

# CYBER TEAM RED



MILLY OVERDRIVE

# CYBER TEAM RED



MARLI BRIGHTLINE

# MARLI BRIGHTLINE

## CYBER TEAM RED

Marli sees relationships more clearly than everyone else. She has learned how to watch for patterns in both data and the real world, including in people she meets.



### SPECIAL ABILITY

**Adaptability:** Once per mission, when Marli is making any skill check, she can choose to re-roll any failed dice.

### SPECIAL ITEM

**Covert digital tracer** – a clever and discrete piece of hardware. Marli can use this microcomputer to stealthily map out where all the data is flowing in a network segment.

You can use this feature once per mission. Marli can scan a network segment without raising the alert level.

### FAVOURITE GAME

Guess Who

### PHYSICAL

All types of real-world skills – like cracking codes, removing a door from its hinges or crawling through air vents.



### SOCIAL

Interacting with other people in the real world and in cyberspace. This skill is used for 'social engineering' – manipulating someone into telling you secret information or letting you into places you shouldn't be.



### TECH

Interacting with electronics – think devices, networks and data. You could use this skill to 'jack in' to a network, check computer logs or peek into CCTV cameras.



### LOGIC

Looking for evidence and identifying patterns in systems both in the real world and cyberspace.



# MILLY OVERDRIVE

## CYBER TEAM RED

Milly lives at the blistering edge of technology. She's all about delving deep into networks and breaking encryption.



### SPECIAL ABILITY

**Getting into tight places:** Once per mission, Milly can assist another player by adding 2 to any one dice roll when navigating a tunnel or a duct.

### SPECIAL ITEM

**XGC Cyberdeck** – a powerful arm-mounted computer scanner. If Milly stays within one metre of the target for some time, she can remotely copy the credentials of their swipe card.

To use this feature, roll three dice, representing her Tech skill. Take the lowest number rolled and fill in that many segments on the Time Tracker.

### FAVOURITE GAME

Tetris

### PHYSICAL

All types of real-world skills – like cracking codes, removing a door from its hinges or crawling through air vents.



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# CYBER TEAM RED



**KAI SILVERSPRING**

# CYBER TEAM RED



**JAMIE EDGE**

# JAMIE EDGE

## CYBER TEAM RED

Jamie is the person you want in the team when you need to test the strength of physical blockers. No door can keep them out! They know that nothing can get in their way with a good team by their side.

### AVATAR



#### SPECIAL ABILITY

**Team player:** Once per mission, when assisting a teammate, Jamie can allow a third person to assist at the same time.

#### SPECIAL ITEM

**Door cracking toolkit** – the right tool for every occasion! When attempting to physically bypass a door, Jamie can do it in no time flat.

You can use this feature once per mission. On successfully opening a locked door, ignore the Time Counter cost.

#### FAVOURITE GAME

Ten Pin Bowling

#### PHYSICAL

All types of real-world skills – like cracking codes, removing a door from its hinges or crawling through air vents.



#### SOCIAL

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#### TECH

Interacting with electronics – think devices, networks and data. You could use this skill to 'jack in' to a network, check computer logs or peek into CCTV cameras.



#### LOGIC

Looking for evidence and identifying patterns in systems both in the real world and cyberspace.



# KAI SILVERSPRING

## CYBER TEAM RED

Kai is a quick thinker with a silver tongue. He knows how people operate and is great at convincing them to do things for the team.

### AVATAR



#### SPECIAL ABILITY

**Charm and style:** Once per mission, when confronted by roaming patrols, Kai can treat a roll of 4, 5, or 6 as a Success. If 2 or more 6s are rolled, reduce the Alert Meter by one segment.

#### SPECIAL ITEM

**Remote camera** – you won't see it but it's there. Kai can deploy a small camera to observe what people are typing on their keyboards.

You can use this feature once per mission. Kai can see one password being entered without raising the alert level.

#### FAVOURITE GAME

Jenga

#### PHYSICAL

All types of real-world skills – like cracking codes, removing a door from its hinges or crawling through air vents.



#### SOCIAL

Interacting with other people in the real world and in cyberspace. This skill is used for 'social engineering' – manipulating someone into telling you secret information or letting you into places you shouldn't be.



#### TECH

Interacting with electronics – think devices, networks and data. You could use this skill to 'jack in' to a network, check computer logs or peek into CCTV cameras.



#### LOGIC

Looking for evidence and identifying patterns in systems both in the real world and cyberspace.





DOUBLE-SIDED PRINT  
FLIP ON SHORT EDGE



INTEL CARD

1

PHYSICAL



CYBER TEAM RED

**UNITYCO  
MISSION**

INTEL CARD

2

PHYSICAL



CYBER TEAM RED

**UNITYCO  
MISSION**

INTEL CARD

3

PHYSICAL



CYBER TEAM RED

**UNITYCO  
MISSION**

INTEL CARD

4

PHYSICAL



CYBER TEAM RED

**UNITYCO  
MISSION**

INTEL CARD

5

PHYSICAL



CYBER TEAM RED

**UNITYCO  
MISSION**

INTEL CARD

6

PHYSICAL



CYBER TEAM RED

**UNITYCO  
MISSION**

DOUBLE-SIDED PRINT  
FLIP ON SHORT EDGE



INTEL CARD

3



**PHYSICAL**

You know that you need a swipe card with permission to exit via the Fire Exit Stairs on any floor other than Ground Level.

INTEL CARD

2



**PHYSICAL**

While staking out the building, you find that janitors, maintenance and security all use the Rear Entrance.

INTEL CARD

1



**PHYSICAL**

While staking out the building, you find that employees, visitors and delivery people all enter through the Front Door.

INTEL CARD

6



**PHYSICAL**

UnityCo employees seem to prefer using Elevator 1 to get from the Foyer to their office.

INTEL CARD

5



**PHYSICAL**

Looking in from the outside, you can see that there is an Empty Office on Level 1.

INTEL CARD

4



**PHYSICAL**

Researching the building, you can see that it has larger than average air ducts – large enough for a person to squeeze through.

DOUBLE-SIDED PRINT  
FLIP ON SHORT EDGE



INTEL CARD	1
SOCIAL	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

INTEL CARD	2
SOCIAL	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

INTEL CARD	3
SOCIAL	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

INTEL CARD	4
SOCIAL	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

INTEL CARD	5
SOCIAL	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

INTEL CARD	6
SOCIAL	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	





INTEL CARD

3



**SOCIAL**

While pretending to be a window washer, you notice that security guards walk around the building every hour.

INTEL CARD

2



**SOCIAL**

While monitoring who comes and goes from the building, you notice that some people – all wearing overalls – have been working in the building lately. The staff pay no attention to them.

INTEL CARD

1



**SOCIAL**

You spend some time researching the social media profiles of Larry, the guard who works the front desk. Looking at his posting history, you see that Larry really loves donuts.

INTEL CARD

6



**SOCIAL**

Three different groups of people use this building: staff from UnityCo; security guards; and maintenance workers like janitors and window washers.

INTEL CARD

5



**SOCIAL**

The receptionist, Rohan, sits at the front desk at UnityCo. He makes sure visitors have an appointment before signing them in.

INTEL CARD

4



**SOCIAL**

Looking through the third-storey windows, you can see that the staff of UnityCo like to chat in the Kitchen area while having a cup of tea.

DOUBLE-SIDED PRINT  
FLIP ON SHORT EDGE



INTEL CARD	1
TECH	
	
CYBER TEAM RED	
UNITYCO MISSION	

INTEL CARD	2
TECH	
	
CYBER TEAM RED	
UNITYCO MISSION	

INTEL CARD	3
TECH	
	
CYBER TEAM RED	
UNITYCO MISSION	

INTEL CARD	4
TECH	
	
CYBER TEAM RED	
UNITYCO MISSION	

INTEL CARD	5
TECH	
	
CYBER TEAM RED	
UNITYCO MISSION	

INTEL CARD	6
TECH	
	
CYBER TEAM RED	
UNITYCO MISSION	

DOUBLE-SIDED PRINT  
FLIP ON SHORT EDGE



INTEL CARD

3



TECH

There are computers that operate conference calls in each of the shared meeting rooms.

INTEL CARD

2



TECH

Being familiar with computer technology, you know that server rooms need to be cooled to prevent overheating.

INTEL CARD

1



TECH

Different groups of people that use the same building have swipe cards that allow them to enter different areas.

INTEL CARD

6



TECH

Some user accounts have more permissions than others. If you have a good user login, you might be able to access additional information or slip through some firewalls.

INTEL CARD

5



TECH

While snooping through the unprotected Wi-Fi network from outside of the building, you find out that there's at least one firewall that blocks unauthorised traffic from outside.

INTEL CARD

4



TECH

There are some places where you could plug a computer directly in to the building's cyber network. This should make it easier to go through their network.




DOUBLE-SIDED PRINT  
FLIP ON SHORT EDGE





INTEL CARD	1
LOGIC	
	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

INTEL CARD	2
LOGIC	
	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

INTEL CARD	3
LOGIC	
	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

INTEL CARD	4
LOGIC	
	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

INTEL CARD	5
LOGIC	
	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

INTEL CARD	6
LOGIC	
	
CYBER TEAM RED	
<b>UNITYCO MISSION</b>	

DOUBLE-SIDED PRINT  
FLIP ON SHORT EDGE



INTEL CARD

3



### LOGIC

You know that server rooms can get pretty hot and that air conditioning units are kept at the top of the building. They must be connected by air ducts.

INTEL CARD

2



### LOGIC

It's basic psychology that people rarely complain or ask questions when presented with things they like.

INTEL CARD

1



### LOGIC

In researching commonly used passwords, you find that people often use their birthdays, pet's name and the number 1 in their passwords.

INTEL CARD

6



### LOGIC

A business of this size likely has several segments to their cyber network. You might be able to search for devices on the 'right' side of a firewall instead of having to hack through it.

INTEL CARD

5



### LOGIC

Passwords often begin with an uppercase letter and end with the number 1.

INTEL CARD

4



### LOGIC

There are several different groups of people who use this building, so they must have different levels of access.

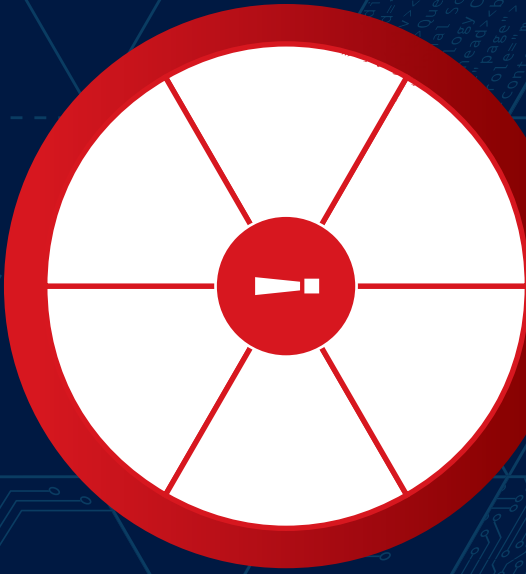


**TIME  
COUNTER**



**UNITY CO MISSION**

**ALERT  
LEVEL**



**CYBER TEAM RED**  
**UNITY CO MISSION**



CYBER TEAM RED

# UNITY CO MISSION

## QUICK REFERENCE CARD

Welcome to Questacon's own tabletop roleplaying game (TTRPG).

One player takes on the role of Game Master and the rest of the players assume the roles of elite cyber professionals. You live within the game world, making decisions and dealing with the consequences as you complete your mission. Each character has specialist skills and talents – and they work as a team to decide how and when to deploy them.

Together, you are Cyber Team Red.

## WHAT YOU NEED



CHARACTER CARDS



INTEL CARDS



4 DICE



TIMER



TIME COUNTER



ALERT LEVEL TRACKER



GAME MASTER'S GUIDE



YOUR SENSE OF ADVENTURE!

## GETTING STARTED

### 1 CHOOSE THE CHARACTERS

First things first: help each player choose a character to play in the game.

Every member of Cyber Team Red has a unique set of skills and special abilities to bring to the team. Use the Character Cards to find out more.



### 2 BRIEF THE PLAYERS

The Game Master should read this aloud to the players to officially kick off the game.

### 3 KNOW THE STAGES

A Cyber Team Red mission has 5 distinct stages that flow together in a series of steps.

- 1 — Mission Briefing
- 2 — Gather Intel
- 3 — Mission
- 4 — Exfil
- 5 — Debrief

Read the 'Game Master's Guide' booklet to find out more.

"We've detected a cyber criminal operating out of a small IT firm called UnityCo. We don't know who they are, but we do know they're using the computers from UnityCo to store and transmit valuable data. To find out who's behind this, we need to track who the data is being sent to.

There's just one problem: the criminal's program only activates for two hours every few weeks to transmit the data.

We need your squad to infiltrate the building (without being noticed by anyone, so we don't tip off the suspect) and install a backdoor on the correct server, which you can do by hacking into their computer network or accessing the server directly. We've already spoken with the company's Chief Information Security Officer, and we have their permission as long as we debrief them on the vulnerabilities we discover in their company.

Good luck team!"