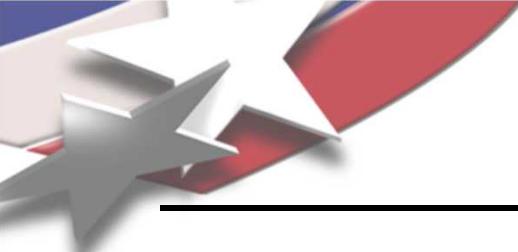


# Brainstorm Information

# Materials

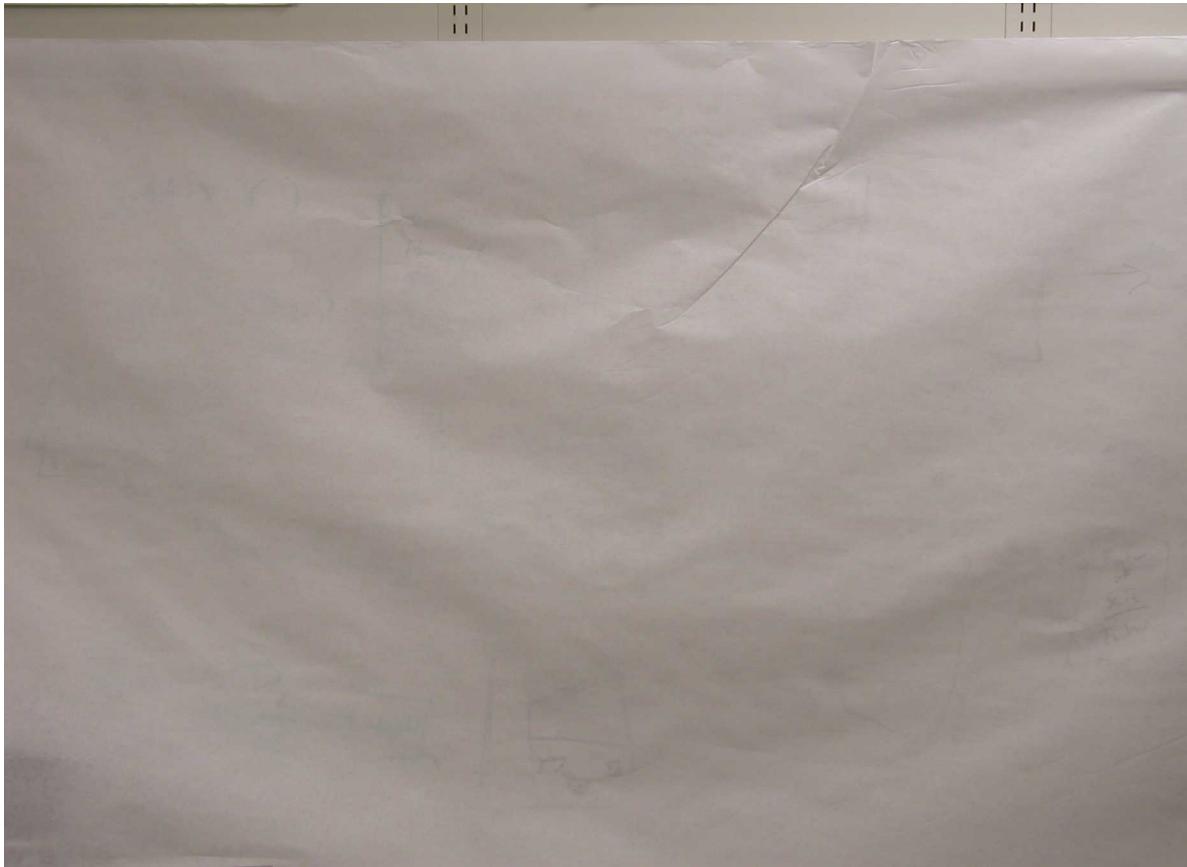
---

- **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?

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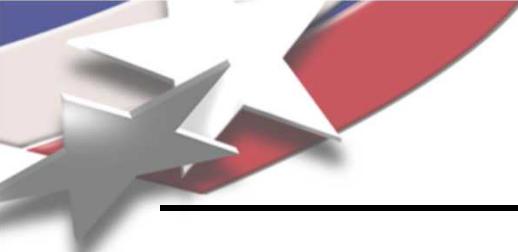
RT3.0-3

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# Butcher Paper!

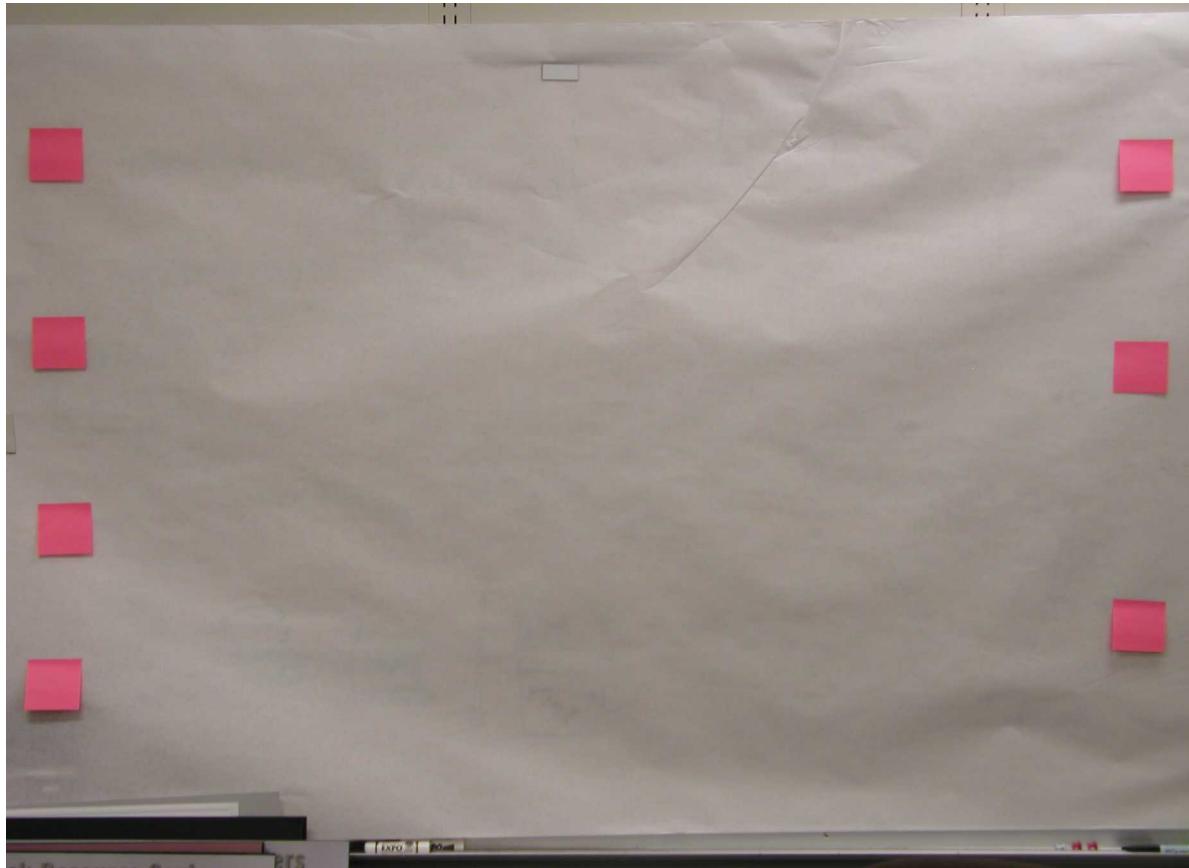
---

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



# Start Points and Flags

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# Attack!!

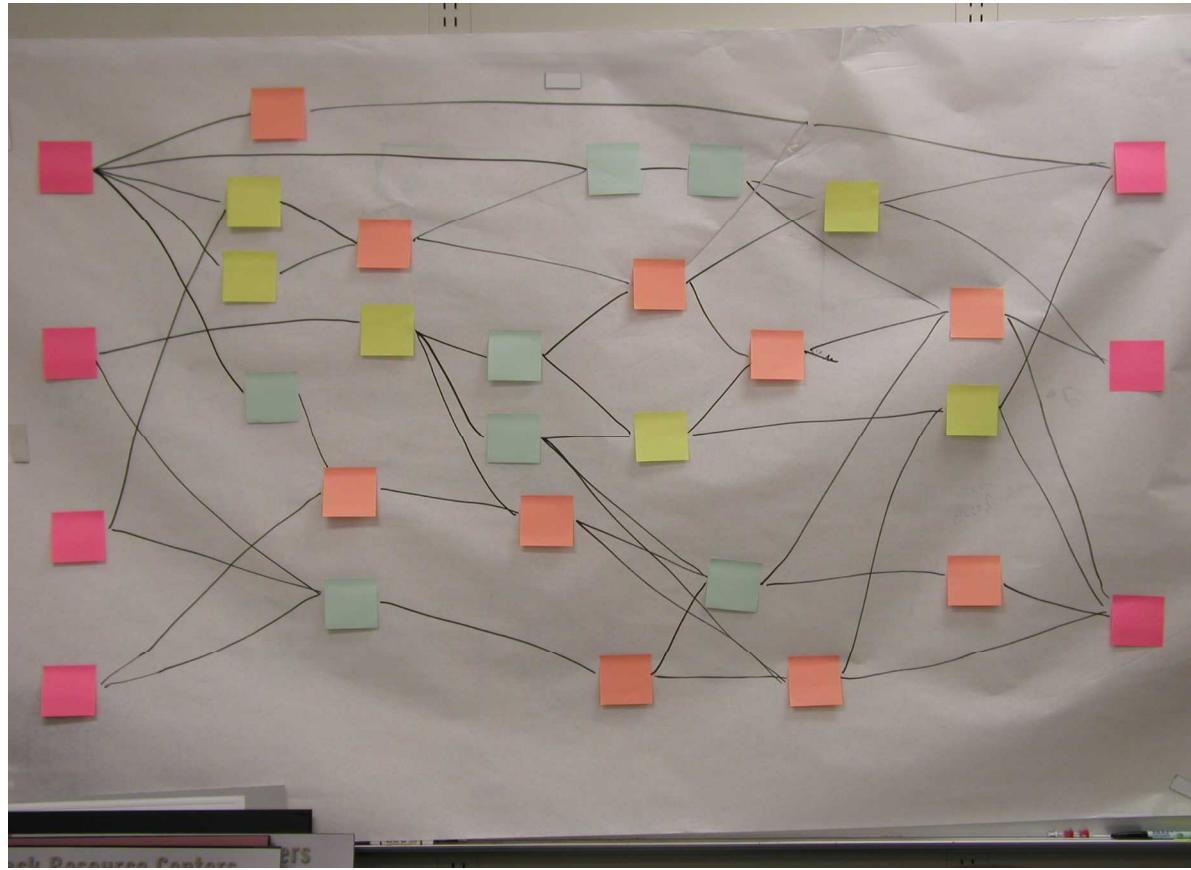


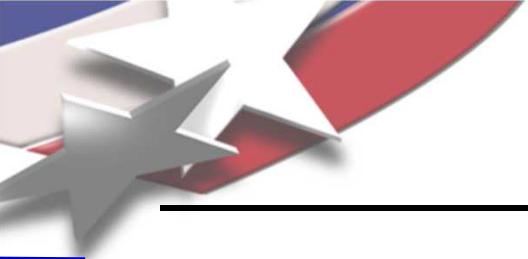
# Organization

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- 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



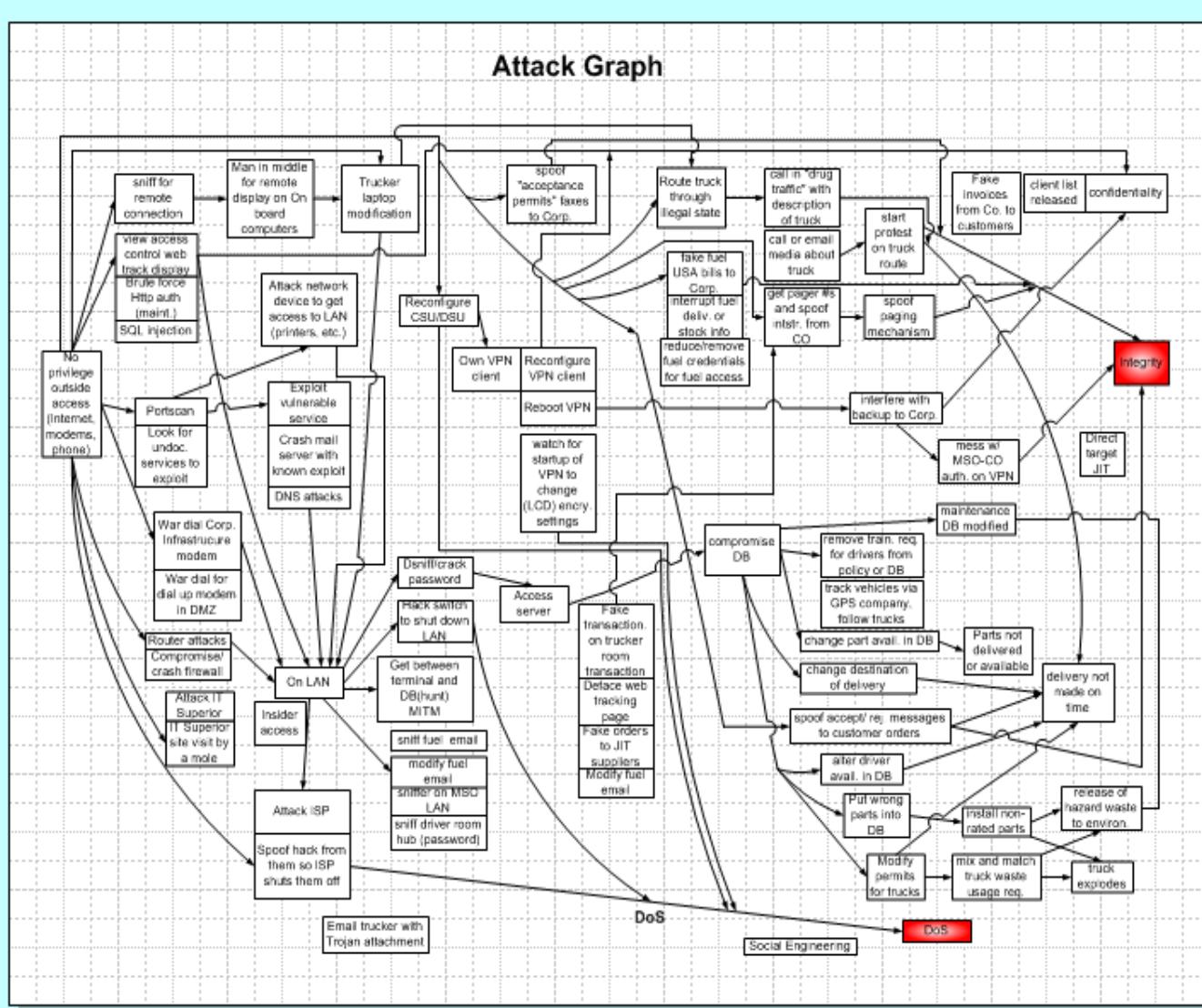


# Attack Graphs

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- 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!

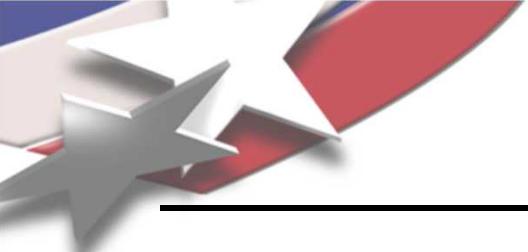
# Brainstorming



# Reality Check

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- **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

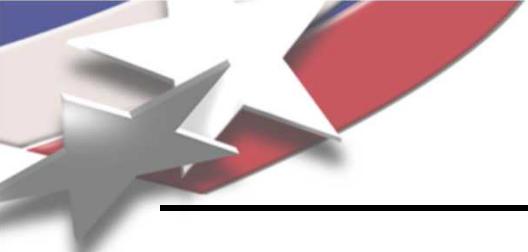
---

- 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

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- **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

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- 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

