



The Cobalt Strike download infrastructure will be down for a short while on Wednesday 13th March for routine maintenance. Work will begin around 15:00 GMT



#### **Introducing the Mutator Kit: Creating Object File Monstrosities with Sleep Mask and LLVM**

This is a joint blog written by William Burgess (@joehowwolf) and Henri Nurmi (@HenriNurmi). In our 'Cobalt Strike and YARA: Can I Have Your Signature?'



### Cobalt Strike Infrastructure Maintenance – January 2024

We will be making a small change to the Cobalt Strike infrastructure next week. This will not result in any downtime but will affect updates



#### Out of Band Update: Cobalt Strike

4.9.1

Cobalt Strike 4.9.1 is now available. This is an out of band update to fix an issue that was discovered in the 4.9 release that



#### Cobalt Strike 4.9: Take Me To Your Loader

Cobalt Strike 4.9 is now available. This release sees an overhaul to Cobalt Strike's post exploitation capabilities to support user defined reflective loaders (UDRLs), the



# Revisiting the User-Defined Reflective Loader Part 2: Obfuscation and Masking

This is the second installment in a series revisiting the User-Defined Reflective Loader (UDRL). In part one, we aimed to simplify the development and debugging



## Simplifying BOF Development: Debug, Test, and Save Your B(e)acon

Beacon Object Files (BOFs) were introduced in Cobalt Strike 4.1 in 2020. Since their release, BOFs have played a key role in post-exploitation activities, surpassing

















FEATURES	INTEROPERABILITY	SUPPORT	RESOURCES	ABOUT
BEACON INTEROPERABLITY	CORE IMPACT OUTFLANK	TRAINING  COMMUNITY KIT	BLOG SCREENSHOTS	CORPORATE COMPLIANCE & ETHICS
COMMUNITY	SECURITY TOOLING		DATASHEETS	NEWSROOM
ALL FEATURES >			ALL RESOURCES >	