



Advanced Communication Platform



Problem

- Secure Communication Infrastructure is difficult to design, deploy, operate and maintain.
- No COTS orchestration tools are available to support the IC/DoD market
- Need a turn-key solution to provide immediate results



Solution

Ricochet is a web-based, software toolkit designed to dynamically provision, configure, and enable ephemeral, global, and secure communications on-demand. The toolkit allows users to quickly and easily standup multi-hop, global virtual communications infrastructure to enable secure data services using encrypted communication protocols and industry best-practices.

The software toolkit is designed for use by a beginner-tointermediate operator and does not require in-depth technical knowledge to operate.



Components





Build Engine



Script Repo





Ricochet: Features

- Strong Crypto: AES-256-CBC, SHA512,
 TLS 1.2
- Globally available: Hosts/Hops can be provisioned in over a dozen countries
- Hosts secure: Hosts are automatically hardened with best practices; have been red-teamed by third-party

- On-The-Fly Host Generation: Hosts and keys are created on-demand and are never pre-staged
- Self-Destruct: Hosts are (optionally) securely destroyed after a user-specified period of time
- Multi-Hop Capable: The Operator is capable of choosing the number and location of redirect hops needed; Entry and exit points



Ricochet: Features

- Communications are Encrypted End-to-End: Hop-Hosts do not contain crypto keys and cannot decrypt traffic; They are blind redirectors
- Multiple Vendors Diversity: Currently support four (4) VPS providers, more being added
 - Active and Passive Countermeasures:
 Client-side traffic production agent and adaptive firewall

- Early-Warning-System capable: Ricochet-created hosts contain an (optional) lightweight IDS (bro-ids) to monitor non-Secure communications for third-party probing and introspection.
- Managed Attribution: Designed with Persona Management functionality at the user level
- Monitoring: Uses m/monit and monit for active, passive, and proactive monitoring



Ricochet: Persona Management

- Ricochet exposes persona management functionality to the admin user
- This enables the user to control the associated persona they want to use when building Tunnels for their clients
- User can set limits for each provider



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Persona Deta	ils		×	(
Persona	Enter friendly name			
Digital Ocean				
Token	Digital Ocean v1 Client ID	Limit	10	
Linode				
Token	Linode Token	Limit	5	
Vultr				
API Key	Vultr API Key	Limit	10	
	This may take up to a minute before the server is responsive	again!		
		Ca	ancel Save	



Current VPS Support









Planned

Azure



Usage Modes

- Research mode: (Vertical) Allows for clients to anonymize their location and digital footprint (non-attribution)
- Virtual Desktop: (Vertical) Offers a Virtual Desktop to the user to manage a digital persona (ephemeral)

- Collaboration mode: (Horizontal) Multi-hop connectivity to secure, private communication services (chat, file, voice, email and video)
- Platform Mode: Root access to the end-node via SSH. Authentication via Public Key only. (advanced)



Ricochet: Research Mode

When used in "Research" mode, a user will connect to the Tunnel at the entry point. All of their communications will be sent through the Tunnel, exiting through the exit node.

- To connect, the user needs VPN software, which we provide with Ricochet.
- VPN software is available on Windows, Mac, Linux, iOS and Android
 - The mobile application does not require root or jailbreak and a compatible VPN client is available in respective app stores
- In this mode, no collaborative services are offered at the endpoint



Ricochet: Collaborative Mode

When used in "Collaborative" mode, a user will connect to the Tunnel at the entry point. No communications are allowed outside of the tunnel and the user seemingly cannot access the internet.

- Multiple collaborative services are offered within the tunnel. For example, users can chat with one another using a jabber/xmpp compatible application.
 - This protocol also supports group chat and basic file transfers between two users.
- More advanced services are available, such as closed-domain email, voice and video services.
 - A user only needs a compatible SIP client to leverage communication services and/or an email client to send and receive email.



Ricochet: Platform Mode

When used in "Platform" mode, the server does not offer communication services or secure tunneling. The user accesses the end-node via SSH by connecting to the entry node.

The user is provided with a root shell on the end node and all commands are executed there.

This is optimal for Computer Network Operations.



Ricochet: Virtual Desktop Mode

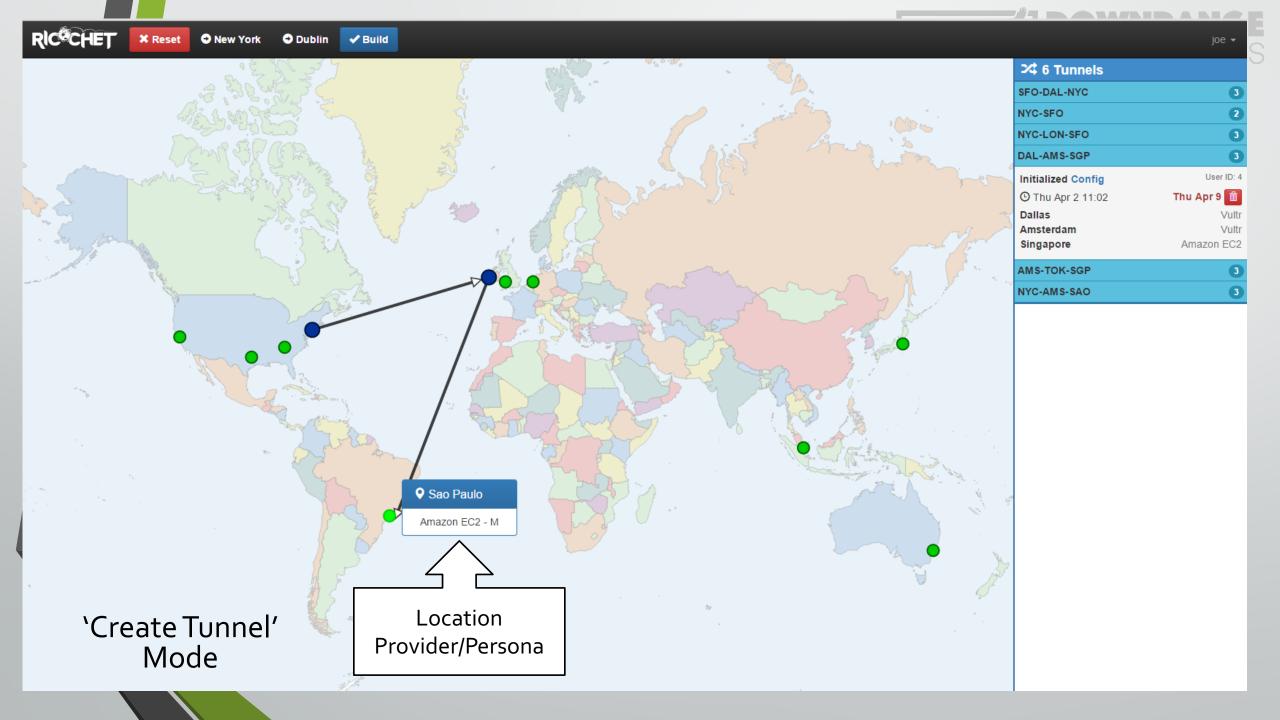
When used in "Virtual Desktop" mode, Ricochet will install and configure the *noMachine* Virtual Desktop daemon. This daemon is web accessible and does not require any specialized client software. *noMachine* is a very mature and stable COTS product

- Once the user is connected to the Ricochet Tunnel, the Virtual Desktop environment is accessible via a private IP address (e.g. https://10.1.1.1/).
- Once connected, the browser transforms into a highly configurable virtual desktop. Only the activity that occurs within the browser is routed through the tunnel. All other communications from the host machine are routed normally.
- Currently, noMachine can virtualize Linux and Windows environments. An (optional) client application is available for Windows, Mac, Linux, Android and iOS.

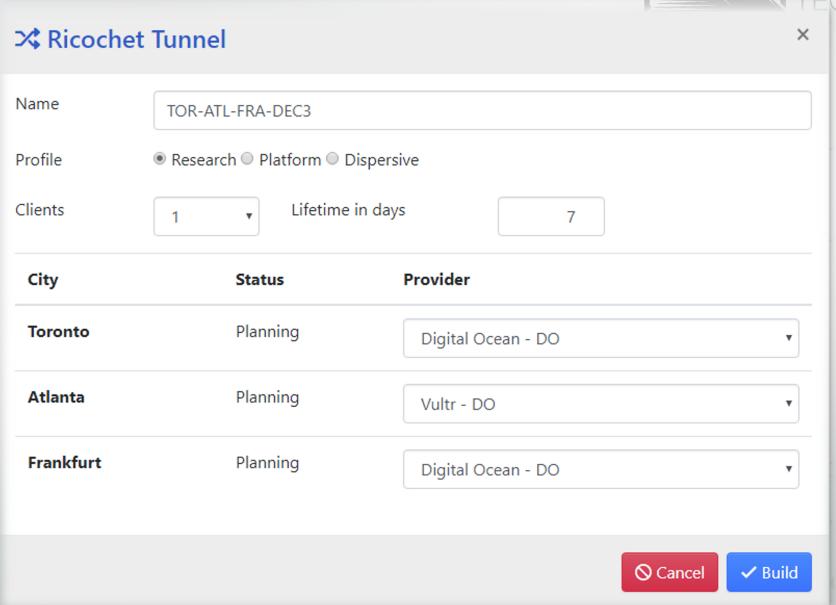




Building a Tunnel





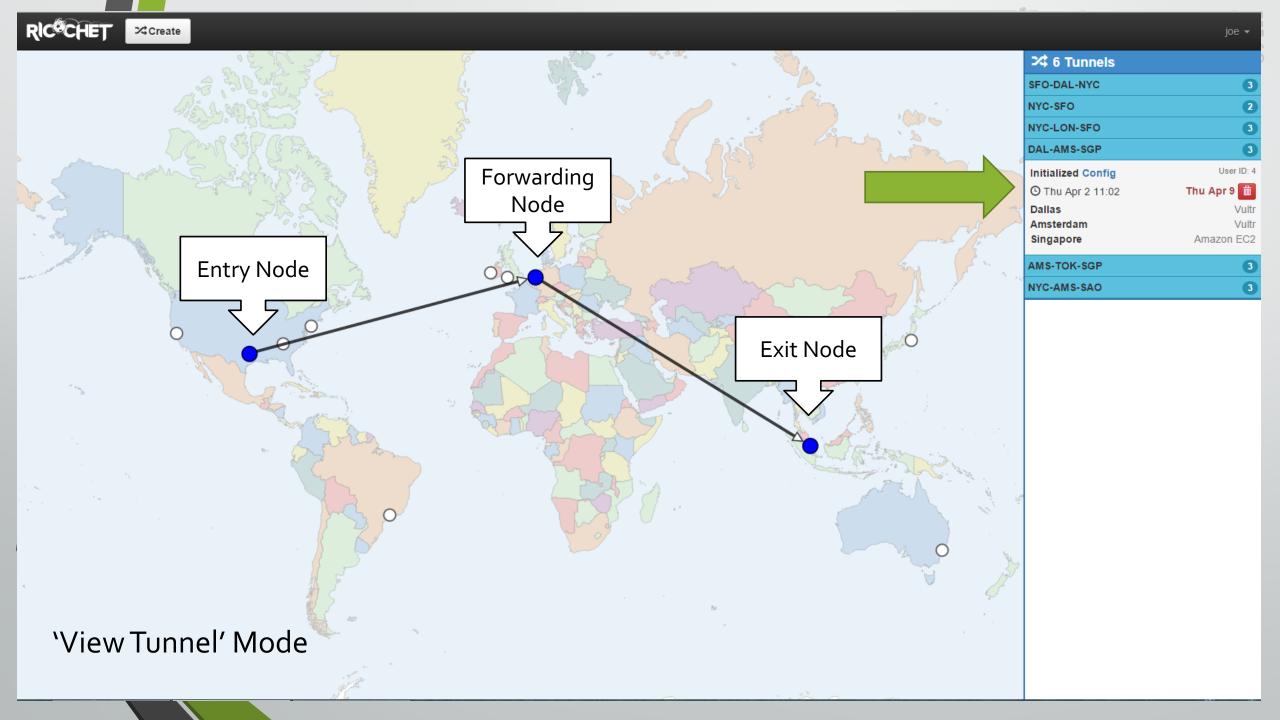




Ricochet: Building a Tunnel

- Name: All Tunnels have a friendly name. By default, it is named based on the hops chosen in "Create Tunnel" mode.
- Mode: Determines what type of Tunnel you want to create
- Clients: The user can create multiple client configurations at once.
- Lifetime in Days: The Tunnel will self-destruct after the period of time set by the user. A lifetime of zero means, never self-destruct.
- Provider/Persona: Choose which persona you want each node to be associated with.

Normal Build time is between 2-4 minutes, depending on the provider used (Some are slower than others)

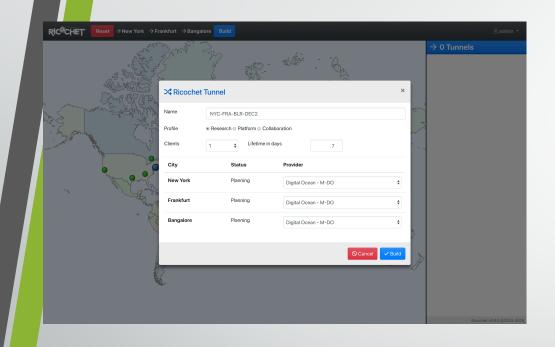




Some Technical Notes

- Comms are encrypted end-to-end, keys are generated on the controller server
 - CA private key is located on Ricochet server, can be moved
- Build Engine generates a unique CA for each Tunnel
- Ricochet is written in Python
 - Uses tornado, d3.js, and other common web frameworks
- Platform is Ubuntu 16.04 LTS
- Tunnels are (arbitrarily) limited to three hops. This can be changed, but increases latency
- Software used:
 - OpenVPN, fail2ban, OpenSSH, noMachine, ejabberd, Zimbra, Viscosity

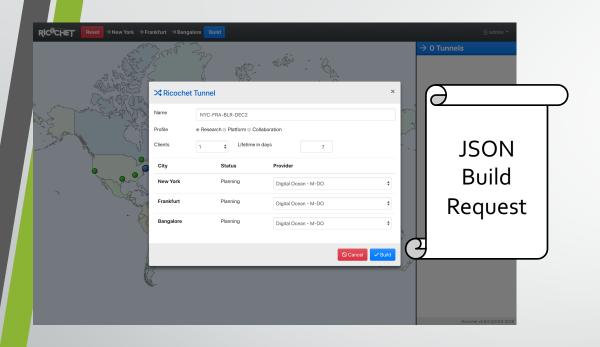




Build Engine

Script Repository

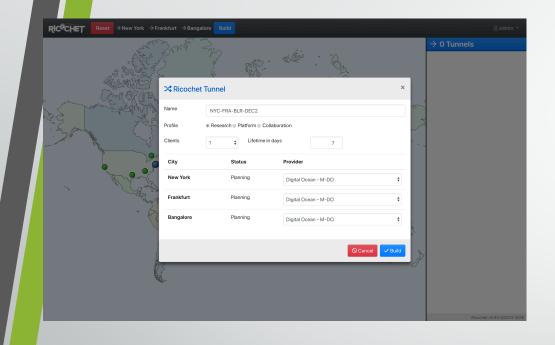


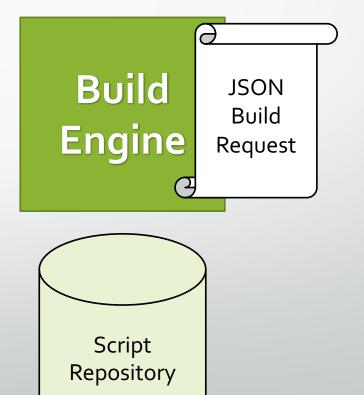


Build Engine

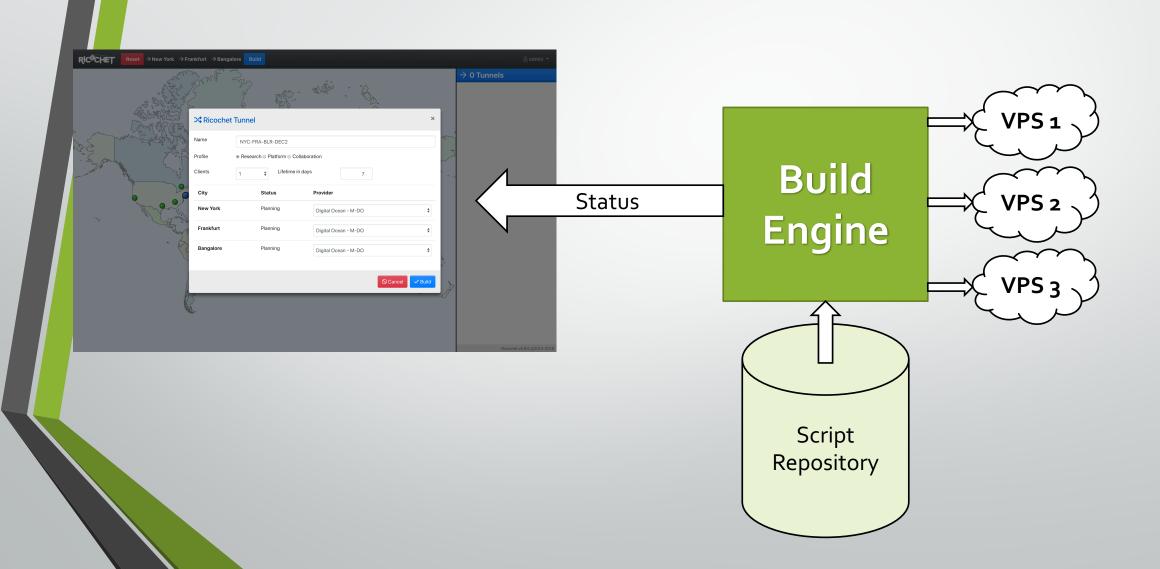
Script Repository



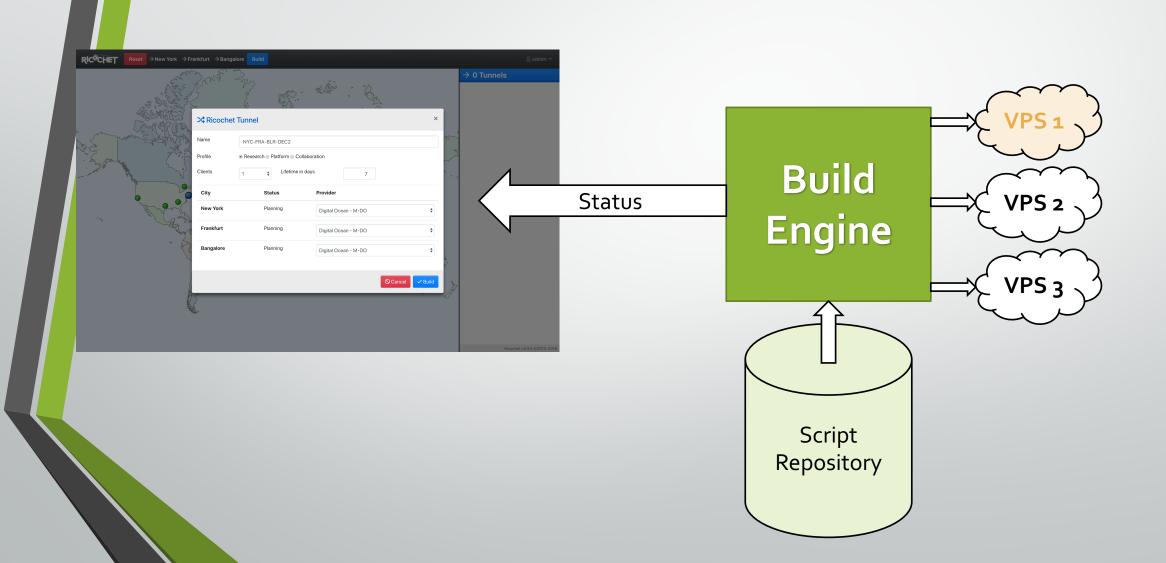




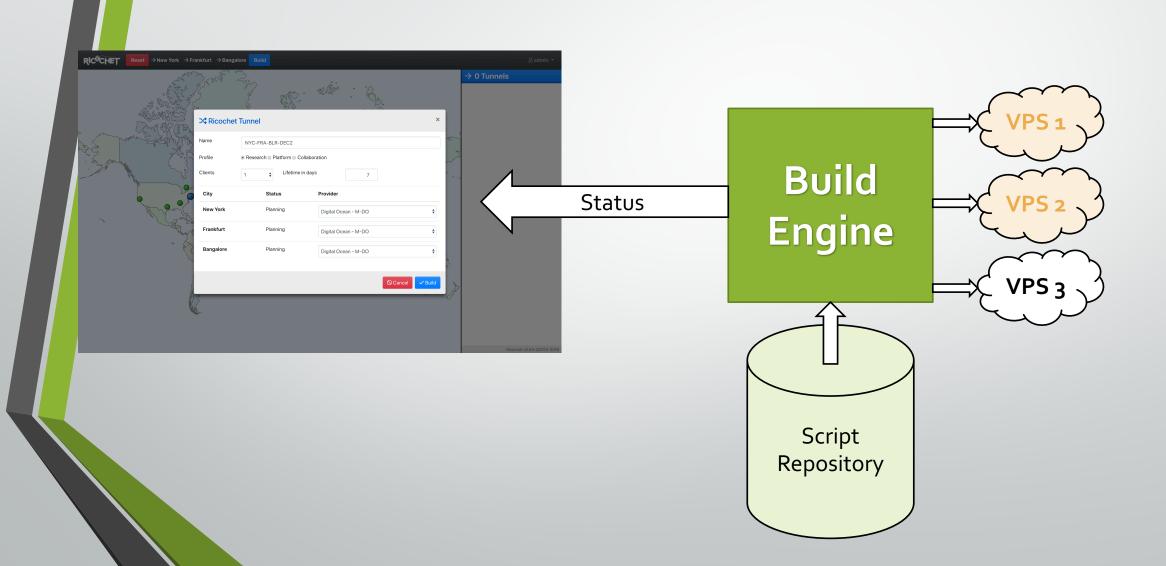




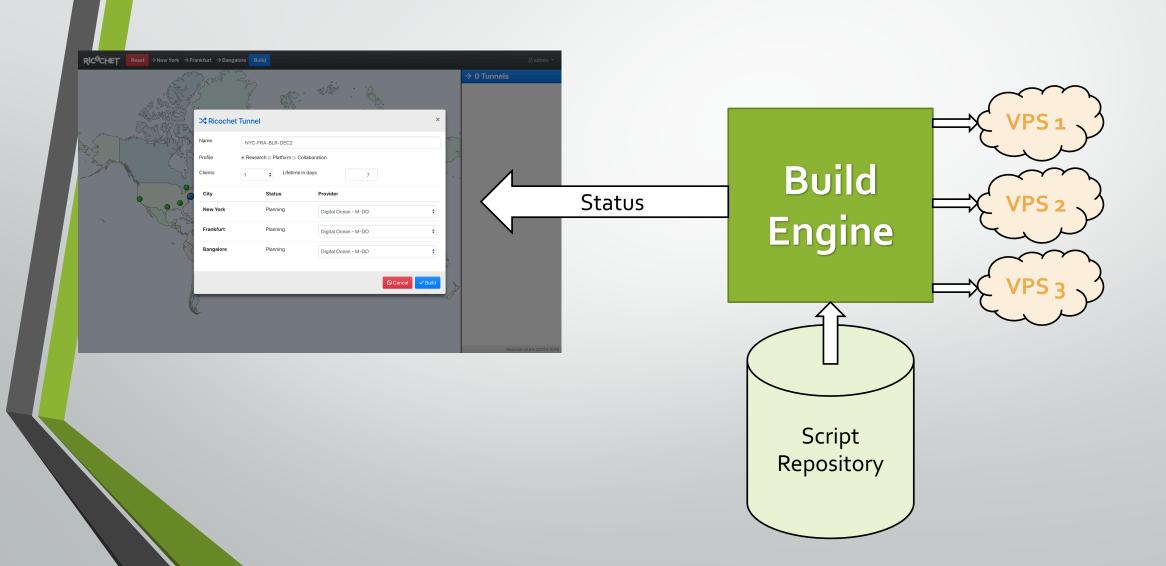




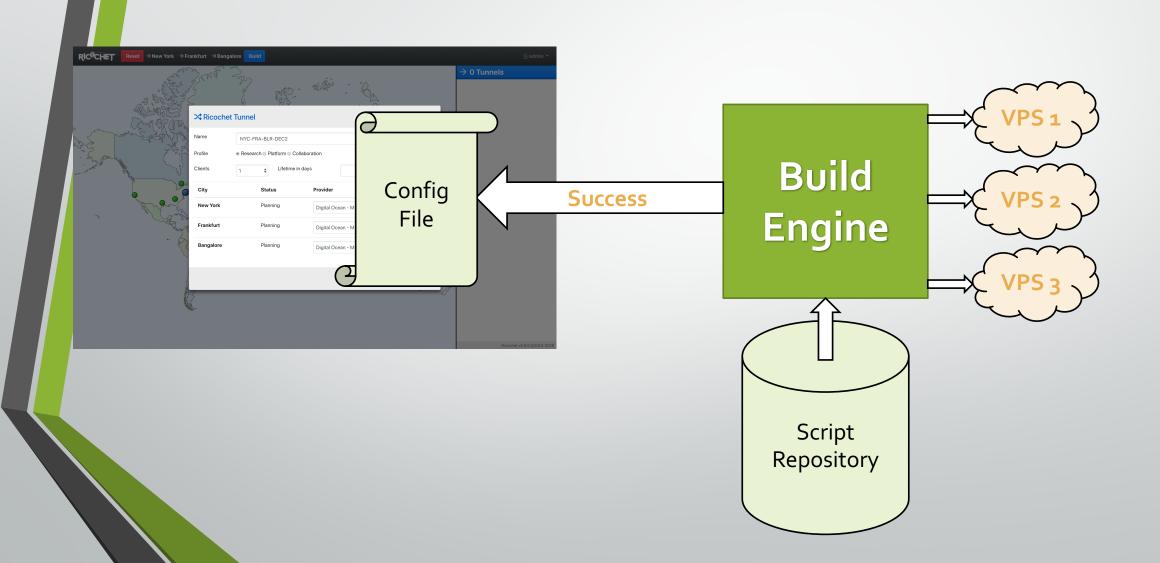














Feature Backlog

- Additional VPS Provider Support
 - Azure and Google



- 2. Support for "owned" hardwaree.g. We support node deployment to on-prem or customer hardware
- 3. Different Build Techniques
 - 1. Engine builds X; X builds A, B, C, Server destroys X
 - 2. Engine Builds A, A Builds B, B Builds C
- 4. Improve IDS feature-set
- 5. Integrate more communications services: Real-time Video
- 6. Expose VPS costing to the user
- 7. Implement more aggressive active countermeasures



Deployment Strategies

- On Premise: behind your firewall
 - Requires a Linux server
 - Supports Docker
- At customer site: As an virtual or hardware-based appliance
- In the Cloud
 - Adequately locked down
 - Uses nginx to manage TLS connections







Demo Artifacts

- Source Code
- User Manual
- Admin Guide

Questions?

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