

Getting Started with Havoc C2: Installation & Payload Creation



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About Speaker

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(Security Consultant)

Subashini Balaji is a Security Consultant at CyberWarFare Labs, specializing in Red Teaming and APT simulations in enterprise environments. She also writes technical blogs and articles focused on real-world cyber attack techniques and defenses.

Agenda

- What is Command & Control (C2)
- Introduction to Havoc C2
- Havoc Architecture
- Teamserver & client in havoc
- Lab setup for this demo
- Installing Havoc
- Demo in real time & generate a payload
- Conclusion

What is Command & Control (C2)?

Command & Control (C2) is a communication channel used by attackers or red teams to control compromised machines remotely.

Key purposes:

- Execute commands remotely
- Maintain access to systems
- Transfer data
- Run post-exploitation actions

Examples of C2 Frameworks: Cobalt Strike, Sliver, Metasploit, Havoc

Introduction to Havoc C2

Havoc is a modern open-source Command & Control framework designed for red team operations.

Key Features:

- Modern UI
- Modular architecture
- Payload generation
- Multiple listeners
- Post-exploitation capabilities
- Active development community

Link: [Havoc Framework](#), [Havoc Github](#)

Havoc Architecture

Havoc works using two main components:

1. Teamserver

- Central server
- Handles payload connections
- Manages communication with agents

2. Client

- Operator interface
- Used by red teamers
- Sends commands to compromised hosts

Workflow:

- Client → Teamserver → Agent (Victim Machine)

Teamserver & Client in Havoc

Teamserver

- The main server of Havoc
- Manages connections from agents (compromised machines)
- Sends commands and controls operations
- Handles listeners and sessions

Client

- The interface used by the operator (red teamer)
- Connects to the Teamserver
- Used to create listeners and generate payloads
- Allows sending commands to agents

Lab Setup for This Demo

Environment used in this webinar:

1. Attacker Machine: Kali Linux
2. Target Machine: Windows VM
3. Network: Internal lab network

Tools Required:

- Git
- Golang
- Havoc Framework



Installing Havoc

Basic installation steps:

- Clone the Havoc repository
- Install required dependencies
- Build the teamserver
- Build the client interface

Link: [Installation of Havoc](#)

```
$ ./havoc
```

```

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```

pwn and elevate until it's done

Havoc Framework [Version: 0.4.1] [CodeName: The Fool]

Usage:

```
havoc [flags]
havoc [command]
```

Available Commands:

```
client    client command
help      Help about any command
server    server command
```

Flags:

```
-h, --help  help for havoc
```

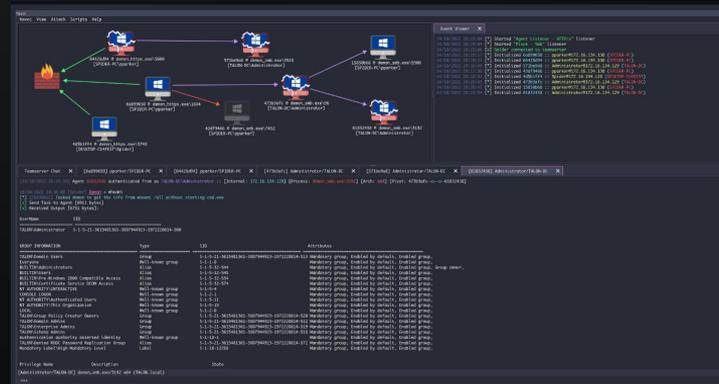
Use "havoc [command] --help" for more information about a command.

Demo in real time & generate a payload

In this section, we will perform a live demonstration of Havoc C2 in a controlled lab environment.

Steps in the demo:

- Start the Havoc Teamserver
- Connect using the Havoc Client
- Configure a listener
- Generate a payload
- Execute the payload on the target machine
- Observe the agent connection in real time



This demonstrates how a Command & Control framework establishes communication with a compromised system.

Conclusion

In this session, we learned the basics of Havoc C2 and how it is used in red team operations.

Key takeaways:

- Understanding the Teamserver and Client
- Installing and setting up Havoc
- Configuring a listener
- Generating and testing a payload

This hands-on approach helps security professionals understand how attackers operate and how such activities can be detected and defended against.



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