MALWARE ANALYSIS CHEAT SHEET

The analysis and reversing tips behind this reference are covered in the SANS Institute course <u>FOR610</u>: Reverse-Engineering Malware.

Overview of the Malware Analysis Process

- 1. Use <u>automated analysis sandbox</u> tools for an initial assessment of the suspicious file.
- 2. Set up a <u>controlled</u>, <u>isolated laboratory</u> in which to examine the malware specimen.
- 3. Examine static properties and meta-data of the specimen for triage and early theories.
- Perform behavioral analysis to examine the specimen's interactions with its environment.
- 5. Perform static code analysis to further understand the specimen's inner-workings.
- 6. Perform dynamic code analysis to understand the more difficult aspects of the code.
- 7. If necessary, unpack the specimen.
- 8. Perform <u>memory forensics</u> of the infected lab system to supplement the other findings.
- 9. Repeat steps 4-8 above as necessary (the order may vary) until analysis objectives are met.
- 10. <u>Document findings</u>, save analysis artifacts and clean-up the laboratory for future analysis.

Behavioral Analysis

Be ready to revert to good state via virtualization snapshots, <u>Clonezilla</u>, <u>dd</u>, <u>FOG</u>, <u>PXE booting</u>, etc.

Monitor local interactions (<u>Process Explorer</u>, <u>Process</u> Monitor, ProcDOT, Noriben).

Detect major local changes (RegShot, Autoruns).

Monitor network interactions (Wireshark, Fiddler).

Redirect network traffic (<u>fakedns</u>, <u>FakeNet-NG</u>).

Activate services (<u>INetSim</u> or actual services) requested by malware and reinfect the system.

Adjust the runtime environment for the specimen as it requests additional local or network resources.

<u>IDA Pro</u> for Static Code Analysis	
Text search	Alt+t
Show the operand as a character	r
Insert repeatable comment	;
Follow jump or call in view	Enter
Return to previous view	Esc
Go to next view	Ctrl+Enter
Toggle between text and graph views	Spacebar
Display a diagram of function calls	Ctrl+F12
List program's entry point(s)	Ctrl+e
Go to specific address	g
Rename a variable or function	n
Show cross-references Select full to selected function	nction name » x

x64dbg/x32dbg for Dynamic Code Analysis

Run the code F9	
Step into/over instruction F7 / F8	
Execute until selected instruction F4	
Execute until the next return Ctrl+F9	
Show previous/next executed instruction - / +	
Return to previous view *	
Go to specific expression Ctrl+g	
Insert comment / label ; /:	
Show current function as a graph g	
Find specific pattern Ctrl+b	
Set software breakpoint Select instruction on specific instruction » F2	
Set software Go to Command prompt breakpoint on API SetBPX API Name	
Highlight all occurrences of h » Click on the keyword in disassembler keyword	
Assemble instruction in place of selected one Select instruction » Spacebar	

Edit data in memory or instruction opcode Select data or instruction » Ctrl+e

Extract API call Right-click in disassembler references "Search for "Current module" Intermodular calls

Unpacking Malicious Code

Determine whether the specimen is packed by using Detect It Easy, Exeinfo PE, Bytehist, peframe, etc.

To try unpacking the specimen quickly, infect the lab system and dump from memory using <u>Scylla</u>.

For more precision, find the Original Entry Point (OEP) in a debugger and dump with OllyDumpEx.

To find the OEP, anticipate the condition close to the end of the unpacker and set the breakpoint.

Try setting a memory breakpoint on the stack in the unpacker's beginning to catch it during cleanup.

To get closer to the OEP, set breakpoints on APIs such as LoadLibrary, VirtualAlloc, etc.

To intercept process injection set breakpoints on VirtualAllocEx, WriteProcessMemory, etc.

If cannot dump cleanly, examine the packed specimen via dynamic code analysis while it runs.

Rebuild imports and other aspects of the dumped file using Scylla, Imports Fixer, UIF, pe unmapper.

Bypassing Other Analysis Defenses

Decode obfuscated strings statically using <u>FLARE</u>, xorsearch, Balbuzard, etc.

Decode data in a debugger by setting a breakpoint after the decoding function and examining results.

Conceal x64dbg/x32dbg via the ScyllaHide plugin.

To disable anti-analysis functionality, locate and patch the defensive code using a debugger.

Look out for tricky jumps via TLS, SEH, RET, CALL, etc. when stepping through the code in a debugger.

If analyzing shellcode, use scdbg and imp2it.

Disable ASLR via setdllcharacteristics, CFF Explorer.

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