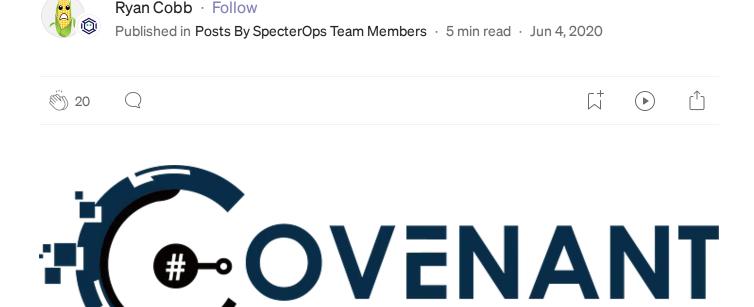


## Covenant v0.5



### **Intro**

<u>Covenant v0.5</u> is being released today and includes a set of new features, a major UI update, and lots of bug fixes.

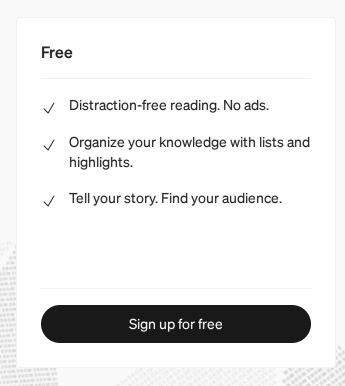
This will be a short post documenting some of the major feature updates.

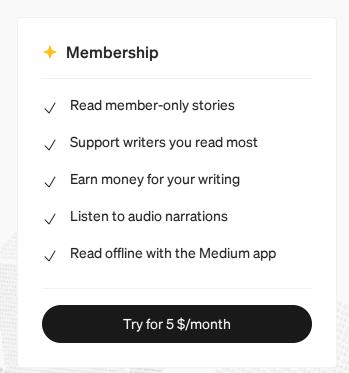
#### **Blazor: Front-End C#**

The largest update in v0.5 is migrating the interface over to the <u>Blazor</u> framework Rlazor is a framework for writing client-side web interfaces in

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you visit the Covenant site an HTTP request is made to pull down the initial ap

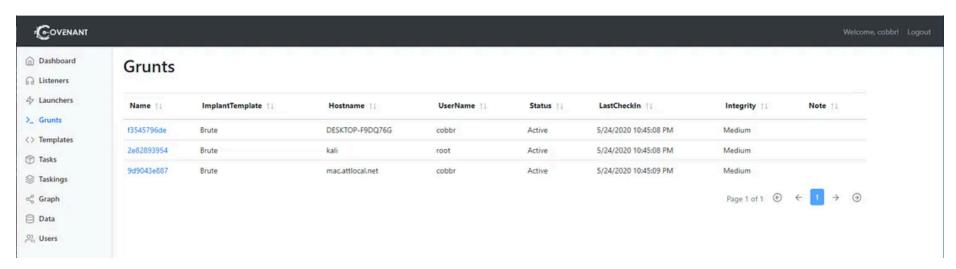
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The main difference you'll see as a user, is pages should load a little bit faster than before, and the entire interface should update in real-time as things change on the backend server. For example, no more need to refresh the page to check for a Grunt's new LastCheckIn time! The interface has been overhauled to take advantage of the real-time features provided by Blazor.

### **Brutes: The New .NET Core Implant**

Covenant has a brand new built-in, cross-platform implant: Brutes!

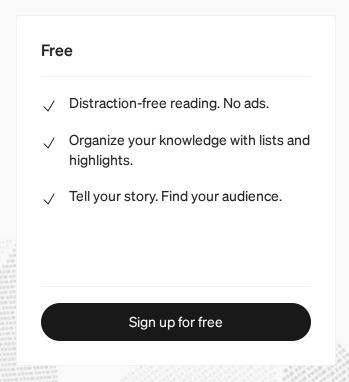
Operators are no longer limited to Grunt implants or to Windows targets.

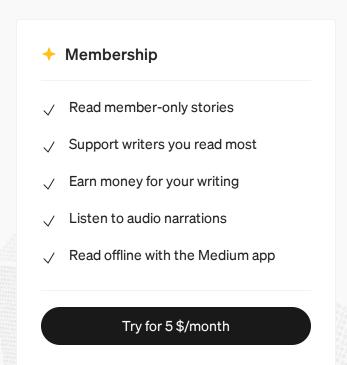


Active Brutes on Windows, Linux, and MacOS Targets

Covenant has slowly been moving towards the goal of being truly implantagnostic, and the introduction of the Brute implant is a major step towards

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The Brute implant itself is fairly simple, there isn't a bure library of available

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percentage of it's codebase with Grunts, with some minor changes to port the code over to .NET Core, but there's not many libraries to borrow tasks from available in .NET Core like there is for the .NET Framework, such as SharpSploit and GhostPack.

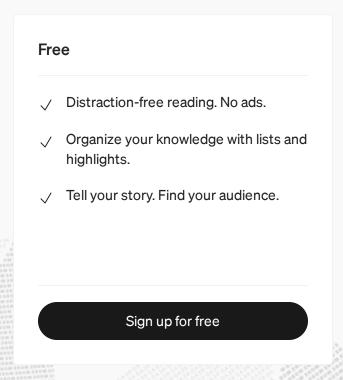
There's a lot to say about the potential of .NET Core implants, and I plan to release a follow-up post on .NET Core malware in the near future. I'll leave most of those details for that post. For now, it's enough to say that Brutes are cross-platform .NET Core implants with a limited set of base functionality.

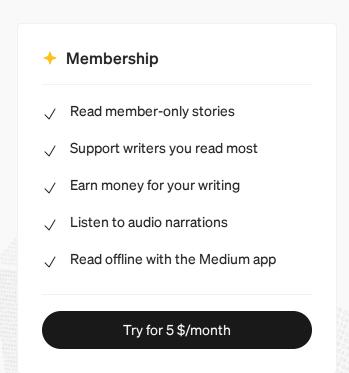
#### **Shareable Tasks**

Tasks can now be easily imported and exported to or from a running Covenant instance as YAML files. This makes it much easier to share your Covenant tasks with others that may be interested in your work.

It also makes it much easier to contribute built-in Tasks to the project. Before this change, built-in Tasks were described programmatically in Covenant's source code, and required source code changes to add new built-in Tasks. Now, YAML files included under the <code>Data\Tasks</code> directory will automatically be parsed and imported when Covenant first starts up. Additional tasks that you would like to use can be imported within the interface.

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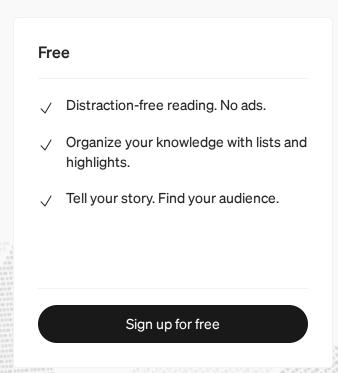
- Author Information Author information is included in GruntTasks, so you'll get credit for the Tasks you contribute to Covenant.
- **Hide and Unhide Grunts** The ability to hide and unhide Grunts has been reworked, so you can easily hide and unhide old Grunts that are no longer in use from the UI.
- Manual Data Creation Credentials and Indicators can be manually added to the schema now, instead of just relying on Covenant's automatic detection of new data.
- **Updated ReferenceSourceLibraries** ReferenceSourceLibraries such as SharpSploit and GhostPack have been brought up to date with the public versions.

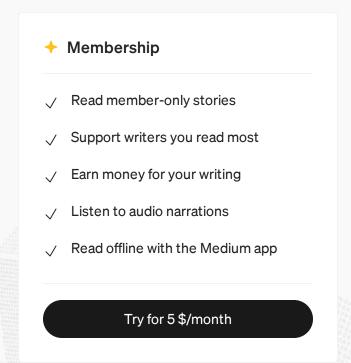
#### **Conclusion**

Hopefully this has given you a brief summary of some of the major updates in the new v0.5 Covenant update. This has been the first major Covenant update in nearly 7 months, as the UI conversion over to Blazor took much more work than anticipated. Hopefully it's been worth the wait!

In the future, we hope that Covenant updates will be much more frequent and incremental, to decrease the waiting time between updates. In the near term future, Covenant has developed quite a backlog of issues and pull requests that need to be addressed, and we likely will be focused on those

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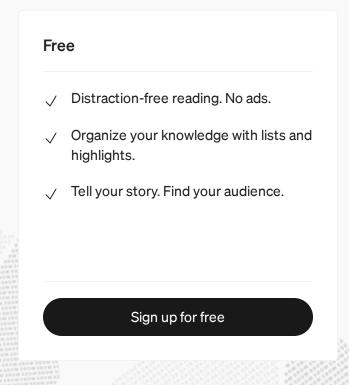
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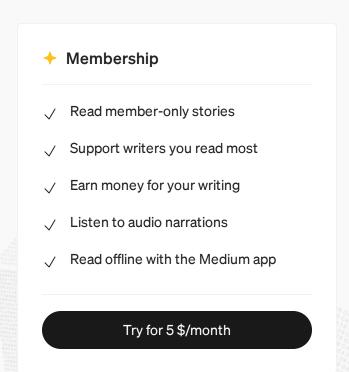
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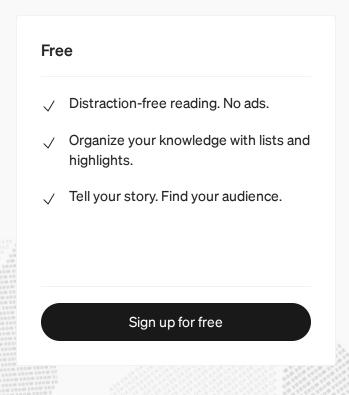


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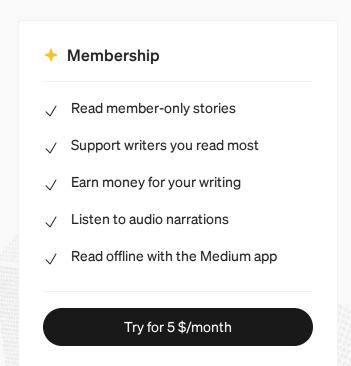
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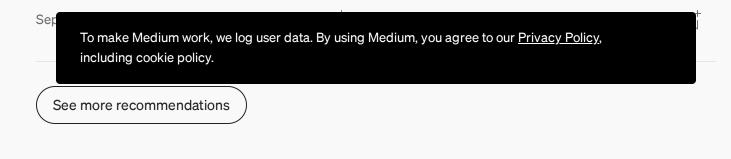
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