

Backdoors & Breaches: Competitive

Rulebook – Prototype

2-4 players | 30-45 min

Backdoors & Breaches: Competitive introduces an adversarial twist on the classic incident response card game created by Black Hills Information Security. Players will assemble their cyber kill chain, defend from opposition, and fight for resources. The first player to deplete their opponents' resources wins the cyber war!

COMPONENTS

In your B&B: Competitive box, you will find:

- 34 **PREP** Cards (including 5 “Trap” Cards)
- 15 Resource Point (**RP**) tokens (included separately in the WWHF-Prototype version)

If you don't have the official **RP** tokens... Get creative! Coins, pebbles, pieces of paper—anything you can use to keep easy visual track of your **RP**.

In addition to B&B: Competitive, you will need:

- Backdoors & Breaches Core Deck (v.3)
- A d20 (20-sided die) OR a virtual dice-rolling app

SETUP

Begin by separating each card type in your B&B Core Deck—Initial Compromise (**RED**), Persistence (**PURPLE**), Pivot and Escalate (**YELLOW**), C2 and Exfil (**BROWN**), and Detection (**BLUE**). Place all Inject (**GREY**) Cards back in the box as they will not be used in this game.

Next, lay out all **DETECTION** (**BLUE**) Cards face-up to the side of your play area. These will form your “**Market**.”

The remaining card types are your Attack (**ATK**) Cards. Shuffle each type and place them in sorted stacks at the top of your play area in this order, left to right:

Initial Compromise (**RED**), Persistence (**PURPLE**), Pivot and Escalate (**YELLOW**), C2 and Exfil (**BROWN**)

Each player will then build their deck by selecting 15 Preparation (**PREP**) Cards from their B&B: Competitive box. Place all remaining cards back in the box as they will not be used in this game.

Trap Cards

Trap Cards are teal-colored **PREP** Cards that have the phrase “**HOLD** this card.”

When building your deck, you may only include up to 3 Trap Cards.

Shuffle your chosen **PREP** Cards and set them in a stack to the side of your play area. These will form your “**Deck**.”

Finally, each player starts the game with 10 Resource Points (**RP** tokens). Place the remaining tokens in an area accessible to all players to form the “**Bank**.”

*For a shorter game, each player should start with 5 **RP** and 10 **PREP** Cards.*

How to Play

Roll to determine who goes first (highest roll wins). Play proceeds in turns moving clockwise around the table. Each turn consists of 3 phases: Preparation, Purchase, and Action.

PHASE 1 – Preparation Phase

In the Preparation Phase, you will attempt to give yourself an advantage by activating special abilities.

First, if you have any **DETECTION** Cards in cooldown, advance them to the next stage of cooldown or return to play, as appropriate (see below for more details)

Draw 3 **PREP** Cards from the top of your Deck. Choose 1 card and place the remaining 2 at the bottom of your Deck. Place the chosen card face-up in front of you.

“**Activate**” your chosen **PREP** Card by rolling the die, attempting to meet or exceed the “To Roll” number shown on the card.

If Playing a Trap Card

Instead of rolling to activate, pay 2 **RP** to the Bank. Trap Cards are placed face down until the conditions on the card are met to trigger the trap.

If your roll is successful, follow the directions on the card. If your roll fails, nothing happens.

After your activation roll, your chosen card is “burned” regardless of success or failure. Burned or trashed **PREP** Cards will be discarded to a “**Burn Pile**” to the side of your play area and are then out of the game.

PHASE 2 – Purchase Phase

*In the Purchase Phase, you will attempt to bolster your defenses by purchasing **DETECTION** Cards.*

You may spend **RP** to purchase 1 **DETECTION** Card from your Market. You can find purchase cost on the bottom right corner of each **DETECTION** Card. Players may also choose to skip this phase entirely to conserve resources.

Once purchased, place your **DETECTION** face up in front you—this forms your “**Toolbox**” from which **DETECTION** Cards can be “deployed.” Deployed cards grant a +3 bonus to Defense rolls against applicable Attacks from an opponent. Applicable detections are listed on the **ATK** Cards.

You may have a maximum of 3 **DETECTION** Cards in your Toolbox at any time. If you wish to purchase a new **DETECTION** while already at this limit, it will replace 1 of your current **DETECTION** Cards and send it back to the Market. You cannot get **RP** back by doing this.

PHASE 3 – Action Phase

In the Action Phase, you must choose to either Attack or Defend.

Attack Action

To Attack, choose one opponent as your target and roll the d20. You continue rolling for Attacks until you fail a roll.

Successful Attack = Roll of 11 or higher

Kill Chain

With each successful Attack, you build your “Kill Chain” against that opponent.

Your Kill Chain is assembled in this order:

1. Initial Compromise (**RED**)
2. Persistence (**PURPLE**)
3. Pivot and Escalate (**YELLOW**)
4. C2 and Exfil (**BROWN**)

For each successful Attack roll, reveal 1 card from your **ATK** Cards as dictated by the Kill Chain order. Place them face up towards your opponent. You may overlap the cards to indicate a single Kill Chain, keeping the titles visible. You may have multiple Kill Chains in play, but only one per opponent.

If an **ATK** Card is knocked out by a defensive action, you must re-establish that level of your Kill Chain before continuing (i.e. If **PURPLE** gets knocked out, I must fill it in before continuing).

Stealing RP

If you complete your Kill Chain by placing all 4 types of **ATK** Cards against a single opponent, you may, by default, only make 1 roll per turn to steal **RP** from that opponent.

Some **PREP** Cards will modify this by giving additional actions.

The **RP** stolen is determined by your roll:

Roll →	10 or less	11	12	13	14	15	16	17	18	19	20
RP →	0	1	2	3	4	5	6	7	8	9	10

Defend Action

To Defend, choose any 1 **ATK** Card in play against you and roll the d20 to attempt to counter it.

Successful Defend = Roll of 11 or higher (without bonuses)

Critical Results on Attack Roll

Critical Success (Rolling a 20)

- Your Kill Chain is automatically completed (all 4 **ATK** Cards are placed in play).
- You immediately roll to steal **RP**.

Critical Failure (Rolling a 1)

- All your **ATK** Cards are removed from play and placed at the bottom of their respective stacks.
- If you had no **ATK** Cards in play, you instead lose -1 **RP** to the Bank.

During this phase, you may choose 1 **DETECTION** from your Toolbox to deploy. Announce the **DETECTION** you are deploying and push the card forward to make it clearly visible to all players.

If the deployed **DETECTION** specifically names the **ATK** you are defending against, you gain a +3 bonus to your Defend roll.

On a successful Defend roll: the targeted **ATK** is returned to the bottom of the opponent's stack of the same **ATK** type.

If your deployed **DETECTION** Card applies to different **ATKs** within the same Kill Chain, you may successively roll to Defend against each matching **ATK** until you roll a failure.

DETECTION Card Cooldown System

After deploying a **DETECTION** in the Action Phase, it returns to the Toolbox and then enters a 2-turn cooldown period.

To track this cooldown:

1. Immediately rotate the card to be upside-down (rotate 180°).
2. At the start of your next turn, rotate the card sideways (rotate 90°).
3. At the start of the following turn, rotate the card to be right-side-up (rotate 90°)

Multiple Kill Chains

You may only defend against 1 Kill Chain at a time.

Exception: If the same **ATK** Card appears in multiple Kill Chains against you, successfully defending against one instance removes **all instances** of that **ATK** from play against you.

Ending the Game

You win when you are the last player standing.

Losing Conditions

- If a player runs out of **RP**, they lose and are out of the game.
- If a player runs out of playable **PREP** Cards before remaining opponents, they lose and are out of the game.

Tie Breaker

- If all players have only 1 **PREP** Card remaining at the start of a round, finish out the round. At the end, the player with the most **RP** wins.

Critical Results on Defend Roll

Critical Success (Rolling a 20)

- All your targeted opponent's **ATK** Cards are removed from play and placed at the bottom of their respective stacks. Your turn is over.

Critical Failure (Rolling a 1)

- Your targeted opponent's Kill Chain is automatically completed (all 4 **ATK** Cards are placed in play).
- If your opponent already has a complete Kill Chain, you instead lose -1 **RP** to the Bank.

Note: A Critical Failure does not take any roll bonuses into account. If you roll a 1 on the die face, that is a Critical Failure regardless of if you had a bonus on that roll. Similarly, you cannot add up to a 20.