# Social Engineering Attacks Inference Rules

### Tailgating

 attack(tailgating,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧Non\_mandatory\_C\_p(r2,

C,a)∧(ha\_security\_awareness(A2,h)∨ha\_security\_awareness(A2,m))∧(scene(r2,h)∨s

cene(r2,l))

 attack(tailgating,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧Non\_mandatory\_C\_p(r2,

C,a)∧ha\_security\_awareness(A2,l)∧(scene(r2,h)∨scene(r2,l))

### **Dumpster Diving**

 attack(dumpster\_diving,r1,A2,a,l)←Non\_mandatory\_C\_p(r2,C,a)∧play(A2,r2)∧play

(attacker,r1)∧(scene(r2,h)∨scene(r2,l))∧(ha\_security\_awareness(A2,h)∨ha\_security\_

awareness(A2,m))

 attack(dumpster\_diving,r1,A2,a,l)←Non\_mandatory\_C\_p(r2,C,a)∧play(A2,r2)∧play

(attacker,r1)∧scene(r2,h)∧ha\_security\_awareness(A2,l)

 attack(dumpster\_diving,r1,A2,a,m)←Non\_mandatory\_C\_p(r2,C,a)∧play(A2,r2)∧pla

y(attacker,r1)∧scene(r2,l)∧ha\_security\_awareness(A2,l)

### **Intimidation**

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(R

2,l))∧Non\_mandatory\_Sh\_p(r2,Sh,a)∧mandatory\_S\_n(r1,S,a)∧subordinate(r1,r2)

∧(ha\_security\_awareness(A2,h)∨ha\_security\_awareness(A2,m)∨ha\_security\_awarenes

s(A2,l))

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(R

2,l))∧Non\_mandatory\_Sh\_p(r2,Sh,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧subo

rdinate(r1,r2)∧(ha\_security\_awareness(A2,h)∨ha\_security\_awareness(A2,m))

 attack(intimidation,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(

r2,l))∧Non\_mandatory\_Sh\_p(r2,Sh,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧su

bordinate(r1,r2)∧ha\_security\_awareness(A2,l)

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(R

2,l))∧Non\_mandatory\_Sh\_p(r2,Sh,a)∧mandatory\_S\_n(r1,S,a)∧authority(r1,r2)∧(

ha\_security\_awareness(A2,h)∨ha\_security\_awareness(A2,m)∨ha\_security\_awareness(A

2,l))

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(R

2,l))∧Non\_mandatory\_Sh\_p(r2,Sh,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧auth

ority(r1,r2)∧(ha\_security\_awareness(A2,h)∨ha\_security\_awareness(A2,m))

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧Non\_ma

ndatory\_Sh\_p(r2,Sh,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧authority(r1,r2)∧

ha\_security\_awareness(A2,l)

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧Non\_man

datory\_Sh\_p(r2,Sh,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧authority(r1,r2)∧h

a\_security\_awareness(A2,l)

 attack(intimidation,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧Non\_ma

ndatory\_Sh\_p(r2,Sh,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧authority(r1,r2)∧

ha\_security\_awareness(A2,l)

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(R

2,l))∧Non\_mandatory\_C\_p(r2,C,a)∧mandatory\_S\_n(r1,S,a)∧authority(r1,r2)∧(ha

s\_security\_awareness(A2,h)∨ha\_security\_awareness(A2,m)∨ha\_security\_awareness(A2,l)

)

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(R

2,l))∧Non\_mandatory\_C\_p(r2,C,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧author

ity(r1,r2)∧(ha\_security\_awareness(A2,h)∨ha\_security\_awareness(A2,m))

 attack(intimidation,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(

r2,l))∧Non\_mandatory\_C\_p(r2,C,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧auth

ority(r1,r2)∧ha\_security\_awareness(A2,l)

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(R

2,l))∧Non\_mandatory\_C\_p(r2,C,a)∧mandatory\_S\_n(r1,S,a)∧subordinate(r1,r2)∧(

ha\_security\_awareness(A2,h)∨ha\_security\_awareness(A2,m))

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧Non\_ma

ndatory\_C\_p(r2,C,a)∧mandatory\_S\_n(r1,S,a)∧subordinate(r1,r2)∧ha\_security\_a

wareness(A2,l)

 attack(intimidation,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧Non\_ma

ndatory\_C\_p(r2,C,a)∧mandatory\_S\_n(r1,S,a)∧subordinate(r1,r2)∧ha\_security\_a

wareness(A2,l)

 attack(intimidation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(R

2,l))∧Non\_mandatory\_C\_p(r2,C,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧subor

dinate(r1,r2)∧(ha\_security\_awareness(A2,h)∨ha\_security\_awareness(A2,m))

 attack(intimidation,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(

r2,l))∧Non\_mandatory\_C\_p(r2,C,a)∧mandatory\_disqualification\_S\_n(r1,S,a)∧subo

rdinate(r1,r2)∧ha\_security\_awareness(A2,l)

### Incentive

 attack(incentive,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))

∧mandatory\_S\_n(r1,S,a,Y)∧Non\_mandatory\_Sh\_p(r2,Sh,a)∧(ha\_security\_awarene

ss(A2,h)∨ha\_security\_awareness(A2,m)∨ha\_security\_awareness(A2,l))

 attack(incentive,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))

∧mandatory\_disqualification\_S\_n(r1,S,a)∧Non\_mandatory\_Sh\_p(r2,Sh,a)∧(ha\_sec

urity\_awareness(A2,h)∨ha\_security\_awareness(A2,m))

 attack(incentive,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_

disqualification\_S\_n(r1,S,a)∧Non\_mandatory\_Sh\_p(r2,Sh,a)∧ha\_security\_awarenes

s(A2,l)

 attack(incentive,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandatory\_

disqualification\_S\_n(r1,S,a)∧Non\_mandatory\_Sh\_p(r2,Sh,a)∧ha\_security\_awarenes

s(A2,l)

 attack(incentive,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))

∧mandatory\_S\_n(r1,S,a,Y)∧Non\_mandatory\_C\_p(r2,C,a)∧(ha\_security\_awareness

(A2,h)∨ha\_security\_awareness(A2,m))

 attack(incentive,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory\_

S\_n(r1,S,a,Y)∧Non\_mandatory\_C\_p(r2,C,a)∧ha\_security\_awareness(A2,l)

 attack(incentive,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandatory

\_S\_n(r1,S,a,Y)∧Non\_mandatory\_C\_p(r2,C,a)∧ha\_security\_awareness(A2,l)

 attack(incentive,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l))

∧mandatory\_disqualification\_S\_n(r1,S,a)∧Non\_mandatory\_C\_p(r2,C,a)∧(ha\_secur

ity\_awareness(A2,h)∨ha\_security\_awareness(A2,m))

 attack(incentive,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scene(r2,l)

)∧mandatory\_disqualification\_S\_n(r1,S,a,Y)∧Non\_mandatory\_C\_p(r2,C,a)∧ha\_se

curity\_awareness(A2,l)

### Impersonation

 attack(impersonation,r1,A2,a,l)←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)∧Non\_mandatory\_C\_p(

r2,C,T)∧need(T,a)∧(ha\_security\_awareness(A2,h)∨ha\_security\_awareness(A2,m)∨

ha\_security\_awareness(A2,l))

 attack(impersonation,r1,A2,a,l)←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)∧Non\_ma

ndatory\_C\_p(r2,C,T)∧need(T,a)∧(ha\_security\_awareness(A2,h)∨ha\_security\_awaren

ess(A2,m))

 attack(impersonation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandat

ory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧Non\_mandatory\_C\_p(R

2,C,T)∧need(T,a)∧ha\_security\_awareness(A2,l)

 attack(impersonation,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧manda

tory\_disqualification\_S\_p(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧Non\_mandatory\_C\_p(

r2,C,T)∧need(T,a)∧ha\_security\_awareness(A2,l)

 attack(impersonation,r1,A2,a,l)←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)∧Non\_ma

ndatory\_C\_p(r2,C,T)∧need(T,a)∧(ha\_security\_awareness(A2,h)∨ha\_security\_awaren

ess(A2,m))

 attack(impersonation,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandat

ory\_S\_p(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧Non\_mandatory\_C\_p(R

2,C,T)∧need(T,a)∧ha\_security\_awareness(A2,l)

 attack(impersonation,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧manda

tory\_S\_p(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧Non\_mandatory\_C\_p(

r2,C,T)∧need(T,a)∧ha\_security\_awareness(A2,l)

 attack(impersonation,r1,A2,a,l)←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)∧Non\_mandatory\_C\_p(r2,C,T)∧need(T,a)∧(ha\_security\_awareness(A2,h)∨ha\_s

ecurity\_awareness(A2,m))

 attack(impersonation,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧(scene(r2,h)∨scen

e(r2,l))∧mandatory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,

S,a)∧Non\_mandatory\_C\_p(r2,C,T)∧need(T,a)∧ha\_security\_awareness(A2,l)

 attack(impersonation,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧manda

tory\_disqualification\_S\_p(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧Non\_ma

ndatory\_Ma\_p(r2,Ma,T)∧need(T,a)∧ha\_security\_awareness(A2,l)

### Responsibility

 attack(responsibility,r1,A2,a,l)←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)∧Non\_mandatory\_Sh\_p

(r2,Sh,T)∧authority(r1,r2)∧generate(T,a)∧(ha\_security\_awareness(A2,h)∨ha\_secu

rity\_awareness(A2,m)∨ha\_security\_awareness(A2,l))

 attack(responsibility,r1,A2,a,l)←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)∧Non\_ma

ndatory\_Sh\_p(r2,Sh,T)∧authority(r1,r2)∧generate(T,a)∧(ha\_security\_awareness(A2,

h)∨ha\_security\_awareness(A2,m)∨ha\_security\_awareness(A2,l))

 attack(responsibility,r1,A2,a,l)←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)∧Non\_ma

ndatory\_Sh\_p(r2,Sh,T)∧authority(r1,r2)∧generate(T,a)∧(ha\_security\_awareness(A2,

h)∨ha\_security\_awareness(A2,m)∨ha\_security\_awareness(A2,l))

 attack(responsibility,r1,A2,a,l)←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)∧Non\_mandatory\_Sh\_p(r2,Sh,T)∧authority(r1,r2)∧generate(T,a)∧(ha\_security\_

awareness(A2,h)∨ha\_security\_awareness(A2,m))

 attack(responsibility,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandat

ory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧Non\_man

datory\_Sh\_p(r2,Sh,T)∧authority(r1,r2)∧generate(T,a)∧ha\_security\_awareness(A2,l)

 attack(responsibility,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandat

ory\_disqualification\_S\_n(r1,S,a)∧mandatory\_disqualification\_S\_p(r2,S,a)∧Non\_man

datory\_Sh\_p(r2,Sh,T)∧authority(r1,r2)∧generate(T,a)∧ha\_security\_awareness(A2,l)

 attack(responsibility,r1,A2,a,l)←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)∧Non\_mandatory\_Sh\_p

(r2,Sh,T)∧subordinate(r1,r2)∧generate(T,a)∧(ha\_security\_awareness(A2,h)∨ha\_se

curity\_awareness(A2,m)∨ha\_security\_awareness(A2,l))

 attack(responsibility,r1,A2,a,l)←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)∧Non\_ma

ndatory\_Sh\_p(r2,Sh,T)∧subordinate(r1,r2)∧generate(T,a)∧(ha\_security\_awareness(

A2,h)∨ha\_security\_awareness(A2,m))

 attack(responsibility,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandat

ory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧Non\_mandatory\_Sh\_p(

r2,Sh,T)∧subordinate(r1,r2)∧generate(T,a)∧ha\_security\_awareness(A2,l)

 attack(responsibility,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandat

ory\_disqualification\_S\_n(r1,S,a)∧mandatory\_S\_p(r2,S,a,Y)∧Non\_mandatory\_Sh\_p(

r2,Sh,T)∧subordinate(r1,r2)∧generate(T,a)∧ha\_security\_awareness(A2,l)

 attack(responsibility,r1,A2,a,l)←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)∧Non\_ma

ndatory\_Sh\_p(r2,Sh,T)∧subordinate(r1,r2)∧generate(T,a)∧(ha\_security\_awareness(

A2,h)∨ha\_security\_awareness(A2,m))

 attack(responsibility,r1,A2,a,l)←play(A2,r2)∧play(attacker,r1)∧scene(r2,h)∧mandat

ory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧Non\_mandatory\_Sh\_p(

r2,Sh,T)∧subordinate(r1,r2)∧generate(T,a)∧ha\_security\_awareness(A2,l)

 attack(responsibility,r1,A2,a,m)←play(A2,r2)∧play(attacker,r1)∧scene(r2,l)∧mandat

ory\_S\_n(r1,S,a,Y)∧mandatory\_disqualification\_S\_p(r2,S,a)∧Non\_mandatory\_Sh\_p(

r2,Sh,T)∧subordinate(r1,r2)∧generate(T,a)∧ha\_security\_awareness(A2,l)

 attack(responsibility,r1,A2,a,l)←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)∧Non\_mandatory\_Sh\_p(r2,Sh,T)∧subordinate(r1,r2)∧generate(T,a)∧(ha\_securi

ty\_awareness(A2,h)∨ha\_security\_awareness(A2,m))

 attack(responsibility,r1,A2,a,m)←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)∧Non\_mandatory\_Sh\_p(r2,Sh,T)∧subordinate(r1,r2)∧generate(T,a)∧ha\_securit

y\_awareness(A2,l)