



ECSC 2016





Motivation for National CTF



- Today, most European countries lack sufficient and talented IT security professionals to protect their IT infrastructure.
- To help mitigate this problem, Europe is setting up national cyber security competitions for finding young cyber talents and for encouraging them to pursue a career in cyber security.

Network & Collaborate



- The European Cyber Security Challenge (ECSC) leverages these competitions in that it adds a pan-European layer to them:
- The top cyber talents from each country meet to network and collaborate and finally compete against each other to determine which country has the best cyber talents.

ECSC is a 3-step competition



Online Qualifying May – August

Online CTF

CTF Mode: Jeopardy

National CTF

September & October

On-Site CTF

CTF Mode: Jeopardy

EU CTF November

On-Site CTF

CTF Mode: Attack and

Defense (mixed mode)

European Cyber Security Challenge 2015





ECSC - Who can participate?



- Who is allowed to participate?
 - Everyone between 14-30 years old
 - without a master diploma (MSc)
- What is the size of the teams per country?
 - 5 people between 14 and 20 years old
 - 5 people between 21 and 30 years old
 - 2 coaches (not allowed to help during the CTF competition)
 - TOTAL = 12 people per country

What is the CTF about?

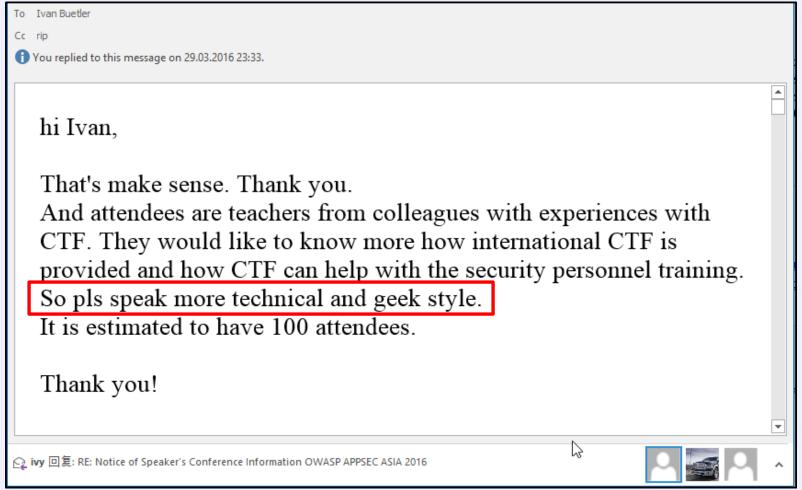


- Exploiting & Penetration Testing
- Reverse Engineering
- Crypto
- Fixing Vulnerabilities & Hardening
- IT Operations -> System Engineering Tasks
- IT Development -> Secure Programming
- Incident Handling -> Forensics -> APT Analysis
- Communication -> Presentation

What is this talk about?



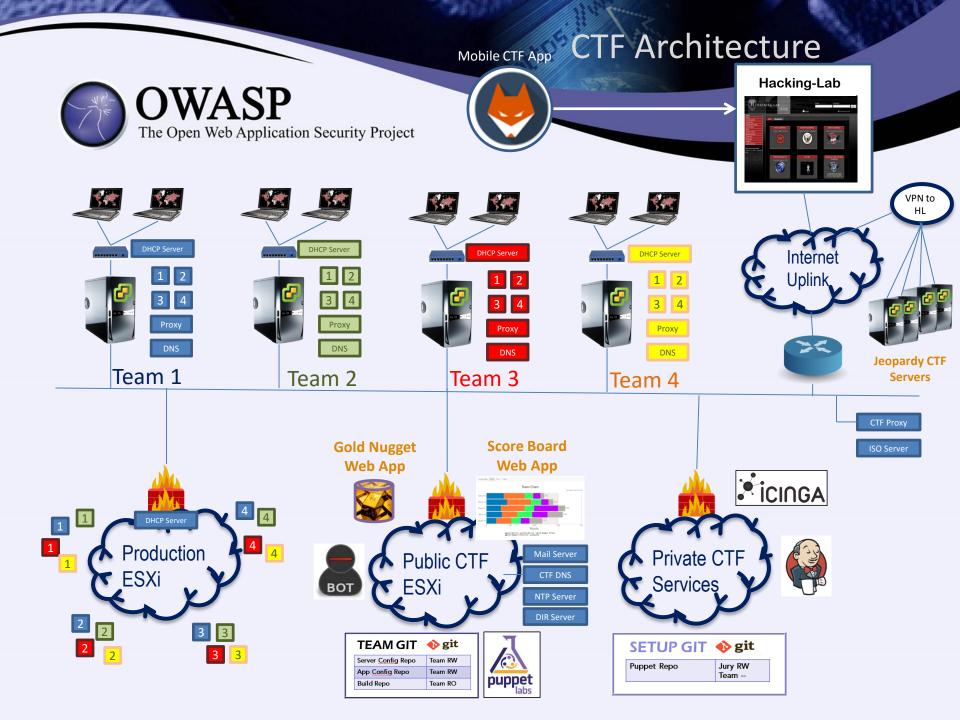
Speak more technical and geek style





CTF Details

geek language



CTF Tasks







∃ Challenges

1_Achievement

2_Attack



3_Availability

4_Code Patch



5_Defense

6_Jeopardy

7_Powned

Setup and maintain a service like DNS, Proxy, E-Mail, Apache, WordPress, ...

Hack in other CTF team servers and services and steal the gold nugget (EXPLOITATION)

Keep own services up and running (IT OPS)

Fix vulnerable software & services (IT DEV)

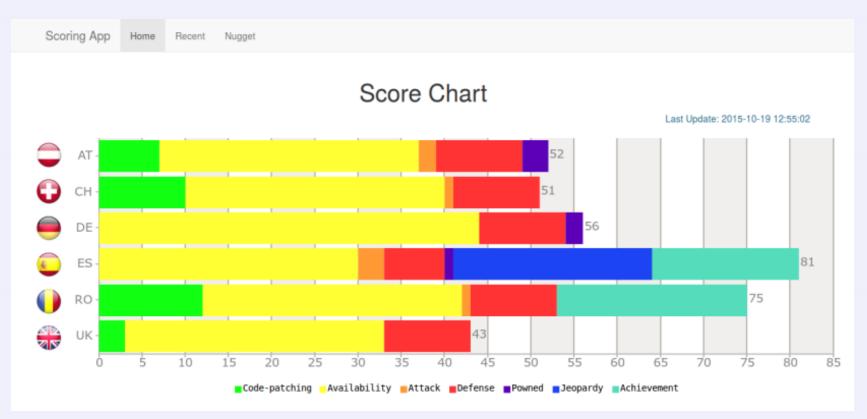
Safe guard own gold nuggets

Solving jeopardy challenges

Own a device/server and prove the attack by leaving a special gold nugget, known ad evidence nugget (0-day)



Code Patching & Availability & Attack ...



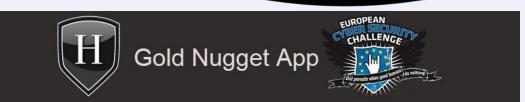
The CTF Glue





CTF players must find/hack/disclose a string, known as gold nugget, from the 'vulnerable' services of the other teams

The purpose of the gold nugget is to claim points for a successful attack



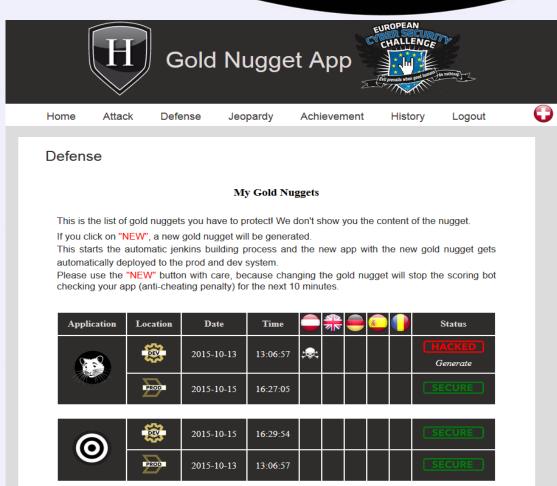




The CTF Glue Gold Nuggets



Gold Nuggets are digitally signed 🚳 strings. The gold nugget app is issuing them. The gold nugget app knows, who owns what gold nugget

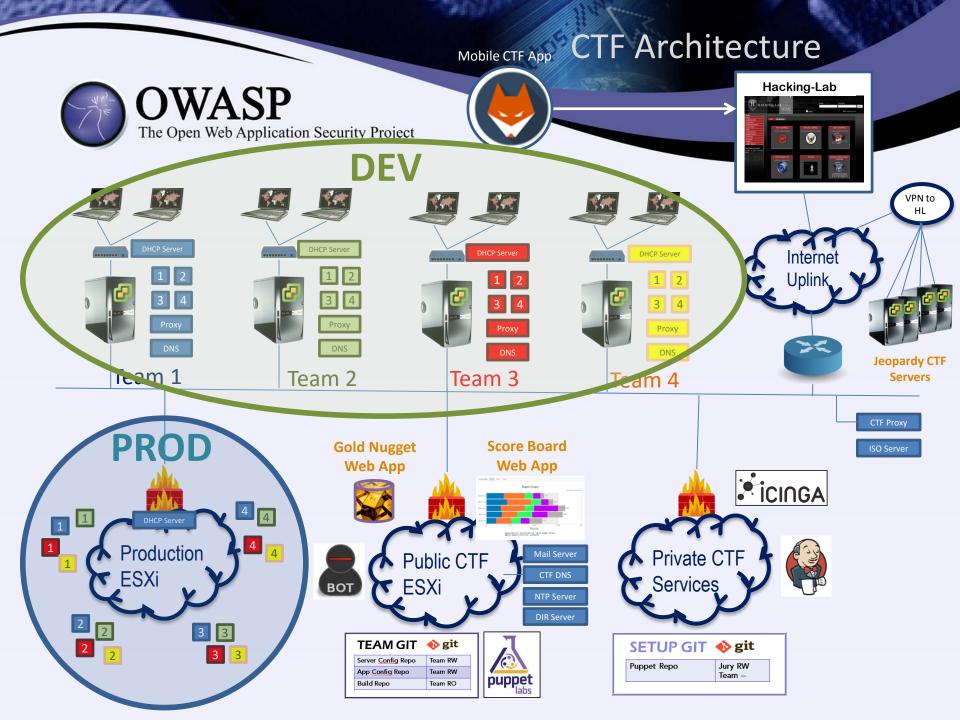


Team ESX = DEV SYSTEM



- Every CTF team gets a physical server (ESXi) and the proper vSphere credentials
- The ESXi is preconfigured with several preinstalled VM's
- The team ESXi is named as "DEV" system





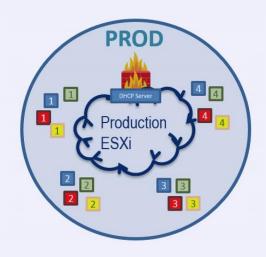
Production ESXi



The apps on DEV is 'equal' or 'identical' as on PROD

- On DEV, teams have root access (SSH)
- On PROD teams do *NOT* have root or interactive access







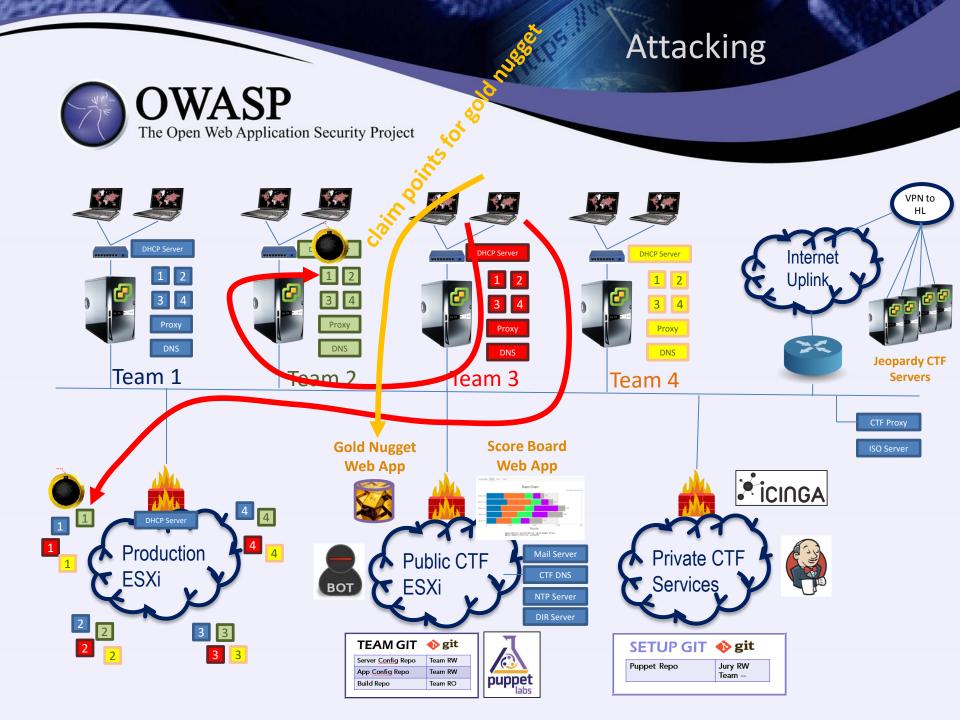
Attacking

∃ Challenges		
1_Achievement		
2_Attack	4	Stealing Gold Nugget
3_Availability		
4_Code Patch		
5_Defense		
6_Jeopardy		
7_Powned		

Attacking



- Every team is allowed to attack other teams on the DEV or PROD environment
- On success, the attacking team discloses the gold nugget from the victim team
- The gold nugget is different in DEV and PROD for any team and app (every gold nugget is unique)
- The gold nugget must be used to claim points using the gold nugget app

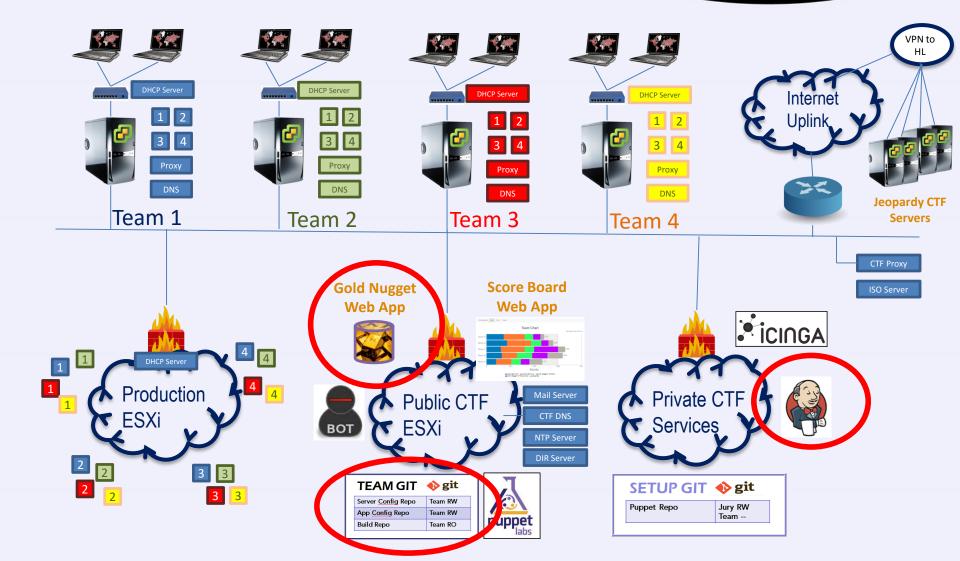


Scoring per Time Unit The Open Web Application Security Project **Gold Nugget Web App** ATTACK/DEFENSE team2 is requesting an new gold nugget team 2 the previous gold nugget becomes invalid penalty period **SCORING BOT TIMELINE** team 2 team 3 3' 3' 3' 3' 3'



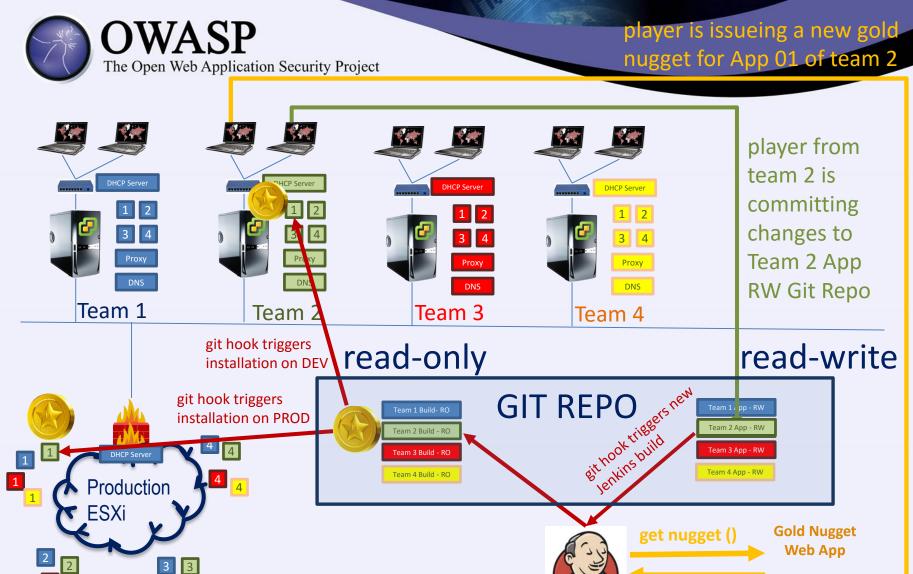
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1_Achievement		
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5_Defense	4	Safe guard own gold nuggets
6_Jeopardy		
7_Powned		







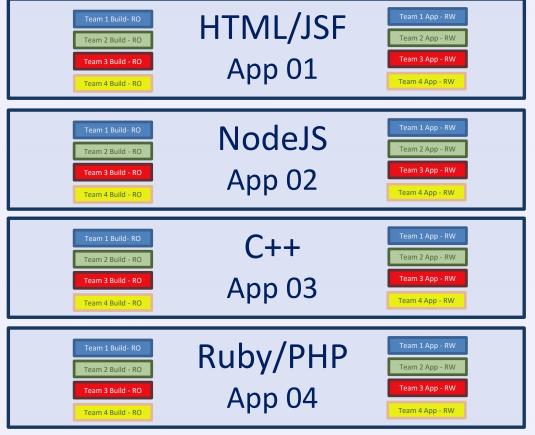
- Teams have access to the source code of the vulnerable apps TEAM GIT * Guit Team RV Team RV Team RV Team RV Team RV Team RV
- Teams must fix the vulnerabilities and commit changes to the source code repository = GIT
- The Jenkins-based building infrastructure is building the new release of the app
- The Jenkins-based building infrastructure is packaging the current team's gold nugget into the new release
- The building infrastructure is automatically deploying the new app to DEV and PROD





read-only

read-write



During the CTF, teams must attack and defend the vulnerable apps

On **DEV**, teams could apply infrastructure mitigations (mod_security, iptables, WAF, ...)

On PROD, teams must fix the source code in order to make the app secure!! That's why teams do not have ssh or root access on PROD



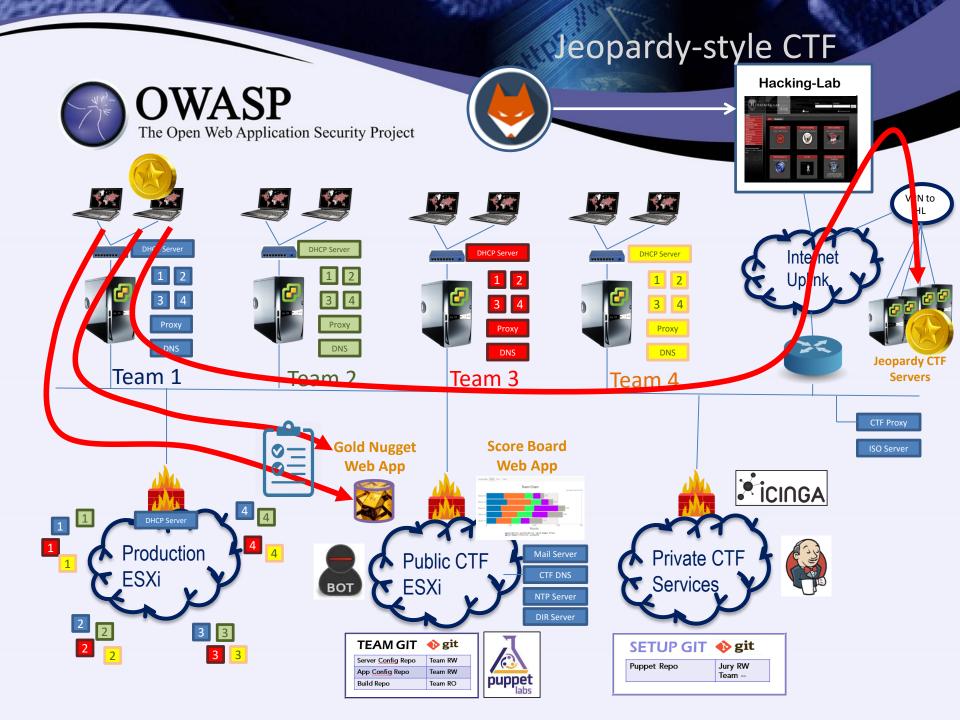
Jeopardy Challenges

∃ Challenges	
1_Achievement	
2_Attack	Stealing Gold Nugget
3_Availability	
4_Code Patch	Fix vulnerable software & services
5_Defense	Safe guard own gold nuggets
6_Jeopardy	Solving jeopardy challenges
7_Powned	

Jeopardy-style CTF

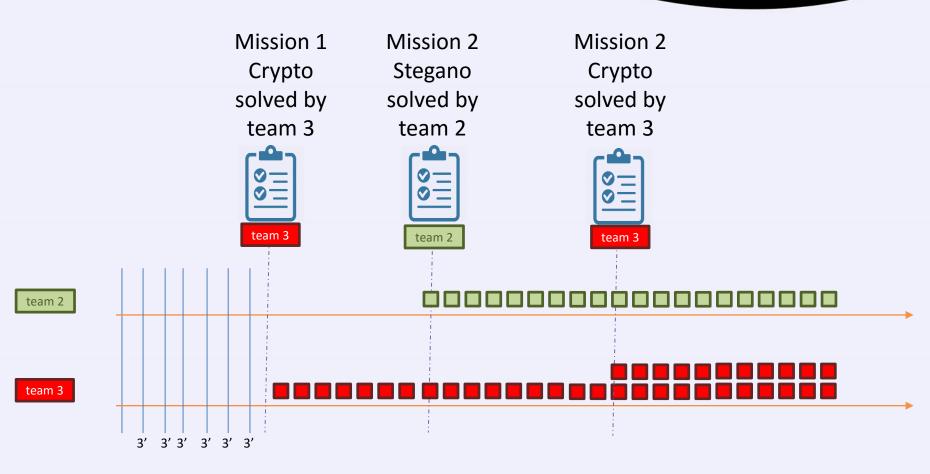


- Jeopardy-style CTFs have a couple of tasks in range of categories. For example, Web, Reverse Engineering, Crypto, Binary, Forensics, ...
- Gold Nugget app is introducing the task (mission)
- Teams gain points for every solved task
- More points for more complicated tasks
- Teams are not fighting against each others
- The earlier a team solves the challenge, the more points they get



Scoring per Time Unit







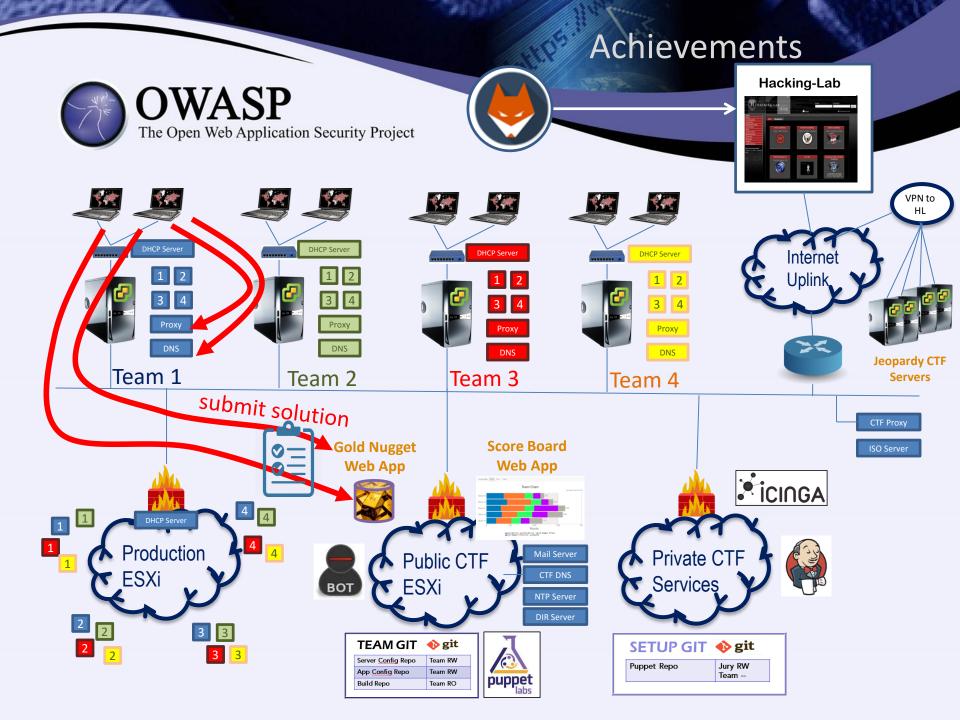
Achievements

∃ Challenges	
1_Achievement	Setup and maintain a service
2_Attack	Stealing Gold Nugget
3_Availability	
4_Code Patch	Fix vulnerable software & services
5_Defense	Safe guard own gold nuggets
6_Jeopardy	Solving jeopardy challenges
7_Powned	

Achievements

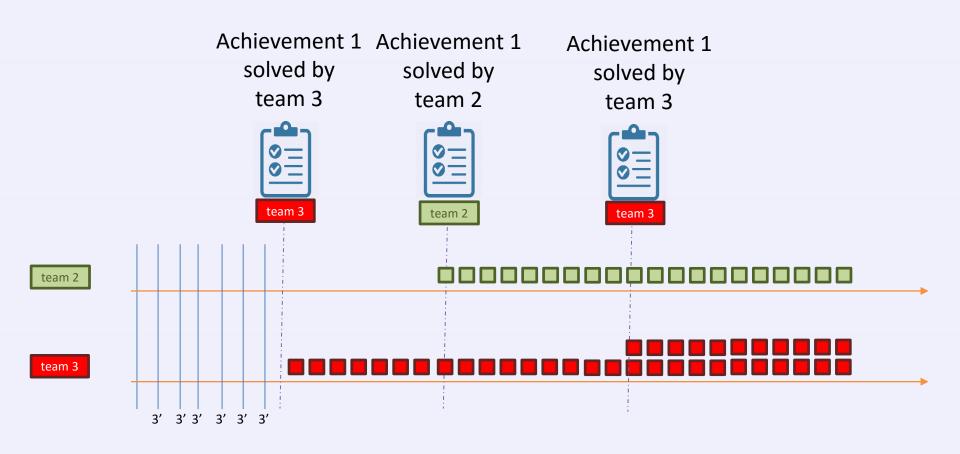


- Technical Achievements
 - Teams must setup and maintain services
 - DNS, Proxy, Apache, NodeJS, AngularJS, ...
- Non-Technical Achievements (Management)
 - Write press release
 - Announce news
 - Create crisis organization during CTF game
 - Presentation / Talk



Scoring per Time Unit







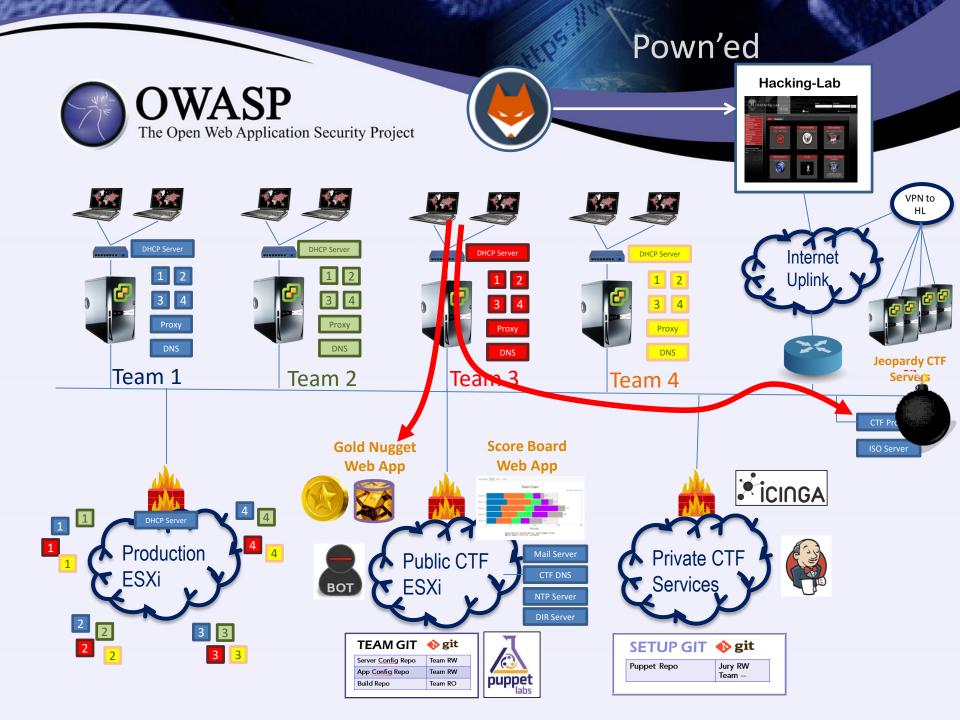
Pown'ed

1_Achievement	Setup and maintain a service
2_Attack	Stealing Gold Nugget
3_Availability	
4_Code Patch	Fix vulnerable software & services
5_Defense	Safe guard own gold nuggets
6_Jeopardy	Solving jeopardy challenges
7_Powned	Own a device/server

Pown'ed



- Teams may find vulnerabilities that are not known to the CTF jury
- If a team could hack such a service, then the team could get a special gold nugget and leave it on the hacked server as 'evidence'
- This special gold nugget is defined as the "evidence gold nugget"
- Teams can request such an evidence gold nugget from the gold nugget app, but only one at a time until it's being verified by the jury



Scoring per Time Unit



team 2

team 3

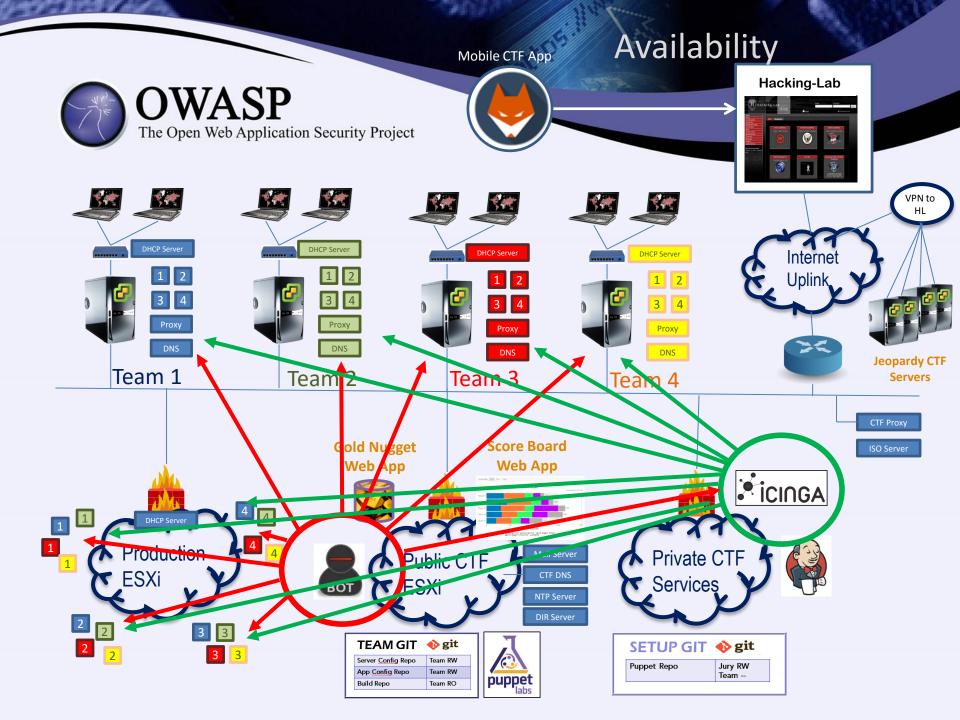
team 3 found a 0-day exploit and left an evidence nugget on the server





Availability

∃ Challenges	
1_Achievement	Setup and maintain a service
2_Attack	Stealing Gold Nugget
3_Availability	Keep own services up and running
4_Code Patch	Fix vulnerable software & services
5_Defense	Safe guard own gold nuggets
6_Jeopardy	Solving jeopardy challenges
7_Powned	Own a device/server



Scoring per Time Unit

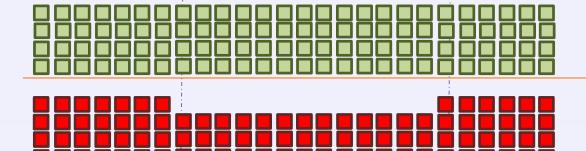


one service from team 3 is not available

team 3 fixed the problem, everything ok







team 2

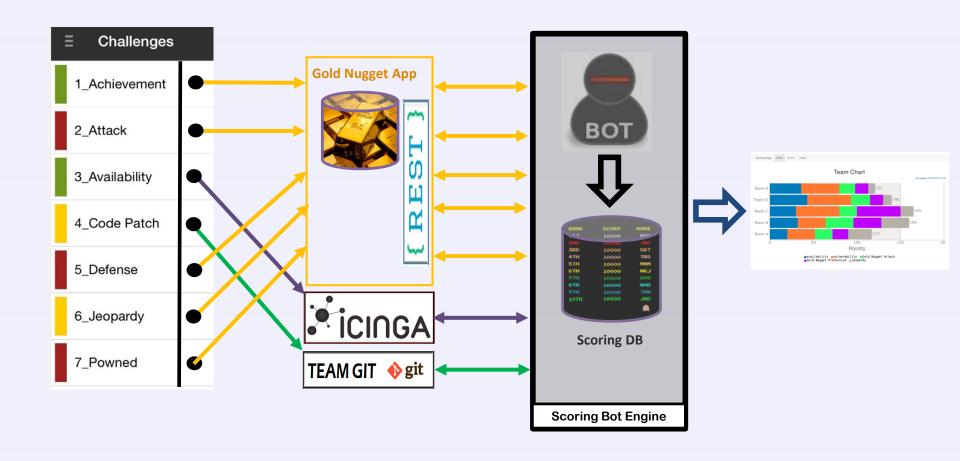
team 3



CTF Scoring

CTF Scoring





ECSC Award Ceremony 2015







Thank You!

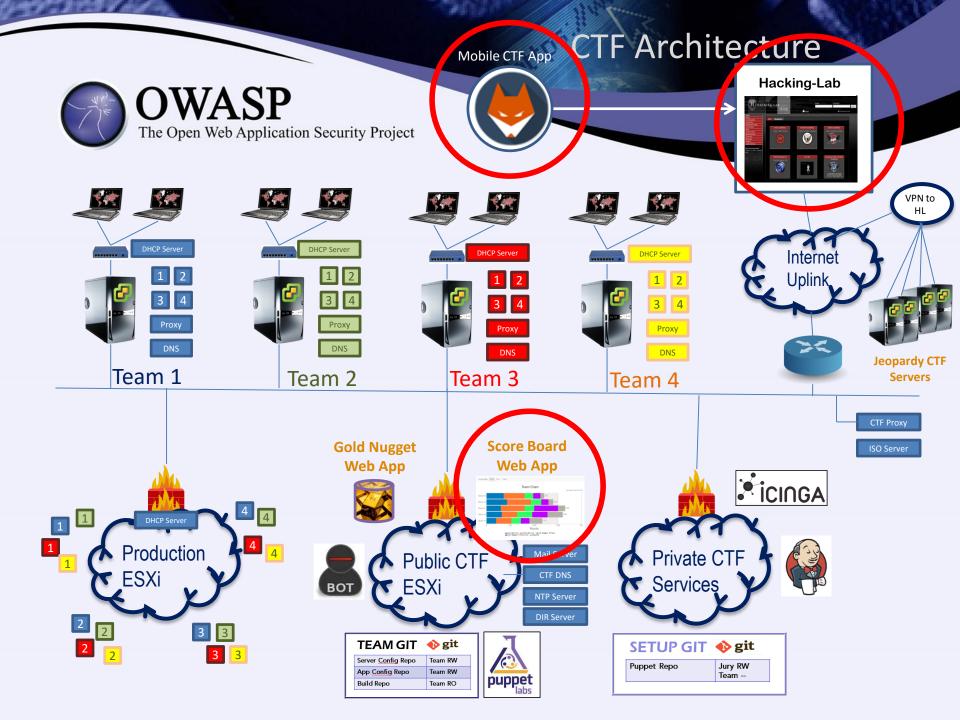
Open Question

- World-Championship?
- CTF in China?



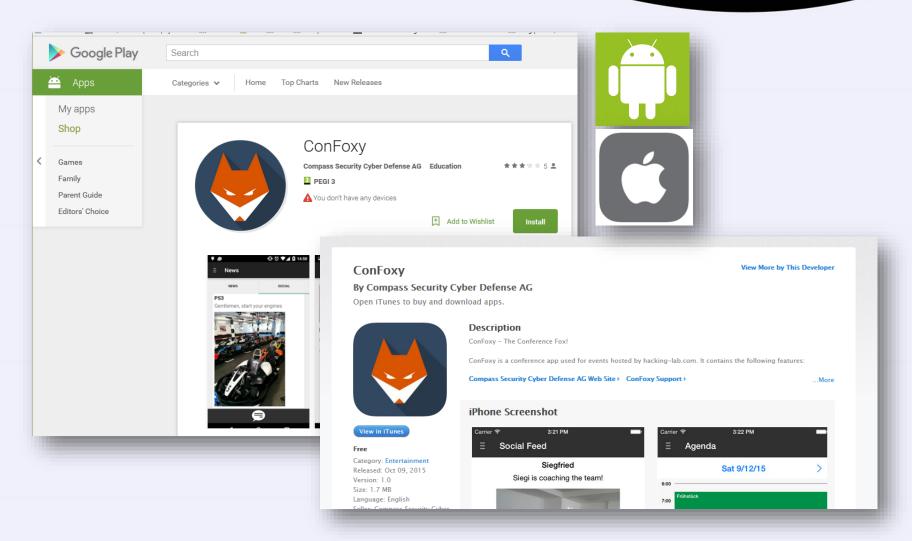
Appendix A

CTF Mobile App (available and used in ECSC 2015)



Confoxy CTF Mobile App

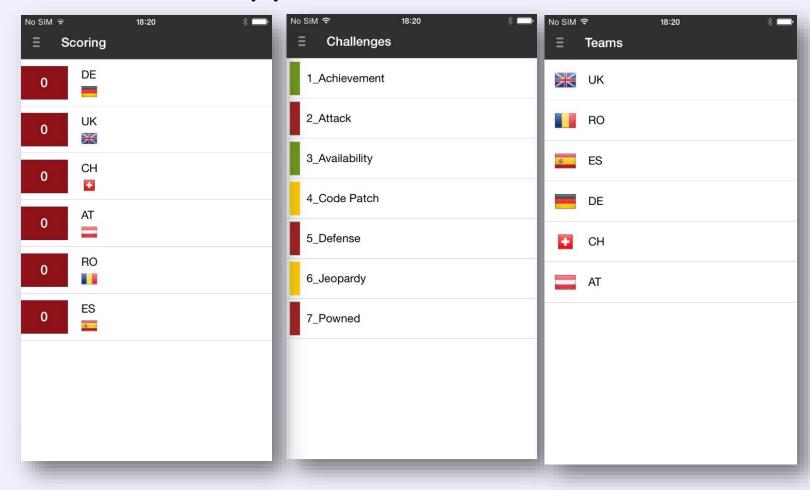




Confoxy CTF Mobile App



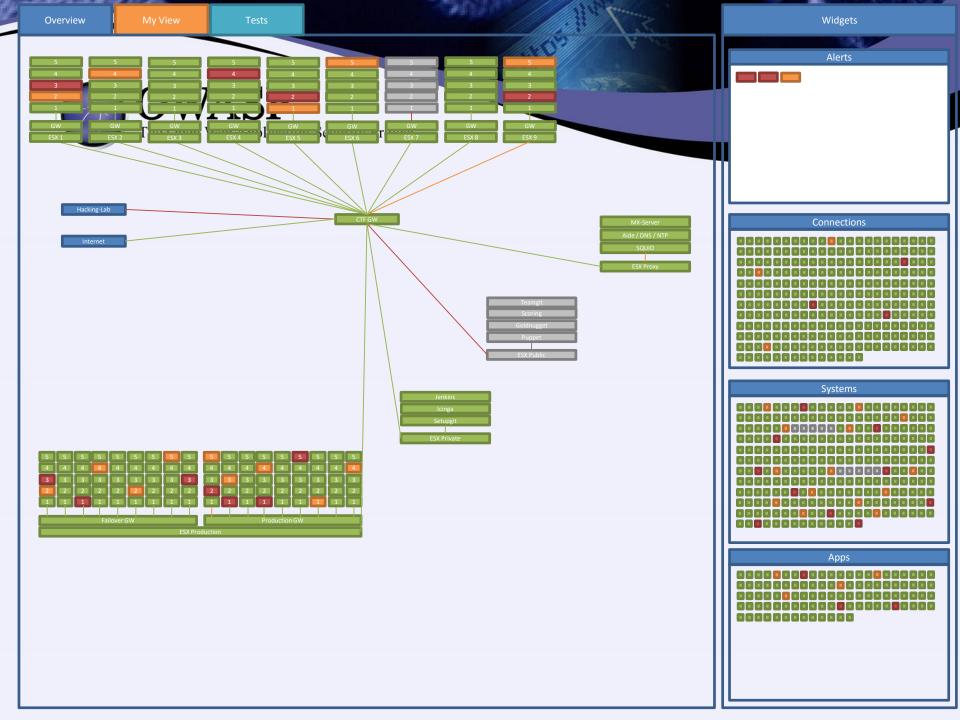
CTF Mobile App

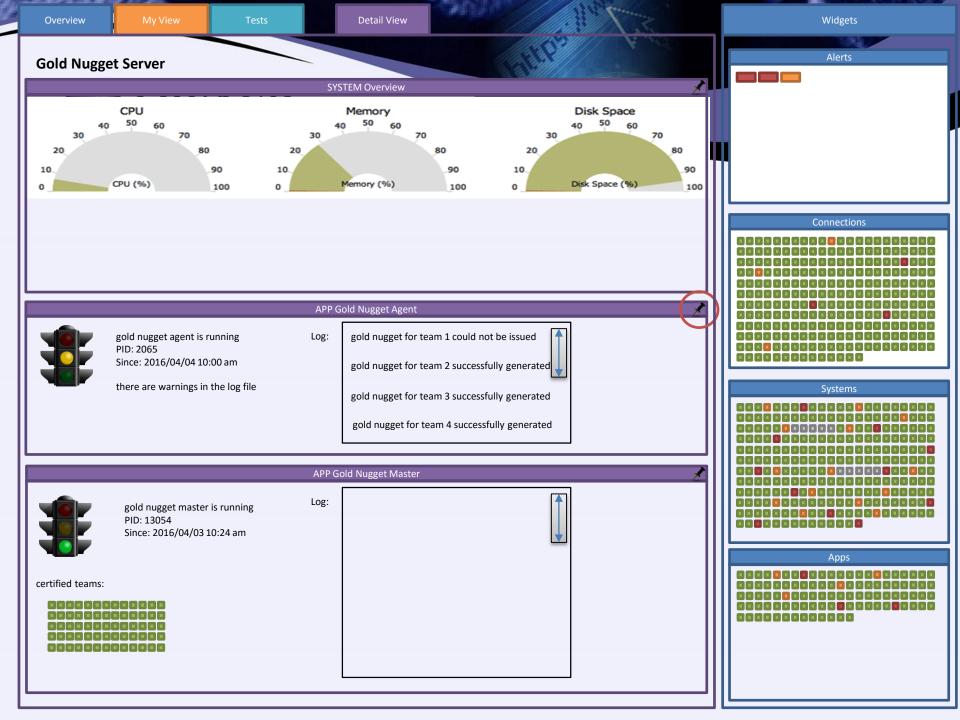




Appendix B

CTF Cockpit (not available yet)





Widgets **Detail View** Alerts **Jenkins Server SYSTEM Overview** CPU Disk Space Memory 50 70 80 80 20 20 20 10. 10. 90 90 10. CPU (%) Disk Space (%) Memory (%) 100 100 100 APP Jenkins Alle app-01 app-02 app-03 app-05 Letzter Fehlschlag Letzte Dauer Name 👃 Letzter Erfolg after-build-app-01 1 Monat 21 Tage - #301 1 Monat 22 Tage - #276 14 Sekunden Systems build-team01-app-01 1 Monat 21 Tage - #98 2 Monate 8 Tage - #66 31 Sekunden build-team02-app-01 1 Monat 21 Tage - #33 Unbekannt 33 Sekunden 1 Monat 21 Tage - #53 2 Monate 13 Tage - #24 build-team03-app-01 2 Sekunden build-team04-app-01 1 Monat 22 Tage - #36 2 Monate 7 Tage - #22 3.2 Sekunden build-team05-app-01 2 Monate 7 Tage - #20 2 Monate 7 Tage - #21 6.5 Sekunden 2 Monate 7 Tage - #19 13 Sekunden build-team06-app-01 Unbekannt 2 Monate 8 Tage - #34 build-team07-app-01 2 Monate 15 Tage - #12 3.6 Sekunden