

## Start

Each team will be granted a site under a team mate's control. They will then have **15 minutes** to familiarize themselves with the code base. During this phase, the team may explore the PHP code and mySQL database, but ***NO CODE MAY BE MODIFIED DURING THIS PHASE!***

## Attack & Defend

Each team will simultaneously attack the other team while defending themselves against the other team's attacks. Each **attack** is launched clandestinely and at will. Each team can only have one attack at a time. The ongoing attack must be displayed to the War Game Master in a textbox or a pen and paper at all times. Take care to make sure the attacked team can't see which attack is being launched.

Each **defense** is code that counteracts an attack. Defense code can be written at any time after the start phase.

## Scoring

Each team starts with 10,000 chips. The attack value of each attack is:

1. SQL Injection: 2,000
2. Shell Injection: 2,500
3. Cross Site Request Forgery (CSRF) 4,000
4. Persistent XSS: 5,000
5. Non persistent XSS: 7,500

Each attack has a diminishing return of  $\frac{1}{2}$  the amount of chips per retry. That is, a third Shell Injection attack is 500 chips. If the attack is successful, the attacking team takes the chips from the opposing team. If the opposing team defends successfully, the opposing team steals half the attack's value from the attacking team. When one team runs out of chips, the other team wins.

## Non Persistent XSS Attack

Since the non persistent attack requires an incompetent user, when a team launches this attack, the defending team will roll two dice to determine whether their users were "stupid" enough to fall for it. If the dice is even, the team was "stupid" and the attack is successful. If the dice is odd, the attack fails and defending chips are awarded.