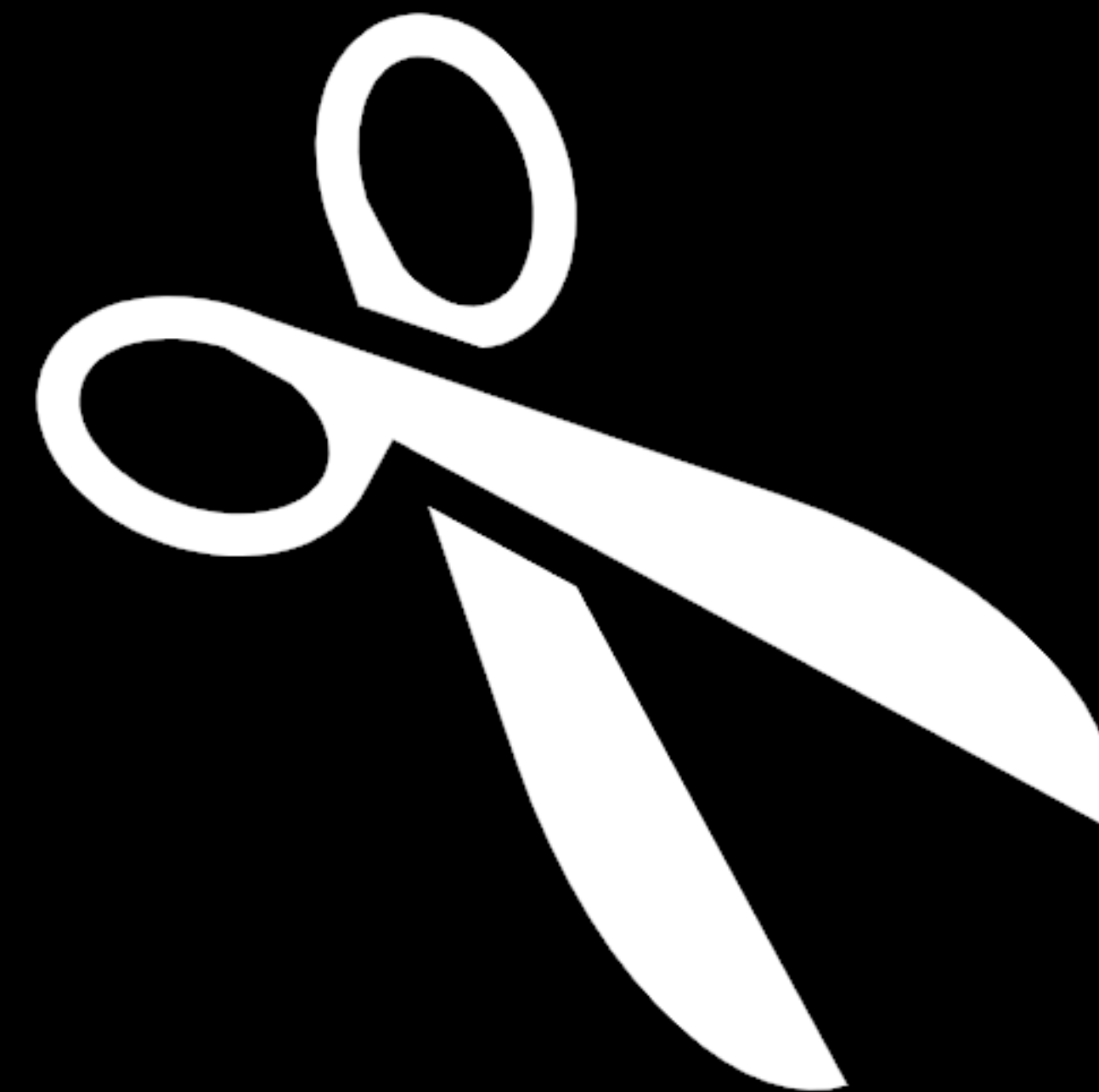


1



5

## Isolation



Isolating infected systems to prevent further harm.

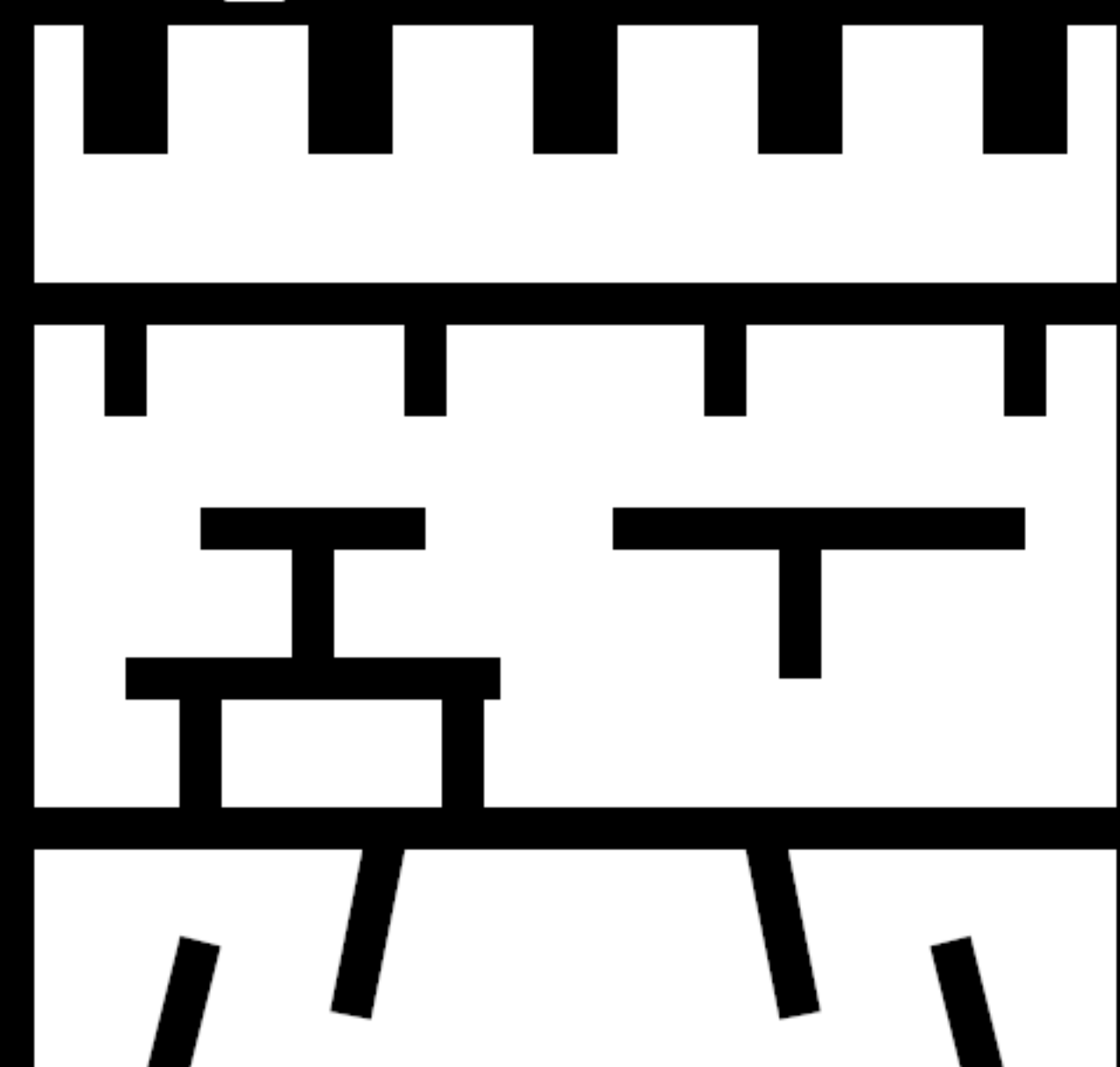


6



5

## Segmentation



Treating the internal network as hostile.

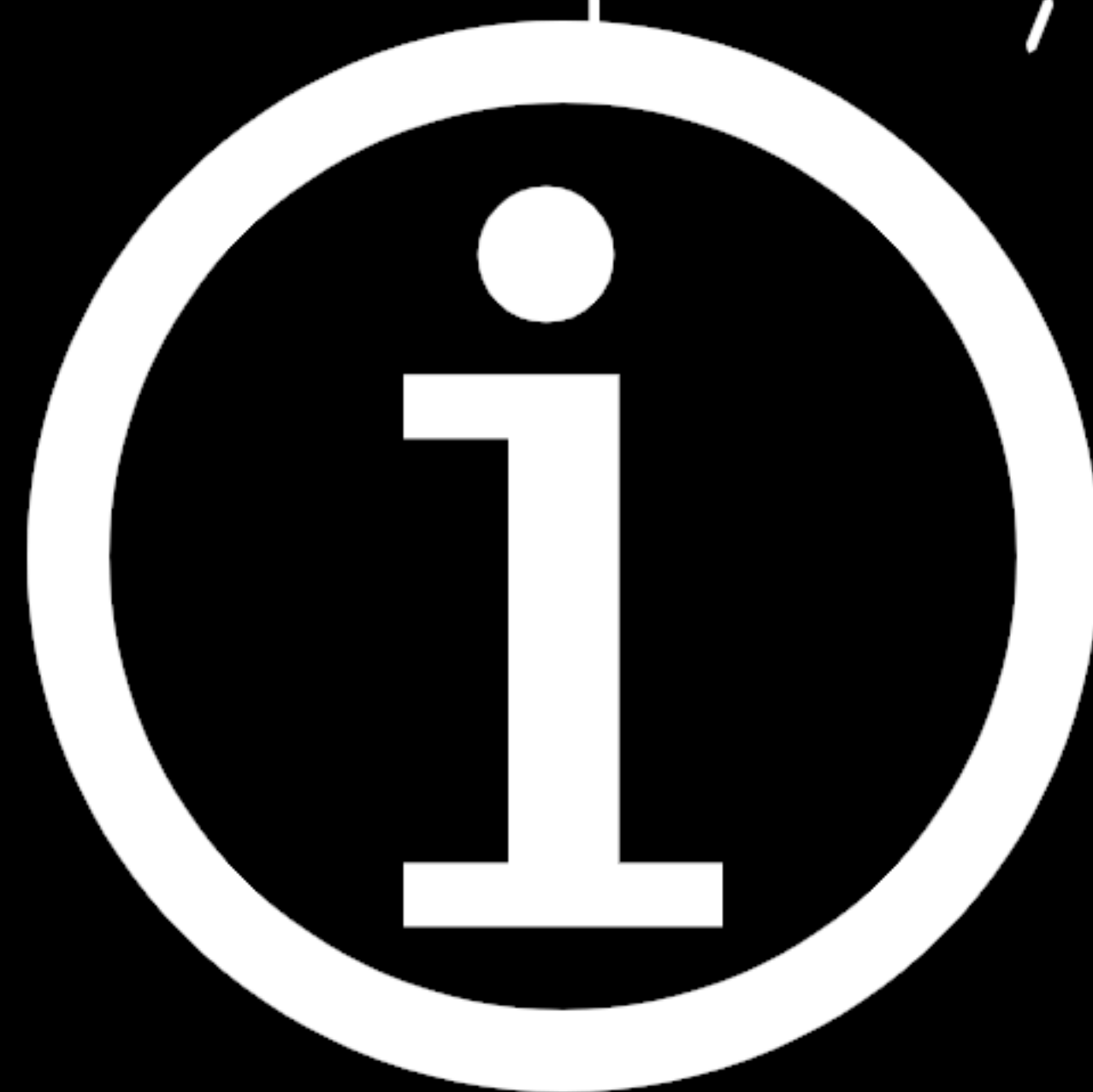


6



2

## SIEM Log Analysis



Hope we have been logging the right things.

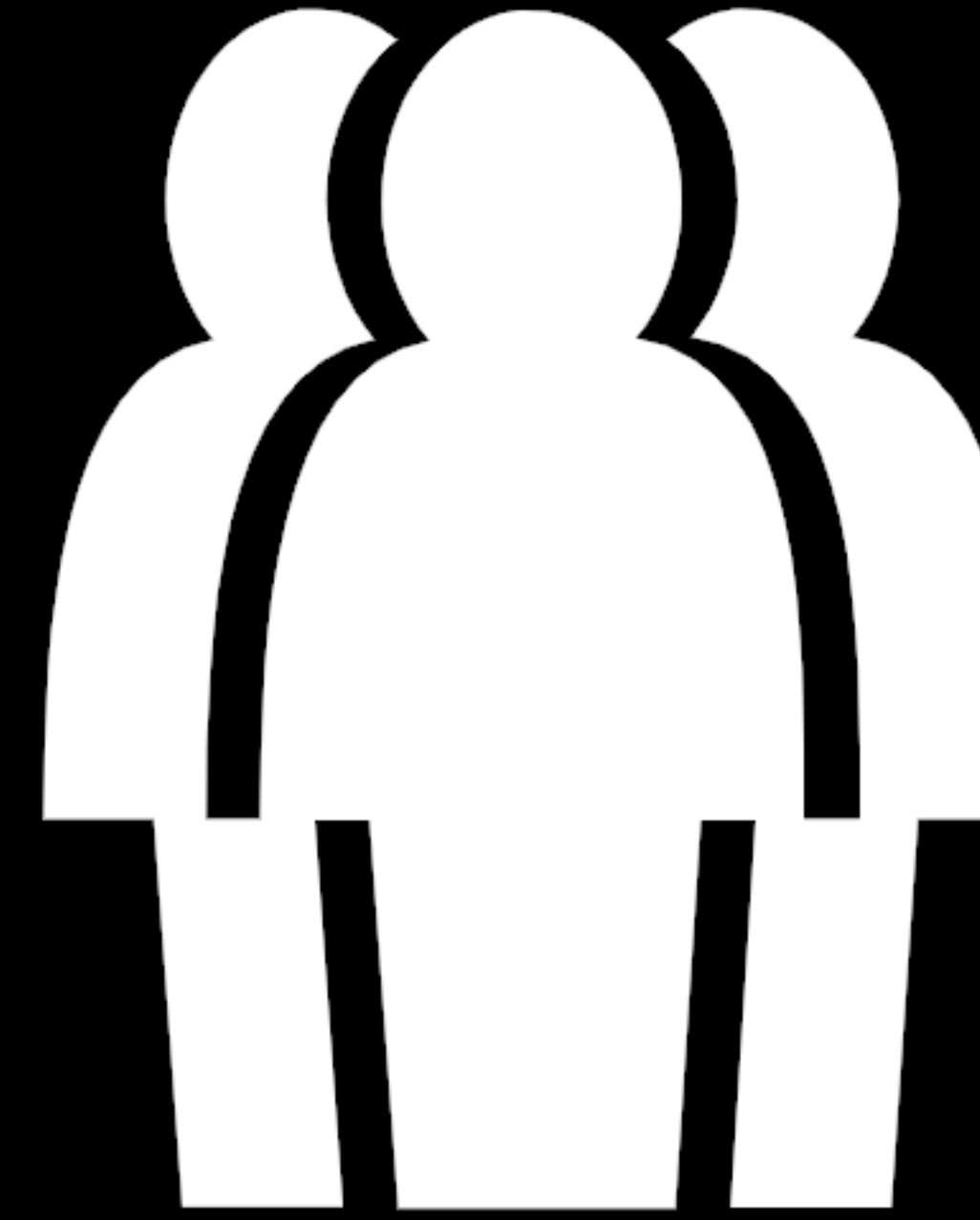


1



4

## User Behavior



UEBA looks for multiple concurrent & impossible logins



5



Draw a card.

## Endpoint Security

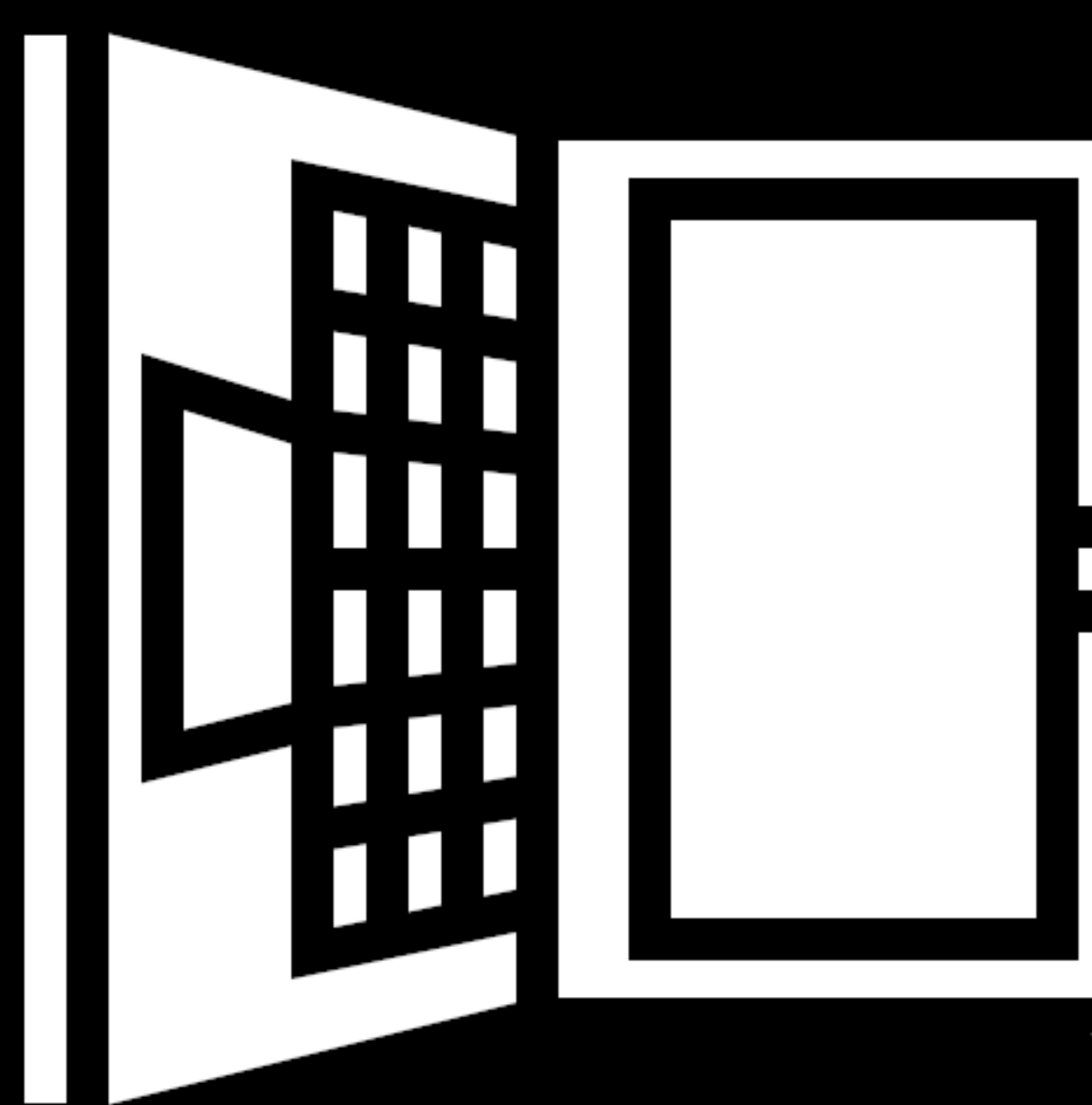


Check the anti virus alerts.



Draw a card.

## Endpoint Analysis



Using SPANS IR cheat sheets to detect attacks on PCs.

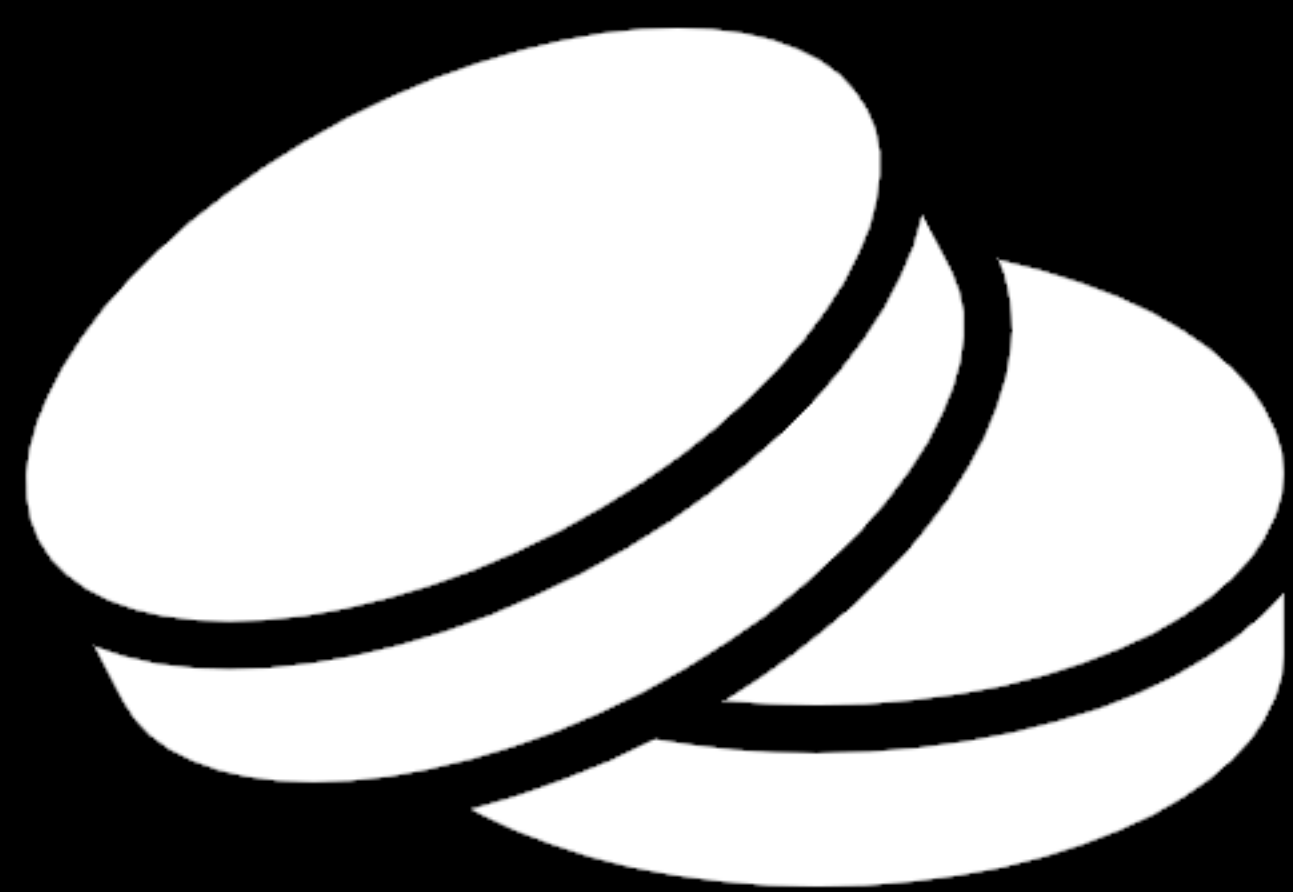




P1



BUY

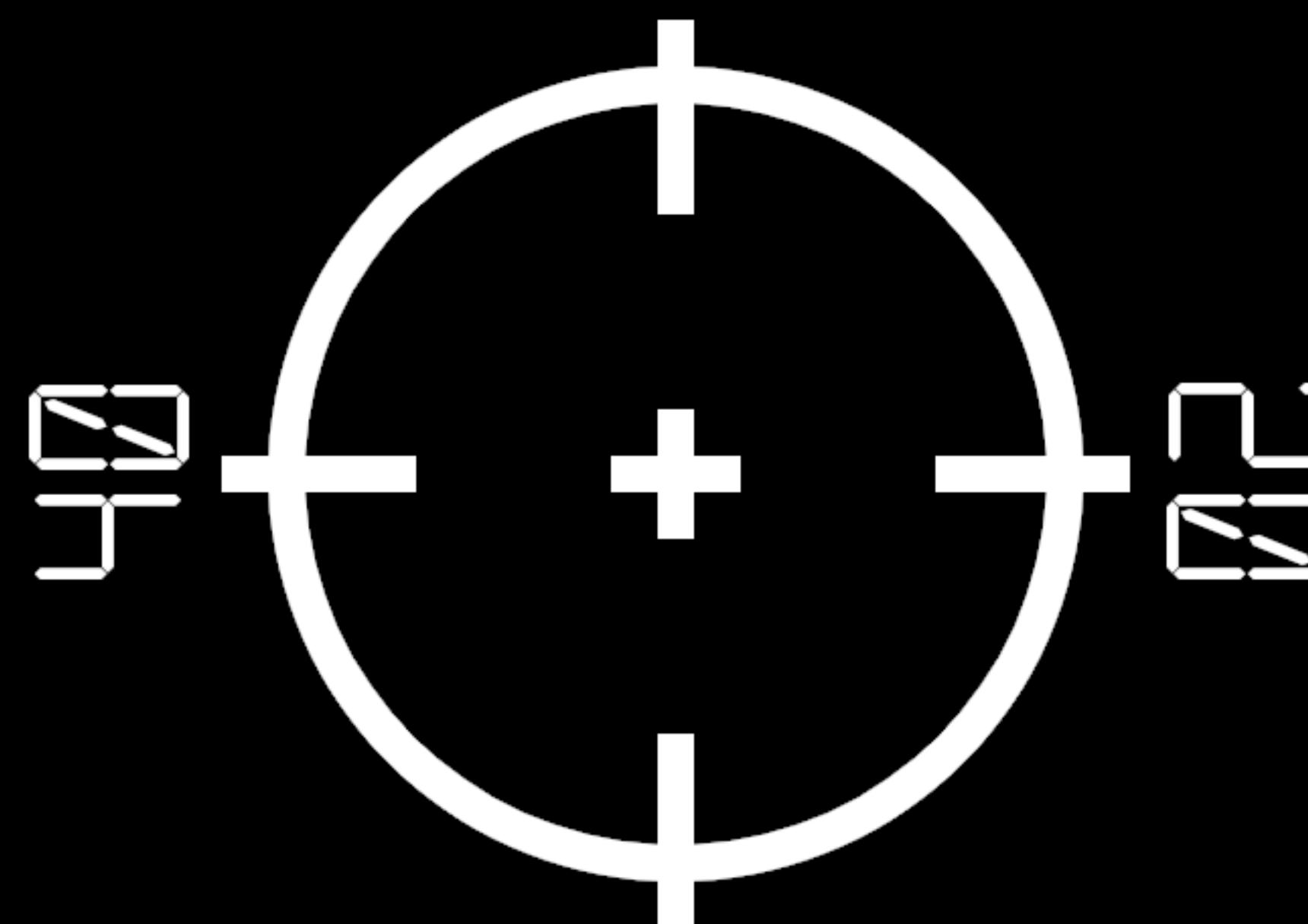


30



SCORE 05

30



SCORE 05



Insider Threat



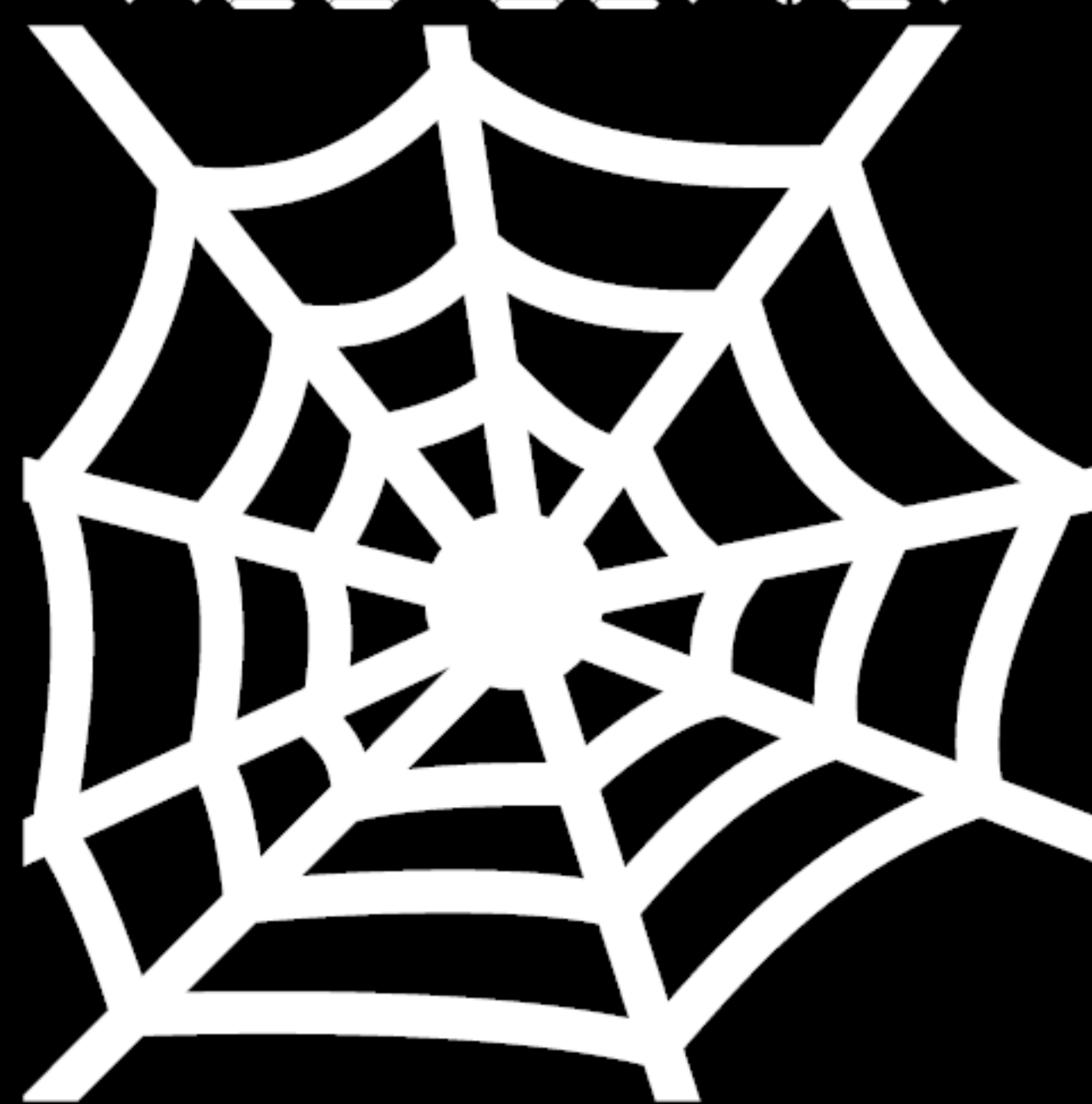
It looks like one of the crew  
is leaking information.



Draw a card.



Web Server



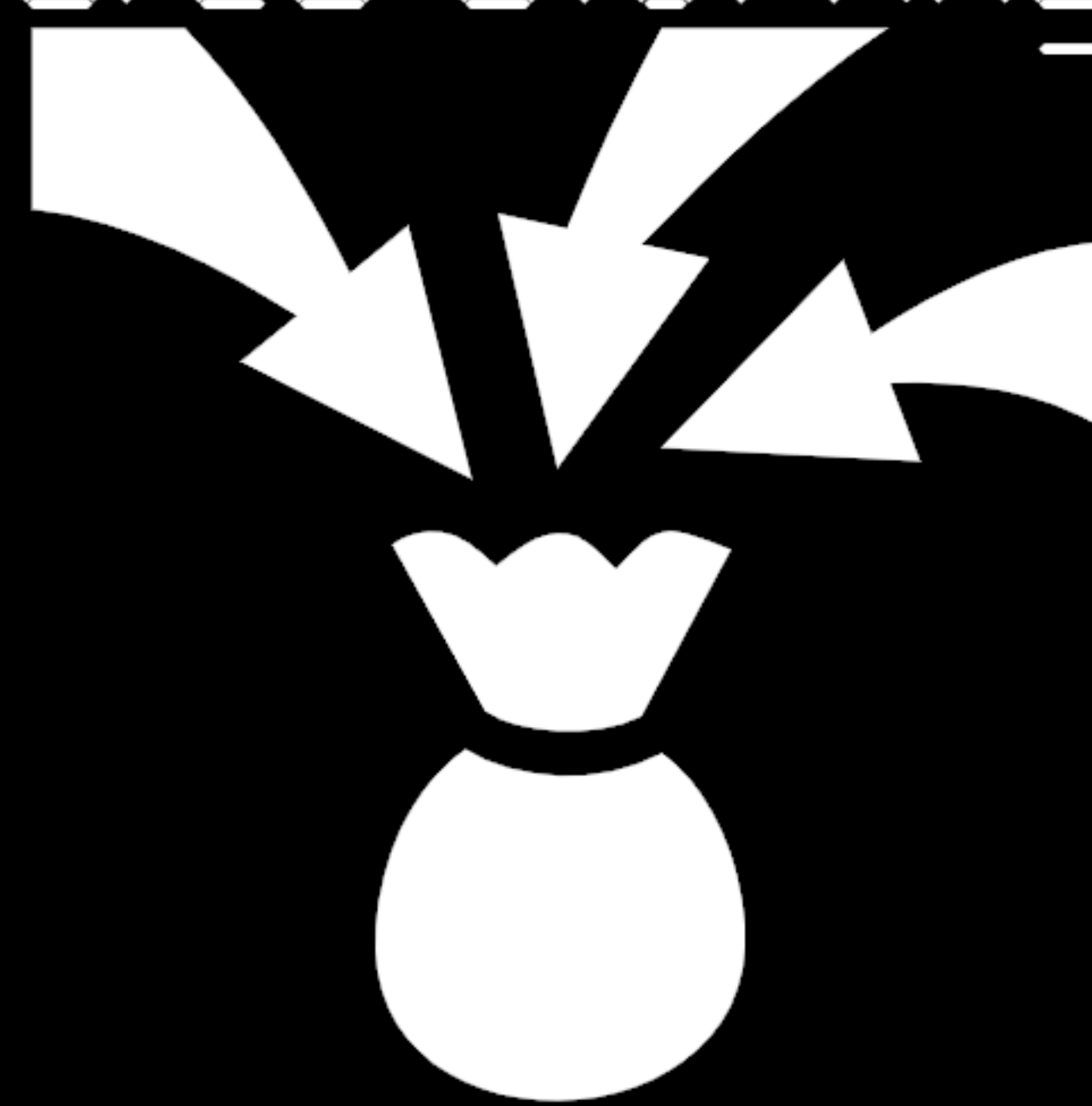
Taking over an external web  
server. Trying to get internal.



Draw a card.



Cred Stuffing



Got IDs & passwords from  
a third party breach.



Got into a third party with  
access to the network

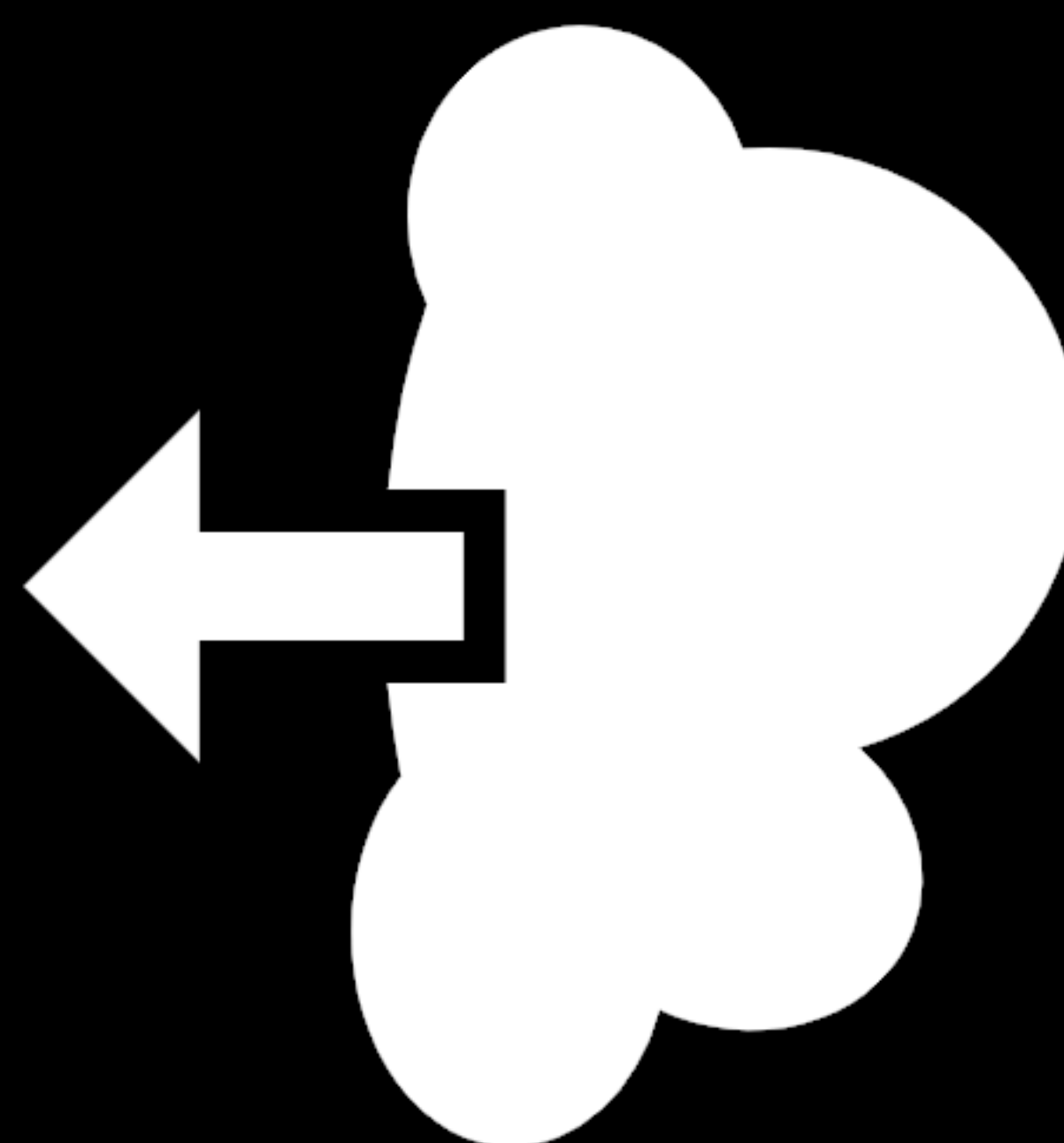


Relationships

Draw a card.



Gaining access to cloud  
resources. Trying to pivot.



Cloud Access



P2



ENGINES



MISSION

P1

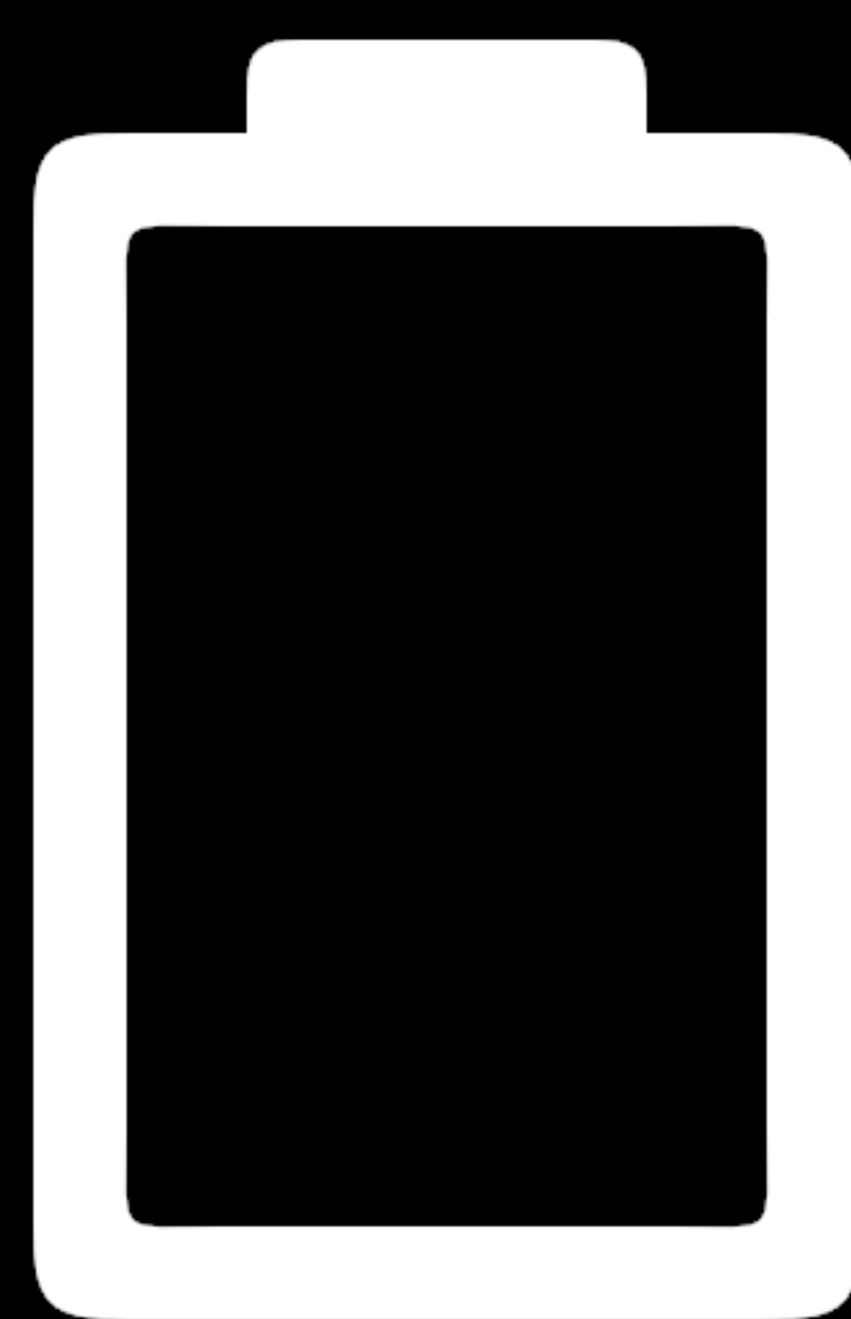


ENGINES



MISSION

EMP



EVERYONE ⊕ 10

P2



COM



MISSION

P1



BUY



P1



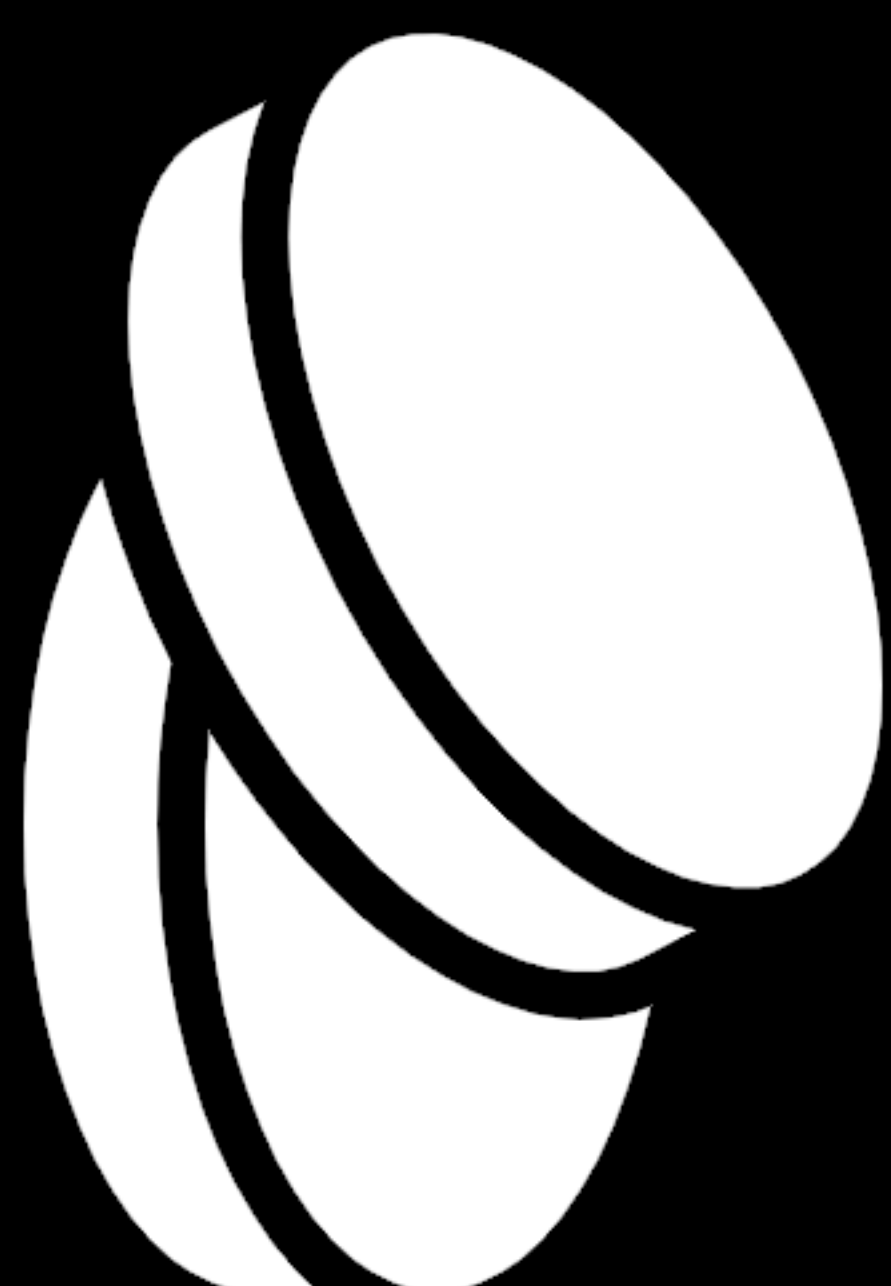
COM



MISSION

P2

BUY



P2

BUY





#### SETUP:

1. Shuffle event cards together to make a draw pile.
2. Take top the top 6 cards from the draw pile and put them in a row in the center of the table.
3. Shuffle the player cards to make a draw pile.
4. Set the score tracker to 50.
5. Place the four mission cards in front of each player.

**Game Ends:** when you complete all missions or your health runs out.

For more complete rules got to [games.webdesk.me](https://games.webdesk.me)



By: Black Hills & WebDesk Games

#### SETUP:

1. Shuffle event cards together to make a draw pile.
2. Take top the top 6 cards from the draw pile and put them in a row in the center of the table.
3. Shuffle the player cards to make a draw pile.
4. Set the score tracker to 50.
5. Place the four mission cards in front of each player.

**Game Ends:** when you complete all missions or your health runs out.

For more complete rules got to [games.webdesk.me](https://games.webdesk.me)



By: Black Hills & WebDesk Games

#### GAMEPLAY:

1. Draw four cards
2. Play cards to buy cards from the event row or attack the pirate ship. Purchased cards go into your discard.
3. Lose server integrity equal to the card farthest right in the event row. Discard that card to the events discard pile.
4. Refill the event row to 6 cards whenever it has less than six.
5. When any draw pile is empty take the cards in the corresponding discard pile and shuffle them to make a new draw pile.
6. Repeat.

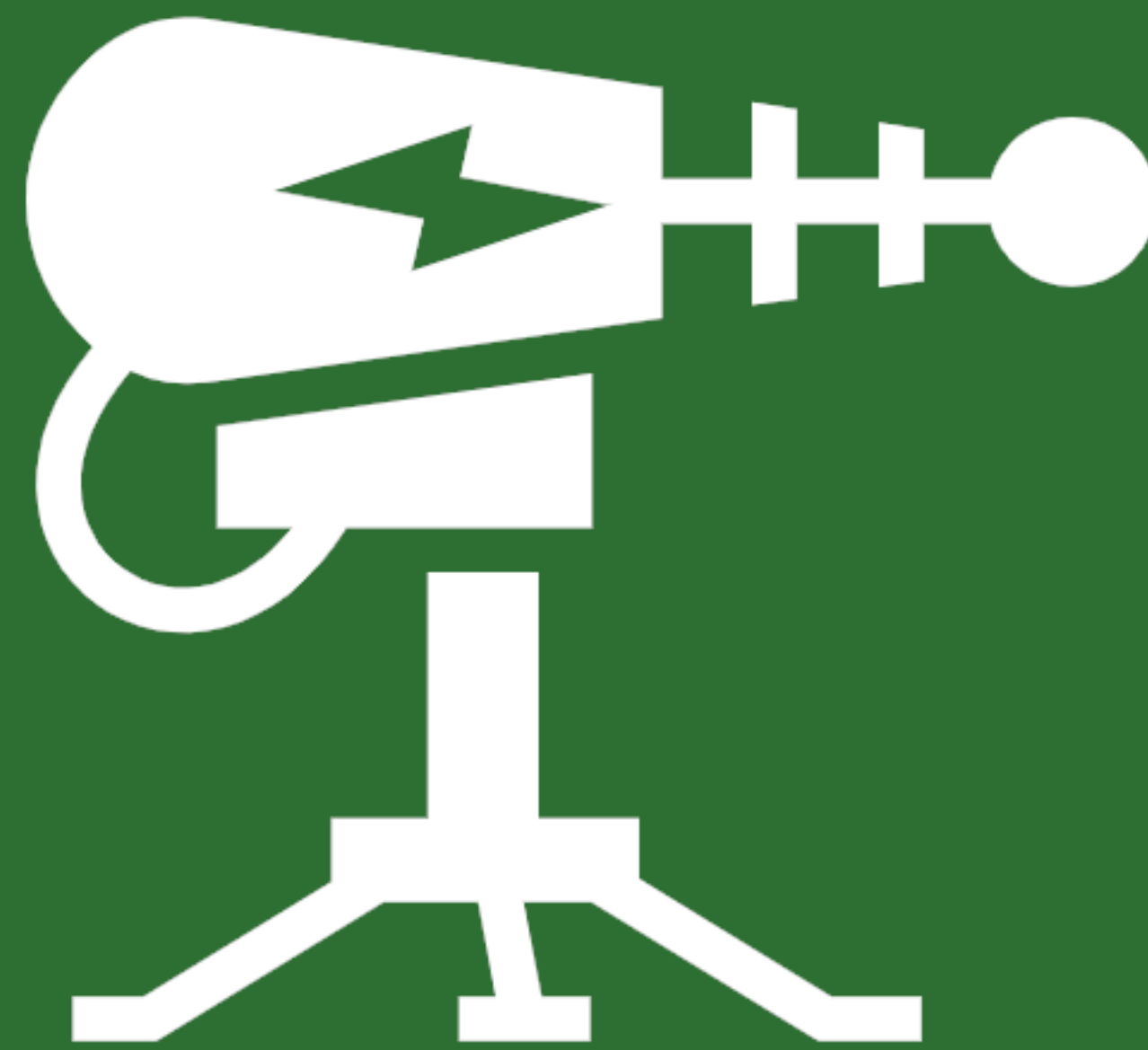
#### GAMEPLAY:

1. Draw four cards
2. Play cards to buy cards from the event row or attack the pirate ship. Purchased cards go into your discard.
3. Lose server integrity equal to the card farthest right in the event row. Discard that card to the events discard pile.
4. Refill the event row to 6 cards whenever it has less than six.
5. When any draw pile is empty take the cards in the corresponding discard pile and shuffle them to make a new draw pile.
6. Repeat.

P1



GUNS

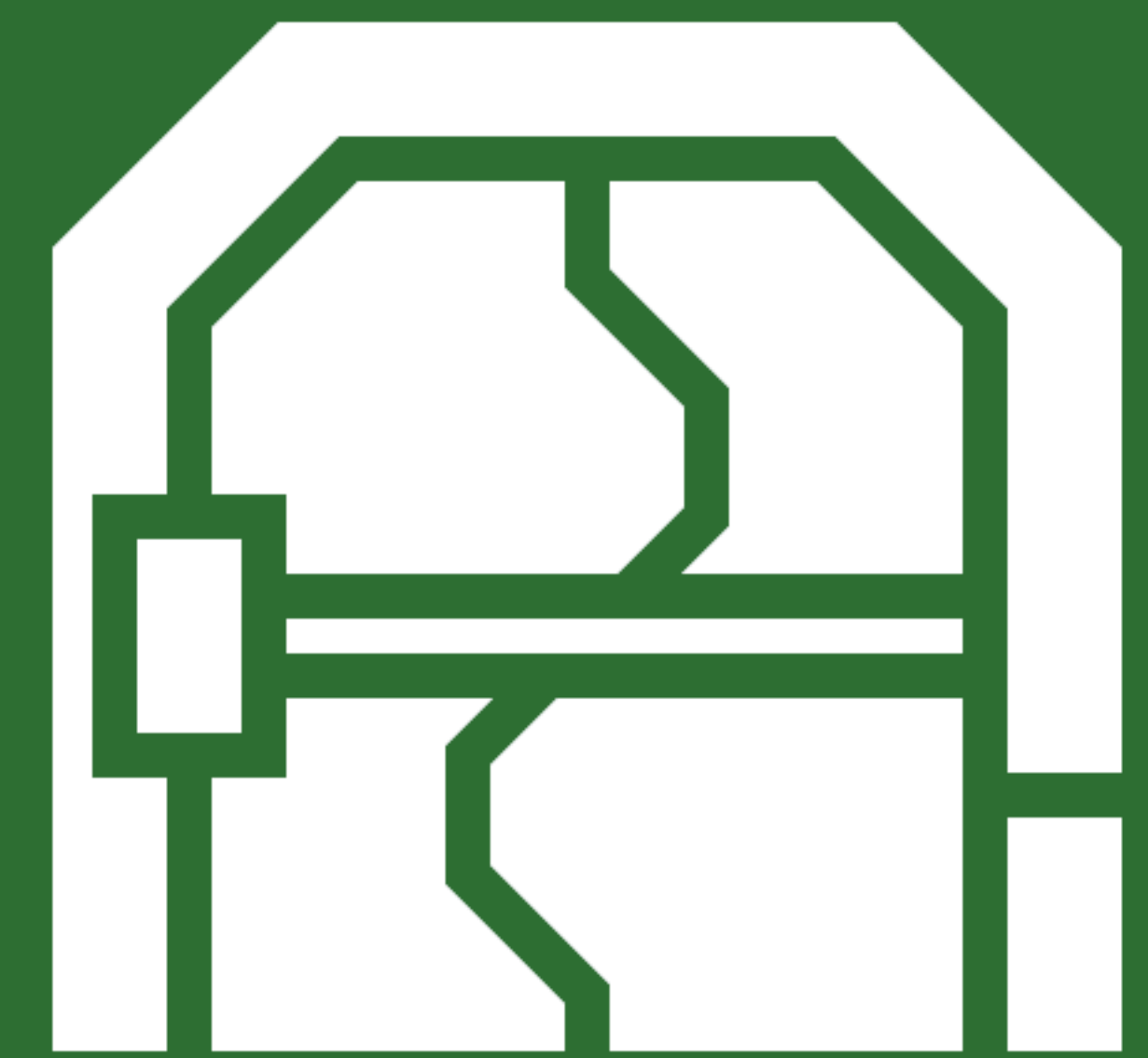


MISSION

P2



PORT



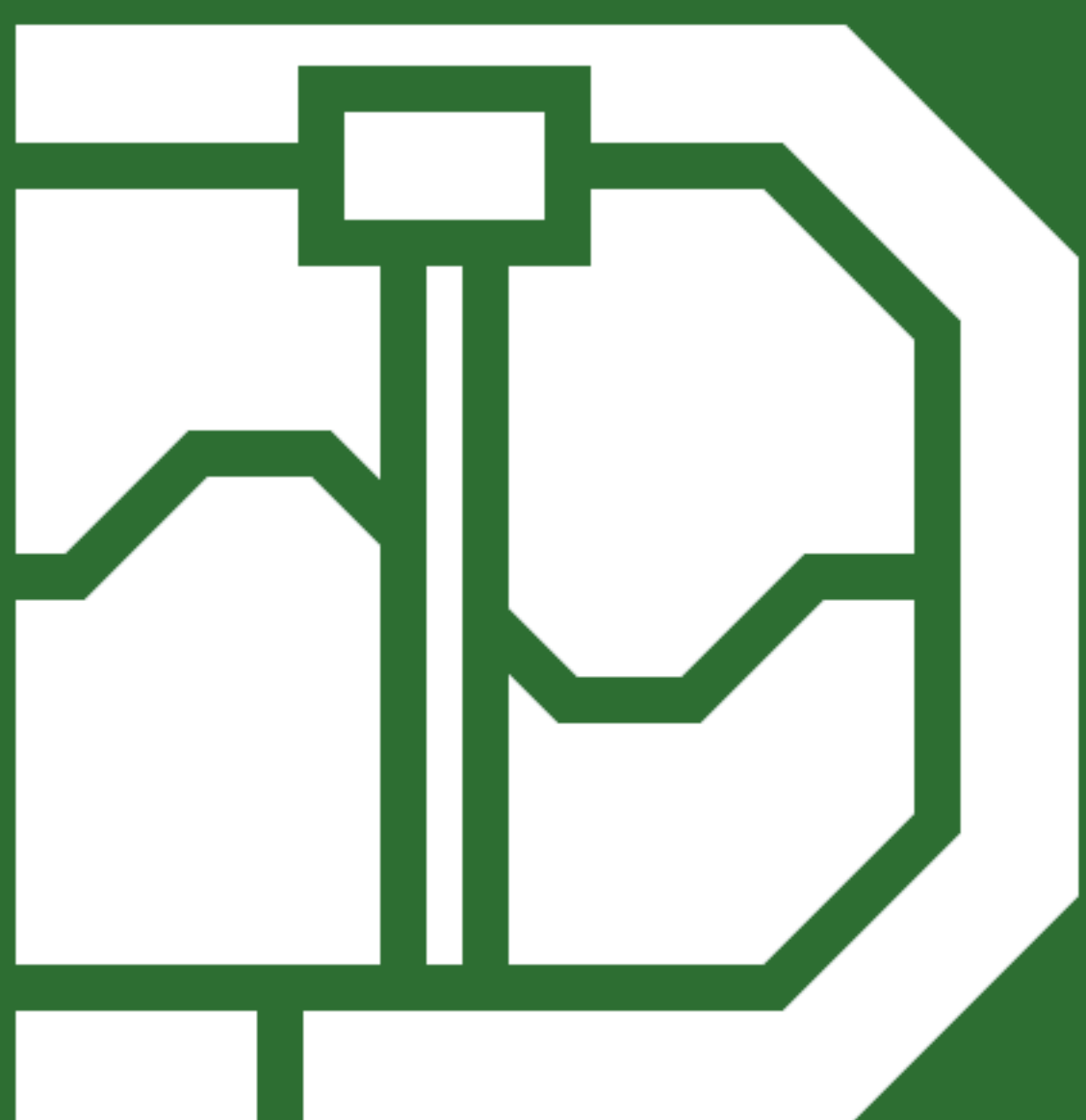
Spend any 7 cards in hand

MISSION

P1



PORT



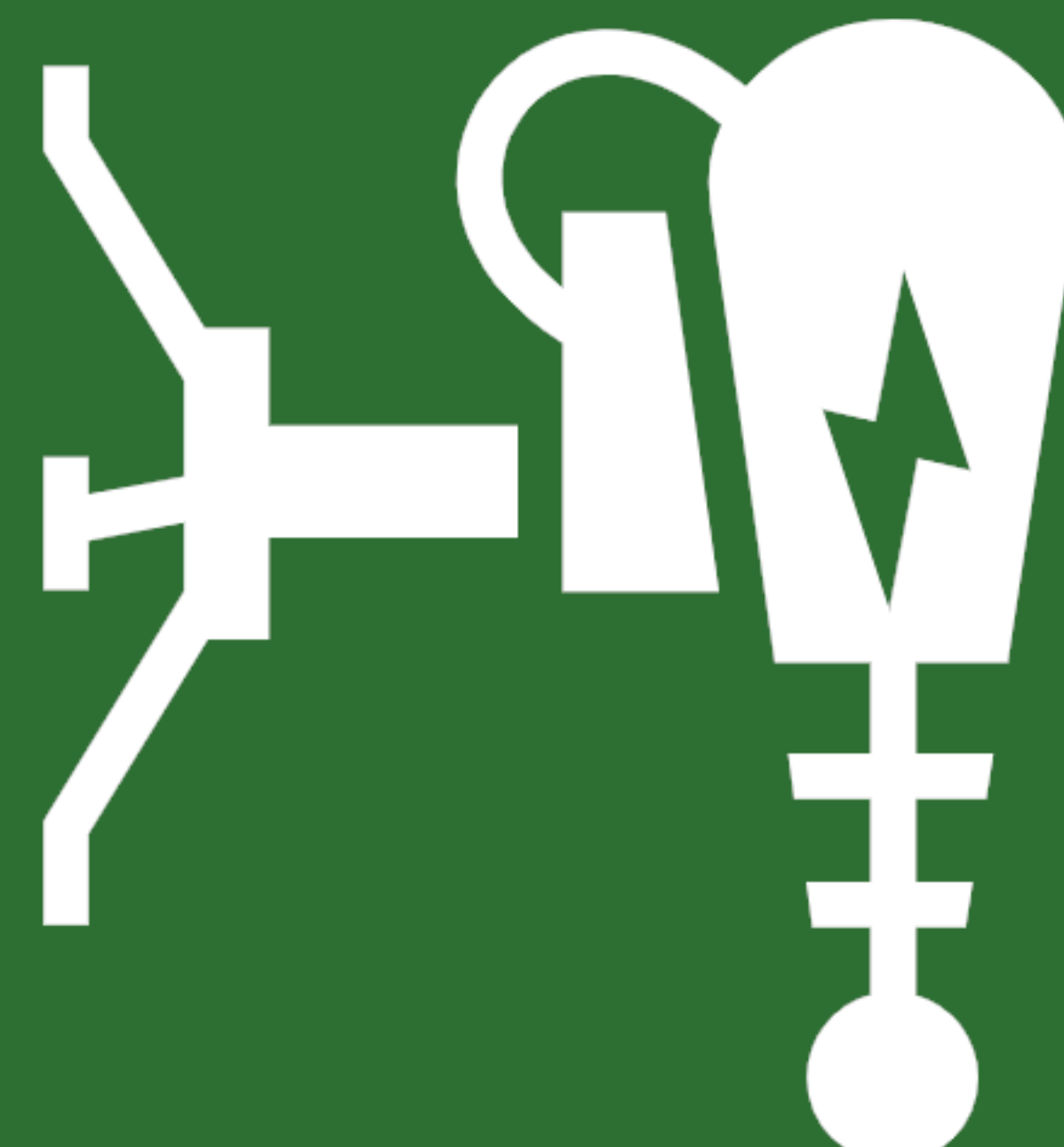
Spend any 7 cards in hand

MISSION

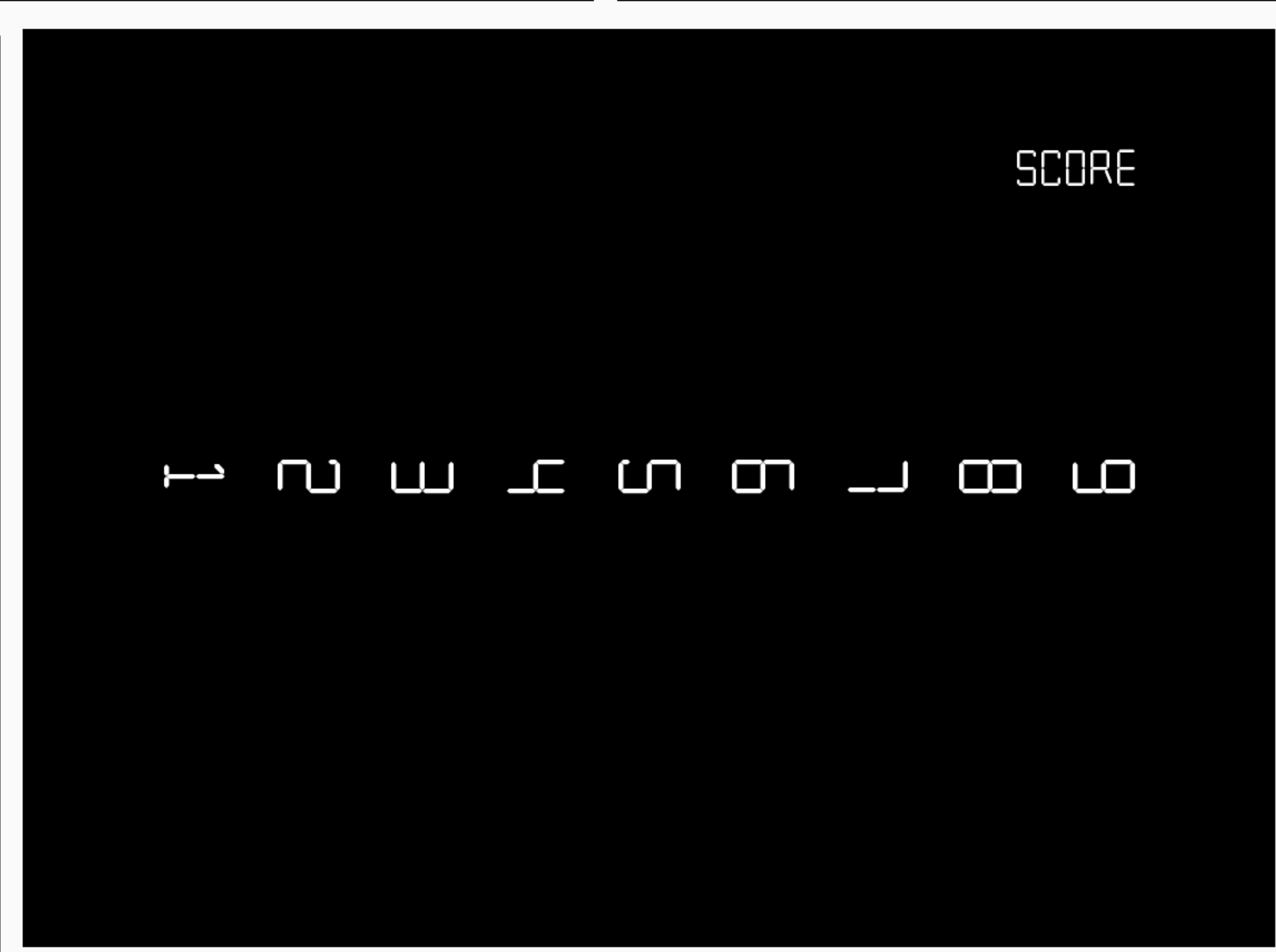
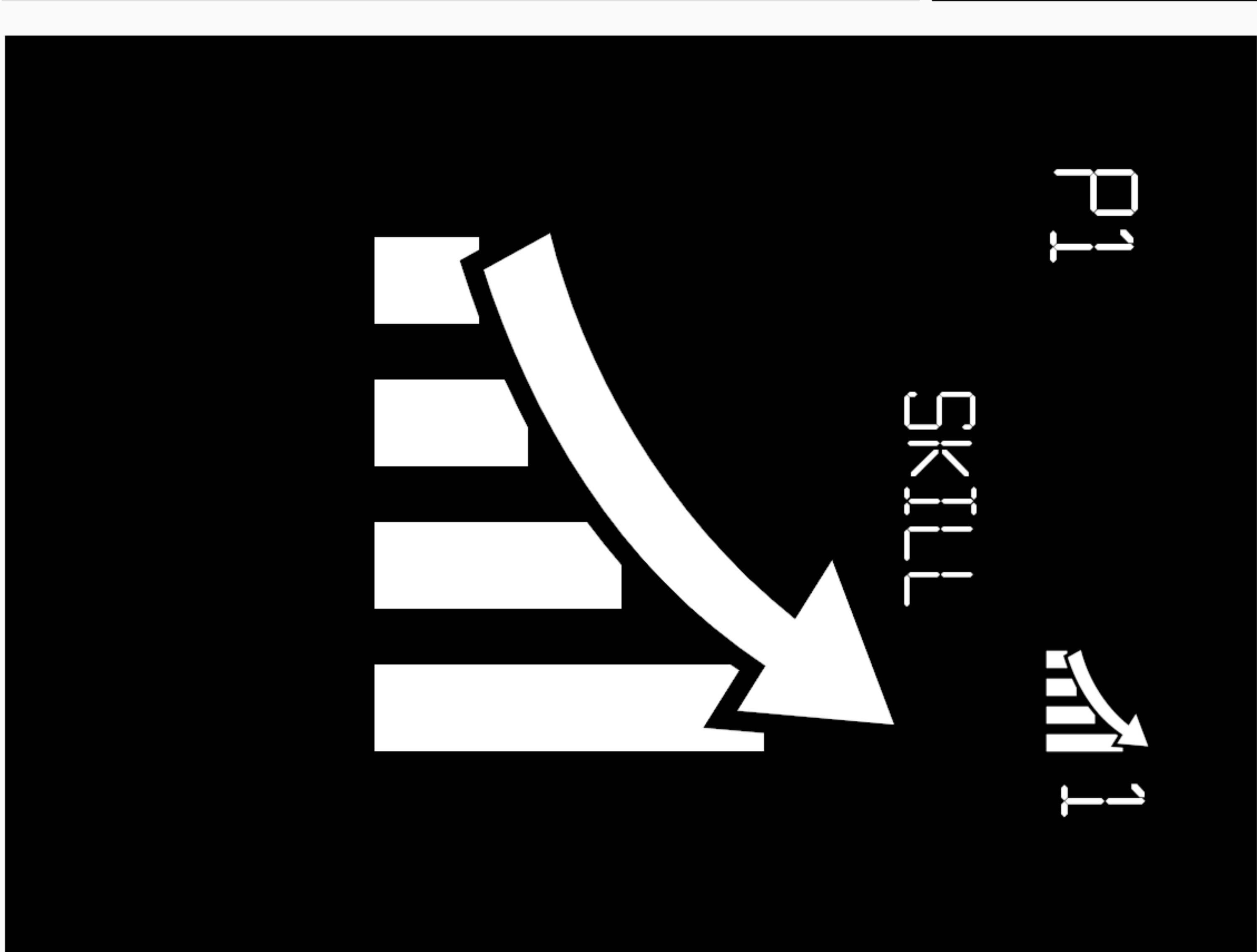
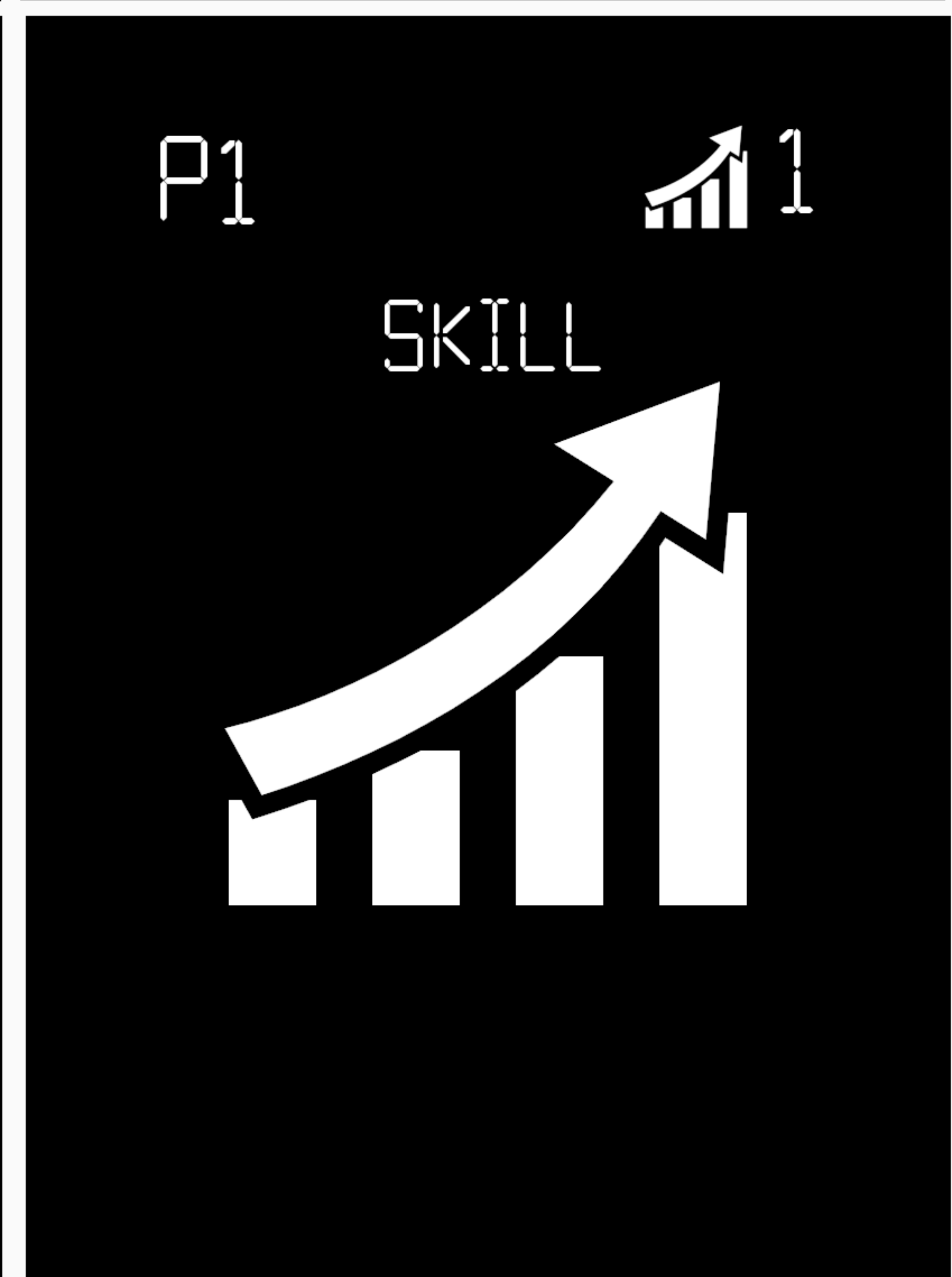
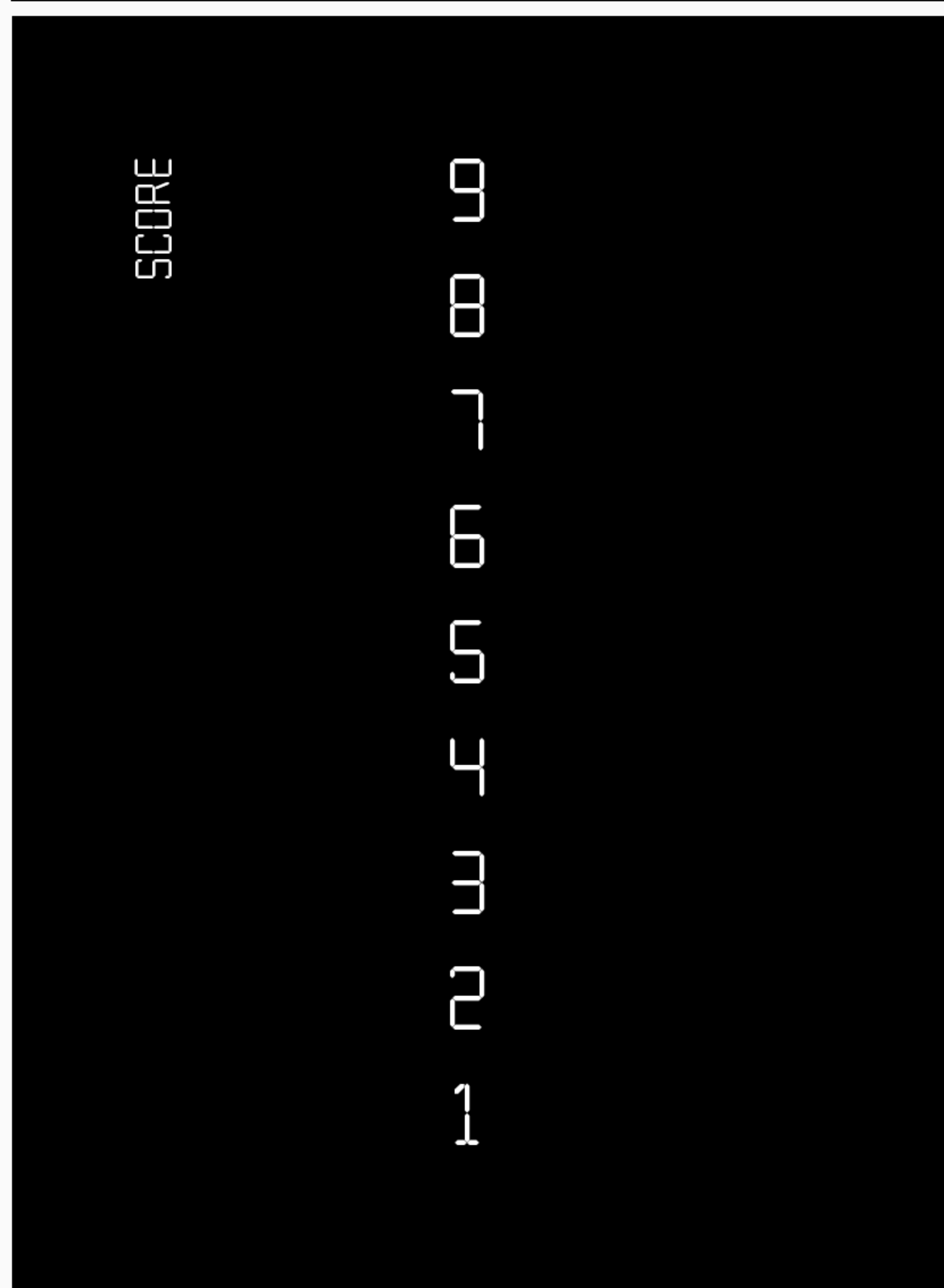
P2



GUNS



MISSION



P2



SKILL



P2



SKILL

