Hunting beacons

Bartosz Jerzman

agenda

Part I: HTTP beacon detection

Part II: HTTPS beacon detection

Part III: Let’s hunt them early – C2 scanning

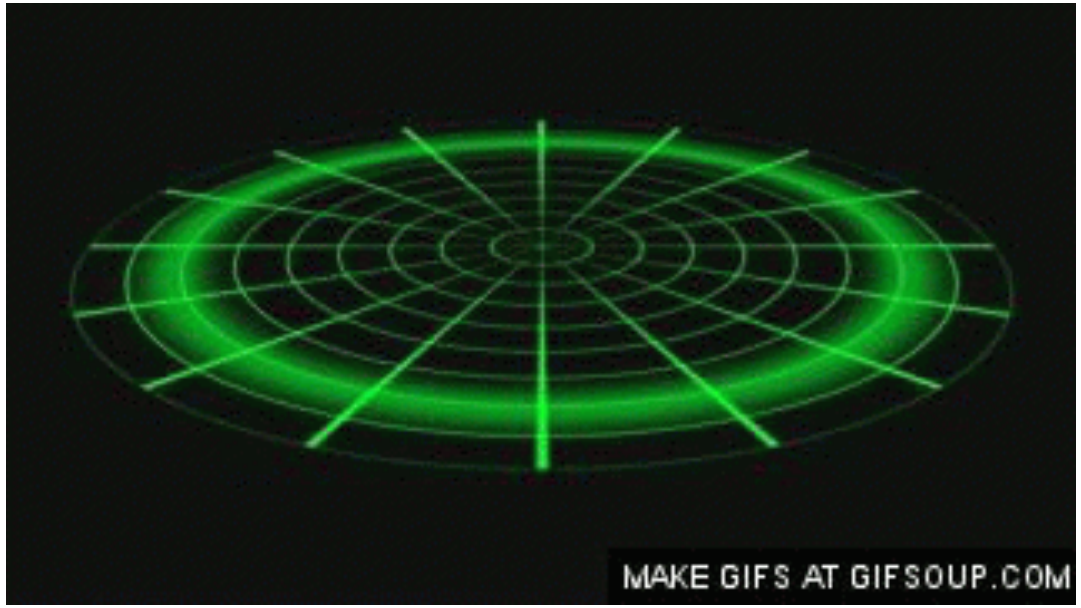
whoami

- Sysadmin and network defender for the Polish Navy
- Incident responder
- Pentester
- Cyber threat intelligence analyst & adversary hunter
- @secman_pl

PART I
Beaconing over HTTP

What is beaconing?

- Malware does **not keep long connection** to C2
- Malware connects to C2 **periodically**
- Beaconing can occur regularly at **constant intervals**
- Or it can occur at **pseudorandom** moments of time



Time for x33fcon 2019 most popular meme

Signature matching for beaconing?

```
GET /bv1-1/bootstrap-client.e586233111433.min.js HTTP/1.1
Accept: */*
Host: a.slack-edge.com
Accept-Encoding: gzip, deflate, br
Cache-Control: max-age=0
Connection: keep-alive
If-None-Match: L6bXhGEjHbue_EBv4yMWOM_VqZQtr_kXsLqc0pUkD3EaaFu1gx607ToTEuQPfFgD0XTk0e2XP_L-
NhxceSAosZwHEFCWNAPvAbk2D3WD6GhPMAIKAuyWpUPPscCdfnKtxCz8mjf_cnfuvpMjJHcOm3E3RZZ5UhR1uVzx-GtL4_I
User-Agent: Slack-1.0(+https://api.slack.com/robots)

HTTP/1.1 200 OK
Date: Fri, 1 Mar 2019 21:11:10 GMT
via: 1.1 varnish
Cache-Control: max-age=315360000, public
Connection: keep-alive
x-cache: HIT
Vary: Accept-Encoding
Content-Length: 156
X-Malware: X5O!P%@AP[4\PZX54(P^)7CC)7}$EICAR-STANDARD-ANTIVIRUS-TEST-FILE!$H+H*

webpackJsonp([451],{1797:function(t,e){!function(t){"use strict";t(function()
{t.support.transition=function(){var t=;return t&&{end:t}}()})}(window.jQuery);
```

PAYLOAD

Cobalt Strike beacon traffic simulating Slack communication

Would your SOC escalate on this?

211 | 2 | 2 | 20:24:21 | SURICATA HTTP gzip decompression failed | 2221001

alert http any any -> any any (msg:"SURICATA HTTP gzip decompression failed"; flow:established; app-layer-event:http.gzip_decompression_failed; flowint:http.anomaly.count,+,
d-decode; sid:2221001; rev:1;)

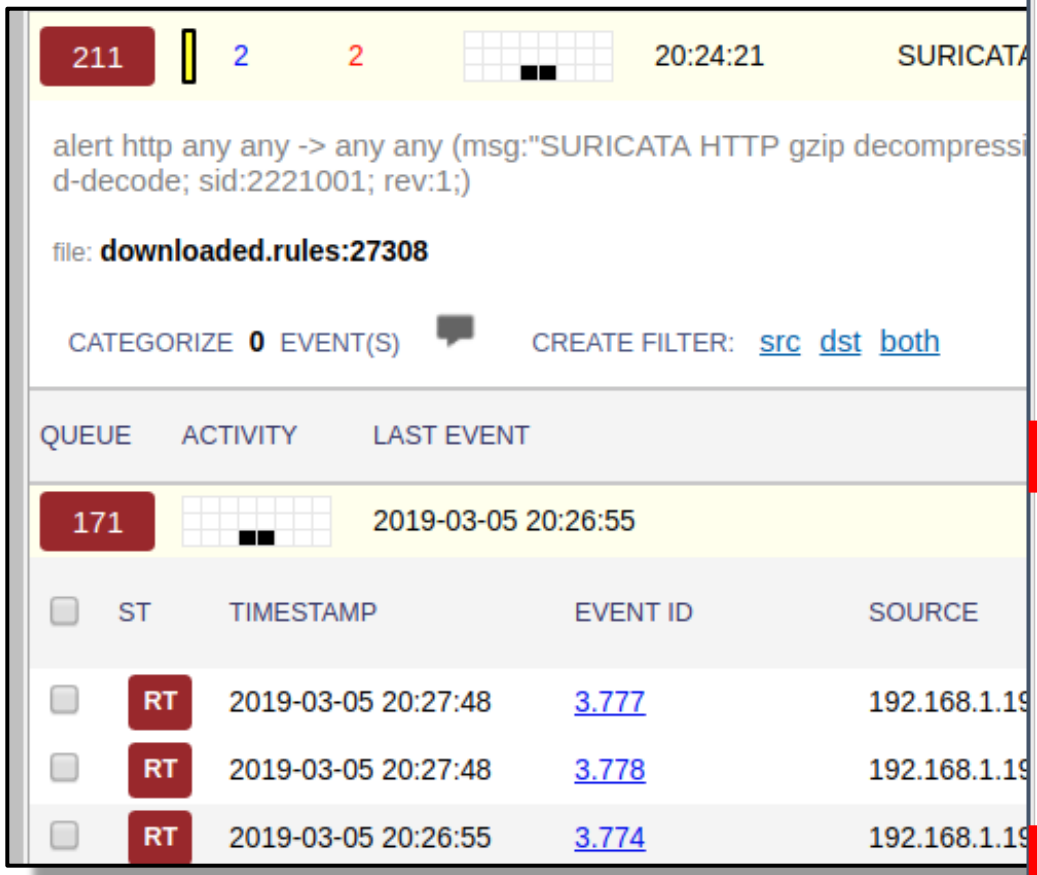
file: **downloaded.rules:27308**

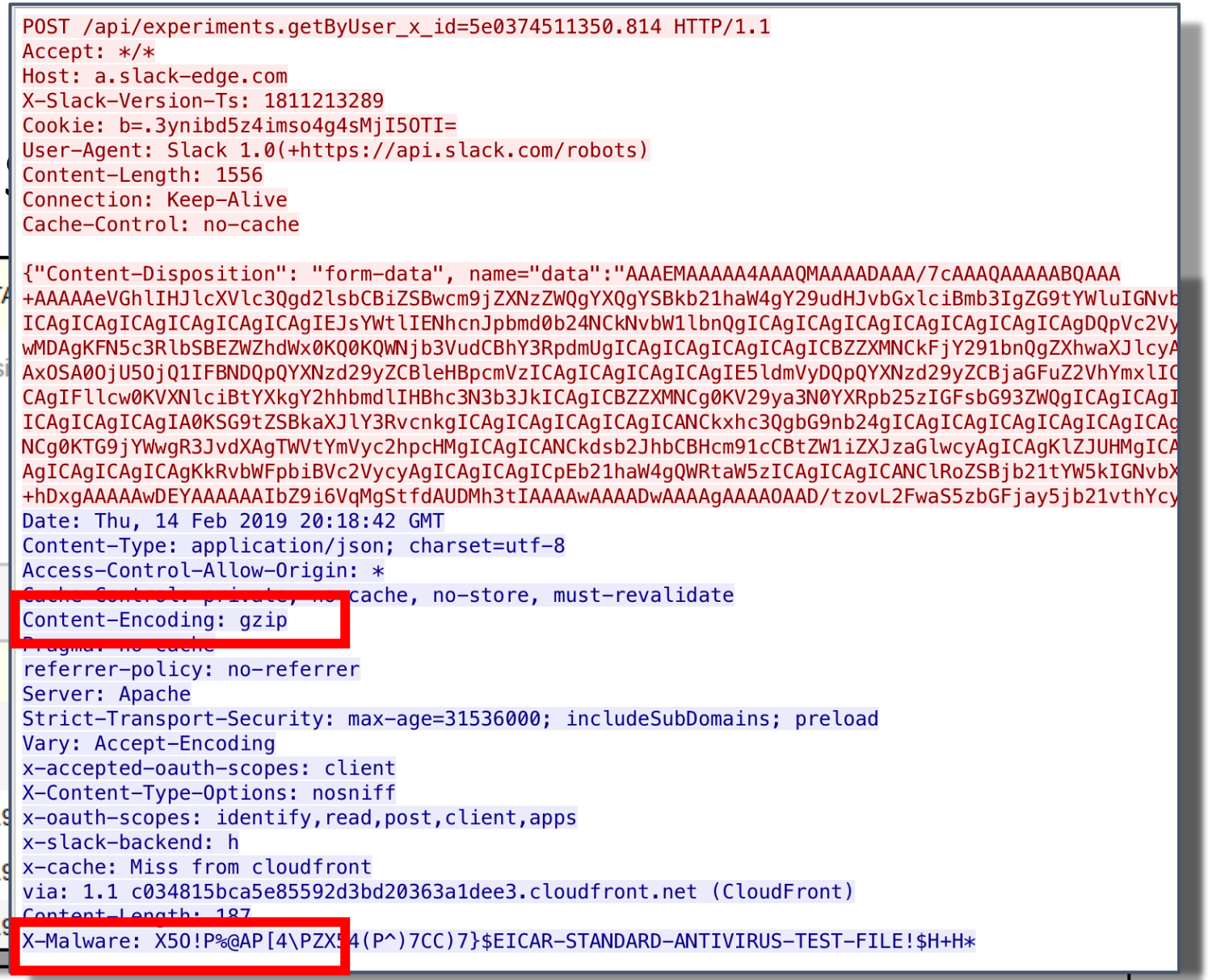
CATEGORIZE **0** EVENT(S) CREATE FILTER: src dst both

QUEUE	ACTIVITY	LAST EVENT	SOURCE	AGE	COUNTRY	DESTINATION	AGE
171		2019-03-05 20:26:55	192.168.1.19	9	*RFC1918 (.lo)*	192.168.1.20	9

ST	TIMESTAMP	EVENT ID	SOURCE	PORT	DESTINATION	PORT	SIGNATURE
RT	2019-03-05 20:27:48	3.777	192.168.1.19	80	192.168.1.20	49928	SURICATA HTTP gzip decompression failed
RT	2019-03-05 20:27:48	3.778	192.168.1.19	80	192.168.1.20	49928	SURICATA HTTP gzip decompression failed
RT	2019-03-05 20:26:55	3.774	192.168.1.19	80	192.168.1.20	49923	SURICATA HTTP gzip decompression failed

Would your SOC e





IDS detected that HTTP response body **is not gzipped** as it has been declared in the response headers.

Set of hipothesis:

#1: analysis of intervals of connections

#2: same URI for different Host names

#3: same or none Referrer to many URIs

#4: different URIs but length is constant

Dataset:

- Data from Cyber Defence Excercise: **„Locked Shields”**
- PCAP -> processed by BRO-IDS/ZEEK -> http.log
- Example of data from **http.log**
- Alternative data sources: flows, webproxy logs

srcIP	srcPort	dstIP	dstPort	method	host	uri	user_agent	Req_body_length	Resp_body_length	cookie
10.18.7.3	50474	39.88.160[.]18	80	POST	test.com	/test.php	Mozilla/5.0 (Windows NT 6.1; WOW64)	0	303	Trackr=eDMzZmNvbg==

Hipothesis #1: analysis of connections intervals

Assumption: Connection intervals from malware to C2 server are distributed around some average value.

WHY?

Beaconing malware often has configuration options for setting:

- **sleep** time
- **jitter** (variations from central value)

```
#default Beacon sleep duration and jitter
set sleeptime "60000";
set jitter    "20";
```

Hipothesis #1: analysis of connections intervals

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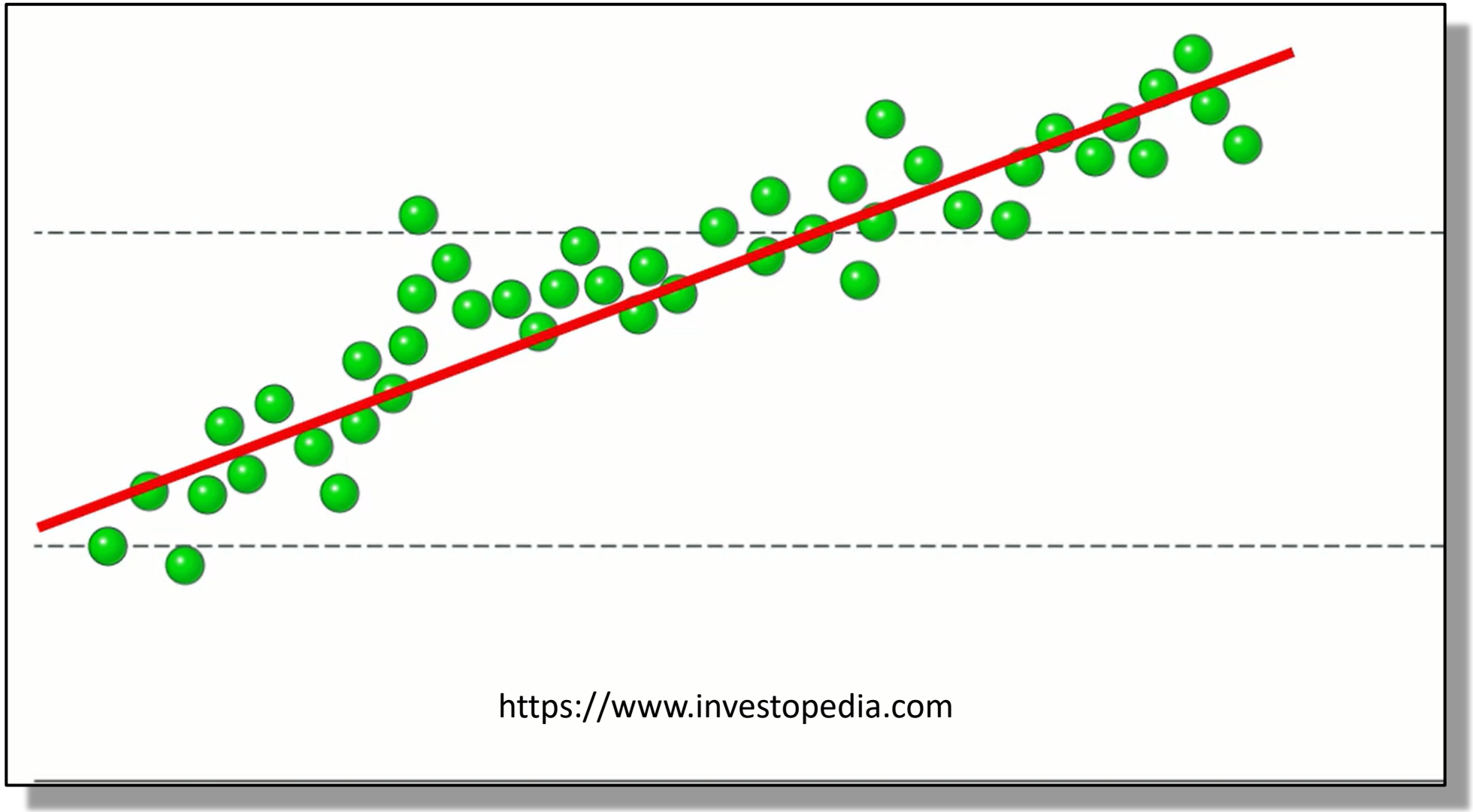

Hipothesis #1: analysis of connections intervals

Beacon A: Cobalt Strike payload with configuration{ **60 s sleep, 20% jitter** }

Beacon B: Cobalt Strike payload with **manual sleep** commands from operator

Beacon	#1	#2	#3	#4	#5	#6	AVG	STDDEV	Variation Coefficient
A	48s	51s	62s	69s	55s	60s	**57,5s**	**+/- 7,75 s**	**13,4 %**
B	1s	2s	100s	14s	70s	27s	**35,7s**	**+/- 40,5 s**	**113,5 %**

Hipothesis #1: analysis of connections intervals

Beacon

Beacon

$$\textbf{Var. Coeff.} = \frac{STDDEV}{AVG} * 100\%$$

on{ **60 s sleep, 20% jitter** }

ep commands from operator

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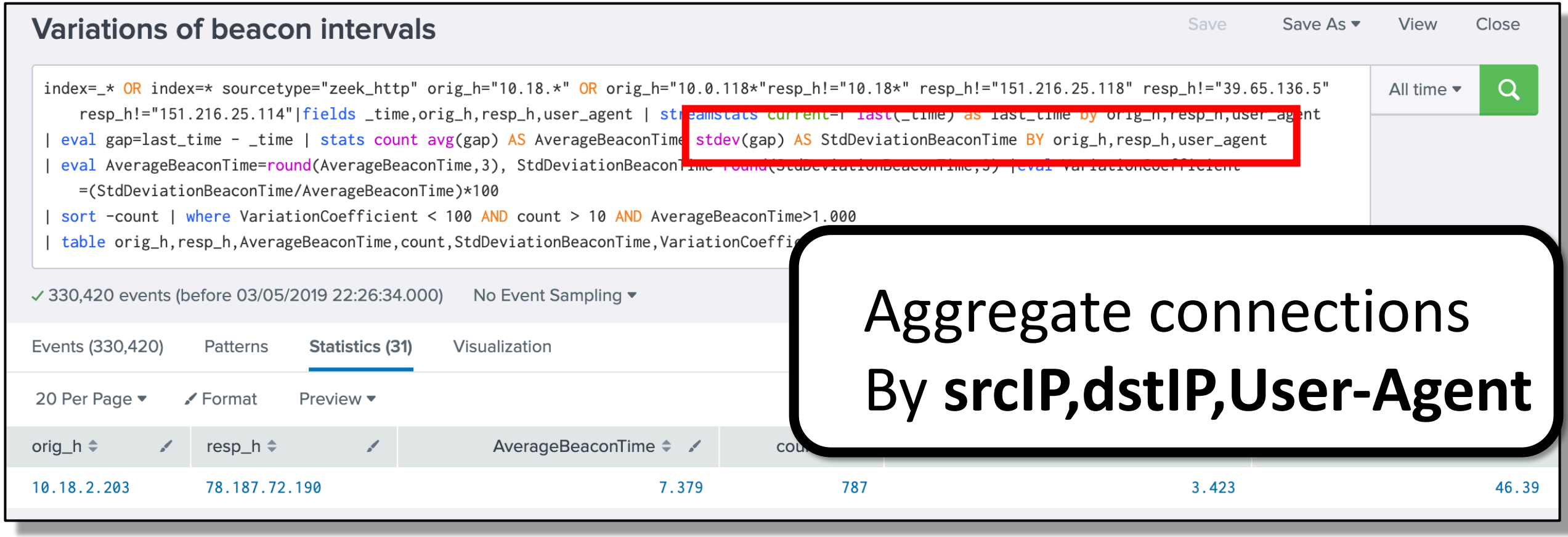
Hipothesis #1: analysis of connections intervals

Query inspired by: https://www.splunk.com/blog/2018/03/20/hunting-your-dns-dragons.html

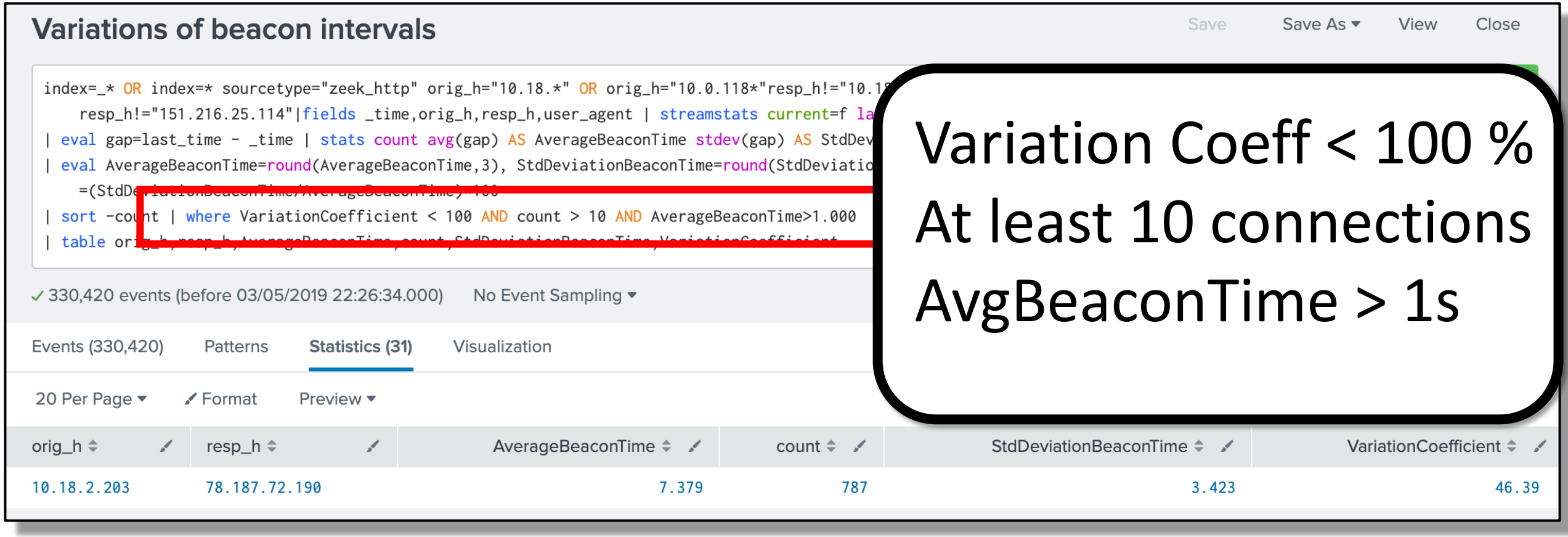
Hipothesis #1: analysis of connections intervals



Aggregate connections
By **srcIP,dstIP,User-Agent**

Query inspired by: https://www.splunk.com/blog/2018/03/20/hunting-your-dns-dragons.html

Hipothesis #1: analysis of connections intervals



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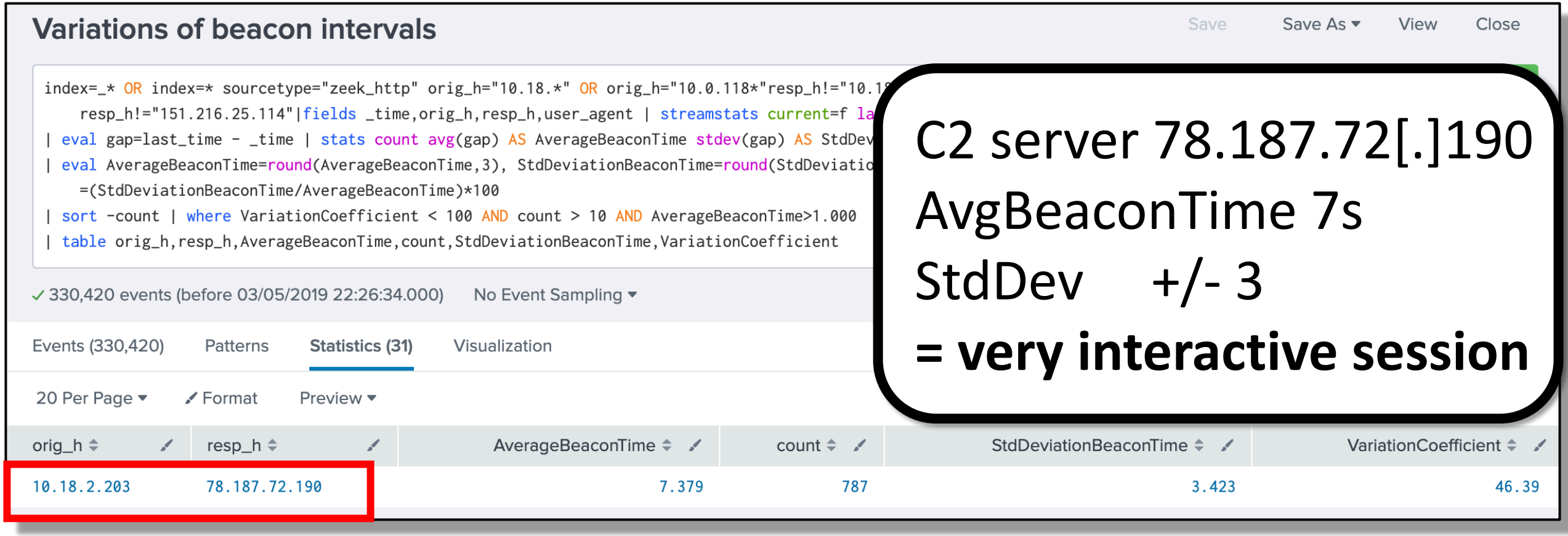


C2 server 78.187.72[.]190
AvgBeaconTime 7s
StdDev +/- 3
= very interactive session

Hipothesis #1: analysis of connections intervals

Variations of beacon intervals

Edit ▾ | More Info ▾ | Add to Dashboard

All time ▾

✓ 330,420 events (before 04/05/2019 12:08:30.000)

31 results 20 per page ▾

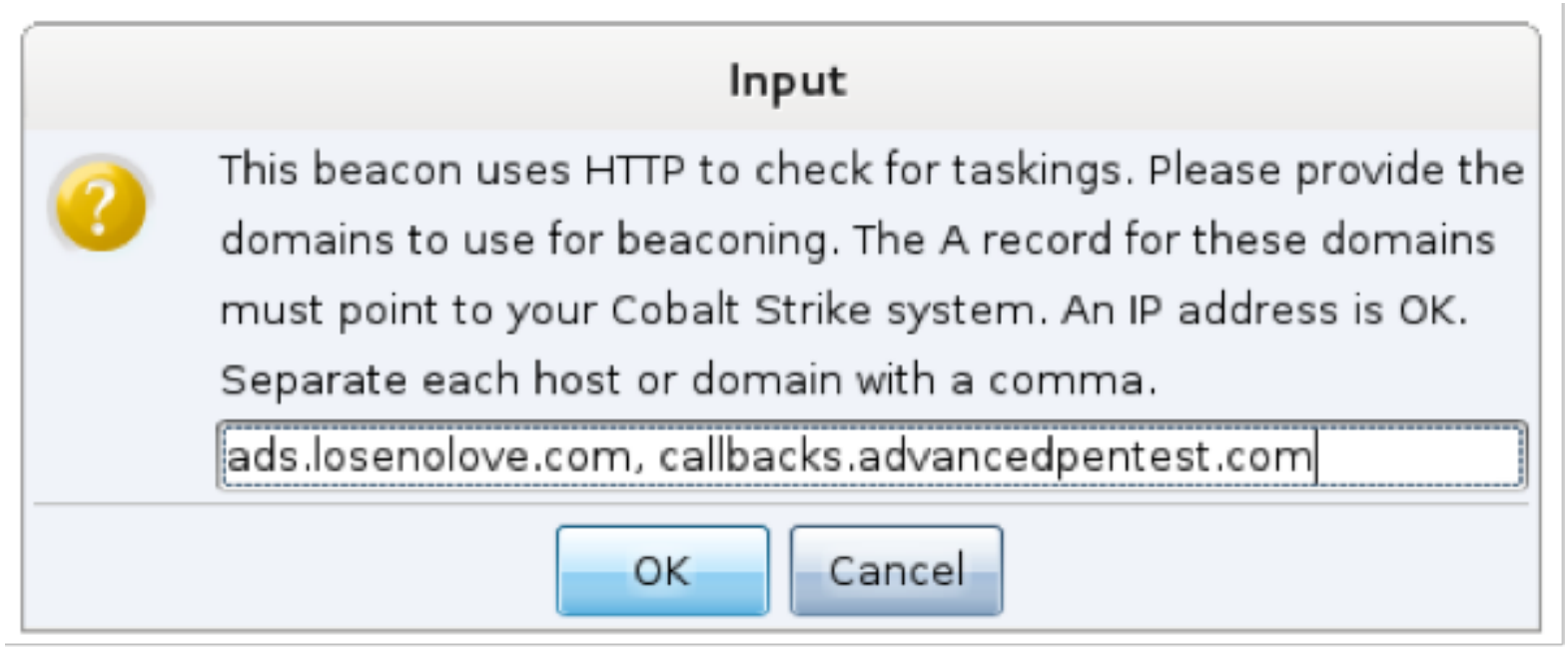
orig_h	resp_h	AverageBeaconTime	cou		
10.18.3.157	151.216.25.124	103.359			
10.18.2.40	151.216.23.8	1.327			
10.18.2.43	185.33.223.197	1.083			
10.18.3.176	54.230.96.182	600.059			
[illegible]	[illegible]	1.638			
10.18.3.175	222.186.31.162	1679.970	12		484
10.18.3.176	2.18.73.254	1980.147	12	961.668	48.5655
10.18.3.177	2.18.73.254	1959.076	12	492.761	25.1527

C2 server 222.186.31[.]162
BeaconTime: 28min
+/- 7 min
Longterm operation for maintaining access

Hipothesis #2: same URI for different Host names

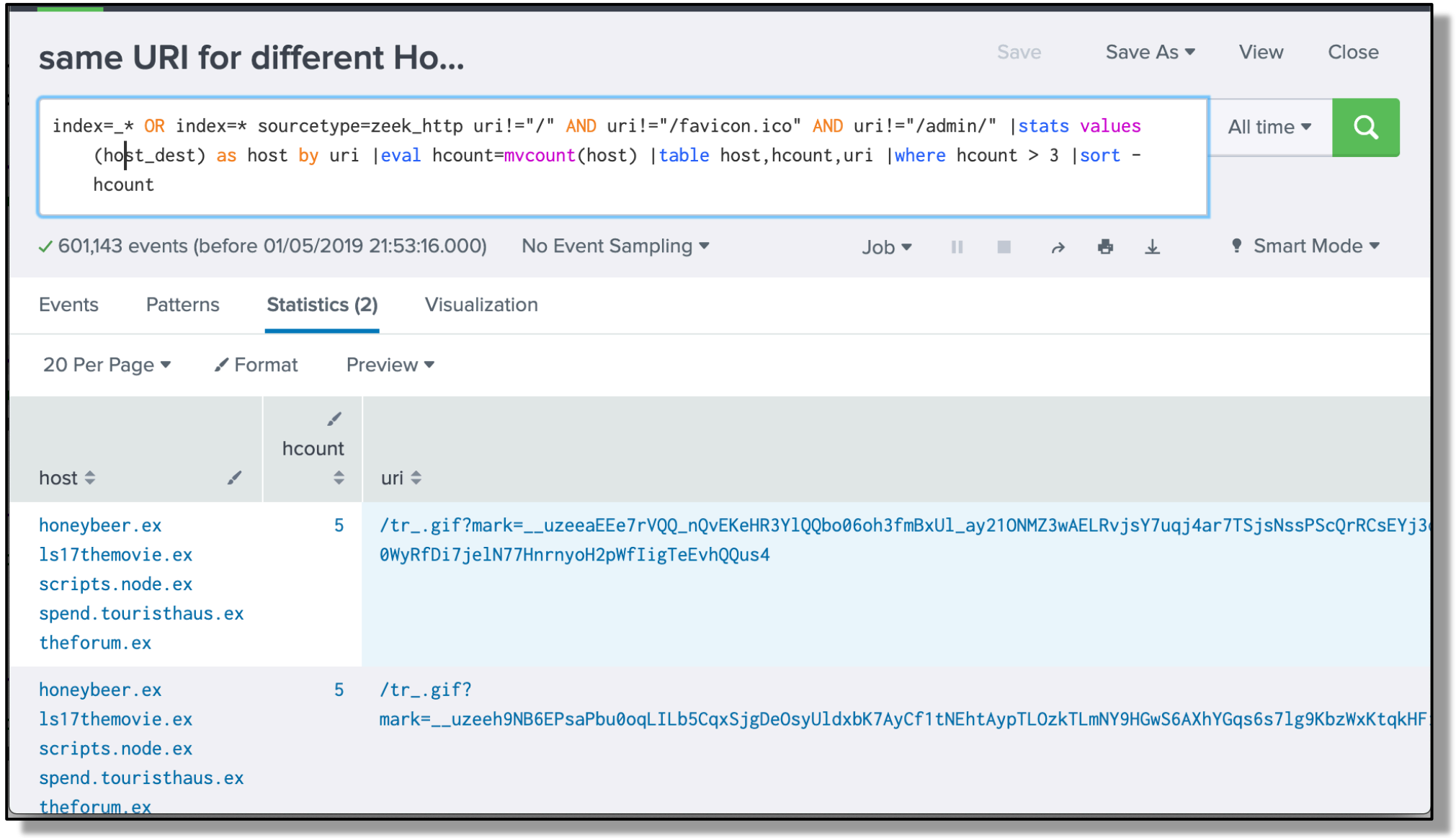
Hipothesis is based on the assumption that:

Adversary is using backdoor that has **several C2 backup domains included** in the configuration.



https://www.cobaltstrike.com/help-http-beacon

Hipothesis #2: same URI for different Host names



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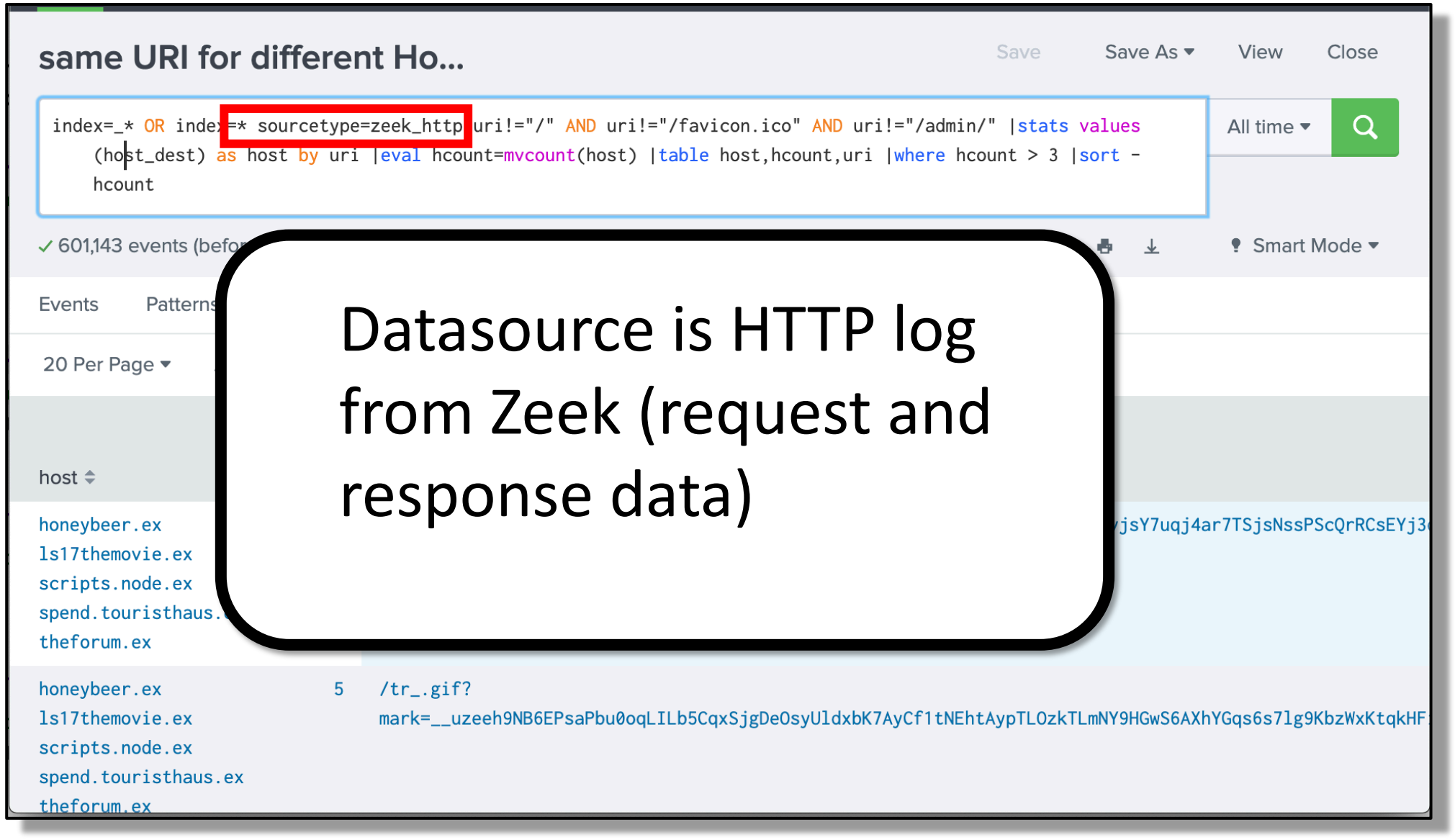

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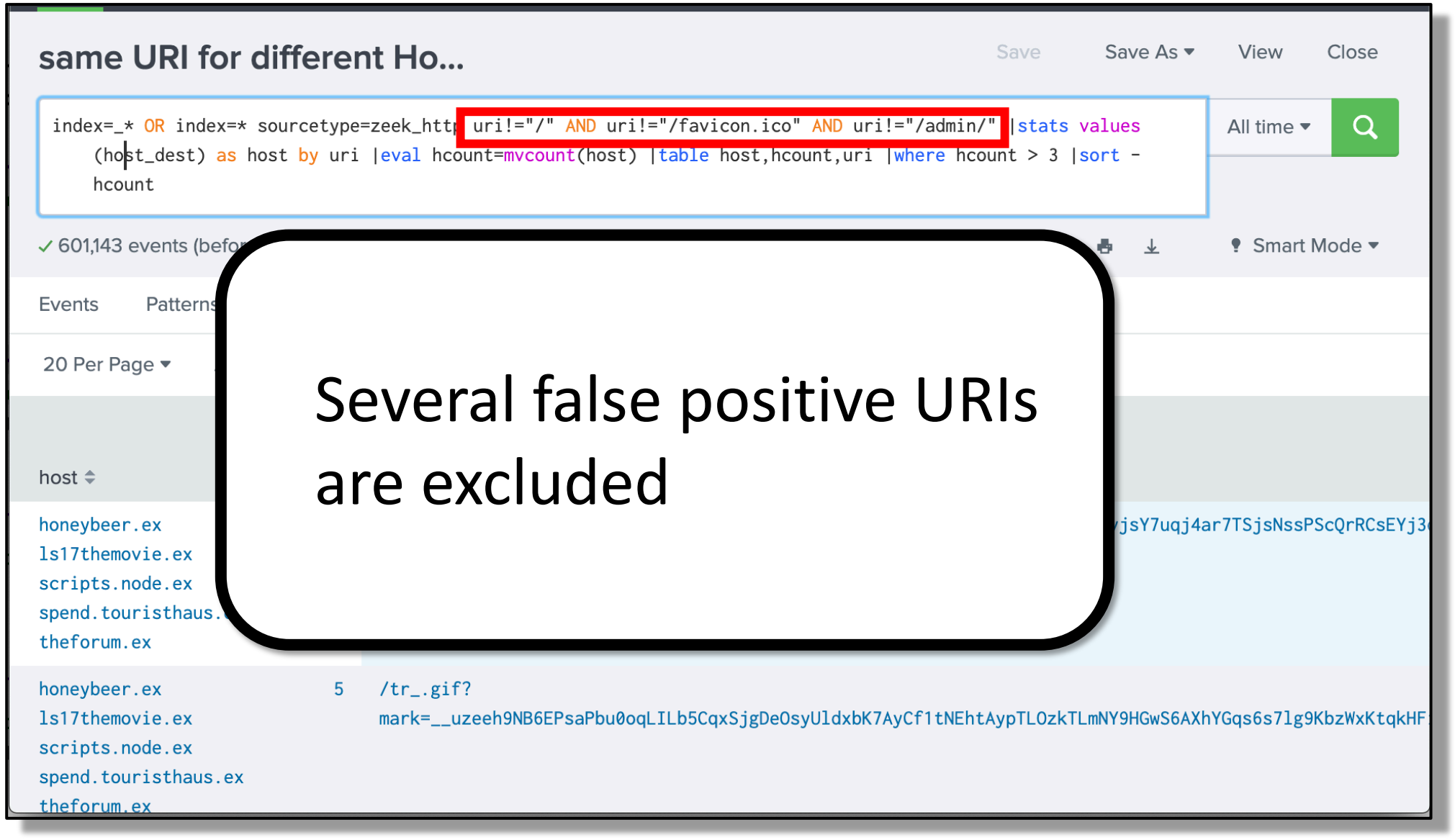

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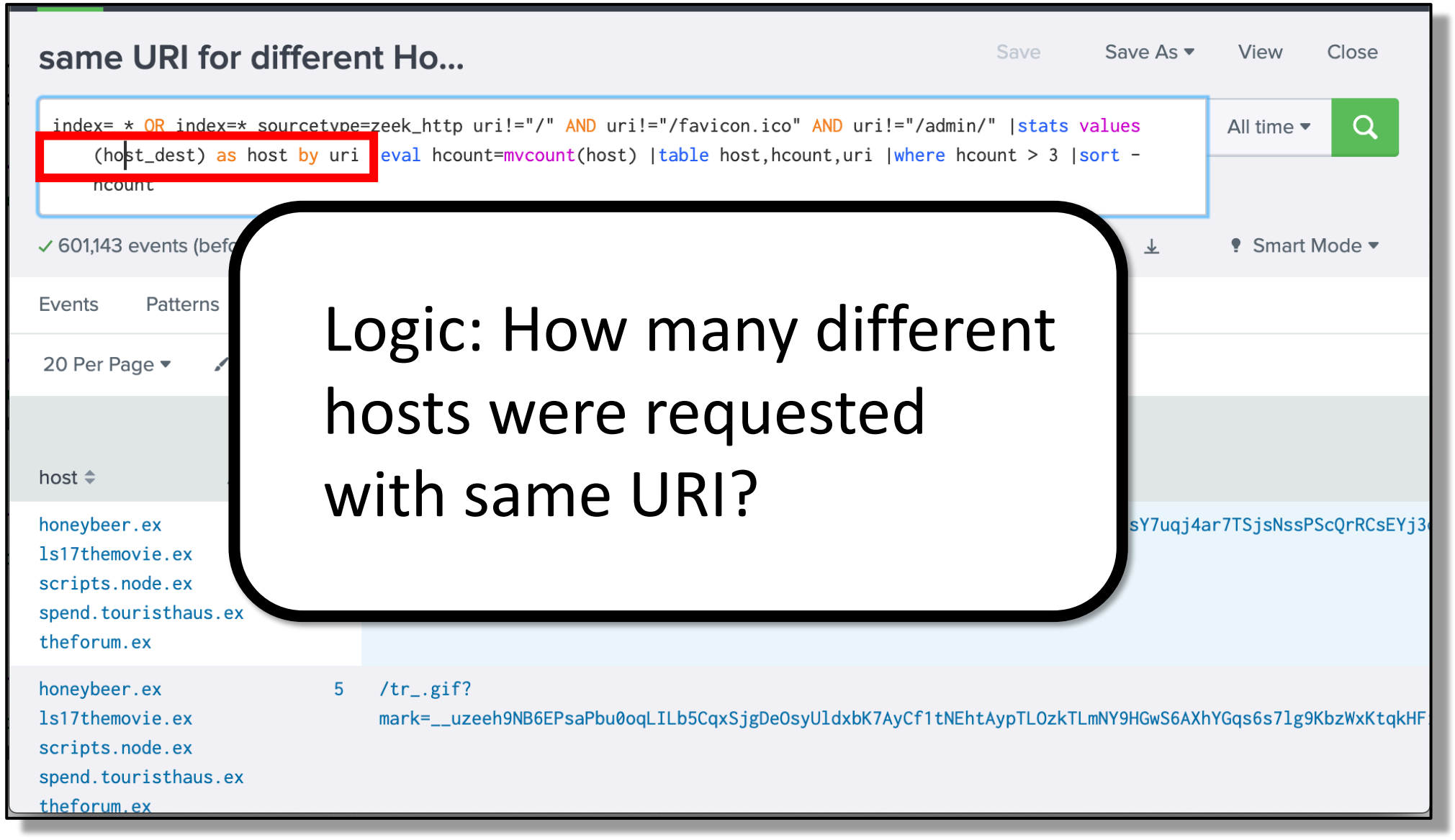

Logic: How many different hosts were requested with same URI?

Hipothesis #2: same URI for different Host names

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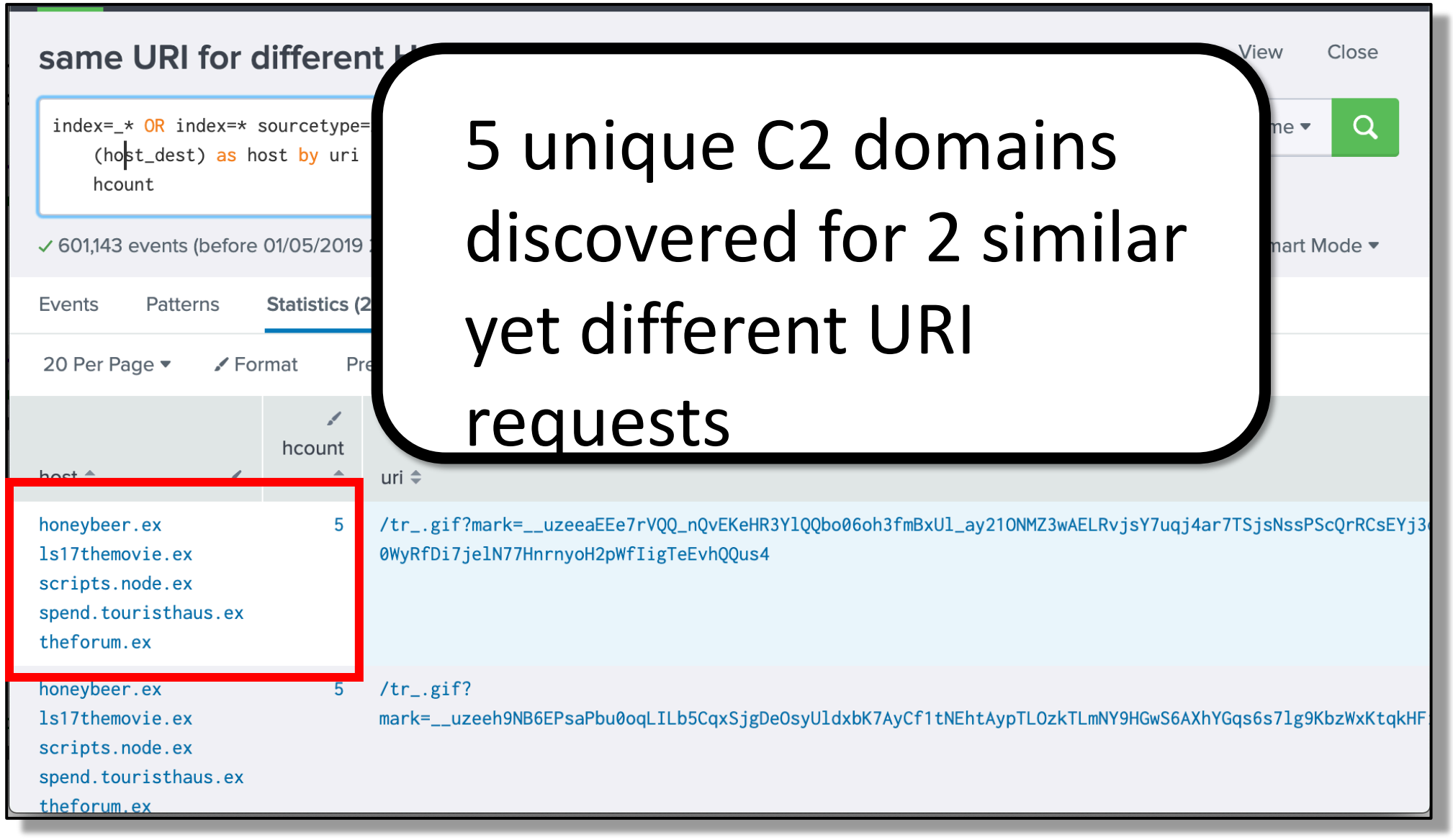


Hipothesis #3: Same or none Referrer to many URIs

same (or none) Referrer to many URIs

Save Save As View Close

```
index=_* OR index=* sourcetype=zeek_http uri!="/" AND uri!="/favicon.ico" AND uri!="/admin/" |stats values(resp_h) as dest_ip values(uri) as uri
    values(referrer) as referrer by host_dest |eval ucount=mvcount(uri)| eval rcount=mvcount(referrer) |eval dcount=mvcount(dest_ip) | table dest_ip
    ,dcount,host_dest,referrer,rcount,ucount,uri |where rcount = 1 and ucount > 3 and ucount < 10 and dcount = 1
```

All time

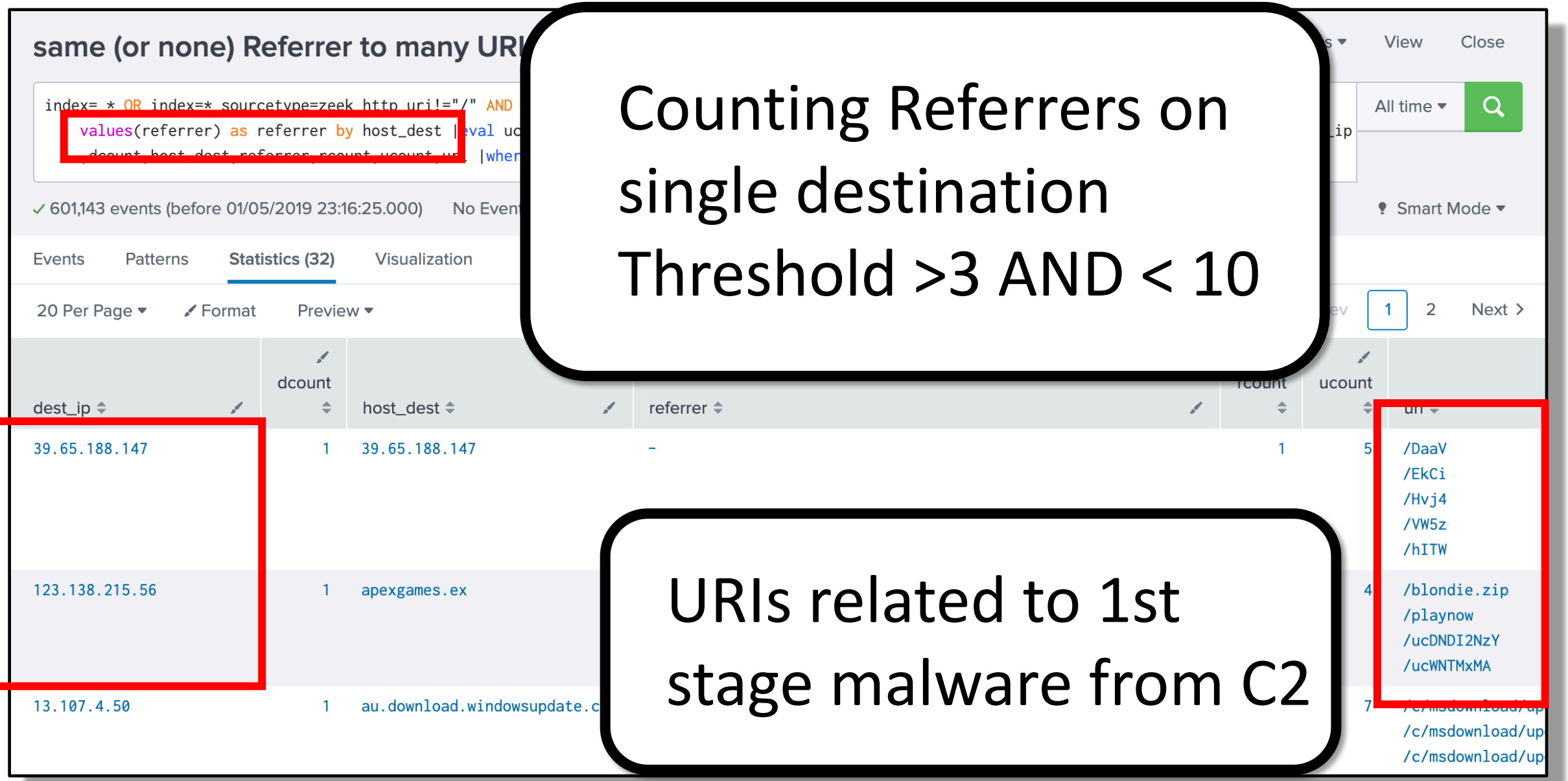
✓ 601,143 events (before 01/05/2019 23:16:25.000) No Event Sampling Job Smart Mode

Events Patterns **Statistics (32)** Visualization

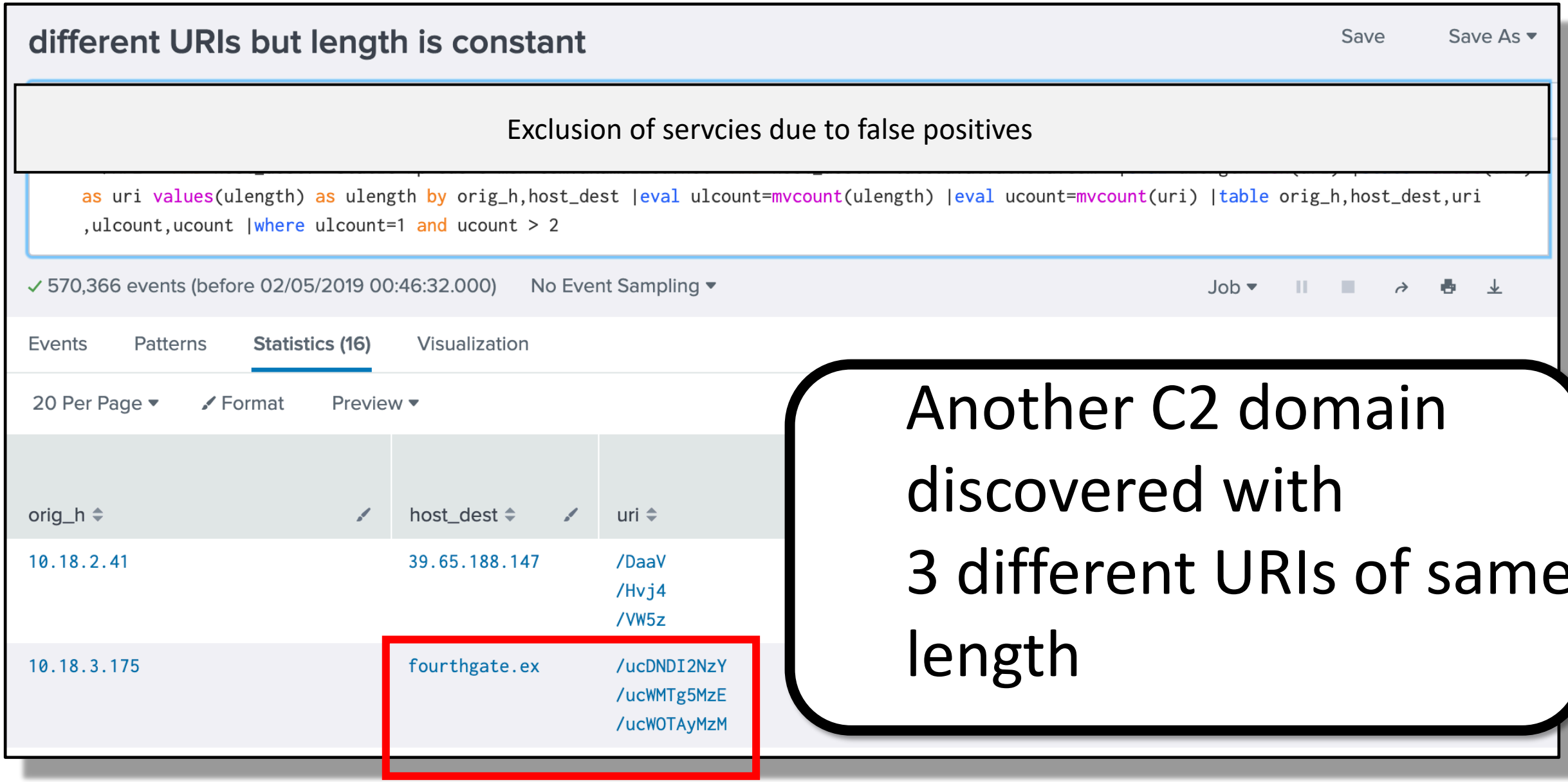
20 Per Page Format Preview Prev 1 2 Next

dest_ip	dcount	host_dest	referrer	rcount	ucount	uri
39.65.188.147	1	39.65.188.147	-	1	5	/DaaV /EkCi /Hvj4 /VW5z /hITW
123.138.215.56	1	apexgames.ex	-	1	4	/blondie.zip /playnow /ucDNDI2NzY /ucWNTMxMA
13.107.4.50	1	au.download.windowsupdate.com	-	1	7	/c/msdownload/up /c/msdownload/up /c/msdownload/up

Hipothesis #3: Same or none Referrer to many URIs

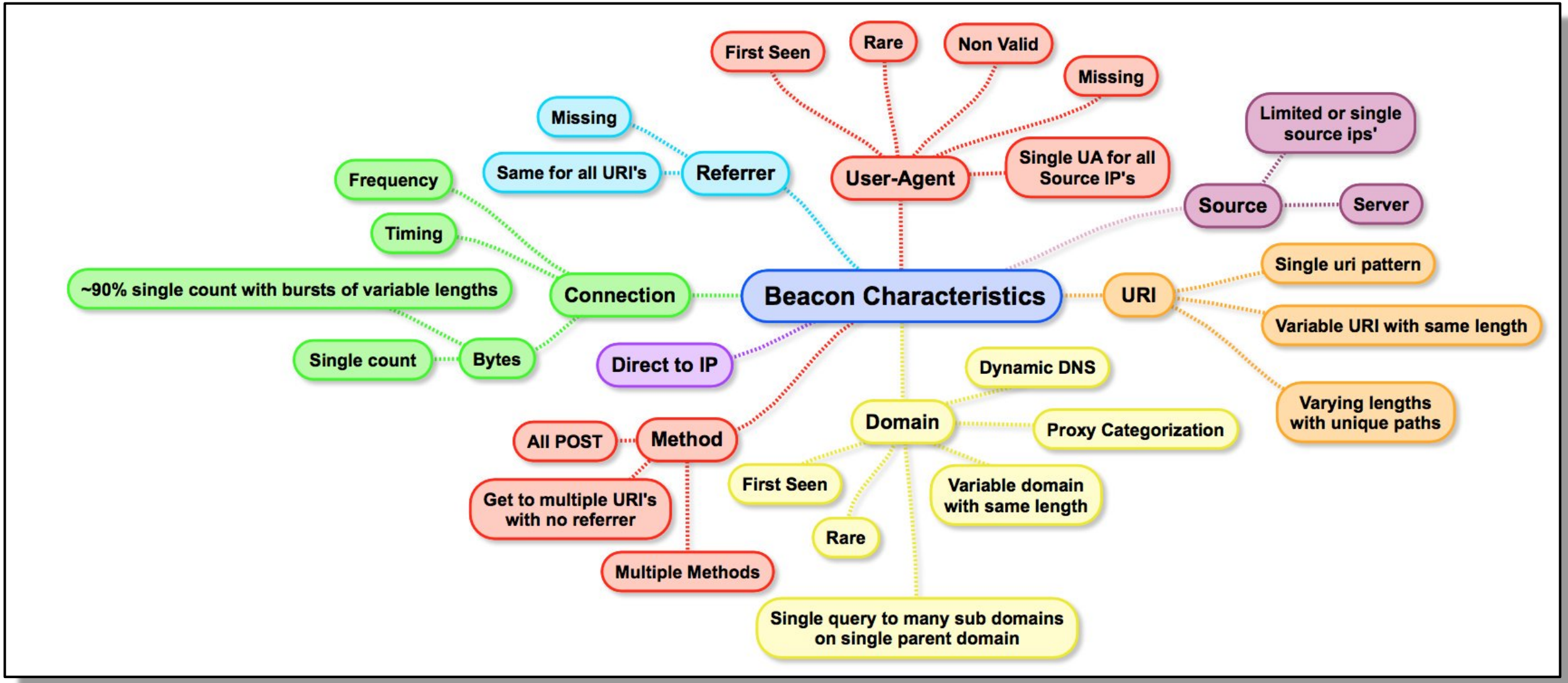


Hipothesis #4: different URIs but length is constant



Another C2 domain discovered with 3 different URIs of same length

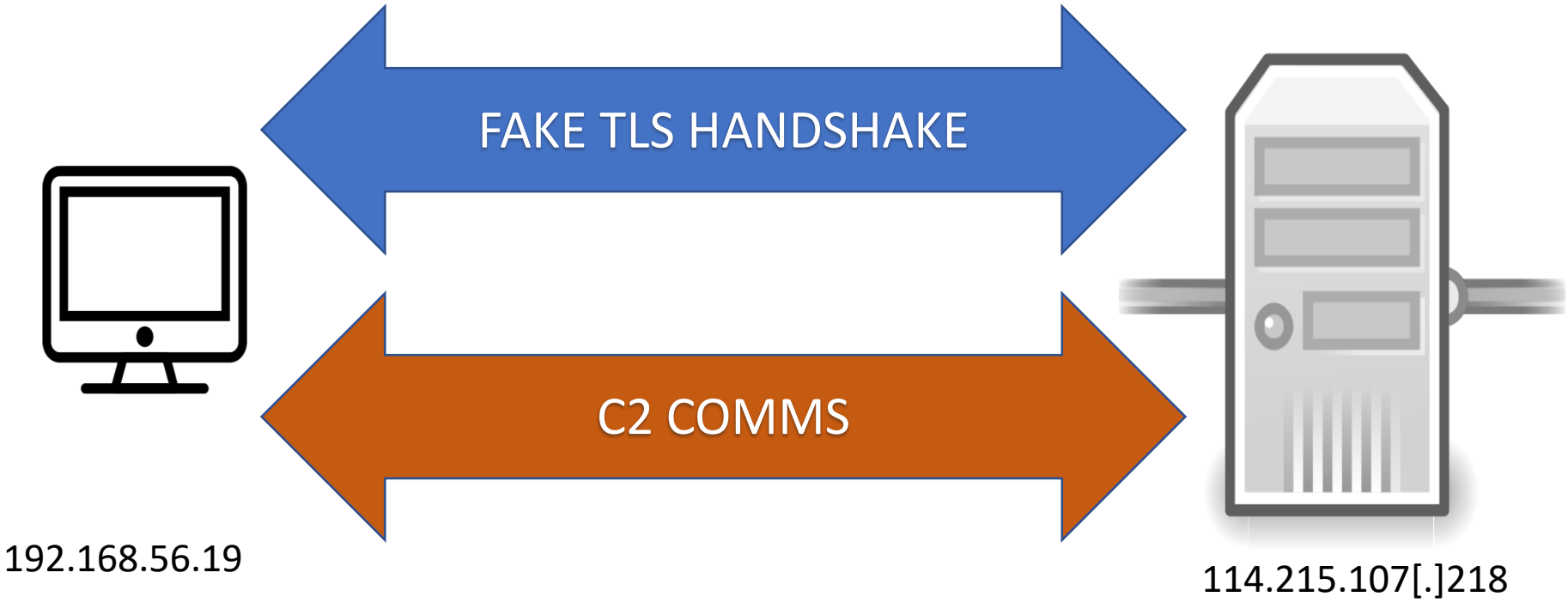
Jack Crook (still waiting for you, Jack, at x33fcon) has a great set for hipothesis inspirations:



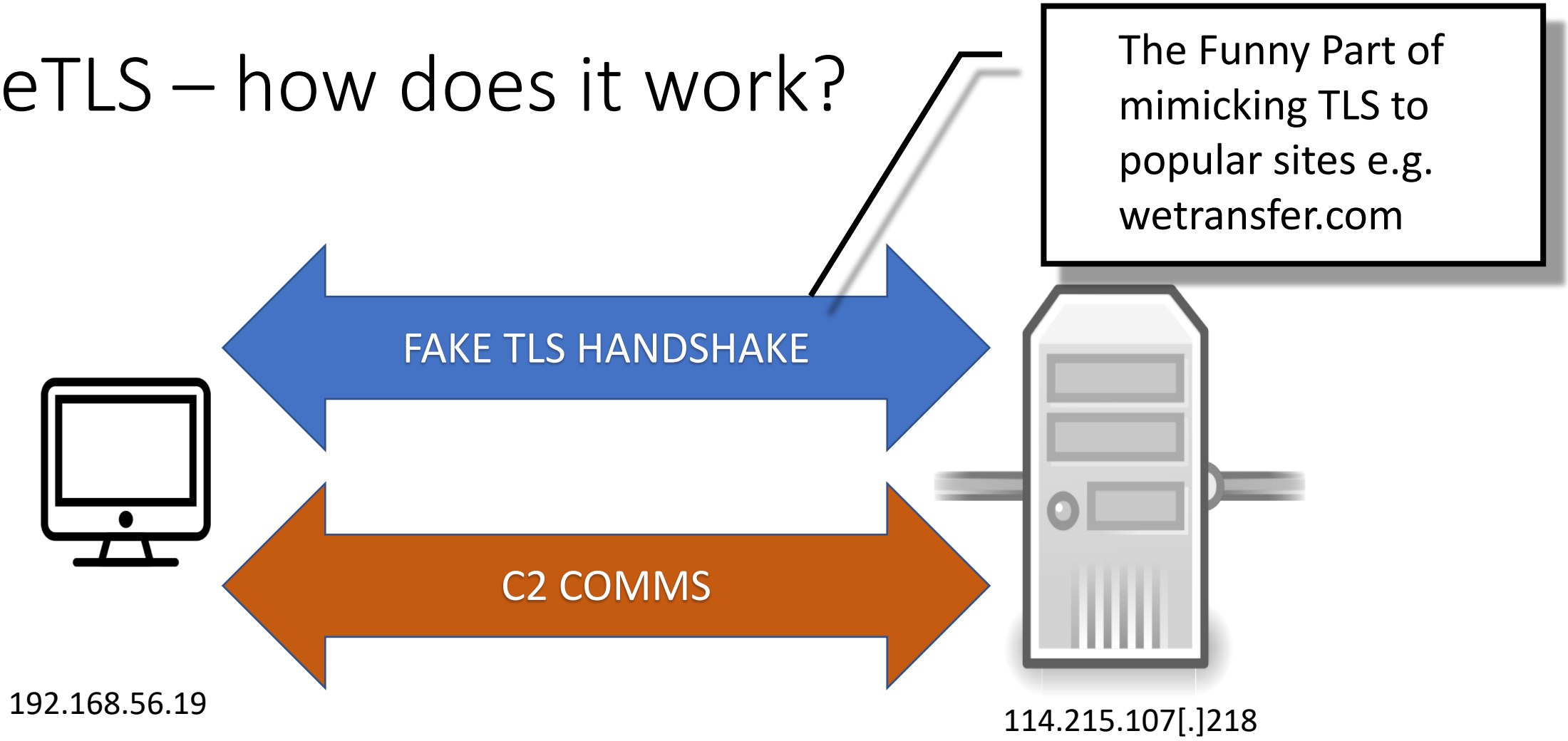
https://twitter.com/jackcr/status/1029457184164335617

PART II
Beaconing over HTTPS
{ FakeTLS example from LAZARUS APT }

FakeTLS – how does it work?

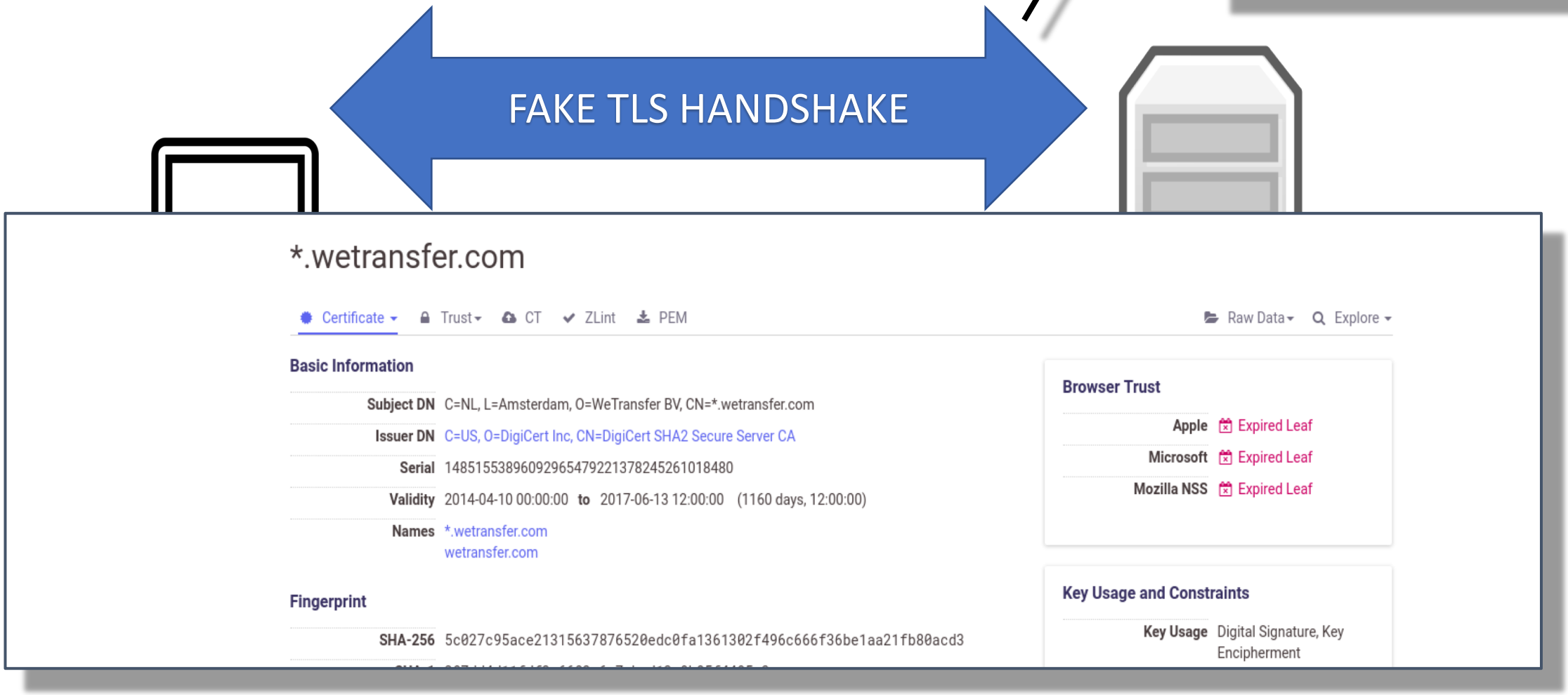


FakeTLS – how does it work?

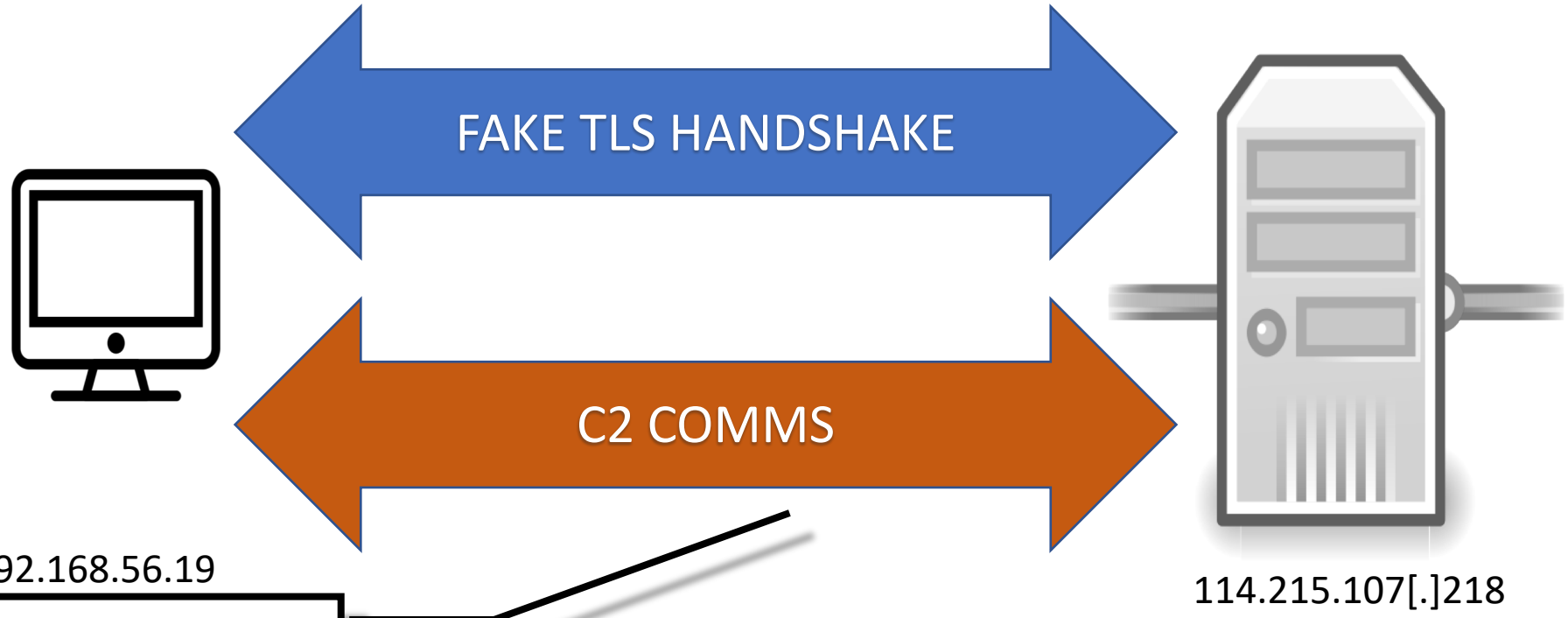


FakeTLS – how does it work?

C2 sends back real (often expired) certificate

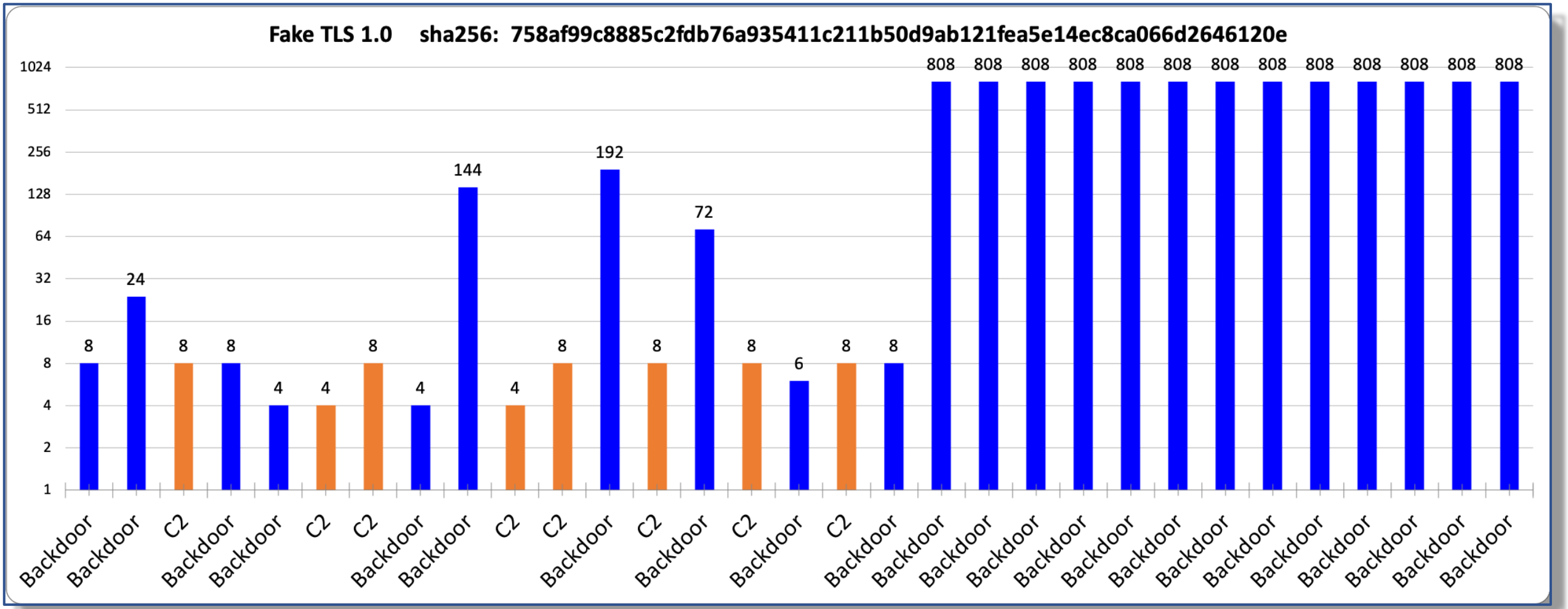


FakeTLS – how does it work?



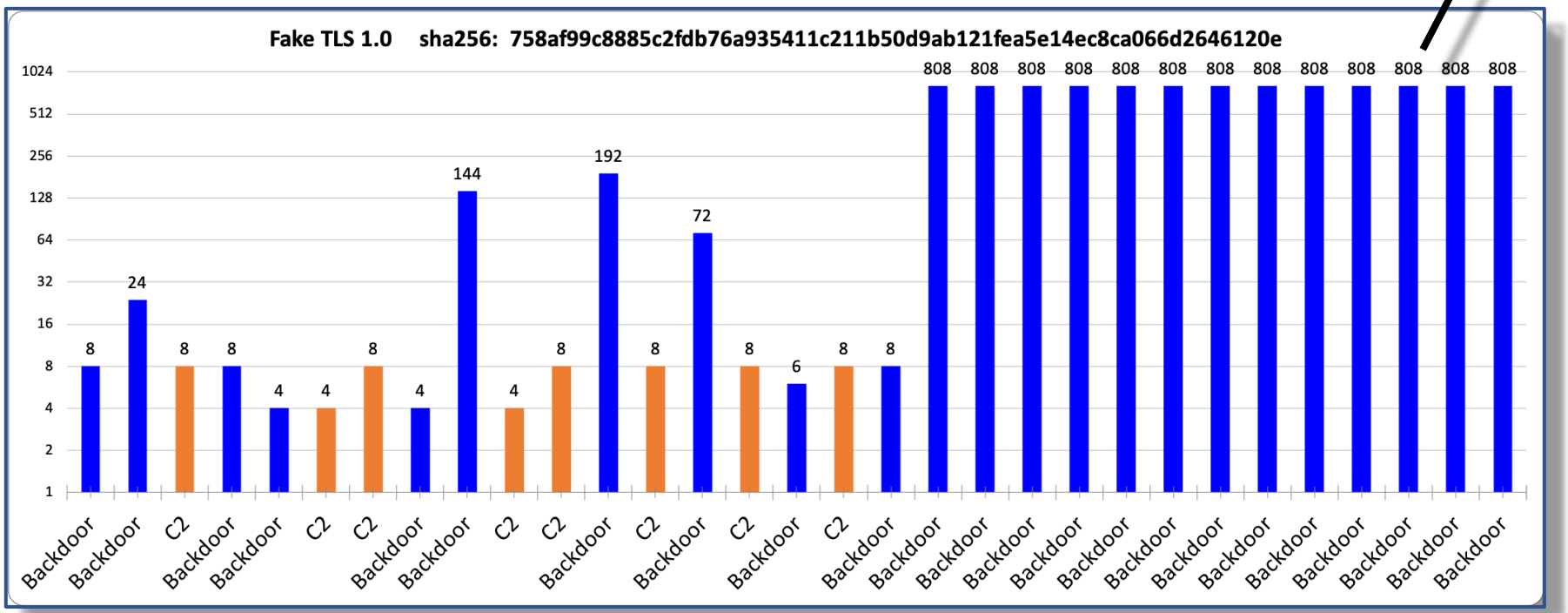
Non-TLS encryption with symmetric, shared RC4 key

FakeTLS – does it beacon?



FakeTLS – does it beacon?

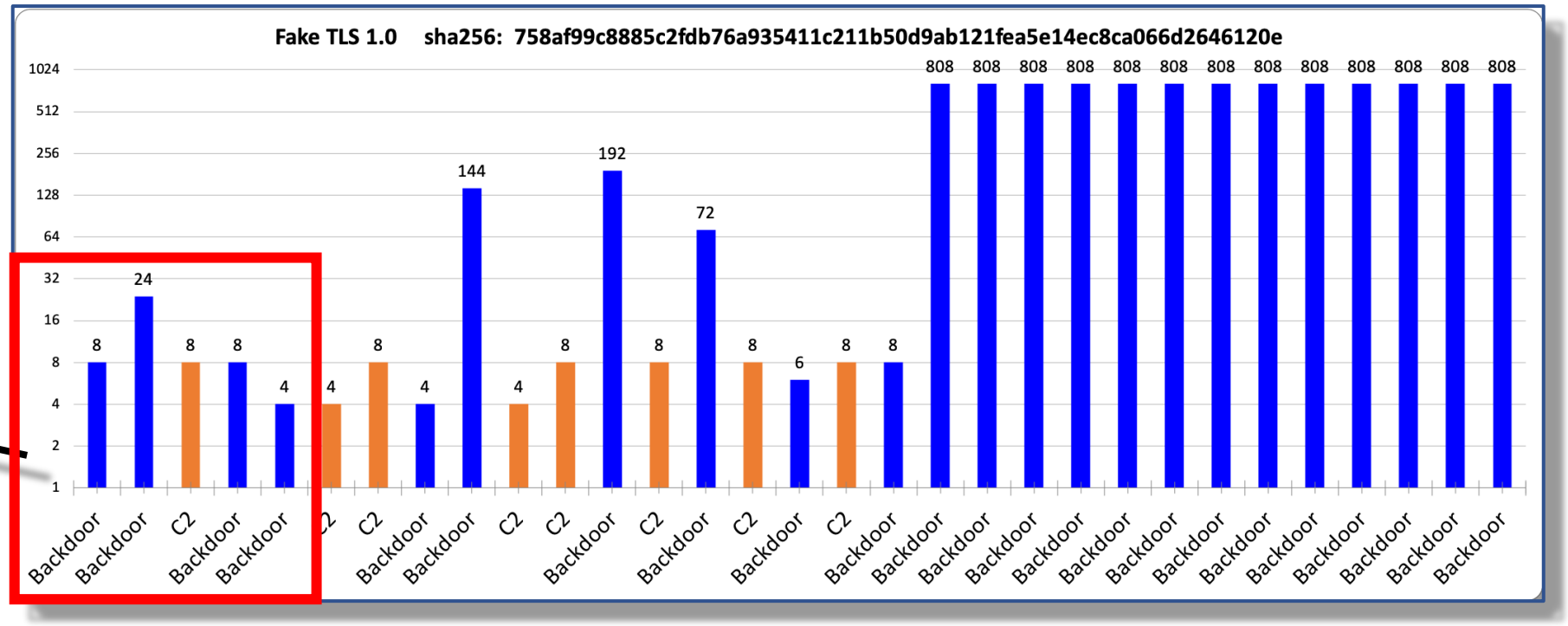
Maximum message size of 808 Bytes



C2 COMMS

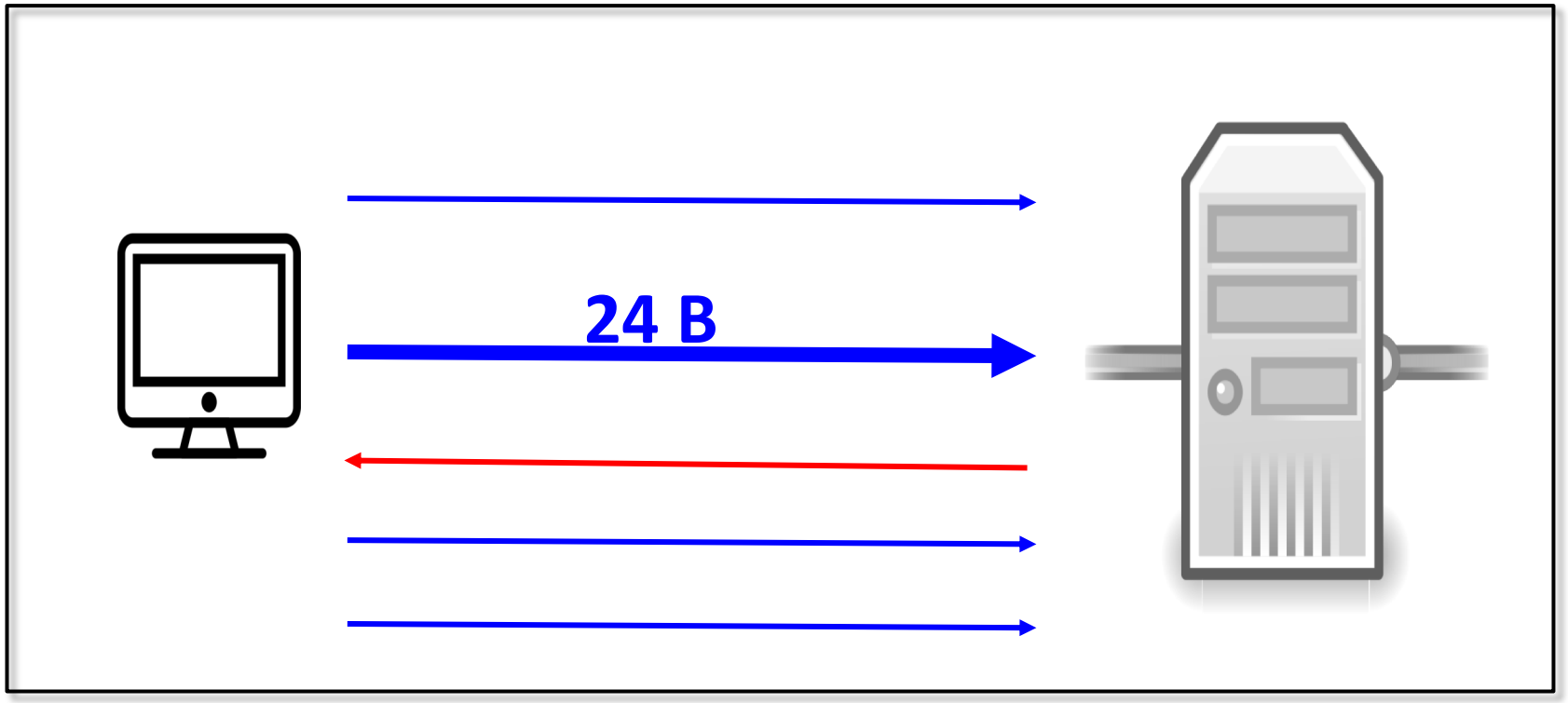
FakeTLS – interesting part shortly after handshake

The beginning of **REAL** comms has fixed size messages



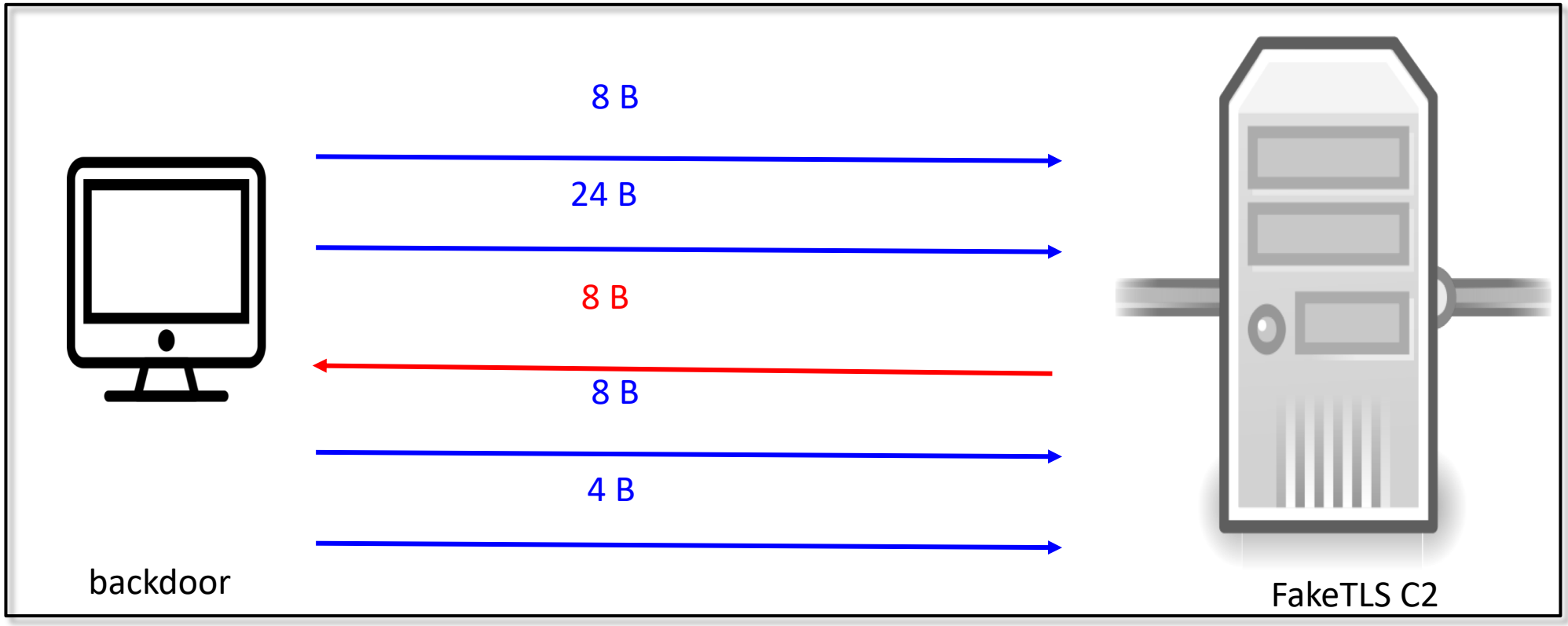
C2 COMMS

FakeTLS – is it really hardcoded?



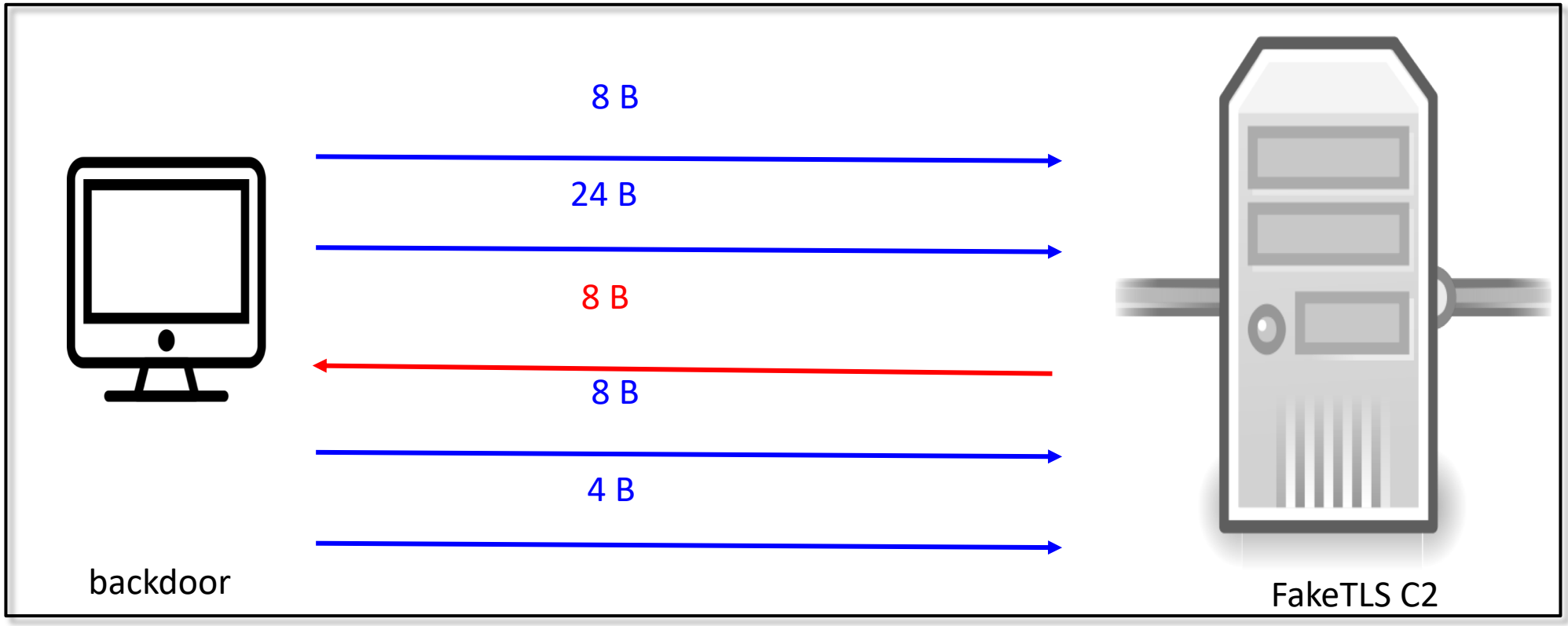

```
# Message 2 construction in code
push    0x17 # Encrypted Data Header in SSL message
push    1      #  TLS 1.0
lea edx, [esp + 0x34]
push 0x18    # 24 bytes - Encrypted Message Length
```

FakeTLS detection using SSL profiling



Analysing the **sizes of first 5 messages** of Encrypted Application Data (after TLS handshake) can help you detect traffic to **unknown C2** infrastructure that uses FakeTLS

FakeTLS – what's wrong with those msg sizes?



In TLS algorithms every message is hashed (e.g. md5) for integrity check

length(md5(msg)) = 16B

8B < 16B ;)

FakeTLS – where to hunt unknown C2 infrastructure?

Reactive:

- own network traffic detection
- Can your network traffic analyser process TLS data after the handshake?

Proactive:

- pcaps from sandboxes e.g. Hybrid-Analysis

PART III
Let’s hunt them **early** – C2 scanning

NBA in 1990s – „Offense starts with defense”

http://b-rise.com

Quick intro to wide topic

COBALT STRIKE
ADVANCED THREAT TACTICS FOR PENETRATION TESTERS

Groups

Groups that use this software:

APT19
APT29
APT32
Cobalt Group
CopyKittens
DarkHydrus
FIN6
Leviathan

Groups

Groups that use this software:

APT19
APT33
CopyKittens
FIN10
Turla

https://attack.mitre.org/

Finding defaults: #1 Cobalt Strike console port

Management console port for Teamserver is by default: **50050/tcp**

Finding defaults: #2 Cobalt Strike **idle** DNS answer

DNS answer for ANY request is: **0.0.0.0**

Finding defaults: #3 Cobalt Strike 404 answer

CS (NanoHTTPD) answers with:

HTTP/1.1 404 Not Found
Content-Type: text/plain
Date: Mon, 30 Feb 2019 13:37:00 GMT
Content-Length: 0

Finding defaults: #4 Cobalt Strike „space”

```
0000070A  41 4f 41 41 44 2f 74 7a  6f 76 4c 32 46 77 61 53   AOAAD/tz ovL2FwaS
0000071A  35 7a 62 47 46 6a 61 79  35 6a 62 32 31 76 74 68   5zbGFjay 5jb21vth
0000072A  59 63 79 2f 69 79 46 4a  59 2f 46 62 45 53 78 79   Ycy/iyFJ Y/FbESxy
0000073A  55 4f 22 7d                                       UO"}
    00000000  48 54 54 50 2f 31 2e 31  20 32 30 30 20 4f 4b 20   HTTP/1.1  200 OK
    00000010  0d 0a 44 61 74 65 3a 20  54 68 75 2c 20 31 34 20   ..Date:  Thu, 14
    00000020  46 65 62 20 32 30 31 39  20 32 30 3a 31 38 3a 34   Feb 2019  20:18:4
    00000030  32 20 47 4d 54 0d 0a 43  6f 6e 74 65 6e 74 2d 54   2 GMT..C ontent-T
```

CS responds with additional space after **200 OK**

Hunting for NanoHTTPD servers.

Corrected in Cobalt Strike v. 3.13

Conclusion

- Adversary tools and procedures very often have **patterns**
- Threat analyst job is to **uncover** human traces and adversaries weaknesses
- Burn the **defaults**, burn what is **known** (opensource, commercial C2)