

# What did we learn from the game?

- ✓ You never prevent a threat, you **lower the risk**
- ✓ Performing an attack is **more or less difficult**  
the assets to protect *versus* the attacker's efforts
- ✓ Deploying a counter-measure has **a cost**  
cost of recovering *versus* cost of deployment

# Triaging Risk Exposure

$$\text{Risk Exposure} = \text{probability} \times \text{impact}$$

