

Cybersecurity Basics 2

Cyberwarfare Cards

CYBER ATTACK

Play this card to launch a cyber attack against the other country, either to spy or cause damage.

- If you play this card, and the other country also attacks, you will both lose 3 points.
- If you play this card, and the other country does not engage, you will gain 6 points, and the other country will lose 6 points.

DO NOT ENGAGE

Play this card if you do not wish to engage in any kind of cyberwarfare against the other country.

- If you play this card, and the other country also does not engage, you will both gain 3 points.
- If you play this card, and the other country attacks, you will lose 6 points, and the other country will gain 6 points.