Rolls & Responders

Player quick guide

What is Rolls & Responders?

Rolls & Responders is a tabletop roleplaying system for testing cybersecurity incident response plans. It combines group discussion and dice-based randomization to structure conversations around how your team might handle different scenarios.

Two groups are needed to play. You, the players, represent your team within the scenario. There is also a Facilitator, who fills a "game master" role. Your job is to discuss what you would do, and describe this to the Facilitator. Then, your team rolls dice to determine the outcome of each action. The Facilitator helps guide the discussion, and narrates what happens as the scenario unfolds.

Each game has three turns, representing different phases of the response — from detection to long-term recovery.
At the end, there will be an opportunity to debrief, and discuss learnings from the game.

Deciding difficulty

Rolls & Responders uses a 20-sided die (D20). When a player performs an action within the game, they need to roll equal to higher than the agreed-upon difficulty level in order to succeed.

Below are some examples to help you gauge this:

Difficulty	Example	Required roll
Trivial	Checking your inbox	No roll required (still takes time)
Routine	Examining logfiles	5
Challenging	Using an unfamiliar tool	10
Hard	Extracting malware source code	15
Elite Hacker	Highly complex and inspired feats of technical wizardry	20

Sometimes, the Facilitator will ask you to roll two dice, and take either the higher or lower value. This represents extra factors which may positively or negatively impact your character's performance such as being tired, or getting help from others.

How a turn works

What needs to happen	How it's done	How it works
Events hapening in the scenario	Facilitator narrates injects	Each turn, the Facilitator will describe what has happened since the previous discussion. This will include the outcomes of actions taken by your team, affected by whether they succeeded or failed. Random events can happen at any time, introducing new information or factors to consider in your response.
Deciding what to do	Group discussion	Your team talks about what needs to happen in response to the incident. You must consider the difficulty of each task involved, and how long each will take. The time describes how long it will take within the scenario to complete.
Taking actions	Descibe the facilitator	When your team has decided what it needs to do, and allocated tasks to each responder, the facilitator notes these down. Work with the facilitator to confirm the difficulty of each task as the agreed-upon difficulty level decides how high the responders must roll to succeed.
Resolving actions	Talking and rolling dice	For each task, the relevant responders must roll a 20-sided die. If the roll is equal to or higher than the agreed-upon difficulty, it succeeds. If less, then it fails. Results and consequences are decided by the facilitator.