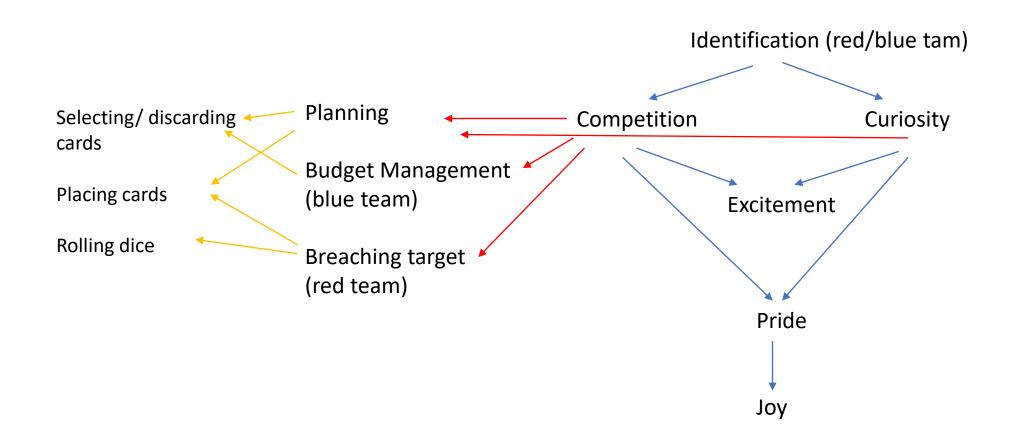
PeriHack The Penetration Testing Board Game

v.0.1

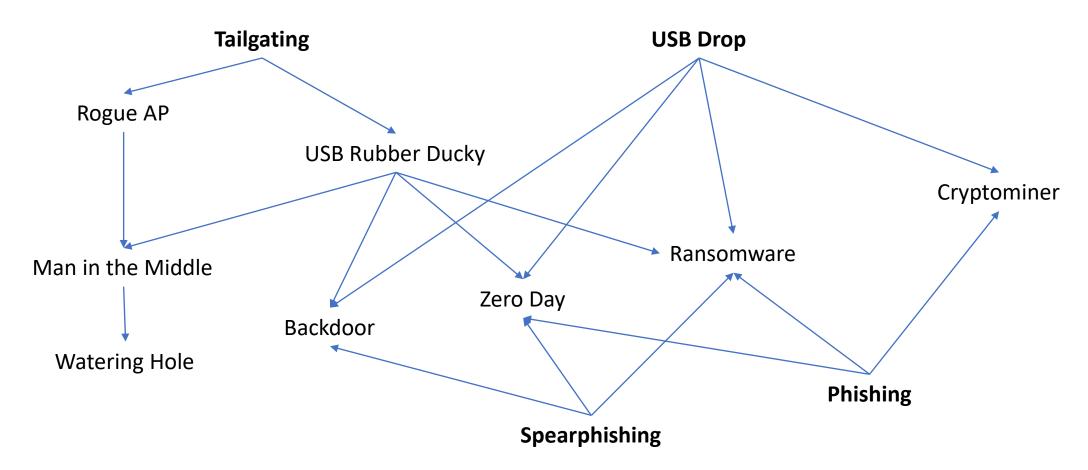
by Roberto Dillon (© 2022)



AGE framework analysis



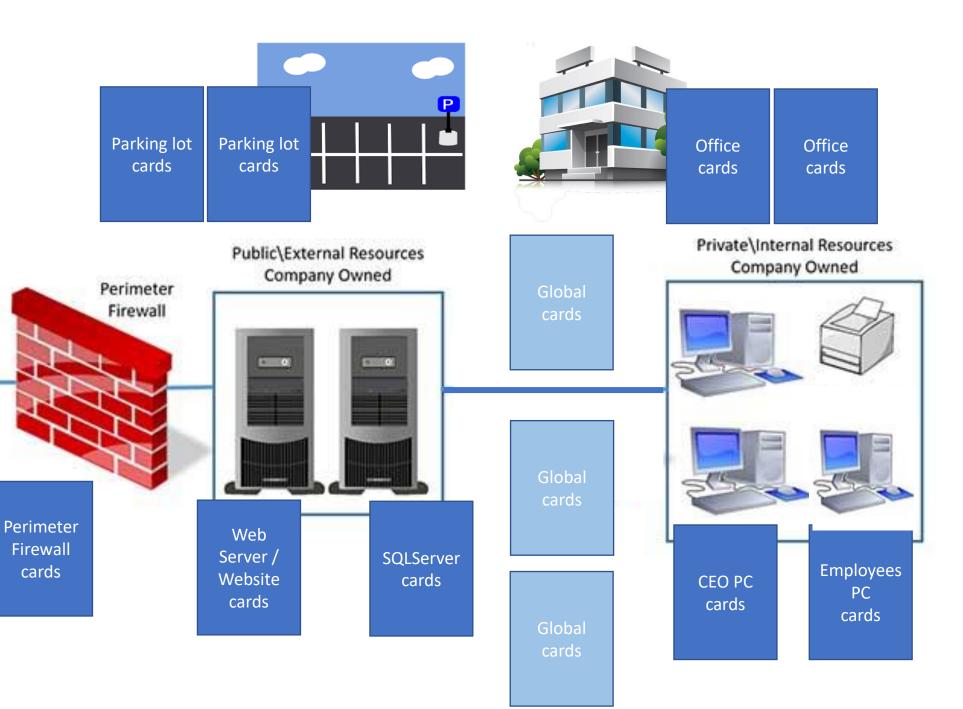
Card Relationships (Red Team)



Red Team Deck (face down)

Public

Internet



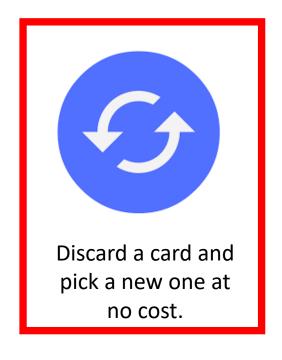
Attack + Bonus

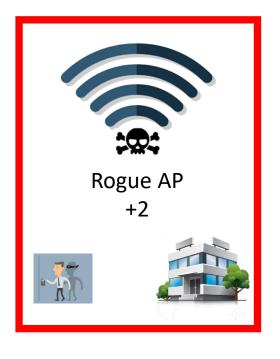
Pre
Requisite Target
(if any. Only one pre-req is needed)

Defense + Bonus

Cost Target











X 3

X 5 X 3 X 3

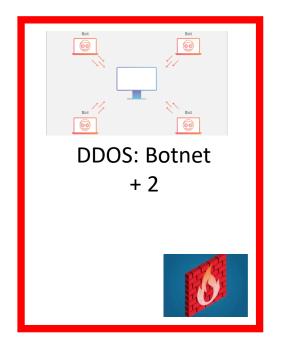
Red team starts with 5 random cards + 5 coins. Each coin can be used to buy a new card but only up to 5 cards can be held at a time (discard cards do not count). Discarded cards are put back at the bottom of the deck.

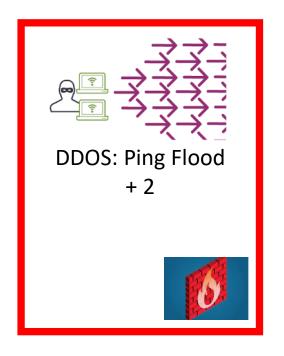


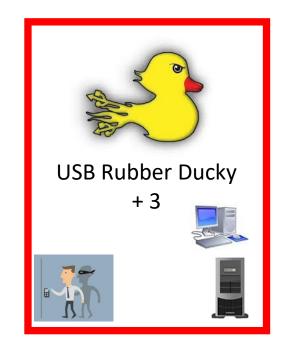


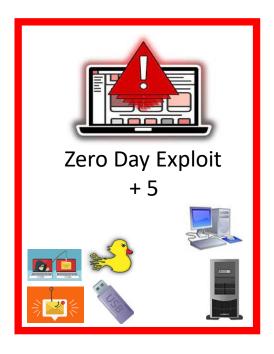


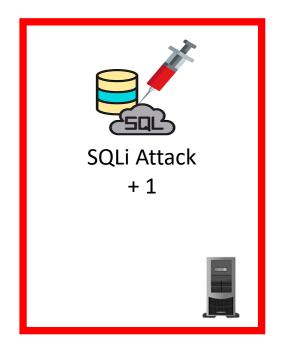






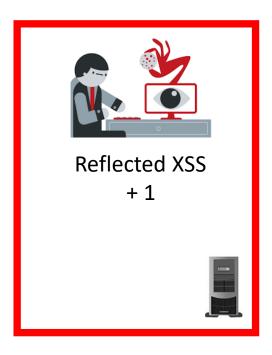






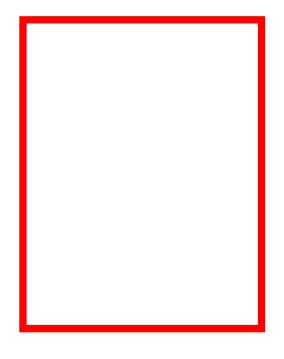


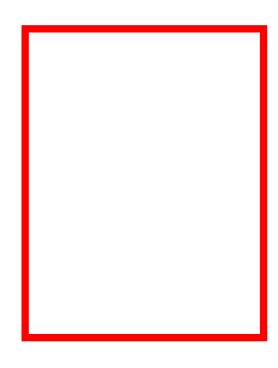










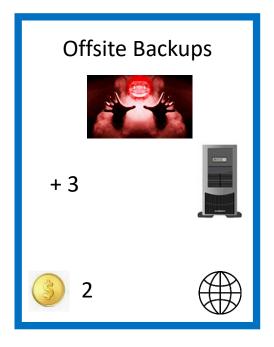


Blue Team Cards: Global Cards

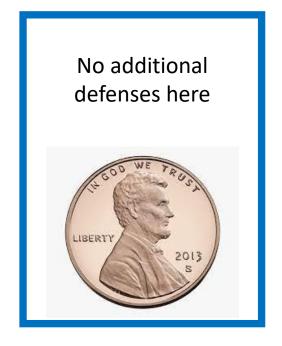


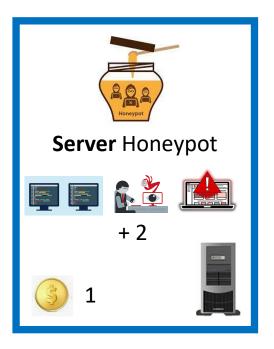


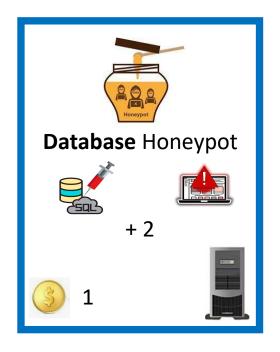




Blue Team Cards





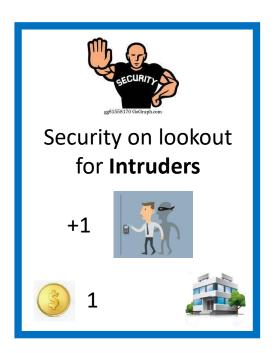


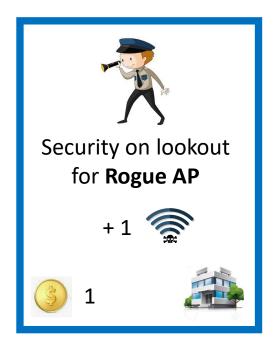


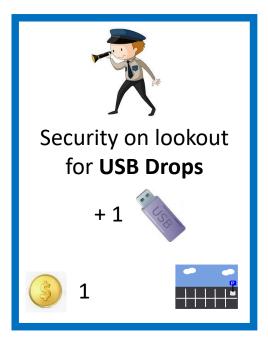
X5 X1 X1 X1

Blue Team Cards



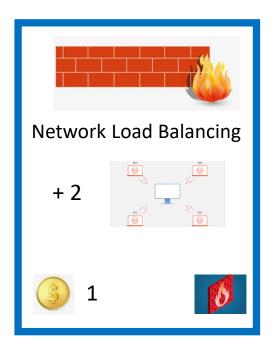




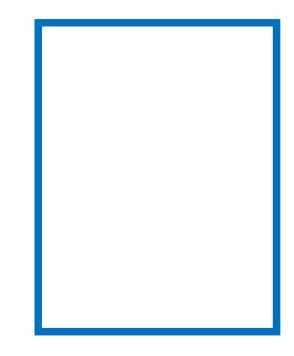


Blue Team Cards







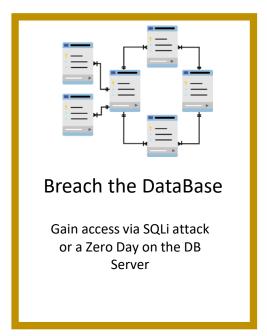


Winning Condition Cards

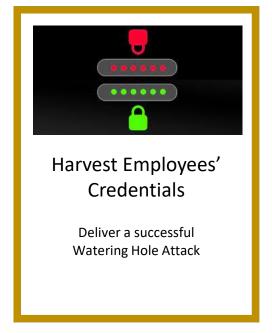


DDOS

Bring down the Network via successful BOTNET or Ping Flood Attack







Winning Condition Cards



Shut Down Company Operations

Install Ransomware on the Server or any PCs Or Deploy a Zero Day on the Server



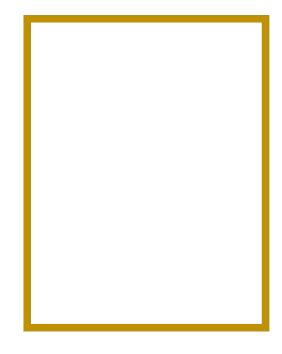
Spy

Install Backdoor on Server or
CEO PC
Or
Deploy Zero Day on Server or
CEO PC



Crypto Mining

Gain control of employee's PC to install relevant malware



X 1

X 1

X 1

X 1