ETHL - Ethical Hacking Lab

0x00 - Introduction

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ToC

Course Objectives
Rules of Engagement
Kill chain & ATT&CK

Students Assessment
Criteria

Understanding Security Testing

How to Practice



Course Objectives

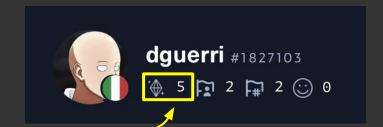
- Get a theoretical understanding of UNIX hacking techniques.
 - Complementing the main course program
- Learn and practice hacking tools and techniques
 - Reinforce learning by testing real vulnerabilities
- Learn to think and act like a red-teamer and defend like a blue-teamer
 - Adversary's tactics, techniques, and procedures
 - Develop an adversarial mindset



Info on <u>ETH website</u> - TL;DR:

- **[optional] Lab assignments: 49%** of final grade more on this in a bit
- Final Written Exam: 51% of final grade
 - 3 questions on the main course topics
 - 2 questions on the lab topics





Bonus: Hack The Box

If you get a satisfactory grade, 45+ points on HTB => +1 on the final grade

Note: This is HTB Labs

- Pwn machines to get points
- WARNING: as machines are retired, you lose points
- More info on the ETH website







[Optional] Lab assignment

- Split in **groups** of up to 4 people
 - o If you don't have a group, one will be assigned to you
- Create a vulnerable VM 50% of lab assignment grade
 - Including a report describing the intended attack paths
- Hack into another group's VM 50% of lab assignment grade
 - Randomly assigned by us be ethical, no cheating
 - Create a **detailed report** of tactics and techniques used and your findings



[Optional] Lab assignment

- A form will be sent for assignment sign-up and to form teams
- Please do not apply if you are unsure whether you can commit to completing it
 - There have been complaints about the effort put in by certain team members
 - Some individuals withdrew close to the deadline

This year, behaviors like those above will result in a grade penalty



Rules of Engagement

"Ethical Hacking"

Hack into systems, escalate privileges, research and find vulnerabilities, do social engineering

With an authorization and always doing the *right* thing



Rules of Engagement

Be ethical, do the right thing...

For instance, if you find a new vulnerability, **practice responsible** disclosure

- Coordinated vulnerability disclosure
 - Allowing time to create and deploy patches before disclosing



Ok, now that we read and understood the disclaimer...



Vulnerability Assessment vs Penetration Testing vs Red Teaming

- These are not the same
- No silver bullet for assessing and mitigating security risk for a company or an institution



Vulnerability Assessment

Targets: systems (networks, servers, laptops, applications)

Focus: breadth of vulnerability coverage

Methodology: primarily automated with manual intervention and triage (false

positives)

Limitations: may not identify specific attack paths leading to critical compromise



Penetration testing

Targets: systems (networks, servers, laptops, applications)

Focus: depth and achieving the objective (e.g., capturing the "flag")

Methodology: exploiting identified vulnerabilities to establish a foothold and reach

the objective

Limitations: leveraging the path of least resistance may not uncover alternative

attack paths or offer comprehensive system security evaluation



Red teaming

Targets: Systems, processes, physical security, ...

Focus: Emulating real-world attackers, exploiting vulns across various attack vectors

Methodology: Advanced techniques like social engineering, zero-day exploits, and

physical intrusion

Limitations: May cause disruption to normal operations, operational security and ethical considerations must be addressed



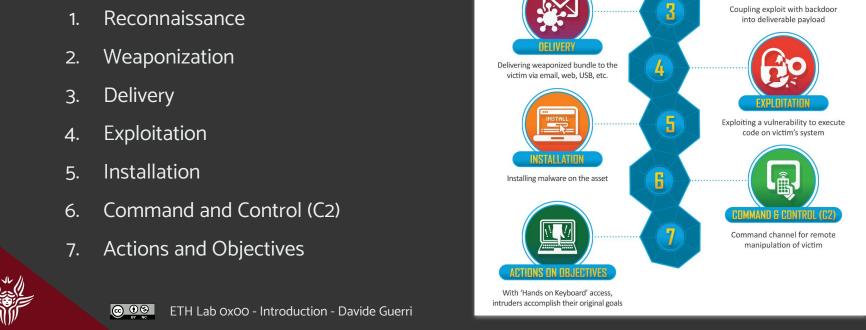


A cybersecurity kill chain is a framework

- Visualizes the attacker's journey from initial reconnaissance to exfiltrating sensitive data or doing harm
- Understanding each stage enables us to
 - Implement targeted defenses and disrupt their progress
 - Assess risk and attack paths within a realistic set



Lockheed Martin KC - 7 stages



Harvesting email addresses, conference information, etc.



Stage 1 - Reconnaissance



- Attackers gather information about target systems and vulnerabilities
- Techniques include social engineering, open-source intelligence (OSINT), and network scanning
- Reconnaissance can take place both online and offline and can be completely passive (e.g., Shodan, Google dorks, X509 transparency, ...)



Stage 2 - Weaponization



- Attackers create or modify malicious tools to exploit identified vulnerabilities
- Techniques include developing custom malware, modifying existing tools, and using exploit kits
- **Example**: Trojanizing a legit software of interest for the victim or researching O-days vulnerabilities for the systems the victim is using



Stage 3 - Delivery



- Attackers deliver the weaponized payload to the target system
- Techniques include phishing emails, malicious websites, infected USB drives, and watering hole attacks (e.g., supply chain attacks...)
- Example: Sending a spear-phishing email with a malicious attachment to a targeted employee



Stage 4 - Exploitation



- Exploiting vulnerabilities (or people, or physical security, ...)
- Privilege escalation and Lateral movement
- **Example**: Attackers navigate through the network, exploiting interconnected systems and misconfigurations to reach their target data or resources



Stage 5 - Installation



- Attackers establish persistence by installing malicious software and tools
- This ensures continued access and control even after detection or system restarts
- **Example**: Installing a backdoor to maintain remote access to the compromised system



Stage 6 - Command & Control (C2)



- Attackers establish communication channels, including encrypted connections, covert channels (e.g., DNS, social media, ...), to avoid detection
- Send instructions to the infected system, to download additional malware, steal data, launch attacks, or perform other malicious activities
- Data exfiltration: Transferred data to the attacker through the C2 channels



Stage 7 - Actions and Objectives



- Attackers achieve their goals, such as data theft, disruption, or installing ransomware
- The specific actions depend on the attacker's motivation and target
- **Example**: Stealing sensitive financial data or deploying ransomware to extort money



MITRE ATT&CK

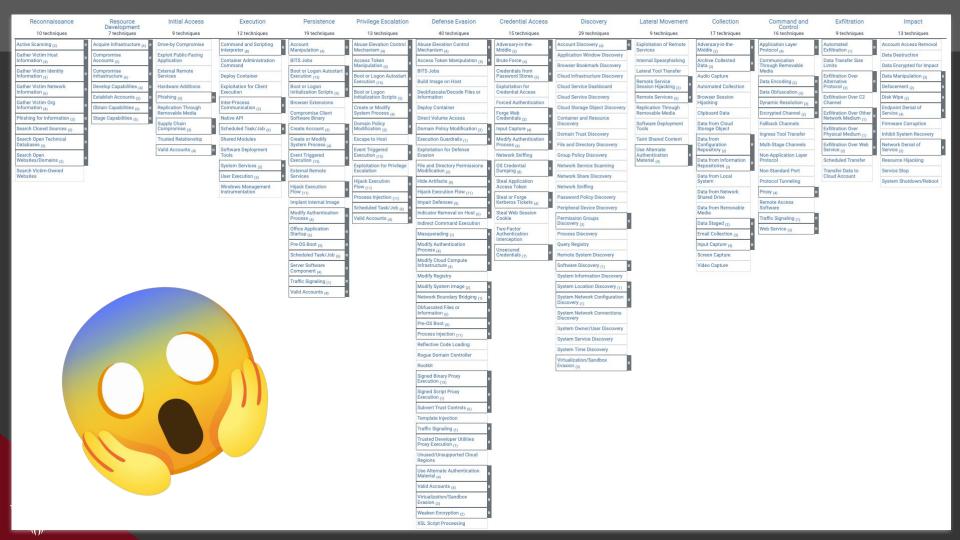
- ATT&CK® stands for Adversarial Tactics, Techniques, & Common
 Knowledge
- Knowledge base and model for cyber adversary behaviour



MITRE ATT&CK

- Provide a taxonomy of individual adversary actions understood by both offensive and defensive sides of cybersecurity
- Maps techniques to specific APT (Advanced Persistent Threat) groups





MITRE ATT&CK®





How to practice



How to Practice

Occasionally, there will be hands-on activities during lab lessons.

 However, practicing at home is essential to reinforce learning, complete lab scenarios, and prepare for the exam (both assignments and the written test)

A virtualization environment is recommended to create a semi-isolated testing setup

- VirtualBox is a free multi-platform virtualization platform
- KVM free virtualization solution for Linux
- <u>UTM</u> good free option for macOS both x86 and Apple M* (based on QEMU)



How to Practice - Recommended setup

Recommended setup: virtualized environment with

- An Attack Box, with internet connectivity
 - Capable of creating a VPN to work with Hack The Box and Try Hack Me
- Vulnerable virtual machines
- Docker daemon with vulnerable docker containers
- An additional internal network connecting the attack box to vulnerable assets



How to Practice - Attack Box



Attack Box

Starting from the next lesson, have a Linux box ready with:
 nmap, Metasploit, and Burp Suit (community edition)



Recommended, ready to use, Linux distributions: Kali Linux or Parrot Os



For "offline" testing, and demo purposes, we will use Metasploitable 2

• Test environment to perform penetration testing and security research

How to install

- Download <u>metasploitable-linux-2.0.0.zip</u> from Rapid7
- Unzip it
- [optional] Convert Metasploitable.vmdk to a format you can run
 - Not needed on VirtualBox





Make sure you have connectivity between your attack box (e.g., Kali) and the box with Metasploitable

- Do not expose Metasploitable to the Internet
- If needed, log in with msfadmin/msfadmin
 - Access is needed to configure the network, if using Virtual Box <u>internal</u> <u>networks</u> (i.e., no DHCP)





Later in the course, for web security, we will use OWASP Juice-Shop:

Probably the most modern and sophisticated, insecure web application!

Several options to practice with Juice Shop:

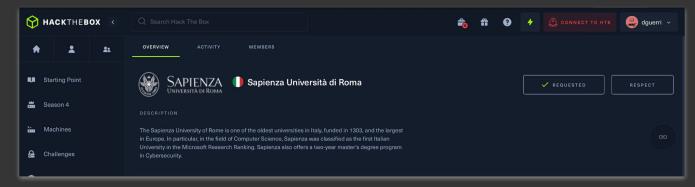
- Try Hack Me (free) https://tryhackme.com/room/owaspjuiceshop
- Docker
- Vagrant
- Local





Create an account on HackTheBox (HTB) and/or TryHackMe (THM)



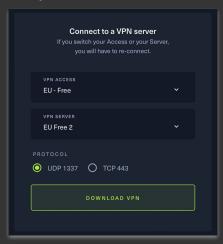






With HTB and THM, using your attack box:

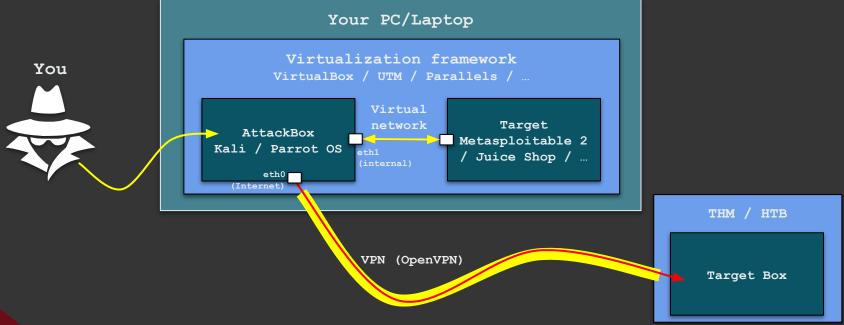
- Set up a VPN from your attack box
 - Instructions/tutorials and configuration files on the respective websites
- Follow learning paths
- Spin up vulnerable machines
- Attack machines







How to Practice





How to Practice

More [optional but useful] community-driven resources

- Team Sapienza on Hack The Box
- <u>CTF (Capture The Flag) hacking team</u>, more info at <u>Hackappatoi on Github</u>

For more information and to join the above teams

join <u>htbsapienza</u> telegram group



Links

Practice

- <u>VirtualBox Test Builds</u>
- <u>TryHackMe</u>
- Hack The Box (HTB)

Extras

- <u>Shodan</u>
- Hacking Google
- Lockheed Martin KC
- MITRE ATT&CK

