

# Rolls & Responders

## Facilitator 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 facilitator, who fills a “game master” role and the players who represent your organisation’s response team within the scenario. The Facilitator helps guide the discussion, and narrates what happens as the scenario unfolds.

As the game develops, the players will want to take actions to either find out more information, or prevent the scenario escalating. When a player takes an action ask them to roll a D20 to see if that action succeeds.

Each game has three turns, representing different phases of the response. As the facilitator, you can decide how long each of these stages can be. When the response has finished and the game has ended you can lead a debrief, and discuss learnings from the game.

### 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 the players, affected by whether they succeeded or failed. Random events can happen at any time, introducing new information or factors for the players to consider.
Deciding what to do	Group discussion	The players must talk about what needs to happen in response to the incident. The Facilitator notes how long it will take all the players to complete all the actions. This gives a sense to time to the game.
Taking actions	Describe the facilitator	When the players have decided what they need to do, and allocated tasks to each player, the facilitator notes these down. When the players have agreed an action, the facilitator works with the players to consider the difficulty of each task involved. 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.

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