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Cyber Conflict Simulator

The cyber defence link you are missing Rethinking Security Exercises

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Cyber Security Exercises

- Two main types of cyber security exercises
 - Cyber ranges and tabletop exercises
- Each has its own advantages and disadvantages
 - Cyber ranges at technical level, tabletops for management
 - Tabletops easier to setup, cyber ranges harder
 - Consequences in cyber ranges are seen, in tabletops not
 - Tabletops miss time dimension; cyber ranges compromise complexity
 - And many others...
- Also, there are a lot of other exercises on technical level (CTFs)
- It is how it's done today





Is there another way?

- That integrates all decision-making levels?
- Allows multiple organizations to simultaneously participate?
- Is based on our IT/OT infrastructure, not a generic one?
- Allows training for incidents lasting for weeks, even months?
- Considers available resources and real-world restrictions?
 - For both, defenders and attackers?
- Brings uncertainty and tension as present in real-life incidents?
- We claim there is and it's embodied in a simulation tool we created – Cyber Conflict Simulator (CCS)

Cyber Conflict Simulator





How did it all start?

- Participated in Cyber Coalition Exercise
- Not satisfied with some elements of the exercise
- An idea to develop and use simulator as a solution
- EDA dual-use call in 2016
- R&D project 2018 2000 develop prototype
- Continuous development and use of CCS since then





R&D Project

- The problem we tried to solve was a hard one
 - Up to the middle of the project's duration we were still struggling to determine exactly what we want and, especially, how it should be done
 - There were no models or examples we could (re)use
 - At the beginning we run exercises manually
 - Several prototypes were developed in due course
- At the end of the project, we had a working prototype
 - Most accurate description "professional wargaming"





Cyber Conflict Simulator Features

- Infrastructure and implemented controls are modelled
- Low level technical details are abstracted and simulated
 - No need to have exact and detailed model of information system
- People are simulated as well
 - Both regular users, and key personnel for incident handling
- Trainees manage key personnel
 - Receive reports from them
 - Make decisions and communicate mutually
 - Assign tasks to key personnel
 - Wait for results
- Time can be sped up or slowed down
- Focus on **WHAT** not HOW







Cyber Conflict Simulator Features (cont'd)

- Supports multiple teams in the same exercise
- Supports participation of multiple organizations simultaneously
 - They cooperate by exchanging resources
- Multiple levels of organization's management can participate
- Business processes are modeled as well
 - With dependency on IT/OT infrastructure





Where we are now

- We've done over 30 exercises
- The most complex exercises so far
 - Financial institutions (Banks)
 - Supervisors for financial institutions
 - Exercise for Croatian Armed Forces, Minnesota National Guard
 - Workshops three years in a row on a security conference DEEP
 - Exercise for military cadets in Croatian Military Academy
- Developing Partner Network





Some experiences from those exercises

- It's immersive people forget on a time schedule
- Board members and business owners tend to be involved more then they expected
 - And they become aware of uncertainties of a cyber incidents
- Organizations start to grasp usefulness of different security tools, and problems when they are not there
- And, so far, we never heard anyone did that!





Further R&D

- We want to integrate CCS with cyber ranges and CTFs
- Evaluating economic consequences of cyber incidents
- Making simulations as close to reality as possible
- Automatically generating topologies and exercises for CCS (and cyber ranges)
- Training red teams in decision making, organization, planning, ...





Thank you for your attention!

For business inquires

For research inquires

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