

Threat modelling the Death Star

By Mario Areias



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Developer + **Security**

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THREAT MODELLING



Security and development teams collaborating on threat models is the most effective way to improve security posture.

State of DevOps Report - 2019



threat modelling

process

identify

enumerate

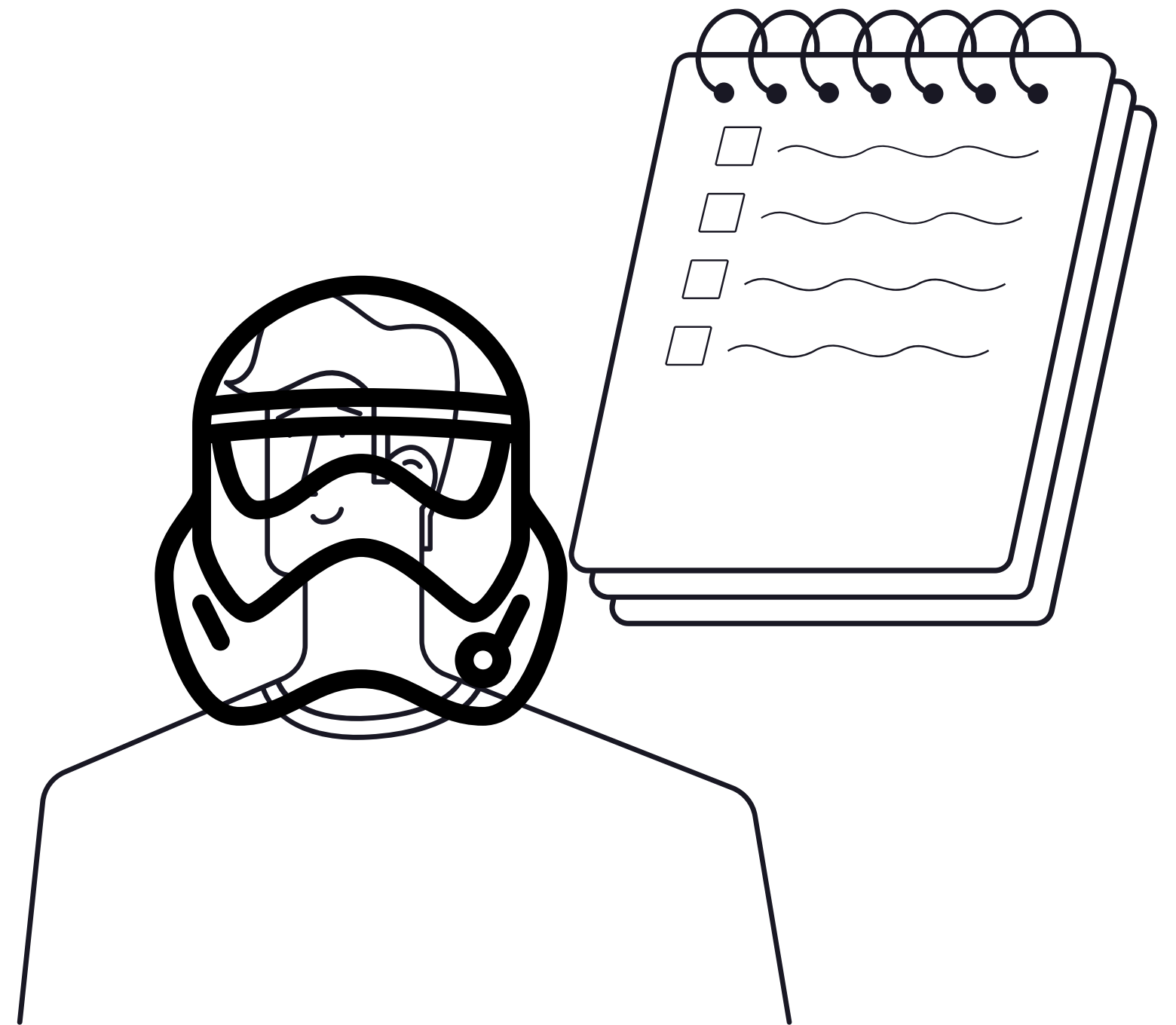
threats



Not impressed



LIST OF REQUIREMENTS



Engaging



Highly collaborative



Valuable for everyone



STRIDE

Pasta



Attack Trees



DREAD

useful

valuable

80%

of the developers

participate again

STARR
WARDS

**THE CSO OF
GALACTIC
EMPIRE...YOU!**



YOUR BOSS....





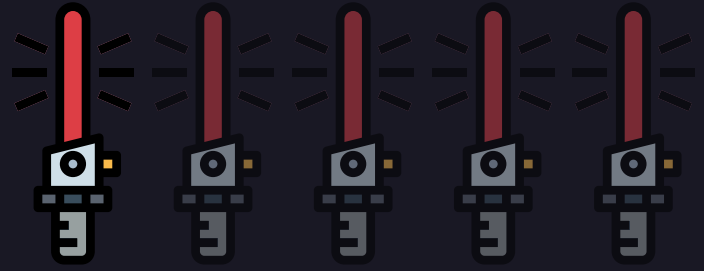




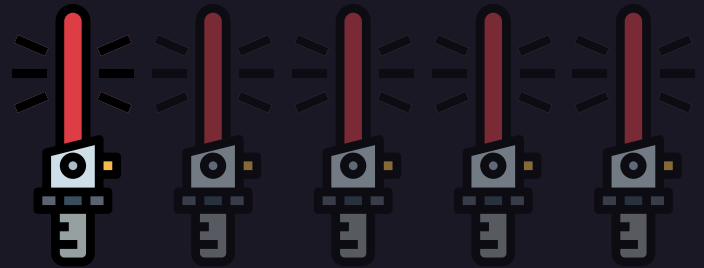
EVIL PERSONAS

Script Kiddie

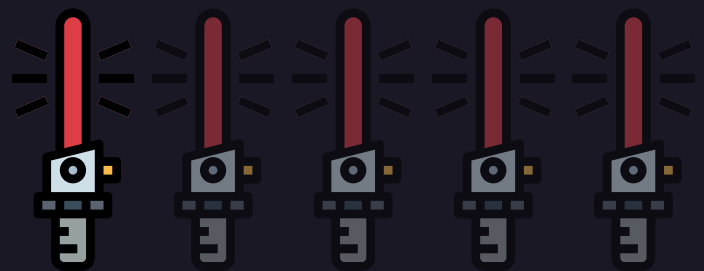
Expertise



Resources

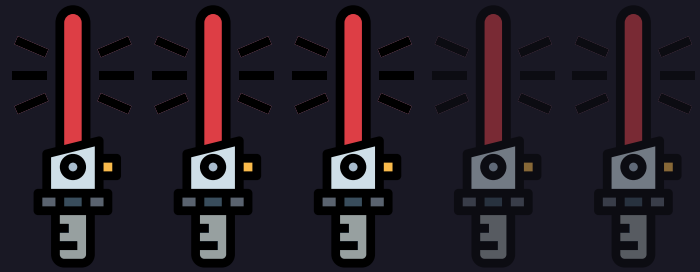


Organisation

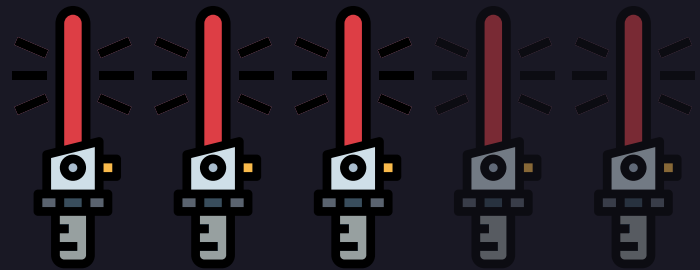


Bounty Hunter

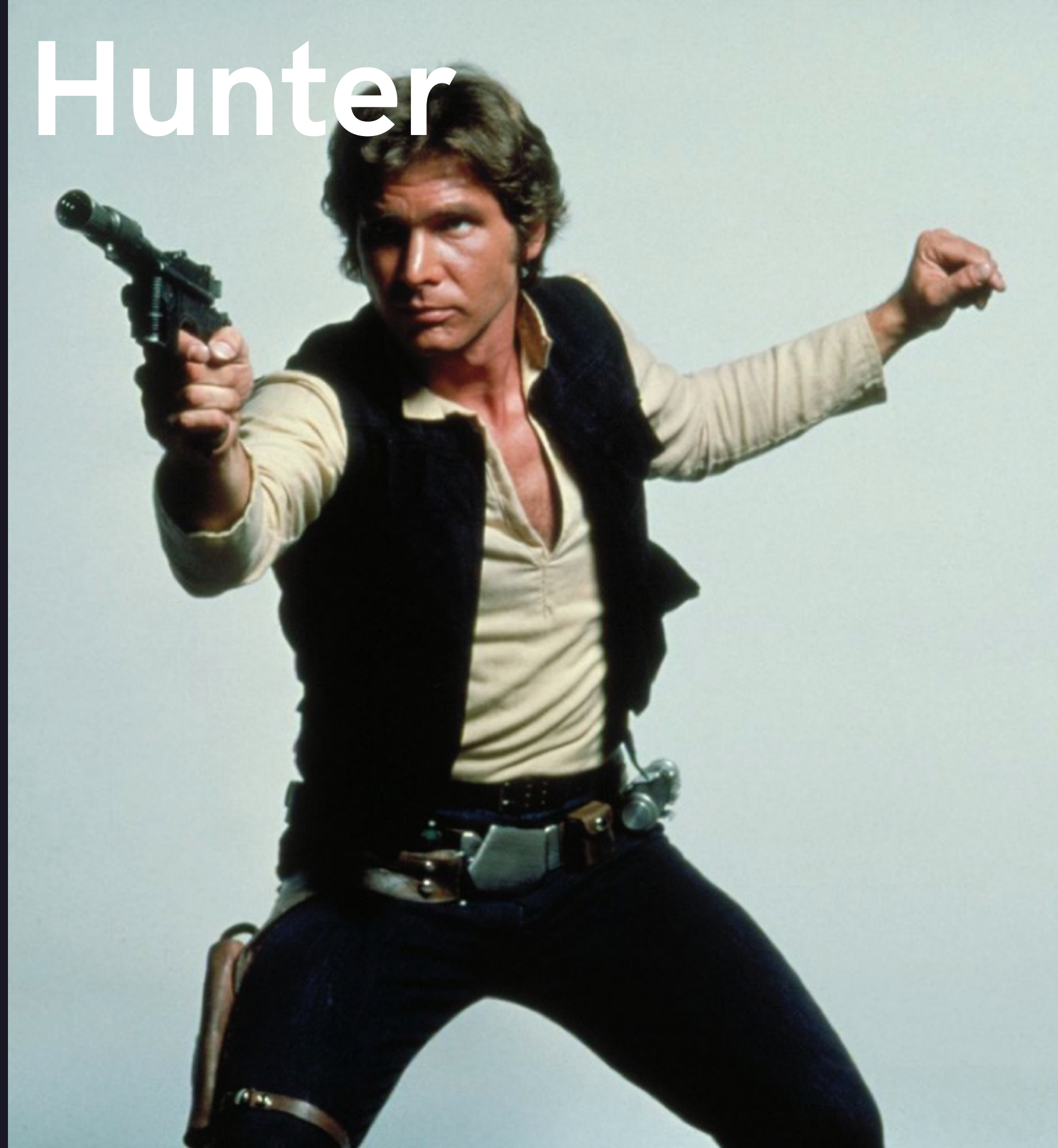
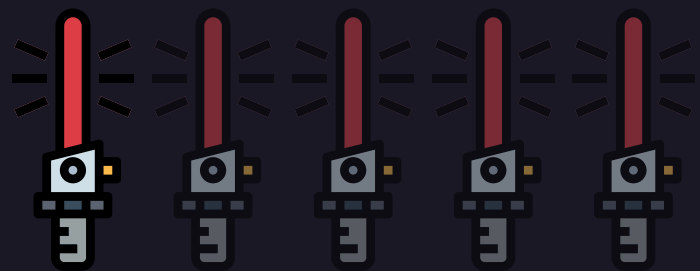
Expertise



Resources

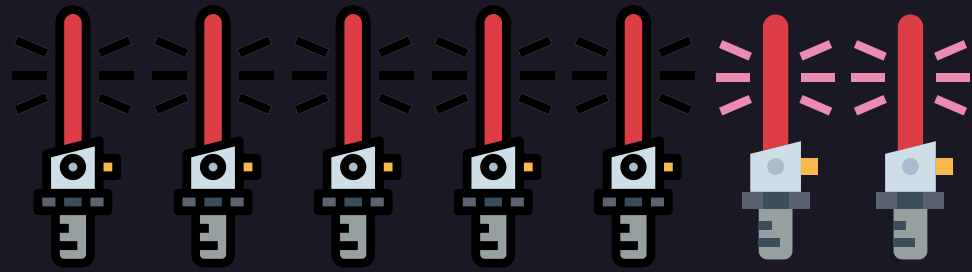


Organisation

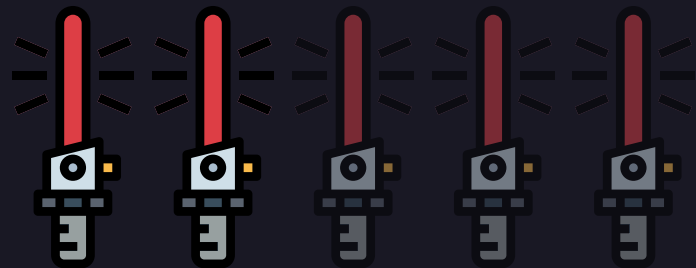


Jedi Knight

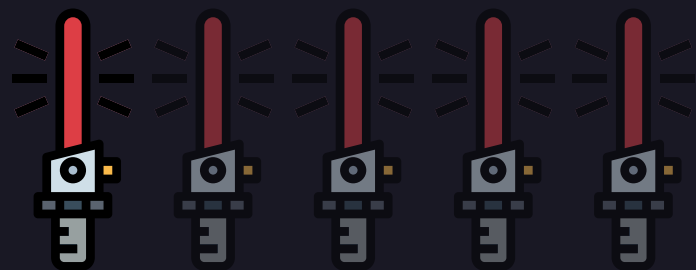
Expertise



Resources

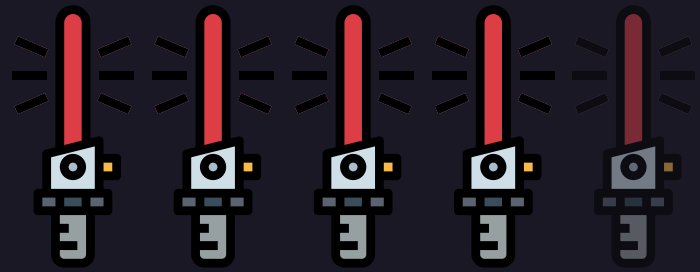


Organisation

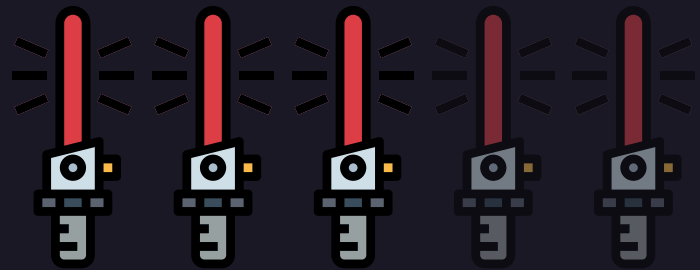


Insider Threat

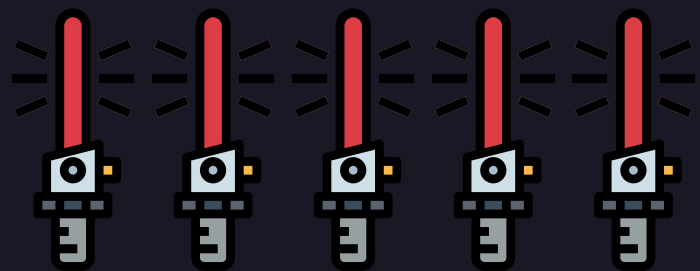
Expertise



Resources

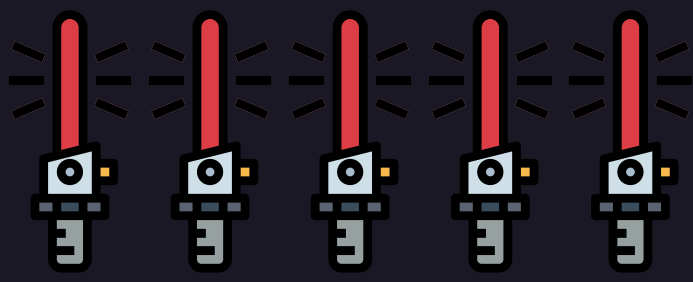


Organisation

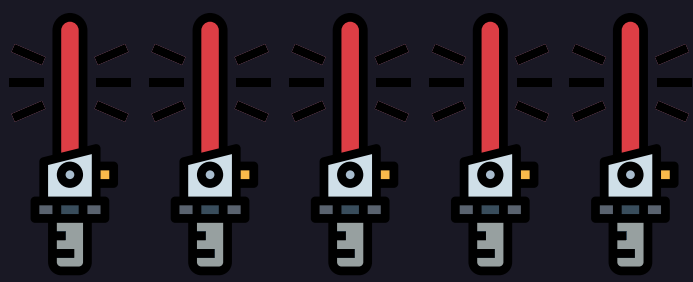


Nation State

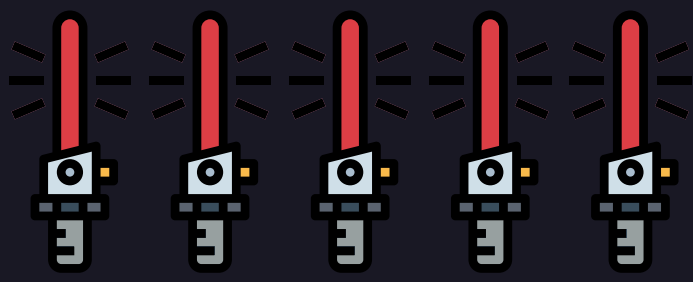
Expertise



Resources



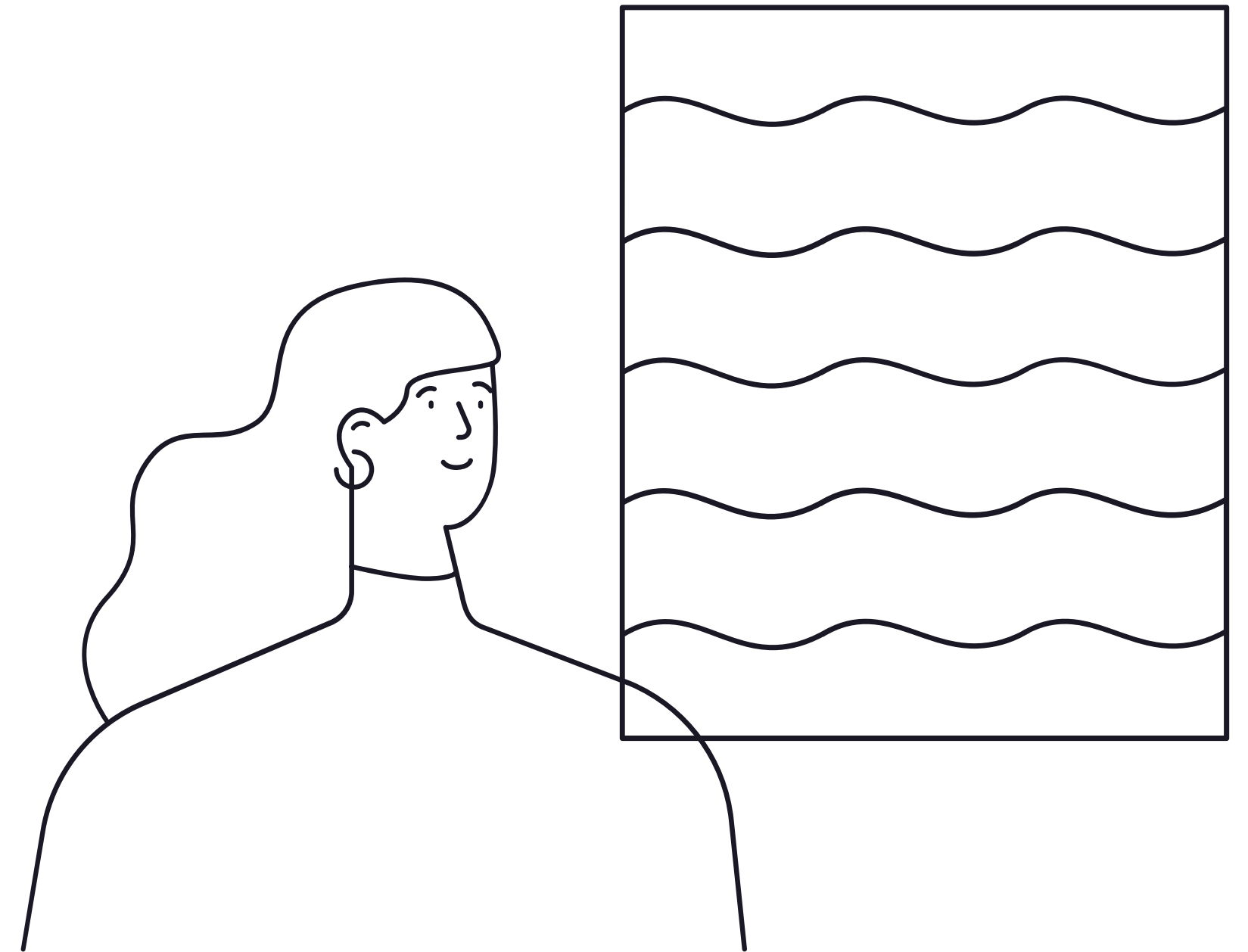
Organisation



EVIL PERSONAS



**Get data to create
your own evil
personas.**

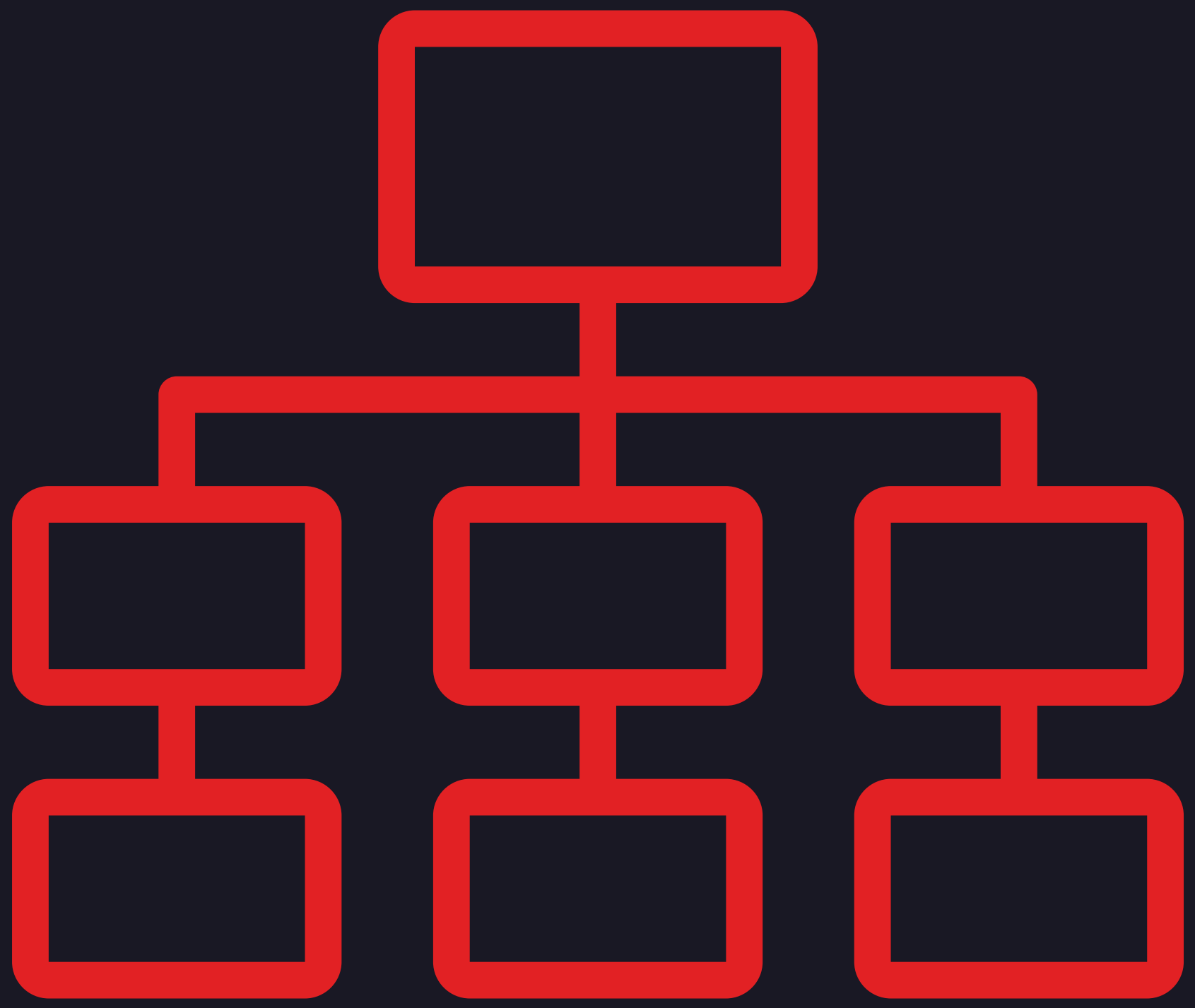




BUILDING THE ATTACK TREE

**GET THE RIGHT
PEOPLE IN THE
ROOM**





Take control
of Death Star

Take Death Star
out of action



Take control
of Death Star

Take Death Star
out of action



**Take Death Star
out of action**

```
graph TD; A[Take Death Star out of action] --> B[Disable Death Star]; A --> C[Destroy Death Star]
```

**Disable Death
Star**

**Destroy Death
Star**

**Take Death Star
out of action**

```
graph TD; A[Take Death Star out of action] --> B[Disable Death Star]; A --> C[Destroy Death Star]
```

**Disable Death
Star**

**Destroy Death
Star**

**Disable Death
Star**

```
graph TD; A[Disable Death Star] --> B[System Failure]; A --> C[Mechanical Failure];
```

System Failure

**Mechanical
Failure**

System Failure

```
graph TD; A[System Failure] --> B[Compromise Critical IT systems];
```

**Compromise
Critical IT systems**

**Mechanical
Failure**

```
graph TD; A[Mechanical Failure] --> B[Overload Critical Infrastructure];
```

**Overload Critical
Infrastructure**

**Compromise
Critical IT systems**

**Overload Critical
Infrastructure**

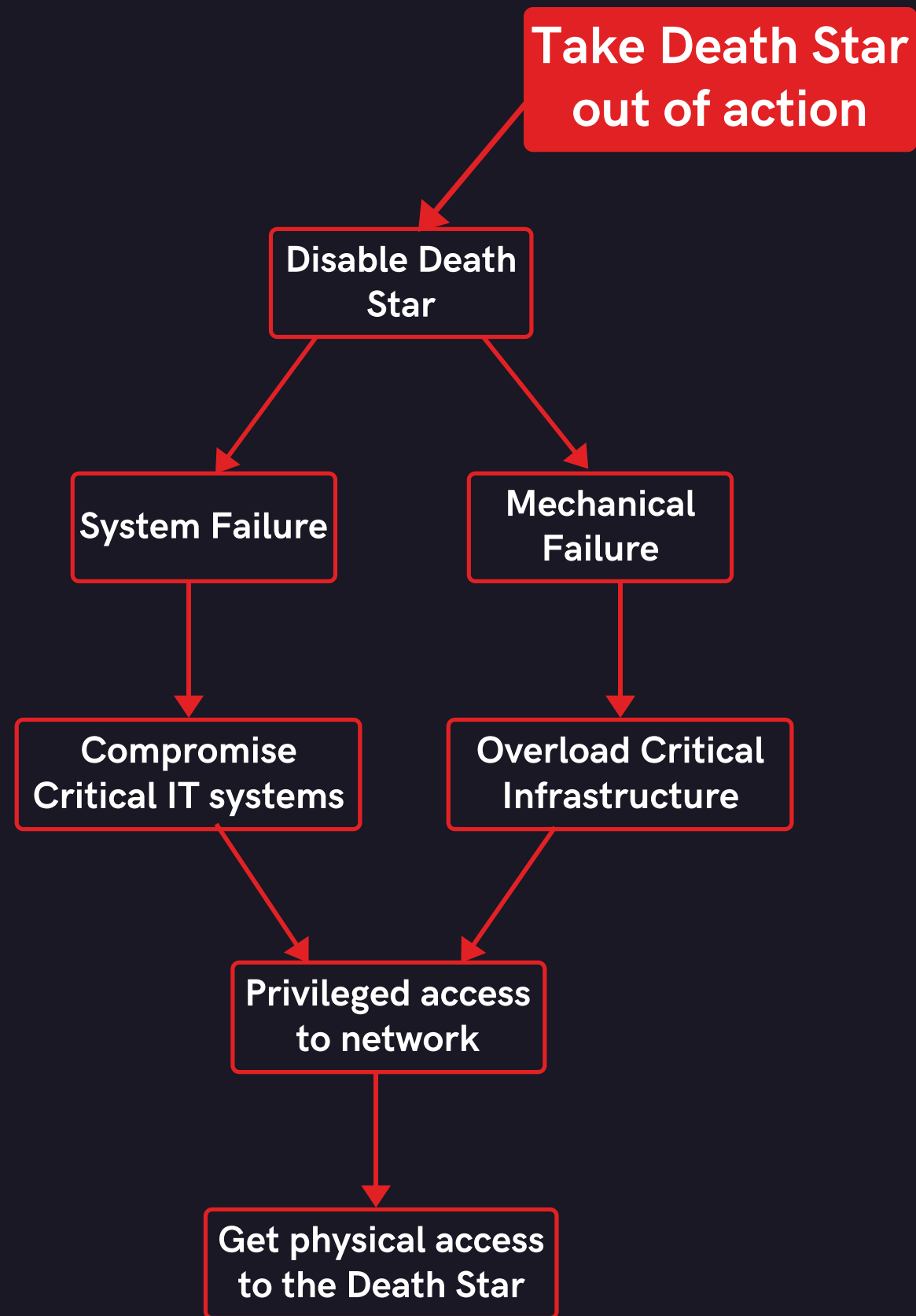
**Privileged access
to network**

**Privileged access
to network**



```
graph TD; A[Privileged access to network] --> B[Get physical access to the Death Star]
```

**Get physical access
to the Death Star**



**Take Death Star
out of action**

```
graph TD; A[Take Death Star out of action] --> B[Disable Death Star]; A --> C[Destroy Death Star]
```

**Disable Death
Star**

**Destroy Death
Star**

**Take Death Star
out of action**

```
graph TD; A[Take Death Star out of action] --> B[Disable Death Star]; A --> C[Destroy Death Star];
```

**Disable Death
Star**

**Destroy Death
Star**

**Destroy Death
Star**

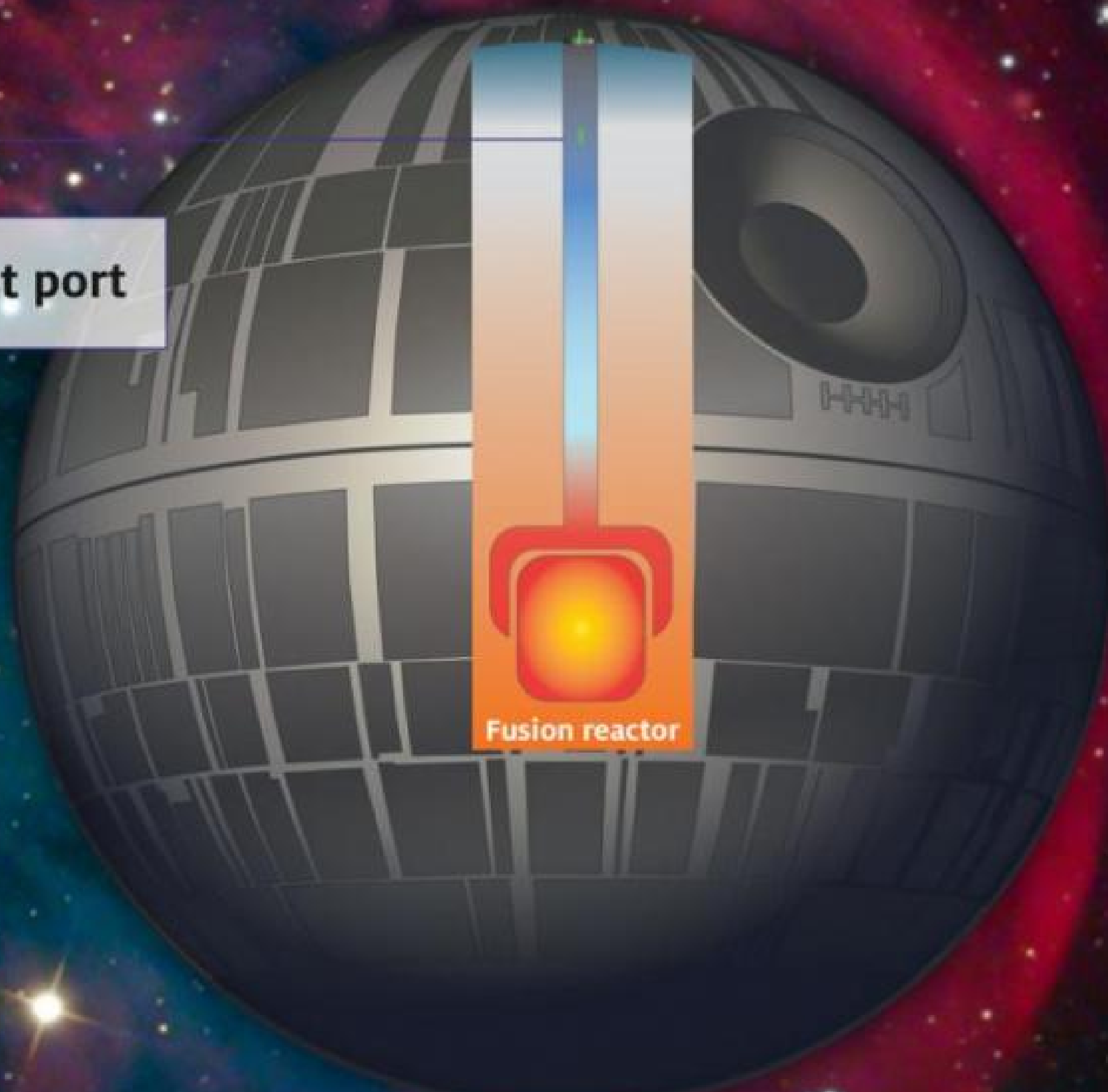
```
graph TD; A[Destroy Death Star] --> B[Military Attack]; A --> C[Destroy Reactor];
```

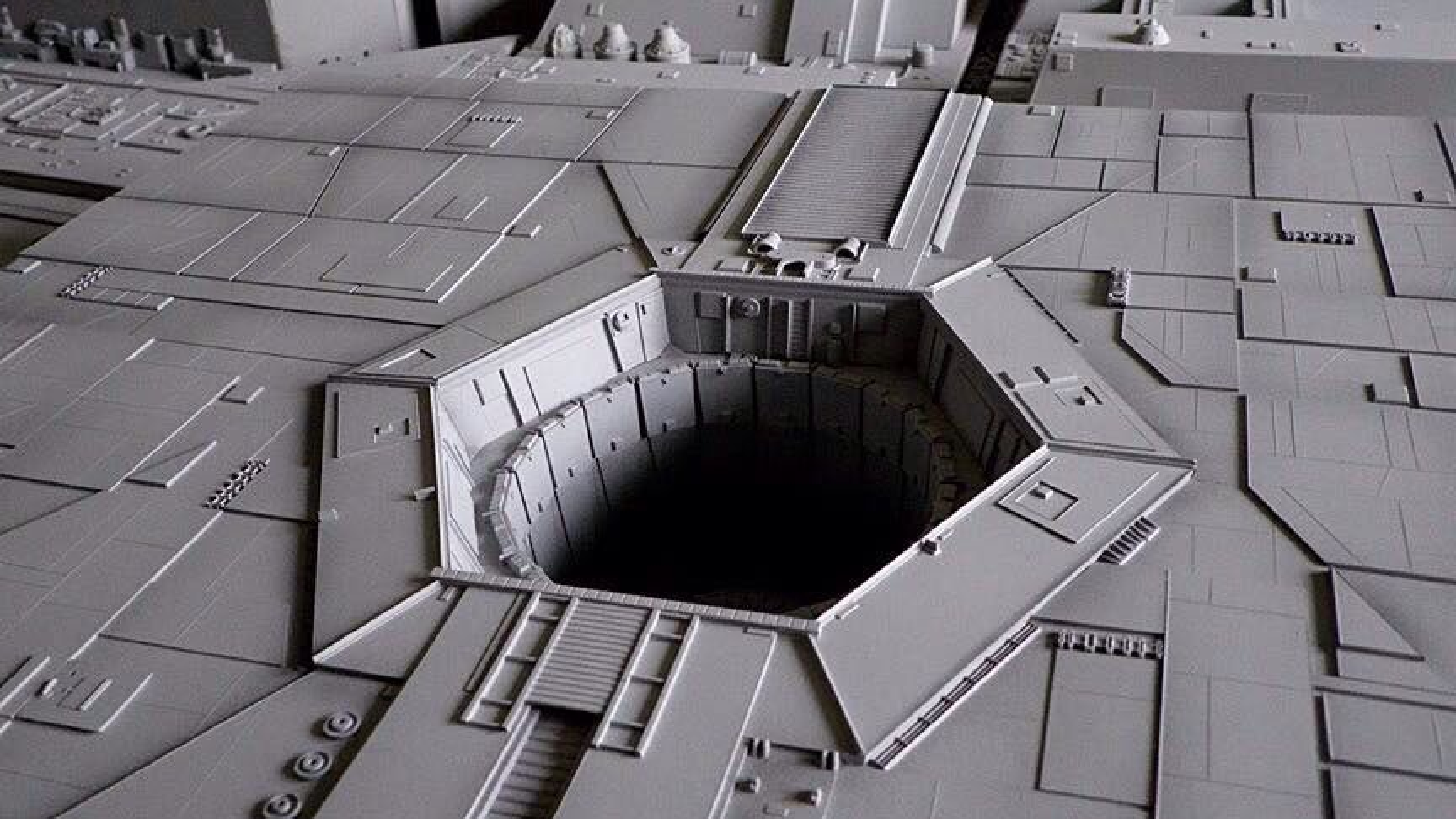
Military Attack

Destroy Reactor

Thermal exhaust port

Fusion reactor





Destroy Reactor

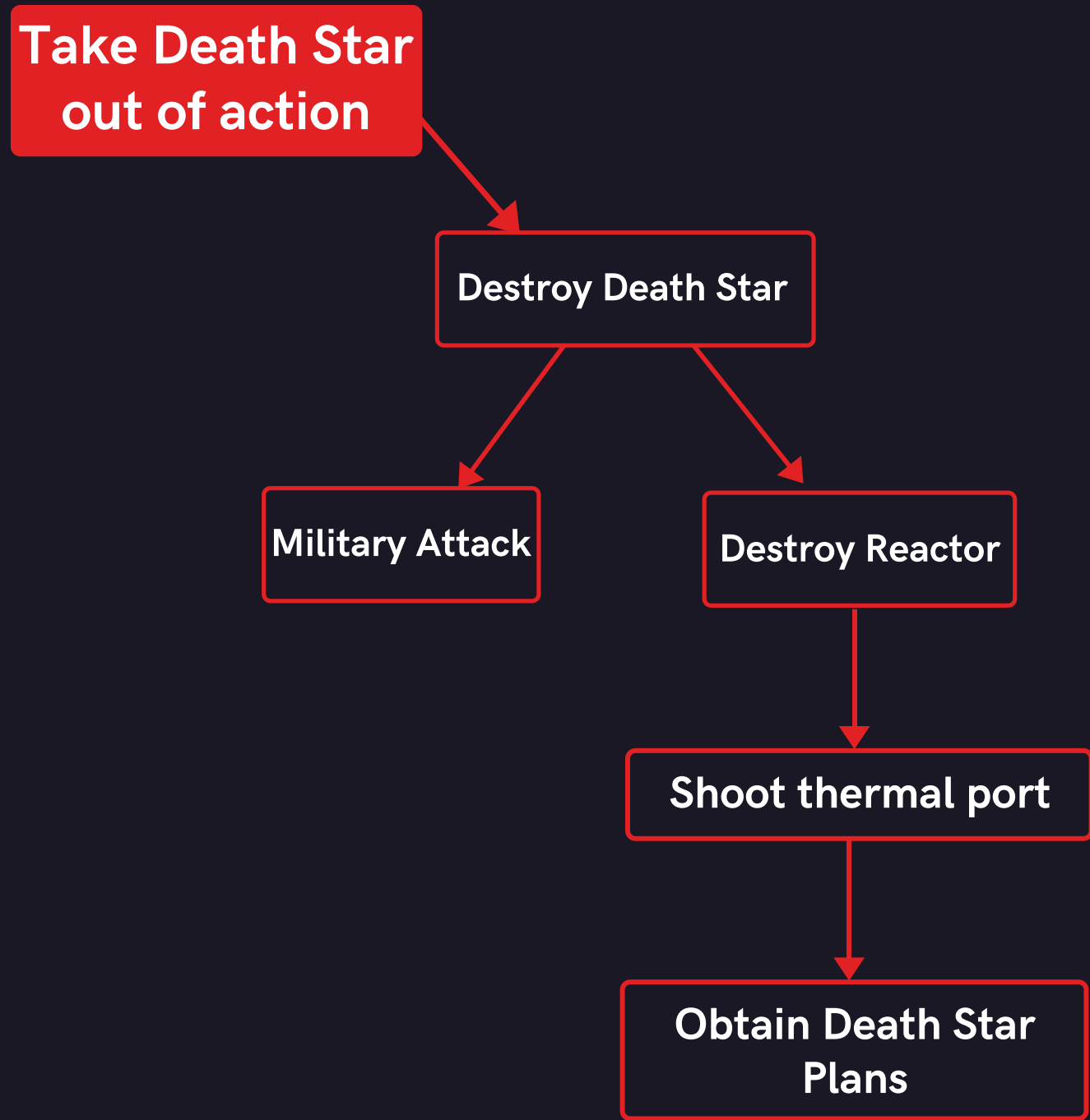
```
graph TD; A[Destroy Reactor] --> B[Shoot thermal port]
```

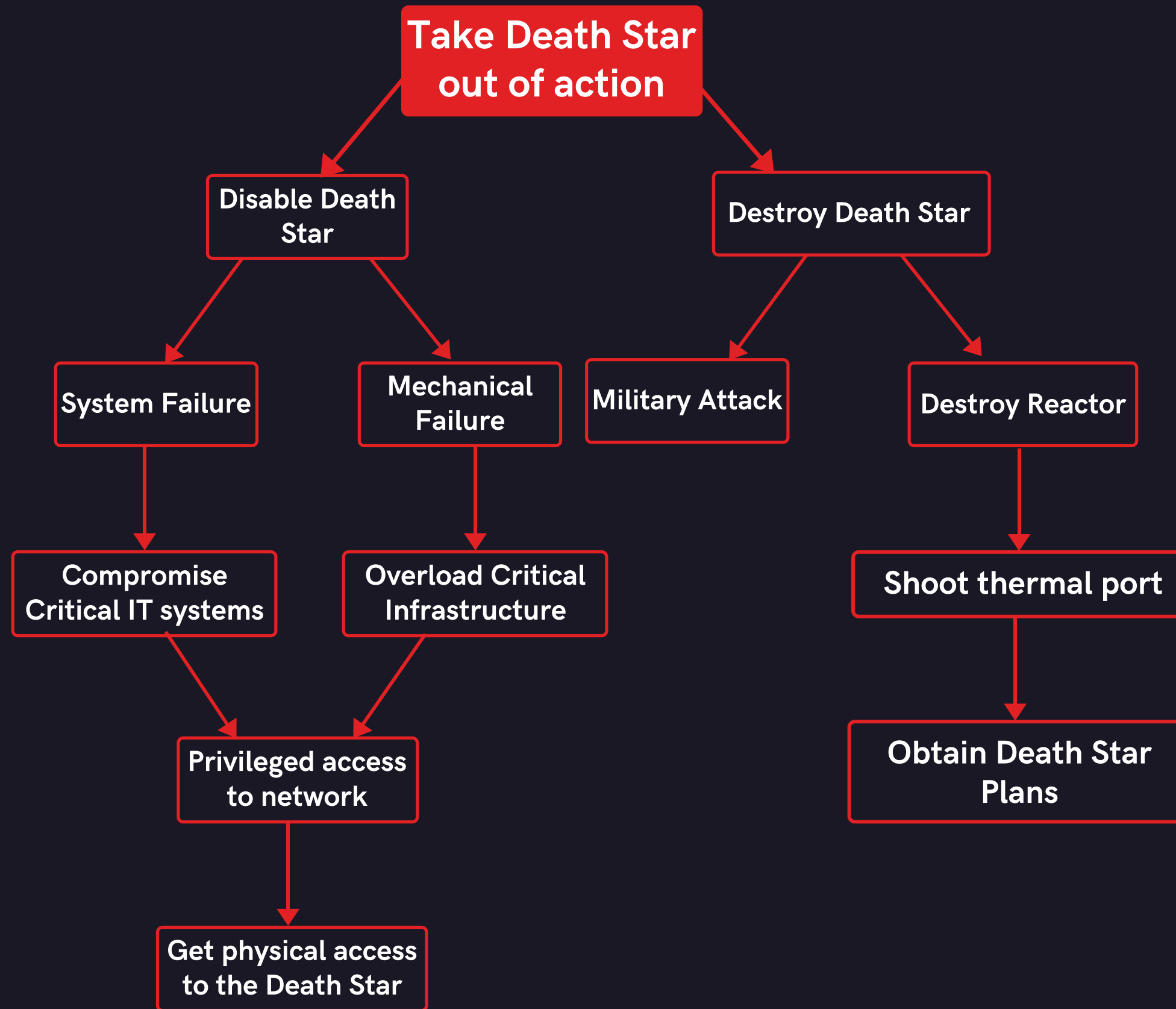
**Shoot thermal
port**

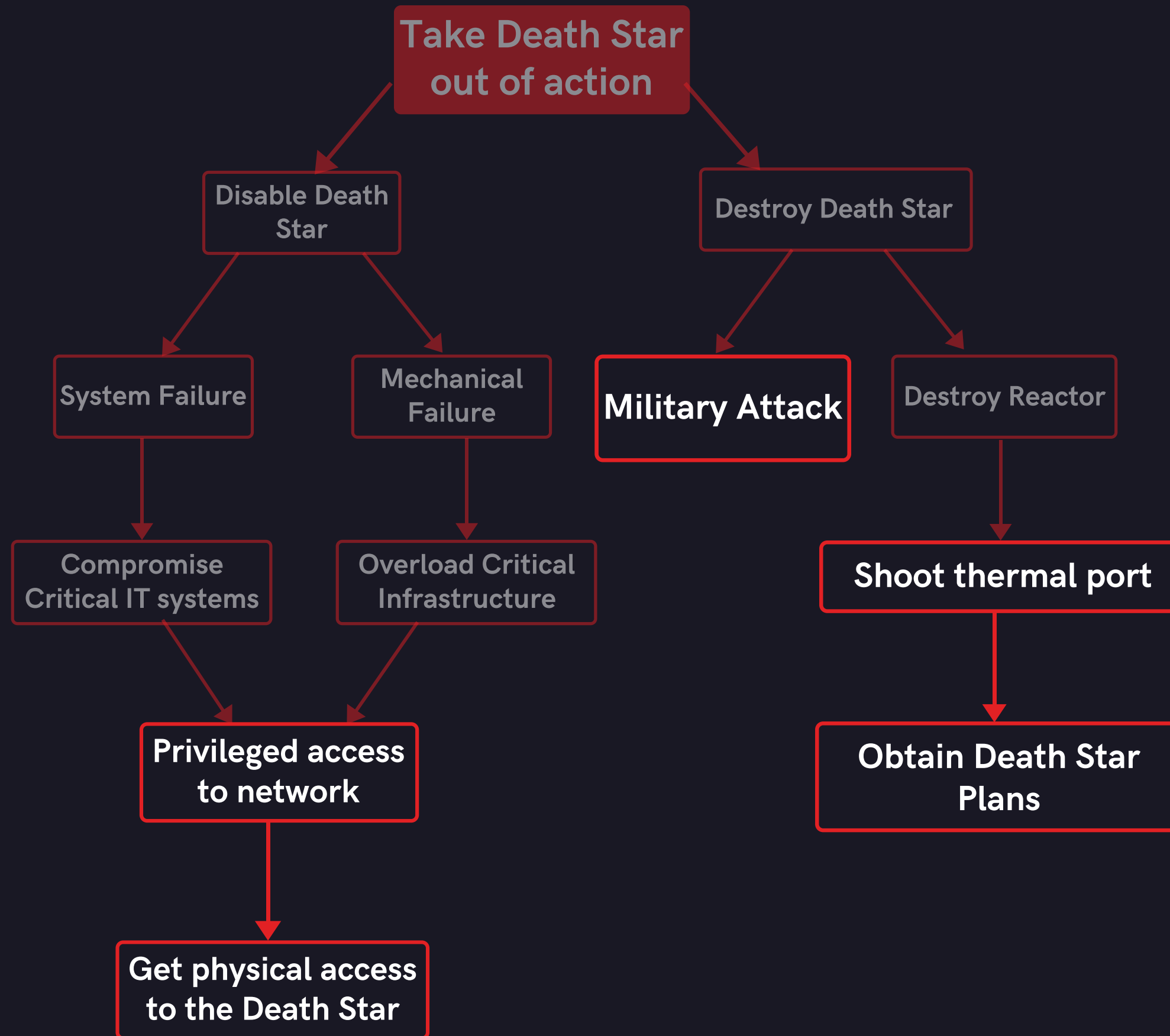
**Shoot thermal
port**



**Obtain Death
Star plans**

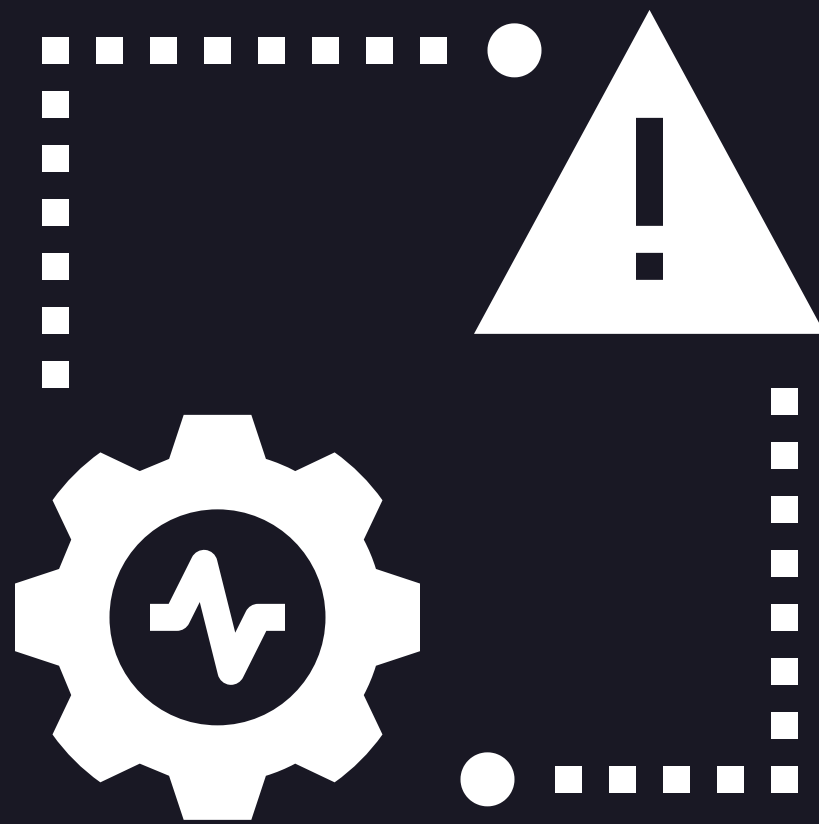






It is a problem **solving** exercise

Make people think like **attackers**



MITIGATING RISKS

**PRIVILEGED
ACCESS TO
NETWORK**

Impact: High

Likelihood: Medium

MITIGATIONS

Better network segregation

Improved network monitoring

Frequent penetration testing

**PRIVILEGED
ACCESS TO
NETWORK**

Impact: High

Likelihood: Low

MILITARY ATTACK

Impact: **High**

Likelihood: **High**

MITIGATIONS

Runbooks to respond to attack

Get Star Destroyers "on call"

Monitor Rebellion Activities

MILITARY ATTACK

Impact: **Medium**

Likelihood: **Medium**

SHOOT AT
THERMAL PORT

Impact: High

Likelihood: Low?

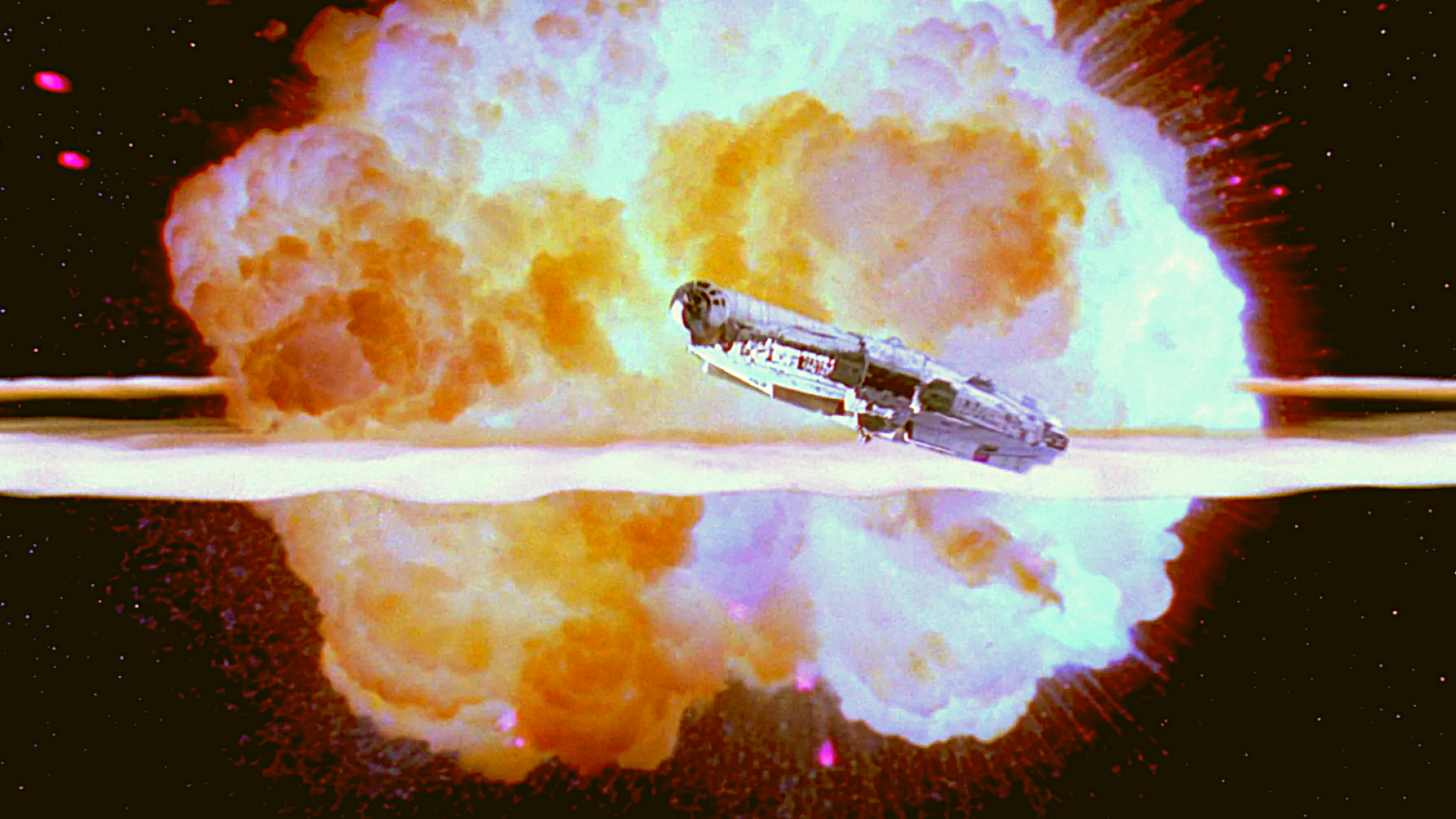


MITIGATIONS?

Hide Death Star plans









FORENSIC ANALYSIS





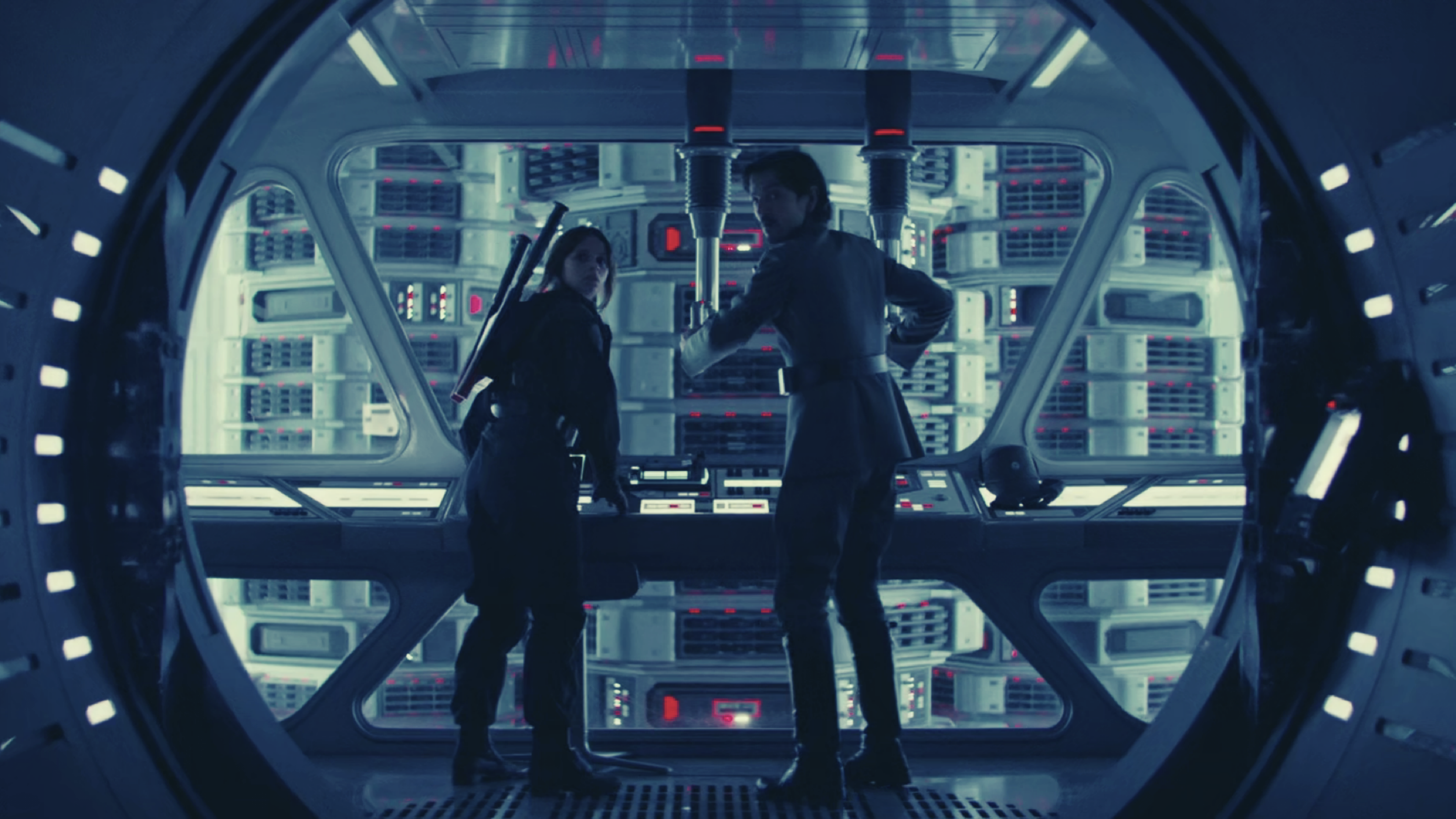






I'VE GOT A BAD FEELING

ABOUT THIS







LESSONS LEARNED

**THREAT MODEL
EARLY AND
OFTEN**



**THERE ARE
ALWAYS
UNKNOWNNS**



**THREAT
MODELLING
MUST BE
ENGAGING**



**May the Force be
with you!**



@MarioAreias