# Who's Behind Your Proxy? Uncovering Bunitu's Secrets

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#### Malwarebytes Labs

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### Disclaimer

The following research is the result of a collaboration with ad-fraud fighting firm <u>Sentrant</u>. Analysts from both the Sentrant and Malwarebytes teams have been working on the <u>Bunitu</u> malware and we decided to combine our efforts to provide a more complete study.

### **Executive summary**

In our <u>previous analysis</u> we showed how the Bunitu Trojan was distributed via the Neutrino exploit kit in various malvertising campaigns. After spending more time analyzing the proxy, we realized that the requests we were receiving were not related to ad-fraud activity (as we initially suspected) but instead appeared to be for some sort of VPN service.

We believe that the operators of the Bunitu botnet are selling access to infected proxy bots as a way to monetize their botnet. People using certain VPN service providers to protect their privacy are completely unaware that the backend uses a criminal infrastructure of infected computers worldwide.



Number of Bunitu infections in July based on telemetry data from Malwarebytes Anti-Malware.

Not only that, but all traffic is also unencrypted – ironic for a VPN service – and could be intercepted via a Man-In-The-Middle attack. Malicious actions such as data theft or traffic redirection could therefore easily be performed.

During our research we noticed that a VPN service called VIP72 was heavily involved with the Bunitu botnet and its proxies. VIP72 appears to be a top choice for cybercriminals, as referenced on many underground forums. A recent <u>report</u> from FireEye on Nigerian scammers also mentions VIP72.

In this article we will review the proxy mechanism and expose the underlying infrastructure used by the Bunitu botnet. We are also sharing indicators of compromise so that end users are able to clean up their computers and no longer help to provide free exit nodes for dubious VPN services.

### **Technical details**

### **Experiments performed**

In order to confirm our hypothesis regarding the Bunitu proxies we developed our own Bunitu "honeypot". We reverse engineered the Bunitu command and control (C2) protocol and developed a script that mimicked the proxy registration request.

We then used the script to register our honeypot to the Bunitu C2 and recorded the URLs of all the requests that were subsequently sent to our honeypot. A copy of the honeypot registration script can be found on our GitHub here: **<u>bunitu\_tests</u>**.

### Findings

Almost immediately after registering our honeypot we realized that many of the requests we were receiving came from a VPN service known as VIP72.

Since the clients were already connected through a proxy it seemed strange that they would be visiting a second proxy, so we decided to investigate further. We also shut down the honeypot as we did not want to accidentally intercept legitimate requests from people who were unaware that they were using a botnet as a proxy.

We registered an account and logged into VIP72 and were surprised to see our honeypot proxy listed as one of their available exit IP address. Of course this in of itself is not proof that VPIP72 is knowingly using Bunitu botnet proxies.

It could be the case that they were scanning the Internet for open proxies (proxies that are listening on the Internet without requiring authentication) and using them to route traffic. However, we noticed a bug in the proxy registration system. The IP address that the proxy is initially registered from will be maintained in the VIP72 database as the "HOST" and associated with the proxy, even if the proxy moves to a new IP address.

To prove that VIP72 is using Bunitu proxies as their exit points, we registered a Bunitu proxy from one IP (Honeypot #1) then moved it to another IP (Honeypot #2) and registered it again using the same bot ID.

🔄 🕙 vip72.com/access/index.php?action=SocksAndProxies&RealIP=1 🛛 🗸 😋	् Search 🏠 🖨 🛡 🖡 1	<b>⋒</b>									
	vip72.com										
Viewed proxies: 540, Limit views:											
Main menu: Home Logout * Premium Zone *											
Tools Tickets Socks / Proxy History Account Settings BUY proxy BU	UY OpenVPN										
Not enough IP online ? YOU HAVE FREE ACC Unique SOCKS port DOWNLOAD SOCKS CLIENT and use 150001 Search by: SOCKS Part 2 8	Country: State \ Region: please select country City: please select region City: City: C										
On Line (hours): <	ypot #1										
(current) IP	gistration) IP										
IP         Character         Up Time         HTTP         Socks         Reply         HOST           2015-07-01         Im         1         1         0.00	Country City State										
Begin   Prev page   Next page   End											
Countries	* Premium Zone * TOP Online: 18983										
CANADA 1 100.00 %	UNITED STATES 7433										
Total records: 1 (100%)	FRANCE 866										

As you can see in the VIP72 proxy list, the IP for Honeypot #1 is still listed as the proxy "HOST" with the new IP for Honeypot #2 listed as the current IP.

If VIP72 was simply scanning the Internet for open proxies it is possible that they would have identified both our proxies (old and new IP) at different times. However, without having access to the Bunitu C2 server and bot ID there is no way that they could have associated those IPs to the same proxy as shown in the screenshot above.

This is proof that the operators of VIP72 also have direct access to the Bunitu botnet server and use Bunitu infected hosts as proxies for their service.

### Distributors

Our experiment lead us to the conclusion that distributors are different based on the geolocation of Bunitu infected machines.



#### Bunitu infections by country

In the US. and Canada, the VPN provider is VIP72, but in Central and Eastern Europe characteristics of the traffic are entirely different and suggest another VPN provider which we have not been able to pinpoint yet.



Our hypothesis is that the botnet is operated by a middleman who resells a pool of bots to various providers. Then, the bots are assigned to particular VPN networks according to their geolocation.

### Proxy analysis

Two types of proxies are created on an infected machine:

- 1. **Standard**, by opening ports and passing traffic through them which works if the machine has a public IP address.
- 2. **Tunneled**, by connecting to C&C #2 and receiving commands through and passing the results back which works even if the infected machine has no public IP address.

Viewing connections by *tcpview*, we can see:

🔟 bunitu 612	TCP	0.0.0.0	12960	0.0.0.0	0	LISTENING				
🔟 bunitu 612	TCP	0.0.0.0	43879	0.0.0.0	0	LISTENING				
🔟 bunitu 612	TCP	10.0.2.15	1036	95.211.15.37	53	ESTABLISHED	1	37	2	87

- First 2 connections belong to standard proxies HTTP and SOCKS (listening at 2 randomly chosen ports).
- Second connection belongs to C&C#2 (in this case: 95.211.15.37) at remote port 53 (tunnel).

#### Connection initialization process:

As we mentioned in the previous post about Bunitu, during installation of the Trojan, a unique ID is generated and stored in the registry:

💣 Registry Editor								
File Edit View Favorites Help								
🗄 🛄 Tracing 📃 🔼	Name	Туре	Data					
Type 1 Installer     Userinstallable.driver     Windows     Winlogon     Credentials     GPExtensions     Notify     Grypt32chain     crypt32chain     cryptnet     cscdll     Sclentle     sclgntfy     SensLogn     termsrv     Wballoon     WoW     WPAEvents     Windows Script Host     Windows Scripting Host     Windows Scripting Host     Windows Scripting Host     Windows Scripting Host     WozCSVC     Mozilla     mozilla.org     ODBC	(Default)     (Default)	REG_SZ REG_DWORD REG_EXPAND_SZ REG_DWORD REG_DWORD REG_SZ REG_BINARY	(value not set) 0x00000001 (1) C:\Documents and Settings\tester\Local Settings\Application Data\ynfucvu.dll 0x00000001 (1) 0x000000001 (1) ynfucvu f6 1b 70 67 d6 6f c0 9d ad df					
ly Computer\HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows NT\CurrentVersion\Winlogon\Notify\ynfucvu								

This is an important value sent to the C&Cs and used to identify the particular bot (bot ID). It occurs in each and every packet exchanged between the bot and C&C, often in its truncated version containing only the first 4 byes, i.e.: **fb 1b 70 67** for the above case.

In short, presence of the relevant key in the packet can be used as proof that the packet belongs to the Bunitu protocol.

#### Standard proxy registration (packet sent to C&C#1):

	49	387	.58	3834	160(	inf	ecte	ed m	achin	ie IP			13	0.1	85.	108.	.130		Т	CP	76	57296	5 >	dom	nain	[SYN
	50	387	.67	663	3000	13	9.18	85.1	.08.1	130			inf	fecte	ed n	nachi	ine I	P	Т	CP	76	domai	.n >	• 57	296	[SYN
	51	387	.67	668	3700	inf	fecte	ed m	achir	1e IF			13	0.1	85.	108.	.130		Т	CP	68	57296	5 >	dom	nain	[ACK
	52	387	.67	7809	990(	inf	ecte	ed m	achir	ne IF			13	0.1	85.	108.	130		D	NS	112	[Malf	orm	ned	Pack	(et]
						_																				
	ТСР	se	gme	nt	dat	a (	39	byt	es)																	
+ [М	alfo	rme	d P	Pack	et:	D	NS]																			
	2.0																									
± LW	alto	rme	d P	ack	et:	D	IS]																			
0000	00	04	02	00	00	00	00	00	00	00	00	00	00	00	08	00	•									
0010	45	00	00	60	le	84	40	00	40	06	сd	6e	6d	fЗ	f1	76	E	`@	. (	@nm	1V					
0020	82	b9	6c	82	df	dO	00	35	24	49	75	9f	95	la	fd	4f		.l	5 9	≸Iu	0					
0030	80	18	00	e5	e9	a6	00	00	01	01	08	0a	00	09	6b	33					.k3					
0040	8b	c7	b8	b7	00	01	01	00	00	01	00	00	00	00	00	00										
0050	67	ab	a0	32	05	00	За	02	16	1b	70	67	d6	6†	c0	9d	a	. 2 :			0					
0060	ad	df	00	00	00	00	00	00	8d	fo	00	00	00	00	00	00										

Details:

```
00 01 01 00 00 01 00 00 00 00 00 00 = header (hard coded)
67 ab = socks proxy port (little endian -> 0xab67 = 43879)
a0 32 = http proxy port (little endian -> 0x32ab = 12971)
05 00 = hard coded value
3a = minutes since last reboot
02 = hours since last reboot
fb 1b 70 67 d6 6f c0 9d ad df = bot ID
8d f0 = hard coded unique to each =versionm of the malware
```

#### Tunneling proxy registration (packet sent to C&C#2):

	71 472.68549800 infected machine IP	95.211.15.37	TCP 76 56382 > domain [SYN] Seq=0 Win=292
	72 472.7459910( 95.211.15.37	infected machine	IP TCP 76 domain > 56382 [SYN, ACK] Seq=0 Ac
	73 472.7460410( infected machine IP	95.211.15.37	TCP 68 56382 > domain [ACK] Seq=1 Ack=1 W
	74 472.74683500 infected machine IP	95.211.15.37	TCP 82 [TCP segment of a reassembled PDU]
	TCP segment data (14 bytes)		
0000		00 00 00 00 08 00	
0010	45 00 00 42 54 ed 40 00 40 06	17 67 6d f3 f1 76	E.,BT.@. @gmv
0020	5f d3 0f 25 dc 3e 00 35 9c 63	ea de 82 67 22 41	%.>.5 .cg"A
0030	80 18 00 e5 fb 7c <u>00 00 01 01</u>	<u>08 0a 00 09</u> be 46	F
0040	71 93 47 Oc Oe OO f6 1b 70 67	d6 6f c0 9d 21 04	q.G pg.o!.
0050	00 00		

Details:

```
0e 00 = Length of the message (little endian) -> 0x00e0 -> 14
fb 1b 70 67 d6 6f c0 9d = bot ID, truncated (without last WORD)
21 04 00 00 = command (0x0421) "start the proxy"
```

#### Communication models: standard proxy vs tunnel:

**C&C#1** is used to register standard proxies when the clients have a public IP address.

To keep the connection with C&C#1, the client periodically sends the above registration packet. Due to the fact that the infected machine has a public IP, the role of the C&C is simple: To make sure that the bot is ready to receive commands.

To emulate the bot's behavior, we have implemented the following script: <u>cnc1\_test.py</u>. The server is just used to receive data from the client, and does not send any special response back and that's why it is not possible to verify whether the given host is a Bunitu C&C#1.

C&C#2 (tunnel) is used when the clients don't have a public IP

Communication with the tunnel and keeping the connection alive is more complex, as it involves a custom protocol. In this case, the server plays an active and important role: Its responses can be used to test whether a particular host is a Bunitu C&C#2. For such a verification, we have created following script: <u>cnc2\_test.py</u>

After receiving the registration packet, C&C#2 tests the bot by asking it to execute a DNS query:

- 1. C&C#2 (IP: **95.211.178.145**) sends a command to test the connection by querying *google.com*
- 2. The bot executes the request by making the DNS query and then testing the connection with the queried IP *216.58.209.70* that belongs to *google.com*
- 3. The bot reports success (or failure) to C&C#2 (IP: **95.211.178.145**)
- 4. C&C#2 confirms receiving the report

77	799.759486000	95.211.15.37	infected machine IP TCP 1 118 [TCP segment of a reassembled PDU]
78	799.759557000	infected machine IP	95.211.15.37 TCP 68 49643 > domain [ACK] Seq=15 Ack=51 Win=29312 Le
79	799.763614000	infected machine IP	89.108.202.21 DNS 2 72 Standard query 0xb289 A google.com
80	799.801820000	89.108.202.21	infected machine IP DNS 88 Standard query response 0xb289 A 216.58.209.78
81	799.803705000	infected machine IP	216.58.209.78 TCP 76 43396 > http [SYN] Seq=0 Win=29200 Len=0 MSS=14
82	799.843613000	216.58.209.78	infected machine IP TCP 76 http > 43396 [SYN, ACK] Seq=0 Ack=1 Win=42540 L
83	799.843698000	infected machine IP	216.58.209.78 TCP 68 43396 > http [ACK] Seq=1 Ack=1 Win=29312 Len=0
84	799.845141000	infected machine IP	95.211.15.37 TCP <b>3</b> 105 [TCP segment of a reassembled PDU]
85	799.983446000	95.211.15.37	infected machine IP TCP 4 105 [TCP segment of a reassembled PDU]
	TCP segment d	ata (50 bytes)	
0000	00 00 02 00 0		00 00 00 08 00
0010	45 00 00 66 6	6e 02 40 00 37 06	ec 21 5f d3 0f 25 Efn.@. 7!%
0020	a4 7f d5 f6 0	0035c1eb 20cd	89 4e 7a 22 00 lc5Nz"
0030	80 18 04 11 0	)9 f7 00 00 <u>01 01</u>	<u>08 0a</u> 89 f0 4e 2b
0040	00 15 5d a9 2	2e 00 00 00 16 1b	70 67 00 00 00 00]
0050			
0000	63 6f 6d 00	+C 16 23 3C 01 67	com P
1-270			

Packets exchanged between C&C#2 (blue) and bot (red) during this test:

00000000	2e 00 00	00 56 1a 8a 1	a 00 00 00 00 00 00 00 0	9 00V
00000010	00 00 00	00 01 00 00 0	00 00 00 00 00 00 00 00	9 00
00000020	e4 ba ca	39 01 67 6f (	of 67 6c 65 2e 63 6f 6	d 009.goo gle.com.
00000030	50 00			Ρ.
0000000E 21	00 00 00	56 1a 8a ba (	<u>90 00 00 00 00 00 00 00 00</u>	1V
0000001E 00	00 00 00	01 00 02 01 (	00 00 00 00 7c 1b 00 00	
0000002E e4	ba ca 39	01		9.
00000032	21 00 00	00 56 1a 8a I	a 00 00 00 00 <u>00 00 0</u>	<u>9 00</u> !V
00000042	00 00 00	00 04 00 02 0	00 00 00 00 00 7c 1b 0	9 00
00000052	00 00 00	00 01		

Every packet exchanged between C&C#2 and a bot is prompted by a DWORD containing the length of the data that follows it (little endian). After that, there is the bot ID (truncated to first 4 bytes).

The 6-th DWORD (marked red) packet can have the following meanings:

- 01 00 00 01: "test the given domain"
- 01 00 02 01: "bot reporting: domain tested"
- 04 00 02 00: "report accepted"

The **8-th DWORD** *(marked purple)* is the socket number via which the bot performed a request (to *google*)

The 9-th DWORD (marked yellow) is a unique value generated by the C&C#2

The bot tests the connection with *google*, and then builds the response for the C&C#2 (based on the request and changing the appropriate fields):

10001B9B 10001B9E	PUSH DWORD PTR SS:[EBP-4] CALL DWORD PTR DS:[100098E8]	socket WS2_32.connect
10001BA4	CMP EAX,-1	
10001BA7	JNZ SHORT kspweaj.10001BC5	
10001BA9	MOV BYTE PTR DS:[EDI+24],3	
10001BAD	MOV DWORD PTR DS:[EDI],21	
10001BB3	PUSH 25	
10001BB5	PUSH EDI	
10001BB6	PUSH DWORD PTR SS:[EBP-20]	
10001BB9	CALL kspweaj.100014AB	
10001BBE	JMP kspweaj.10001C73	
10001BC3	JMP SHORT kspweaj.10001C11	
10001805	MOV ECX, DWORD FIR SS: LEBP-41	Fox - 00000100 (!-+)
10001808	MOU DWURD PTR DS: LEDI+1CJ ECX	ECX = 0000013C (socket)
10001868	MOU DUTE DTD DC FEDI 161 0	
10001865	MOU DWODD DTD DC. (EDI1 01	versee a leveth - 8u21
10001003	DUCU OF	response length = 0x21
10001007		00150009
10001800		661FHD66
10001BDE	COLL ksoweai, 10001498	send
10001BE4	PUSH EDI	
100014AB=	skspweaj.100014AB	
Address	Hex dump SCII	
001FAD08	21 00 00 00 83 FF D9 CF †ā ⊣¤	
001FAD10	00 00 00 00 00 00 00 00	
001FAD18	00 00 00 00 01 00 02 010. <b>8</b> 0	
001FAD20	00 00 00 00 3C 01 00 00<0	
001FHD28	HC 87 46 30 01 67 6F 6F CCF=0900	
001FHD30	57 50 55 2E 53 5F 6D 00 gle.com.	

**Tunneling communication process for the client** 



Bunitu proxy communication schema (simplified)



#### **REQUEST (C&C#2 to bot)**

The tunneled C&C receives the requests from the connected clients. It wraps them in the internal protocol and sends them to an infected machine.

- 1. C&C#2 (IP: **95.211.178.145**) gives an order to make a particular request (demanded by the proxy user)
- 2. The bot performs the request

460	001	1460	4.7	9330	95 95	.211	178	3.14	5 1	, in	fect	ed ma	achir	ne IP	TCP	11	67	[TCP s	egmen <sup>.</sup>	t of	а	reas	sem	oled	PDU]	
460	02	1460	4.7	9392	28 <mark>inf</mark>	ecte	d ma	chine	e IP	2 1	78.2	21.1	54.4	19	HTTI	P 11	19	GET /	143758	8468	057	6/re	xdo.	t.js	?l=90	)8
460	03	1460	4.8	80734	4091	. 103	3.13	7.65		ir	fect	ed m	achi	ne IP	HTTI	P 14	59	HTTP/1	.1 200	э ок	(	ap N	ica	tion	/java	IS
460	04	1460	4.8	80737	73 <mark>in</mark> f	fecte	ed ma	ichin	e IP	g	1.10	03.1	37.6	65	ТCР		68	52721	> http	o [A	CK]	Seq	=814	47 A	ck=57	7,
460	05	1460	4.8	80783	35 inf	fecte	ed ma	ichin	e IP	g	5.23	11.1	78.]	145	DNS	14	64	Dynami	c upda	ate	res	pon	e 0:	(793	l Nan	16
460	06	1460	4.8	80786	59 <b>in</b>	fecte	ed ma	achin	e IP	g	5.2	11.1	78.]	.45	ТCР	1	00	[TCP s	egmen <sup>.</sup>	t of	а	reas	sem	oled	PDU]	
460	07	1460	4.8	5157	795	. 211	178	8.14	5	i	nfec	ted n	nach	ine IP	ТСР	14	64	[TCP s	egmen <sup>.</sup>	t of	а	reas	eml	oled	PDU]	
460	08	1460	4.8	516	1(95	. 211	.17	в.14	5	i	nfec	ted n	nach	ine IP	ТСР	6	72	[TCP s	egmen <sup>.</sup>	t of	а	reas	semt	oled	PDU]	
460	09	1460	4.8	516	St int	ecte	d ma	ichin	e IP	g	5.2	11.1	78.]	45	TCP		68	46309	> doma	ain	[AC	K] S	eq=(	5971	932 A	10
																		-		-			1		-	
	ТСР	, seg	men	nt da	ata	(109	9 by	/tes	)																	
								_		_																
0040	00	63	f9 (	0e <mark>4</mark>	7 04	00	00	fd	e0 ·	43 -	d 0	0 00	00	00	.c.	.G		.c								
0050	inf	ecteo	lm.	IP 4	b 66	05	00	03	02 (	02 (	)2 5	0 0a	00	00	m	.Kf		P								
0060	54	09 (	00 (	00 c	0 43	00	00	47	45	54 :	20 2	f 5f	31	34	т.,	c.	G	ET /_14	4			-				
0070	33	37 :	35 :	38 3	34 36	38	30	35	37 :	36 :	2f 7	2 65	78	64	375	84680	) 5	76/rex(								
0080	6†	74	2e (	6a 7	'3 3t	6c	Зd	39	30	26 (	59 G	4 3c	30	69	ot.	js?l=	: 9	0&1 d=0:								
0090	54	67	49 :	75 6	3 59	6†	77	48	78	62 5	52 5	a 48	3 67	5a	TgI	ucYov	ιH	xbRZHg2	Z							
00a0	55	74	48 (	65 5	5 55	50	51	66	46	5a 4	43 4	d 63	3 63	50	UtH	IEUUP_		FZCMccl								
00b0	5a	6d	74 (	61 3	34 35	4†	2e	62	2e :	38 :	372	6 65	5 74	Зd	Zmt	a450.	b	.87&et								
00c0	76	69	65	77 2	6 68	73	72	63	3d :	31 :	26 6	5 78	3 74	72	vie	w&hsr	° C	=1&ext	1							
00d0	61	3d :	26 (	66 7	'2 '3d	-31	26	74	7a :	3d :	2d 3	1 32	2 30	26	a=8	dr=18	i t	z=-1200	Š							

#### **RESPONSE** (bot to C&C#2)

The infected machine carries out the requested operations and its IP address is visible from the outside. After fetching the results, it packs them in the internal protocol and sends them back to the C&C (tunnel).

- 1. The bot gets the response from the appropriate server
- 2. The bot passes the response to C&C#2 (IP: **95.211.178.145**), wrapped in the internal protocol and then C&C#2 passes it to the proxy user

46002 14604.79392{ infected machine IP 178.21.154.49 HTTP 1119 GET /_14375	84680576/rexdot.js?l=90&id=0iTgIucYo
46003 14604.80734( 91.103.137.65 infected machine IP HTTP 1459 HTTP/1.1 20	0 OK (application/javascript)
46004 14604.80737: infected machine IP 91.103.137.65 TCP 68 52721 > htt	p [ACK] Se <mark>1=8147 Ack=5775 Win=47360</mark>
46005 14604.80783: infected machine IP 95.211.178.145 DNS 1464 Dynamic upd	ate respon;e 0x7931 Name exists[Malf
46006 14604.80786 infected machine IP 95.211.178.145 TCP 100 [TCP segmen	t of a reassembled PDU]
· · · ·	· · · · · · · · · · · · · · · · · · ·
0000 00 04 02 00 00 00 00 00 00 00 00 00 00 00 08 00	
0010 45 00 05 a8 35 a0 40 00 40 06 d1 88 6d t3 ad ct E5.@. @m	
0020 5t d3 b2 91 b4 e5 00 35 b6 e0 dc 62 66 49 15 e55bt1	
0030 80 10 05 a4 7t 5t 00 00 01 01 08 0a 00 63 t9 4d	
0040 e2 03 de 99 90 05 00 00 td e0 43 td 00 00 00 00	
0050 mtedei m. P 45 66 05 00 03 02 02 02 58 05 00 00 mKtX	
0060 cc 06 00 00 d0 43 00 00 01 48 54 54 50 21 31 2eC HIP/I.	
0070 31 20 32 30 30 20 4T 4b 0d 0a 43 61 63 68 65 2d 1 200 0K . Cache-	
0080 43 6f 6e 74 72 6f 6c 3a 20 6e 6f 2d 63 61 63 68 Control: no-cach	
0090 65 2c 20 6e 6f 2d /3 /4 6f /2 65 00 0a 50 /2 61 e, no-st orePra	
0040 67 60 61 34 20 66 67 20 63 61 63 68 65 00 04 43 gma: no- cacheC	
0000 67 68 74 65 68 74 20 54 79 70 65 33 20 61 70 70 ontent-1 ype: app	
0000 69 70 74 30 20 63 68 61 72 73 65 74 30 75 74 66 1pt; charset=utt	
00e0 20 38 00 00 43 07 0e 74 05 0e 74 20 45 0e 03 0T -8Cont ent-Enco	
0110 72 05 75 36 20 20 51 00 06 50 01 72 79 56 20 41 res1Very: A	
0120 05 05 05 07 74 20 45 0e 05 01 04 09 0e 07 00 0a ccepte en counting.	

During the communication process, C&C#2 may request the bot to connect to additional IPs.

Here is a command from C&C#2 instructing the bot to connect to a new IP and setup the tunnel SOCKS proxy:



Details:

15 00 00 00 - message size
33 - command for "connect to new IP"
42 c7 e5 fb - new IP address (little endian)

## Conclusion

Bunitu shows us how versatile malware can be, especially when compromised systems are tied together towards the same goal. While we have analyzed its main components, there is still much more that is unknown about this threat and in particular the extent of its reach or the list of VPN providers using it.

We hope that this research will help others to identify Bunitu related infections and eventually reduce the size of the botnet. We also invite security firms and law enforcement to get in touch with us via the contacts provided below so we can share with them additional intelligence.

### Analyzed samples:

- Original sample (installer) md5=<u>542f7b96990de6cd3b04b599c25ebe57</u>; payload (ynfucvu.dll) md5=<u>1bf287bf6cbe4d405983d1431c468de7</u>
- Original sample (installer) md5=<u>ac4e05a013705fd268e02a97c15d6f79</u>; payload (lyhbyjo.dll) md5=<u>b71832a8326b598208f49bf13e5b961f</u>

### Acknowledgements/contacts

We would like to thank the following contributors to this report:

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