

WannaHusky Malware Analysis w/ YARA + TTPs

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Hello! I have recently gained a new interest in threat intelligence, malware research and analysis. In response, I have been taking courses to learn the tools and methodologies of malware analysis and reverse engineering. This blog is a result of my new-found interest.

My first blog post follows my observations on a malware sample provided by [HuskyHacks](#) as a part of his course, **Practical Malware Analysis & Triage**. The formatting of this post is more report-style, highlighting my findings in my initial triage. I've included a full set of YARA rules, as well as the TTPs of the sample at the end.

Please feel free to give feedback, as I would like to further improve my malware analysis skills and perform deeper and more thorough analysis in the future.

Executive Summary

Ransomware.WannaHusky is a Nim-compiled ransomware malware sample, provided as part of the Practical Malware Analysis & Triage course. It is an 32-bit executable.

Ransomware.Wannahusky consists of multiple steps: The sample first returns the current directory of the user and then returns the home directory of the user. If *cosmo.jpeg* is on the Desktop of the infected host, the sample executes a PowerShell script (*ps1.ps1*). Next, the sample will encrypt *cosmo.jpeg*, adding the *.WANNAHUSKY* extension and write the *WANNAHUSKY.png* to the Desktop. The sample will then change the Desktop wallpaper to the *WANNAHUSKY.png* file. Lastly, it runs the `tree C:\` command.

Indicators of compromise include *ps1.ps1*, the encryption of *cosmo.jpeg* (with the file becoming *cosmo.WANNAHUSKY*), a ransomware note saved as *WANNAHUSKY.png*, the Desktop wallpaper changing to the contents of *WANNAHUSKY.png* and the `tree C:\` command being run.

```
SHA256 Hash: 3D35CEBCF40705C23124FDC4656A7F400A316B8E96F1F9E0C187E82A9D17DCA3
```

Observations

Malware Composition:

CAPABILITY	NAMESPACE
compiled with Nim	compiler/nim
encode data using Base64	data-manipulation/encoding/base64
reference Base64 string	data-manipulation/encoding/base64
encrypt data using HC-128	data-manipulation/encryption/hc-128
hash data using SHA256	data-manipulation/hashing/sha256
contain a thread local storage (.tls) section	executable/pe/section/tls
query environment variable	host-interaction/environment-variable
check if file exists	host-interaction/file-system/exists
read file on Windows (2 matches)	host-interaction/file-system/read
write file on Windows (5 matches)	host-interaction/file-system/write
get thread local storage value	host-interaction/process
execute command (2 matches)	host-interaction/process/create
allocate RWX memory	host-interaction/process/inject
terminate process	host-interaction/process/terminate

Figure 1.2: CAPA output — Capabilities

PE Studio:

After analyzing the Strings in PE Studio, some strings of interest are listed below:

- tree C:\ command is run
- The ps1.ps1 script is written to the Desktop, and then executed
- The contents of the PowerShell script:

The script imports the user32.dll. It then sets the \$currDir variable to the contents of the Get-Location cmdlet, sets the \$wallpaper variable to the WANNAHUSKY.png file, and sets the \$fullPath variable to the joined paths of the current directory and WANNAHUSKY.png (ex. Desktop\WANNAHUSKY.png). It then invokes the SetWallpaper function to change the user’s Desktop wallpaper to the ransom note (WANNAHUSKY.png).

- WANNAHUSKY.png is written on the Desktop

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0x00411e47	@tree C:\	ASCII	9	10	.rdata
0x00411e5b	@Desktop\ps1.ps1	ASCII	16	17	.rdata
0x00411e73	@powershell	ASCII	12	13	.rdata
0x00411e87	@Desktop\ps1.ps1	ASCII	16	17	.rdata
0x00411ea7	@\$code = @'using System.Runtime.InteropServices; namespace Win32 { public class Wallpaper { [DllImport("user32.dll", CharSet=CharSet.Auto)] static extern int SystemParametersInfo (int uAction, int uParam, string lpvParam, int fuWinIni); public static void SetWallpaper(string thePath){ SystemParametersInfo(20,0,thePath,3); } } } @	ASCII	561	562	.rdata
0x004120e7	@Desktop\WANNAHUSKY.png	ASCII	23	24	.rdata

Figure 2: PE Studio — Strings

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```

@Code = @'
using System.Runtime.InteropServices;
namespace Win32{
    public class Wallpaper{
        [DllImport("user32.dll", CharSet=CharSet.Auto)]
        static extern int SystemParametersInfo (int uAction , int uParam , string lpvParam , int fuWinIni) ;
        public static void SetWallpaper(string thePath){
            SystemParametersInfo(20,0,thePath,3);
        }
    }
}
@
add-type $code

$currDir = Get-Location
$wallpaper = ".\WANNAHUSKY.PNG"
$fullpath = Join-Path -path $currDir -ChildPath $wallpaper

[Win32.Wallpaper]::SetWallpaper($fullpath)
    
```

Figure 3: Contents of ps1.ps1

After monitoring for network traffic in Wireshark, there was no detection of the binary attempting to call out to hosts or domains.

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Additionally, in order for the binary to execute successfully, *cosmo.jpeg* needs to be on the Desktop. If the binary cannot locate *cosmo.jpeg*, it returns an error (shown below).

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Figure 6: Failed execution of Ransomware.Wannahusky.exe

A Deeper Dive

Disassembling:

There are 3 important functions in `NimMainModule@0`:

- `wannaHusky__4JhDTDCSrwYIQ19bJbLaL2w@0`: This function is responsible for the encryption and deletion of *cosmo.jpeg* and writing *cosmo.WANNAHUSKY* to the Desktop
- `changeBackground__4JhDTDCSrwYIQ19bJbLaL2w_2@0`: This function is responsible for changing the Desktop wallpaper. This occurs by writing the *WANNAHUSKY.png* file to the Desktop and executing the *ps1.ps1* script, which changes the Desktop wallpaper.
- `nosexecShellCmd@4`: This function is responsible for spawning *cmd.exe* and running the tree command on the C:\ directory → `C:\Windows\system32\cmd.exe /c tree C:\`

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```
[0x0040e052]
@NimMainModule@0 ();
push ebp
mov ecx, @TM_njFKfyRiYvomtvTKocFwDw_2@0 ; 0x40d8a1
mov ebp, esp
sub esp, 8
call @nimRegisterGlobalMarker@4 ; sym._nimRegisterGlobalMarker_4
mov ecx, @TM_njFKfyRiYvomtvTKocFwDw_3@0 ; 0x40d894
call @nimRegisterGlobalMarker@4 ; sym._nimRegisterGlobalMarker_4
call @nosgetCurrentDir@0 ; sym._nosgetCurrentDir_0
mov edx, eax
mov eax, 0x424860 ; 'HB'
call _asgnRef ; sym._asgnRef_3
call @nosgetHomeDir@0 ; sym._nosgetHomeDir_0
mov edx, eax
mov eax, 0x424870 ; 'pHB'
call _asgnRef ; sym._asgnRef_3
call @wannahusky__4JhDTDCSrwYIQ19bJbLaL2w@0 ; sym._wannahusky__4JhDTDCSrwYIQ19bJbLaL2w_0
call @changeBackground__4JhDTDCSrwYIQ19bJbLaL2w_2@0 ; sym._changeBackground__4JhDTDCSrwYIQ19bJbLaL2w_2_0
mov ecx, 0x411e40
leave
jmp @nosexecShellCmd@4 ; sym._nosexecShellCmd_4
```

Figure 7: NimMainModule in Cutter

Within the `wannahusky__4JhDTDCSrwYIQ19bJbLaL2w@0` function, the encryption and encoding function calls are located. The target file (*cosmo.jpeg*) appears to get encrypted and encoded.

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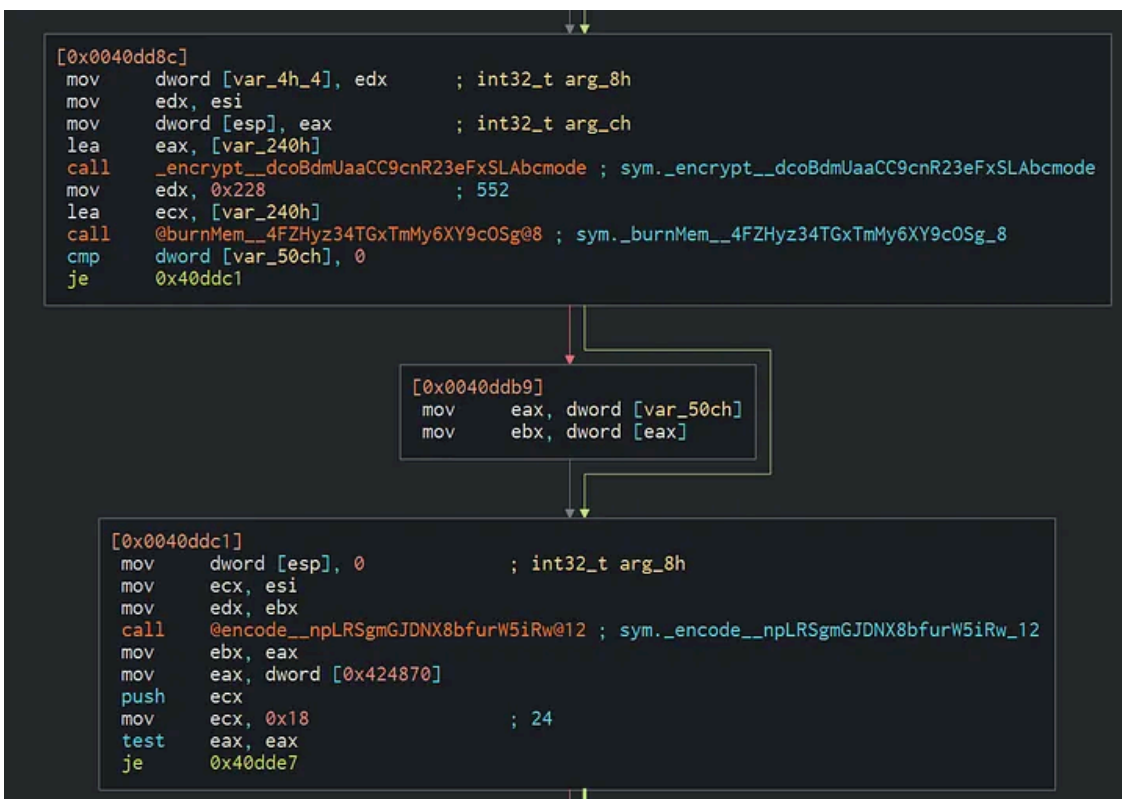


Figure 8.1 — Encryption and encoding functions

The new encrypted file is then written to the Desktop (*cosmo.WANNAHUSKY*) and the target file is deleted.

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```
[0x0040dde7]
call @rawNewString@4 ; sym._rawNewString_4
mov edx, dword [0x424870]
call _appendString ; sym._appendString_2
mov edx, 0x41a000
call _appendString.part.0 ; sym._appendString.part.0_3
mov edx, ebx
mov ecx, eax
call @writeFile__D6Pj9c29aCLEJP9beOWa08HYA@8 ; sym._writeFile__D6Pj9c29aCLEJP9beOWa08HYA_8
mov ecx, 0x412100
call @newStringStream__9aLRtgEYeRMrZKrObtoOs1Q@4 ; sym._newStringStream__9aLRtgEYeRMrZKrObtoOs...
mov eax, dword [0x424870]
mov ecx, 0x16 ; 22
test eax, eax
je 0x40de27
```

Figure 8.2 — Overwriting target file

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```
[0x0040de5b]
mov ecx, dword [var_514h]
call @nosremoveFile@4 ; sym._nosremoveFile_4
mov eax, dword [0x41bba0]
mov eax, dword [eax]
mov dword [0x41bba0], eax
jmp 0x40df06
```

Figure 8.3 — Target file being deleted

```
Decompiler (sym_wannaHusky_4JhDTDCSrwyIQ19bJbLaL2w_0)
    *piVar7 = *piVar4;
    piVar4 = piVar4 + 1;
    piVar7 = piVar7 + 1;
}
@init__QeKCvRTxwnkv4EgDHkgXYA@20(0x20, (int32_t)&var_500h, 0x10);
uVar6 = arg_ch;
if (placeholder_19 != (unsigned int *)0x0) {
    uVar6 = *placeholder_19;
}
_encrypt__dcoBdmUaaCC9cnR23eFxSLAbcmode((int32_t)(placeholder_19 + 2), uVar6);
@burnMem__4FZHyZ34TGxTmMy6XY9c0Sg@8();
@init__QeKCvRTxwnkv4EgDHkgXYA@20(0x20, (int32_t)&var_500h, 0x10);
if (placeholder_15 != (unsigned int *)0x0) {
    arg_ch = *placeholder_15;
}
_encrypt__dcoBdmUaaCC9cnR23eFxSLAbcmode((int32_t)(placeholder_15 + 2), arg_ch);
@burnMem__4FZHyZ34TGxTmMy6XY9c0Sg@8();
@encode__npLRSgmGJDNX8bfurW5iRw@12(0);
@rawNewString@4(extraout_ECX);
_appendString();
_appendString.part.0();
@writeFile__D6Pj9c29aCLEJP9beOWa08HYA@8();
@newStringStream__9aLRtgEYeRMrZKrObto0s1Q@4();
@rawNewString@4();
_appendString();
_appendString.part.0();
iVar5 = @newFileStream__cwYJiP3D7D0TCJxCdBqBZQ@12(-1);
if (iVar5 != 0) {
    uVar2 = @writeLine__2KoDZXJB4LmoH7PHLGmZ9cg@12(1);
    @close__y1KA3B0U09bKtU09am9a9avRYQ_4@4(uVar2);
}
@nosremoveFile@4();
*(int32_t *)0x41bba0 = (int32_t *)**(int32_t **)0x41bba0;
} else {
    *(int32_t *)0x41bba0 = (int32_t *)**(int32_t **)0x41bba0;
    cVar1 = @isObject@8();
    if (cVar1 != '\0') {
        var_4ach = 0;
        @copyString@4();
        @echoBinSafe@8();
        _asgnRef();
    }
}
if (var_4ach != 0) {
    @raiseException@0();
}
return;
}
```

Figure 8.4 — Decompiler showing encryption, encoding, writing and deletion of files

Debugging:

When stepping through the sample and simultaneously looking at the process tree in Procmon, there are two *cmd.exe* processes that are run.

- One *cmd.exe* window spawns Powershell, which executes the contents of *ps1.ps1*:
`C:\Windows\system32\cmd.exe /c powershell C:\Users\mars\Desktop\ps1.ps1`
- One *cmd.exe* window executes the tree command: `C:\Windows\system32\cmd.exe /c tree C:\`

While the Powershell script has an intended function, which is changing the user’s Desktop wallpaper to *WANNAHUSKY.png*, the tree command does not have a function. After further investigation, it appears that the visible *cmd.exe* window with the tree command executing is a decoy or distraction to the user/malware analyst, as the Powershell script is running in the background discreetly.

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Figure 9.1: Process Tree

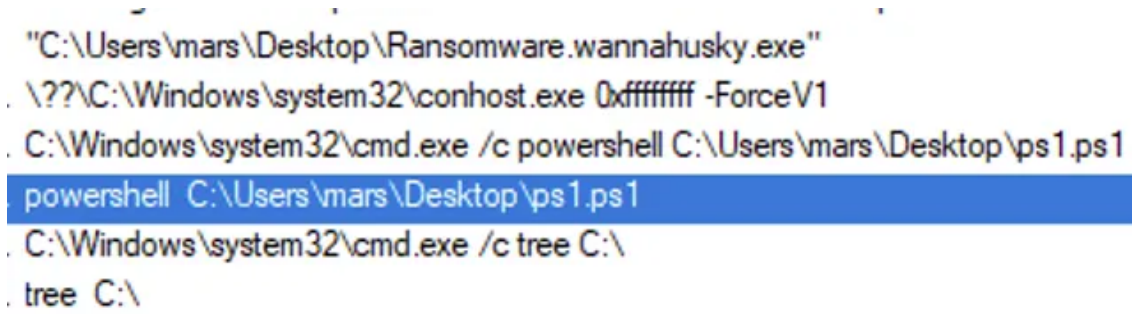


Figure 9.2: Commands as seen in the Process Tree

Indicators of Compromise

Network Indicators

After monitoring for network traffic, there was no detection of the binary attempting to call out to hosts or domains. Therefore, there are no network indicators for this sample.

Host-based Indicators

- *ps1.ps1*
- a ransomware note saved as *WANNAHUSKY.png*
- the Desktop wallpaper changing to the contents of *WANNAHUSKY.png*
- *cmd.exe* window with the `tree C:\` command being executed

Rules & Signatures

A full set of YARA rules can be found below, as well as on my [Github](#).

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```
1 rule ransomware_wannahusky {
2
3   meta:
4     author      = "Mars"
5     description = "Rule to detect Ransomware.Wannahusky"
6     hash       = "3D35CEBCF40705C23124FDC4656A7F400A316B8E96F1F9E0C187E82A9D17DCA3"
7     created    = "2022-04-05"
8
9   strings:
10    $s1 = "WANNAHUSKY.png"  ascii
11    $s2 = "cosmo.WANNAHUSKY"  ascii
12    $s3 = "ps1.ps1"  ascii
13    $s4 = "nim"  ascii
14
15   condition:
16    uint16(0) == 0x5A4D and any of them
17 }
```

Tactics & Techniques

I've highlighted the Tactics and Techniques that I have found in my analysis of the sample below:

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ATT&CK ID	Techniques	Tactics
T1027	Obfuscated Files / Information	Defence Evasion
T1059.001	PowerShell	Execution
T1059.003	Windows Command Shell	Execution
T1082	System Information Discovery	Discovery
T1083	File and Directory Discovery	Discovery
T1491	Defacement	Impact

Source: <https://medium.com/@mars0x/wannahusky-malware-analysis-w-yara-ttps-2069fb479909>