



# Threat modelling the Death Star

By Mario Areias



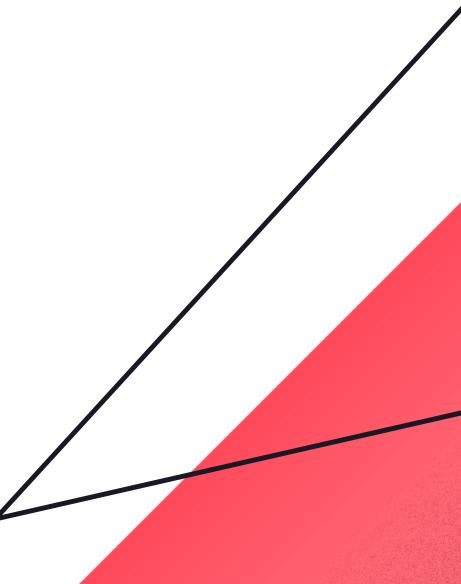
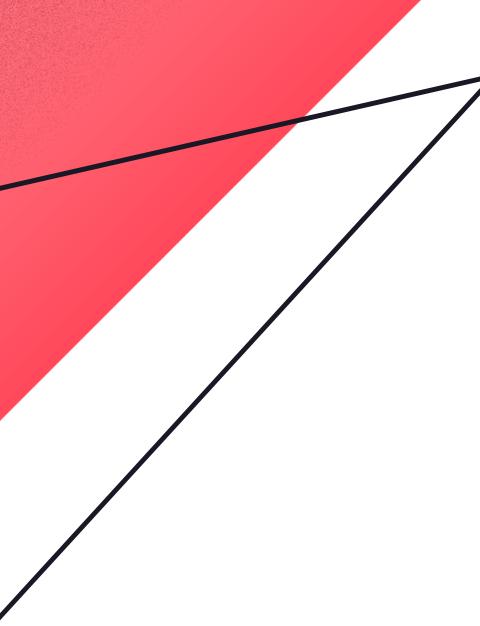
# Mario Areias

## Developer + Security

@MarioAreias



# THREAT MODELLING



**Security and development  
teams collaborating on threat  
models is the most effective  
way to improve security  
posture.**

State of DevOps Report - 2019

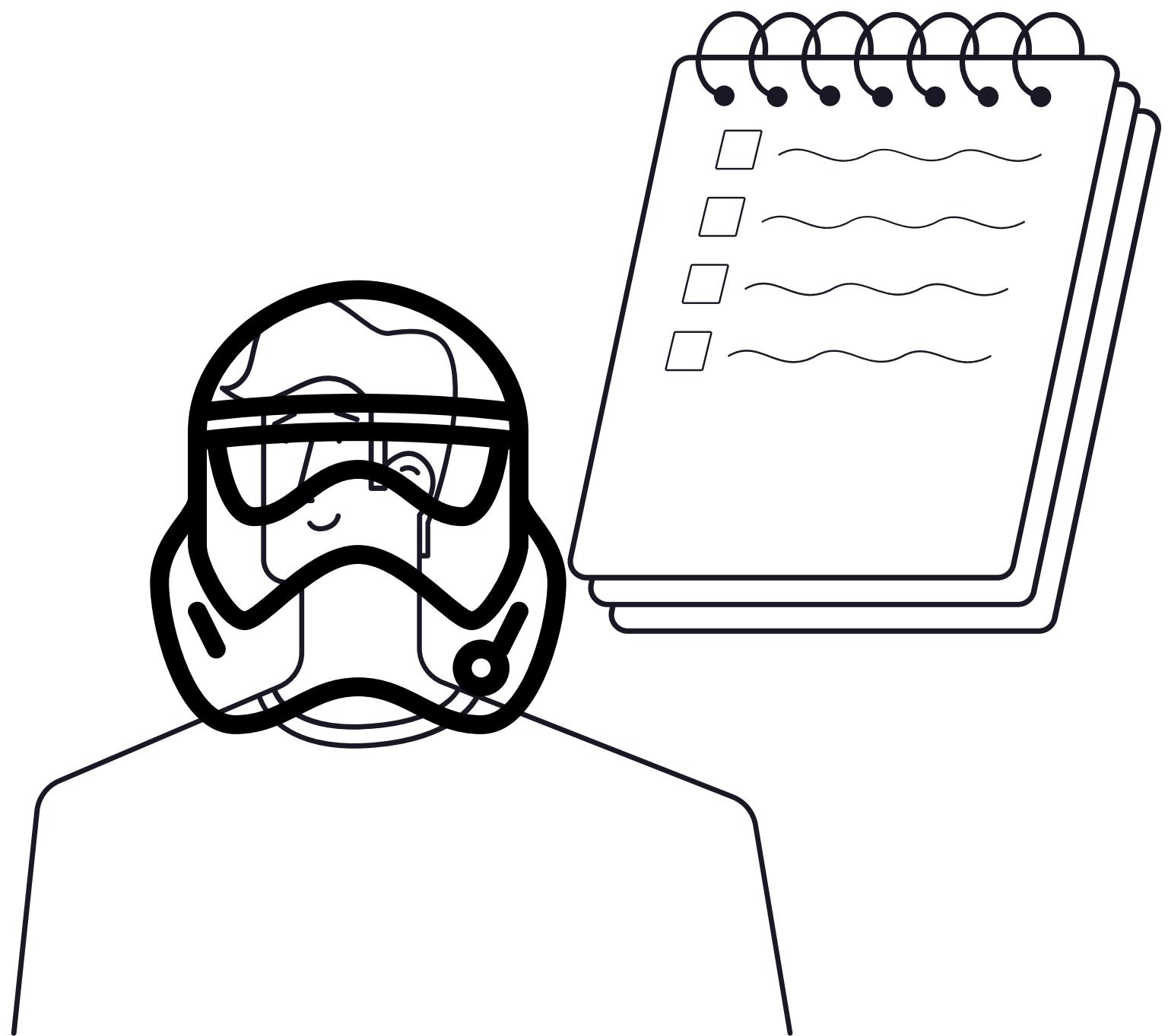
threat modelling  
process  
identify  
enumerate  
threats



Not impressed



# LIST OF REQUIREMENTS



# Engaging



# Highly collaborative



# Valuable for everyone



STRIDE

Pasta



# Attack Trees



DREAD

useful

valuable

80%

of the developers

participate again

**STAR  
WARS**

**THE CSO OF  
GALACTIC  
EMPIRE...YOU!**



YOUR BOSS...





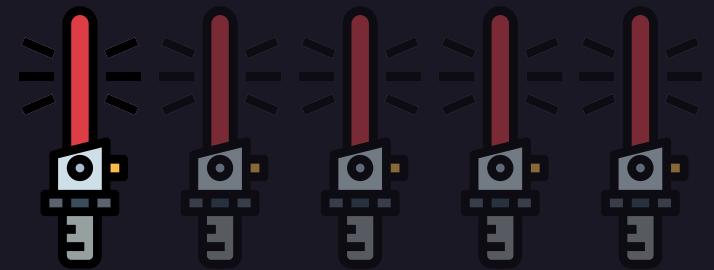




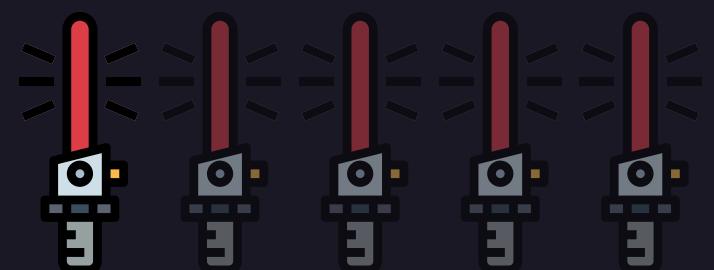
# EVIL PERSONAS

# Script Kiddie

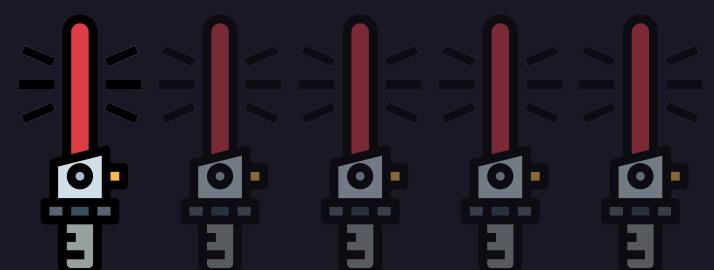
Expertise



Resources

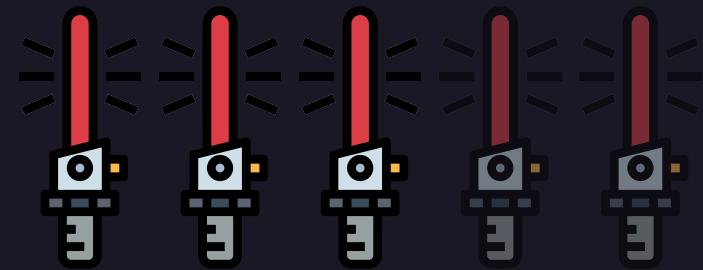


Organisation

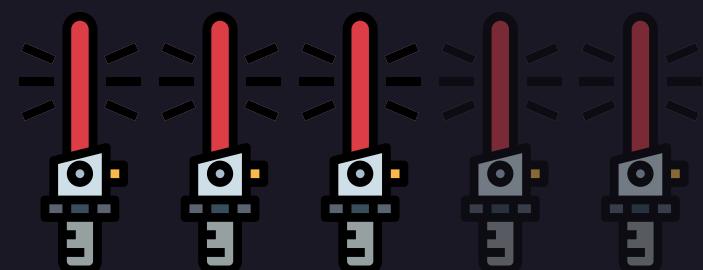


# Bounty Hunter

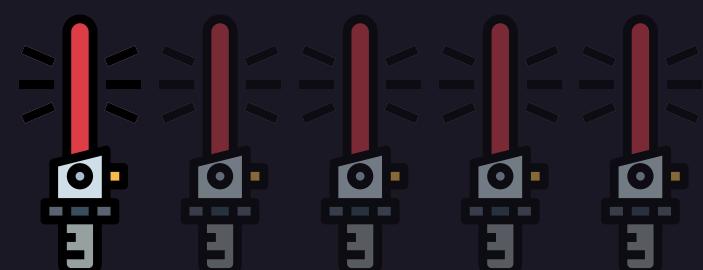
Expertise



Resources

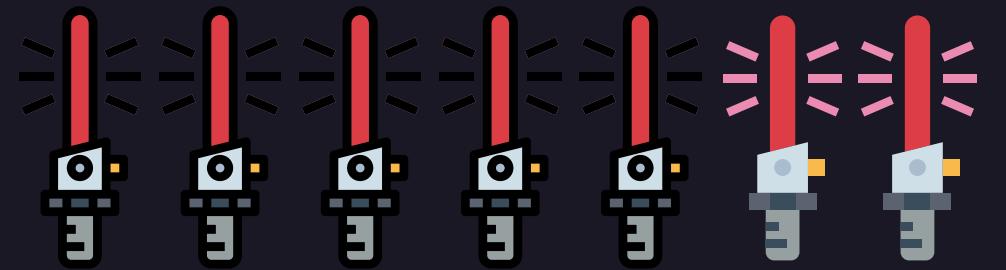


Organisation

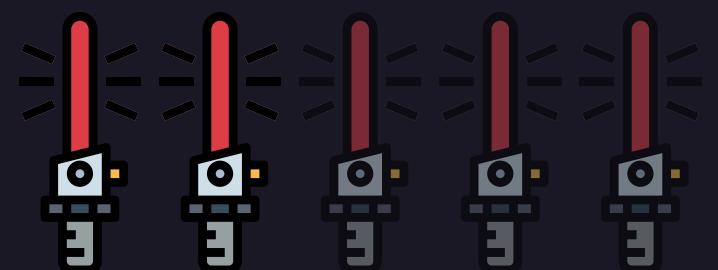


# Jedi Knight

Expertise



Resources

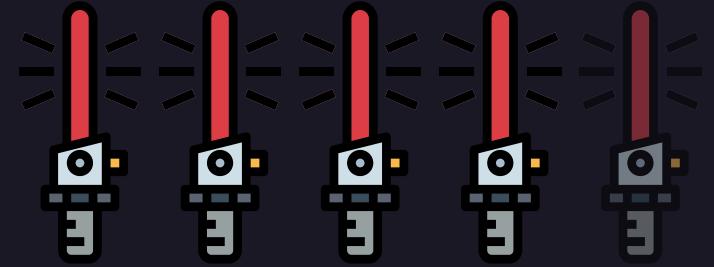


Organisation

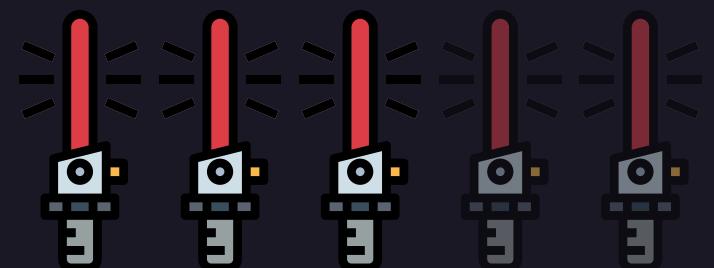


# Insider Threat

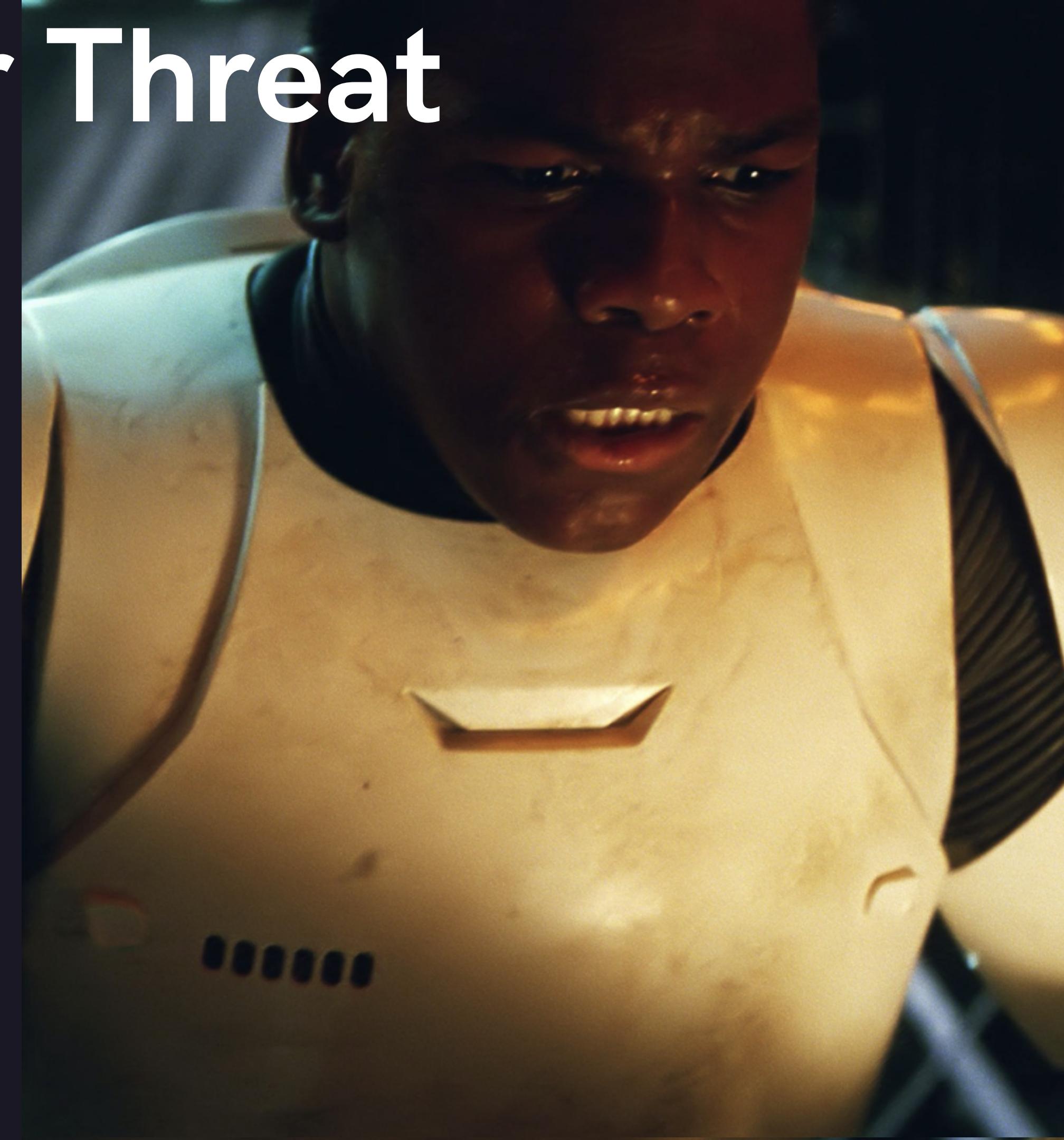
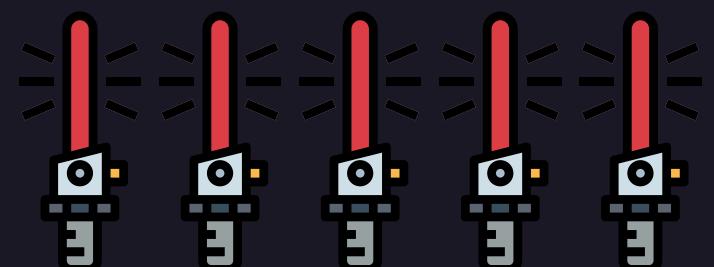
Expertise



Resources

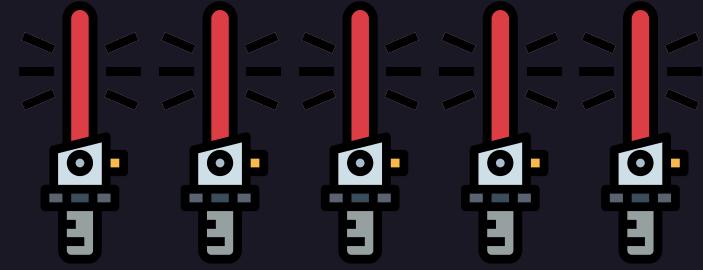


Organisation

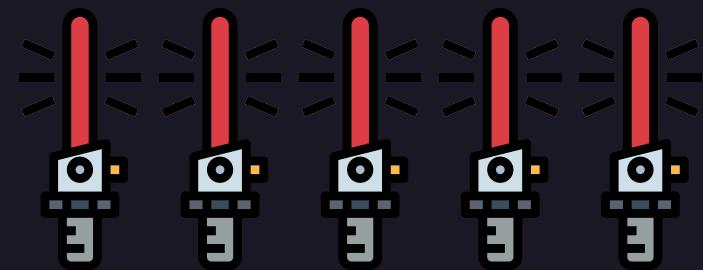


# Nation State

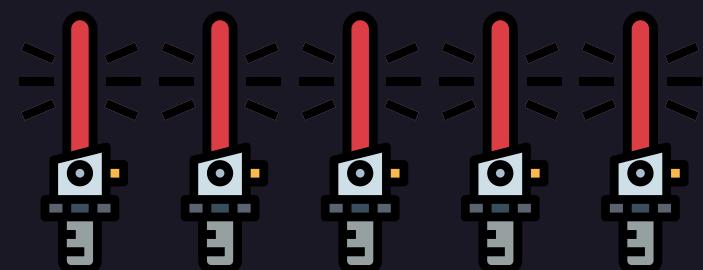
Expertise



Resources



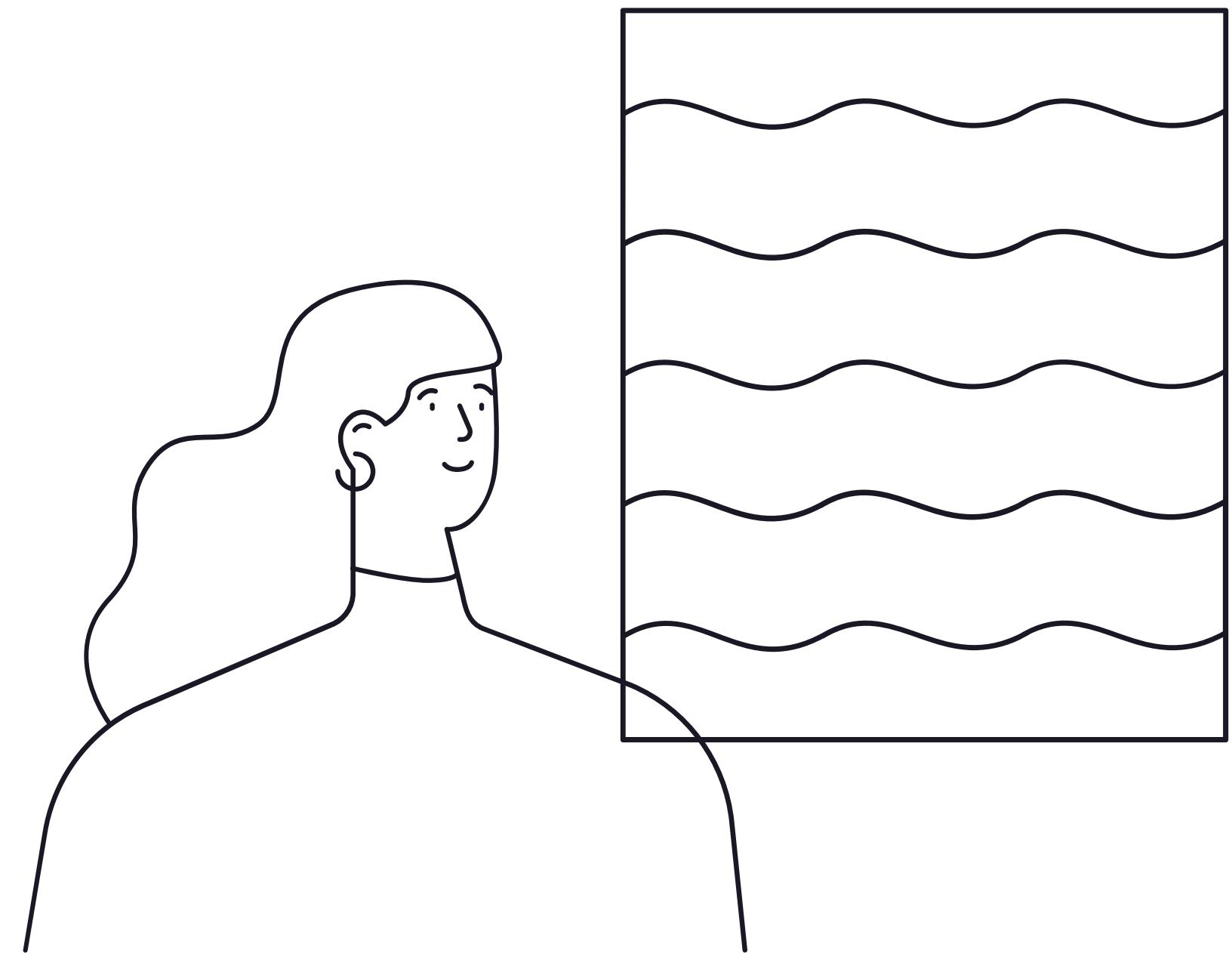
Organisation



# EVIL PERSONAS



Get data to create  
your own evil  
personas.

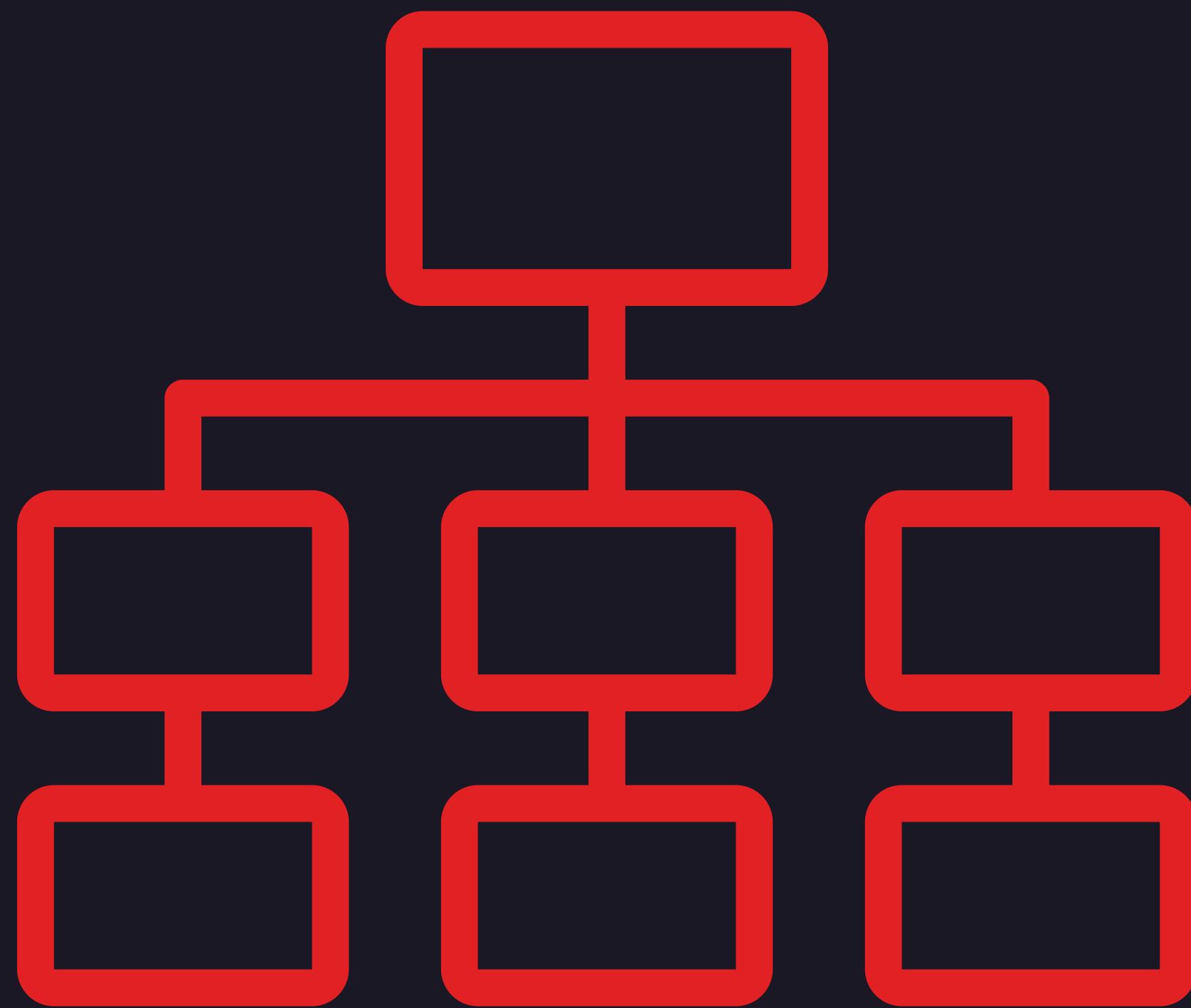




# BUILDING THE ATTACK TREE

**GET THE RIGHT  
PEOPLE IN THE  
ROOM**





Take control  
of Death Star

Take Death Star  
out of action



Take control  
of Death Star

Take Death Star  
out of action



Take Death Star  
out of action

Disable Death  
Star

Destroy Death  
Star



Take Death Star  
out of action

Disable Death  
Star

Destroy Death  
Star



Disable Death  
Star

System Failure

Mechanical  
Failure



**System Failure**

**Mechanical  
Failure**

**Compromise  
Critical IT systems**

**Overload Critical  
Infrastructure**

**Compromise  
Critical IT systems**

**Overload Critical  
Infrastructure**

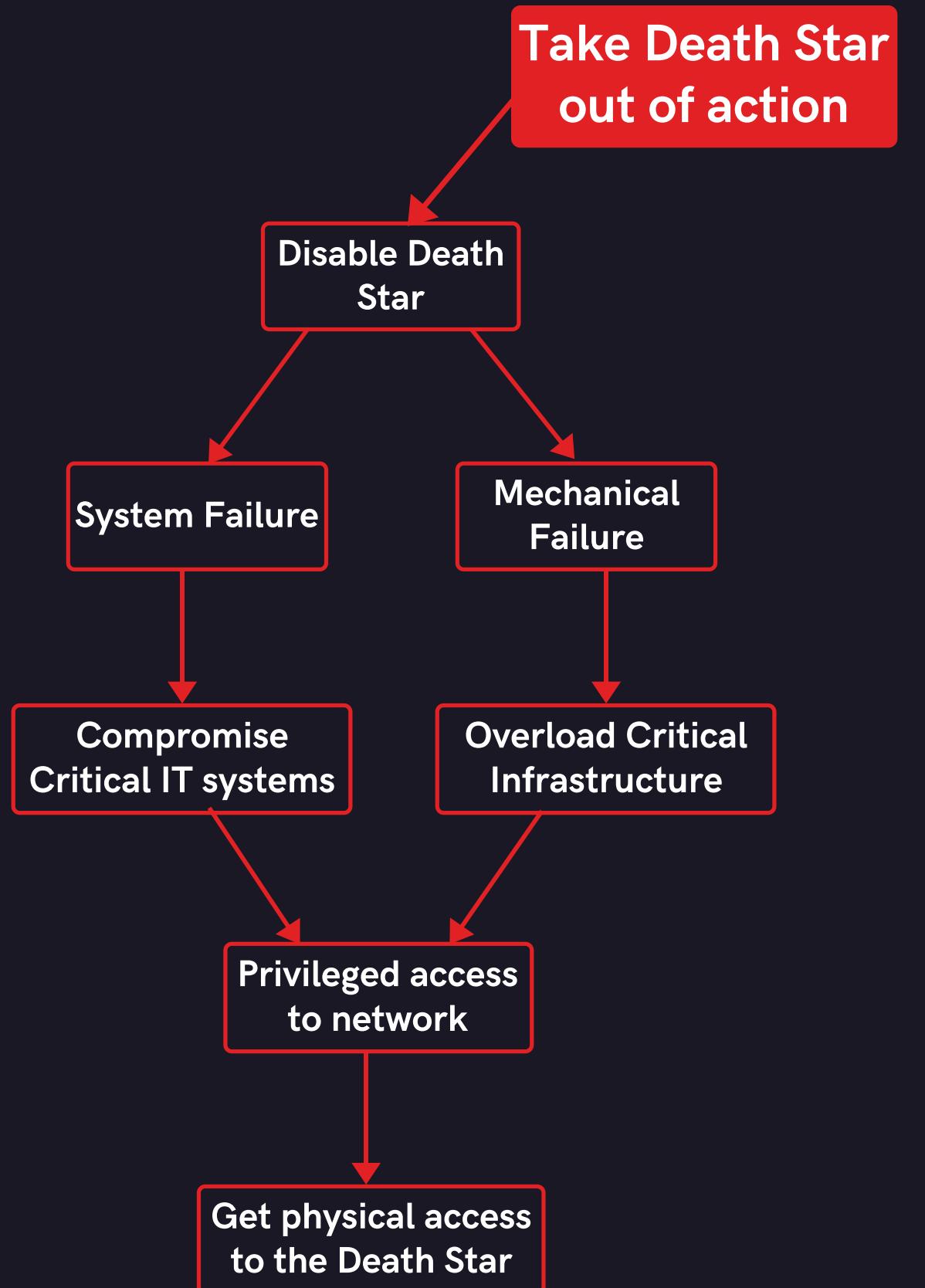
**Privileged access  
to network**



Privileged access  
to network



Get physical access  
to the Death Star



Take Death Star  
out of action

Disable Death  
Star

Destroy Death  
Star



Take Death Star  
out of action

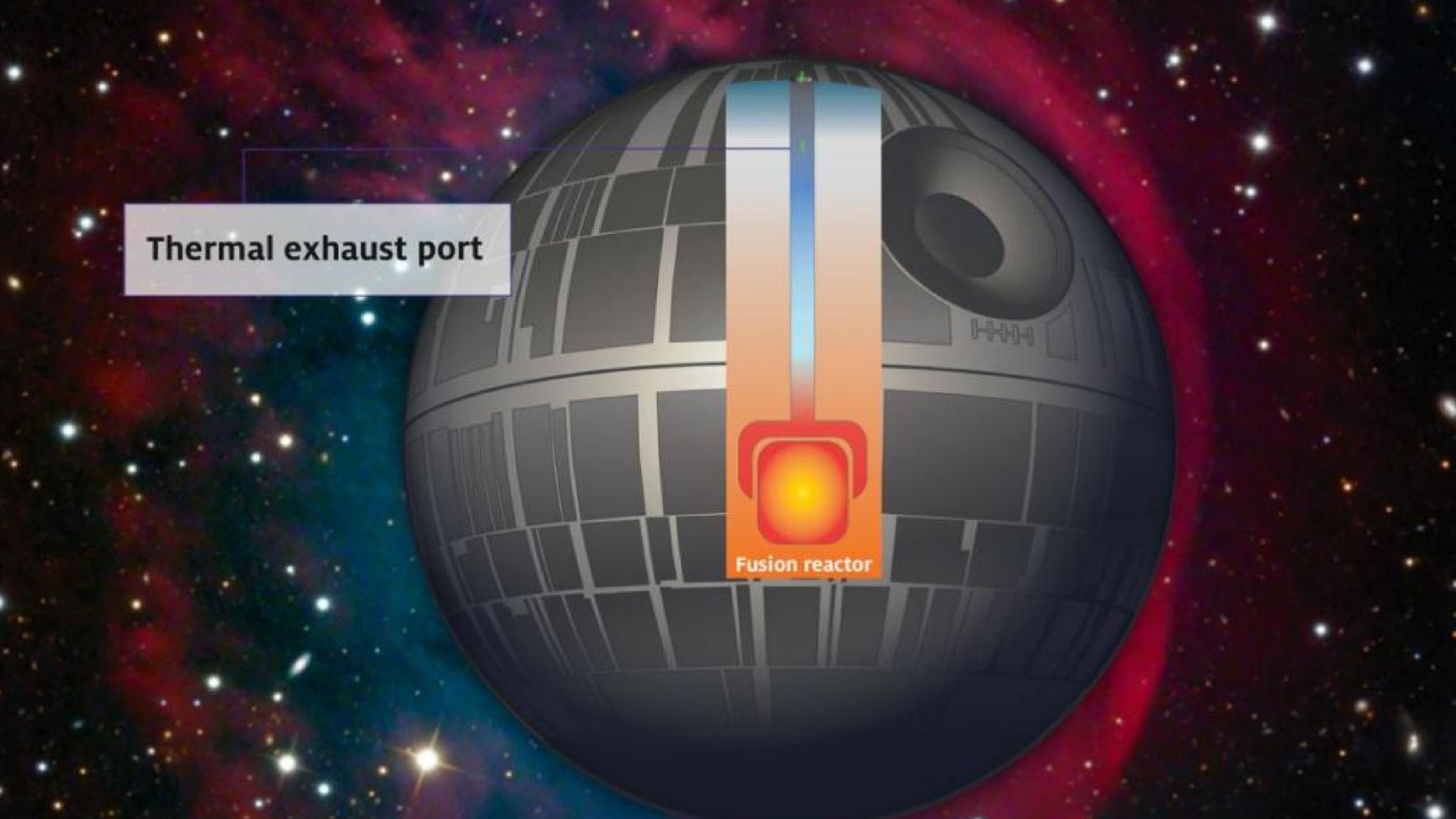


Destroy Death  
Star

Military Attack

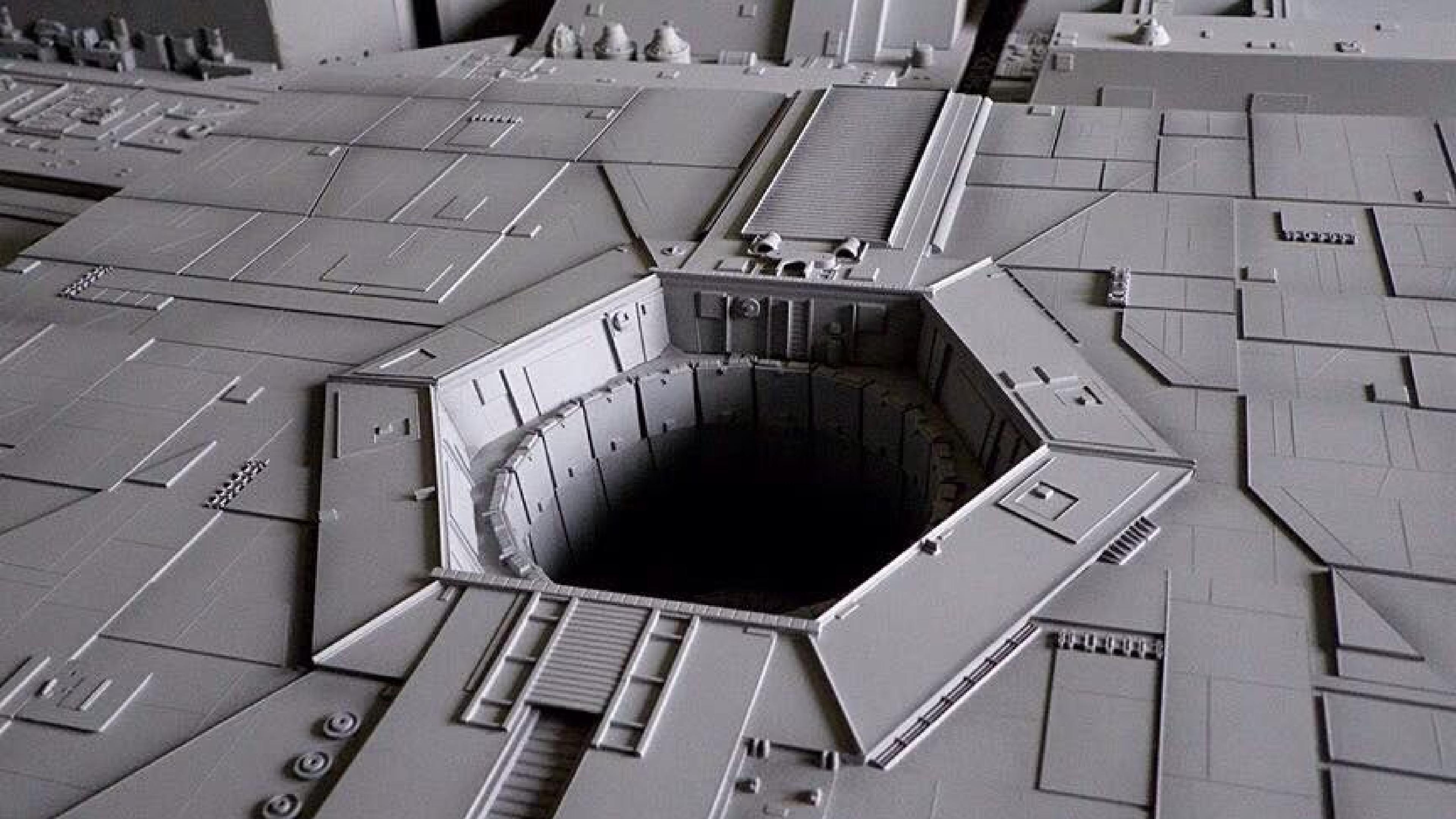
Destroy Reactor





**Thermal exhaust port**

Fusion reactor



**Destroy Reactor**

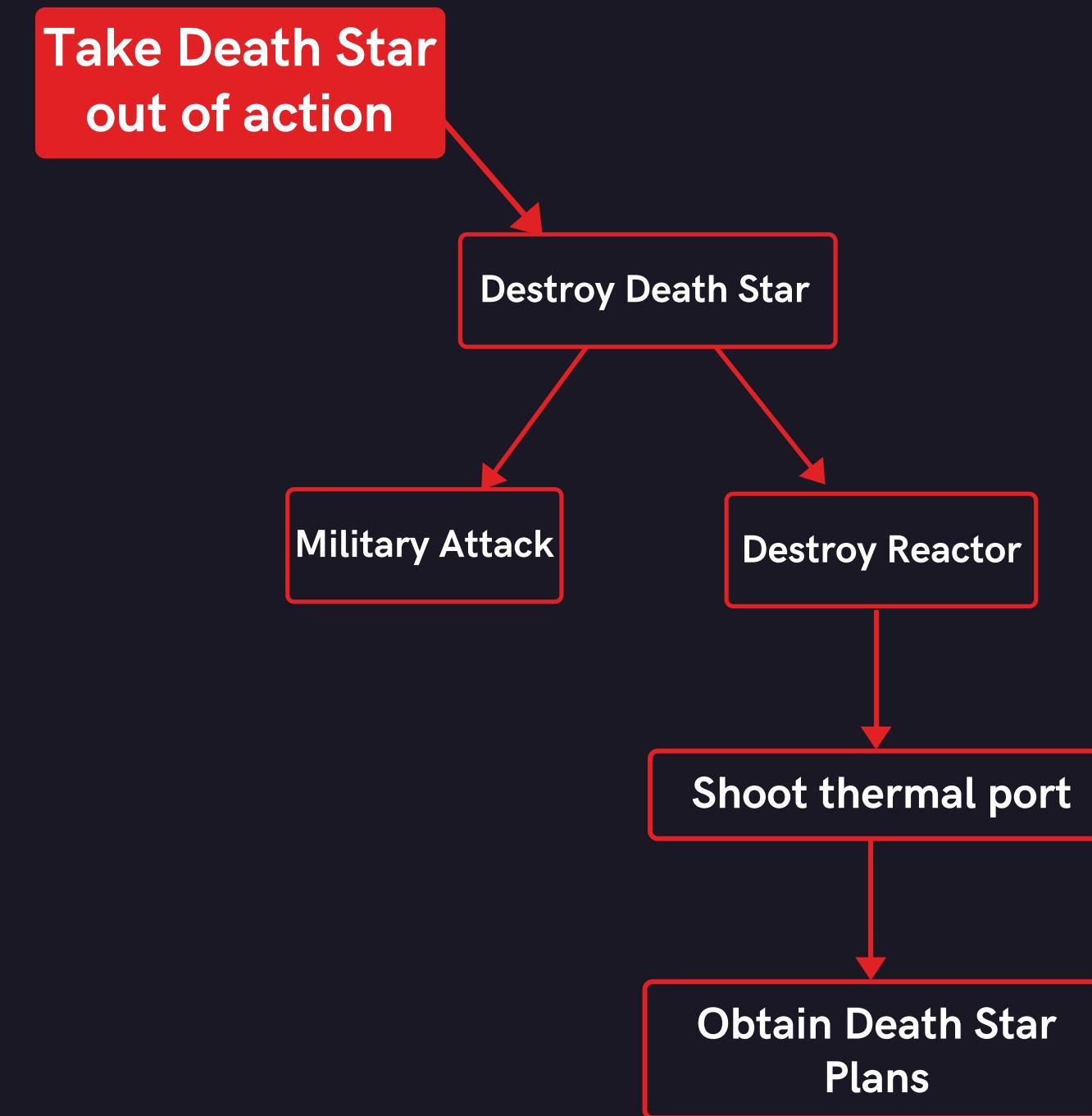


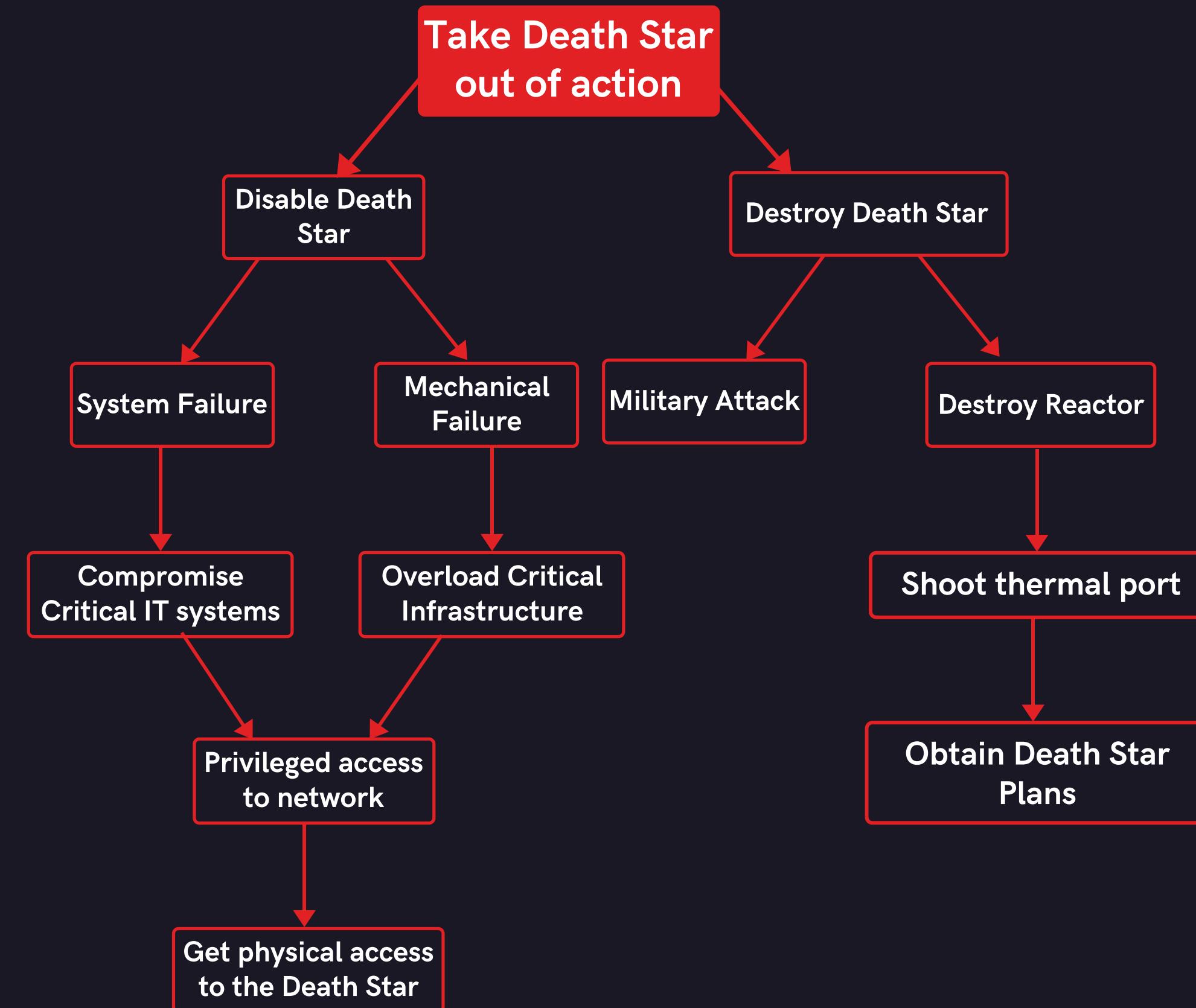
**Shoot thermal  
port**

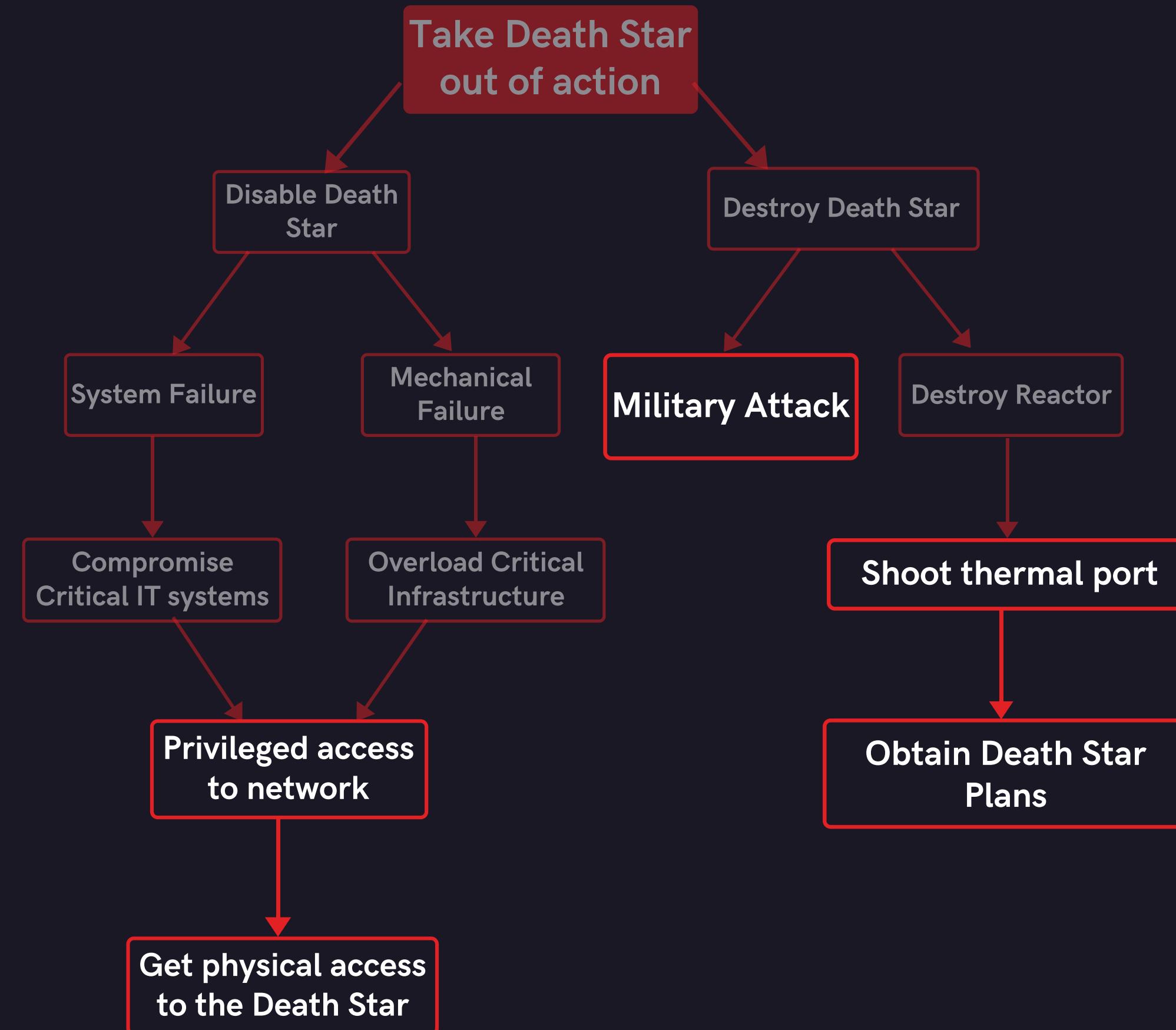
**Shoot thermal  
port**



**Obtain Death  
Star plans**

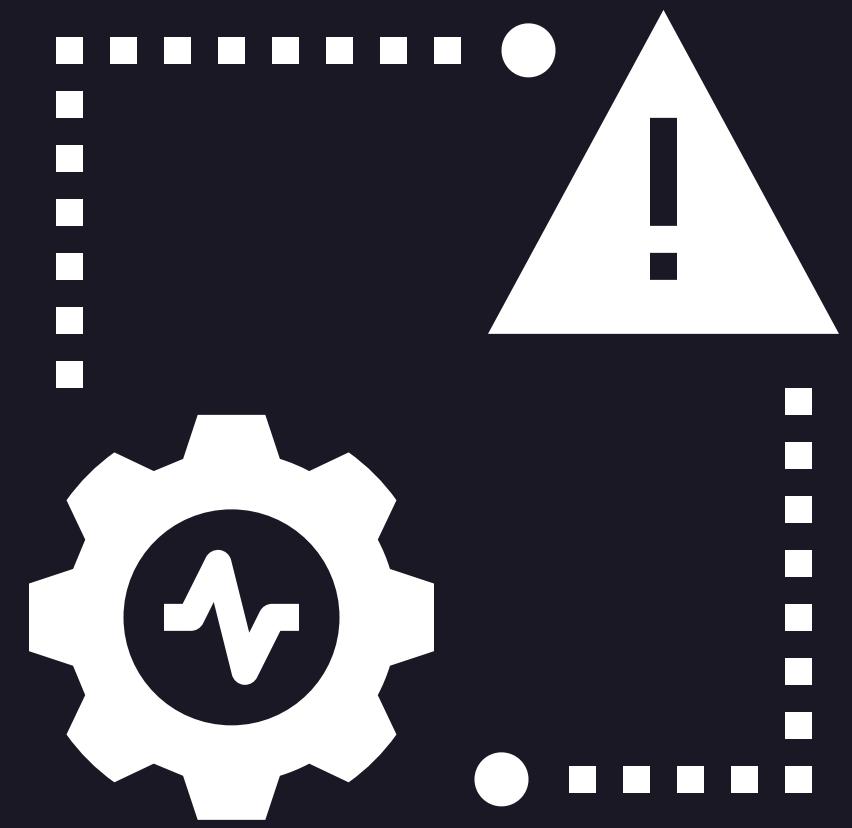






It is a problem **solving** exercise

Make people think like **attackers**



# MITIGATING RISKS

**PRIVILEGED  
ACCESS TO  
NETWORK**

**Impact: High**  
**Likelihood: Medium**

# MITIGATIONS

Better network segregation

Improved network monitoring

Frequent penetration testing

**PRIVILEGED  
ACCESS TO  
NETWORK**

**Impact: High**

**Likelihood: Low**

MILITARY  
ATTACK

Impact: High

Likelihood: High

# MITIGATIONS

Runbooks to respond to attack

Get Star Destroyers "on call"

Monitor Rebellion Activities

MILITARY  
ATTACK

Impact: Medium

Likelihood: Medium

**SHOOT AT  
THERMAL PORT**

**Impact: High**

**Likelihood: Low?**

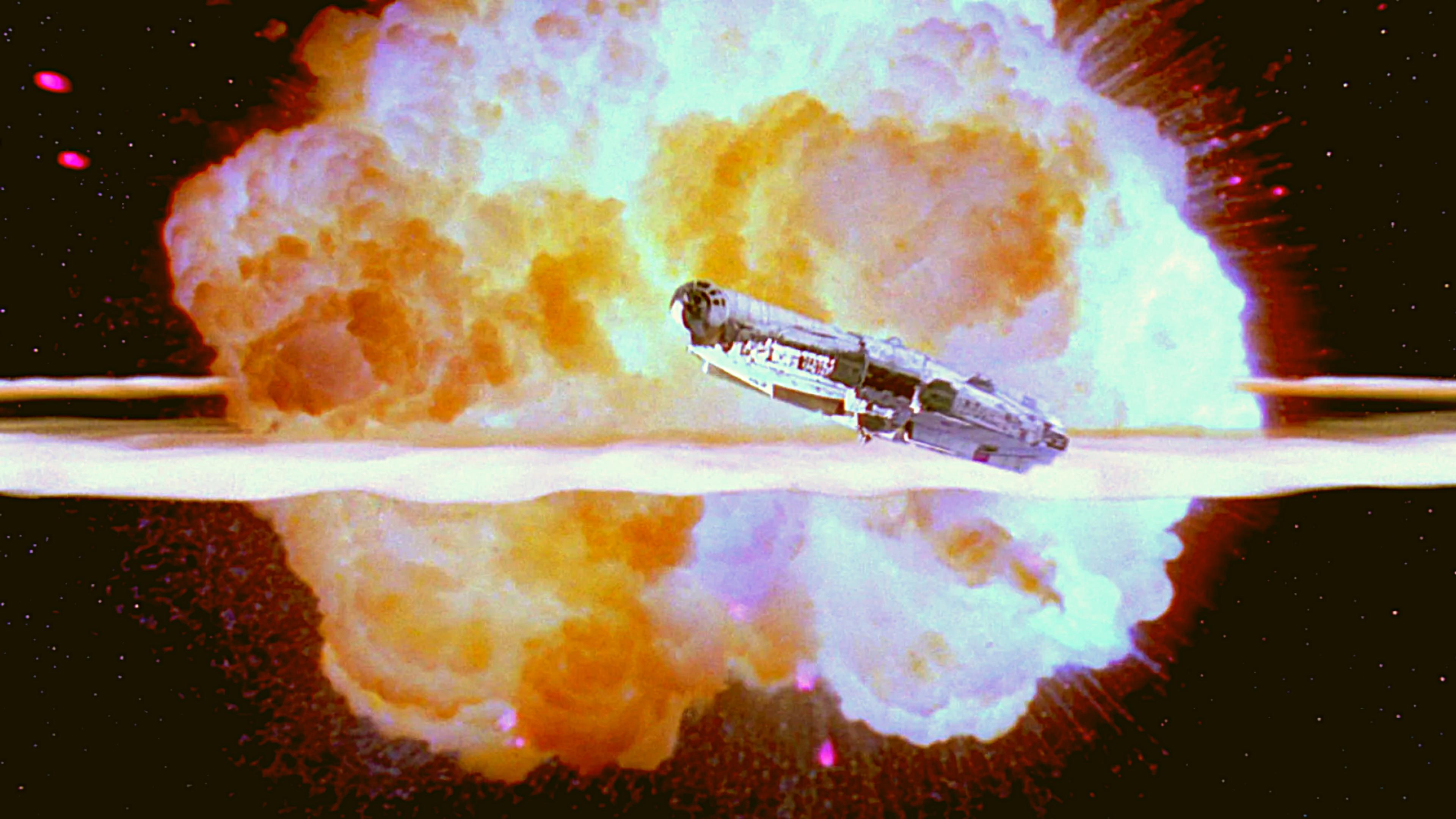


# MITIGATIONS?

Hide Death Star plans









# FORENSIC ANALYSIS







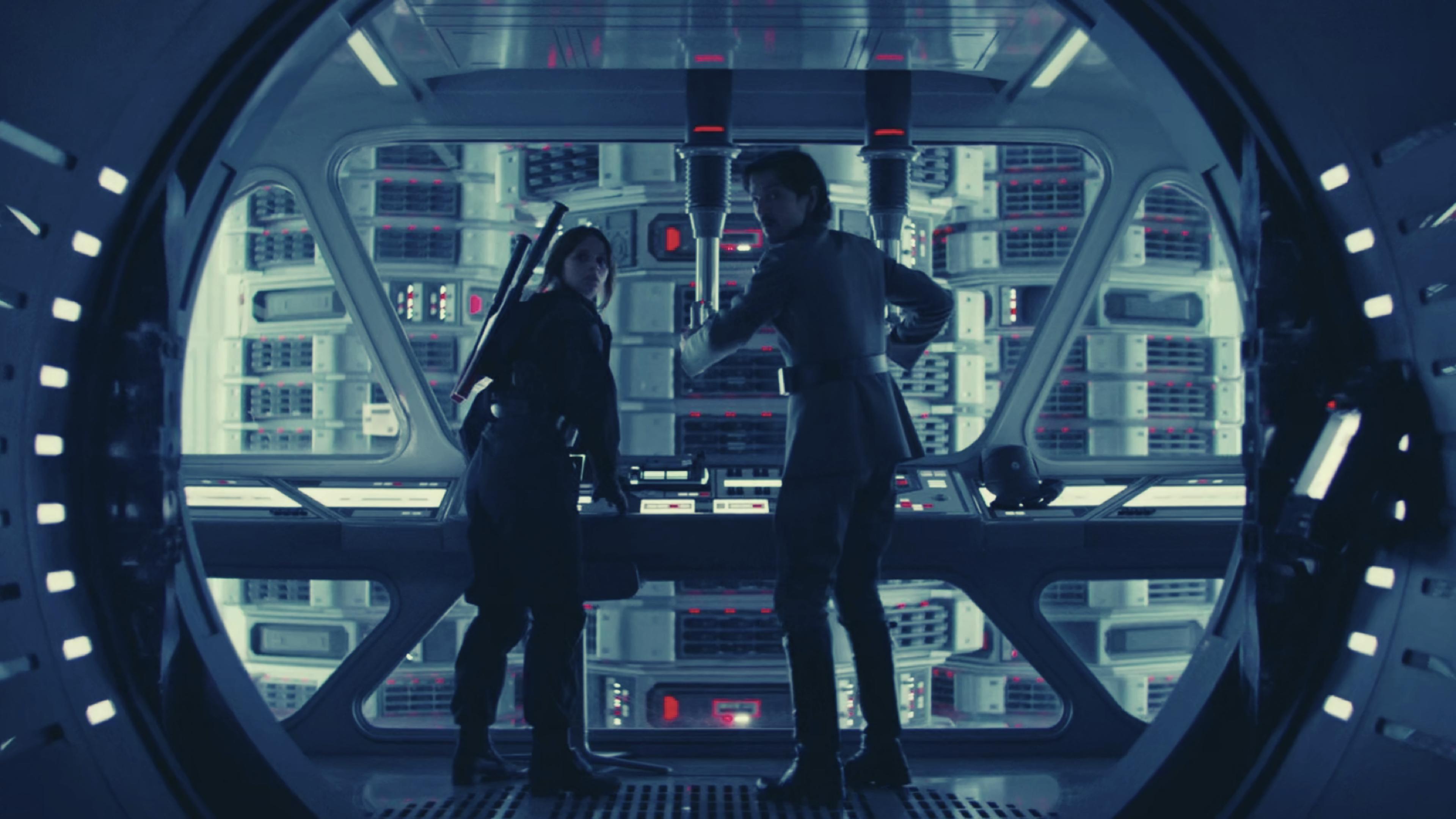




I'VE GOT A BAD FEELING



ABOUT THIS







# LESSONS LEARNED

**THREAT MODEL  
EARLY AND  
OFTEN**



THERE ARE  
ALWAYS  
UNKNOWNNS



# THREAT MODELLING MUST BE ENGAGING



May the Force be  
with you!

@MarioAreias

