# Social Engineering Attacks Inference Rules

### Shoulder Surfing

* attack(shoulder\_surfing,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧has\_security\_awareness(A2,h)∧scene(r2,h)
* attack(shoulder\_surfing,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧has\_security\_awareness(A2,h)∧scene(r2,l)
* attack(shoulder\_surfing,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧has\_security\_awareness(A2,m)∧scene(r2,h)
* attack(shoulder\_surfing,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧has\_security\_awareness(A2,m)∧scene(r2,l)
* attack(shoulder\_surfing,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧has\_security\_awareness(A2,l)∧(scene(r2,h)∨scene(r2,l))

### Tailgating

* attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory\_S\_p(r2,Ma,a,Y)∧has\_security\_awareness(A2,h)∧(scene(r2,h)∨scene(r2,l))
* attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory\_S\_p(r2,Ma,a,Y)∧has\_security\_awareness(A2,m)∧scene(r2,h)
* attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory\_S\_p(r2,Ma,a,Y)∧has\_security\_awareness(A2,m)∧scene(r2,l)
* attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory\_S\_p(r2,Ma,a,Y)∧has\_security\_awareness(A2,l)∧scene(r2,h)
* attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory\_S\_p(r2,Ma,a,Y)∧has\_security\_awareness(A2,l)∧scene(r2,l)
* attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory\_disqualification\_S\_p(r2,Ma,a)∧has\_security\_awareness(A2,h)∧(scene(r2,h)∨scene(r2,l))
* attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory\_disqualification\_S\_p(r2,Ma,a)∧has\_security\_awareness(A2,m)∧(scene(r2,h)∨scene(r2,l))
* attack(tailgating,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧mandatory\_disqualification\_S\_p(r2,Ma,a)∧has\_security\_awareness(A2,l)∧(scene(r2,h)∨scene(r2,l))

### Dumpster Diving

* attack(dumpster\_diving,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧has\_security\_awareness(A2,h)
* attack(dumpster\_diving,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧has\_security\_awareness(A2,h)
* attack(dumpster\_diving,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧has\_security\_awareness(A2,m)
* attack(dumpster\_diving,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧has\_security\_awareness(A2,m)
* attack(dumpster\_diving,r1,A2,a)←ownership(r2,a)∧play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧has\_security\_awareness(A2,l)

### Intimidation

* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_S\_n(r1,S,a)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_S\_n(r1,S,a,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_S\_n(r1,S,a,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_S\_n(r1,S,a)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_S\_n(r1,S,a,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_S\_n(r1,S,a,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_S\_n(r1,S,a)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_S\_n(r1,S,a,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_S\_n(r1,S,a,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_S\_n(r1,S,a,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_S\_n(r1,S,a)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_S\_n(r1,S,a,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_S\_n(r1,S,a,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_S\_n(r1,S,a,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory\_disqualification\_S\_p(r2,S,a)∨mandatory\_S\_p(r2,S,a,Y))∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧(subordinate(r1,r2)∨authority(r1,r2))∧has\_security\_awareness(A2,l)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,h)∧subordinate(r1,r2)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)∧subordinate(r1,r2)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)∧subordinate(r1,r2)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,m)∧subordinate(r1,r2)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,m)∧subordinate(r1,r2)
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* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧has\_security\_awareness(A2,h)∧authority(r1,r2)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧has\_security\_awareness(A2,h)∧authority(r1,r2)
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* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧has\_security\_awareness(A2,m)∧authority(r1,r2)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧has\_security\_awareness(A2,l)∧(subordinate(r1,r2)∨authority(r1,r2))
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
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* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
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* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory\_S\_p(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧trust(A2,r1)∧subordinate(r1,r2)∧has\_security\_awareness(A2,l)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧trust(A2,r1)∧authority(r1,r2)∧has\_security\_awareness(A2,l)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧(mandatory\_disqualification\_S\_p(r2,S,a)∨mandatory\_S\_p(r2,S,a,Y))∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧(mandatory\_disqualification\_S\_p(r2,S,a)∨mandatory\_S\_p(r2,S,a,Y))∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧(mandatory\_disqualification\_S\_p(r2,S,a)∨mandatory\_S\_p(r2,S,a,Y))∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,l)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧(mandatory\_disqualification\_S\_p(r2,S,a)∨mandatory\_S\_p(r2,S,a,Y))∧authority(r1,r2)∧trust(A2,r1)∧(has\_security\_awareness(A2,m)∨has\_security\_awareness(A2,l))
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,l)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧has\_security\_awareness(A2,l)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,l)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧has\_security\_awareness(A2,l)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,l)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory\_disqualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,l)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧subordinate(r1,r2)∧trust(A2,r1)∧(has\_security\_awareness(A2,m)∨has\_security\_awareness(A2,l))
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(intimidation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧authority(r1,r2)∧trust(A2,r1)∧(has\_security\_awareness(A2,m)∨has\_security\_awareness(A2,l))

### Incentive

* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualifcation\_S\_n(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualifcation\_S\_n(r2,S,a))∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualifcation\_S\_p(r2,S,a)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualifcation\_S\_n(r1,S,a)∧mandatory\_disqualifcation\_S\_p(r2,S,a)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualifcation\_S\_n(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualifcation\_S\_n(r2,S,a))∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_n(r2,S,a))∧has\_security\_awareness(A2,l)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧has\_security\_awareness(A2,l)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧trust(A2,r1)∧has\_security\_awareness(A2,l)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧trust(A2,r1)∧has\_security\_awareness(A2,l)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧has\_security\_awareness(A2,l)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧(has\_security\_awareness(A2,m)∨has\_security\_awareness(A2,l))
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧trust(A2,r1)∧has\_security\_awareness(A2,m)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧∨(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧trust(A2,r1)∧has\_security\_awareness(A2,l)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧trust(A2,r1)∧has\_security\_awareness(A2,h)
* attack(incentive,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧uncertain\_constraint(r2,a)∧generate(t,a)∧Non\_mandatory\_C\_p(r2,C,t)∧trust(A2,r1)∧(has\_security\_awareness(A2,m)∨has\_security\_awareness(A2,l))

### Impersonation

* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,m)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,m)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,m)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,m)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,m)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,m)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,m)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,m)
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* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,m)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory\_S\_p(r1,S,a,Y)∨mandatory\_disqualification\_S\_p(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧(mandatory\_M\_p(r1,M,t,Y)∨mandatory\_disqualification\_M\_p(r1,M,t))∧need(t,a)∧has\_security\_awareness(A2,l)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
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* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r1,M,t)∧need(t,a)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
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* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r1,M,t,Y)∧need(t,a)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
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* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
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* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,l)∨scene(r2,h))∧(mandatory\_S\_p(r1,S,a,Y)∨mandatory\_disqualification\_S\_p(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧has\_security\_awareness(A2,l)∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧depend(r1,a,r2)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)
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* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧depend(r1,a,r2)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,m)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧depend(r1,a,r2)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,m)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧(mandatory\_S\_p(r1,S,a,Y)∨mandatory\_disqualification\_S\_p(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧has\_security\_awareness(A2,l)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∨scene(r2,l))∧depend(r1,a,r2)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,h))∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧mandatory\_S\_p(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∨scene(r2,l))∧depend(r1,a,r2)∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧has\_security\_awareness(A2,h))∧trust(A2,r1)
* attack(impersonation,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧depend(r1,a,r2)∧(mandatory\_S\_p(r1,S,a,Y)∨mandatory\_disqualification\_S\_p(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧has\_security\_awareness(A2,l))∧trust(A2,r1)

### Responsibility

* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧(mandatory\_M\_p(r2,M,t,Y)∨mandatory\_disqualification\_M\_p(r2,M,t))∧subordinate(r1,r2)∧generate(t,a)∧has\_security\_awareness(A2,l)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧(mandatory\_M\_p(r2,M,t,Y)∨mandatory\_disqualification\_M\_p(r2,M,t))∧generate(t,a)∧authority(r1,r2)∧has\_security\_awareness(A2,l)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧mandatory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧mandatory\_disqualification\_M\_p(r2,M,t)∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(mandatory\_S\_n(r1,S,a,Y)∨mandatory\_disqualification\_S\_n(r1,S,a))∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_disqualification\_S\_p(r2,S,a))∧(mandatory\_M\_p(r2,M,t,Y)∨mandatory\_disqualification\_M\_p(r2,M,t))∧generate(t,a)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,l)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_qualification\_S\_p(r2,S,a))∧(mandatory\_M\_p(r2,M,t,Y)∨mandatory\_qualification\_M\_p(r2,M,t))∧subordinate(r1,r2)∧has\_security\_awareness(A2,l)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧authority(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧authority(r1,r2)∧has\_security\_awareness(A2,m)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_qualification\_S\_p(r2,S,a))∧(mandatory\_M\_p(r2,M,t,Y)∨mandatory\_qualification\_M\_p(r2,M,t))∧authority(r1,r2)∧has\_security\_awareness(A2,l)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_qualification\_M\_p(r2,M,t)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_qualification\_S\_p(r2,S,a))∧(mandatory\_M\_p(r2,M,t,Y)∨mandatory\_qualification\_M\_p(r2,M,t))∧ex\_cooperation(r1,r2)∧(has\_security\_awareness(A2,l)∨has\_security\_awareness(A2,m))
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧subordinate(r1,r2)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_qualification\_S\_p(r2,S,a))∧(mandatory\_M\_p(r2,M,t,Y)∨mandatory\_qualification\_M\_p(r2,M,t))∧subordinate(r1,r2)∧has\_security\_awareness(A2,l)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧authority(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧authority(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧authority(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧authority(r1,r2)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧authority(r1,r2)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_qualification\_M\_p(r2,M,t)∧authority(r1,r2)∧has\_security\_awareness(A2,m)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_qualification\_S\_p(r2,S,a))∧(mandatory\_M\_p(r2,M,t,Y)∨mandatory\_qualification\_M\_p(r2,M,t))∧authority(r1,r2)∧has\_security\_awareness(A2,l)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_M\_p(r2,M,t,Y)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_qualification\_S\_p(r2,S,a)∧mandatory\_M\_p(r2,M,t,Y)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_S\_p(r2,S,a,Y)∧mandatory\_qualification\_M\_p(r2,M,t)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧mandatory\_disqualification\_S\_p(r2,S,a,Y)∧mandatory\_disqualification\_M\_p(r2,M,t)∧ex\_cooperation(r1,r2)∧has\_security\_awareness(A2,h)∧trust(A2,r1)
* attack(responsibility,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧uncertain\_constraint(r1,a)∧(mandatory\_S\_p(r2,S,a,Y)∨mandatory\_qualification\_S\_p(r2,S,a))∧(mandatory\_M\_p(r2,M,t,Y)∨mandatory\_qualification\_M\_p(r2,M,t))∧ex\_cooperation(r1,r2)∧(has\_security\_awareness(A2,l)∨has\_security\_awareness(A2,m))∧trust(A2,r1)

### Distraction

* attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧ownership(r2,a)∧mandatory\_S\_n(r1,S,a,Y)∧has\_security\_awareness(A2,h)
* attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧ownership(r2,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧has\_security\_awareness(A2,h)
* attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧ownership(r2,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧has\_security\_awareness(A2,h)
* attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧ownership(r2,a)∧mandatory\_S\_n(r1,S,a,Y)∧has\_security\_awareness(A2,m)
* attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧ownership(r2,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧has\_security\_awareness(A2,m)
* attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧ownership(r2,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧has\_security\_awareness(A2,m)
* attack(distraction,r1,A2,a)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧ownership(r2,a)∧(mandatory\_qualification\_S\_n(r1,S,a)∨mandatory\_S\_n(r1,S,a,Y))∧has\_security\_awareness(A2,l)