



Red Team Village at DEF CON 32

Adversary Simulation: Using Blue Eyes to See Red

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Fred Wilmot



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RED TEAM VILLAGE



\$whoami

Sebastien Tricaud

Co-founder, Detecteam

Director of Security Research at Devo.

Security Researcher at Splunk.

Developer of Faup URL Parser, MISP SightingsDB, Linux PAM, Prelude IDS

Former CTO of Honeynet Project

Fred Wilmot

- Co-founder, Detecteam

- Wrote ICS/SCADA protocol signatures on power distribution systems for DoE

- Founded Splunk's Security practice

- Co-founded Red Team Offensive Village and Texas Cyber Summit

- Managing Principle with AMCyber Red Team Research

- KCBsides conspirator



Problem

Red Team Goals: For an attack scenario, I want to bypass detections

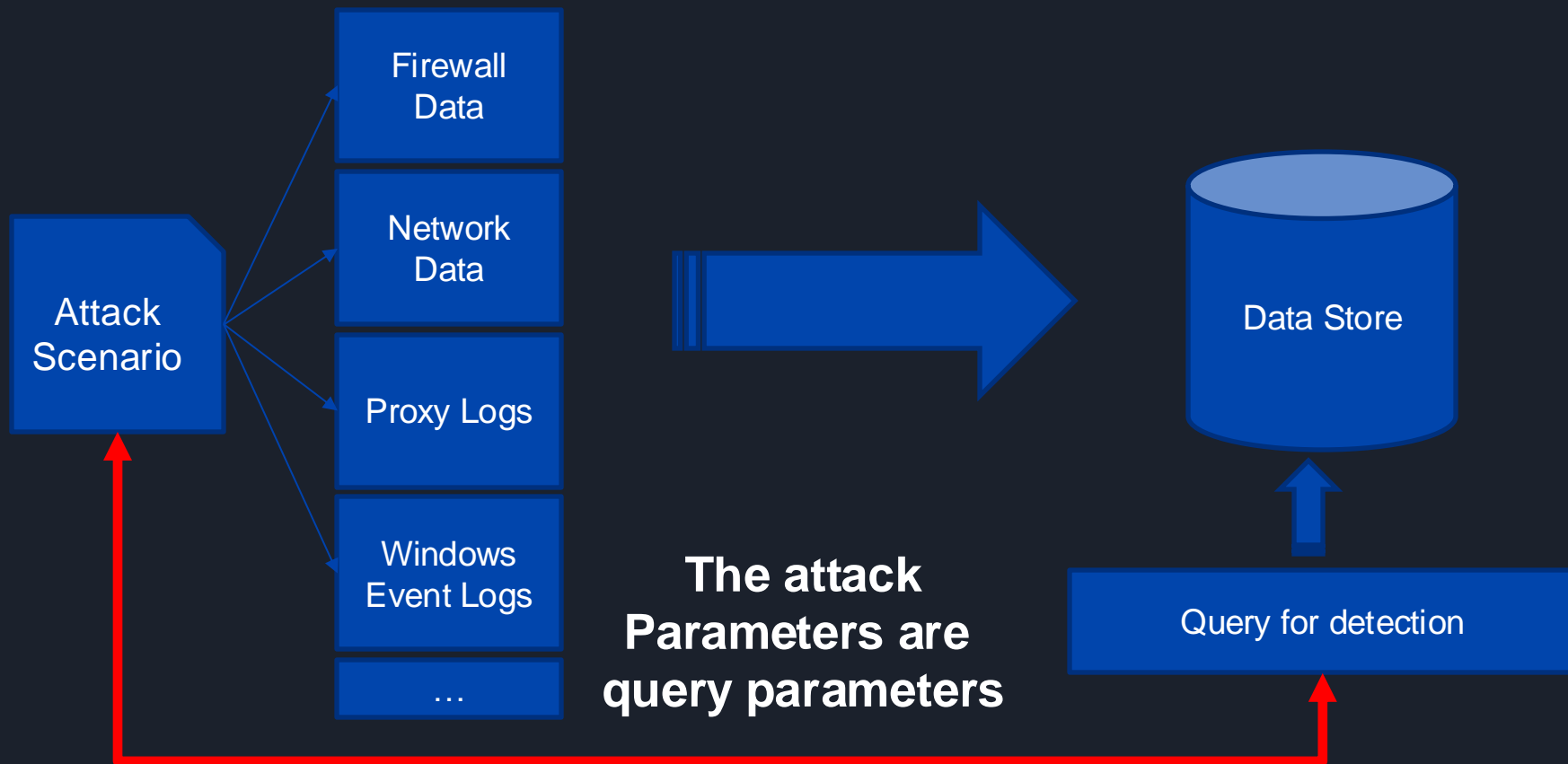
- Specific Adversary behavior toolsets
 - Atomic Red Team
 - Uses Hypothesis (python)
 - Pydantic (python)
 - Faker project
 - Platform IDE
 - Home brewed Powershell and/or Python script?
 - ADEL as a language
- Crafting Attack scenarios and commercial detections <Detecteam Testbench>
 - Only presents one side of the ecosystem view – I want to know what gets detected and mutate the attack
 - Improving Scenario quality – binary inclusions, technology types, data models, action types, tactics, behavior and performance.

Hypothesis testing without feedback is hard

Detection from a Log Ingestion



Attack Behavior Define Detections

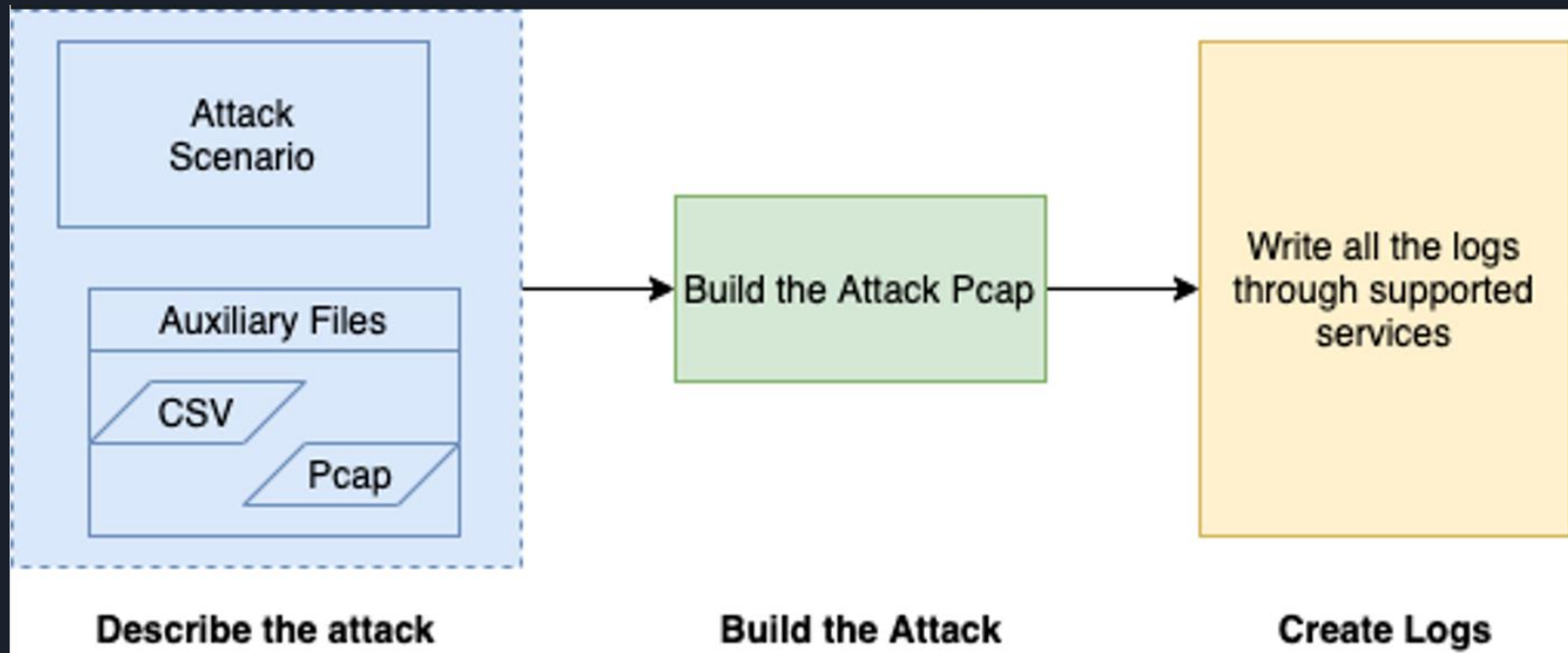


Red Team Village Community Edition

“Free as in Beer” Detectteam platform instance:
collaborate on scenarios, PCAPs, STIX objects, and
detections

- <http://Detectteam.io>
 - community@Detectteam.com email with name, email, role. [validation required]
 - Set up MFA – tenant isolation
 - Configure integration to send data
- Github Repos (Open Source / tenant-specific)
 - <https://github.com/adel-lang/scenarios>
 - <plug in your github repo>
- Executing Scenarios
 - Integrations – define and configure <Elastic Free Trial>
 - Validating the trigger and the slip

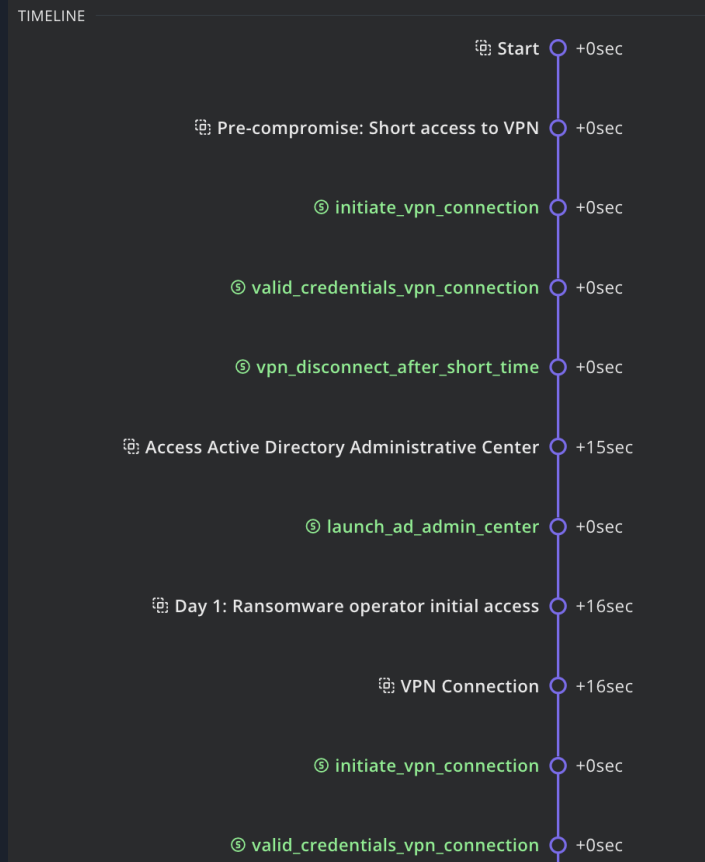




Attack Description Language

Introducing ADEL

- JSON definitions
- Sections & Steps
- Runs & Actions
- Tactics & Techniques
- Scenario Variables
- scenario-as-code
- Hypothesis-based testing



Building a Scenario

Examples: Sections, Steps, Functions, Features

Describe Adversary behavior

Basics

- Building Blocks
 - sections are tactics
 - Steps are techniques

More advanced -
Scenarios from PCAPs,
STIX Objects, Detections

```
section start "Start" {}  
# GoBruteforcer scans for ports 80, 21, 3306, or 5432 open  
loop $machines_ip as $ip {  
  $scanned_ports = [ 80, 21, 3306, 5432 ]  
  loop $scanned_ports as $port {  
    step scan_port {  
      $source.ip = $beachhead_ip  
      $destination.port = $port  
      $destination.host = "phpmyadmin.victim.net"  
      $destination.ip = $ip  
      run HTTPConnection  
    }  
    sleep random.float(0.05, 0.1)  
  }  
}
```

Show the all the
things...



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Thank You

community@Detectteam.com

<https://detectteam.io>

