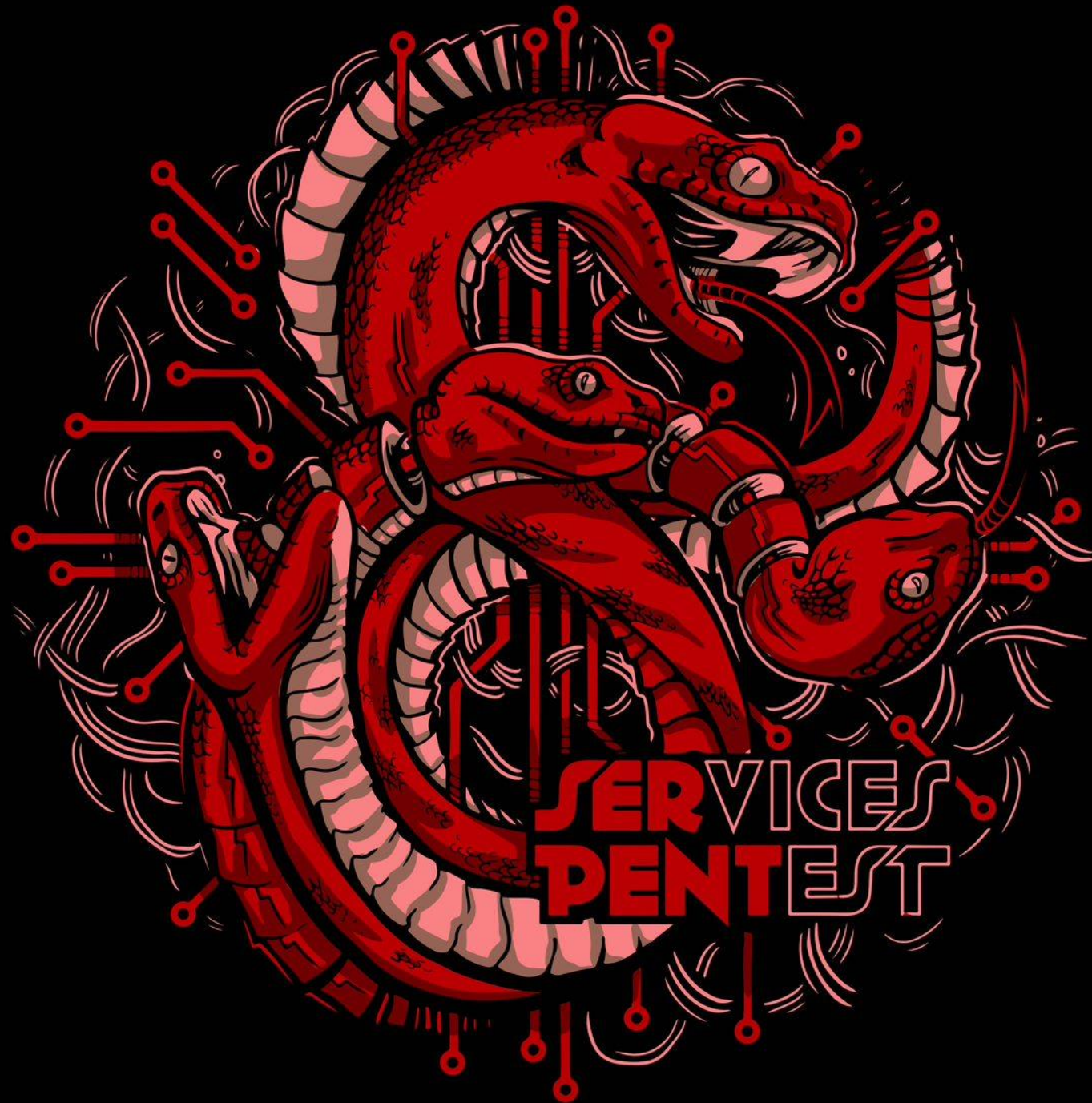




# OPCDE: Red Team Handcuffs

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# Agenda

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**WHAT IS THIS**

**WHO WE ARE**

**HANDCUFFS**

**CONCLUSION**

# WHAT THIS IS

How a Red Team (us) deals with real world constraints that:

- Impact our day to day job
- Force us to change tactics
- Require additional actions



## OBSTACLES

SOME THINGS CANNOT BE OVERCOME WITH DETERMINATION  
AND A POSITIVE ATTITUDE.

# WHO WE ARE

One of several Microsoft Red Teams

- 8 Members (6 FTE + 1 intern + 1 manager)
- Responsible for CDG
  - COSINE (think Windows)
  - Devices
  - Gaming

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# DEFINITIONS

## Handcuffs

verb (used with object)

- to put handcuffs on.
- to restrain or thwart (someone) by or as if by handcuffing:
- Ex: The amendments **handcuffed** the committee and prevented further action.



HANDCUFFS

# **LIMITATION:** USING EXTERNAL RESOURCES

- Attackers host and use resources that they may not fully control.
- Example:
  - Stuxnet used c2 servers out of US, Canada, France, and Thailand:
    - smartclick.org
    - Best-advertising.net
    - Internetadvertising4u.com
    - Ad-marketing.net



ALL YOUR BASE ARE BELONG  
TO US.



# **LIMITATION:** USING EXTERNAL RESOURCES

Why this matters:

- We cannot tolerate potentially leaking data by using external, public, or untrusted resources
- Attacking from only resources we control or own makes it much easier to detect, deconflict, and respond to us
- May not fully test the incident response process as short cuts will be taken
- Adds additional overhead as we must log all actions, data, traffic, etc.



## SOLUTION: EXTERNAL RESOURCES

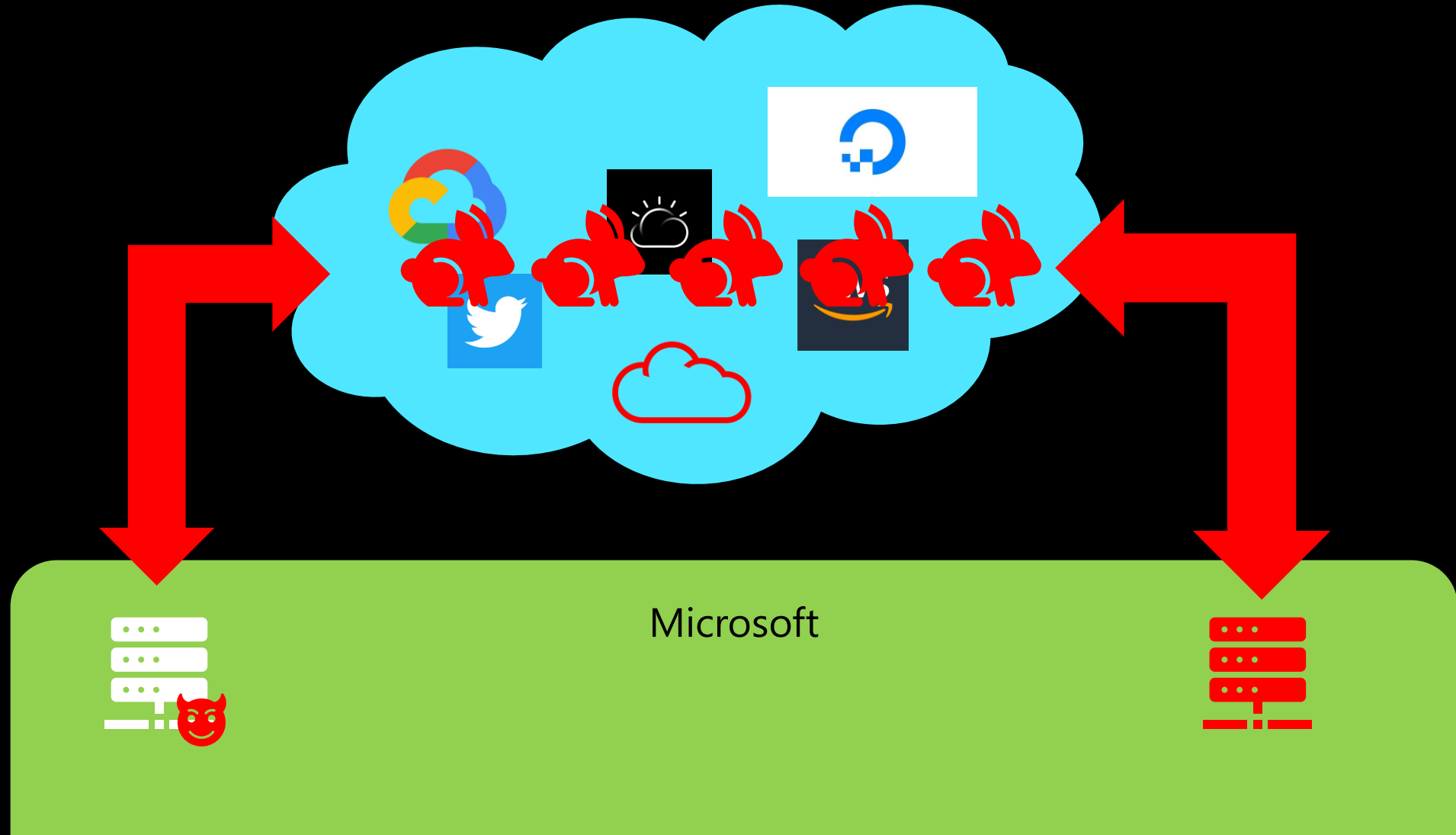
It's **often** just traffic

- Use hosted infrastructure from legitimate resources like AWS, Digital Ocean, etc
- Assume the infrastructure will be compromised; only use pass through proxies and custom payload (data) encryption
- Ideally tooling should generate payloads (data) that is protocol agnostic (chunking and tracking)

A basic implementation of this principle

- NGINX pass-thru proxies

# Solution: External Resources



## **LIMITATION:** ATTACKING PERSONAL DEVICES

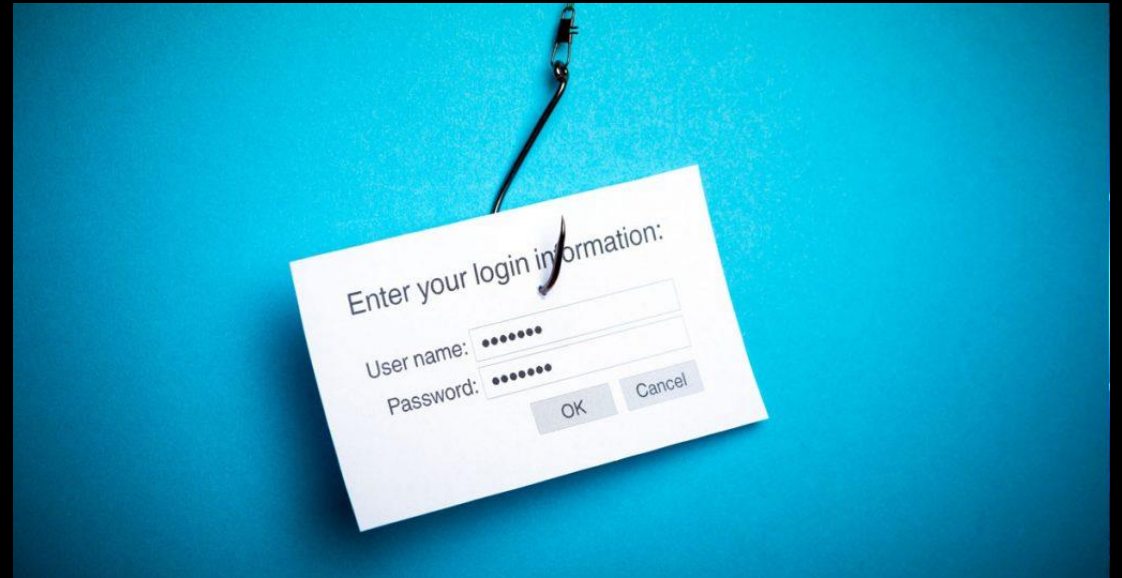
Attackers can (and do) compromise non-corporate devices to look for ways of gaining corpnet access

Example:

Android malware focused on fraud will be used for other purposes if additional access is found

# LIMITATION: ATTACKING PERSONAL DEVICES

- Why this matters:
  - We cannot break the law and compromise personal devices or do pre-texting (in some cases)
  - Personal devices **are** a valid risk to corporate regardless of training or state of device
  - Erodes employee trust in team, harms or limits BYOD initiatives



## SOLUTION: ATTACKING PERSONAL DEVICES

Via **assume breach** mentality, emulate said compromise

- Have a scenario that relies on the compromise of a personal device as a starting point; use same level of access or knowledge as would be obtained from a personal device compromise
  - Example: endpoints that are not otherwise discoverable
- Maintain personas that can be used or burned
- Work with corporate HR to figure out how to fake a user

# **LIMITATION:** TOOLSET DEVELOPMENT

Adversaries routinely build completely new custom targeted toolsets and malware for each campaign.

Examples:

- Stuxtnet
- Duqu
- Flame
- etc



# **LIMITATION:** TOOLSET DEVELOPMENT

Why this matters:

- When we get signed, the cost to re-tool is high
- Not allowing for tooling to be signed limits testing of a full response
- Fast paced cadence of work requires flexibility vs customization tradeoffs
- Potentially unable to implement attacks due to architecture choices



## SOLUTION: TOOLSET DEVELOPMENT

In coordination with Hunt:

- Agree on what is signed and how
  - "Silent Alerts"
- Age out tools periodically
- Have a robust development pipeline and skillset
  - We by design hire people that can code
- Manage tool development tightly

## LIMITATION: WEAKEN SECURITY

Adversaries can (and often do) weaken the overall state of security of systems they compromise.

Examples:

- Disabling patching
- Leaving less than secure shells on system
- Disabling defensive components on system



## **LIMITATION:** WEAKEN SECURITY

Why this matters:

- We cannot introduce additional risk as part of our tests
- We must leave systems and compromised data in the same or greater state of security than how we find them
- We cannot risk a third-party compromise of a system we have compromised resulting in inability to correctly attribute activity

## SOLUTION: WEAKEN SECURITY

Several components:

- All tooling must be reviewed internally for security flaws
- All tooling must perform strong authentication
- All actions must be logged, via automation if possible
- Internal process exists for deconflicting or evaluating potentially compromised devices
  - If compromise is found, terminate test and let Blue Team respond
- Notify Blue Team of any critical vulnerabilities that cross identity boundaries

## **LIMITATION: TIME BOXED**

Adversaries can spend months attacking a single target.

Examples:

- Almost any active campaign out there (hence the term campaign)

Why this matters:

- We have 4-12 weeks on average to accomplish our goal
  - Includes breach, action on objective, and report
  - Subject to business rhythm constraints (change freeze, holiday, etc.)

## SOLUTION: TIME BOXED

Maintain persistence

- We have dedicated tooling for this (separate from main toolset)
- Generate an **irregular** signal for Blue Team to hunt on

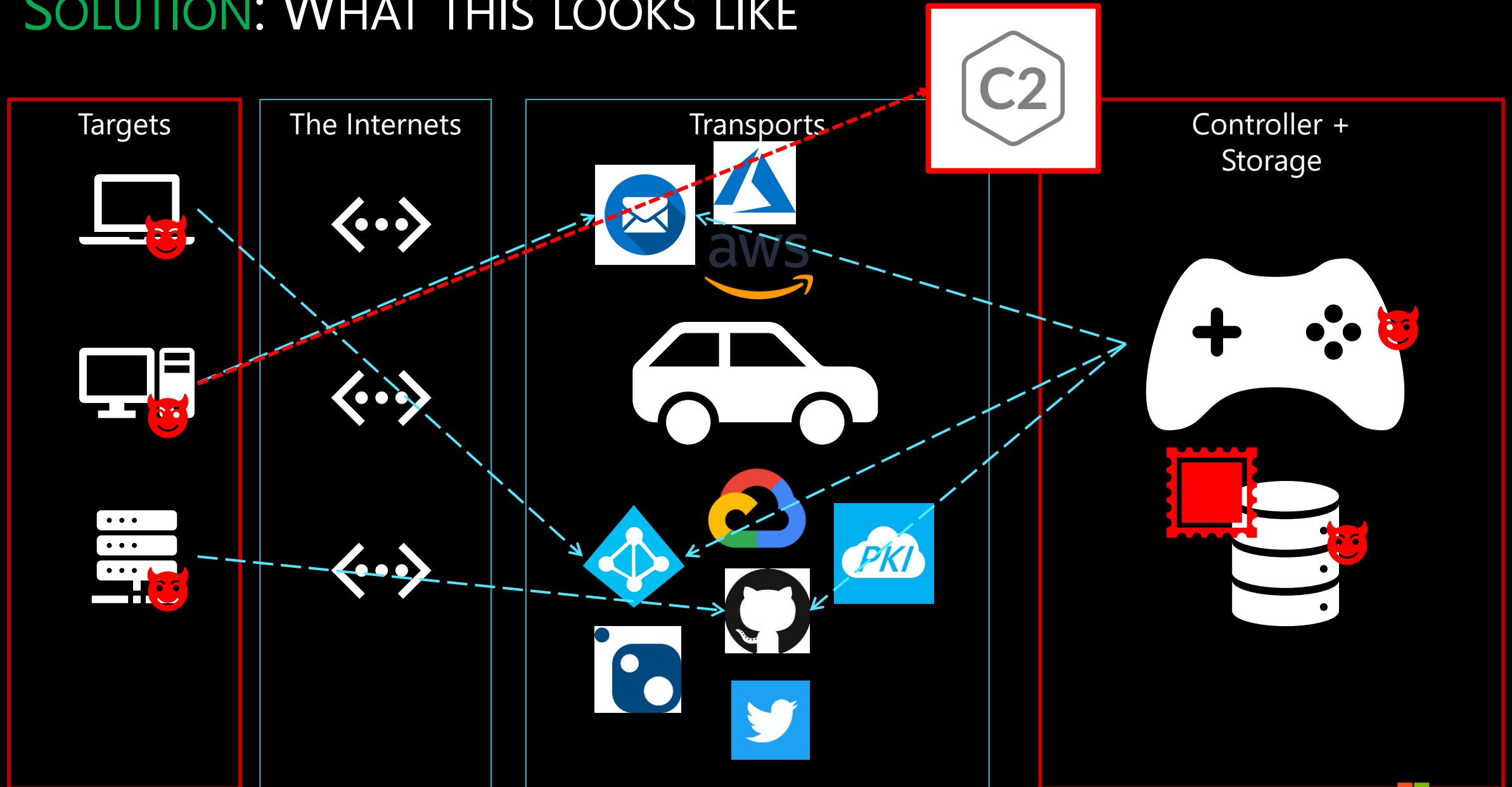
Use automation to track system state and watch for opportunity

- We have dedicated tooling for this (separate from main toolset)

Plan engagements out several cycles in advance

- We can swap or change around if opportunity arises

# SOLUTION: WHAT THIS LOOKS LIKE





# CONCLUSION

## SUMMARY

Coordinate closely with your partners

- Blue Team (IR, Hunt, Forensics)

Use creative thinking to evaluate situations

- Allow for fluidity in your schedule
- Leverage internal knowledge, tooling, and partnerships to be more efficient



QUESTIONS

