

# DAMN THE EXPLOITS! FULL SPEED AHEAD!

HOW NAVAL FLEET TACTICS CAN REDEFINE CYBER  
OPERATIONS



# 1917

# BRITISH BLOCKADE AROUND GERMANY

## WORLD WAR 1



# starving

AND RUNNING SHORT ON SUPPLIES, THE GERMANS REMOVED THE **POLICY RESTRICTIONS** PLACED ON SUBMARINE WARFARE



# hopeful

THAT SINKING AS MANY BRITISH **SUPPLY SHIPS** AS POSSIBLE WOULD FORCE THEM OUT OF THE WAR

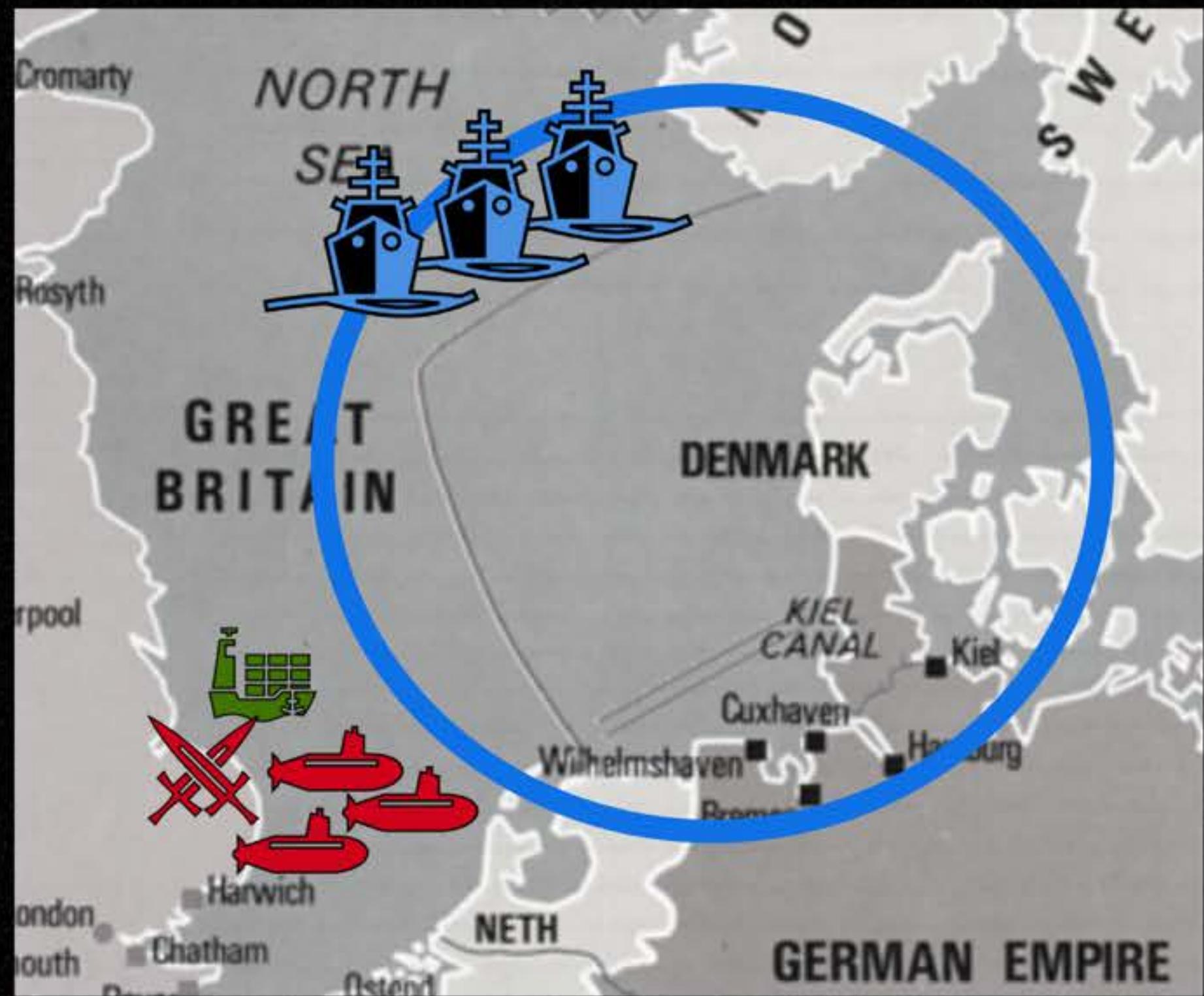


# unrestricted!

SUBMARINE WARFARE TARGETED  
MERCHANT SUPPLY SHIPS AND LIGHTLY  
ARMORED COMBAT SHIPS

SUBMARINES EVADED THE BLOCKADE TO  
**TAKE THE FIGHT TO SOFTER TARGETS**

MUCH TO THE HORROR OF THOSE THAT  
FOLLOWED THE ESTABLISHED RULES OF  
WAR



# breakthrough

OF TACTICS CHANGED THE COURSE OF  
SUBMARINE USAGE IN FLEET OPERATIONS  
**FOREVER**

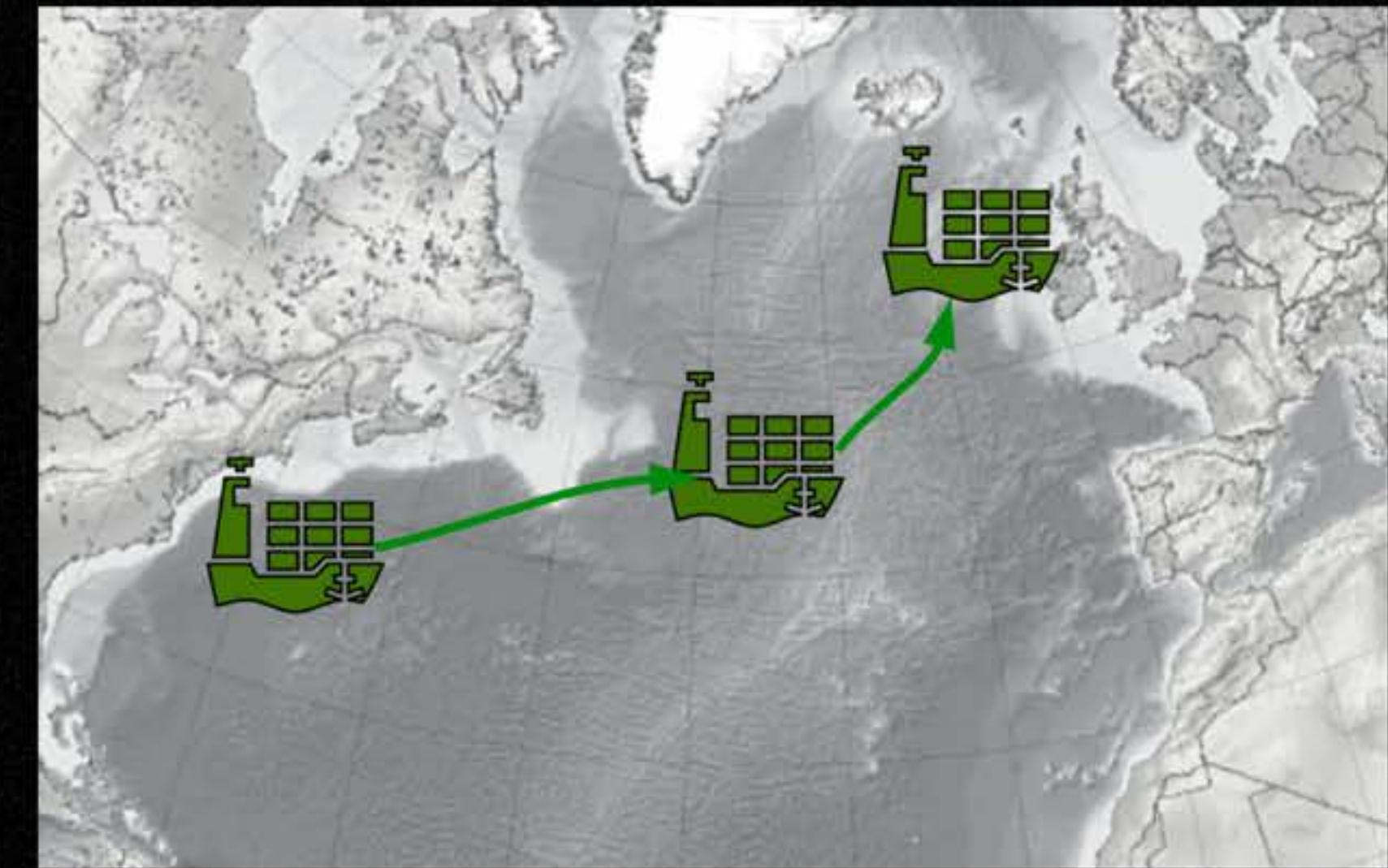


# BREAKING THE RULES

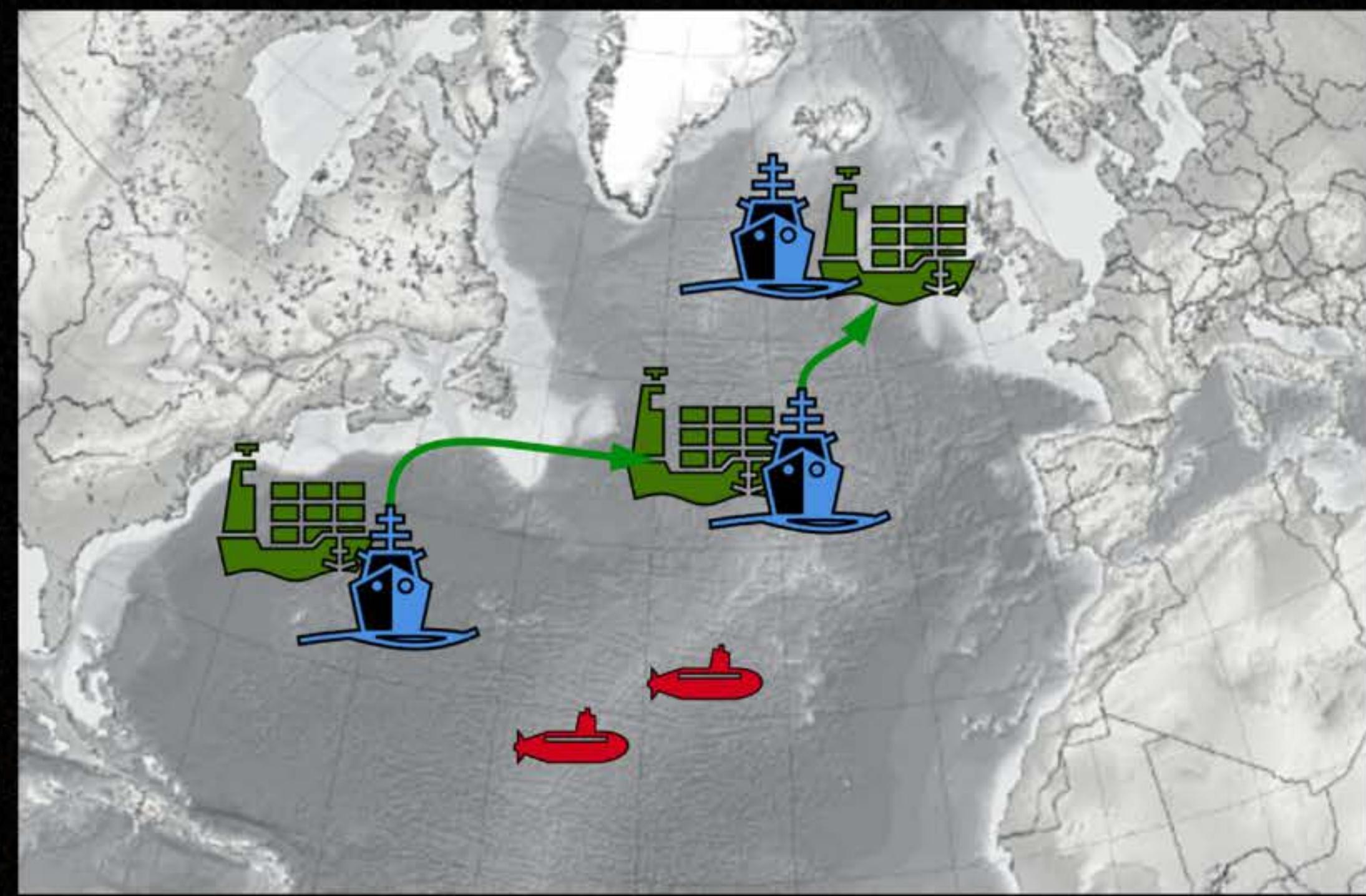
to attack an enemy supply line ushered in a new theater of war, permanently changing how cargo and merchant ships transit the ocean



**UNRESTRICTED SUBMARINES  
TURNED SUPPLY ROUTES  
FROM THIS...**



...INTO THIS



# RUMORS

of submarines were enough to scare  
merchants into requesting convoys.

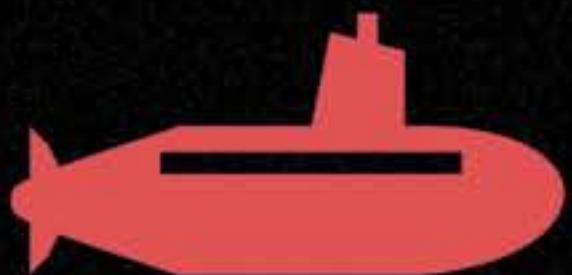
Transiting the Atlantic was never the same.

Even if the submarines weren't active in an  
area, **rumors were enough** to divert combat  
resources to form armed convoys.



# SUBMARINES

are Red Teams



# whispers

OF A RED TEAM AT A COMPANY  
ARE ENOUGH TO **FOREVER**  
**ALTER THE SECURITY POSTURE**  
AT THE COMPANY



# precedent

MUST EXIST ALREADY OF THE  
**LETHALITY OF THE RED TEAM** FOR  
THE RUMORS TO HAVE MAXIMUM  
EFFECTIVENESS



# LETHALITY

How can a Red Team establish lethality?



**by being  
submarines...**



**... and doing  
what submarines  
were meant to do**



**find soft targets**



**attack soft targets**



# ONE THING

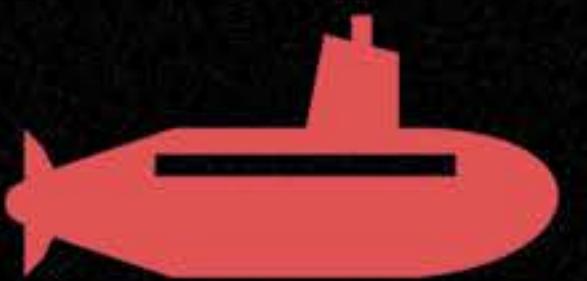
IF THERE IS ONLY ONE THING  
REMEMBERED FROM THIS  
PRESENTATION...



# RED TEAMS

MUST

DO THIS



this is the **nature** of a submarine



# RED TEAMS

MUST NOT

DO THIS



this is **not** the nature of a submarine



# INTRO

Name: Christopher Cottrell

Title: Senior Manager, Information Security  
at **NVIDIA**

Job: Manager of Hackers and Hunters



icebearfriend



cyberseneca



linktr.ee/cyberseneca

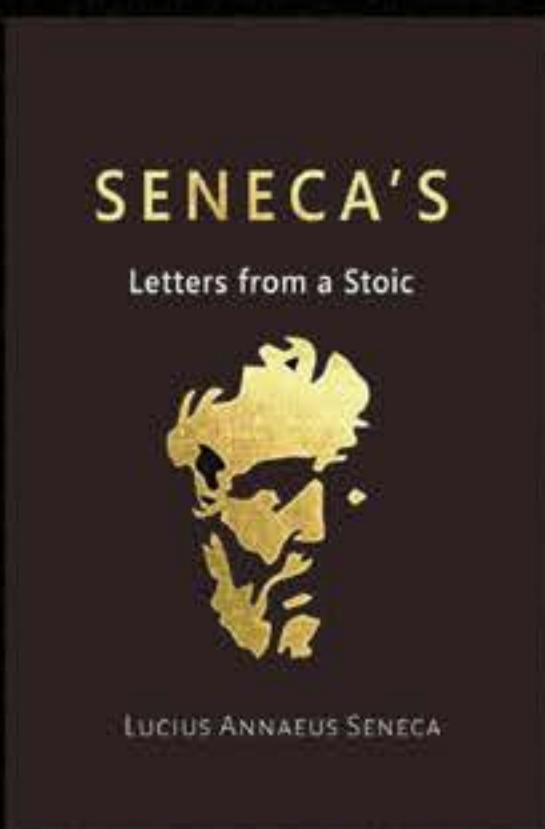
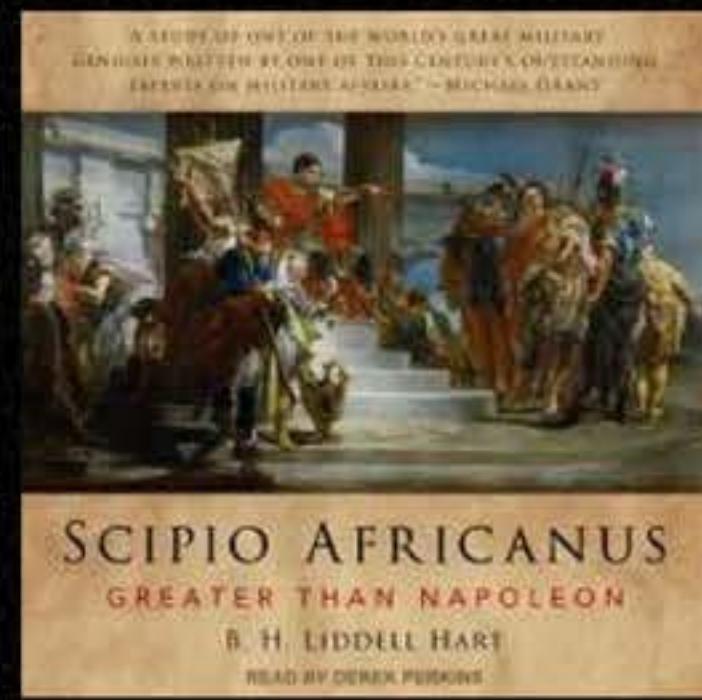
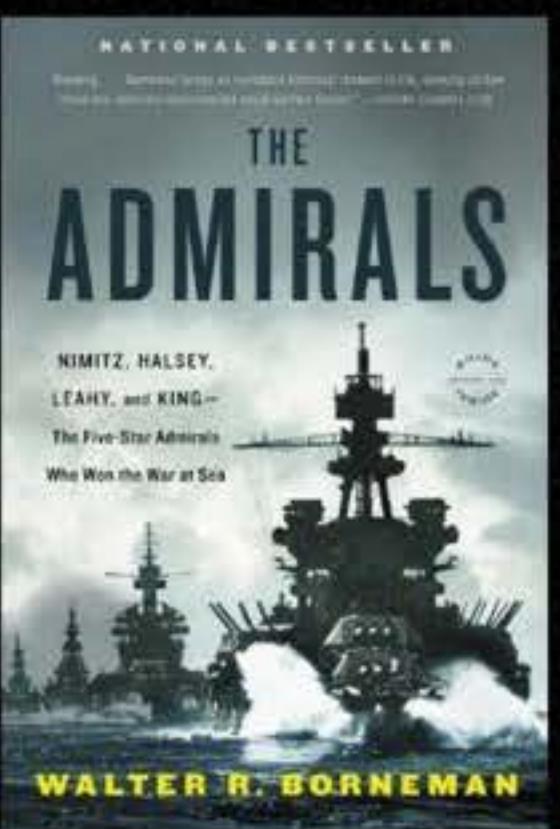


"I am, however, discussing with you troubles which concern us both, and sharing the remedy with you, just as if we were lying ill in the same hospital. Listen to me, therefore, as you would if I were talking to myself. I am admitting you to my inmost thoughts, and am having it out with myself, merely making use of you as my pretext."

Seneca the Younger, Moral  
Letters to Lucilius, Letter  
27 'On the Good which  
Abides'

# HACKER PHILOSOPHY

Ancient wisdom applied to something I care  
about: HACKING!



# HAPPY EVER AFTER

OUR STORY ENDS ON A HAPPY  
NOTE, BUT FOR NOW...

One year from now, sitting at your desk on a sunny day, your efforts to steer the cyber fleet towards fair winds have:

- Earned you the respect of your peers
- Grown you into a leader
- Given you poise under stress
- Given you the knowledge of purpose
- Given you a trustworthy career roadmap
- The fleet is being led by those that should lead it



# OUR STORY BEGINS...

EARLY 1900S

NAVIES THE WORLD OVER.

THE PATH TO ADMIRALTY GOES THROUGH THE  
BATTLESHIP.

AS SUCH, THE BATTLESHIP IS THE CENTER OF THE  
FLEET.



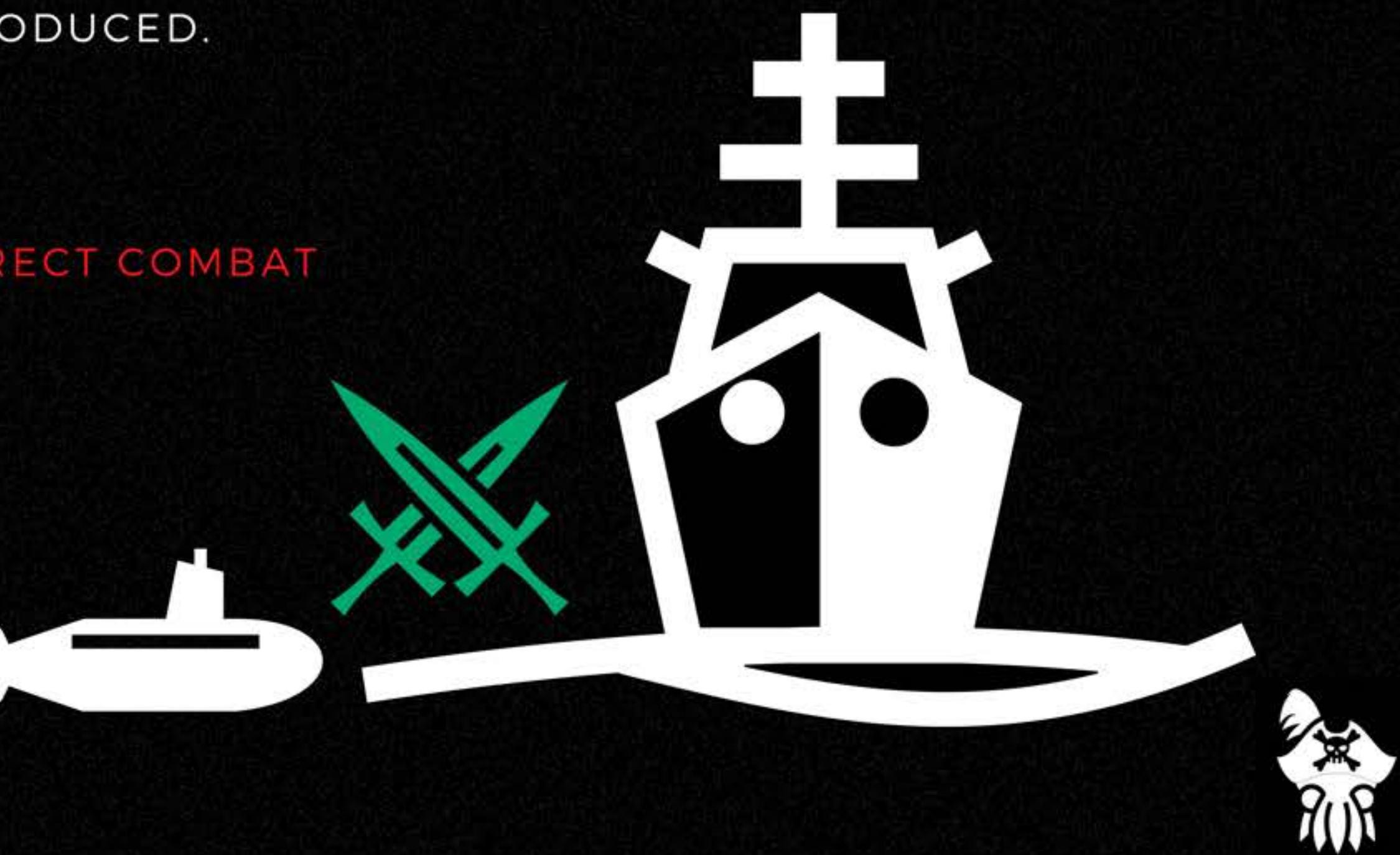
# THEN...

EARLY 1900S

A NEW CONCEPT OF SUBMARINES INTRODUCED.

INITIALLY MOCKED.

SUBMARINES WERE NO MATCH FOR DIRECT COMBAT  
AGAINST SURFACE SHIPS.



# WHY.

..

...WOULD ADMIRALS AND TACTICIANS SEND  
SUBMARINES INTO DIRECT COMBAT AGAINST HEAVILY  
ARMED SHIPS...

...ON THE SURFACE?



# WARFARE

Warfare had changed, but those in charge had not considered, explored, or researched new ways of combat.

Battles at sea are fought on the surface.

Submarines told to come to the surface to fight.

Submarines lost many fights.



# NOW...

EARLY ~2007-2011

CYBERSECURITY TEAMS START TO FORMALIZE, AND  
THE PATH TO CISO GOES THROUGH THE SOC.

AS SUCH, THE SOC IS THE CENTER OF THE  
CYBERSECURITY TEAM.

THIS IS TRUE TO THIS DAY.



# RED TEAMS

EARLY ~2007-2011

...FORM AS PENETRATION TESTING STARTS TO TEST  
MORE THAN APPLICATIONS, SPAWNING A NEW CLASS  
OF SECURITY ASSET.

RED TEAMS ARE PITTED DIRECTLY AGAINST THE  
DEFENSIVE CAPABILITIES OF THE CYBERSECURITY  
TEAM.



# HISTORY

repeats itself

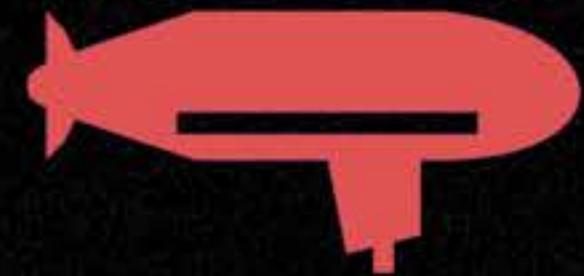
For the same reason as before.



**promoted to  
CISO**



**burned out  
of profession**



# WHAT CAUSED THIS?

Fleets being Battleship centric



# TIMES CHANGE

and we have a historical example of naval fleet tactics forcefully upended over the course of 40 years...**for the better.**

Security fleets cannot wait 40 years to evolve.



Our tactics must evolve now.



# LET'S DIG IN

and discover how to evolve our fleets from  
Battleship centric...

...into Carrier centric



**and our story  
starts with  
submarines...**



**doing what  
submarines are  
good at**



# Meet the Fleet

IT'S TIME TO MEET THE FLEET  
AND FIGURE OUT WHAT PART  
WE EACH PLAY AS SECURITY  
SAILORS

Drawing on the tactics, history, and best  
practices for each element of a Fleet





**DESTROYER**  
**SOC (Modern)**



**CRUISER**  
**SOC (Mature)**



**BATTLESHIP**  
**SOC+IT (Obsolete)**



**CARRIER**  
**Hunt**



**MINE HUNTER**  
**Risk**



**SUBMARINE**  
**Offsec**



**AMPHIBIOUS**  
**IR**



# SUBMARINES AND RED TEAMS

Similarities and effective tactics



# SUBMARINES



## PHILOSOPHY

Most effective when allowed to **attack soft targets** or supply chain

Even though they are part of the fleet, roaming and hunting to find, engage, and attack supply chain targets can **WIN WARS**

1945 Imperial Japan was **no longer able to conduct war** as a direct result of Allied Submarine tactics

# RED TEAMS

## PHILOSOPHY



# SUBMARINES



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# RED TEAMS

## PHILOSOPHY

Most effective when allowed to attack soft targets or supply chains targets

When empowered to roam and find **targets with a high center of gravity**, meaningful and consistent findings result

The sole mission of an offensive security team is the **complete nullification of defensive capabilities** (controversial statement!)



# SUBMARINES



## RESOURCES

Must be staffed and utilized appropriately, in accordance with the rest of the Fleet

A single submarine is too valuable to risk.

Too valuable to lose. And as a result: **unable to fulfill its nature**

A flotilla of Submarines without a supporting Fleet puts the flotilla at risk and reduces its combat capabilities

# RED TEAMS

## RESOURCES



# SUBMARINES



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# RED TEAMS

## RESOURCES

Must be staffed in accordance and proportion with the **rest of the cybersecurity team**

**A single operator is overloaded** and cannot explore to conduct proper center of gravity analysis on what targets need attacked

A Red Team should only be brought in **once core components of the cyber team** are in place to support them



# SUBMARINES



## WARFARE

Tasking a Submarine to do anything other than roaming attack missions is a **misuse of its unique talents**

Historical Example: Submarine Warfare comparison in the Pacific vs Atlantic in WW2

Countries that utilized their Submarines to run supply missions instead of roaming attack **let their adversary run supply chains all over the theater**

# RED TEAMS

## TACTICS



# SUBMARINES



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# RED TEAMS

## TACTICS

Tasking a Red Team to do things that deviate from their unique talents is a **misuse of the Red Team**

Every minute that a Red Team spends not utilizing their unique talents on mission is a minute that the company has **duplicated capabilities**

**Only the Red Team can do what it does**



# SUBMARINES

## PUTTING IT INTO PRACTICE

When I see the team straying off course,  
deviating into projects that do not utilize  
their unique talents, I ask:

IS THIS SUBMARINE SH\*T?



# SUBMARINES

PUTTING IT INTO PRACTICE

If the answer is no:

GO DO SUBMARINE SH\*T!



Pictured: The desired end state of a security team



# BATTLESHIP

## PHILOSOPHY

Big ship, big guns. Must be **big important!**

Because important, attracts commanders that want to move up the ranks

Fleets meet on the high seas to use their big guns. Fleet tactics revolve around big important ships **carrying big important people.**

Use big guns to hit land targets (**within reach of the coast**). Big battles lead to big promotion



# SOC+IT

## PHILOSOPHY



# BATTLESHIP

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# SOC+IT

## PHILOSOPHY

**Big budget, big important.** Not always big effect

Effectiveness metrics tied to business. SOC's of yore, which also included IT (or IT including cyber), **measured by anything but security effectiveness**

Big departments lead to **big promotion**



# BATTLESHIP

## WARFARE

The Fleet centers around its **most important ship**: the Battleship

Naval warfare centers around **big guns**.

See: The Battle of Tsushima Strait

Once the Battleship's big guns were no longer effective: time to **move these big guns somewhere else** where they can blow something up

See: Everything the USS North Carolina did in WW2 Pacific Theaters



# SOC+IT

## TACTICS



# BATTLESHIP

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# SOC+IT

## TACTICS

Where the money goes, so there are the **most important people**

**Security warfare centers around the money:** the big budget spends of security tools, the SOC, the hardware

Once an incident occurs: it's time to take this big budget somewhere else that **deserves it!**



# BATTLESHIPS

PUTTING IT INTO PRACTICE

This class of warship is obsolete

It served its purpose with dignity, but that time is in the past

It will be defeated when engaging a modern adversary



OBSOLETE



# DESTROYER

## PHILOSOPHY

Fast, mobile, ready to move to the where it  
needs to be

Can engage adversaries if properly supported

Attracts commanders not seeking glory, but  
people that want to see a job done right



# SOC (SMB)

## PHILOSOPHY



# DESTROYER

## PHILOSOPHY

Fast, mobile, ready to move to the where it needs to be

Can engage adversaries if properly supported

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# SOC (SMB)

## PHILOSOPHY

Scrappy, focused on what matters most: the adversary out in front (**critical findings**)

Can burst to IR if properly **supported with 3rd party**

Attracts **problem solvers** with engineering mindsets that attack the problem of scaling more with limited resources



# DESTROYER

## WARFARE

Force projection is **limited**, does not extend much past the coastline

Engages smaller or **lightly armored** adversaries

Does well **supporting** members of the Fleet who can engage advanced or large adversaries



## SOC (SMB)

## TACTICS



# DESTROYER

## WARFARE

Force projection is **limited**, does not extend much past the coastline

Engages smaller or **lightly armored** adversaries

Does well **supporting** members of the fleet who can engage advanced or large adversaries



# SOC (SMB)

## TACTICS

Defensive throughput derived from **limited capacity and capability**. Difficult to get beyond critical alerts only

Self sufficient when engaging **lower tier** adversaries

Able to **integrate with 3rd parties** to combat higher tier adversaries



# DESTROYERS

## PUTTING IT INTO PRACTICE

Natural entry point for the modern cyber fleet

It is natural for the Destroyer to be the center of the fleet as it grows

Once a class of ship with higher force projection is added, the Destroyer moves into a supporting role



## BLOCKADE



# CRUISER

## PHILOSOPHY & WARFARE

Force projection is **moderate**, and extends past coastline moderately

Engages adversaries as part of a Fleet that **might include one set of advanced capabilities**: Minesweeper, Submarine, Amphibious

A moderately sized Fleet supports the Cruiser as it **keeps** adversaries at range



# SOC (Mature)

## PHILOSOPHY & TACTICS



# CRUISER

## PHILOSOPHY & WARFARE

Force projection is **moderate**, and extends past coastline moderately

Engages adversaries as part of a Fleet that **might include one set of advanced capabilities**: Minesweeper, Submarine, Amphibious

A moderately sized Fleet supports the Cruiser as it **keeps adversaries at range**



# SOC (Mature)

## PHILOSOPHY & TACTICS

Large enough to engage incidents **less than Critical**

Can engage with more advanced adversaries through the **support of advanced capabilities**: Risk, Red Team, or IR

As a larger cyber Fleet, has some **autonomy** to float and engage with targets as it sees fit



# CRUISERS

## PUTTING IT INTO PRACTICE

Adding specialized and advanced capabilities  
should support the Cruiser, which is at the  
center of the Fleet

The Fleet supports the Cruiser, and the  
Cruiser guides the Fleet



## PATROL



# AMPHIBIOUS

PHILOSOPHY &  
WARFARE

Specialized asset to extend force projection  
of the Fleet to land

Limited to no combat capabilities on the  
high seas against other ships and Fleets

Capabilities against other ships involves the  
capturing the vessel, whereas the Fleet is  
engaged in the destruction of the threat



# IR

PHILOSOPHY &  
TACTICS



# AMPHIBIOUS

## PHILOSOPHY & WARFARE

Specialized asset to extend force projection  
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Limited to no combat capabilities on the  
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capturing the vessel, whereas the Fleet is  
engaged in the destruction of the threat



# IR

## PHILOSOPHY & TACTICS

Battles adversaries outside of main cyber  
engagements

Supports the cyber Fleet through capturing  
and securing adversary resources

Small team, most effective when agile and  
supported



# AMPHIBIOUS

## PUTTING IT INTO PRACTICE

An agile team that engages the adversary through their specialized talents

Requires a Fleet, and their mission supports the Fleet currently engaged in battle with an adversary

Mission: Capture and secure adversary resources, denying support to extend engagements



CAPTURE  
AND SECURE



# MINE HUNTER

## PHILOSOPHY & WARFARE

Specialized asset to support the Fleet from  
unseen threats

No combat capabilities on the high seas. No  
force projection

Guides the Fleet away from lurking danger or  
tags danger for neutralization from the Fleet  
when current combat stops



# RISK

## PHILOSOPHY & TACTICS



# MINE HUNTER

## PHILOSOPHY & WARFARE

Specialized asset to **protect the Fleet** from unseen threats

No combat capabilities on the high seas. No force projection

Guides the Fleet away from **lurking danger** or tags danger for neutralization from the Fleet when current combat stops



# RISK

## PHILOSOPHY & TACTICS

Supports the cyber Fleet to **ensure combat readiness** is available for incidents by guiding away from danger

Shields the cyber Fleet from **outside interference** during incidents

It takes a certain type of person to want to **poke bombs**. Treat Risk staff with kindness - they are part of the cyber Fleet!



# MINE HUNTER

## PUTTING IT INTO PRACTICE

Fleets center around the ships that have the largest force projection: Mine Hunters do not have any force projection

Mine Hunters clear the way from lurking danger, as long as it does not detract from combat readiness (the purpose of the Fleet!)

During incidents, Mine Hunters support the cyber Fleet by screening outside interference



## ADVISE AND SHIELD



# FORCE PROJECTION



SO FAR



# FORCE PROJECTION



SO FAR



# FORCE PROJECTION



SO FAR



# FORCE PROJECTION



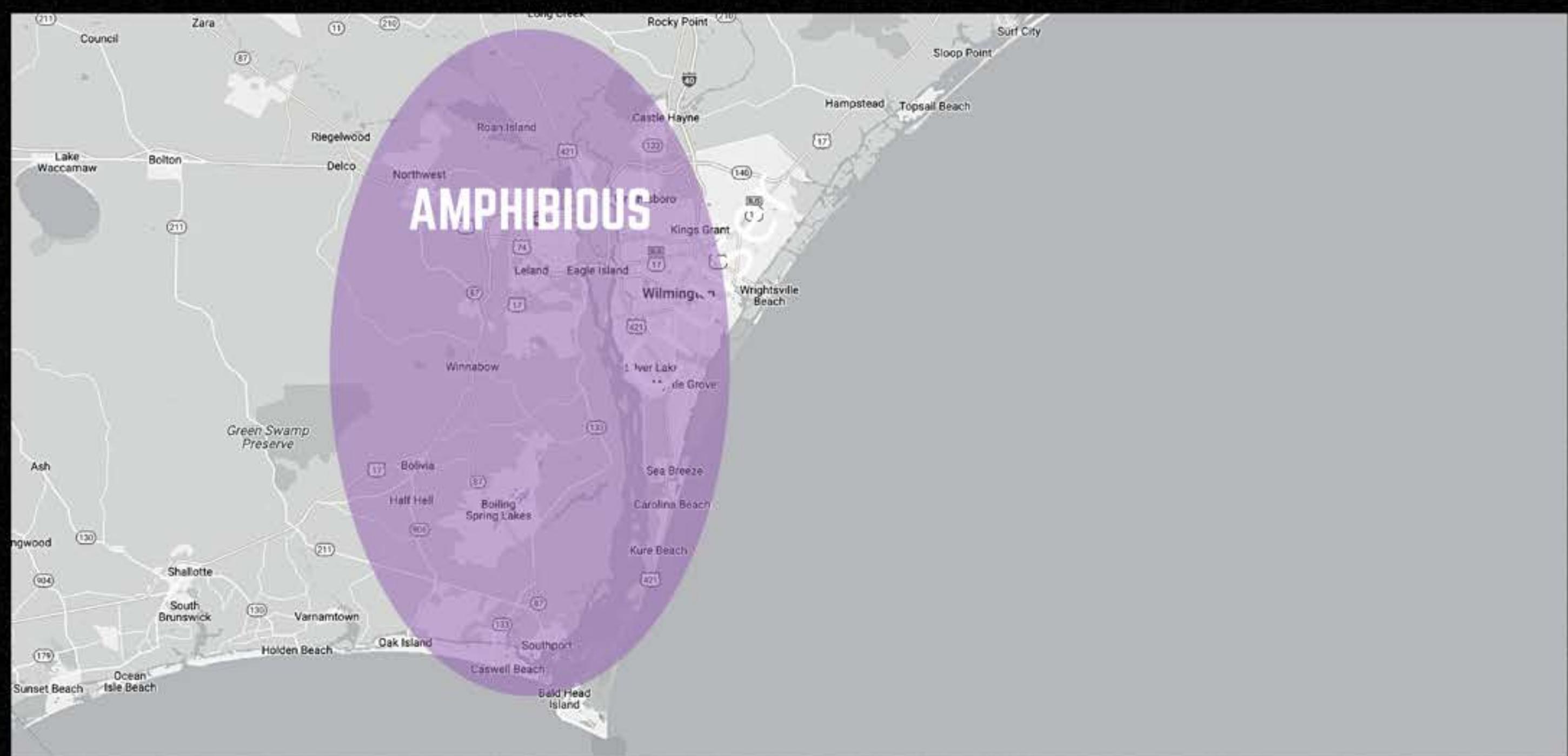
SO FAR



# FORCE PROJECTION



SO FAR



# FORCE PROJECTION



SO FAR



# CARRIER

## PHILOSOPHY

Pinnacle of force projection

Combat capabilities for land and sea targets  
the world over

The Fleet centers around the Carrier to  
support and protect as it readies itself to  
launch aircraft

Story: Battleships and Carriers in WW2



# THREAT HUNT

## PHILOSOPHY



# CARRIER

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Story: Battleships and Carriers in WW2



# THREAT HUNT

## PHILOSOPHY

Pinnacle of cyber projection

Can follow, investigate, and maintain active  
engagement with adversaries across multiple  
theaters

Can stay in the fight until the fight is done.  
Not having to move on when their big guns  
are done doing big gun things



# CARRIER

## WARFARE

Turn into or away from the wind to **launch** or  
**land aircraft**

**Find and engage** adversaries to deny or  
degrade their combat capabilities until  
supporting forces can root them out

**Control** an area through force projection of  
their presence



# THREAT HUNT

## TACTICS



# CARRIER

## WARFARE

Turn into or away from the wind to **launch** or **land** aircraft

**Find** and **engage** adversaries to deny or degrade their combat capabilities until supporting forces can root them out

**Control** an area through force projection of their presence



# THREAT HUNT

## TACTICS

Follow up to deep IR actions or **find** **adversaries** based on hunches and intelligence

Autonomy to traverse multiple business units and infrastructure to **continually engage** a **threat** until the threat is no more

Control the **operational tempo** of engaging advanced and embedded adversaries



# CARRIER

## PUTTING IT INTO PRACTICE

Carriers bring to bear an **impressive** and unmatched arsenal.

A Carrier **without a supporting Fleet** is vulnerable and cannot realize its full potential.

A Fleet that doesn't **center around the Carrier** is putting it's most lethal asset at unnecessary risk.



ANYTIME.  
ANYWHERE.



# EVOLUTION

## OF THE CYBER FLEET



NOT  
RECOMMENDED

### STARTER

REQUIRED ONLY



**REQUIRED**  
CENTER OF FLEET

**SUPPORT**  
SUPPORT THE CENTER

**SPECIALIZED**  
UNIQUE TALENTS

BLOCKADE

### ADVANCED

REQUIRED + SUPPORT  
OPTIONAL SPECIALIZED



IN-HOUSE SOC



TRIAGE SOC



PICK ONE

PATROL

SOVEREIGN

PATROL



HUNTERS



TRIAGE SOC



IN-HOUSE SOC



AT LEAST ONE OF EACH



# CAPTAIN'S LOG

## SUPPLEMENTAL

New types of warships redefined the "center" of the fleet...

...which redefined the tactics for both strategy of the fleet....

....and the strategy to the path of command



# ADMIRALS

NEED COMBAT EXPERIENCE

The Battleship had the best opportunities for large, meaningful combat

But if the Battleship was no longer the center of the Fleet, did it still offer the best opportunity for impactful, meaningful Fleet action experience?



# NO

IT DID NOT



Pictured: Future leaders looking for action



# CREW SIZE

OF A BATTLESHIP VS  
SUBMARINE

2000+

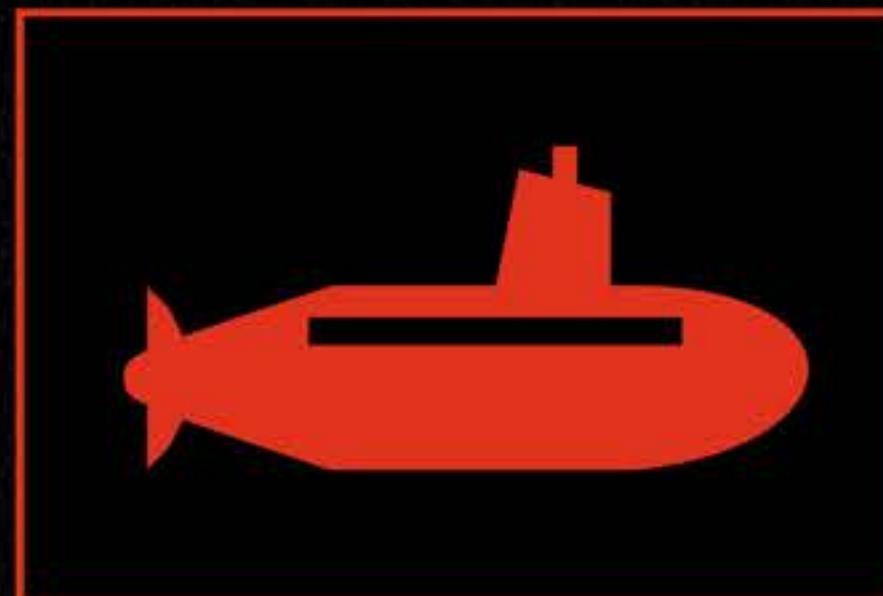


~100



# SUBMARINE SKIPPERS

ARE VALUABLE LEADERS



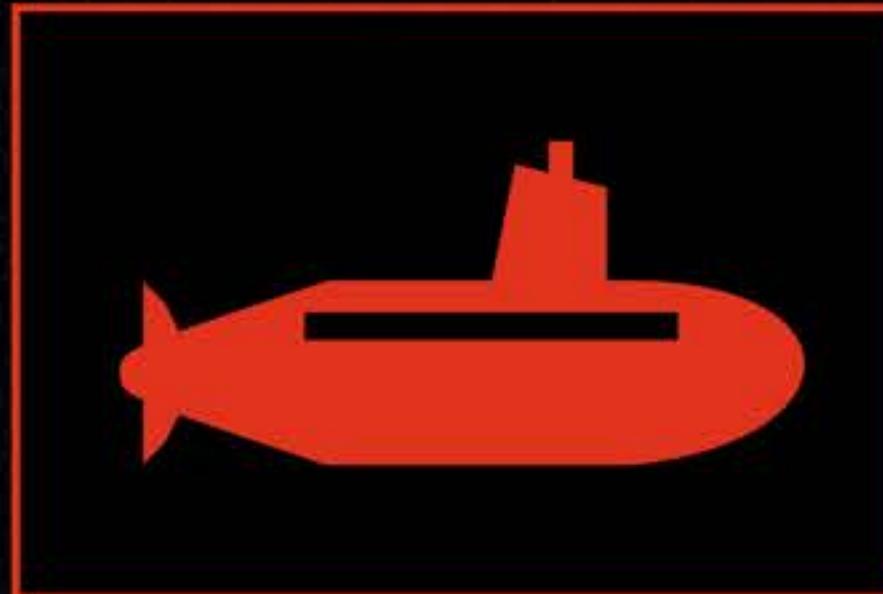
**Smaller crew size means that junior leaders can get command of a boat that provides meaningful impact to the Fleet**

**Providing combat experience leadership at much earlier stages in careers**



# RED TEAMERS

ARE VALUABLE LEADERS



**Smaller team sizes combined with global business impact that carries great personal risk to the red team**

**Red teamers get strategic, impactful, experience much earlier in their careers when compared to peers**



# SO WHERE

ARE ALL THE SUBMARINER  
ADMIRALS?



Typically, and on average: leading the Navy

IT IS THOSE OFFICERS WHO ARE TODAY GAINING SENIOR RANK IN THE NAVY. "THERE'S JUST TOO MUCH BRAIN POWER IN THAT GROUP TO KEEP THEM DOWN," A NAVAL OFFICER SAID.

NYT ARTICLE 1985. PENTAGON: THE STEADY RISE OF THE SUBMARINERS



# SO WHERE

ARE ALL THE RED TEAM  
CISOs, VPs, and Senior Leaders?



Typically, and on average: still on keyboard



# WHY?

## I SPECULATE

Nobody has told them how  
valuable their command and  
combat experience is at a  
strategic level



# BECAUSE

CYBER FLEETS STILL CENTER ON  
THE BATTLESHIP



# IT'S TIME FOR RULE BREAKERS

TO START BREAKING SOME  
RULES



**IT'S TIME FOR  
SUBMARINES**

**TO DO SUBMARINE SH\*T**





AS PART OF A **FLEET**



# BATTLESHIPS: THANK YOU FOR YOUR SERVICE

You paved the way for

Fleets to evolve

You held the line and  
protected us

You did what you did best  
when it was your time to do  
it



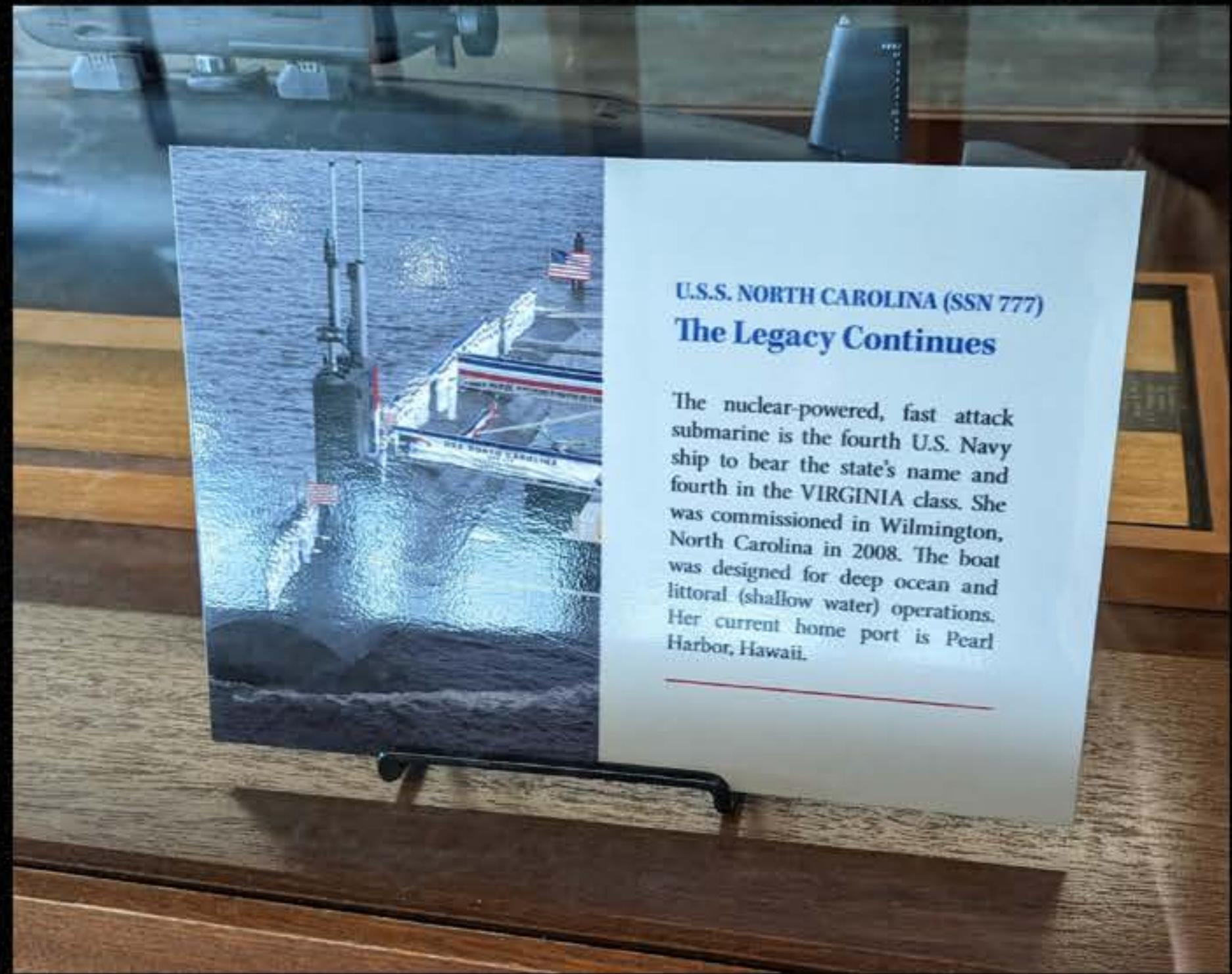
Pictured: Me, a noob, touring the USS North Carolina,  
WW2 Battleship nicknamed "The Showboat"



# BUT YOUR TIME



# IS OVER



**U.S.S. NORTH CAROLINA (SSN 777)**  
**The Legacy Continues**

The nuclear-powered, fast attack submarine is the fourth U.S. Navy ship to bear the state's name and fourth in the VIRGINIA class. She was commissioned in Wilmington, North Carolina in 2008. The boat was designed for deep ocean and littoral (shallow water) operations. Her current home port is Pearl Harbor, Hawaii.

Pictured: The next vessel to bear the name  
USS North Carolina was a **Submarine**



**FAREWELL  
HACKERS**

FAIR WINDS AND  
FOLLOWING SEAS



