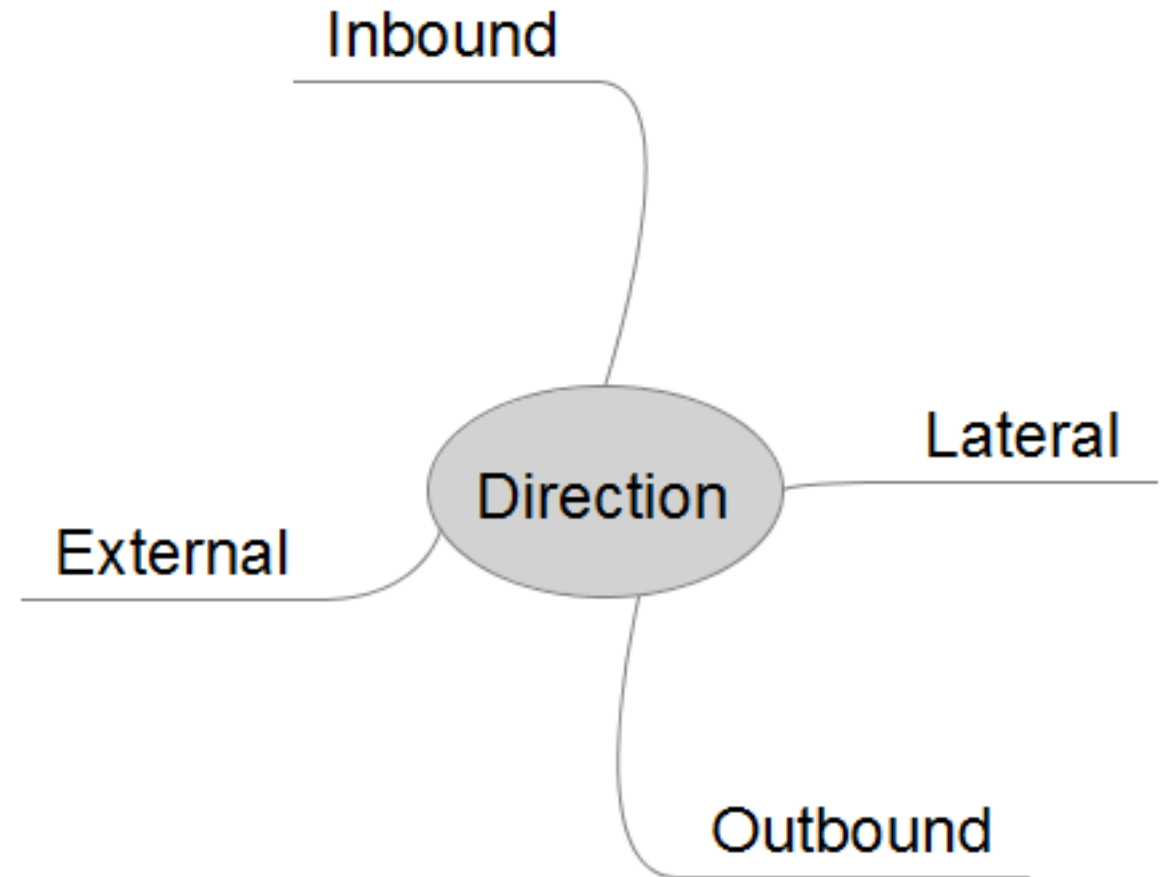


NetWitness Packets Hunting Cheat Sheets

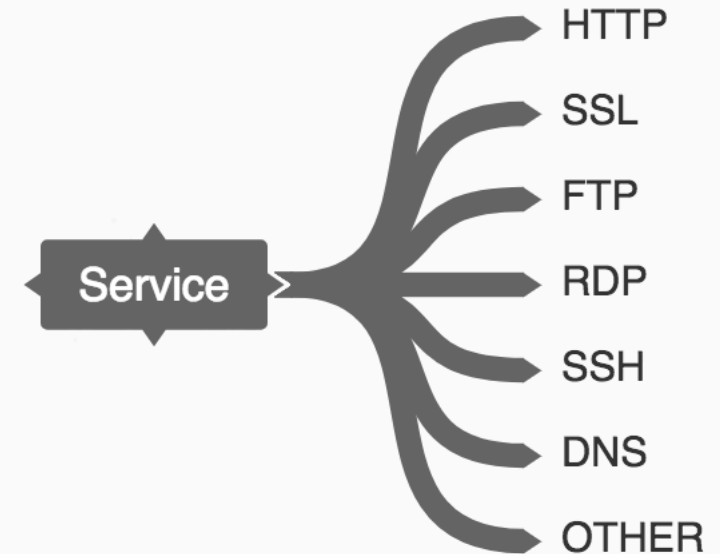
DIRECTIONALITY

- **North / South**
 - Inbound
 - External to DMZ
 - External to Internal
 - Outbound
 - Internal to external
 - Proxy to external
- **East / West**
 - Lateral
 - Internal to DMZ
 - DMZ to Internal
- **External to External**
 - Likely an unknown 'owned' network is involved
 - Subnet reuse?

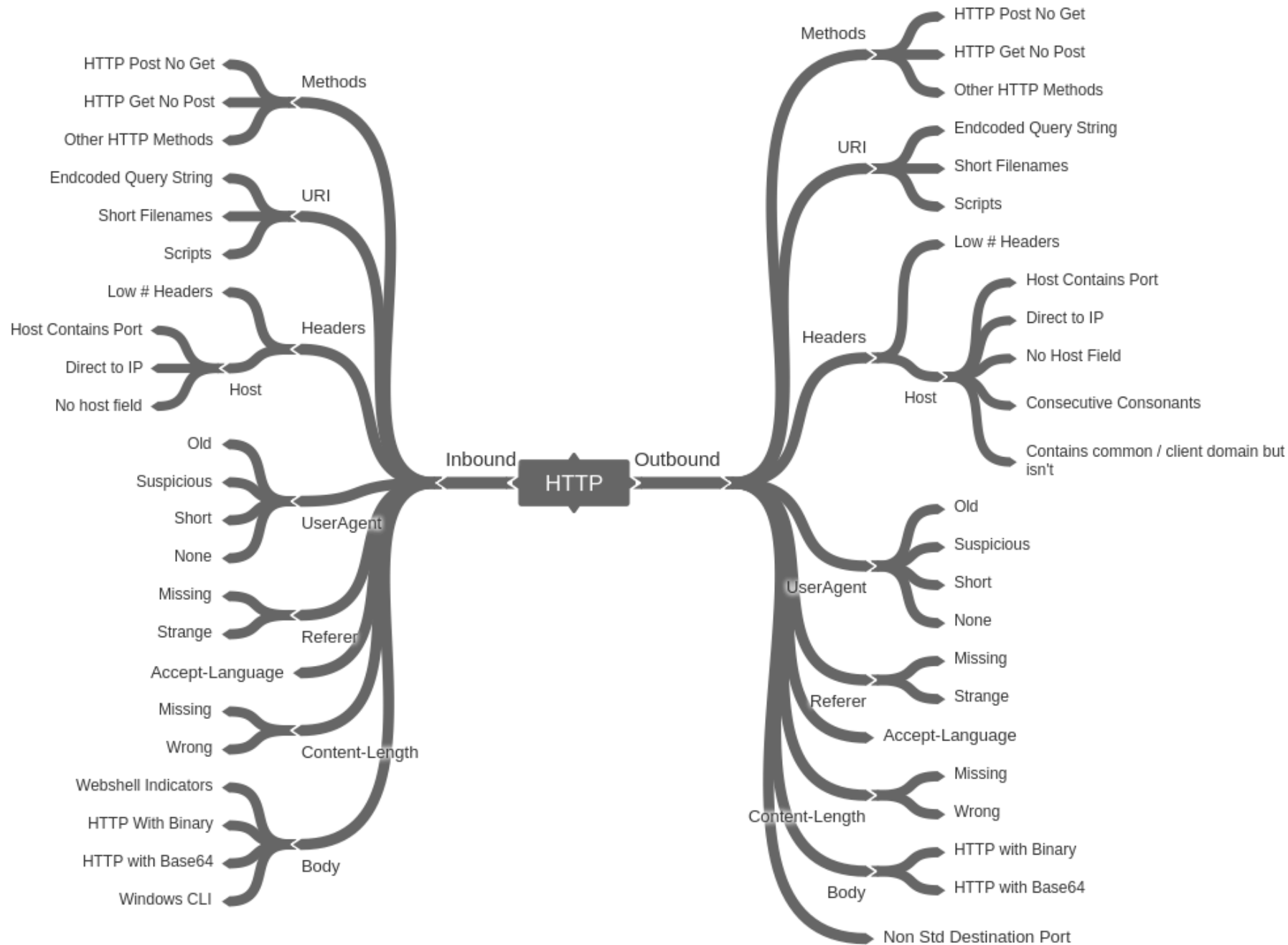


SERVICE

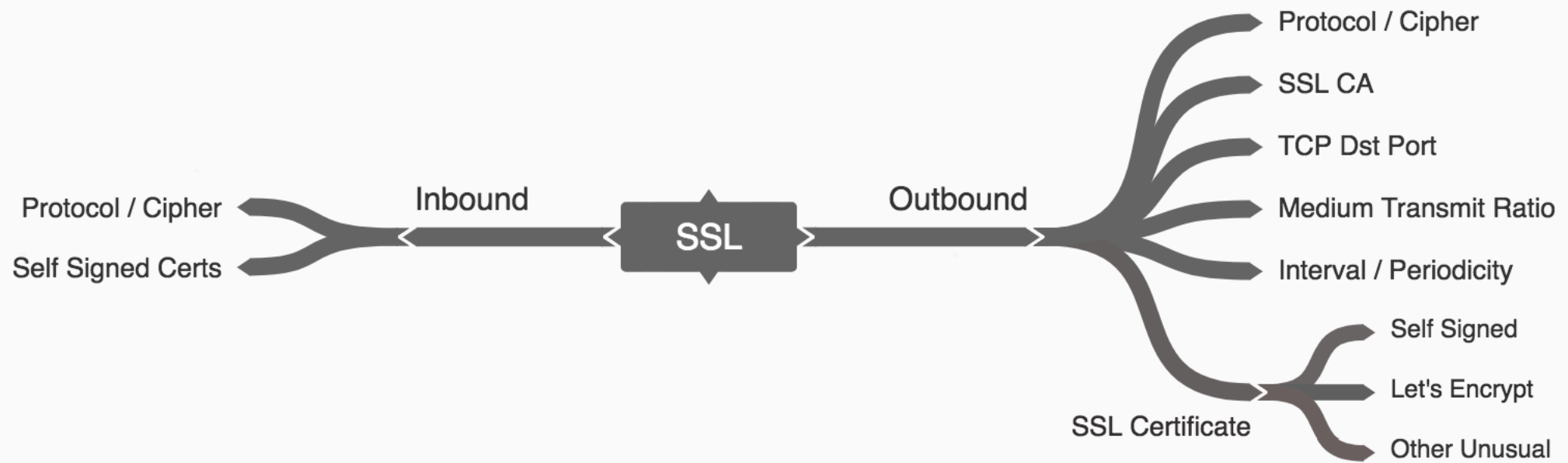
- Requires an analyst to have a plan
 - Focus on One Service at a time
- What are you looking for?
 - Changes depending on directionality / Service
- How does this protocol send and receive data to and from the Internet?
- What aspects of the protocol indicate behavior and how do human requests differ from machine generated requests?
- What legitimate looking requests shouldn't be there?
- Define “normal” traffic and remove it from your view
- Customize meta groups & Column Groups for specific views on each protocol



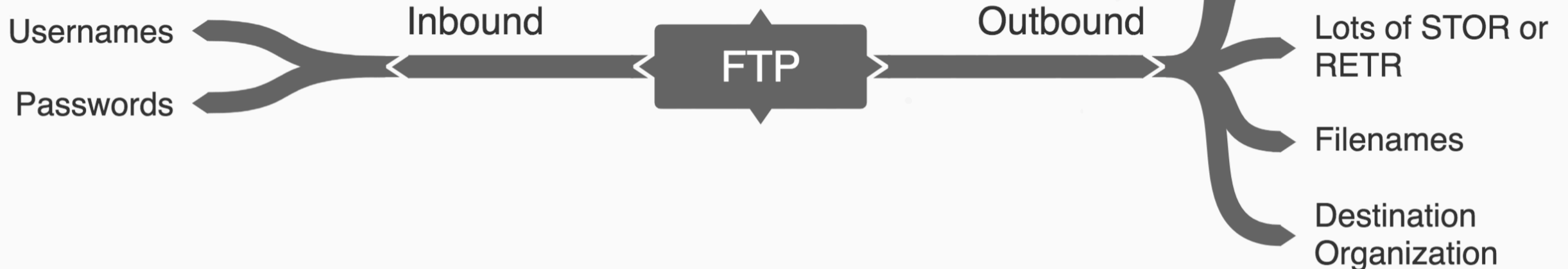
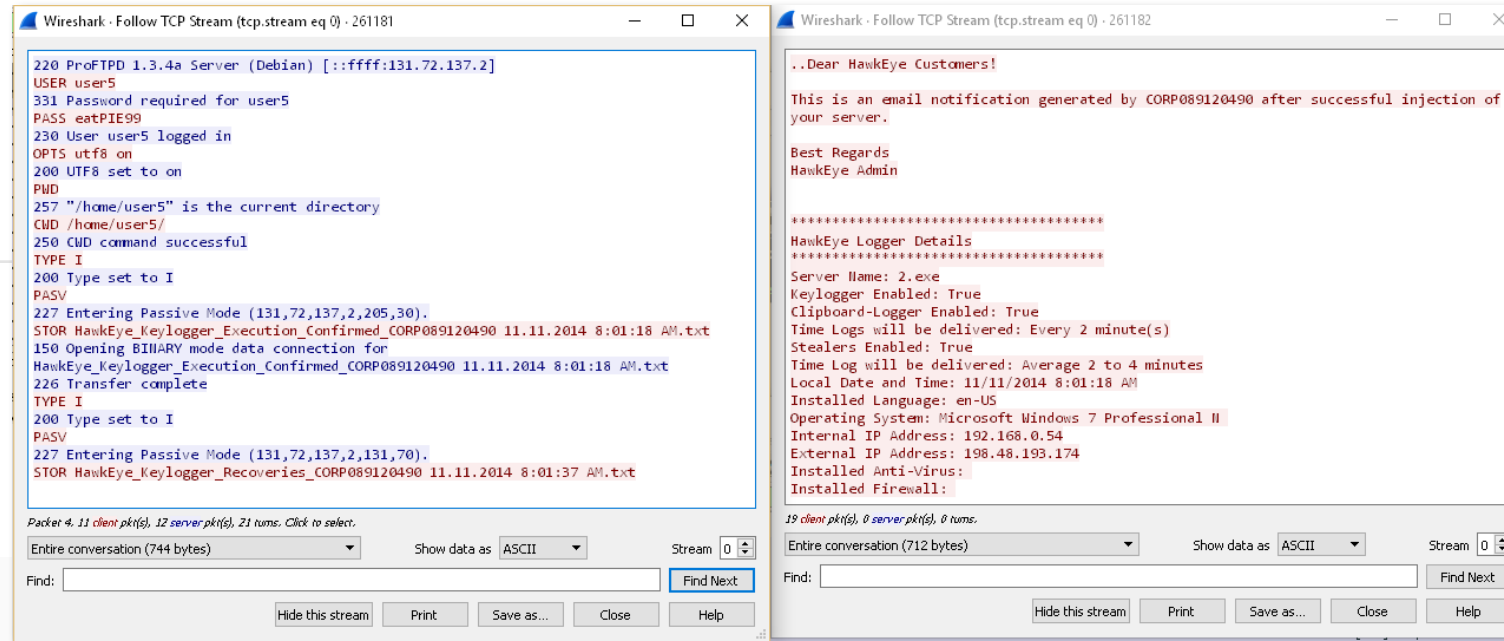
HTTP



SSL

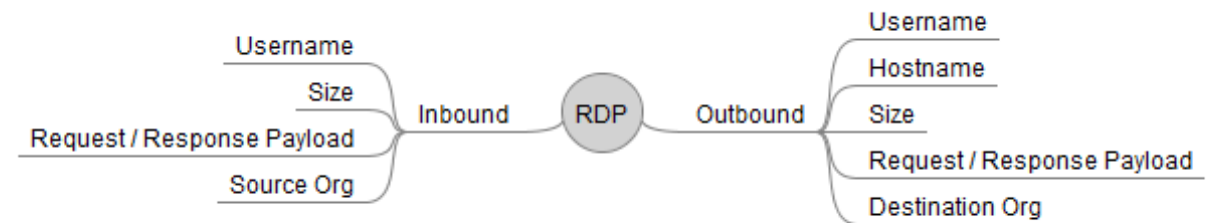
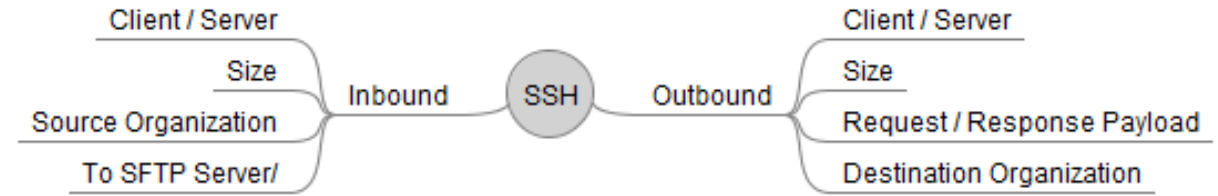


FTP

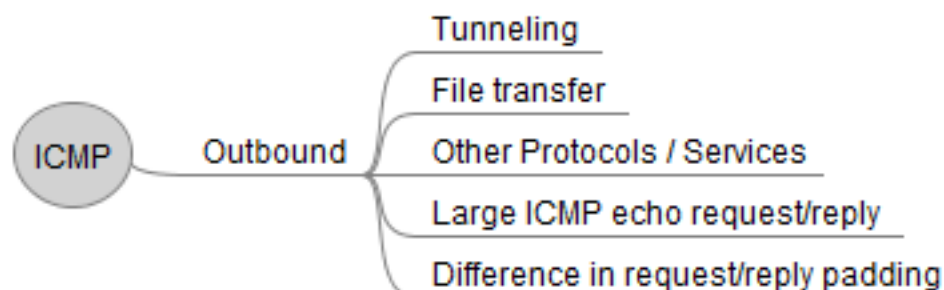


RDP and SSH

- Both encrypted by default , RDP encryption available starting with 5.2+ in Win 2K3
- SSH declares client , server and encryption algorithm + HMAC in clear text
- RDP may show username and hostname
- Use similar tactics as SSL with SSH, although SSH port forwarding from can be one off access
- Pivot into odd, lone SSH sessions and find host that made them, investigate from there
- Use session size and request/response payload to find large transmitters/receivers and pivot to those hosts, source and destination
- Find the organizations DMZ's [inbound web traffic should lead you to the network] and look for SSH/RDP from those machines to the internal network

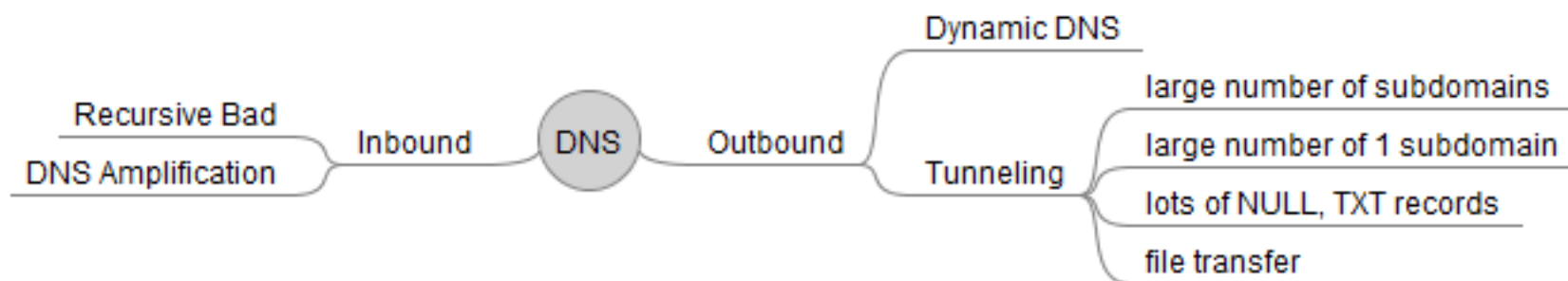


ICMP



No.	Time	Source	Destination	Protocol	Length	Info
27	38...	192.168.5.208	192.168.5.217	ICMP	82	Echo (ping) request id=0xe59c, seq=1/256, ttl=64 (reply in 28)
28	38...	192.168.5.217	192.168.5.208	ICMP	82	Echo (ping) reply id=0xe59c, seq=1/256, ttl=64 (request in 27)
29	38...	192.168.5.217	192.168.5.208	ICMP	70	Echo (ping) reply id=0xe59c, seq=12/3072, ttl=64
30	38...	192.168.5.217	192.168.5.208	ICMP	90	Echo (ping) reply id=0xe59c, seq=13/3328, ttl=64
31	38...	192.168.5.208	192.168.5.217	ICMP	70	Echo (ping) request id=0xe59c, seq=2/512, ttl=64 (reply in 32)
32	38...	192.168.5.217	192.168.5.208	ICMP	70	Echo (ping) reply id=0xe59c, seq=2/512, ttl=64 (request in 31)
33	38...	192.168.5.217	192.168.5.208	ICMP	70	Echo (ping) reply id=0xe59c, seq=14/3584, ttl=64
34	38...	192.168.5.217	192.168.5.208	ICMP	70	Echo (ping) reply id=0xe59c, seq=15/3840, ttl=64
35	48...	192.168.5.208	192.168.5.217	ICMP	70	Echo (ping) request id=0xc7cc, seq=0/0, ttl=64 (reply in 36)
36	48...	192.168.5.217	192.168.5.208	ICMP	70	Echo (ping) reply id=0xc7cc, seq=0/0, ttl=64 (request in 35)
37	48...	192.168.5.217	192.168.5.208	ICMP	110	Echo (ping) reply id=0xc7cc, seq=0/0, ttl=64
38	48...	192.168.5.208	192.168.5.217	ICMP	958	Echo (ping) request id=0xc7cc, seq=1/256, ttl=64 (reply in 39)
39	48...	192.168.5.217	192.168.5.208	ICMP	958	Echo (ping) reply id=0xc7cc, seq=1/256, ttl=64 (request in 38)
40	48...	192.168.5.217	192.168.5.208	ICMP	70	Echo (ping) reply id=0xc7cc, seq=1/256, ttl=64
41	48...	192.168.5.217	192.168.5.208	ICMP	854	Echo (ping) reply id=0xc7cc, seq=2/512, ttl=64
42	49...	192.168.5.208	192.168.5.217	ICMP	94	Echo (ping) request id=0xc7cc, seq=2/512, ttl=64 (reply in 43)
43	49...	192.168.5.217	192.168.5.208	ICMP	94	Echo (ping) reply id=0xc7cc, seq=2/512, ttl=64 (request in 42)
> Frame 37: 110 bytes on wire (880 bits), 110 bytes captured (880 bits)						
> Ethernet II, Src: Apple_10:25:83 (00:26:bb:10:25:83), Dst: AskeyCom_d6:f6:dc (00:21:63:d6:f6:dc)						
> Internet Protocol Version 4, Src: 192.168.5.217, Dst: 192.168.5.208						
▼ Internet Control Message Protocol						
0000	00 21 63 d6 f6 dc 00 26	bb 10 25 83 00 00 45 00	.!c...& ..%...E.			
0010	00 60 fc 67 00 00 40 01	f1 3b c0 a8 05 d9 c0 a8	..g..@. .;.....			
0020	05 d0 00 00 54 af c7 cc	00 00 05 20 08 80 00 00T.... ..			
0030	00 00 00 00 00 00 00 00	00 02 00 00 00 00 00 00			
0040	00 27 00 00 c7 cc 53 53	40 2d 32 2e 30 2d 4f 70SS M-2.0-Op			
0050	65 6e 53 53 48 5f 35 2e	33 70 31 20 44 65 62 69	enSSH_5. 3p1 Debi			
0060	61 6e 2d 33 75 62 75 6e	74 75 36 0d 0a fd	an-3ubun tu6...			

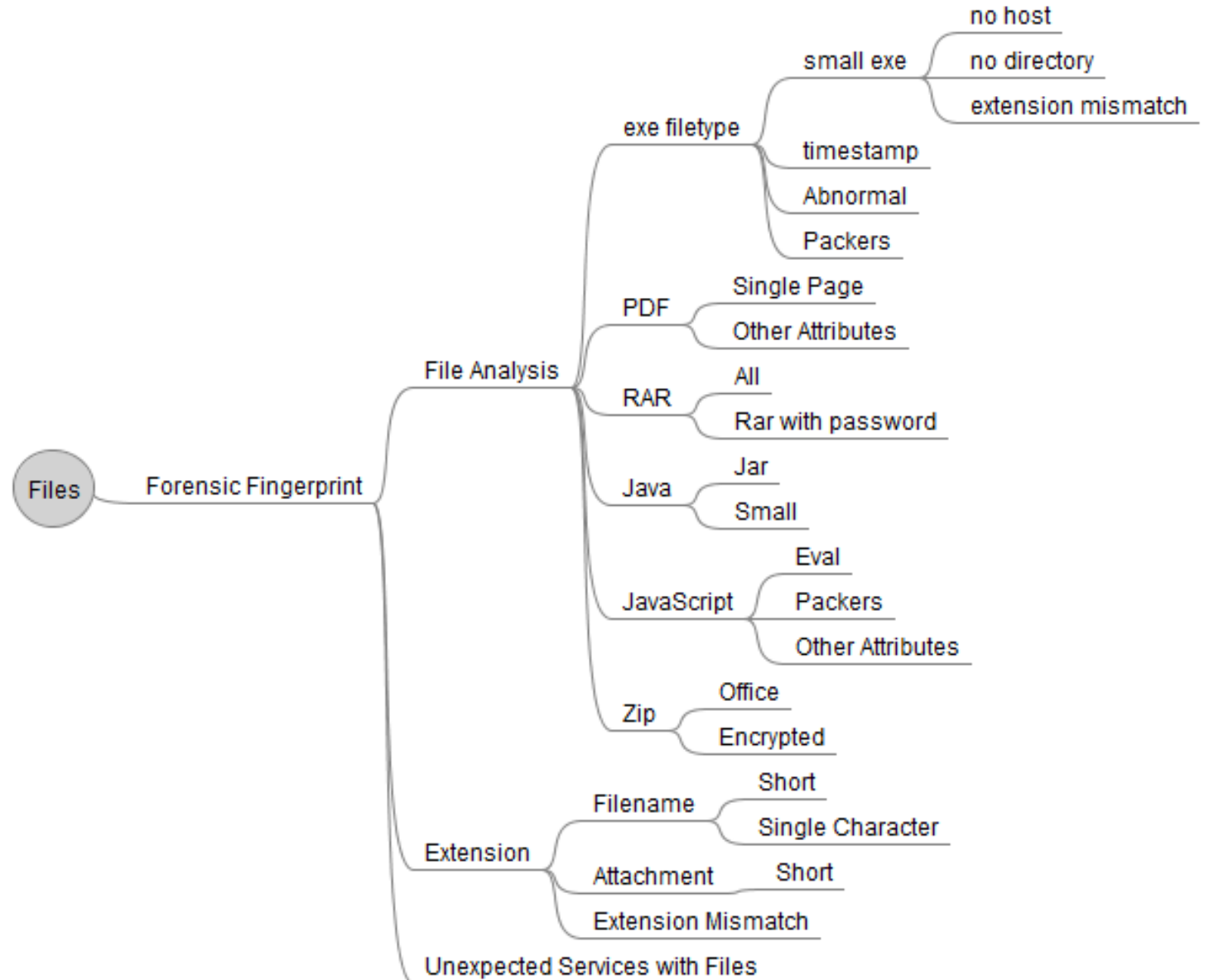
DNS

[illegible]

DNS

Files

- Analysis.file
- Filetype
 - (Forensic Fingerprint)
- Extension
- Filename
- Attachment
- Combine with Service



Service Type Other

Binary_Streams.lua

- Reads first 256 bytes of request and response streams
- If the combined 512 bytes has more than 310 non-ASCII printable bytes, it fires in Binary_Handshake
- Pair with first_carve_!dns and Other traffic, look for beaconing, counts, SYN beaconing followed by successful connections

Binary_Indicators.lua

- Reads the first 8 bytes of a request stream and compares the value of each byte to the payload frame size for that packet.
- Reads the first 16 bytes of a request stream and compares each word to the payload frame size and then does the same but reads the word in Little Endian
- If either of these conditions match it fires Binary_Indicator

long connection	A session with a lifetime > 30 seconds
suspicious other	A TCP session with a service type of OTHER, payload > 0 and the TCP_SYN flag was seen

