- HI
- I'm James
- Build Team:
 - Me
 - Davie
 - Jarrad
 - Joe
 - Brian
 - Jake
 - Emilio



- Infrastructure
 - Networking
 - Servering
 - Desktoping



All builds are fully secured and 'optimized' as a courtesy.;-)



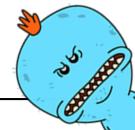
- Services
 - Checks are functional, beyond a port scan.
 - Source IP is randomized per check round.
 - Check time for round is automated.
 - HTTP/S: Checks page content.
 - FTP: Checks for files and checksums.
 - DNS: Looks for specific name/IP combos.



- Services
 - Service Level Agreement (SLA)
 - Services down too long? Ain't nobody got time for that...
 - Service penalty assessed for each set of consecutive failed checks (approx. 30 mins.)
 - Yes, you can go negative. Many will.
 - <u>SLA violations will be weighted (much) heavier</u> during the first few hours of competition.



- Services
 - You may call x911 and ask why a service is being marked as down. Please consult your access logs for the service before doing so. Check using your bastion instance.
- Consulting
 - You may ask for help from the Black Team for a particular issue.
 - If it requires us to speak to you for more than 30 seconds, a small point penalty will be assessed.
 - We can also come to your pod for a larger point fee.





- Inject Scoring Engine
 - https://ise.wrccdc.org

WRCCDC 2013	
Navigation Dashboard System Time: Fri, 29 Mar 2013 02:18:45 +0000	Welcome to the Collegiate Cyber Defense Competition Scoring Engine. Please sign in to continue.
User login Username: *	
Password: * Log in Request new password	



- Only use our central recursive DNS servers as your forwarders. External DNS servers will not be reachable.
- Everything will break if your DNS is broken, just like real life.
- If an inject specifies a resource using a specific URL, use the specified URL, or you'll be sad.



- If you don't like being laughed at, <u>read the</u> <u>entire inject before asking questions</u>.
- The black team usually has no idea what injects you've been given or when. Call white team unless it is a technical question.
- When in doubt, start with white team.





- File Repo
 - We have many ISO's already pre-downloaded.
 - Other files that may be needed for injects or other operations.
 - URI: files.wrccdc.secure
 - HTTP
 - SMB
 - NFS (/export/isos)



- Cloning Station
 - You may clone your own machines.
 - Cloning stations available in center of competition area.
 - Machine is PXE booted, and image is selected from menu.
 - Must remain present for entire cloning process.
 - One box/team at a time.



- Printing
 - Printing is now centralized.
 - Information provided in pod.
 - No limit, but be reasonable.
 - Save a tree, print to PDF, or email a copy of your important documents to <u>redteam@wrccdc.org</u> for archiving.



- Password Change Restrictions
 - Only a single mass-update will be accepted in digital form via the ISE.
 - CSV format. (format details in ISE)
 - Further password changes will require an accompanying incident report form.
 - CSV format. (format details in ISE)
 - Submit CSV's via open inject in ISE.
 - CSV format. (format details in ISE)
 - CSV format. (format details in ISE)





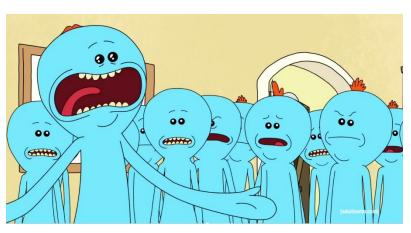
- Password Change Restrictions
 - We do not care about your ISE password.
 - We do not care about your root password.
 - We do not care about your Administrator password.
 - End-user passwords are the only credentials used by the service engine.



- Bastion Host
 - External assessment tool.
 - Small Debian-based container.
 - Out of scope for Red Team.
 - May only update packages and connect to own pod. No other access.
 - Information in pod.



- Scenario Development
 - Iterative Process
 - Extremely collaborative.
 - Excellent cross-section of talent and expertise.
 - Four distinct phases.





- Scenario Development Phase I
 - Initial design and discovery.
 - Scenario formulation.
 - Determine available hardware and software.
 - Naming scheme and topology.
 - Basic builds.



Scenario Development – Phase I





- Scenario Development Phase II
 - Knowing you can do better.
 - More scenario formulation.
 - Acquire more hardware and sponsors.
 - Somewhat advanced builds.



• Scenario Development – Phase II





- Scenario Development Phase III
 - Knowing you can do even better!
 - Acquire more hardware and sponsors.
 - Complex configurations and interleaved dependencies between hosts.



• Scenario Development – Phase III

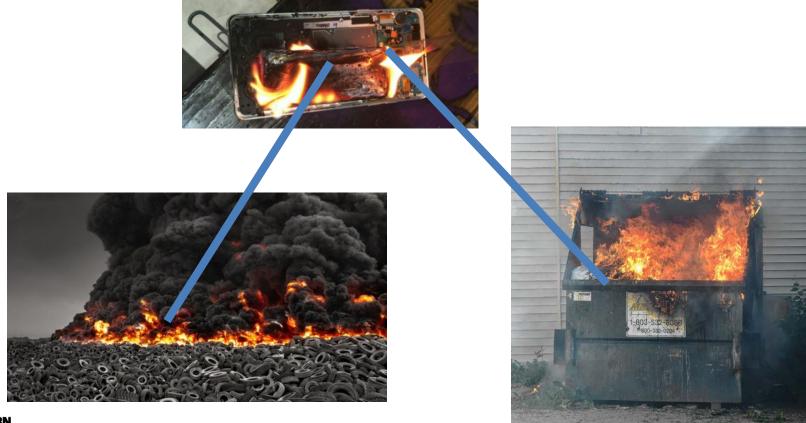




- Scenario Development Phase IV
 - Everything is awesome when you're part of a team...
 - Still needs...something...
 - Personal introspection.
 - Enlightenment...



• Scenario Development – Phase IV





- Questions?
 - x911
 - @disturbedmime



