
HACKTHEBOX
CYBER APOCALYPSE
CTF 2024
HACKER ROYALE
9-13 MARCH

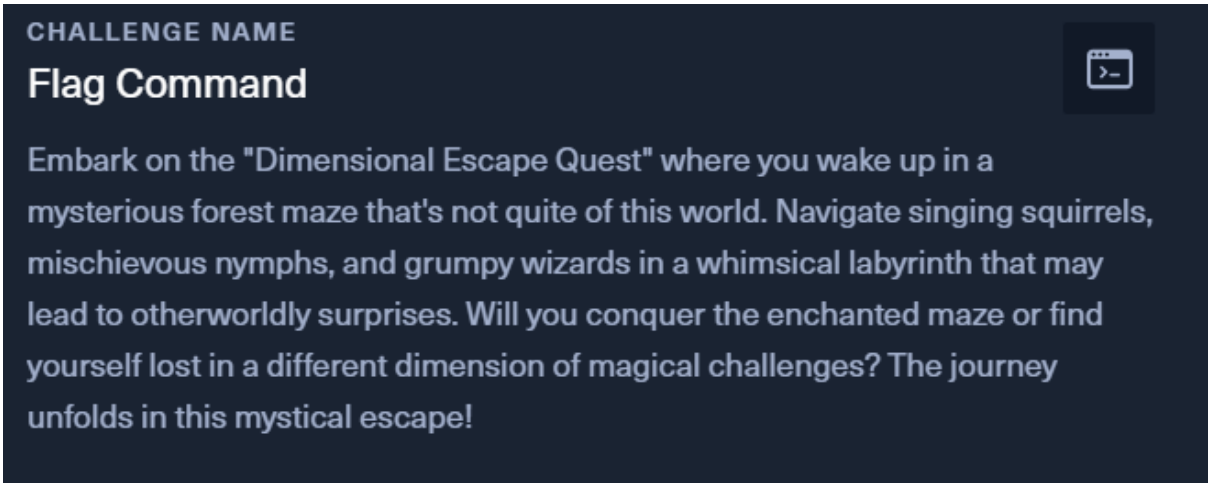
Introduction

Welcome to the "Cyber Apocalypse CTF 2024: Hackers Royale" CTF competition writeup, where we dive into the solutions for an array of challenges spanning Web, Reversing, Pwn, Forensics, and Misc categories. This event was a battleground for cybersecurity aficionados to test their mettle against real-world inspired puzzles, ranging from web vulnerabilities and binary exploitation to digital forensics and beyond. This writeup aims to dissect some of these challenges, providing a step-by-step analysis of the techniques and tools employed - from SQL injections to reversing application binaries, and network capture analysis. Through this document, I won't only share the intricacies of solving each puzzle but also impart valuable cybersecurity insights and best practices. Whether you're an experienced participant or new to the CTF scene, this writeup serves as a comprehensive guide and learning resource, showcasing the depth and breadth of cybersecurity problem-solving.

Web

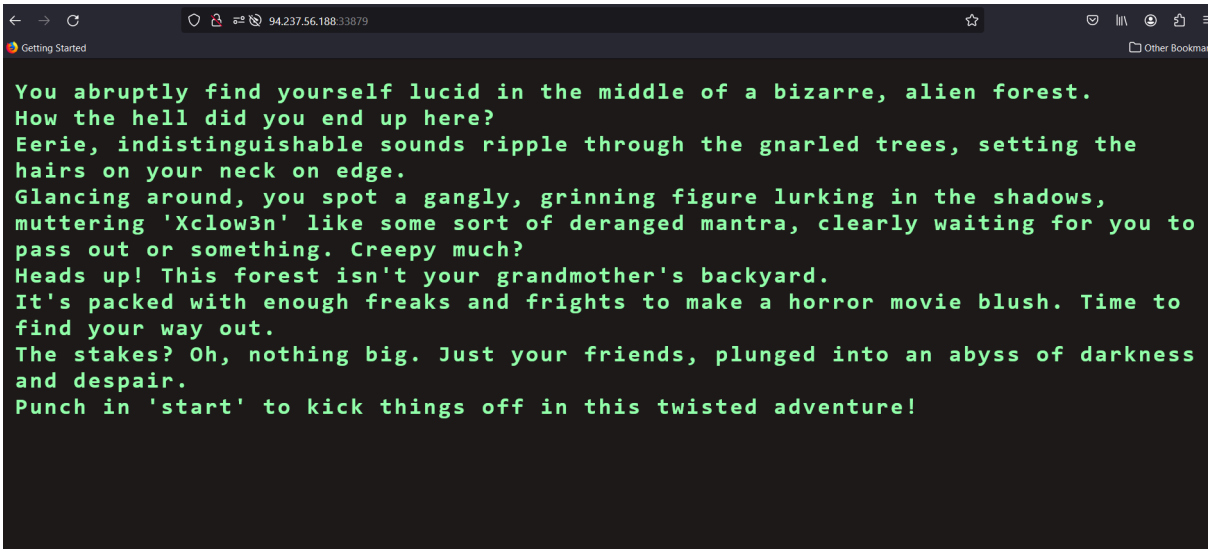
Flag command

Challenge description

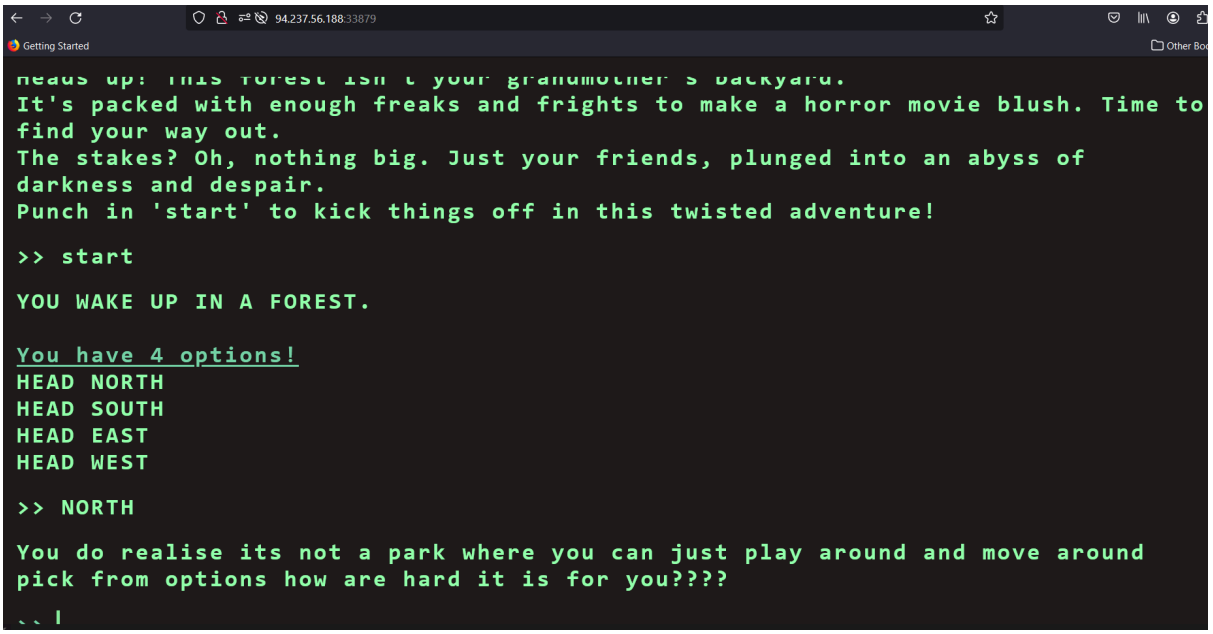


Step by step guide

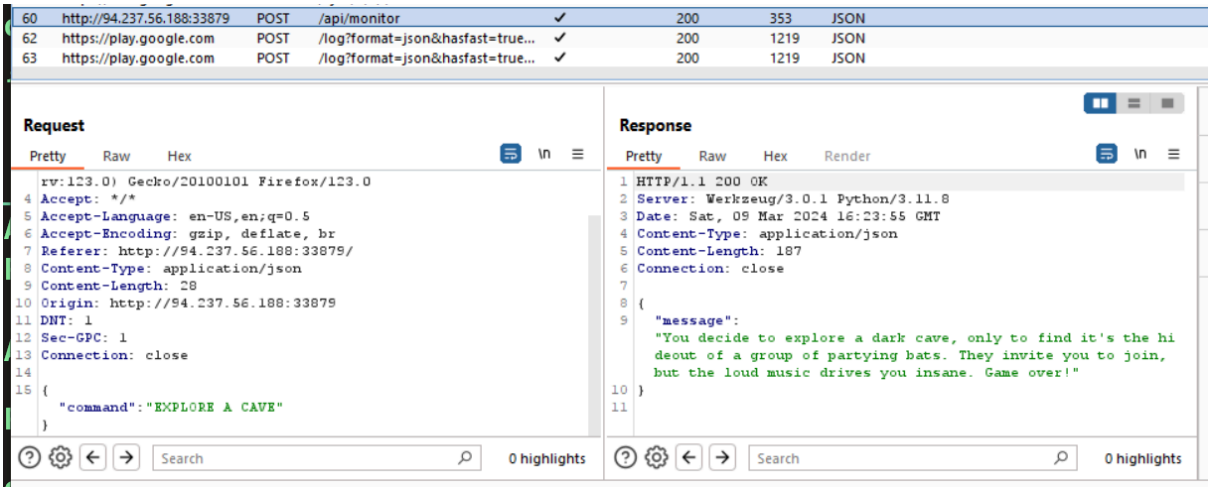
This challenge was dedicated to the request analysis and exploitation. I started from discovering the functionality of the provided website. Website itself was mimicking a terminal window with a range of available commands.



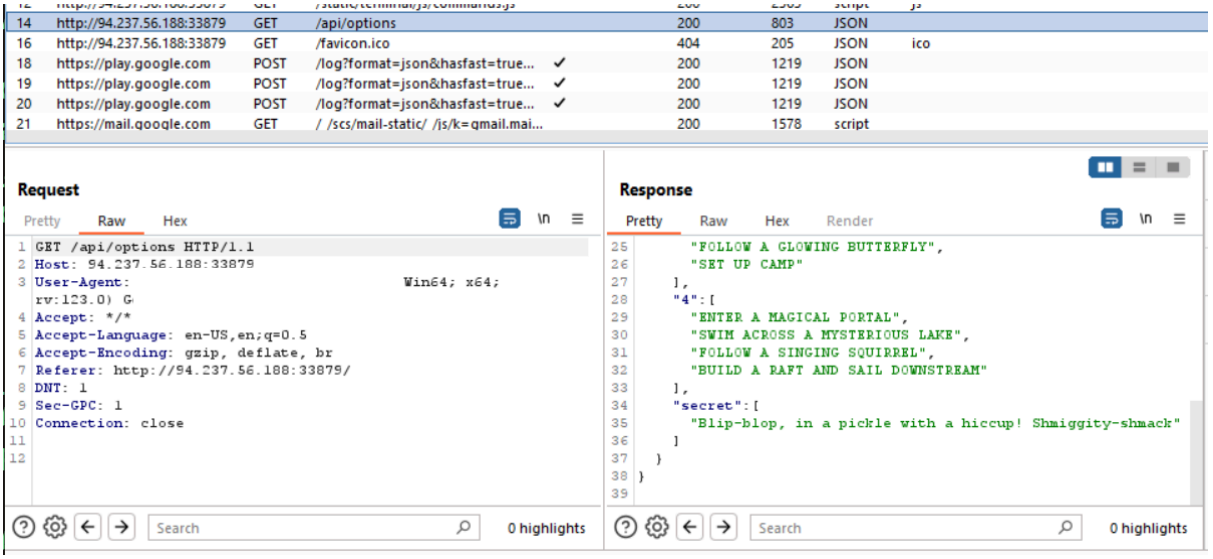
I started playing with the terminal itself using Burp Suite and analyzed some of the requests that were submitted to the application server.

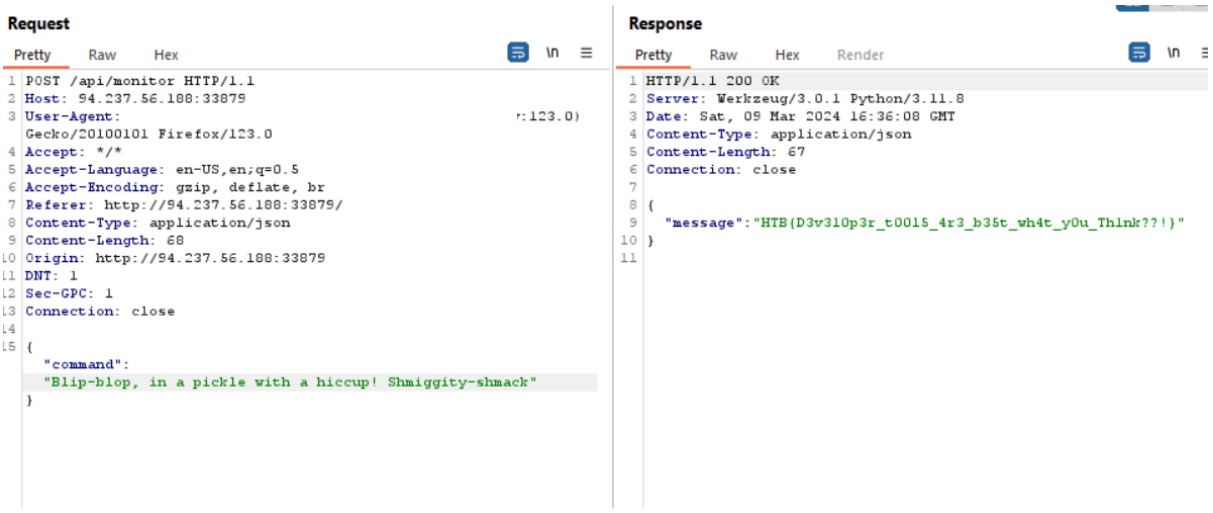


In general, all requests that were used by an application to send commands had only one option called command. Based on the provided command, you were able to receive a response and further instructions from the server. After trying several injection payloads with no success, I decided to analyze the application responses once again.



There was one interesting request that was used to retrieve a list of all possible options and one of the options was called *secret*, so I decided to submit it as a command to the server.





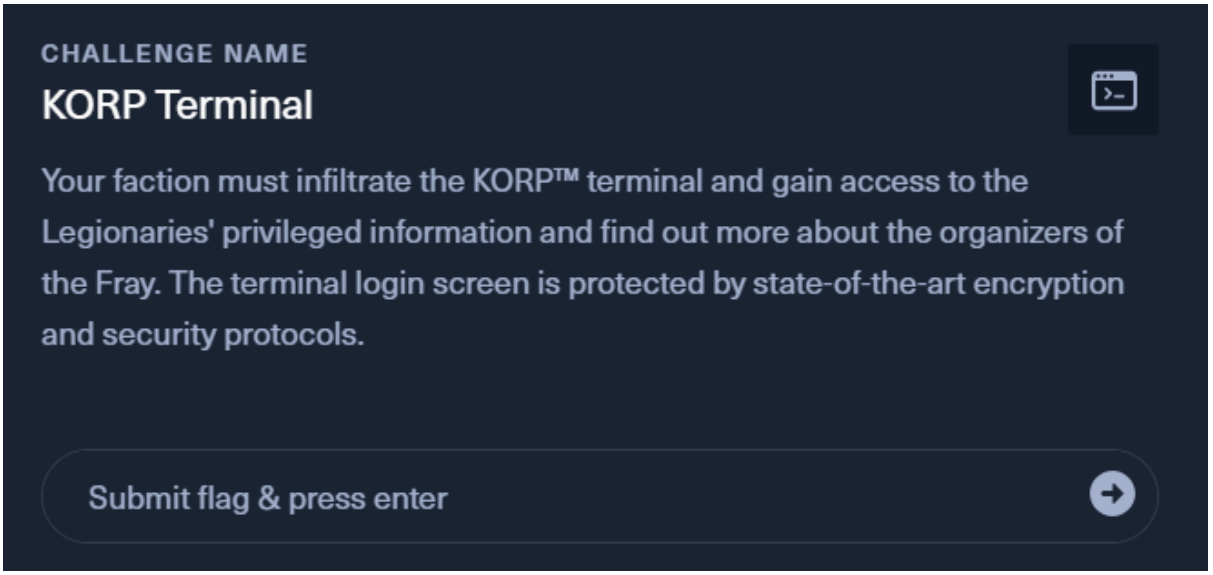
As a result, an application returned the flag. As you can see, it was an easy challenge and a good example of information oversharing consequences and how they can be used by attackers.

Flag

HTB{D3v3l0p3r_t00l5_4r3_b35t_wh4t_y0u_Th1nk??!}

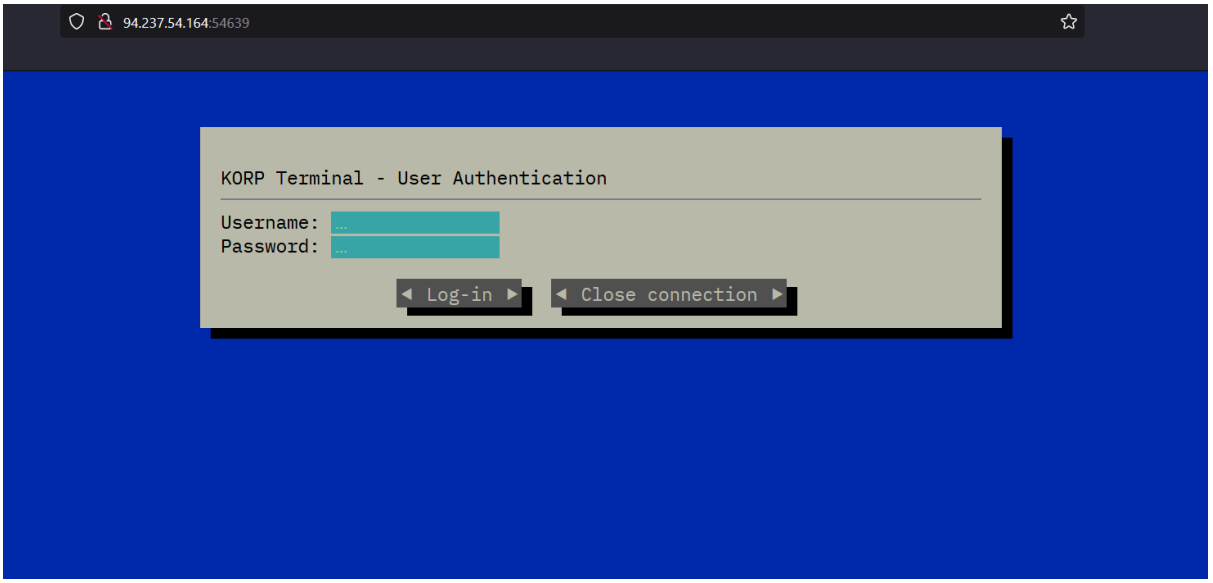
KORP Terminal

Challenge description

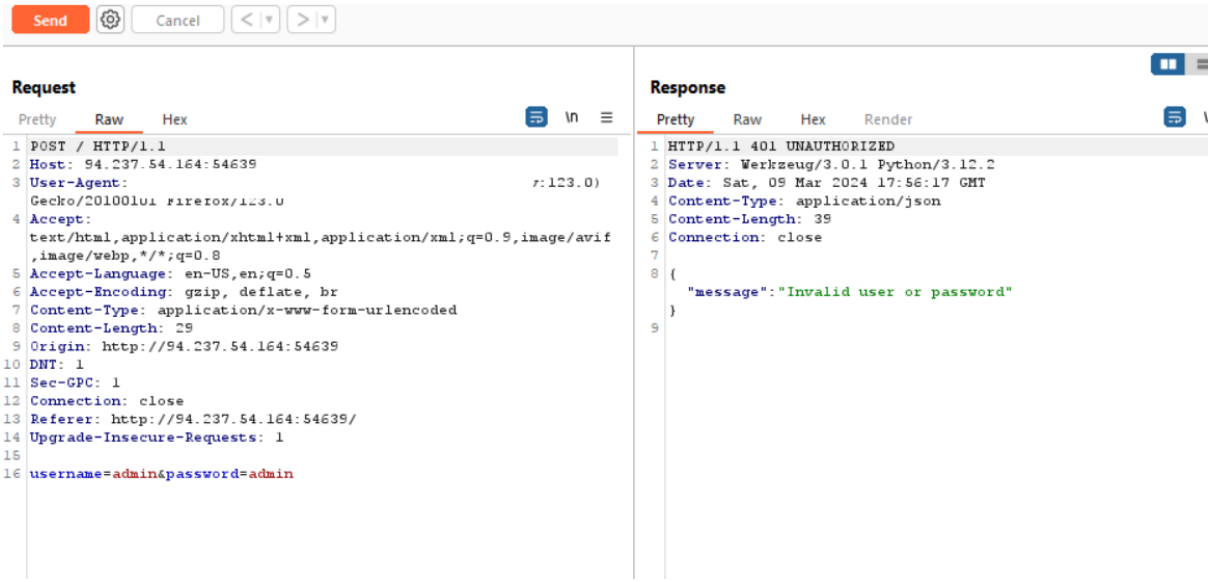


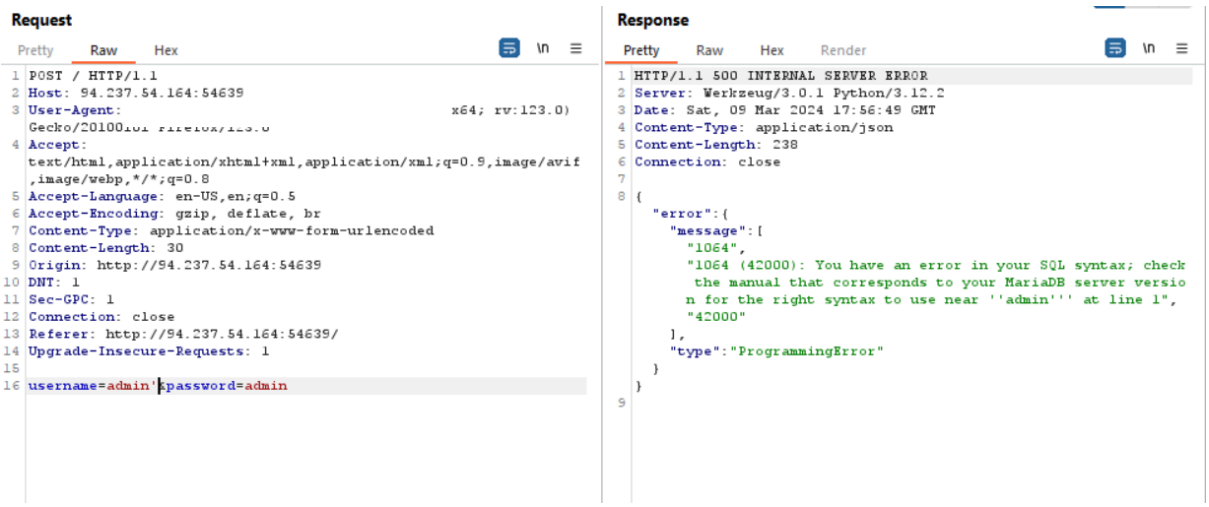
Step by step guide

Second challenge was also created in a form of online terminal but this time it had an authentication page.



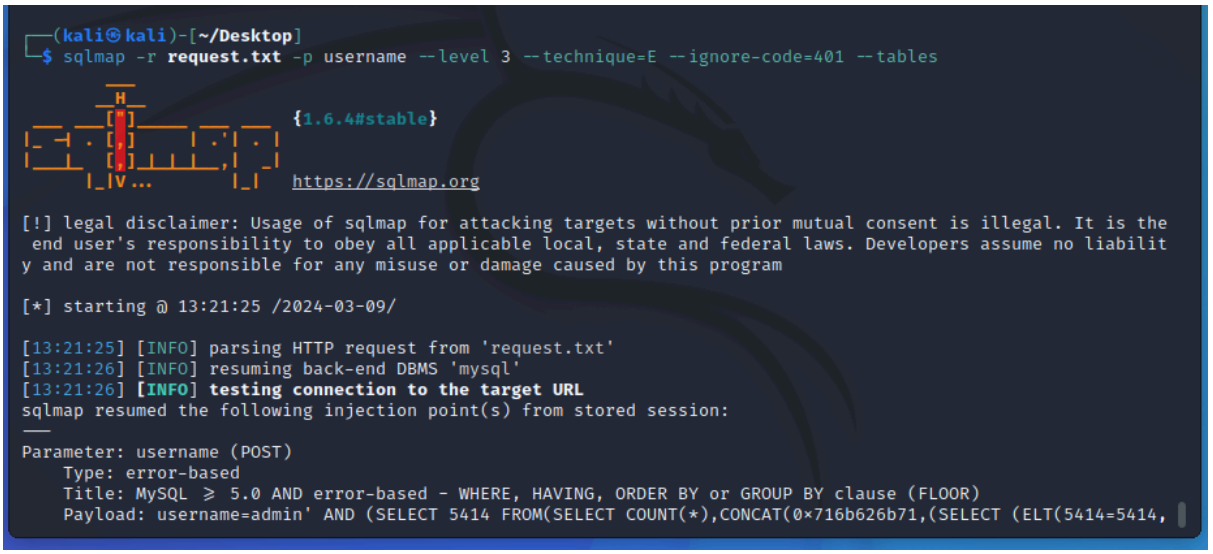
So, I started from trying the possible injection payloads and managed to detect Error-based SQL injection there.

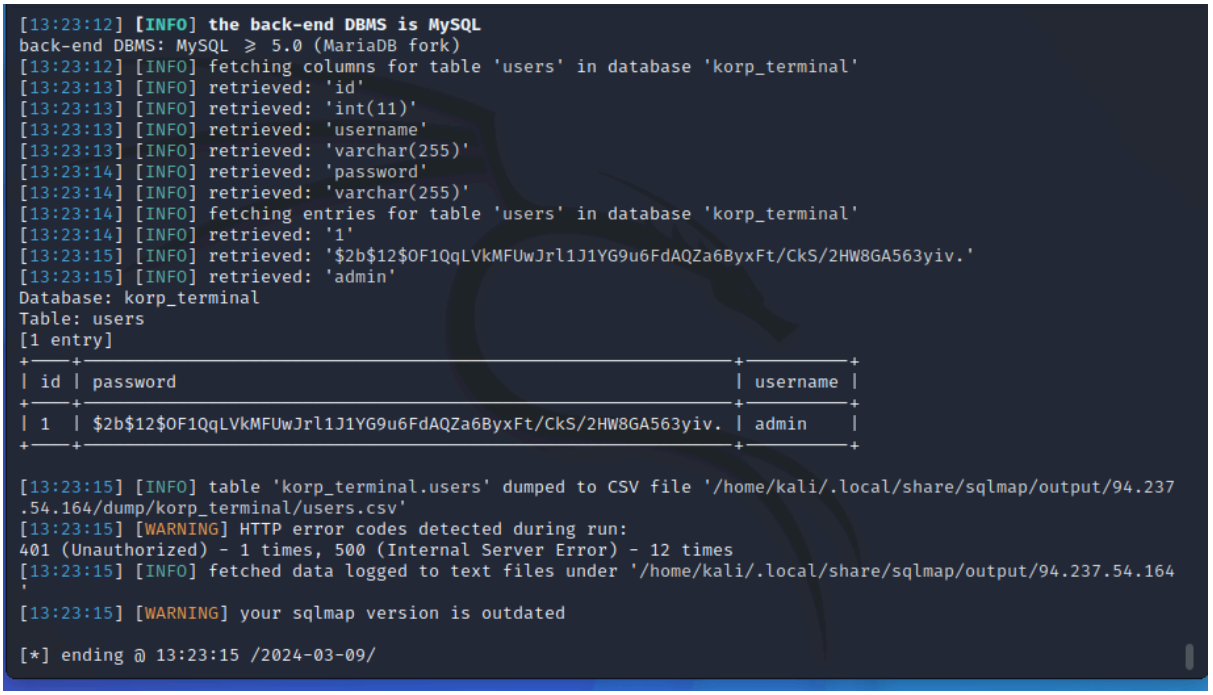




In order to automate the process, I decided to use the *sqlmap* tool with the following command:
sqlmap -r request.txt -p username –level 3 –technique=E –ignore-code=401 –tables

where *request.txt* was a file with the copied from Burp Suite request.





It allowed me to dump the entire database and one of the tables was used by the application to store a list of the application users. Next possible step was to use *john* or *hashcat* to decrypt the hash but this attempt didn't help me to obtain the plaintext version of the *admin's* password. One of the teammates decided to modify the initial SQL injection query, so it contained a predefined password via UNION-based SQL injection. Request payload was the following:

username=invalid' UNION SELECT '$2a$12$p24G82H.OEoXhSxEIGp4K.aUO8mcqkkw6/G/mjhiPBEGH3PcdaoAW&password=admin

As a result of this injection he was able to retrieve the flag.

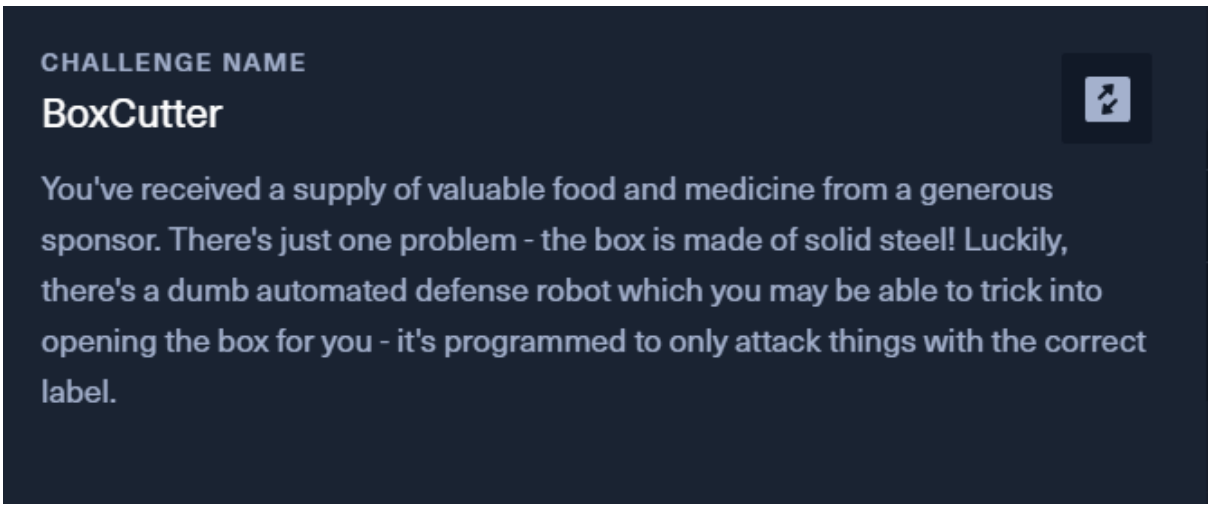
Flag

HTB{t3rm1n4l_cr4ck1ng_sh3n4ning4n5}

Reversing

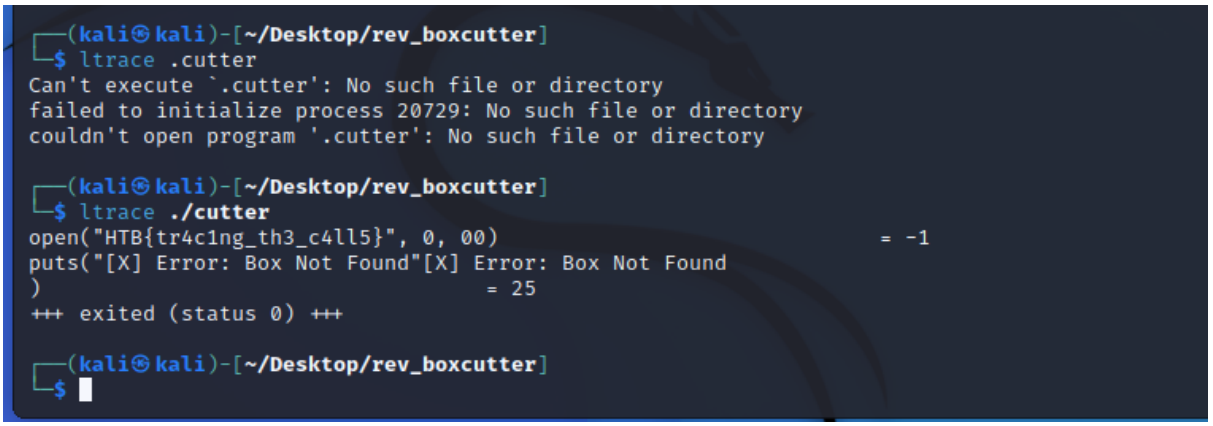
Box Cutter

Challenge description



Step by step guide

In this challenge I downloaded the provided binary and started to follow some basic checks that are usually used when we're talking about reversing challenges. Strings command didn't help to find the flag, so I used *ltrace* to find some possible hints and it helped me to obtain the flag.

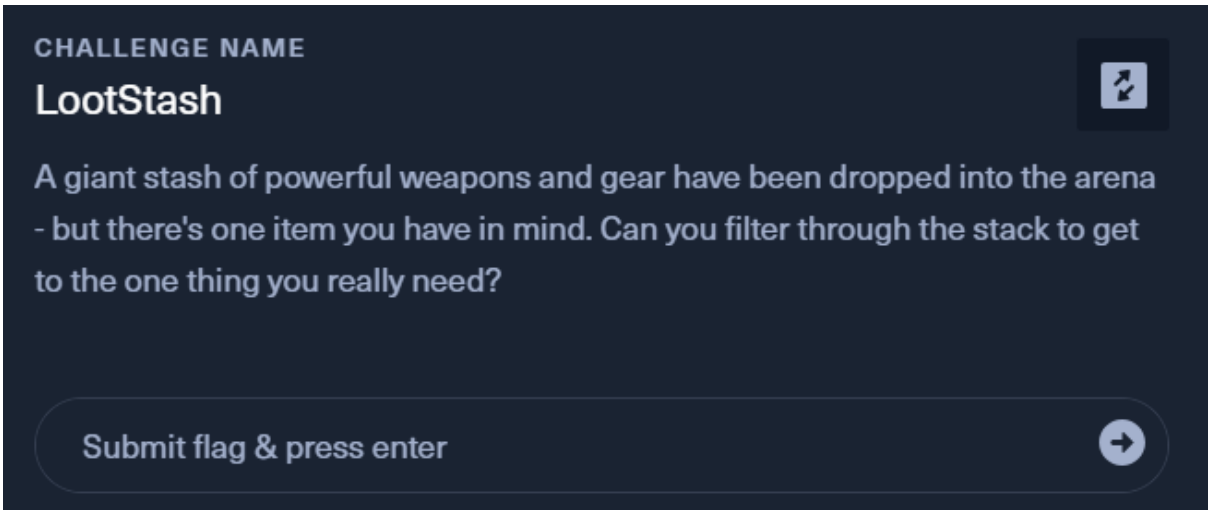


Flag

HTB{tr4c1ng_th3_c4ll5}

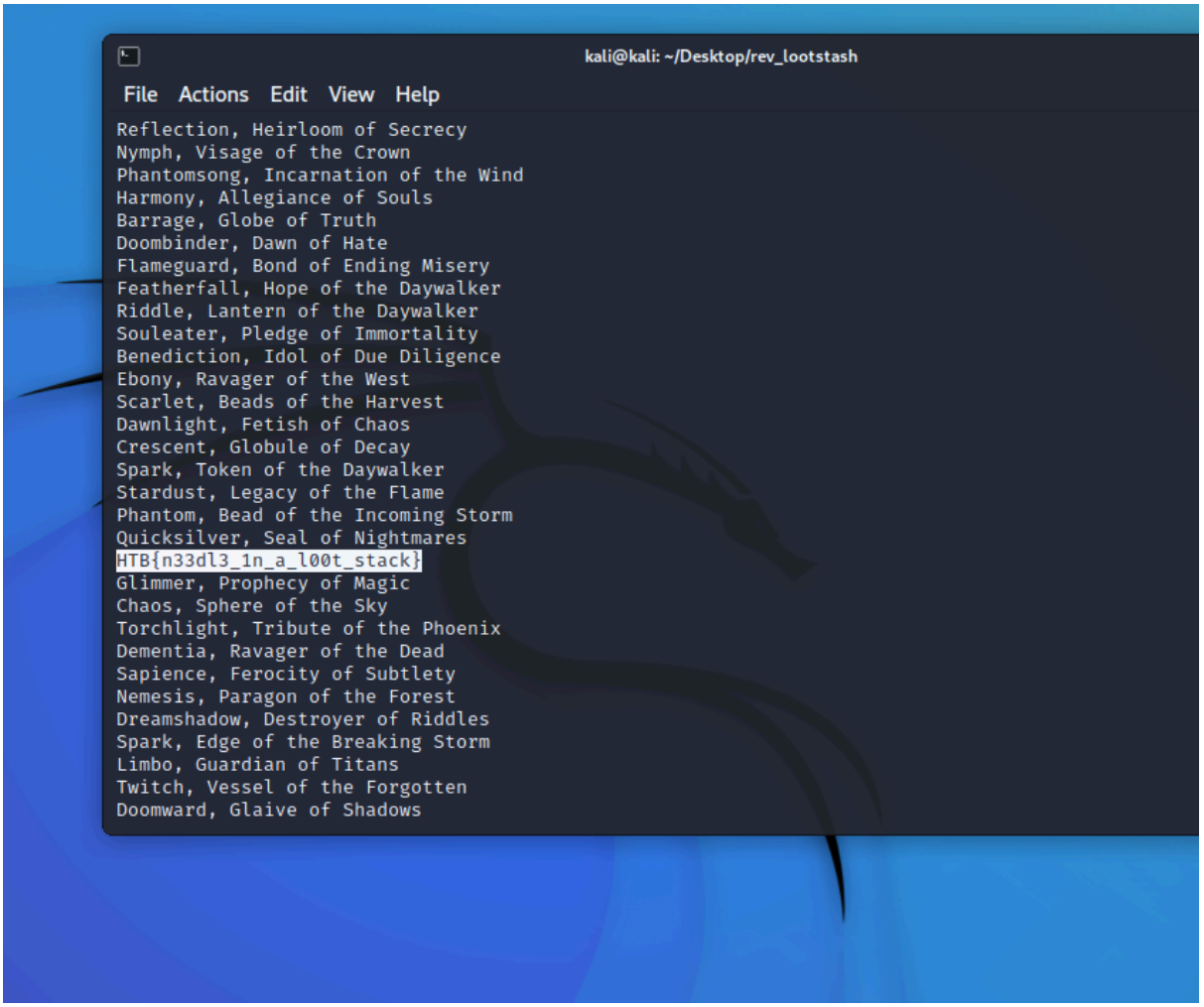
LootStash

Challenge description



Step by step guide

This one was simple because the simple *strings* command helped to find a flag among all other content.



Flag

HTB{n33dl3_1n_a_l00t_stack}

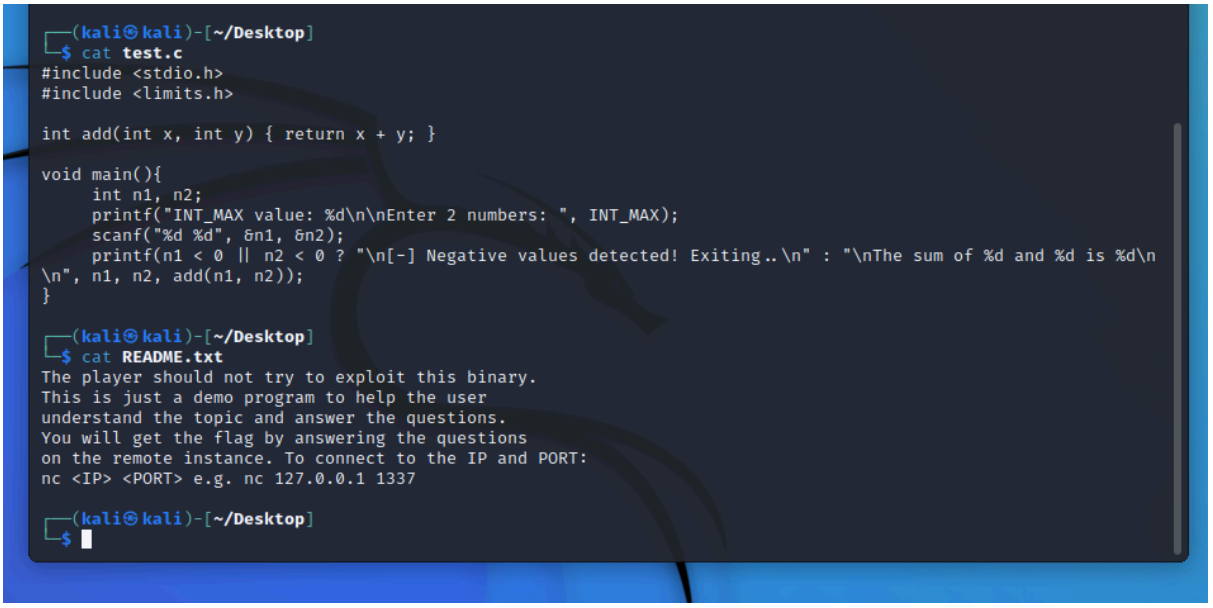
Pwn

Tutorial

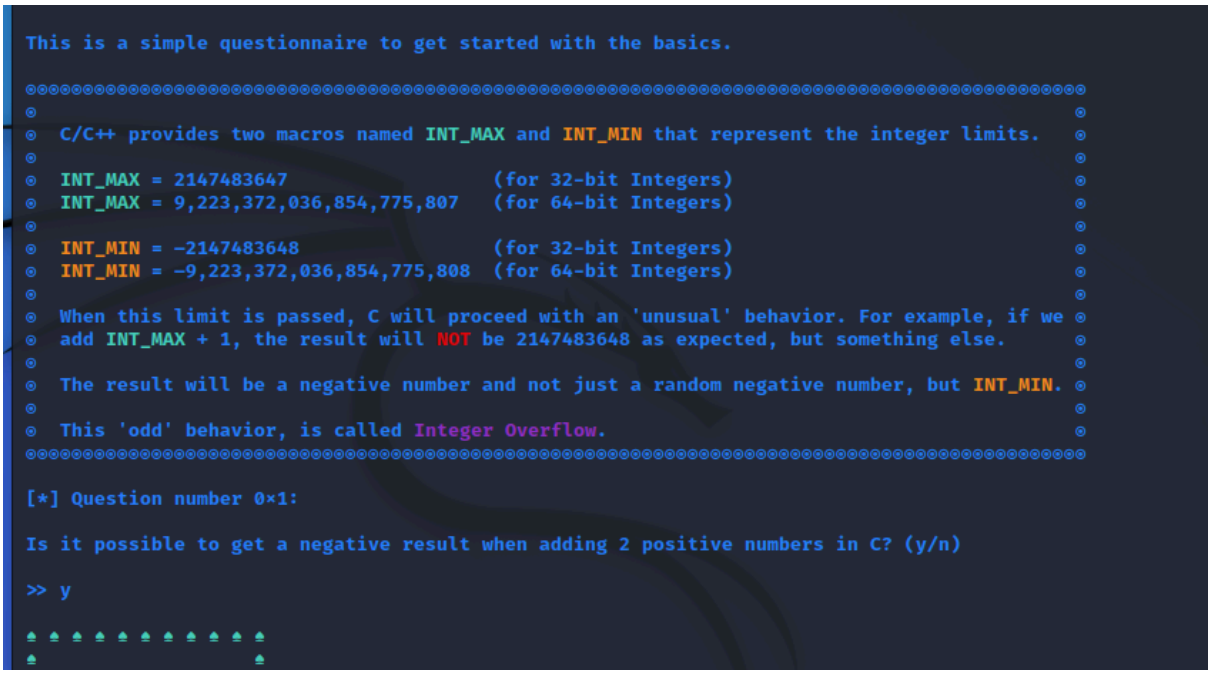
Challenge description

Step by step guide

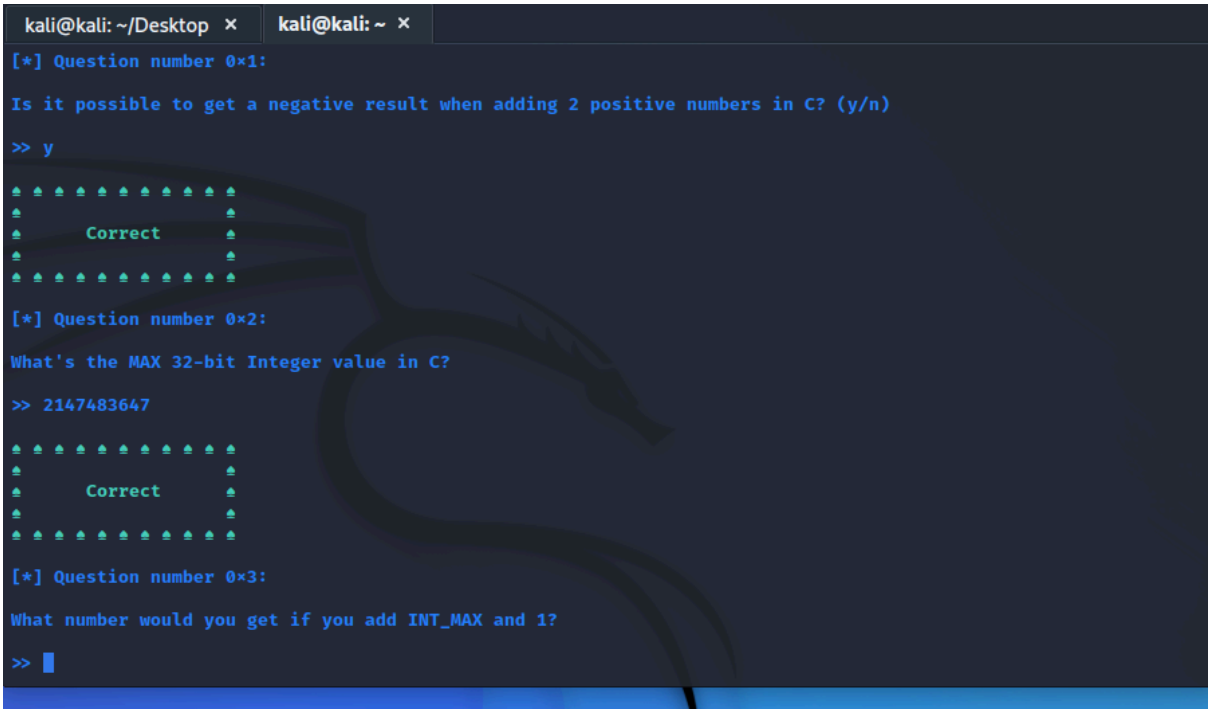
It was an introductory challenge that was split in two parts. Players were tasked to download the provided *zip* archive, analyze files inside it and then use this knowledge to answer questions on the remote server. Below you can see screenshots of the provided field content.

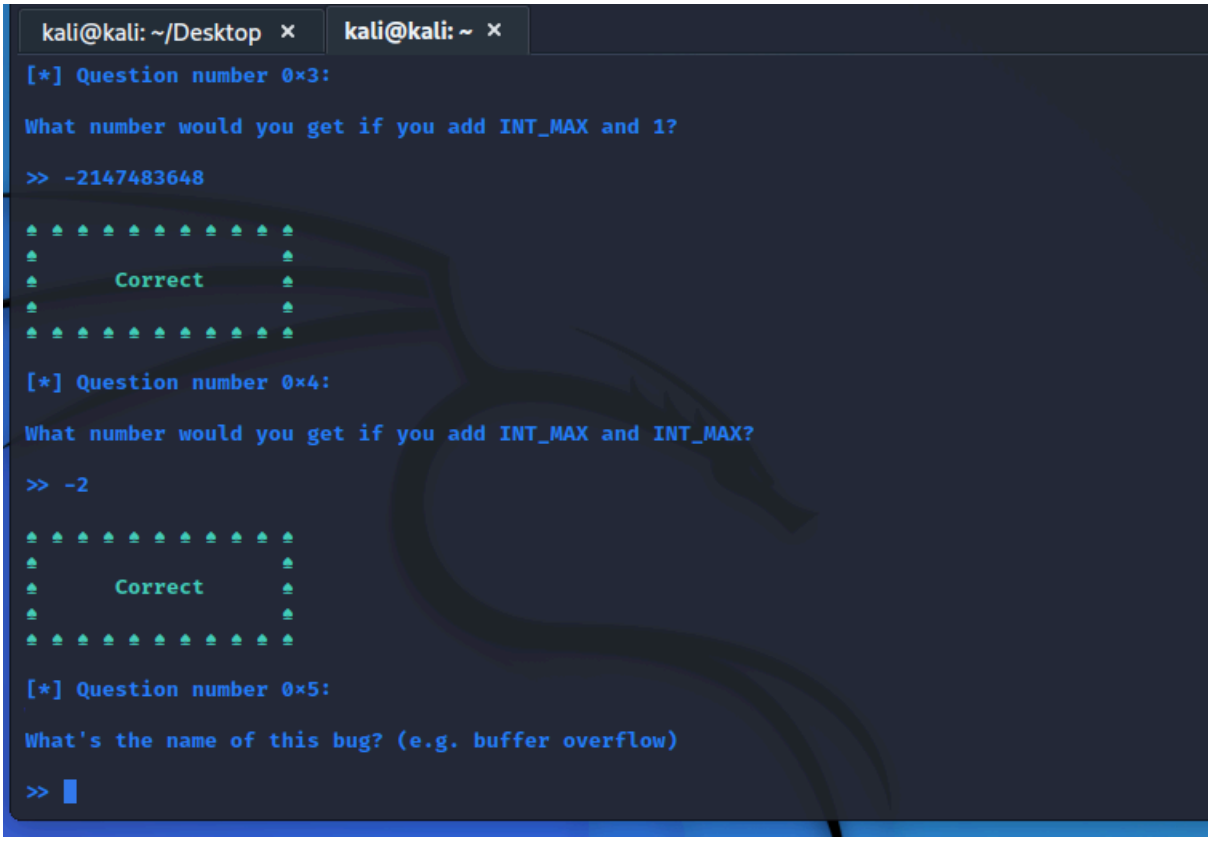


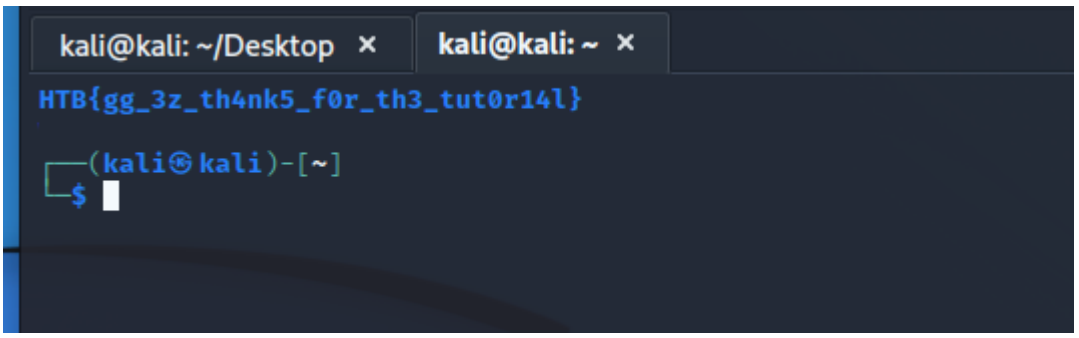
Then, I started a docker container, connected to it using *netcat* and got the following screen:



So, in order to get the flag it was required to answer all the provided questions. You can review questions and answers on the below screenshots.


kali@kali: ~/Desktop
kali@kali: ~
[*] Question number 0x1:
Is it possible to get a negative result when adding 2 positive numbers in C? (y/n)
>> y
Correct
[*] Question number 0x2:
What's the MAX 32-bit Integer value in C?
>> 2147483647
Correct
[*] Question number 0x3:
What number would you get if you add INT_MAX and 1?
>>


kali@kali: ~/Desktop
kali@kali: ~
[*] Question number 0x3:
What number would you get if you add INT_MAX and 1?
>> -2147483648
Correct
[*] Question number 0x4:
What number would you get if you add INT_MAX and INT_MAX?
>> -2
Correct
[*] Question number 0x5:
What's the name of this bug? (e.g. buffer overflow)
>>



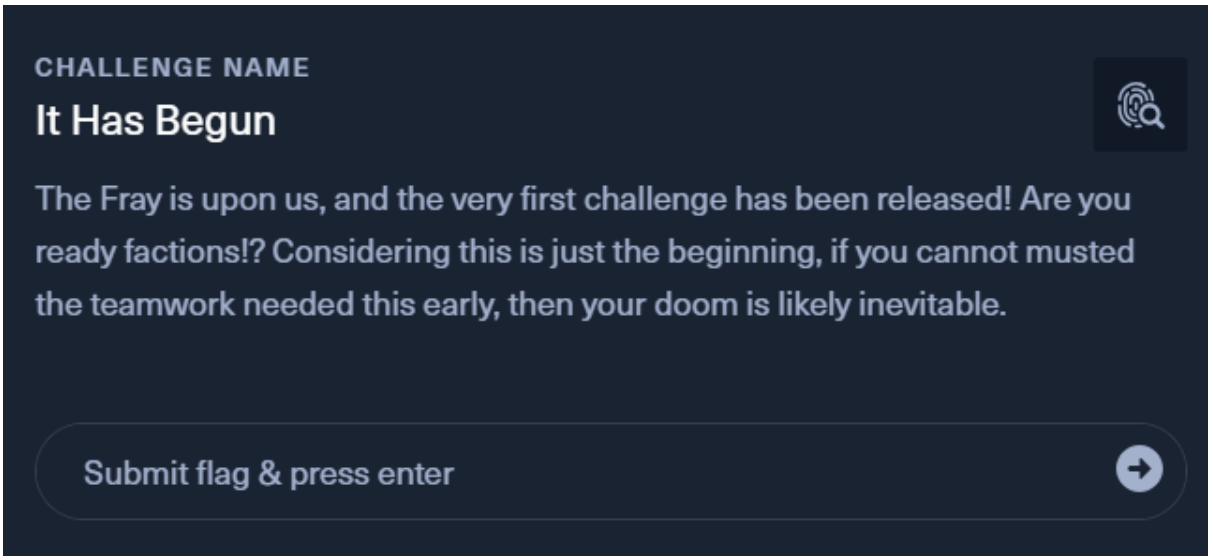
Flag

HTB{gg_3z_th4nk5_f0r_th3_tut0r14l}

Forensics

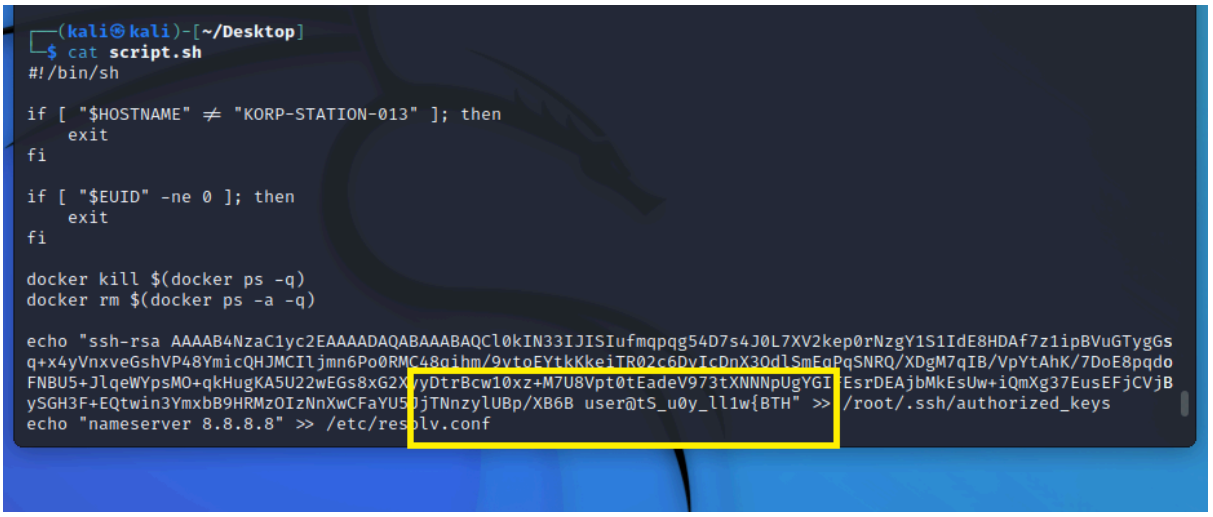
It Has Begun

Challenge description

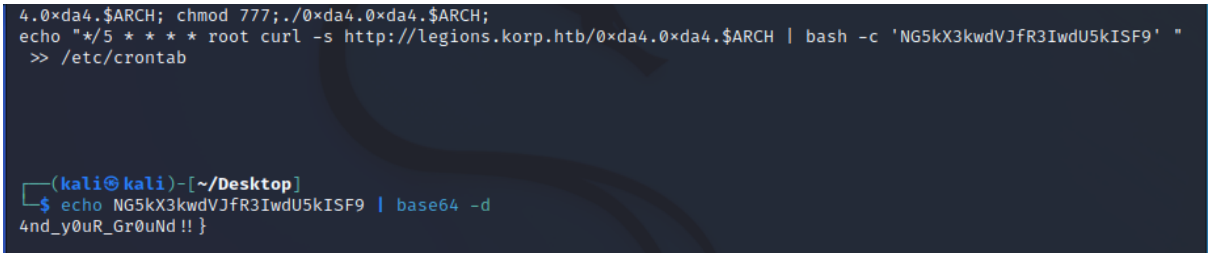


Step by step guide

In this challenge it was required to investigate the malicious script that was used by potential attackers. Review of the script helped to identify the first part of the flag.



Further analysis helped to detect a crontab setup command that contained base64 encoded payload. Decoding of this payload revealed the second part of the flag.

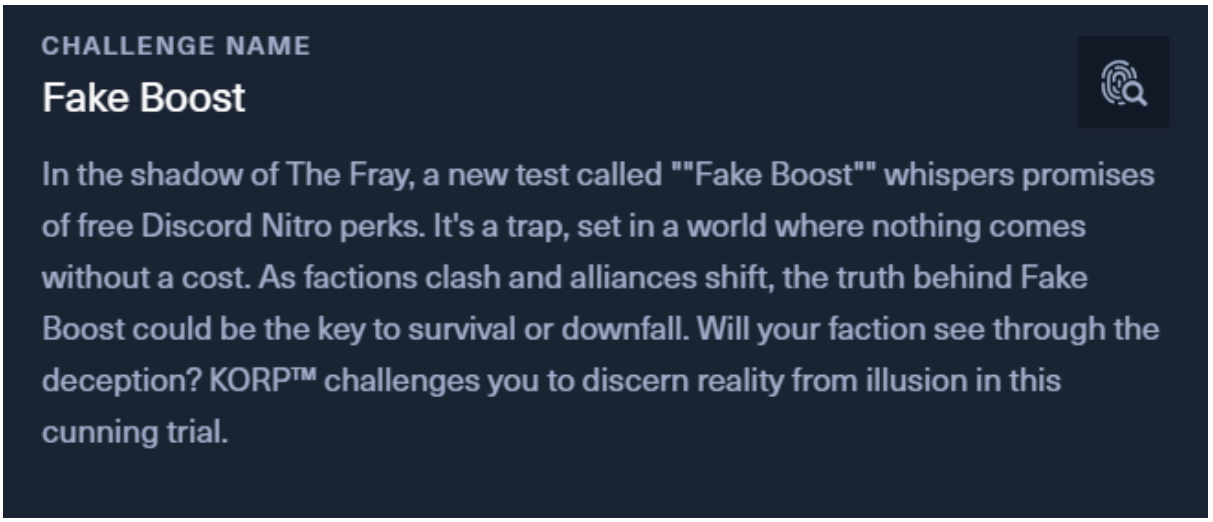


Flag

HTB{w1ll_y0u_St4nd_y0uR_Gr0uNd!!}

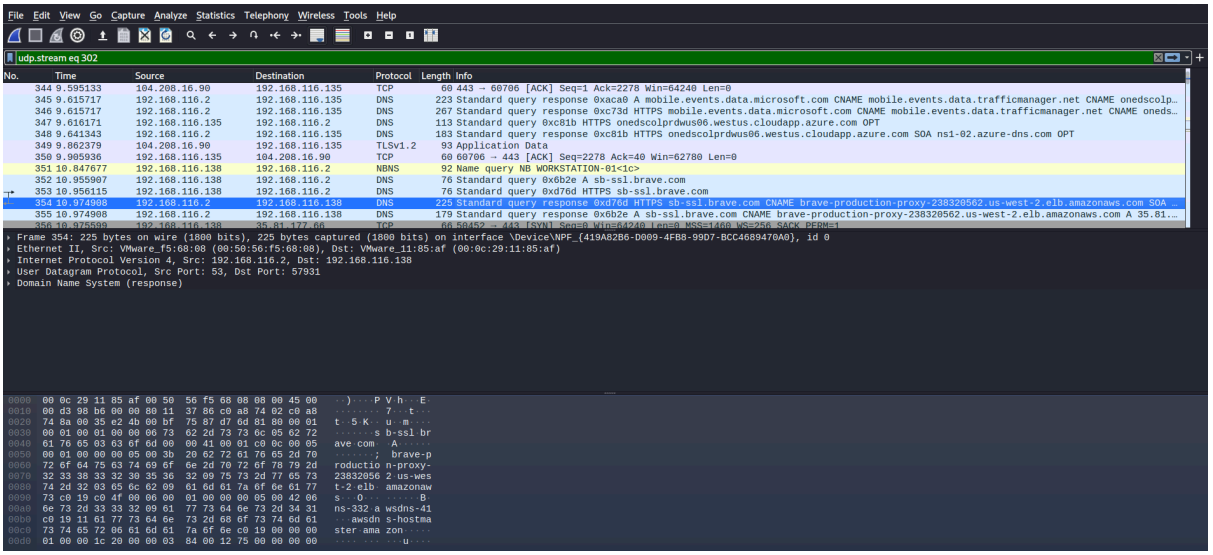
Fake Boost

Challenge description

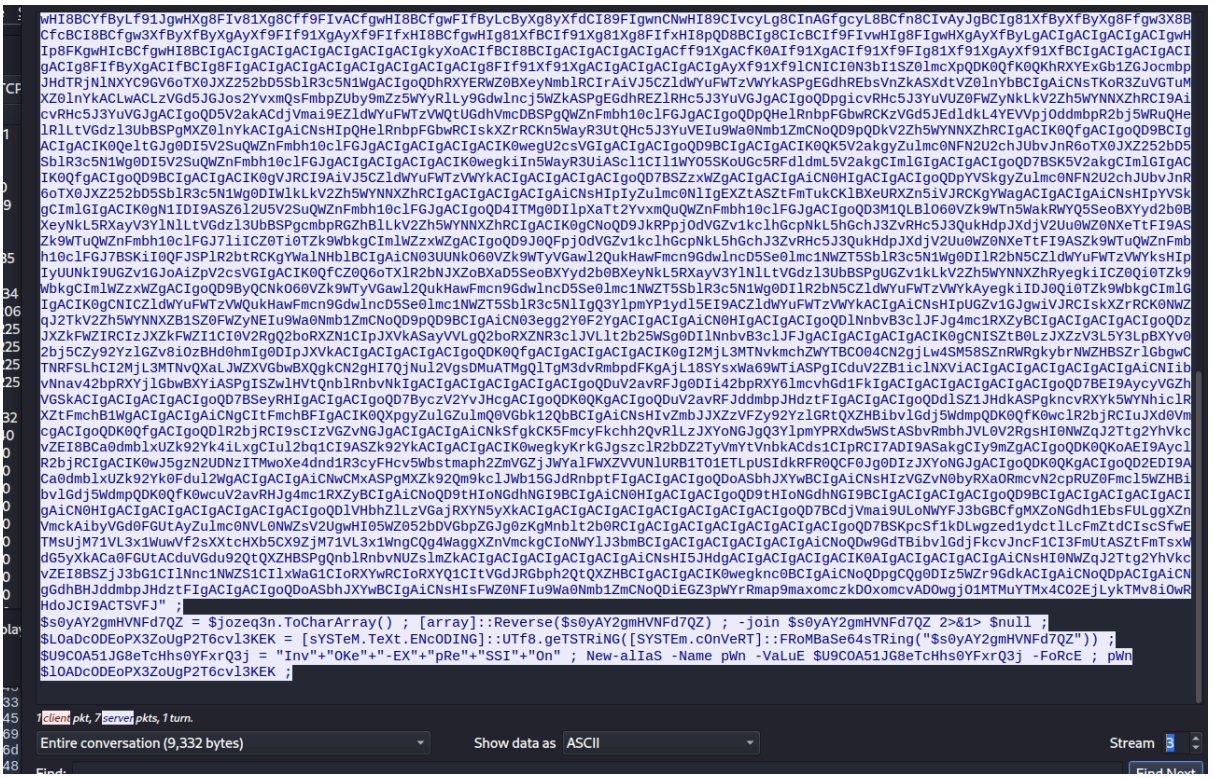


Step by step guide

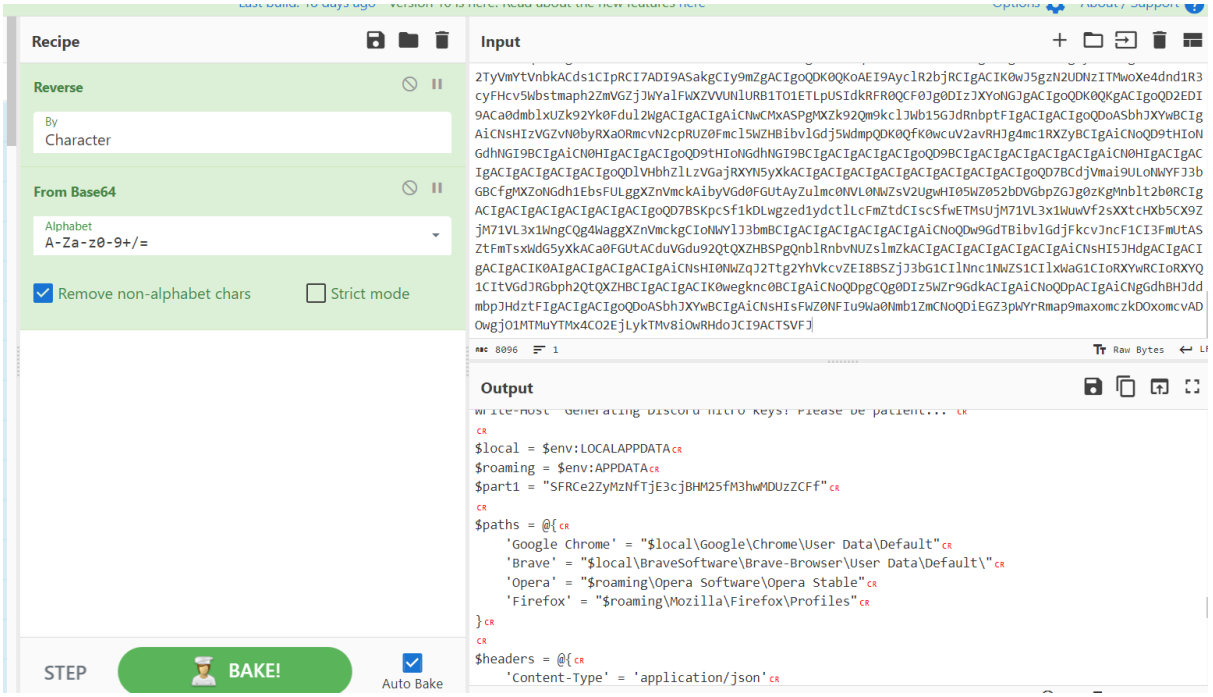
Authors of the challenge provided a *.pcap* capture file that should be analyzed. So, I opened it in Wireshark and then reviewed this network traffic capture.

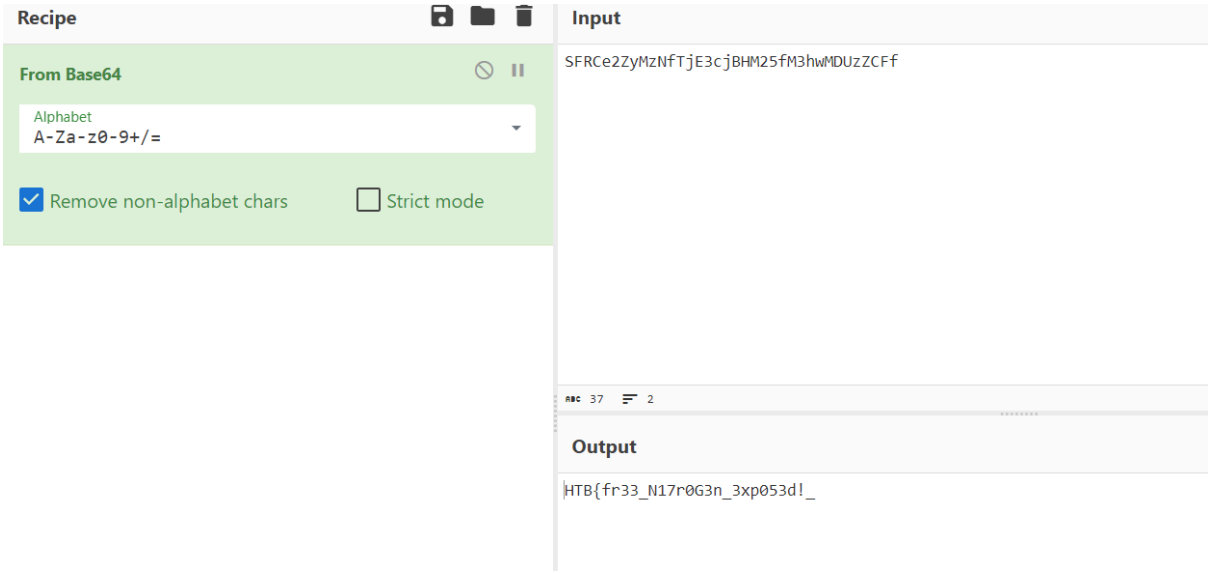


Brief review of the captured requests helped to identify that there were communications with remote hosts, so I switched to the TCP conversations and started reviewing this data in order to find some interesting requests that could potentially help to obtain the flag. One of the streams contained the following payload:



This payload had a base64 encoded PowerShell script that was used by an attacker and decoding of the script in the CyberChef helped to find the first part of the flag.





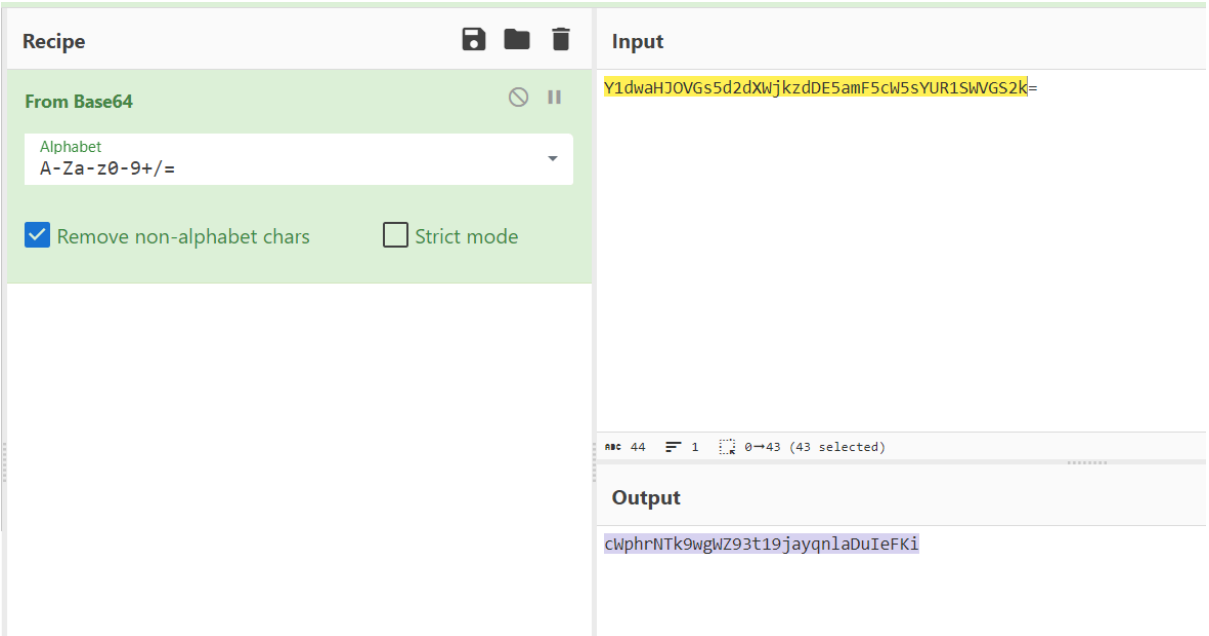
Detected script had a code for performing some cryptographic operations, so I decided to use GPT for analyzing the script and rewriting it to Python.

Act as experienced PowerShell script developer. Analyze the following code:

<code>
function Encrypt-String($key, $plaintext) {
  $bytes = [System.Text.Encoding]::UTF8.GetBytes($plaintext)
  $aesManaged = Create-AesManagedObject $key
  $encryptor = $aesManaged.CreateEncryptor()
  $encryptedData = $encryptor.TransformFinalBlock($bytes, 0, $bytes.Length);
  [byte[]] $fullData = $aesManaged.IV + $encryptedData
  [System.Convert]::ToBase64String($fullData)
}
<code>

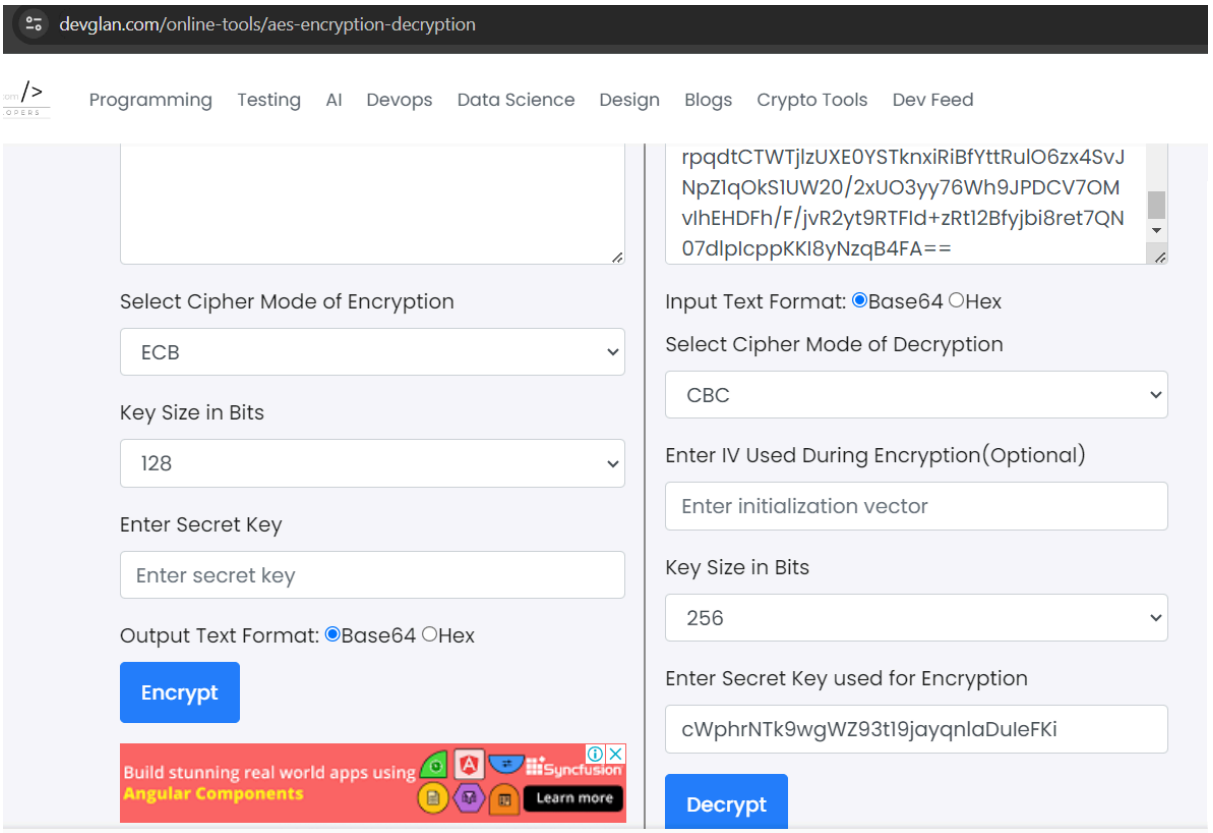
Now please write a function in python that will decrypt encrypted by the above code data

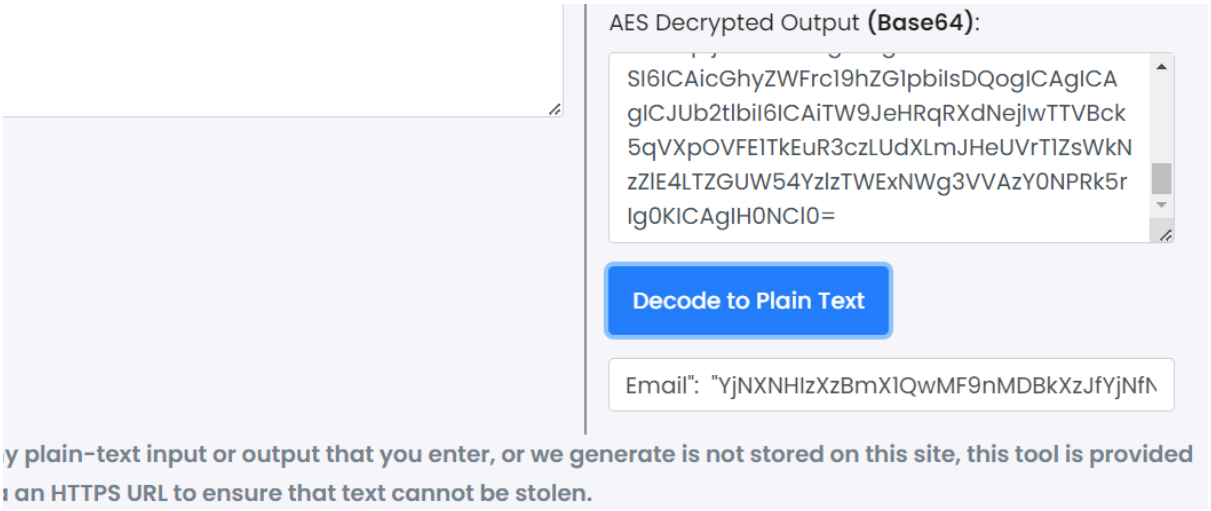
Script failed even after some modifications, so I switched to the online tool. AES Key from the previously decoded script:



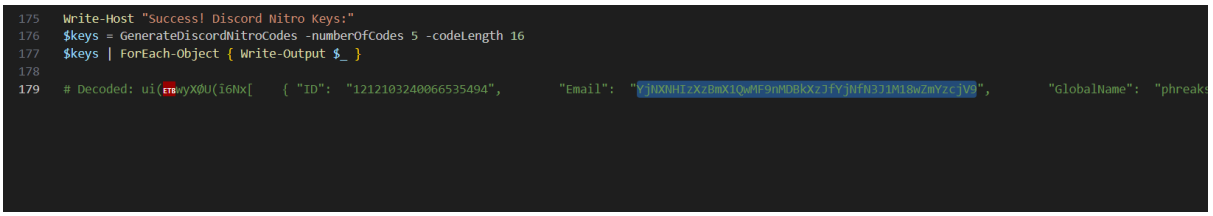
Ok, so after I had a key and required details regarding the encryption process, I returned back to the conversations review in order to find the encrypted data and then decrypt it. After some time, I managed to find the relevant stream:

Once it was done, I decrypted the payload using online tool:

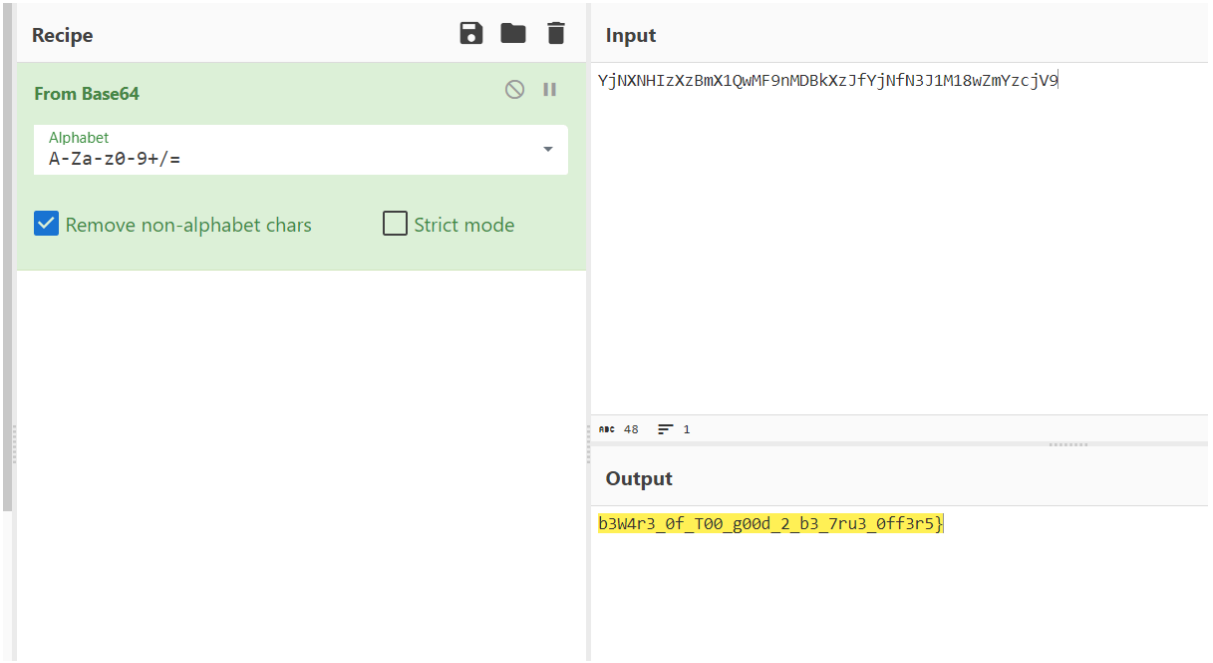




Among other details, It had a base64 encoded data in the *Email* field:



Decoding of this data helped to get the second part of the flag.



Flag

HTB{fr33_N17r0G3n_3xp053d!_b3W4r3_0f_T00_g00d_2_b3_7ru3_0ff3r5}

Misc

Character

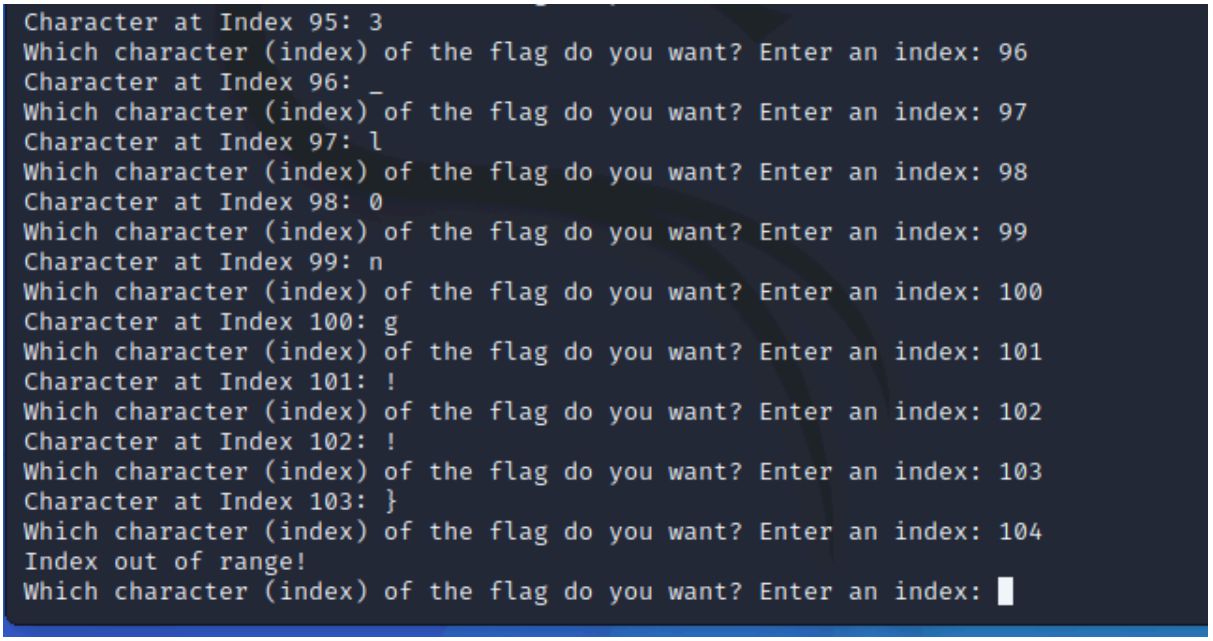
Challenge description

Step by step guide

It was a simple challenge where a player was tasked to provide an appropriate char index in order to retrieve the final flag char by char. So, there were basically two methods on how to solve the challenge:

- manually enter required index and concatenate the flag
- write a script that will do it for you

```
┌──(kali㉿kali)-[~/Desktop]
└─$ nc 200~83.136.250.140 50173
200~83.136.250.140: forward host lookup failed: Unknown host

┌──(kali㉿kali)-[~/Desktop]
└─$ nc 83.136.250.140 50173
Which character (index) of the flag do you want? Enter an index: 0
Character at Index 0: H
Which character (index) of the flag do you want? Enter an index: 1
Character at Index 1: T
Which character (index) of the flag do you want? Enter an index: 2
Character at Index 2: B
Which character (index) of the flag do you want? Enter an index: 3
Character at Index 3: {
Which character (index) of the flag do you want? Enter an index: 4
Character at Index 4: t
Which character (index) of the flag do you want? Enter an index:
```

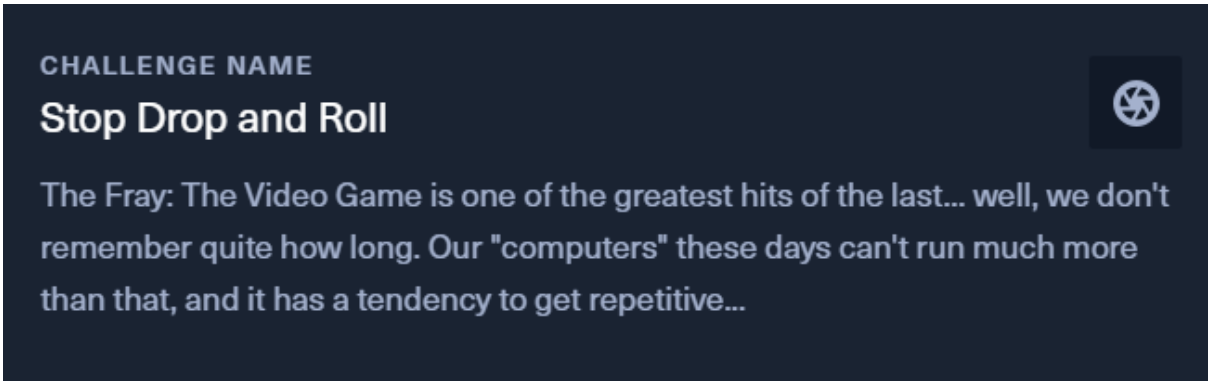


Flag

HTB{tH15_1s_4_r3aLly_l0nG_fL4g_i_h0p3_f0r_y0Ur_s4k3_tH4t_y0U_sCr1pTEd_tH1s_oR_els3_iT_t0oK_qU1t3_l0ng!!}

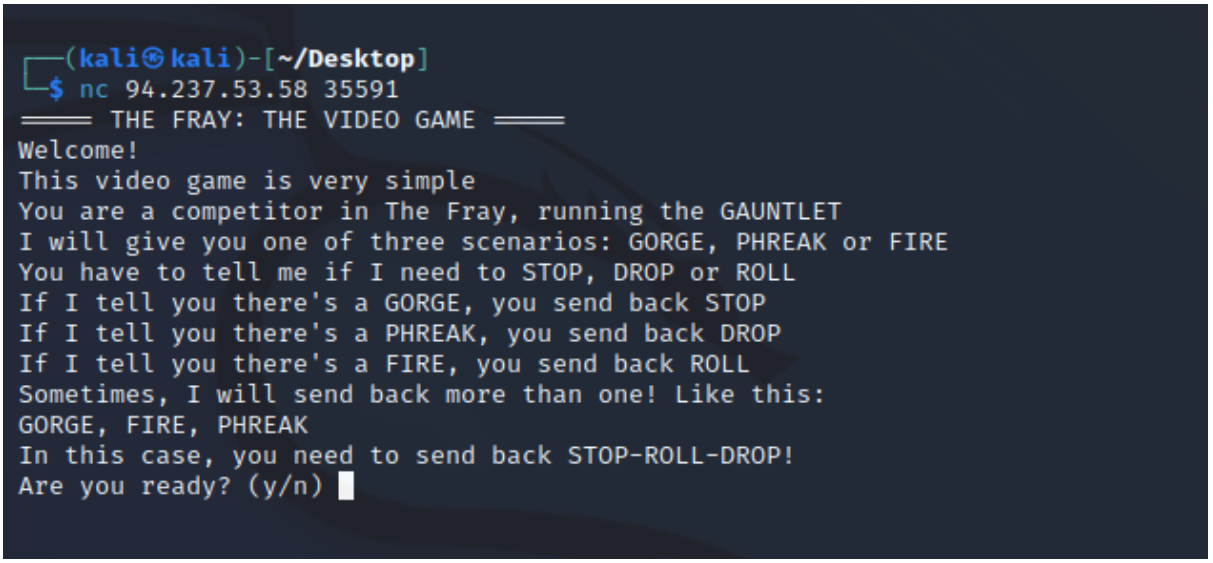
Stop Drop and Roll

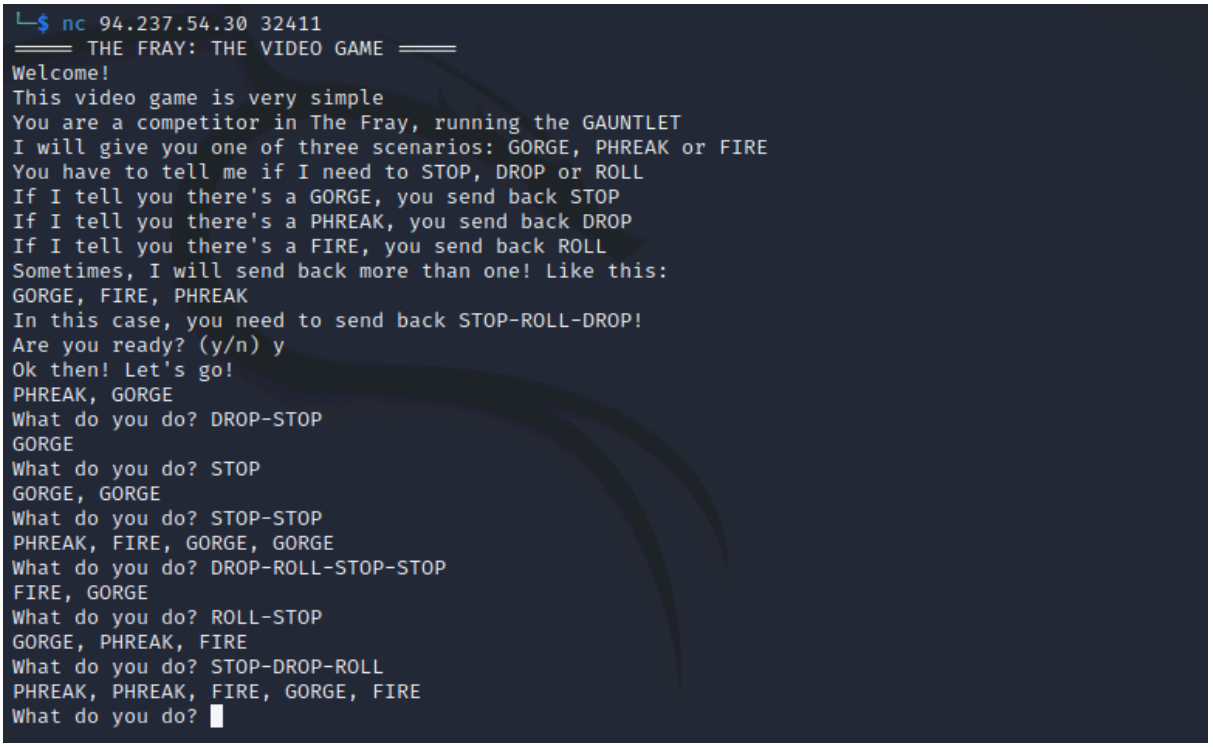
Challenge description



Step by step guide

As in case with the previous challenge from this category, we had a deal with the terminal that had certain rules for the game and only when a user provided the correct response, at some point it was possible to retrieve a flag. Here is how it looks like:





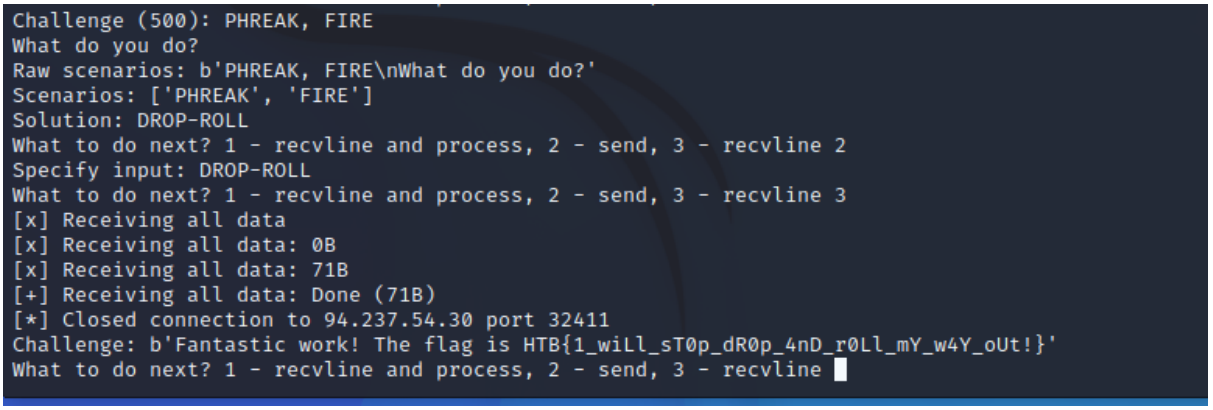
In order to solve the challenge I decided to write the following python script with a help of AI tools:

```
from pwn import *
import time

# context.log_level = 'debug'

def play_the_fray(scenarios):
        # Mapping of scenarios to actions
        actions_map = {
        "GORGE": "STOP",
```

```
        "PHREAK": "DROP",
        "FIRE": "ROLL"
        }

        print(f'Raw scenarios: {scenarios}')
        # Split the input scenarios by comma to handle multiple scenarios
        processed_input = str(scenarios).split('\\n')
        if len(processed_input) > 2:
        scenarios_list = str(scenarios).split('\\n')[1].split('What do you do?')[0].split(', ')
        else:
        scenarios_list = str(scenarios).split('\\n')[0].split('What do you do?')[0].split(', ')
        scenarios_list[0] = scenarios_list[0].split('b\'')[1]
        scenarios_list[-1] = scenarios_list[-1].split('\'')[0]
        print(f'Scenarios: {str(scenarios_list)}')

        # Translate each scenario to its corresponding action
        actions = [actions_map[scenario] for scenario in scenarios_list]

        # Join the actions with dashes and return the result
        return "-".join(actions)

def main():
        p = remote('94.237.54.30', 32411)

        p.recvuntil(b'(y/n) ')
        p.sendline(str('y').encode())

        # iterator
        i = 0
        while True:
        if i >= 485:
        time.sleep(1)
        if i >= 498:
        user_answer = input('What to do next? 1 - recvline and process, 2 - send, 3 - recvline ')
        if user_answer == '1':
        challenge = p.recvuntil(b'do you do? ').strip()
        print(f'Challenge ({i}): {challenge.decode()}')
        solution = play_the_fray(challenge)
        print(f'Solution: {solution}')
        elif user_answer == '2':
        user_input = input('Specify input: ')
        p.sendline(str(user_input).encode())
        elif user_answer == '3':
        challenge = p.recvall().strip()
        print(f'Challenge: {challenge}')
        # question = p.recvline().strip()
        else:
        challenge = p.recvuntil(b'do you do? ').strip()
        solution = play_the_fray(challenge)
        print(f'Solution: {solution}')
        p.sendline(str(solution).encode())
        log.info('Iteration {}: {} {}'.format(i, challenge.decode(), solution))
```

```
        i += 1

        p.recvuntil(b'}')
        log.success(p.recvline())

if __name__ == '__main__':
        main()
```

The issue was that at the later stages closer to the final rounds it was hard to retrieve the final flag in a fully automatic way. Script was freezing while waiting for the server response and, as a result, failed. It started working in this way approximately after the successful 490 or more operations. That's why I've added appropriate code that will pass control over further communication with the server to a user and by manually selecting required operations (*receive data from the server*, *send data to the server*) it was possible to finally retrieve the flag:



Flag

HTB{1_wiLl_sT0p_dR0p_4nD_r0Ll_mY_w4Y_oUt!}