RULES SHEET

MALWARE & MANAGEMENT · FOR EVERY SEAT AT THE TABLE

THE FIRST-ORDER RULES

1

OBJECTIVE

Contain a fast-moving malware incident by resourcing, authorising and defending your technical team's response, before it spreads and before the business pays more than it can afford.

2

EXECUTIVES DECIDE

You always decide. Your Incident Master (IM) rolls a d20 only in doubt, against the target on the option card. Backers add +1 each, up to +3, and the proposing seat adds its specialty, +1 to +3.

3

THREE RISKS

Security, Financial and Reputational risk sit on a board for everyone to see. The scenario card says which matters most. Time is the clock, not a risk.

4

EXECUTIVE DECISIONS

Big calls are Executive Decisions: at most 3 per game, from the menu on the scenario card. A strict majority carries it: 3 of 4, 3 of 5, 4 of 6, 4 of 7, 5 of 8 seats. A tie fails; the table may re-propose once while time remains. The IM chairs.

5

RISK TRIANGLE

12 points: Money, Time and Quality, 4 each. A point is what you protect: Money the budget, Time speed, Quality thoroughness. Money pairs with Financial, Time with Security, Quality with Reputational: 7 or more shields a step, 2 or less adds one.

6

TIMER ADDS PRESSURE

Every Executive Decision runs against a timer, because real incidents do not wait for consensus. Your IM sets the length.

7

LASTING EFFECTS

A condition is a card for a lasting effect, tracked by your IM. Some help, some hurt. The panic-hired consultant only costs: bought at most once, inside Decision 2, it makes Financial Risk one step worse to the end of the session, and money cannot shield it away.

8

HOW IT ENDS

Your IM declares containment after the last Executive Decision, and the game ends there. If time runs out, your IM calls it. There is no score: the verdict says whether containment was reached and what it cost, read off the risk board. Anything this sheet does not settle, your IM rules.

HOW A SESSION RUNS

PREPARE THE TABLE → BRIEF THE TABLE → RUN EACH INJECT → DECLARE CONTAINMENT → VERDICT AND DEBRIEF

HOW EACH INJECT RUNS

1 THE TABLE ACTS
Players discuss and propose what to do.

2 VOTE
Only for an Executive Decision, against the timer. Strict majority; a tie fails.

3 DECIDE
The player decides. It is always theirs.

4 ROLL
Only when in doubt, against the printed target.

5 RULE
Your IM rules the outcome aloud.

6 MOVE THE BOARD
Your IM moves the risk markers aloud, then asks: contained?

The parts are fixed by the rules; the exact order is a walkthrough default, and your IM may run it differently.

WHAT IS ON THE TABLE

DECISION CARDS Four cards, one per seat. Options and targets printed; the holder ticks votes, triangle, roll and outcome.

ESCALATION CARD Why you were called now. On the table for the opening.

EXECUTIVE SITUATION BRIEF What happened, what we know and do not, and the decision in front of you.

RISK BOARD AND CONDITION CARDS Three risk markers, and cards for lasting effects.

TIMER Runs for every Executive Decision.

TRIANGLE AND ROLL 12 points to set; the roll for what a decision leads to.