

CyBOK

The Cyber Security Body Of Knowledge



(Cyber) Cops and Robbers

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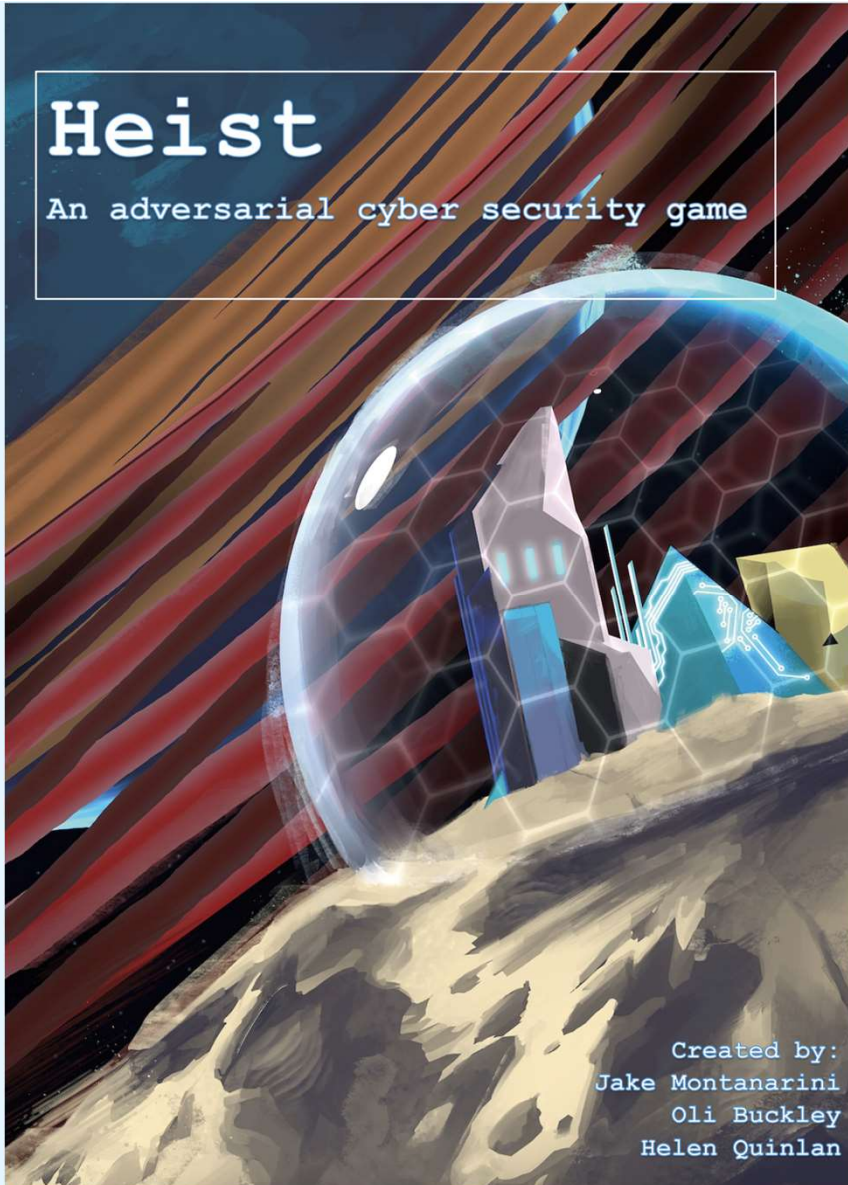
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Overview

- Heist: An Adversarial Cyber Board Game
 - Motivation
 - Design
 - Development
 - Output
- Cyber Noir: Adventures in Digital Forensics
 - Motivation
 - Story development
 - Output
- What next?

Heist

An adversarial cyber security game






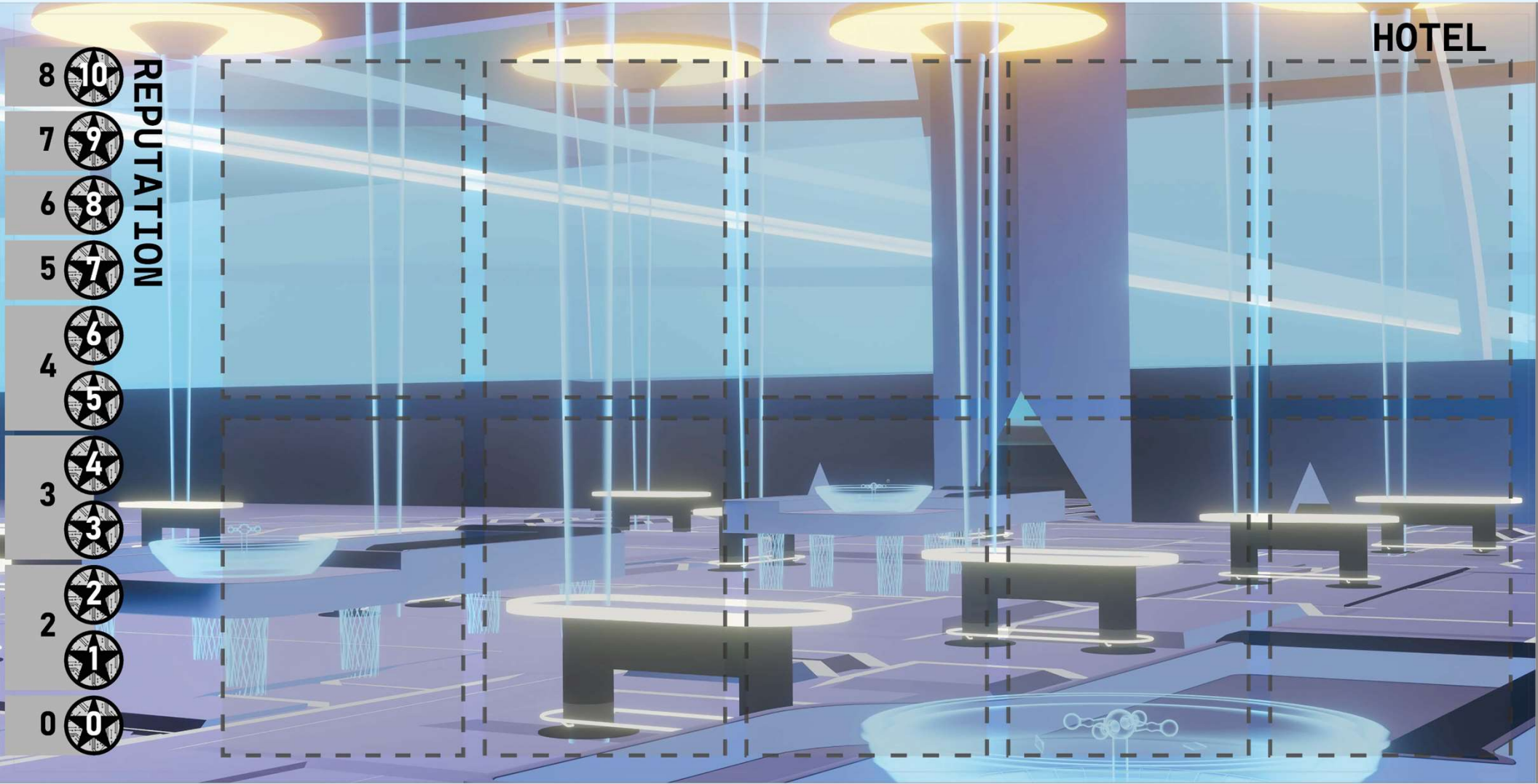
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Motivation

HOTEL

REPUTATION

- 8 
- 7 
- 6 
- 5 
- 4 
- 3 
- 2 
- 1 
- 0 



SERVER / UPGRADE

RESOURCES

DISCARD

LOCKED
8 DATA

LOCKED
14 DATA

SPECIALIST ABILITY ▼

DECK



UPGRADE 6
1

Recruit an Insider

Cost
2 Credits

Reward

Ongoing
Pay 2 less for any one action this round

Everything is easier with a little help. Find a disgruntled employee and tempt them to join you on your mission!

KA: MAT

HOTEL 3
1

Blackmail

Cost
1 Time
2 Data

Reward

3 Breach = 4 Credits & Defender discards 1 card from hand

You've managed to collect some really interesting information about staff at the hotel, you decide to put it into practice with some good old-fashioned blackmail.

KA: HF

UPGRADE 3
2

Cloud Based Documentation

Cost
3 Time
1 Credits

Reward

Ongoing
Reduce the value of a Ransomware breach by 2

Keep everything you need in one place, so that everyone knows the plan and what to do if something goes wrong!

KA: SOIM

SPECIALIST 0
3

Forensic Expert

Reward

-2 Credits
Increase your log search by 2 this turn.

UPGRADE 4
1

Hacker Certification+

Cost
3 Time
2 Data

Reward

Ongoing
Increase hand size by 2

It's never too late to learn something new, so why not boost your skills with a new course?

KA: SOIM

HOTEL 7
1

Networking Plant

Cost
4 Time
2 Credits

Reward

5 Breach = 5 Data & -2 Reputation

You manage to hide your own device inside the hotel to get access to their systems.

KA: NS

UPGRADE 5
1

Pentesting

Cost
1 Time
2 Data
2 Credits

Reward

Discard 1 face up card from another player or the hotel board

Sometimes you just need to call in the professionals. Hire a pen-tester to come and try to break things, before a criminal gets a chance.

KA: SOIM

SPECIALIST 0
3

Inhouse Technical Team

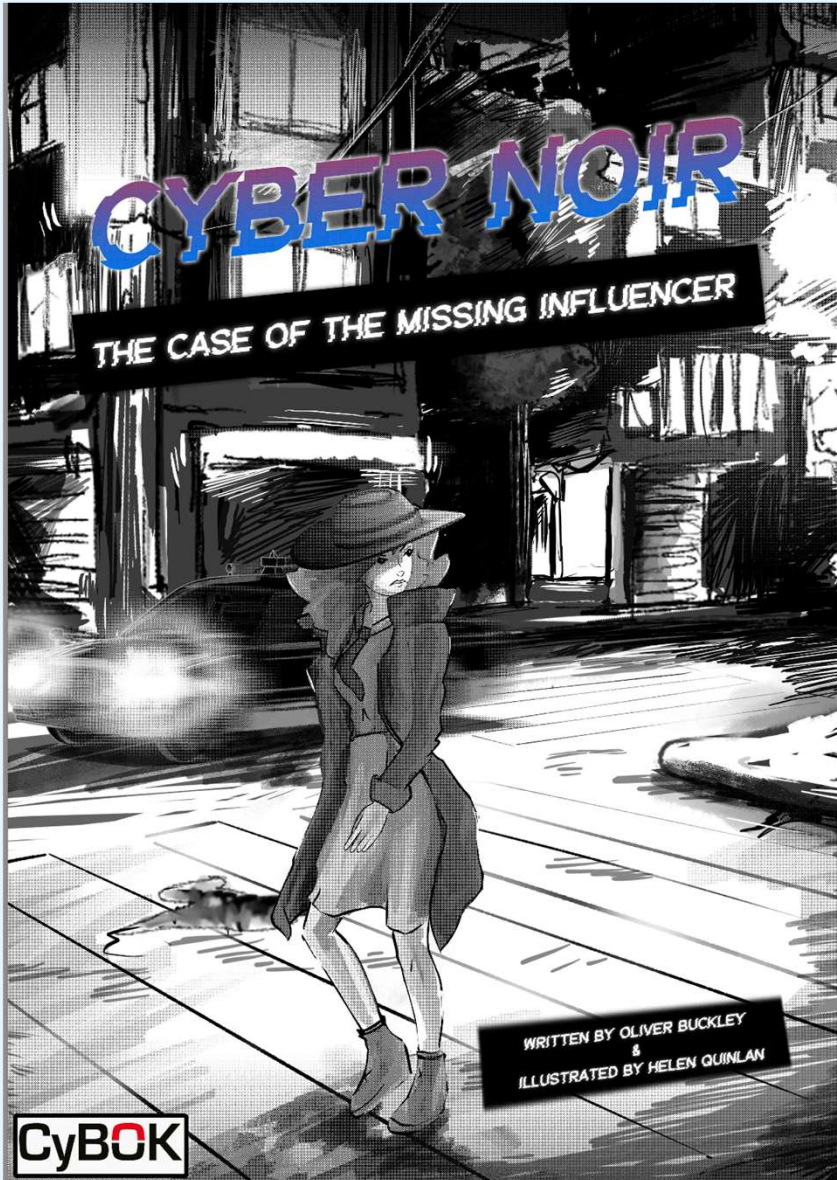
Reward

Play an Upgrade card from your hand for free, or buy an Upgrade card from the market, paying 3 fewer.



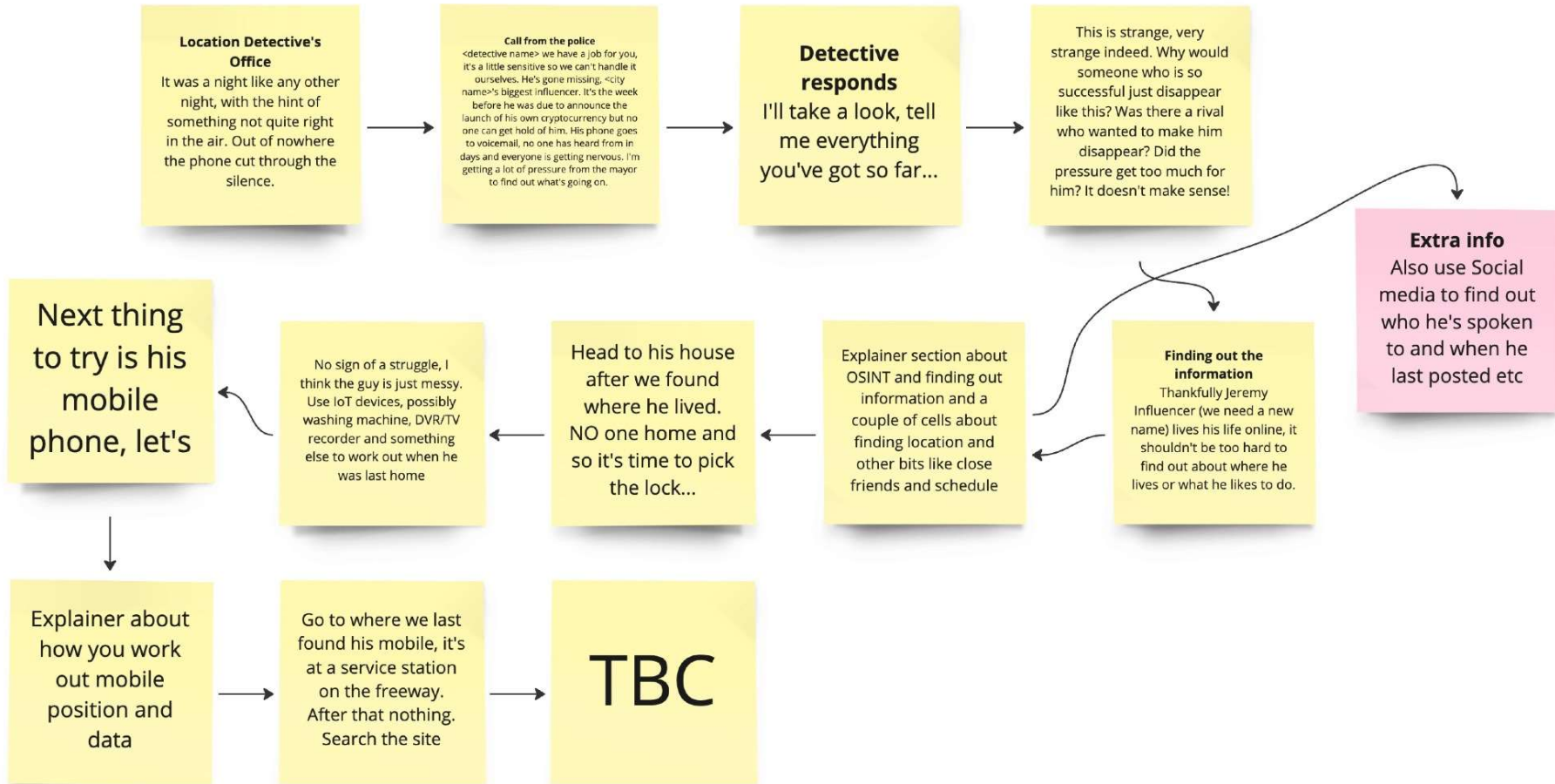
What Next?

O. Buckley, J. Montanarini, H. Quinlan. Planning the Perfect Heist: An Adversarial Cyber Game, AHFE 2024 (To Appear)

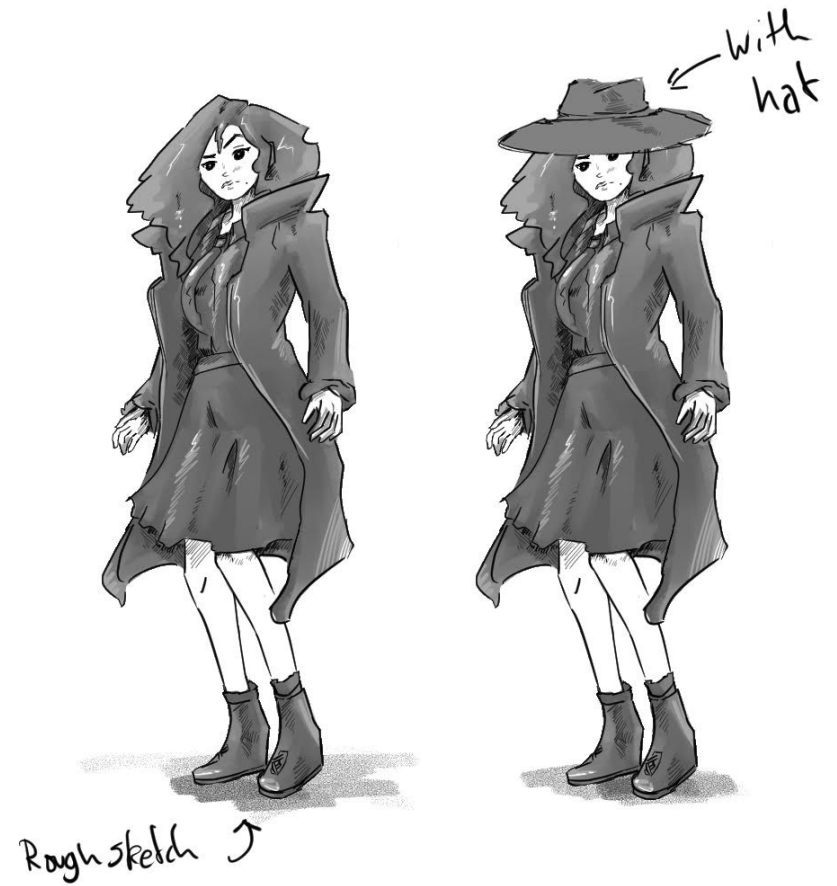


Motivation

Storyboarding



Concept Art

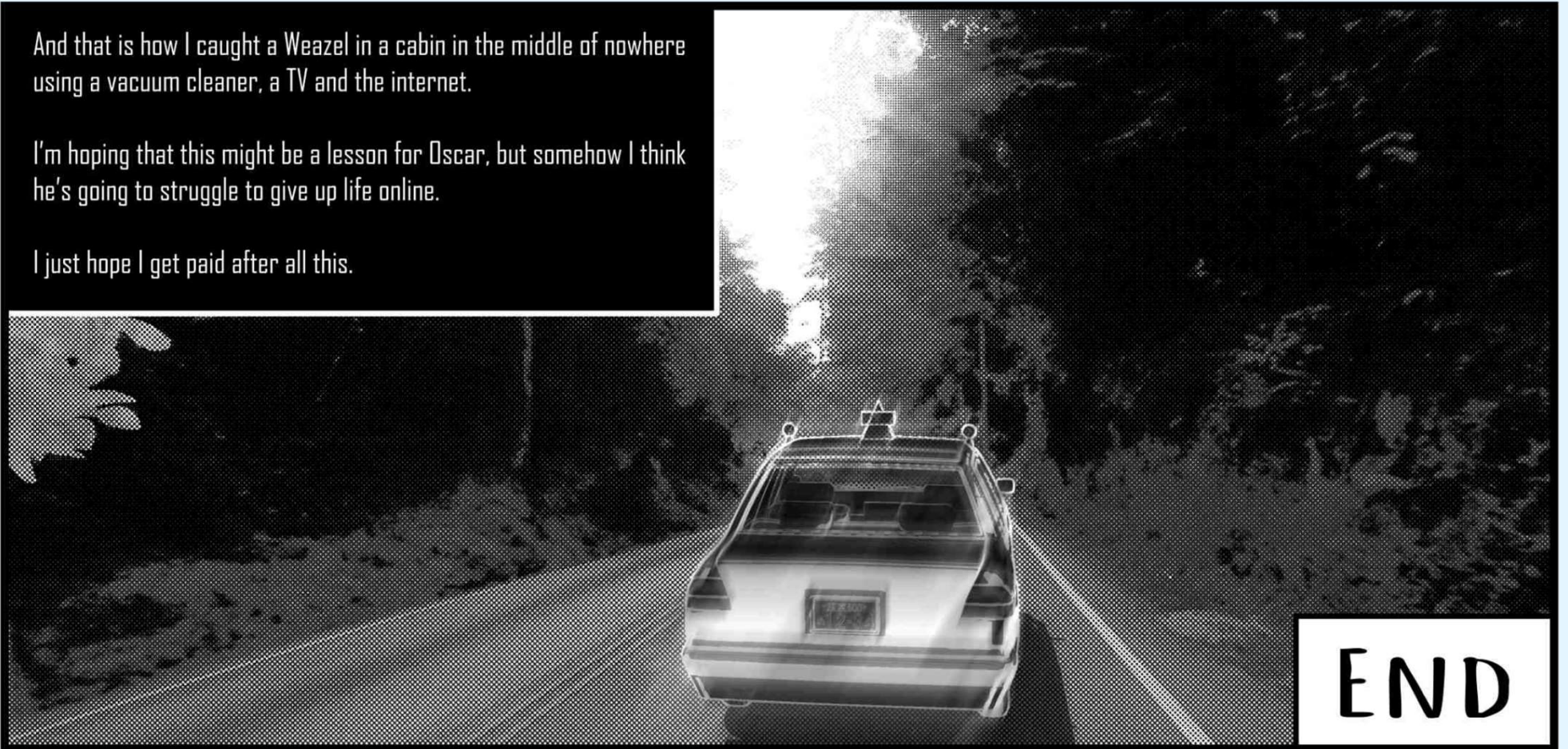


Where Next?

And that is how I caught a Weazel in a cabin in the middle of nowhere using a vacuum cleaner, a TV and the internet.

I'm hoping that this might be a lesson for Oscar, but somehow I think he's going to struggle to give up life online.

I just hope I get paid after all this.



Important Links



Cyber Noir PDF



Cyber Heist Print and Play
PDF



Email Me!

In Collaboration with:



Launchpad
Games