

Compromise Infrastructure: Server, Sub-technique T1584.004 - Enterprise

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Adversaries may compromise third-party servers that can be used during targeting. Use of servers allows an adversary to stage, launch, and execute an operation. During post-compromise activity, adversaries may utilize servers for various tasks, including for Command and Control.^[1] Instead of purchasing a [Server](#) or [Virtual Private Server](#), adversaries may compromise third-party servers in support of operations.

Adversaries may also compromise web servers to support watering hole operations, as in [Drive-by Compromise](#), or email servers to support [Phishing](#) operations.

Source: <https://attack.mitre.org/techniques/T1584/004>