



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

Cohalt Strike 4.0.1 is now evailable. This is

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

















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