

PRINT INSTRUCTIONS

Incident Zero print-and-play pack · poker-size cards, A4 sheets

1 · PRINT AT ACTUAL SIZE

In the print dialog set scaling to "Actual size" / "100%" – never "Fit to page". Fit-to-page shrinks fronts and backs by different amounts on some drivers, which is the #1 cause of misaligned backs.

2 · CARD DECKS: DUPLEX, FLIP ON LONG EDGE

Deck PDFs alternate pages: fronts, then their backs (mirrored). Print double-sided with "Flip on long edge" and backs land behind their fronts automatically.

TEST FIRST: print only pages 1–2 of one deck on plain paper. Hold the sheet up to the light – card frames should sit within ~2 mm. The symmetric back frame forgives small offsets; sleeves hide them entirely. If your printer cannot duplex: print odd pages (fronts), re-feed the stack, print even pages – or print odd pages only and play with face-up decks (only Threat, Pentester Tactic and Event decks truly need hidden backs).

3 · PAPER

Cards: 200–250 gsm cardstock (or plain paper into 63.5 x 88 mm sleeves – sleeves also fix any duplex offset).
Play mats & zone tiles: plain 80 gsm is fine; laminate the mats and use a dry-erase marker, or move coins along the tracks.

4 · CUT

Cut along the edge marks on the FRONT side (marks sit outside the card area, so they disappear with the offcuts). A guillotine or rotary cutter beats scissors; a corner rounder is a nice finish.

5 · BUILD THE TABLE

Universal mat + your module's mat in the middle. Network Building: lay the five zone tiles in a row (Internet Edge > DMZ > Internal > Data Center, Cloud beside the edge) and place cards on the slots.