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# SCENARIO 8: "COUNTDOWN"

Anonymous Threat — Logic Bomb Hunt

North Coast International Airport (NCIA)  
Tabletop Exercise — Player Briefing Packet  
Exercise Duration: 2 Hours  
EXERCISE — FOR TRAINING USE ONLY

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EXERCISE — EXERCISE — EXERCISE

■ THE CLOCK STARTS AT 09:00. SOMETHING HAPPENS  
AT 12:00. YOU HAVE 180 MINUTES. ■

## 1. SITUATION BRIEF

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It is 9:00 AM on a Tuesday. The airport IT team's shared inbox receives an email.

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From: ncia_reckoning@proton.me
To: it-support@nciaairport.gov
Subject: 12:00
Date: Tuesday, 08:57 AM
```

```
Something will happen at NCIA at exactly 12:00 PM today.
```

```
You won't find it in time.
```

```
But you're welcome to try.
```

No demands. No motive. No specifics. Just a clock.

"Something" could be anything — a physical event, a cyberattack, a data leak, a disruption to operations. You don't know what. You don't know where. You don't know who. You have three hours to find it before it happens.

**YOUR MISSION: Find out what happens at noon. Stop it if you can. Prepare to manage it if you can't.  
Every investigative action costs time. Choose wisely.**

## 2. HOW THIS EXERCISE WORKS — READ CAREFULLY

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This scenario is different from the others. **Clues do not come to you automatically.** You must request them.

### The Clock

The facilitator maintains a clock on the whiteboard. It starts at **09:00** (scenario time). The deadline is **12:00**. That gives you **180 minutes of scenario time**. Every investigative action you take costs scenario minutes — some cost 10, some cost 30. The clock advances each time you take an action. If the clock reaches 12:00

before you've found and neutralized the threat, it goes off.

## The Action Menu

You have been given an **Action Menu Card** listing 20 possible investigative actions. Each action has a time cost. When you want to take an action, tell the facilitator. They will advance the clock by the time cost and hand you the corresponding **Clue Card** — which may contain useful information, partial information, or nothing useful at all.

## The Rules

- **You can take actions in any order.** There is no required sequence.
- **You can take multiple actions simultaneously** if you split your team — but each action still costs its full time.
- **Some actions are dead ends.** They cost time and yield nothing useful. That's the game.
- **Some clues only make sense after you have other clues.** Cross-reference everything.
- **You can take actions not on the menu** — describe what you want to do, and the facilitator will assign a time cost and create an ad-hoc clue. Creativity is rewarded.
- **At any point, you can attempt to NEUTRALIZE the threat** — but you must describe what you're neutralizing and how. If you're wrong, you've wasted time and the real threat is still live.

## Winning Conditions

- **GOLD:** Identify AND neutralize the threat before 12:00.
- **SILVER:** Identify the threat before 12:00 but don't fully neutralize it in time (partial mitigation counts).
- **BRONZE:** Don't identify the threat, but have solid contingency plans in place by 12:00.
- **FAIL:** 12:00 arrives and you don't know what's happening or how to respond.



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**EXERCISE — EXERCISE — EXERCISE**