



elastic

# IDS with Suricata



v 4.0.0

# Suricata

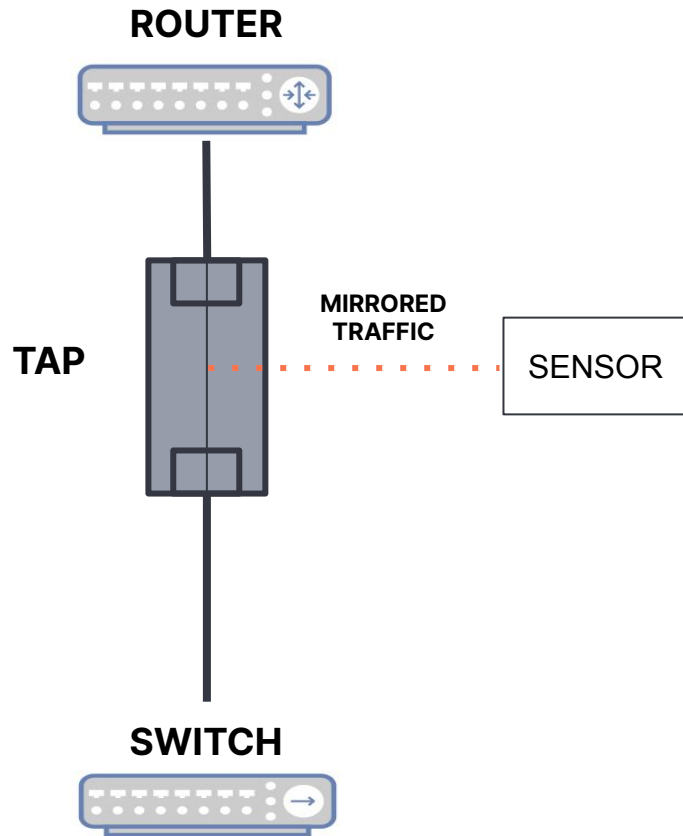
1. Traffic Capture Methods
2. Suricata Overview
3. Configuration & Setup
4. Actions & Header
5. Rule Options
6. HTTP
7. DNS
8. Regex & PCRE

# Suricata

1. Traffic Capture Methods
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# TAP - Terminal (test) Access Point

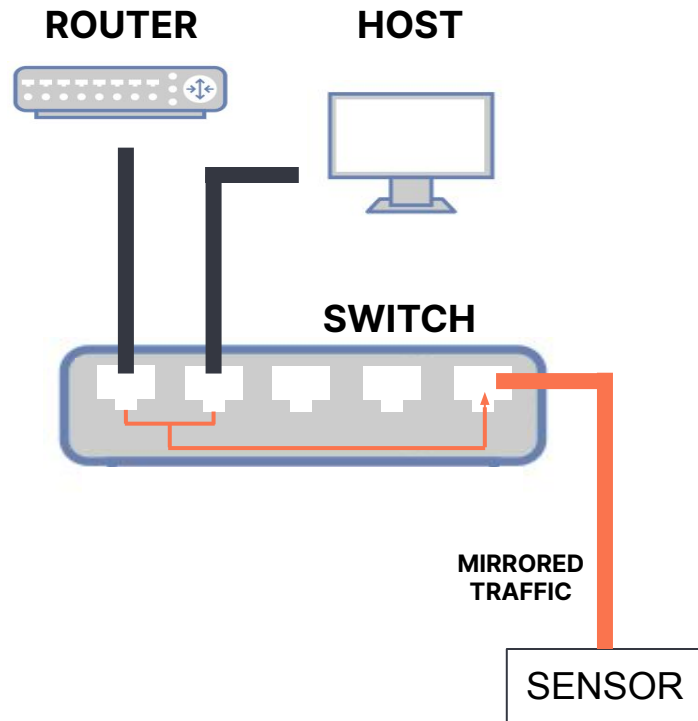
- Dedicated hardware device for monitoring networks
- “Forensically” sound (aka. court approved)
- Passive analysis
- Not “networked” (no MAC/IP)
- Designed to be a “listen-in” device
- Expensive
- Can require system interruption to install



# SPAN / Mirrored Port

- Troubleshooting tool
- Configured interface to monitor ports or VLANs
- No additional hardware
- No impact to implement
- Remotely configurable

- Susceptible to packet loss
- Distortion of real time communication
- “Bad” packets are dropped



# Suricata

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# Suricata

- Suricata uses a rule-set to compare against incoming traffic and it fires off alerts if it matches on a rule.
- Open Information Security Foundation
- Active community
- Truly open source (not tied to corp.)
- Fast rule writing / updating cycle
- Extended Snort Language
- Multithreaded (scaleable)

# Additional Features

- Extracts files (http & smtp)
- IPv4 / v6
- GeoIP / Reputation
- Port-independent protocol detection
- Outputs to `eve.json`
  - Extensible Event Format
- DNS parse / match / log
- “NSM runmode”
  - just events (no alerting)



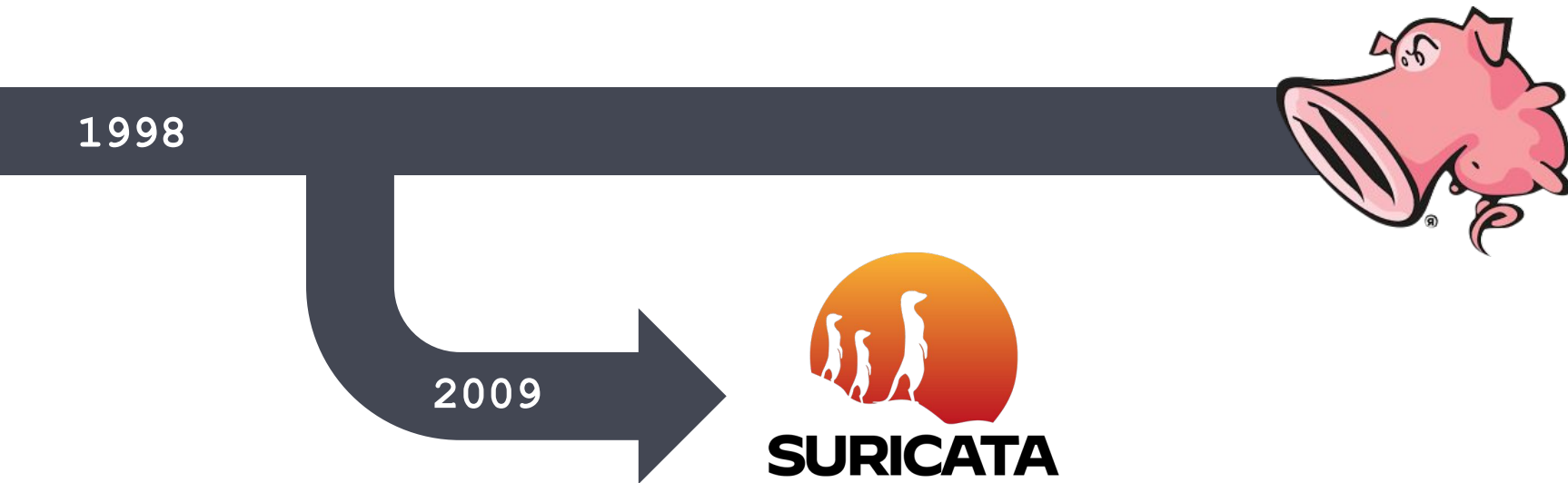
# Intrusion Detection System (IDS)

- Out-of-band
- Passive
- Able to detect:
  - brute forcing
  - suspect IP addresses
  - malware detection
  - port scanning

# Intrusion Prevention System (IPS)

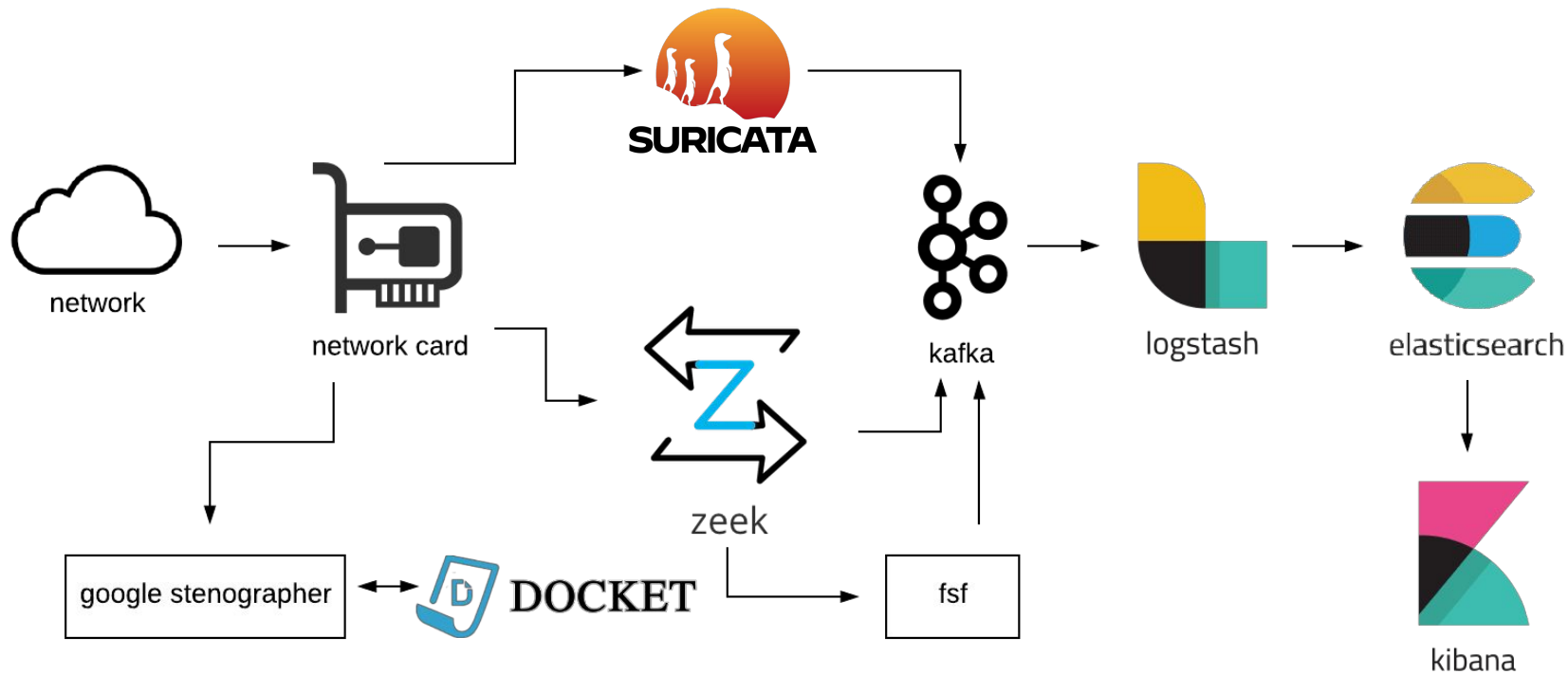
- In-band
- Active
  - Sending an alarm(IDS Mode)
  - Dropping the malicious packets
  - Blocking traffic from the source address
  - Resetting the connection

# Suricata vs Snort History



- Port independent protocol analysis
- File extraction for HTTP and SMTP
- Multithreaded (ahead of Snort by a decade)
- Backwards compatible with Snort rules

# RockNSM



# The Problem to Solve

- We know what a lot of bad looks like
- Network documentation / unknowns
- Over-complexity
  - bring your own device (BYOD)
  - containers
  - virtual machines (VMs)
  - embedded

# CTF: Basics

# Suricata

1. Traffic Capture Methods
2. Suricata Overview
3. Configuration & Setup
4. Actions & Header
5. Rule Options
6. HTTP
7. DNS
8. Regex & PCRE

# Setup Overview

On RHEL family systems, we can install Suricata with yum, but we need to have the EPEL repo.

- Install the “Extra Packages” repo (epel-release)
- Install jq (additional utility)
- Install some rules... more on this later



# Configuration Walkthrough

- Primary config file
    - `/etc/suricata/suricata.yaml`
1. Define variables to define your (internal) network
  2. Choose rules to enable or disable
  3. Choose your outputs
  4. Define capture settings
  5. Adjust Application Layer Protocol options (if desired)

# Configure

- Configuration files:
  - `/etc/suricata/suricata.yaml`
  - `/etc/sysconfig/suricata`
- Notable entries / variables:
  - network variables
  - default-log-dir
  - **fast.log**
  - **eve.log (eve.json output)**
  - default-rule-path

# Reading JSON

```
$ sudo cat eve.json
```

```
{ "timestamp": "2017-10-21T04:51:53.314839+0000", "flow_id": 563194001739223, "pcap_cnt": 2, "event_type": "dhcp", "src_ip": "10.0.1.254", "src_port": 67, "dest_ip": "10.0.1.95", "dest_port": 68, "proto": "UDP", "dhcp": { "type": "reply", "id": 3501026985, "client_mac": "60:a4:4c:6a:b2:1f", "assigned_ip": "10.0.1.95", "dhcp_type": "ack" } }
```

```
$ sudo cat eve.json | jq .
```

```
{
  "timestamp": "2017-10-21T04:51:53.314839+0000",
  "flow_id": 563194001739223,
  "pcap_cnt": 2,
  "event_type": "dhcp",
  "src_ip": "10.0.1.254",
  "src_port": 67,
  "dest_ip": "10.0.1.95",
  "dest_port": 68,
  "proto": "UDP",
  "dhcp": {
    "type": "reply",
    "id": 3501026985,
    "client_mac": "60:a4:4c:6a:b2:1f",
    "assigned_ip": "10.0.1.95",
    "dhcp_type": "ack"
  }
}
```

# Suricata Basic Operation (--help)

- `-c`                `# config file`
- `-l`                `# log directory`
- `-h`                `# help`
- `-v`                `# verbose`
- `-V`                `# version`
- `-T`                `# test config`
- `-D`                `# daemon mode (background)`
- `-r <path>`        `# run pcap offline mode`
- `-i <int>`          `# specify interface`
- `-S <file>`        `# specify .rules file to use exclusively`

# CTF: Configuration & Execute!

# CTF: Setup

# Suricata

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# Parts of a Suricata Rule

```
alert http 192.168.1.0/24 any -> !$HOME_NET [80, 8080] (msg: "Test  
rule"; http.uri; content: "reddit.com"; sid: 1; )
```

- Action
  - what to do on a match
- Header
  - five-tuple info for identifying who is matching
- Rule Options
  - what should the rule match on



# Actions

- Pass
  - can be considered a "whitelist"
- Drop
  - if signature matches it is stopped and drops the packet, generates alert
- Reject
  - active rejection of the packet, generates alert
- Alert
  - ONLY an alert generated

# Header

```
http 192.168.1.0/24 any -> !$HOME_NET [80, 8080]
```

- Protocol
  - ip (all) / tcp / udp / icmp / (many more)
- Source IP & Port
  - \$HOME\_NET / \$EXTERNAL\_NET (variable defined in config)
  - Any = all
- Direction
  - `->` and `<>`
- Destination IP & Port

# IP Header Reserved Characters

Reserved Character	Description
! (exclamation point)	<b>Negation</b>
[ ] (square brackets)	<b>Grouping</b>
, (comma)	<b>Delimiter</b>

# IP Header Examples

Example	Description
1.2.3.4	Match on 1.2.3.4
!1.2.3.4	Match all IP addresses except 1.2.3.4
192.168.1.1/24	Match 192.168.1.0 through 192.168.1.255
[1.1.1.1, 2.2.2.2]	Match IP addresses 1.1.1.1 or 2.2.2.2
[1.1.1.0/24, ![1.1.1.2, 1.1.1.3]]	Match IP range 1.1.1.0/24 except 1.1.1.2 or 1.1.1.3
\$HOME_NET	Match the IP addresses set by the suricata.yaml file

# Port Header Reserved Characters

Reserved Character	Description
! (exclamation point)	Negation
[ ] (square brackets)	Grouping
: (colon)	Range
, (comma)	Delimiter

# Port Header Examples

Example	Description
25	Match on port 25
!25	Match on all ports except 25
[80, 443]	Match on port 80 or 443
[20:25]	Match on port 20, 21, 22, 23, 24, or 25
[20:25, !24]	Match on port 20, 21, 22, 23, or 25
[1024: ]	Match all ports that are equal to and greater than 1024

# Direction Header Examples

Example	Description
->	Source to Destination
<>	Any direction

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# Rule Options - Meta-Settings

Option	Example
<b>msg</b>	<b>msg: “This is an example Message”;</b>
<b>sid</b>	<b>sid: 1234567; rev: 9;</b>
reference	reference:url,https://this-page-intentionally-left-blank.org;
priority	priority: 1;
classtype	classtype: suspicious-activity;
metadata	metadata: “this is just ignored and not used in suricata”;
target	target: src_ip;

# Rule Options - Reference

```
reference:cve,2014-0160;
```

```
cat /etc/suricata/reference.config

# config reference: system URL
config reference: bugtraq    http://www.securityfocus.com/bid/
config reference: bid       http://www.securityfocus.com/bid/
config reference: cve       http://cve.mitre.org/cgi-bin/cvename.cgi?name=
config reference: secunia    http://www.secunia.com/advisories/
```

```
reference:http://cve.mitre.org/cgi-bin/cvename.cgi?name=2014-0160;
```

## Rule Options, content option.

- Character matching, **case sensitive**
- Can use multiple content matches
- Searches inside payload/application layer
- Examples:

```
content: "badness";
```

```
content: "http"; content: "evil";
```

# Rule Options, content option. (Hex)

- Can use hex representation by using pipes
- Some characters must be hex when used:

“ (double quotes)	; (semicolon)	: (colon)	(pipe)	\ (backslash)
22	3B	3A	7C	5C

- Example:

```
content: “http|3A|//”;
```

- Looks for “http://”

# Rule Options, content option.

- Example:

```
content: "http|3A|//";
```

- Character matching, case sensitive
- Can use multiple content matches
- Can use hex representation by using pipes
- Some characters must be hex when used:

" (double quotes)	; (semicolon)	: (colon)	(pipe)	\ (backslash)
22	3B	3A	7C	5C

# Content Modifier, nocase option

- Example

```
content: "http|3A|//";
```

- Character matching is case sensitive

Payload	Matched
http://	Yes
HTTP://	No
HtTp://	No

# Content Modifier, nocase option

- Example

```
content: "http|3A|//"; nocase;
```

- Character matching no longer case sensitive

Payload	Matched
http://	Yes
HTTP://	Yes
HtTp://	Yes

# Content Modifier, depth option

- Example

```
content: "abc"; depth: 6;
```

- How far in from the beginning could the content be
- Will match if abc is in the first 6 bytes

Payload	Matched
<u>abc</u> defghi	Yes
defghi <u>abc</u>	No
<u>abc</u> defabc	Yes



# Content Modifier, offset option

- Example

```
content: "abc"; offset: 3;
```

- Starts inspection from the specified byte

Payload	Matched
abc <u>def</u> gh	No
123 <u>abc</u>	Yes
12345 <u>6abc</u>	Yes

# Content Modifier, distance option

- Example:

```
content: "abc"; content: "fgh"; distance: 2;
```

- Distance in bytes the content can be from the previous content option

Payload	Matched
<b>abcdef<u>gh</u>0</b>	Yes
<b>abc012<u>fgh</u></b>	Yes
<b>abcfgh<u>t12</u></b>	No

# Content Modifier, within option

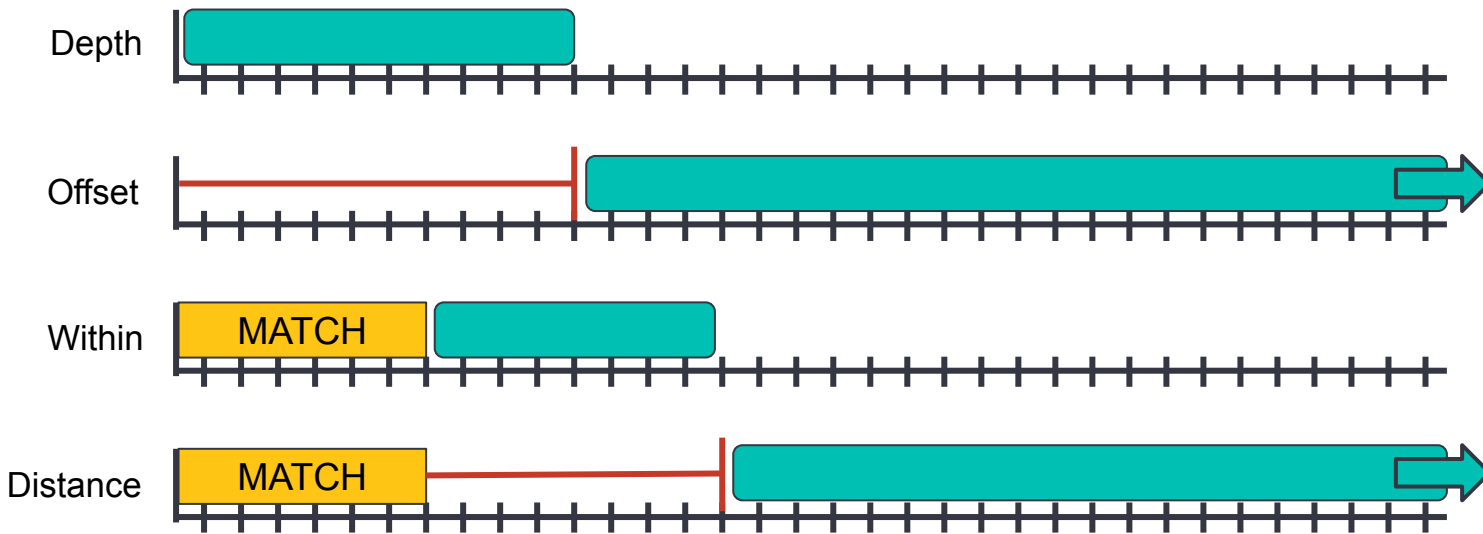
- Example:

```
content: "abc"; content: "def"; within: 6;
```

- Bytes within previous content option
- Cannot be set to zero

Payload	Matched
abc <u>123</u> def	Yes
abc <u>def</u>	Yes
abc <u>12345</u> def	No

# Positioning Modifiers Summary



	How Far to Look	When to Start Looking
From Start of Payload	Depth	Offset
From Previous Match	Within	Distance

# Sticky Buffers

- Apply to all payload keywords following the sticky buffer
  - Look forward in the rule
- Use transformations
  - Transformations can modify data in a buffer
- Use “.” to separate protocol from buffer
  - Most keywords become sticky buffers in version 6.x
  - http.stat\_msg vs http\_stat\_msg
- Example
  - `alert http any any -> any any (http.response_line; content: "403 Forbidden"; sid: 1;)`

# Content Modifiers, Legacy

- Apply to all payload keywords before the content modifier
  - Look backward in the rule
- Use “\_” to separate protocol from the keyword
  - Content modifiers might be seen in rules, as they still function
  - http\_stat\_msg vs http.stat\_msg
- Example
  - `alert http any any -> any any (content: "403 Forbidden"; http_response_line; sid: 1;)`

# Sticky Buffers vs. Keyword Modifiers

- Example

- Modifier

- `alert http any any -> any any (content: "403";  
http_stat_code; content: "Forbidden"; http_stat_msg; sid:  
1)`

- Sticky Buffer

- `alert http any any -> any any (http.response_line;  
content: "403 Forbidden"; sid: 1)`

# CTF: Basic Rules

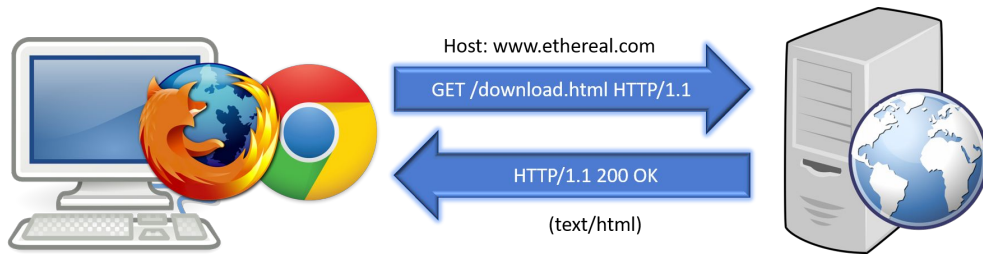


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# Hypertext Transfer Protocol (HTTP)

- Foundation for data communication on the Internet
- Port 80 / 8080 (alt)
- Unencrypted
- Request-Response protocol
  - web browser (client) makes a request
  - website (server) responds with resources
- Stateless protocol
  - some web applications implement states or server side sessions
  - HTTP cookies / hidden variables in web forms



# HTTP Request Example

```
GET /mail/15.1.3028.1103/styles/Base/img/thumbnail.jpg HTTP/1.1
Accept: */*
Referer: http://co108w.col108.mail.live.com/mail/InboxLight.aspx?
FolderID=00000000-0000-0000-0000-000000000001&n=1629970862
Accept-Language: en-us
User-Agent: Mozilla/4.0 (compatible; MSIE 8.0; Windows NT 5.1; Trident/4.0)
Accept-Encoding: gzip, deflate
Host: gfx8.hotmail.com
Connection: Keep-Alive
```

# HTTP Request - HTTP Method



```
GET /mail/15.1.3028.1103/styles/Base/img/thumbnail.jpg HTTP/1.1
Accept: */*
Referer: http://col08w.col108.mail.live.com/mail/InboxLight.aspx?
FolderID=00000000-0000-0000-0000-000000000001&n=1629970862
Accept-Language: en-us
User-Agent: Mozilla/4.0 (compatible; MSIE 8.0; Windows NT 5.1; Trident/4.0)
Accept-Encoding: gzip, deflate
Host: gfx8.hotmail.com
Connection: Keep-Alive
```

http.method

Indicates the desired action to be performed on the identified resource.

GET	requests a specified resource
HEAD	identical to a GET request, but without the response body
POST	appends the enclosed request to a resource
PUT	store enclosed request at the specified URI
DELETE	deletes the specified resource

# HTTP Request - Host/URI



# HTTP Request - HTTP Referer

```
GET /mail/15.1.3028.1103/styles/Base/img/thumbnail.jpg HTTP/1.1
Accept: */*
Referer: http://col08w.col108.mail.live.com/mail/InboxLight.aspx?
FolderID=00000000-0000-0000-0000-000000000001&n=1629970862
Accept-Language: en-us
User-Agent: Mozilla/4.0 (compatible; MSIE 8.0; Windows NT 5.1; Trident/4.0)
Accept-Encoding: gzip, deflate
Host: gfx8.hotmail.com
Connection: Keep-Alive
```

http.referer

Identifies the address of the webpage which is linked to the resource being requested

Common Example:

A Google search leads a user to click on one of the results  
Google.com is the referer for the new HTTP request to the end site

# User Agent

- Software that is acting on behalf of a user
  - web browser
  - email reader (mail user agent)
  - shell application (Powershell, curl, etc.)

## Format:

Mozilla/[version] (system/browser info) [platform] (platform details) [extensions]

## Example:

Mozilla/5.0 (iPad; U; CPU OS 3\_2\_1 like Mac OS X; en-us) AppleWebKit/531.21.10  
(KHTML, like Gecko) Mobile/7B405

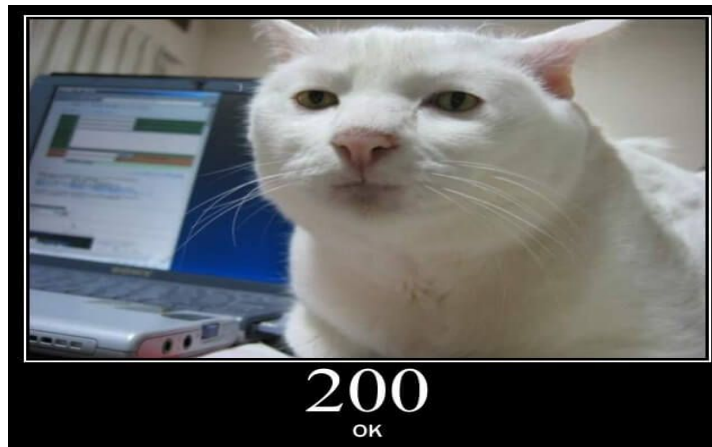
# HTTP Response Example

```
HTTP/1.1 200 OK
Content-Length: 757
Content-Type: image/jpeg
Last-Modified: Fri, 30 Oct 2009 02:45:55 GMT
Accept-Ranges: bytes
ETag: "267f2e1ab59ca1:7a69"
Server: Microsoft-IIS/6.0
HMServer: bay0-g1-008
X-Powered-By: ASP.NET
Date: Wed, 18 Nov 2009 17:20:50 GMT
Connection: keep-alive
Cache-Control: public, max-age=31536000, s-maxage=31536000
Expires: Wed, 10 Nov 2010 12:00:00 GMT
```



# Status Codes

- Informational - 1XX
- Successful - 2XX
- Redirection - 3XX
- Client Error - 4XX
- Server Error - 5XX



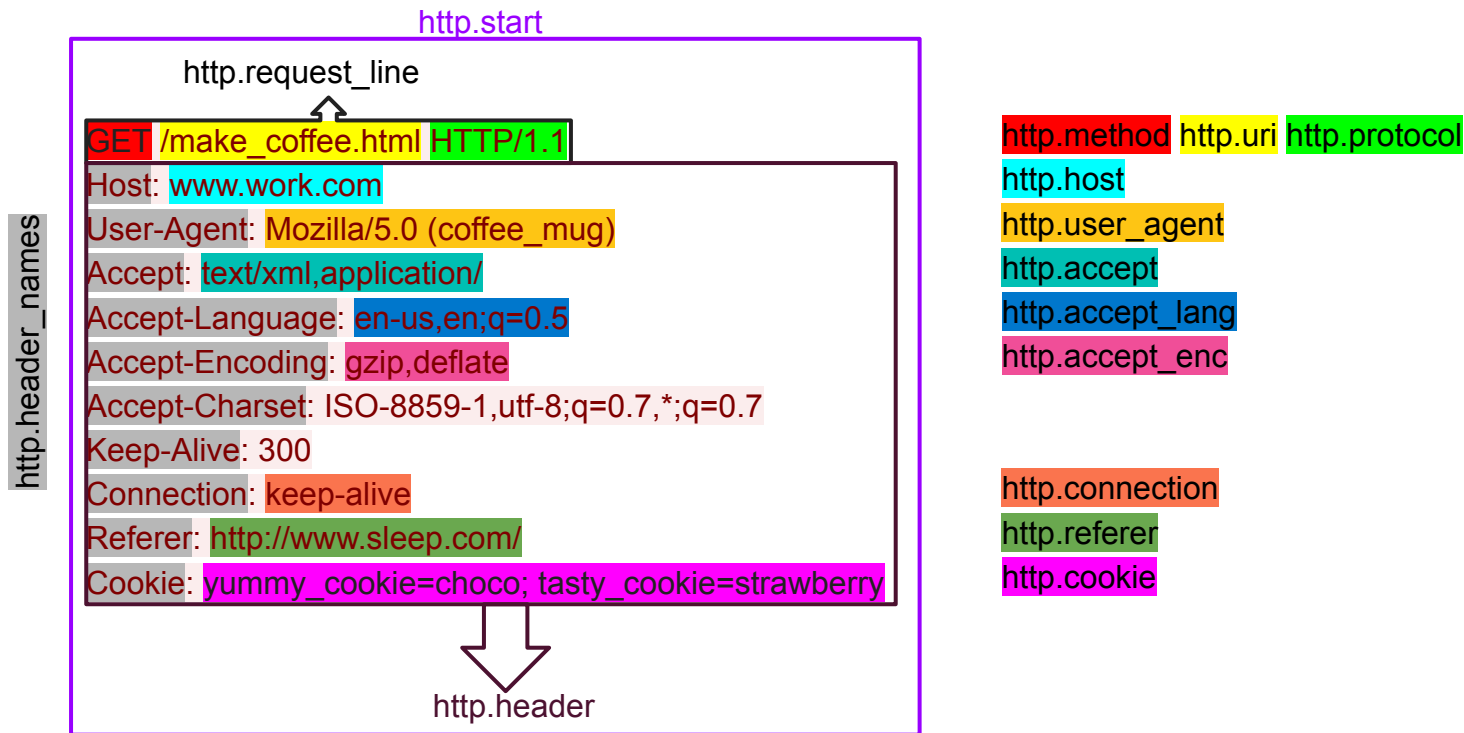
# Attack Examples

- HTTP Flood
  - Garbage flood
  - GET flood
- HTTP Fuzzing / Misbehaved fields
  - G3T request
  - HTTP version 1,1
- Low and Slow (Slowloris)
  - G... E... T...
  - hold open connections for as long as possible
- Eavesdropping
- Microsoft Email

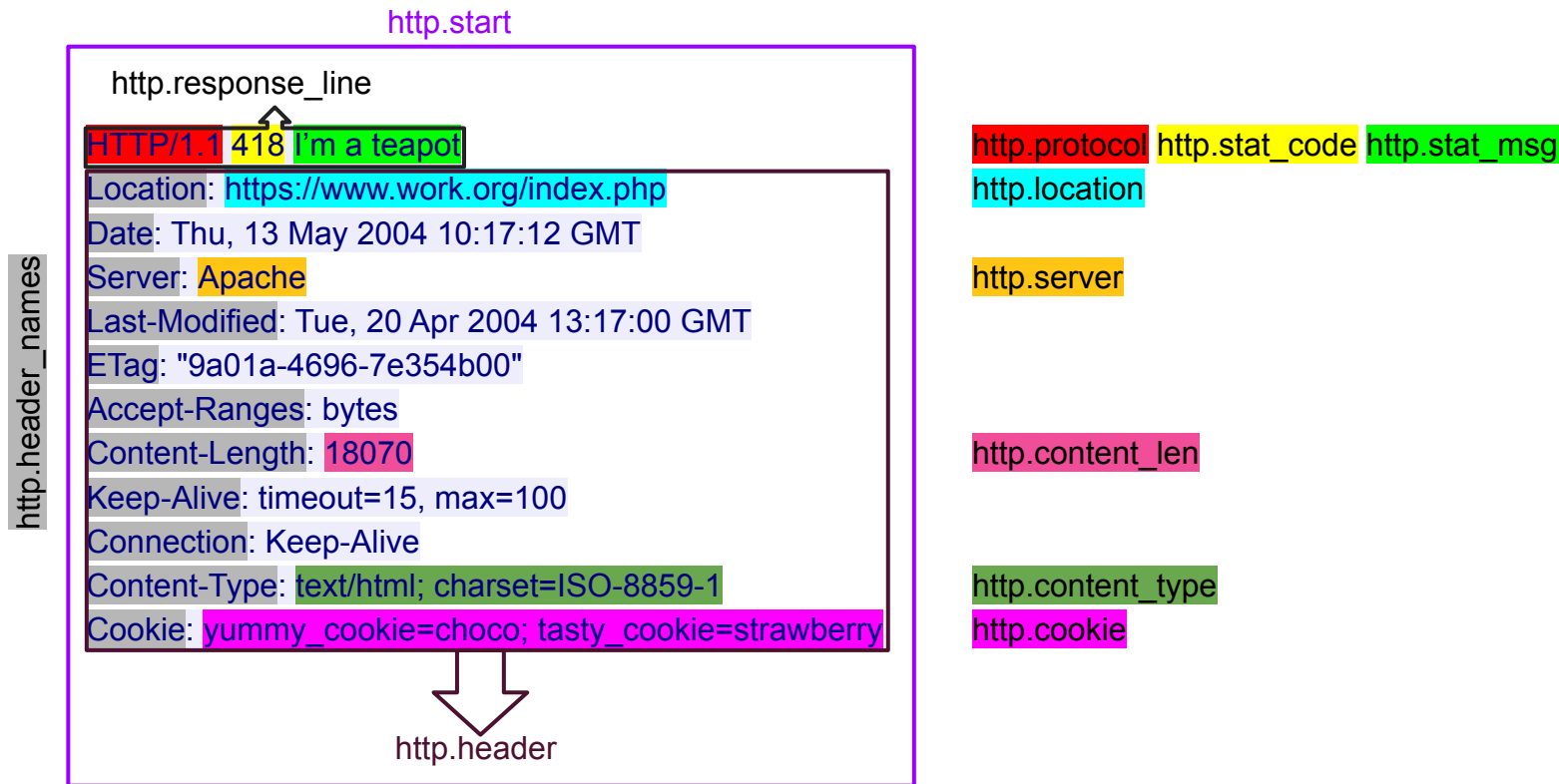
# Suricata HTTP inspections

Keyword	Type	Description
http.uri	Sticky buffer	Matches URI after HTTP method (e.g., /index.html)
http.method	Sticky buffer	Matches HTTP method (e.g., GET, POST, etc)
http.request_line	Sticky buffer	Limits matches to request line (e.g., GET /index.html HTTP/1.1)
http.header	Sticky buffer	Matches any HTTP header
http.cookie	Sticky buffer	Matches HTTP cookies
http.user_agent	Sticky buffer	Matches User-Agent header
http.host	Sticky buffer	Matches Host header

# Suricata HTTP Request Sticky Buffers



# Suricata HTTP Response Sticky Buffers



# HTTP rules

- When matching HTTP, instead of specifying the port, let Suricata do the work.

```
alert http any any -> any any (msg: "Found HTTP"  
sid: 4;)
```

```
alert http any any -> any any (msg: "Found an  
iframe!"; content: "iframe"; sid: 5;)
```

# CTF: HTTP Rules

# HTTP Rules - Review

1. Fire when it detects POST HTTP methods
2. Fire when it detects POST HTTP methods to a known bad host "amellet.bit"
3. Fire when it has the response message and code of 301 Moved Permanently



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*It's not DNS*

*It's never the DNS*

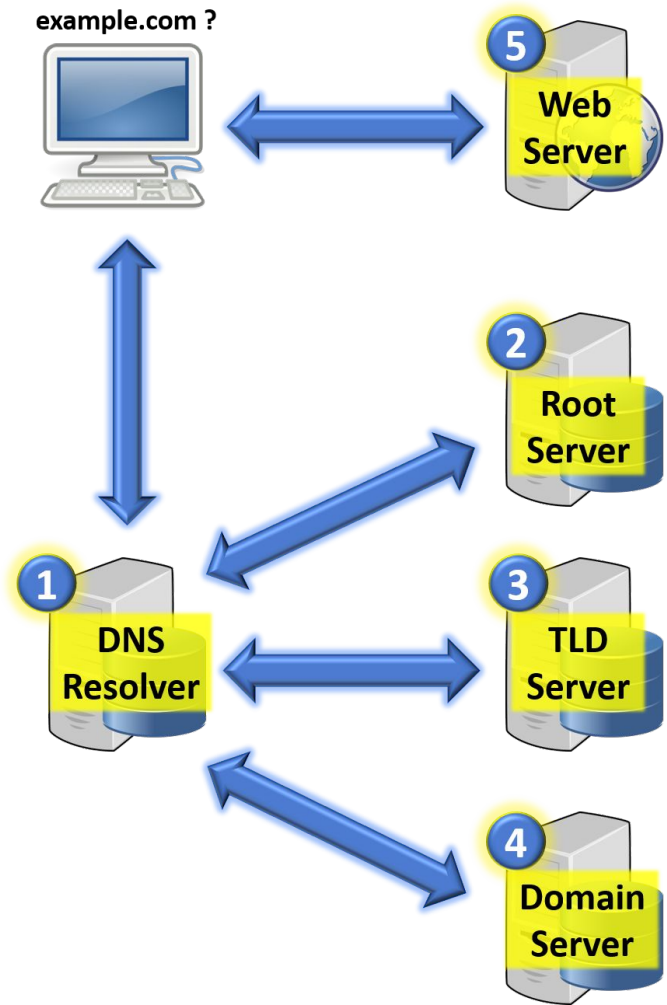
*It was DNS...*

*I did not believe  
Yet Alas! It was so true  
Heed the damn haiku*

*Patton*

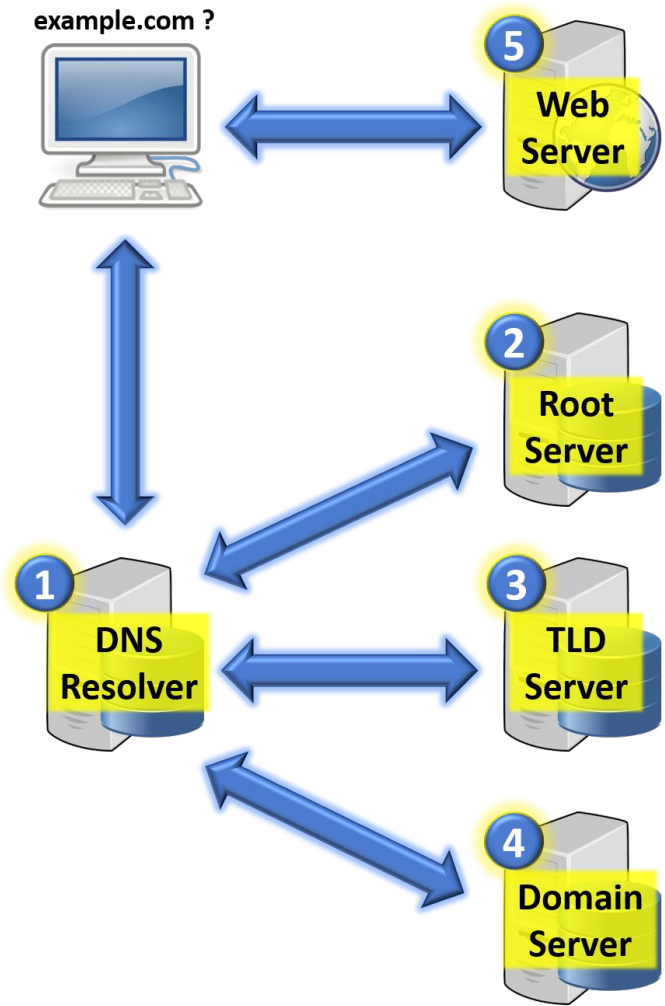
# Domain Name System (DNS)

- Phonebook of the Internet
  - `www.example.com == 192.168.1.1`
- Four servers involved:
  - DNS recursor
  - Root nameserver
  - TLD nameserver
    - “.com”, “.net”, etc.
  - Authoritative nameserver
    - `example.com`
- Query & Reply
- UDP Port 53 (5353)
  - netBIOS?



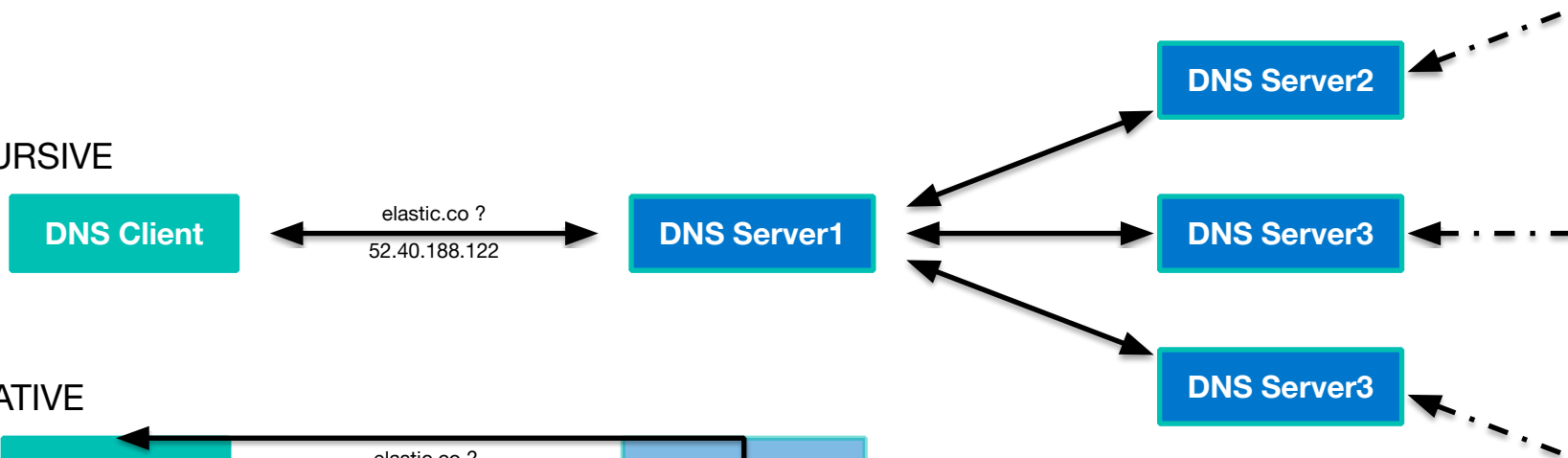
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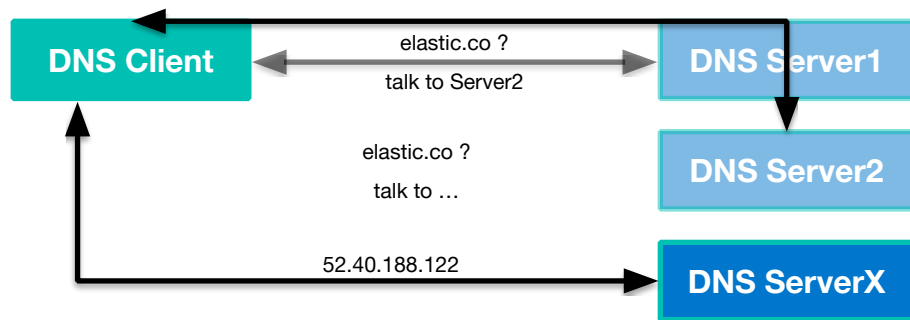


# DNS IMPLEMENTATIONS

## RECURSIVE

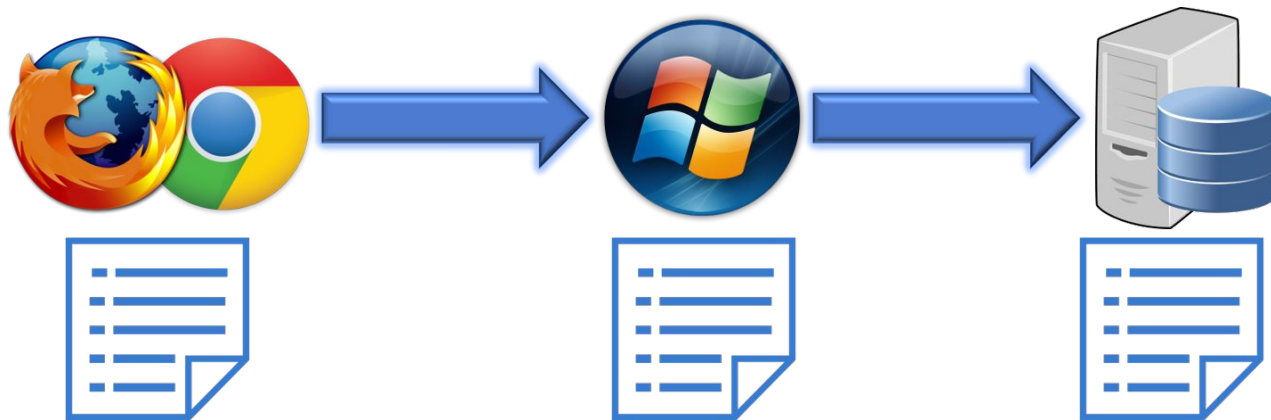


## ITERATIVE



# DNS Caching

- Browser DNS caching
  - usually for a shorter period of time
- OS level DNS caching
  - will check the local cache for any application request
  - this also pulls from the “hosts” file
- DNS Server caching



# Resource Record (RR) Types

- A
  - host address
- AAAA
  - IPv6 host address
- NS
  - name server
- CNAME
  - canonical name for an alias
- SOA
  - start of authority

# Attack Examples

- Zone Transfer (legitimate?)
  - Replicate DNS database across a set of DNS servers
  - TCP, client-server transaction
- Open Recursive DNS servers
  - allows anyone on the Internet to use the recursive DNS
- NXDOMAIN attack
  - tons of requests to non-existing domains
- DNS Poisoning / Spoofing
- DNS Tunneling



# Suricata DNS Keyword

- dns.query: Provides a normalized string to match against
- DNS query on the wire (snippet)

```
|04|mail|06|google|03|com|00|
```

- dns.query sticky buffer contents: mail.google.com

# Suricata DNS Keyword

- Example **without** prepending a “.” to content
  - `alert dns any any -> any any (dns.query; content: "read.com"; sid: 1)`

Payload	Matched
<u>www.read.com</u>	Yes
read.com	Yes
bread.com	Yes
www.lipread.com	Yes

# Suricata DNS Keyword

- Example **with** prepending a "." to content
  - `alert dns any any -> any any (dns.query; content: ".read.com"; sid: 1)`

Payload	Matched
<u>www.read.com</u>	Yes
www.lipread.com	No
bread.com	No
read.com	No

# Transformations

- Keywords that modify data in a sticky buffer
- Examples
  - `dotprefix;` - interprets prepending “.” to enable accurate domain checking
  - `strip_whitespace;` - removes whitespace from the buffer
  - `compress_whitespace;` - compresses adjacent whitespace into a single space

# Transformations, dotprefix option

- Example **with** dotprefix

```
- alert dns any any -> any any (dns.query; dotprefix;  
  content: ".read.com"; sid: 1)
```

Payload	Matched
<u>www.read.com</u>	Yes
www.lipread.com	No
bread.com	No
read.com	Yes

# CTF: DNS Rules

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8. **Regex & PCRE**

# What is Regex?

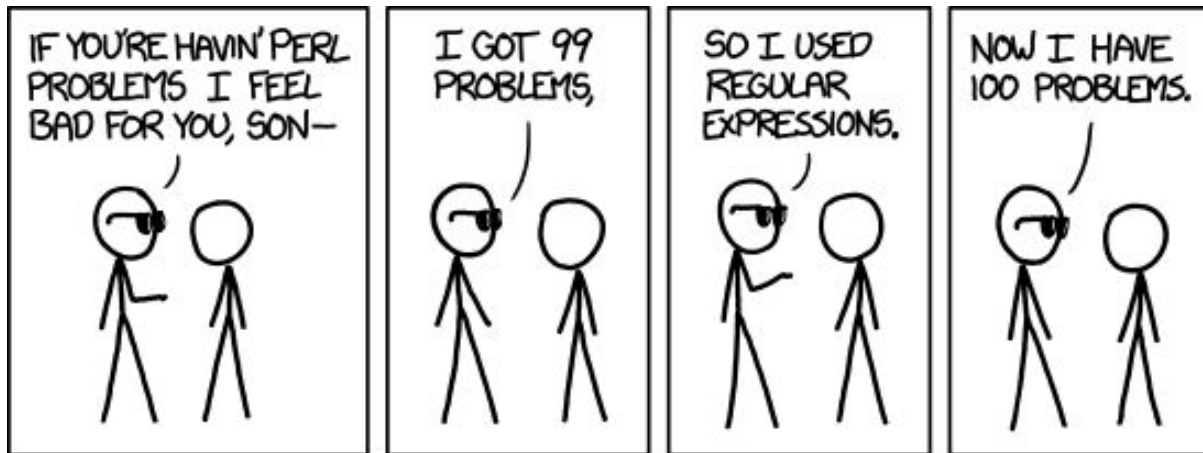
- Text-based syntax to define patterns
- Used to find / find & replace text
- Resources:
  - <https://www.debuggex.com>
  - <https://www.rexegg.com/regex-quickstart.html>
  - <https://regexr.com>
  - <https://regex101.com>
  - <https://regexone.com>



# Regex Basics

- Can anyone explain what is happening here?

```
^[a-zA-Z0-9._]+@[a-zA-Z0-9]+\.[a-zA-Z]{2,3}$
```



# Regex - Basic Character Matching

- Alphanumeric characters behave as expected, standard string match
- Regex is **case sensitive**

- **Regex: o**
- Looks for strings with at least one 'o' in them

Payload	Match
b <u>o</u> ok	Yes
B <u>o</u> oth	Yes
DOG	No

- **Regex: t711**
- Looks for strings containing 't711'

Payload	Match
about <u>t711</u> 6	Yes
Boo <u>t711</u> 3	Yes
dog2513	No

# Regex - Collections

- [xyz]      Brackets allow you to specify multiple characters for matching
- [x-z]      Specify ranges using dashes
- Capitalization matters

- **Regex: [db]**
- 'd' or 'b'

Payload	Match
<u>d</u> og	Yes
<u>b</u> ook	Yes
Booth	No

- **Regex: [A-Z]oo**
- Contains character between capital 'A' and 'Z' followed by 'oo'

Payload	Match
<u>B</u> ook	Yes
<u>Z</u> oo	Yes
root	No

# Regex - Anchors

- **^** Used to specify the beginning of a line
- **\$** Used to specify the end of a line

- **Regex: ^bot**
- Start with the string 'bot'

Payload	Match
<u>bottle</u>	Yes
<u>bot</u>	Yes
abbot	No

- **Regex: ^[db]ot\$**
- Starts with a 'b' or 'd' followed by an 'ot' at the end of the string

Payload	Match
<u>bot</u>	Yes
<u>dot</u>	Yes
bottom	No

# Regex - Quantifiers

- ? Zero or one times
- + One or more
- \* Zero or more

- **Regex: ou?t**

- Looks for strings containing 'out' or 'ot'
- 'u' can occur zero or one time

Payload	Match
Bo <u>o</u> th	Yes
ab <u>o</u> ut	Yes
dog	No

- **Regex: bo\*a?t**

- 'b'
- 'o' can occur zero or more times
- 'a' can occur zero or one times
- 't'

Payload	Match
<u>bo</u> at	Yes
<u>boo</u> t	Yes
baat	No

# Regex - Quantifiers

- `{x}` Specifies number of times character repeats
- `{x,y}` Specifies range for the number of repeats

- **Regex: `[a-c]{4}`**
- Contains the characters a,b, or c 4

Payload	Match
<u>abba</u>	Yes
<u>tbaba</u> 1028509	Yes
cactus	No

- **Regex: `b[aeiou]{2,4}`**
- Starts with 'b', followed by 2 to 4 lowercase vowels

Payload	Match
<u>boot</u>	Yes
<u>beeoos</u>	Yes
bits	No

# Regex - Wildcard

- . Counts as a wildcard (any character)

- **Regex: `^o.+t$`**
- Line starts with 'o' followed by one or more of any character, ending with 't'

Payload	Match
<u>oAt</u>	Yes
<u>o34@fgA-h24get</u>	Yes
oats	No

- **Regex: `.*`**
- Looks for any character zero or more times
- Will match every string

Payload	Match
<u>dot</u>	Yes
<u>boot</u>	Yes
<u>Booth</u>	Yes

# PCRE escaped characters

- These characters have special functions in regex.

<code>. ^ \$ * +   ? ( ) [ ] { } \</code>
---

- The user must “escape” this special function to refer to the literal string characters

<code>.</code>	wildcard
<code>\.</code>	literal period character
<code>+</code>	one or more of the previous character
<code>\+</code>	literal plus character
<code>[</code>	offers range of character options ex. <code>[a-z]</code>
<code>\[</code>	literal left bracket character



# PCRE escaped characters

.	wildcard
\.	literal period

- **Regex: .com\$**
- One or more lowercase letters followed by a wildcard, ending with 'com'

Payload	Match
spacejam.com	Yes
broadcom	Yes
snort-org	No

- **Regex: \.com\$**
- One or more lowercase letters ending with '.com'

Payload	Match
spacejam.com	Yes
broadcom	No
snort-org	No

# Regex Basics

- ~~Can anyone~~ Everyone can explain what is happening here!

```
^[a-zA-Z0-9._]+@[a-zA-Z0-9]+\.[a-zA-Z]{2,3}$
```

<b>^</b>	Start of Line!
<b>[a-zA-Z0-9._]</b>	Any letter (lower or UPPER) number, period or underscore
<b>+</b>	One or more
<b>@</b>	Literal “@” character
<b>\.</b>	Literal “.” character
<b>[a-zA-z]</b>	Any letter (lower or UPPER)
<b>{2,3}</b>	2 or 3 times
<b>\$</b>	End of Line!

# CTF: Regex

# PCRE

- Academic Example

- `pcre: "/<regex>/<flags>";`

- Expensive to run, can cause negative performance
- Typically combined with the content option

Flags	Description
i	case insensitive
s	. now matches line break characters
m	Will search patterns across multiple lines

# PCRE

- Example

- `pcre: "/^(w{3}\.)?google.*"/;`

Payload	Match
www.google.com	Yes
googlestar.edu	Yes
fakegoogle.com	No

# CTF: PCRE Rules

# PCRE Rules - Review

1. Create a rule using PCRE that matches websites that end in "bit" or "tk"

# Quiz



# Suricata Quiz - Part 1

1. What purpose does an "Intrusion Detection System" like Suricata serve?

- a. Identify things that are normally missed by Analysts
- b. Identify unknown anomalies
- c. Identify known bad
- d. Utilizes signatures to identify known good

2. True or False: On release, a key differentiator Suricata had from Snort was its multi-threaded capabilities.

3. What three parts make up a Suricata signature?

## Suricata Quiz - Part 2

4. What protocol options are available for inspection when referring to Suricata?
5. True or False: Meta-settings in a rule affect Suricata's inspection.
6. True or False: These rule options will match against the following traffic:

Rule:

```
(msg: "test"; content: "evil|3A|stuff"; sid: 1;)
```

Traffic:

```
EVIL:stuff
```

Remember: `x003A` is equivalent to a colon ":"

## Suricata Quiz - Part 3

7. In the signature header, how can you describe 10.0.0.0/24 and exclude 10.0.0.11 and 10.0.0.12?

8. True or False: These rule options will match against the following traffic:

Rule: `(msg: "quiz"; http.uri; content: "/index";  
http.uri; content: "html"; within:5; sid: 1;)`

Traffic: `GET /index.html HTTP/1.0\r\n`

## Suricata Quiz - Part 4

9. True or False: These rule options will match against the following traffic:

Rule: `(msg: "quiz"; http.uri; content: "GET"; sid: 1;)`

Traffic: `GET /index.html HTTP/1.0\r\n`

10. True or False: Snort rules can be used in Suricata