MALWARE ANALYSIS CHEAT SHEET

The analysis and reversing tips behind this reference are covered in the SANS Institute course <u>FOR610</u>: Reverse-Engineering Malware.

Overview of the Malware Analysis Process

- 1. Use <u>automated analysis sandbox</u> tools for an initial assessment of the suspicious file.
- 2. Set up a <u>controlled</u>, isolated laboratory in which to examine the malware specimen.
- 3. Examine static properties and meta-data of the specimen for triage and early theories.
- 4. Emulate code execution to identify malicious capabilities and contemplate next steps.
- 5. Perform behavioral analysis to examine the specimen's interactions with its environment.
- 6. Analyze relevant aspects of the code statically with a disassembler and decompiler.
- 7. Perform dynamic code analysis to understand the more difficult aspects of the code.
- 8. If necessary, unpack the specimen.
- 9. Repeat steps 4-8 above as necessary (the order may vary) until analysis objectives are met.
- 10. Augment your analysis using other methods, such as memory forensics and threat intel.
- 11. <u>Document findings</u>, save analysis artifacts and clean-up the laboratory for future analysis.

Behavioral Analysis

Be ready to revert to good state via virtualization snapshots, Clonezilla, dd, FOG, PXE booting, etc.

Monitor local interactions (<u>Process Hacker</u>, <u>Process Monitor</u>, <u>ProcDOT</u>, <u>Noriben</u>).

Detect major local changes (RegShot, Autoruns).

Monitor network interactions (Wireshark, Fiddler).

Redirect network traffic (fakedns, accept-all-ips).

Activate services (<u>INetSim</u> or actual services) requested by malware and reinfect the system.

Adjust the runtime environment for the specimen as it requests additional local or network resources.

Ghidra for Static Code Analysis	
Go to specific destination	g
Show references to instruction	Ctrl+Shift+f
Insert a comment	;
Follow jump or call	Enter
Return to previous location	Alt+Left
Go to next location	Alt+Right
Undo	Ctrl+z
Define data type	t
Add a bookmark	Ctrl+d
Text search	Ctrl+Shift+e
Add or edit a label	1
Disassemble values	d

x64dbg/x32dbg for Dynamic Code Analysis Run the code F9

Step into/over instruction	F7 / F8
Execute until selected instruction F4	
Execute until the next ret	urn Ctrl+F9
Show previous/next executed instruction - / +	
Return to previous view	*
Go to specific expression	Ctrl+g
Insert comment / label	; / :
Show current function as a graph g	
Set software breakpoint on specific instruction	Select instruction » F2
Set software breakpoint on API	Go to Command prompt » SetBPX API Name
Highlight all occurrences of the keyword in disassemb	

Select instruction

» Spacebar

Edit data in memory or instruction opcode

Select data or instruction » Ctrl+e

Extract API call references

Right-click in disassembler
 » Search for » Current
module » Intermodular calls

Unpacking Malicious Code

Determine whether the specimen is packed by using Detect It Easy, Exeinfo PE, Bytehist, peframe, etc.

To try unpacking the specimen quickly, infect the lab system and dump from memory using Scylla.

For more precision, find the Original Entry Point (OEP) in a debugger and dump with OllyDumpEx.

To find the OEP, anticipate the condition close to the end of the unpacker and set the breakpoint.

Try setting a memory breakpoint on the stack in the unpacker's beginning to catch it during cleanup.

To get closer to the OEP, set breakpoints on APIs such as LoadLibrary, VirtualAlloc, etc.

To intercept process injection set breakpoints on VirtualAllocEx, WriteProcessMemory, etc.

If cannot dump cleanly, examine the packed specimen via dynamic code analysis while it runs.

Rebuild imports and other aspects of the dumped file using Scylla and pe unmapper.

Bypassing Other Analysis Defenses

Decode obfuscated strings statically using <u>FLOSS</u>, xorsearch, Balbuzard, etc.

Decode data in a debugger by setting a breakpoint after the decoding function and examining results.

Conceal x64dbg/x32dbg via the ScyllaHide plugin.

To disable anti-analysis functionality, locate and patch the defensive code using a debugger.

Look out for tricky jumps via TLS, SEH, RET, CALL, etc. when stepping through the code in a debugger.

If analyzing shellcode, use scdbg and runsc.

Disable ASLR via <u>setdllcharacteristics</u>, <u>CFF Explorer</u>.

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Assemble instruction in

place of selected one