

WhisperSuite: Ghost Operator Handbook

1. Introduction

WhisperSuite is a covert red team operations toolkit built for stealth, deception, and precision.

It is designed for high-impact simulations and advanced adversary emulation. Built in memory of Raven,

it represents a spirit that walks unseen, leaving only whispers behind.

2. Operational Doctrine

Ghost Operators adhere to strict stealth doctrine:

- Move silently, leave no trace.
- Persistence must not compromise secrecy.
- Blend into trusted flows: Active Directory, BLE devices, user impersonation.
- Prioritize payload polymorphism to evade pattern-based detection.
- Encrypt everythingleak nothing.

3. Setup & Deployment

Prepare your device:

- Load `WhisperSuite_Build` onto USB or Flipper Zero.
- Configure BLE broadcasting app (GhostWhisperer).
- Deploy `BLETrigger.ps1` or use Flipper USB injection.

4. Execution Phases

1. Trigger via BLE or USB (BLETrigger.ps1).
2. GhostResidency deploys modules: Logger, Seal, Hollow, Pivot.
3. Polymorph generates unique variants per host.
4. Commands are pulled from `.ghost.cfg` with signature validation.

5. Command Reference

LOG Launch GhostLogger

SEAL Encrypt accessed files via GhostSeal

EXFIL Archive & stash payload using GhostHollow

PIVOT Attempt AD impersonation & lateral movement (GhostPivot)

WIPE Erase all traces of operation

6. Field Tactics

- Avoid launching during known audit windows.
- Physically plant BLE beacon near air-gapped terminals.
- Validate file clicks before sealing or exfiltrating.
- Use signed `.ghost.cfg` commands for control under surveillance.

7. Deconfliction & Safety

- Never reuse polymorphic payloads.
- Enable Self-Destruct in GhostKey.dll for high-risk targets.
- Wipe logs using SilentBloom.ps1 after mission completion.
- Exfil into hidden USB paths with benign file names.

8. Appendices

- BLE Recon Cheat Sheet
- AD & Impersonation Command Cheat Sheet
- Signature Format (HMAC-SHA256)
- GhostTag Convention: per-user, per-host rotation
- Timestamp-based encryption logic reference