

# OPERATION: RED VS. BLUE

## MISSION BRIEFING // SECURITY LEVEL 5

### BLUE TEAM: THE MAJORITY



We have the numbers. We do not have the intel.  
We operate in the dark.

### RED TEAM: THE SABOTEURS



We are the minority. We know each other.  
We possess the ultimate weapon: Information.

OBJECTIVE: IDENTIFY THE THREAT. PROTECT THE NETWORK. TRUST NO ONE.

# KNOW YOUR OBJECTIVES

CLASSIFICATION: TOP SECRET // NOFORN

FILE ID: BT-DEF-001



## BLUE TEAM // DEFENSE

### WIN CONDITION A

Enact 5 Blue Team Patches.

### WIN CONDITION B

Fire (Eliminate) the APT Leader.

*"Hold the line. Root them out."*

CLASSIFICATION: TOP SECRET // NOFORN

FILE ID: BT-DEF-001

CLASSIFICATION: TOP SECRET // EYES ONLY

FILE ID: RT-SUB-001



## RED TEAM // SUBVERSION

### WIN CONDITION A

Enact 6 Red Team Patches.

### WIN CONDITION B

Elect the APT Leader as SOC Lead.

(Only triggers after 3 Red Patches are already enacted)

*"Sow confusion. Seize control."*

CLASSIFICATION: TOP SECRET // EYES ONLY

FILE ID: RT-SUB-001

APPROVED FOR BRIEFING  
- CIB CENTRAL COMMAND

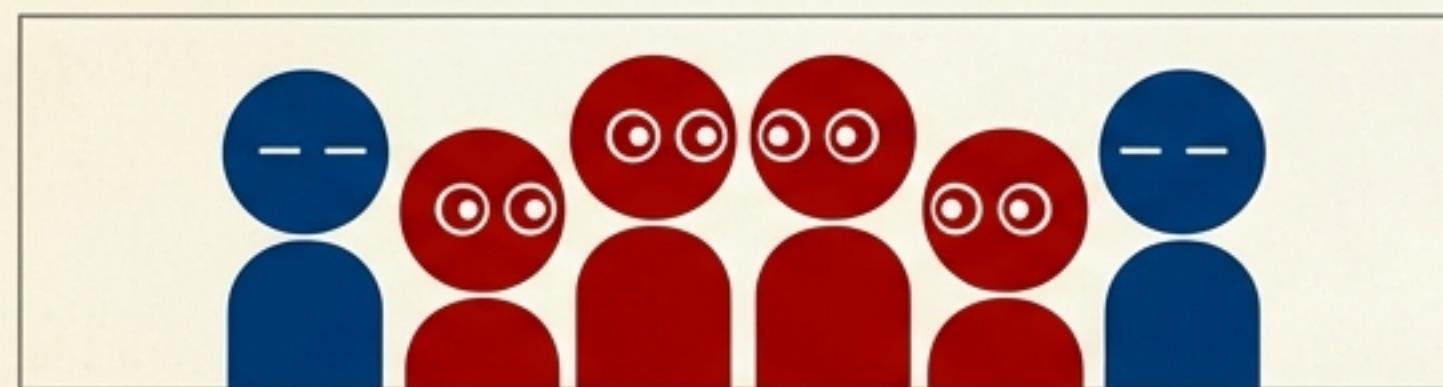
# INITIAL SYSTEM CONFIGURATION & IDENTITIES

CLASSIFICATION: TOP SECRET // NOFORN

## THE SECRET ENVELOPE



## SMALL COUNCIL (5-6 PLAYERS)



All Reds and APT Leader open eyes and acknowledge each other.

CLASSIFICATION: TOP SECRET // NOFORN

FILE ID: BT-DEF-002

FILE ID: BT-DEF-002

CLASSIFICATION: TOP SECRET // EYES ONLY

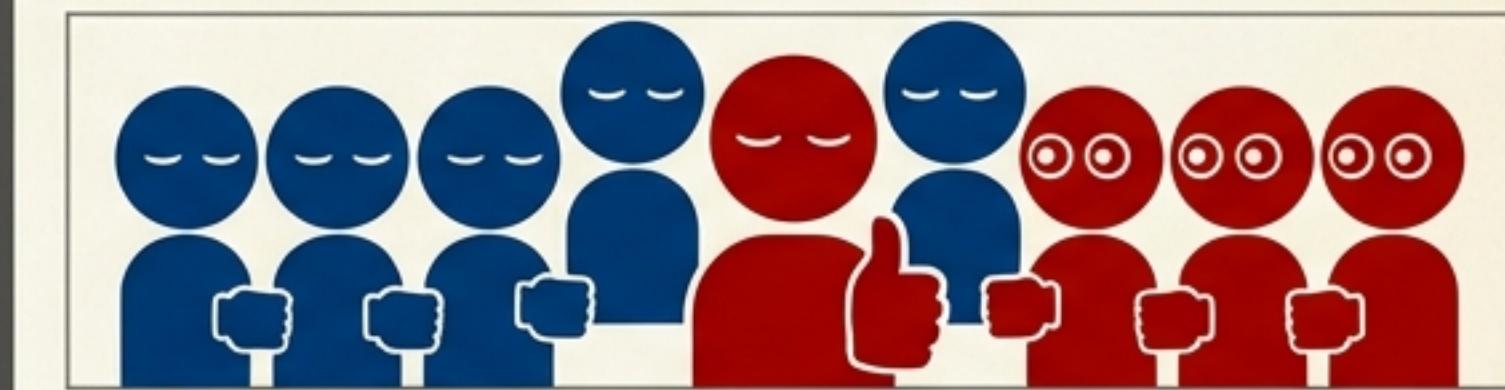
FILE ID: RT-SUB-002

Blue Team = Blue Role + Blue Faction

Red Team = Red Role + Red Faction

APT LEADER = APT Role + Red Faction (Anomaly)

## LARGE COUNCIL (7-10 PLAYERS) - THE THUMB RULE



Reds identify the Leader via the thumb.  
The Leader remains blind to their minions.

CLASSIFICATION: TOP SECRET // EYES ONLY

FILE ID: RT-SUB-002

APPROVED FOR BRIEFING  
- CIB CENTRAL COMMAND

# THE INCIDENT RESPONSE CYCLE

CLASSIFICATION: TOP SECRET // NOFORN

FILE ID: CYC-OP-003

## PHASE 3: EXECUTIVE ACTION

- Trigger Special Powers (If Red Patch enacted).

## PHASE 2: LEGISLATION

- Review Patches.
- Filter Information.
- Enact 1 Patch.



CLASSIFICATION: TOP SECRET // EYES ONLY

FILE ID: CYC-OP-003

## PHASE 1: ELECTION

- Nominate CISO & SOC Lead. Community Vote.

## PHASE 2: LEGISLATION

- Review Patches.
- Filter Information.
- Enact 1 Patch.

APPROVED FOR BRIEFING  
- CIB CENTRAL COMMAND

# PHASE 1: ESTABLISH CHAIN OF COMMAND

CLASSIFICATION: TOP SECRET // NOFORN

FILE ID: PH1-CMD-001



## CHAOS FACTOR: INCIDENT RESPONSE TRACKER



If Vote Fails (Majority No) → Advance Tracker.

**CRITICAL FAILURE:** 3 Failed Votes = Top Patch enacted immediately (Forced Legislation).

CLASSIFICATION: TOP SECRET // EYES ONLY

FILE ID: PH1-CMD-001

APPROVED FOR BRIEFING  
- CIB CENTRAL COMMAND

# PHASE 2: PATCHING THE SYSTEM

CLASSIFICATION: TOP SECRET // NOFORN

FILE ID: CYC-OP-004

## THE CISO

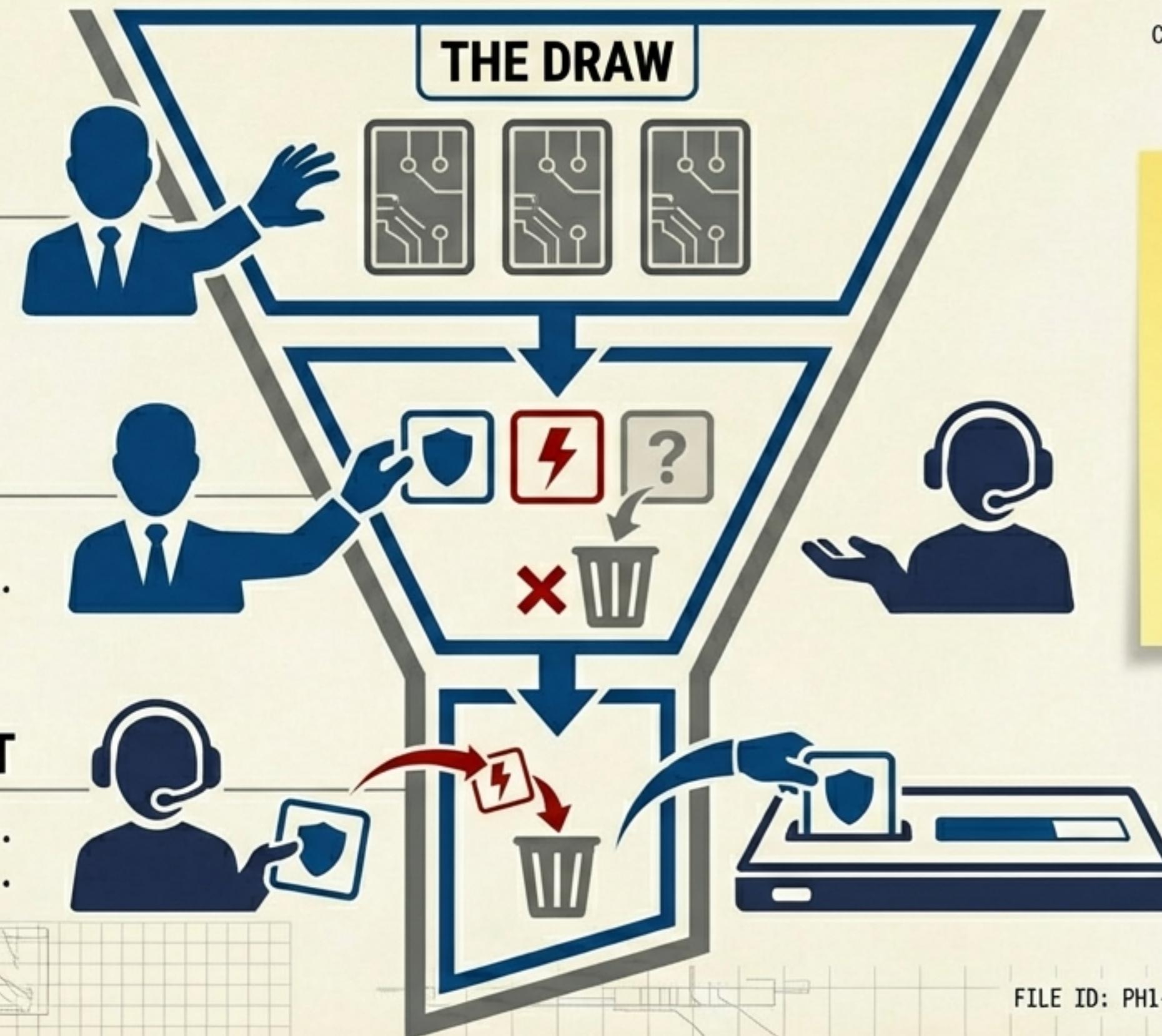
- CISO draws 3 Tiles.  
Views in secret.

## THE FIRST FILTER

- CISO discards 1.  
Passes 2 to SOC Lead.

## THE ENACTMENT

- SOC Lead discards 1.  
Enacts 1.



CLASSIFICATION: TOP SECRET // EYES ONLY

FILE ID: CYC-OP-004

## PROTOCOL: SILENCE

Strict silence while handling tiles.

Discussion and bluffing begin ONLY after enactment.

FILE ID: PH1-CMD-001

APPROVED FOR BRIEFING  
- CIB CENTRAL COMMAND

# PHASE 3: EMERGENCY PROTOCOLS

CLASSIFICATION: TOP SECRET // NOFORN

POWERS GRANTED TO CISO WHEN A RED PATCH IS ENACTED

FILE ID: PH3-EMG-001

## RED CORRUPTION LEVEL



1



2



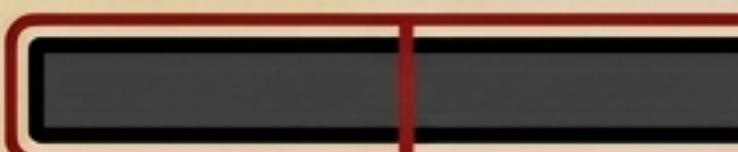
3



4

5

6



### INVESTIGATE LOYALTY

Check one player's  
Faction Card  
(Team Only).

### SPECIAL ELECTION

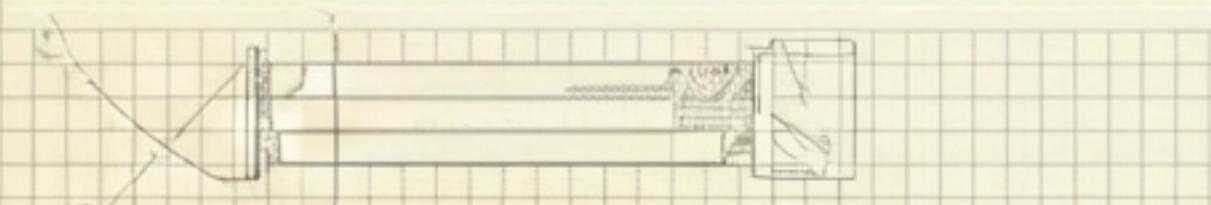
CISO forces next  
patch enactment  
(Skip Vote).

### PATCH PEEK

CISO looks at  
top 3 tiles of  
draw deck.

### EXECUTION (FIRE)

Eliminate one player  
from the game.



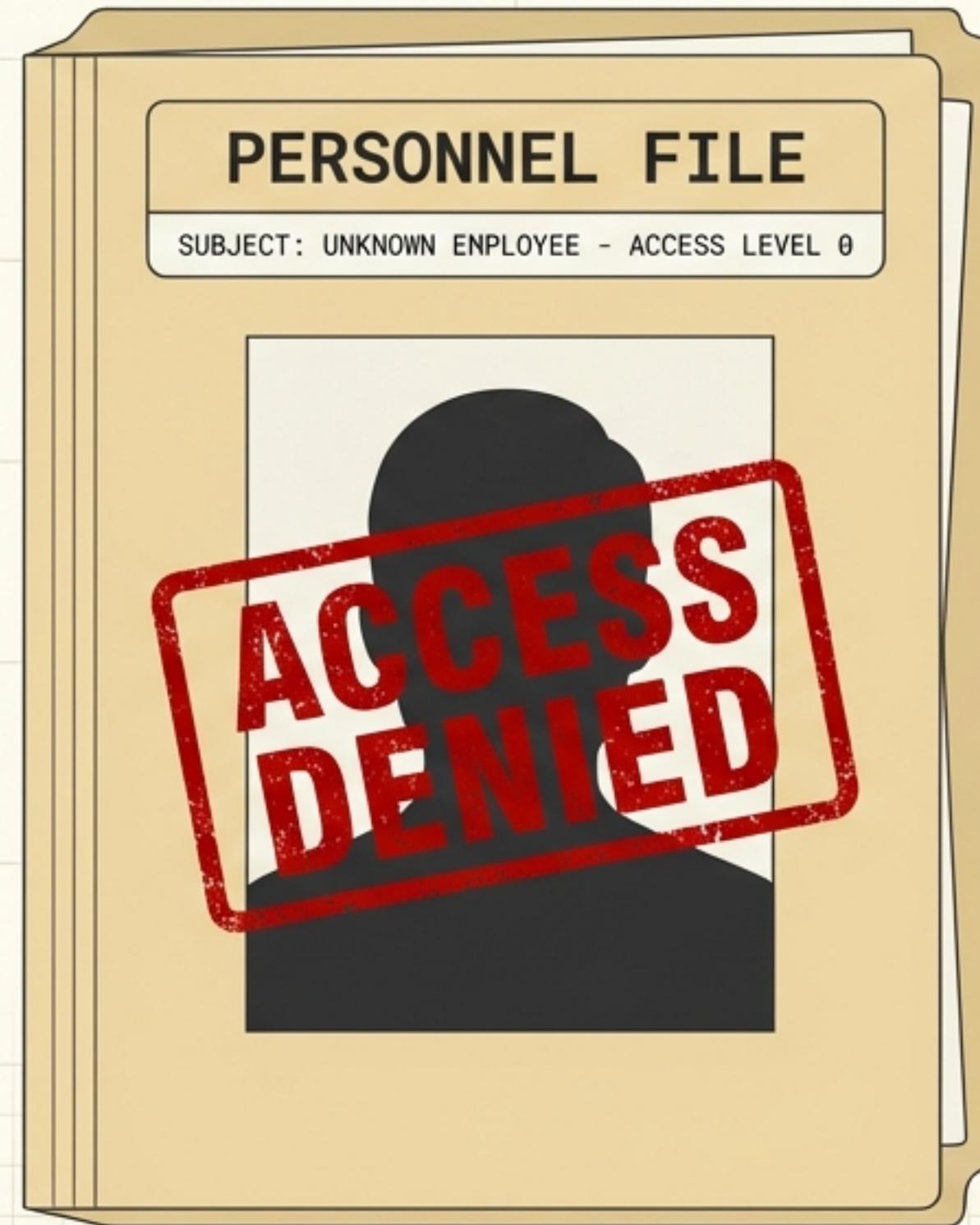
FILE ID: PH3-EMG-001

APPROVED FDR BRIEFING  
- CIB CENTRAL COMMAND

# TERMINATION OF EMPLOYMENT

## THE MECHANISM

- Unlocked at 4+ Red Patches.
- The CISO selects a player to remove from the game.



## THE CONSEQUENCES

TARGET: APT LEADER

BLUE TEAM WINS IMMEDIATELY.

TARGET: ANYONE ELSE

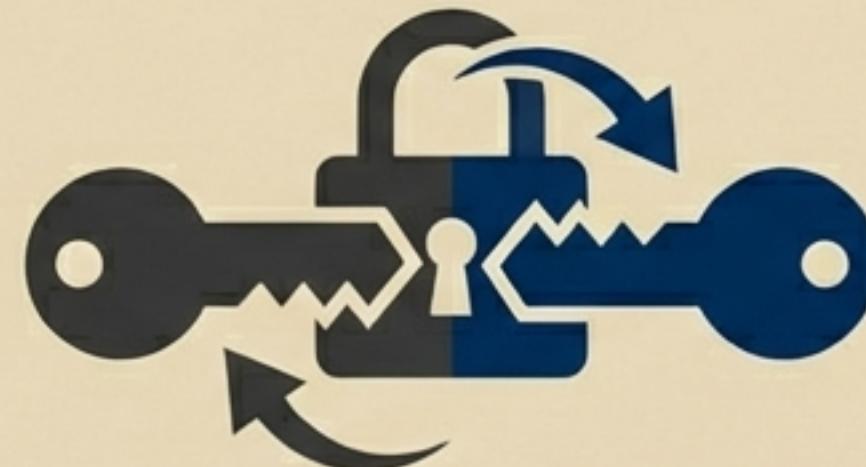
Victim is eliminated.  
Cannot speak or vote.

CRITICAL: Victim DOES NOT reveal their role card.

The game continues in uncertainty.

APPROVED FOR BRIEFING -  
CIB CENTRAL COMMAND

# SYSTEM CRITICAL FAILURES



## THE VETO (GRIDLOCK)

- **Condition:** After 5 Red Patches are enacted.
- **Action:** CISO + SOC Lead agree to discard the draw.
- **Consequence:** Counts as a FAILED VOTE on the Tracker.

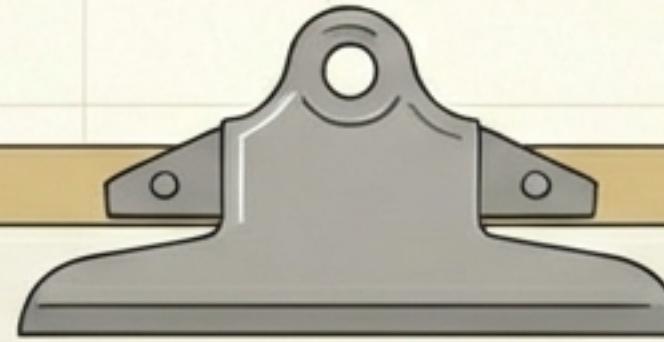


## RED VICTORY SCENARIO

- **Condition:** After 3+ Red Patches are enacted.
- **Trigger:** If the APT LEADER is elected as SOC LEAD.
- **Result:** GAME OVER. RED TEAM WINS.

The CISO must ask: "Are you the APT Leader?"

# TACTICAL GUIDANCE & BEST PRACTICES



## MISSION CHECKLIST

### GENERAL ORDERS

- Always claim to be Blue Team.  
Admitting Red is suicide.

### BLUE TEAM STRATEGY

- Slow down. Analyze voting patterns.
- Force public commitments before votes.
- Trust data, not emotions.

### RED TEAM STRATEGY

- Create confusion and urgency.
- Cast doubt on the CISO/SOC Lead's discards  
("He buried the Blue Patch!").
- Play a 'Perfect Blue' game to build trust.
- Wait for the 3rd Red Patch before seizing power.

APPROVED FOR BRIEFING -  
CIB CENTRAL COMMAND