

Facilitator quick guide

What is *Rolls & Responders*?

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

Two groups are needed to play. You, the Facilitator, plays a game master (GM) role, and the players represent your organisation's response team within the scenario. The Facilitator helps guide the discussion and narrates events. As the scenario develops, the players will take actions to either find out more information or prevent the incident scenario from escalating. When a player takes an action, ask them to roll a D20 to check 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 continue for. 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 happening 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 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 the players to complete all the actions. This gives the game a sense of time passing.
Taking actions	Group & Facilitator discussion	When the players have decided what they need to do, and tasks have been allocated to each player, the Facilitator notes these down. When the players have agreed on 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 threshold, 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 or higher than the agreed-upon difficulty level in order to succeed. Below are some examples to help you gauge this:

Difficulty	Example	Minimum 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+

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