



# CYBERROLL

The Tabletop Game

OFFICIAL RULES

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## The Tabletop Game

*A fresh start. That's what you need. Your last company was over-run by security attacks. But now you've joined a start up company just beginning their journey into cybersecurity. With the right strategy, you can fend off the attacks and keep your team happy. Hopefully.*

### About the Game

CyberRoll is a cooperative tabletop game where you and your team take on the roles of cybersecurity decision-makers for a growing company. You'll hire experts, purchase and staff security controls, manage staff training, and respond to evolving cyber threats and unexpected complications.

**Your goal is simple:** survive three full Years and pass a final Internal Audit.

### Components



1 Dashboard



30 Staff Tokens



20 Coin Tokens



47 Control Cards



15 Trained Staff Tokens



1 Team Morale Dial



25 Threat Cards



1 Time Track Token



1 Brand Damage Dial



44 Complication Cards



12 Attack Surface Trackers



1 Attack Die



9 Role Cards



4 Threat Target Trackers



1 Defense Die



8 Strategy Cards



1 Modifier Tracker

Watch how to play



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# GAME SETUP



1. **Dashboard** - Place in the center of the play area, leaving plenty of space around it.
2. **Control Cards** - Shuffle and place the deck by the Dashboard. Deal the top 9 cards face up to create the Control Market.
3. **Threat Cards** - Divide into three piles based on Threat Level. Shuffle each and place left of the Dashboard.
4. **Complication Cards** - Shuffle the deck, then place to the right of the Dashboard.
5. **Role Cards** - Shuffle the deck and draw 4 Roles face up to place above the Dashboard.
6. **Strategy Cards** - Place the Baseline Security card face up. Shuffle the rest and draw 2 more Strategies face up, leaving the rest in a draw pile.
7. **Morale Tracker** - Team Morale starts at 3, as your team is feeling neutral.
8. **Brand Tracker** - Start with 0 Brand Damage, as you have a clean reputation.
9. **Quarter Tracker** - Place on Q1.
10. **Bank** - Start with 10 Coins. Set the rest of the Coins aside.
11. **Staff** - Place the Staff tokens within easy reach.

A GOOD PLAN  
PAYS OFF...



# GAME STRUCTURE

Each game of CyberRoll is played over three in-game years. Each year is divided into four Quarters. Each Quarter has four Phases.

At the end of each year, your company's audit team will check how well you are managing your security posture by performing an Internal Audit.

1. **Plan** – Buy Controls, Hire staff, and Train them
2. **Threat** – Roll to add new Threats
3. **Defend** – Defend against Threats
4. **Resolve** – Collect income and check Strategies

# PLAN

Oh no, what to buy? You know of a few good options, so let's start with those. Remember to hire some staff to make sure your controls are working. Maybe you could even send them to training. And let's not forget a pizza party to keep morale high!

In the Plan Phase, it is time to set your strategy and build your cyber defense. Choose as many of the following actions as you'd like. Make sure you manage your budget well!

**Buy:** Spend Coins to buy Control Cards from the Market. After you buy a Control Card, immediately replenish the Market back to 9 cards.

**Refresh:** Spend 1 Coin to discard the current Market. Draw 9 new Control Cards. If you run out of Control Cards, shuffle discarded Controls to make a new Control Deck and Refresh the Market.

**Market Research:** Spend 1 Coin to search through the Control Deck for a specific Control to add to the Market. Then shuffle the Control Deck.

**Hire:** Spend 1 Coin per Staff Token hired. Staff can be placed immediately on a Control or held in reserve. Unstaffed Controls do nothing!

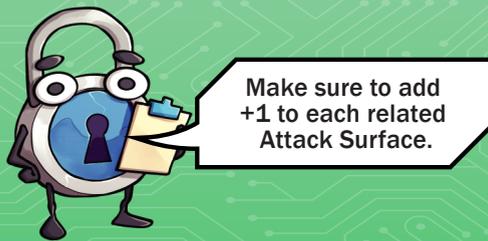
**Train:** Spend 1 Coin to send a Staff Token to training. Remove the Staff Token, place a Trained Staff Token in the next Quarter and collect it in the next Plan Phase. Trained Staff add +1 to all Attack Surfaces on a Control they operate.

**Reassign:** Move Staff from one Control to another. This can only be done during the Plan Phase.

**Team Building:** Spend 2 Coins to increase Team Morale by 1.

**PR Campaign:** Spend 2 Coins to reduce Brand Damage by 1.

**Restore:** Spend 1 Coin to enable a Compromised card. Turn the card face up.



# THREAT

Everything was going great...until it wasn't. The world is changing fast. Somewhere in the digital dark, an attacker is already at work. New exploits. New scams. New headaches. What fresh nightmare is trending this quarter?

Each Quarter, new Threats emerge and challenge your defenses. Early in the game, these Threats are small and manageable, but as your company grows, bigger Threats will come knocking. Plan wisely because each year gets tougher!

## Determine How Many Threats Appear

Roll the Red  Attack Die

- The number rolled is how many Threat cards to draw this Quarter.
- If you roll Lucky, do not draw any Threat cards. Instead, draw 1 Complication card.
- All drawn Threats remain in play face up until they are resolved during the Defend Phase.

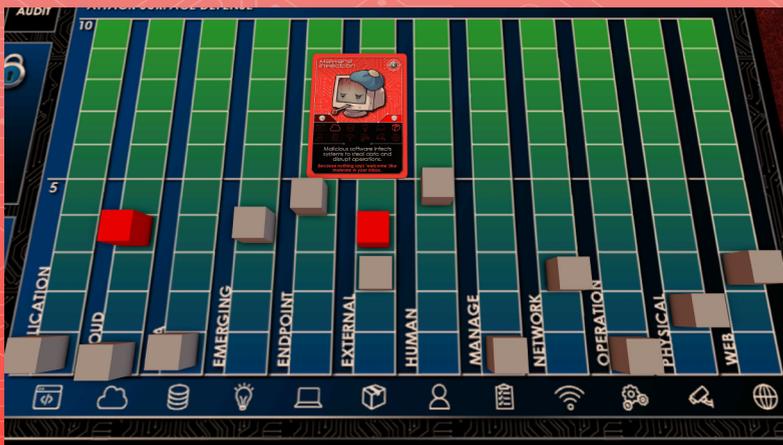


The order of Threat cards you draw depend on your current year:



	First Threat	Second Threat	Third Threat
Year 1	Level 1	Level 1	Level 1
Year 2	Level 2	Level 1	Level 2
Year 3	Level 3	Level 2	Level 1

Threats can be resolved in any order. Pick which Threat to tackle first and look its Target value and what Attack Surface it targets.



## Visualize The Threat (Optional)

Place a  Threat Target Tracker on each related Attack Surface at the Threat Target value (see example left). If you place a tracker on or below your Attack Surface Defense, you already successfully defend that surface. If not, you will need to resolve this in the Defend Phase.

# DEFEND

*This is it. The moment of truth. Dashboards are flashing red, your team is panicking, and you're double checking your strategy like your career depends on it. Because, well... it kind of does. Time to justify those budget requests!*

Each Quarter, your defenses are tested as Threats target your Attack Surfaces. Your Controls protect those surfaces. Now it's time to see if your strategy holds up. Do the following for **each Attack Surface** listed on the Threat card.

## Step 1: Calculate Your Defense Score

For the current Attack Surface, determine your starting Defense Score which is the corresponding value on your Dashboard. Then apply any relevant modifiers from 🌟 Team Morale, Roles, Complications, or other game effects.

## Step 2: Roll for Defense

Roll the Blue 🎲 Defense Die and add the result to your Defense Score. This represents your team's effort to counter the Threat during this Quarter.

## Step 3: Overtime (Optional)

If your total does not meet or exceed the Threat's Target, you may choose to push your team into Overtime. To do so, draw 1 Complication card, then roll the Blue 🎲 Defense Die again and add the result to your previous total.

You may take additional Overtime attempts. Each additional Overtime attempt after the first costs 1 🌟 Team Morale, in addition to drawing a Complication and rolling the die.

## Step 4: Compare Results

If the final Defense Score **meets or exceeds** the 🎯 Target of the Threat, that Attack Surface is successfully defended. When all Attack Surfaces are defended, discard the Threat and gain its Reward.

If you are unable to successfully defend any Attack Surface, the Threat remains open and must be resolved as if it were a new Threat next Quarter.

Order doesn't matter.  
Choose what Threat  
to tackle first!



## Visualize The Defense (optional)

When you roll the Blue 🎲 Defense Die or add global modifiers to the Attack Surface Defense, place a 🟦 Modifier Tracker on the related Attack Surface and move it up the track as you add to your score (see below). Once your 🟦 Modifier Tracker is **at or above** the 🟥 Threat Target Tracker, success!

EACH BLUE DIE  
ROLL ADDS UP!



# RESOLVE

Another quarter survived and the company is still standing. Congratulations! How much is your CEO giving you to keep the company safe? Whatever it is, it's never enough!

After all that drama, it's time to do some housekeeping!



First, collect **Income** based on your company's current **Brand Damage**, as indicated on the **Dashboard**.



Next, review your active **Strategy** cards. A Strategy is completed if all Controls listed on the card are both purchased and staffed at this time.

For **each** completed Strategy, **gain 3** **Coins**. Discard each completed Strategy and draw back up to 3 Strategies. If you can complete any new Strategies, immediately gain 3 **Coins** again, discard, and draw replacements!

Last, **advance the Time Tracker!**



# INTERNAL AUDIT

At the end of Q4 your company's internal audit team reviews your governance posture. The Internal Audit targets your Management Attack Surface.

**Audit Defense = Management Attack Surface Score + Blue Defense Die + modifiers**

Modifiers may come from Roles, Complications, Team Morale, or other game effects. You can **not** push your team to work Overtime, so you only get a single roll of the Defense Die. As your company grows the Internal Audit has stricter expectations so each year has a higher Audit Target.

Year	Audit Target
1	5
2	8
3	11

If your Audit Defense meets or exceeds the Audit Target, you pass the audit! Gain 1 **Team Morale**.

If your Audit Defense is lower than the Audit Target, the audit uncovers serious issues. Lose 1 **Team Morale** and 2 **Coins**. Draw 1 **Complication** card for each point by which you missed the Audit Target.

# SYMBOLS



**Application** - Software that directly runs and supports business functions.



**Cloud** - services delivered via the internet that your business consumes or sells.



**Data** - Digital assets, structured and unstructured, that hold business information and intellectual property.



**Emerging** - New and evolving technologies, AI/ML, IoT, quantum, or space systems not fully standardized.



**Endpoint** - Devices used by employees or contractors that connect to business systems.



**External** - Third-party vendors, suppliers, and partners interacting with business systems.



**Human** - Employees, contractors, and insiders who use or influence information systems.



**Management** - Leadership, governance, and policy that guides business security, compliance, and risk.



**Network** - Digital communication infrastructure that connects users, applications, systems, and services.



**Operations** - Processes, teams, and systems that maintain day-to-day uptime, reliability, and continuity.



**Physical** - Tangible infrastructure, facilities, and devices that store or process business data.



**Web** - Internet-facing websites, portals, and APIs the business owns and operates.



**Coin** - Your company's currency  
Gain 1 Coin



**More Coins**  
Gain 2 Coins



**Even More Coins**  
Gain 3 Coins



**Expense**  
Lose 1 Coin



**More Expense**  
Lose 2 Coins



**Even More Expense**  
Lose 3 Coins



**Too Much Expense**  
Lose 5 Coins



**Global Modifier**  
+1 defense until the end of the next Quarter



**Global Modifier**  
-1 defense until the end of the next Quarter



**Compromise Role**  
Flip 1 Role Card face down



**Compromise Staff**  
Discard 1 Staff or Trained Staff



**Compromise More Staff**  
Discard 2 Staff or Trained Staff



# MORE SYMBOLS



**Gain Control**  
Gain 1 Control from the Market



**Compromise Control**  
Flip 1 Control Card face down



**Compromise More Controls**  
Flip 2 Control Card face down



**Compromise Even More Controls**  
Flip 3 Control Card face down



**Repair Brand Damage**  
Reduce Brand Damage by 1



**Repair More Brand Damage**  
Reduce Brand Damage by 2



**Take Brand Damage**  
Increase Brand Damage by 1



**Take More Brand Damage**  
Increase Brand Damage by 2



**Take Even More Brand Damage**  
Increase Brand Damage by 3



**Draw Complication**  
Draw 1 Complication Card



**Draw More Complications**  
Draw 2 Complication Cards



**Improve Team Morale**  
Increase Team Morale by 1



**Improve More Team Morale**  
Increase Team Morale by 2



**Reduce Team Morale**  
Lower Team Morale by 1



**Reduce More Team Morale**  
Lower Team Morale by 2

Odd



Even

Roll 1 Blue Defense Die  
On an odd result, use the left side  
On an even result, use the right side



# EXAMPLE

It's your first year, let's take it slow in Q1. In the Plan Phase, you buy a Firewall, Security Awareness Training, and Asset Inventory for a total of 3 coins. You staff each of them, so that's 3 more coins. You've still got 4 coins left and invest all 4 into Team Morale, giving you a  global bonus.

Now it's the Monitor Phase. You roll for Threats and get a 1. You draw a Phishing Campaign (Target 5) which attacks Human and Web. Your Dashboard indicates Human +2 and Web +0. High Team Morale gives +1 to all defenses.

Moving to the Defend Phase, you resolve each Attack Surface for the Phishing Campaign.

First, let's resolve the Human Attack Surface. Before rolling, your Defense is 3 (2 Human + 1 Morale). You need to roll a 2 or higher. You roll 1...bummer. You decide to push your team to Overtime, drawing 1 Complication. It's Vendor Delay, so you can't use the Buy action in the next Quarter. That's a Q2 problem. Getting back to this Threat, you roll the Blue Defense Die and to roll a 3. Success! Your final total is 7 so the Human Surface is defended.

Next, it's time to tackle the Web Attack Surface. Your base Defense is only 1 from the global bonus. You roll the Defense Die and get a 4 for a total of 5. Web defended.

Defeating this Phishing Campaign gives you 1  Coin. Congrats, 1 Threat down, so many to go.

Time for the Resolve Phase. You're still in good standing, so collect 3 Coins based on your current Brand. That's all for Q1. Time for Q2. Because of the Vendor Delay, you can't buy any new Controls, so you move straight into Threats. You roll a Lucky. Congrats, no Threats, but you still have to draw a Complication. It's Budget Cuts. There go those 3 Coins.

Q3 and Q4 go similarly to Q1 and Q2, so we fastforward to the end of Q4.

You're facing your first Internal Audit. It's Year 1 so the Audit Target is 5. You've got a +1 to Management from your Asset Inventory. Combined with the Team Morale bonus of +1, you have a +2 so you need a 3 or higher on the Blue Defense Die to pass the Internal Audit.

You roll a 1, giving you an Audit Defense of 3. You fail the Audit by 2. As a result, you lose 1 Team Morale, 2 Coins, and must draw 2 Complication cards. Yikes! Better luck in the years to come!

# TYPES OF CARDS

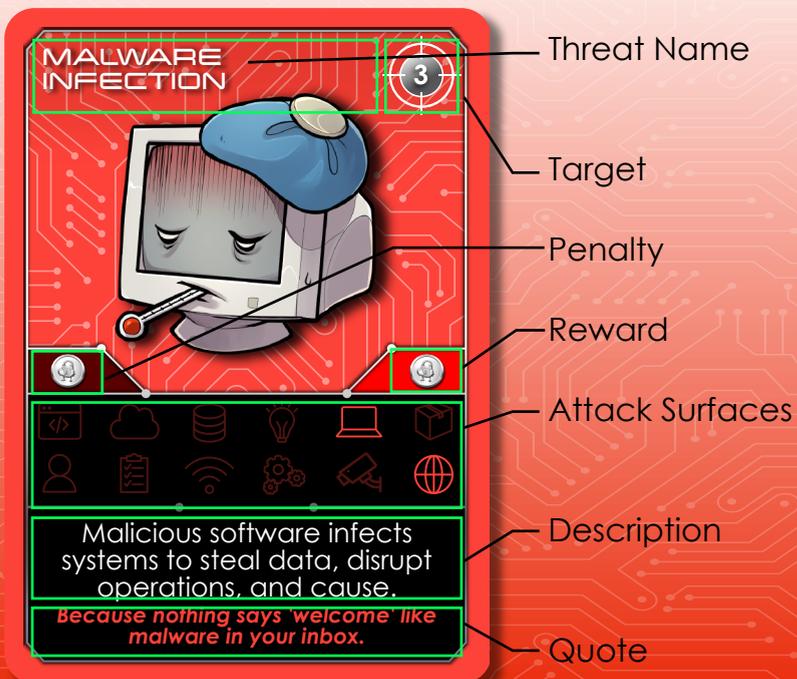
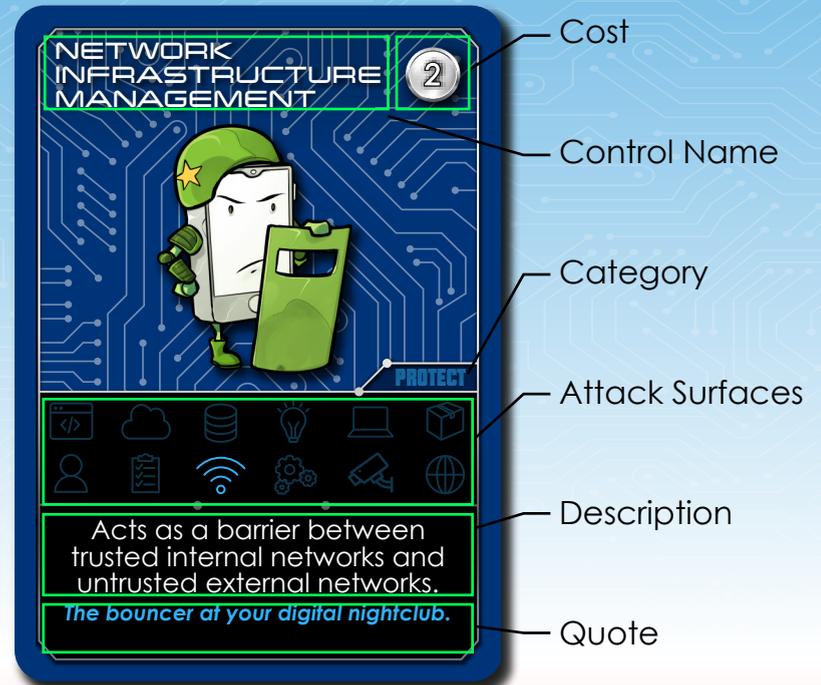
## CONTROL

The most important cards in your defense strategy are Control Cards. They represent the cybersecurity capabilities your company invests in, such as firewalls, monitoring tools, or governance programs.

### Attack Surface

Each Control defends against weaknesses in your company, represented by Attack Surfaces. Applicable Attack Surfaces are highlighted and provide a +1 bonus to the Defense of that Attack Surface when the Control is staffed.

Some Controls are excellent at a particular Attack Surface and are highlighted golden. These provide a +2 bonus to the Defense of that specific Attack Surface!



## THREAT

Threat Cards represent the cyber attacks, risks, and incidents targeting your organization, from phishing emails to zero-day exploits. Resolving them quickly will prove difficult without a solid strategy.

### Attack Surface

Threats target certain Attack Surfaces. The Threat will highlight where it attacks. Each Attack Surface Defense Score must be rolled against the Threat Target.

# TYPES OF CARDS

## COMPLICATION

Unexpected events happen and are impossible to plan for, so watch out for Complication Cards. Mostly challenging, but sometimes helpful, they could be anything from regulatory audits and budget cuts to morale boosting social events. When drawn, you must immediately resolve what the Complication lists.

Some Complications require you to roll a Blue Defense Die to determine the outcome. If you roll an odd number, take the left result. If you roll an even number, take the right result.



Complication Name

What Happens

Discription

Quote

## ROLE

Role Cards represent leaders and specialists in your organization, such as CISO, engineers, analysts, or project managers. They are separate from Staff, which are workers hired to operate Controls.

### Specialty

Each role has its own specialty to help improve your company's defense. These might only be able to be used in a limited capacity, so be careful!



Role Name

Specialty

Discription

Quote

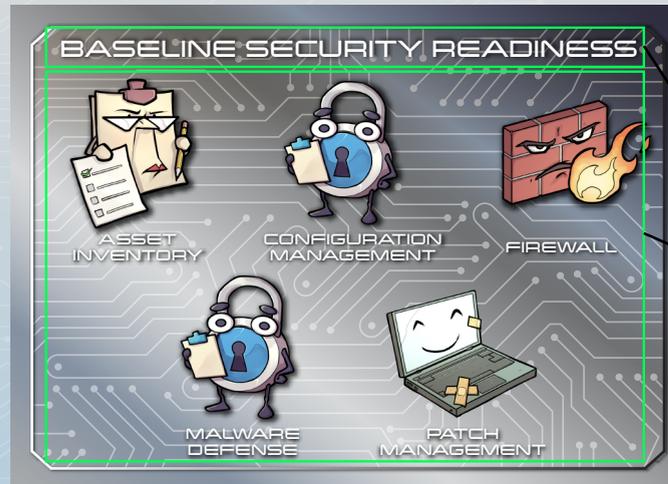
# TYPES OF CARDS

## STRATEGY

Strategy cards are real-world, industry best practices and represent strong security investments.

### Controls Needed

This group of Controls represents a coordinated approach to security rather than isolated fixes.



Strategy Name

Controls Needed

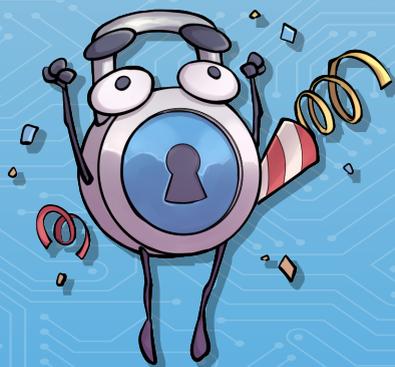
# END OF THE GAME

## You Win if...

You survive through 3 full years (12 Quarters) and the final Internal Audit. Pat yourself on the back, you made it!

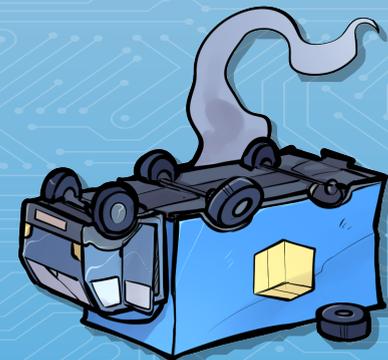
Submit your score to [CyberRoll.com](http://CyberRoll.com) to compare with others!

- 2 per unspent Coin
- 1 per staffed Control
- 1 per two unstaffed Controls (rounded down)



## You Lose if...

- **You lose your last Staff Token.** If you have no more people working for your team, you lose!
- **Team Morale drops to 0.** The team is burned out!
- **Brand Damage reaches 6.** Keep that image in check!



# COMPROMISED

Some Threats and Complications will Compromise a Control or a Role. Flip the card face down. When a Role card is Compromised, it cannot be used. Compromised Controls give no bonuses and Staff are move off the card. During the Plan Phase you can Restore a Compromized card by paying 1 Coin.

# RUNNING OUT OF COINS

If you can't pay for something, don't worry, you have options. They're not great, but hey, you're the one who ran out of coins. Pick from the following:

- Draw a Complication to gain 1 Coin
- Decommission Controls: Discard 1 Control Card to gain 1 Coin
- Layoffs: Remove 1 Staff Token to gain 1 Coin



# OPTIONAL GAME MODES

**Endless Mode:** Stack Threat Decks Level 1 → 2 → 3. Don't reshuffle. Win by resolving all the Threats.

**Hard Mode:** Start with 20 Coins but collect 0 coins for Income in the Resolve Phase. No corporate support. How long can you last?

**Quick Play:** Only play the first year. This is a great option for your first game!

**Battle Mode:** If you have two copies of the game, you can launch Threats against your opponent. Draw a hand of 3 Threats based on the current year: level 1 in year 1, level 2 in year 2, and level 3 in year 3. In the Threats phase, the first Threat you draw comes from your opponent's hand. Game proceeds as normal and at the end of the game the high score wins.

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## Share Your Experience

Have you faced a bizarre or tough cyber threat in real life?  
Submit it to [CyberRoll.com](http://CyberRoll.com) to be featured as a future card!



# GLOSSARY

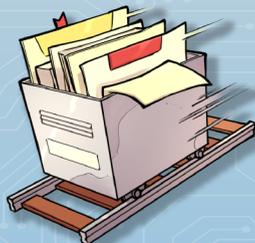
**Attack Die (Red)** - Rolled in the Threats Phase to determine how many new Threats appear.

**Attack Surface** - A category that represents a vulnerability in your organization. They are targeted by Threats defended by Controls.

**Attack Surface Tracker** - A section of the Dashboard to manage your Defense Score. Each staffed Control gives +1 to each Attack Surface listed on the card. If the Control has Trained Staff, that grants an additional +1 to each Attack Surface. If the Control has a gold Attack Surface, that grants an additional +1 for that specific Attack Surface.

**Brand Damage** - Shows the company's public reputation. Every 2 damage reduces Income. If Brand Damage reaches 6, the company collapses and you lose the game.

**Complication Card** - Random events that may assist or hinder the team, often introduced when a player chooses to work Overtime or when penalties apply.



**Compromised** - A card affected by a Threat or Complication, represented by turning it facedown. It provides no bonuses or effects until repaired by spending 1 Coin in the Plan Phase.

**Control Card** - A cybersecurity capability or technology that protects the company. Must be purchased and staffed. Each contributes to one or more Attack Surface defense. Also used to complete Strategy cards.

**Dashboard** - The central board used to track company metrics: Quarters, Team Morale, Brand Damage, and Defense Score per Attack Surface.

**Defense Score** - The total value to defend against a threat. You add applicable Attack Surface score, Defense Die roll, and other bonuses that apply.

**Defense Die (blue)** - Rolled in the Defense Phase and during Audits to test whether defenses succeed.

**Income** - The number of Coins earned during the Resolve Phase of each Quarter. Based on current Brand Damage.

**Internal Audit** - A Year-end check of the company's governance and compliance. Compare an Audit Target using staffed Governance Controls and the Defense Die.

**Open Threat** - A Threat still unresolved at the end of a Defense Phase. Remains in play into the next Quarter.

**Overtime** - An option during the Defense Phase to draw a Complication Card for an extra Defense Die roll. Risky, but powerful.

**Quarter** - One round of play, made of 4 Phases: Plan, Threats, Defend, Resolve.

**Role Card** - A leader or specialist in your company with unique abilities.



**Staff Token** - Represents an employee. Required for a Control to be active.

**Strategy** - An industry best practice grouping of Controls that perform better when together. Purchasing and staffing all the Controls of a Strategy grants a bonus.

**Team Morale** - Shows how motivated your security team is. If Team Morale reaches 0, the staff experiences burn out and you lose the game.

**Threat Card** - Represents a cyber attack or risk that targets specific Attack Surfaces. Defending against it will give a nice reward and failing to do so results in a serious penalty.

**Trained Staff Token** - A Staff Token upgraded through training. Adds +1 to the Control it operates, even if reassigned later.

**Year** - Four Quarters of play. Ends with an Internal Audit.





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## Acknowledgments

CyberRoll references public frameworks and resources for educational and illustrative purposes only. All copyrights, trademarks, and ownership remain with their respective organizations (CIS, NIST, ISO). No endorsement or sponsorship by these organizations is implied.

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