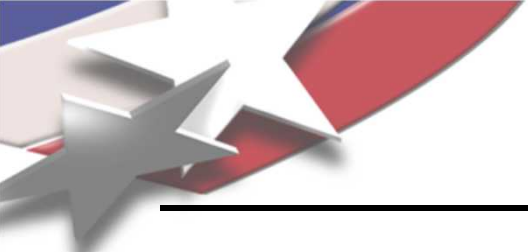


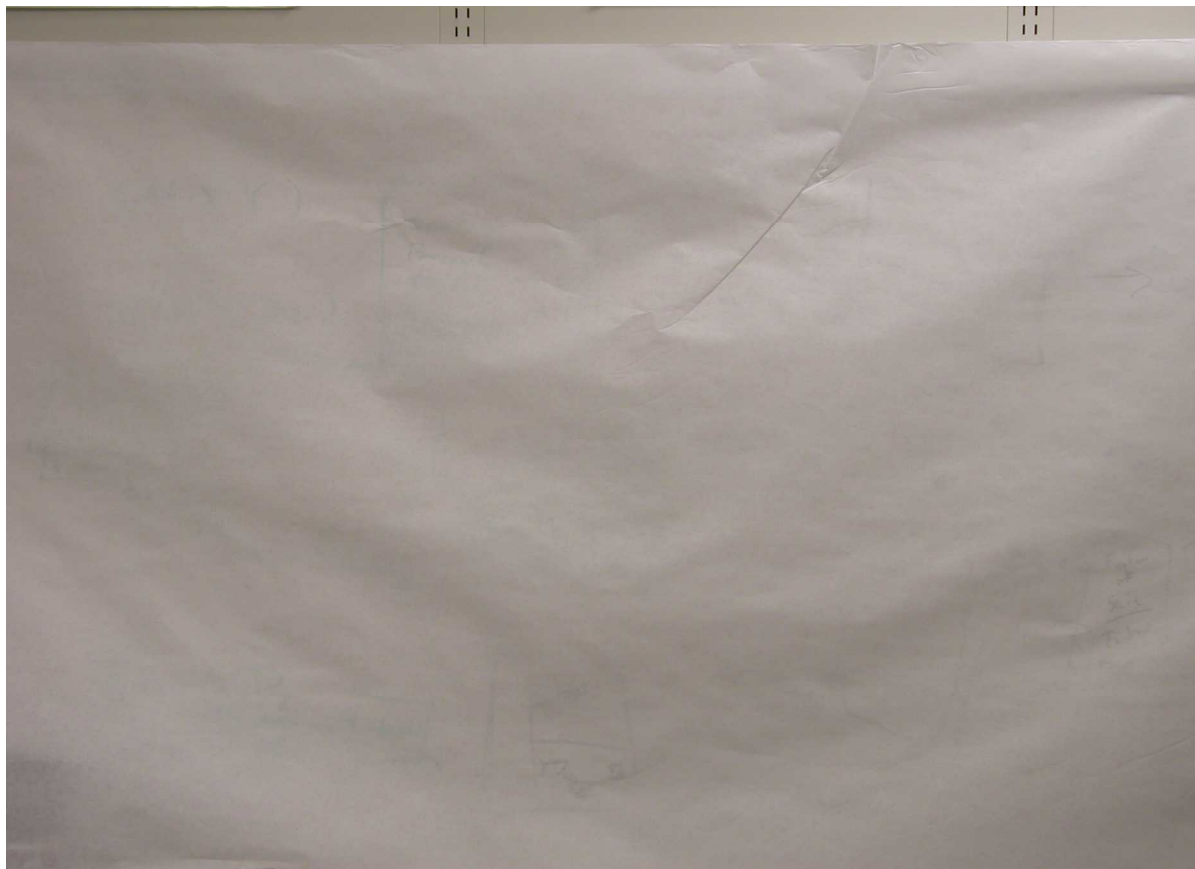
Brainstorm Information

Materials

- **Butcher Paper**
 - Provides a large area to work with
 - Portable and storable (temporarily)
- **Post-Its**
 - Used to record ideas
 - All ideas should be written down
- **Sharpie Markers**
 - Easy to read at a distance so all participants can see current ideas



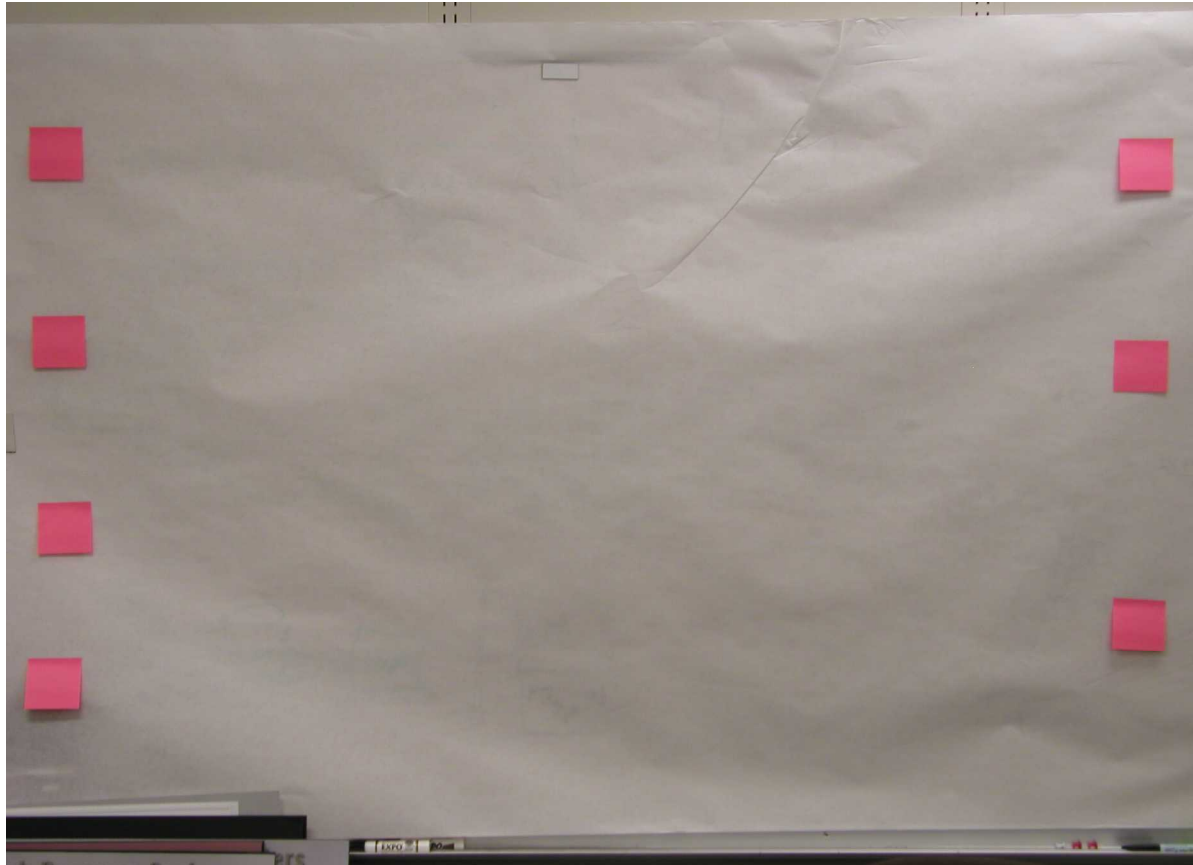
What is this?

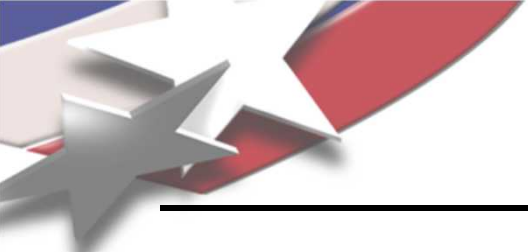


Butcher Paper!

- **This is what we have given you to start with... A completely blank slate!**
- **Now what?**

Start Points and Flags





Attack!!

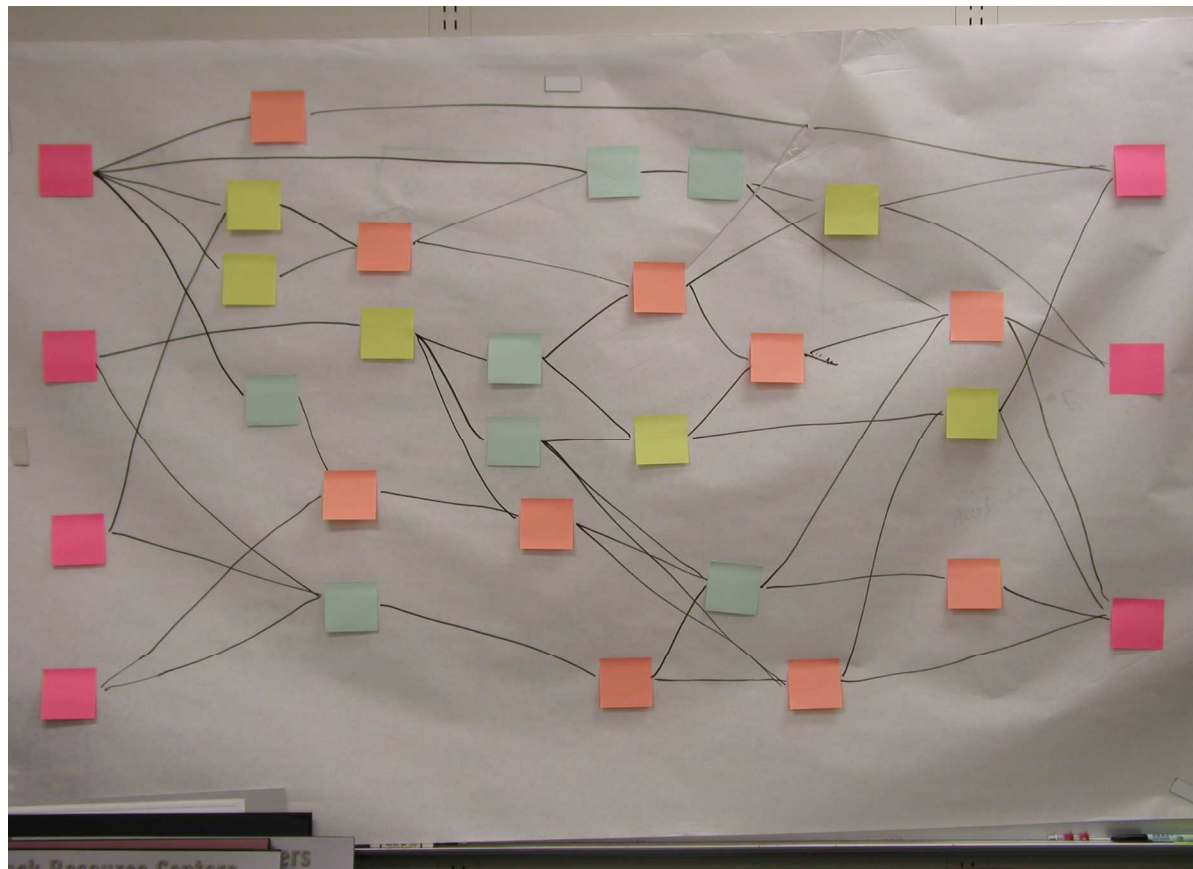
Brainstorming



Organization

- **Once the team starts winding down and wrapping up ideas, start to organize the attacks**
- **This is often done in a group so ideas can be clarified (post-its are small!)**
- **When you think you have the order, start drawing lines**
 - **We recommend using light color markers for the first cut**

Attack Graph



Attack Graphs

- **Once you are comfortable with the graph and lines, re-trace the lines in a dark color so they are visible**
- **If you are going to be moving the butcher paper, reinforce the post-its with tape**
 - **There's nothing worse than losing post-its unless its having them, but not knowing where they go!**



Reality Check

- **After the attack graph has been developed, the core members of the red team must review the suggested attacks to ensure that attacks are reasonable and achievable**

Adversary Filtering

- **Once the unrealistic attacks have been removed, the team considers the attack graph with the skills, resources, constraints of the adversary being modeled.**
- **Attacks that are beyond the capabilities of the desired adversary will be removed.**
 - **These attacks should be archived for possible later use**

More Constraints

- **Next, we screen out attacks based on exercise constraints/rules of engagement or other exercise requirements.**
- **In a paper exercise, this may not be necessary.**

Path Grading

- The filtered attack graph is then reviewed again to find the “best” attack path.
- The definition of best varies depending on the desired characteristics:
 - Stealth,
 - Cost
 - Time
 - Etc.

Attack Planning - Brainstorming

