## ~/bashbunny





#### Automating On-Site USB-Attacks

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## ~/bashbunny/overview

- What is the Bashbunny?
- Similarities and differences to a Rubberducky
- Speed comparison with different keyboard emulators
- When to use?
- How to extend / high-level architecture
- Make it run more than two payloads
- Github repository etc.

## ~/bashbunny/what

- USB Device Emulator
  - Keyboard/HID Emulation
  - Network Emulation (RNDIS + ECM)
  - Storage Emulation (RW and RO)
  - Serial Connector
- Computer



## ~/bashbunny/diff

- Rubberducky
  - 60 MHz 32-bit processor
  - Several KB RAM
  - Some KB Flash
  - Scriptlang: Duckyscript

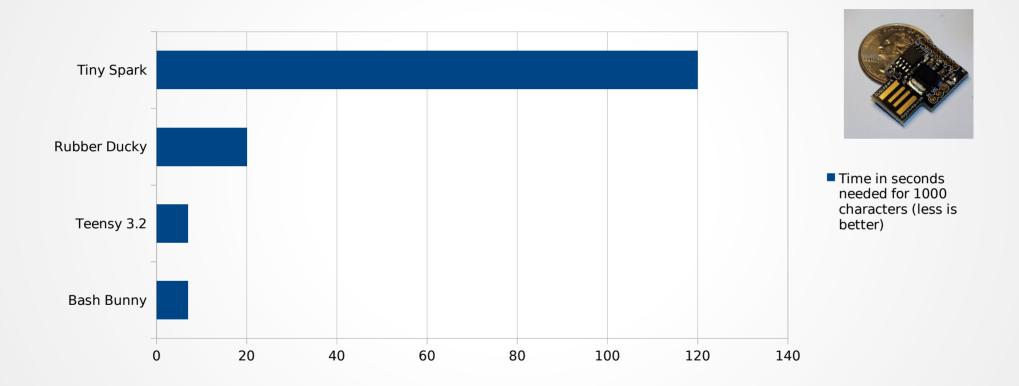


#### Bashbunny

- 1.6 GHz Quadcore ARM
- 512 MB DDR3 RAM
- 8 GB Flash
- Scriptlang: Extended Bash
- RGB Indication LED (!)



# ~/bashbunny/speed



## ~/bashbunny/when

- On-Site attacks during security assessments
- Not-So-Legal<sup>™</sup> attacks
- Task automation on offline systems



## ~/bashbunny/original

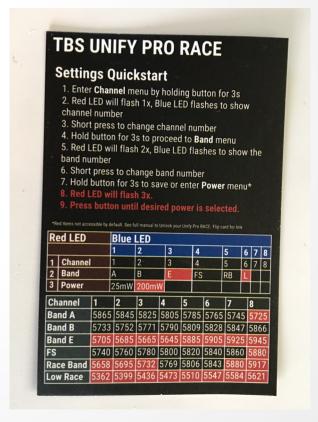
#### ~/bashbunny/mods/HoppEye

How to extend a three position switch virtually?

LED Pushbutton Sequencer

https://github.com/H8to/HoppEye





#### ~/bashbunny/modified

## ~/bashbunny/original

Folder structure on the device:

payloads/
switch1/
payload.txt
switch2/
payload.txt

## ~/bashbunny/modified

Folder structure on the device:

```
payloads/
        payload B BluePayload/
        payload G Green/
        payload OFF empty/
        payload W network/
        payload C empty/
        payload M PoisonBunnyTap/
        payload R ReverseShellEmpire/
        payload Y empty/
        switch1/
        switch2/
                payload.txt <-- This is where magic happens
```

#### ~/bashbunny/demo/demo/demo/demo/demo





**DEMO TIME!** 

# ~/bashbunny/halt

kkthxb

## ~/bashbunny/man

- https://github.com/H8to/HoppEye
- https://twitter.com/H8\_sec
- http://h8.to/

Questions?

