

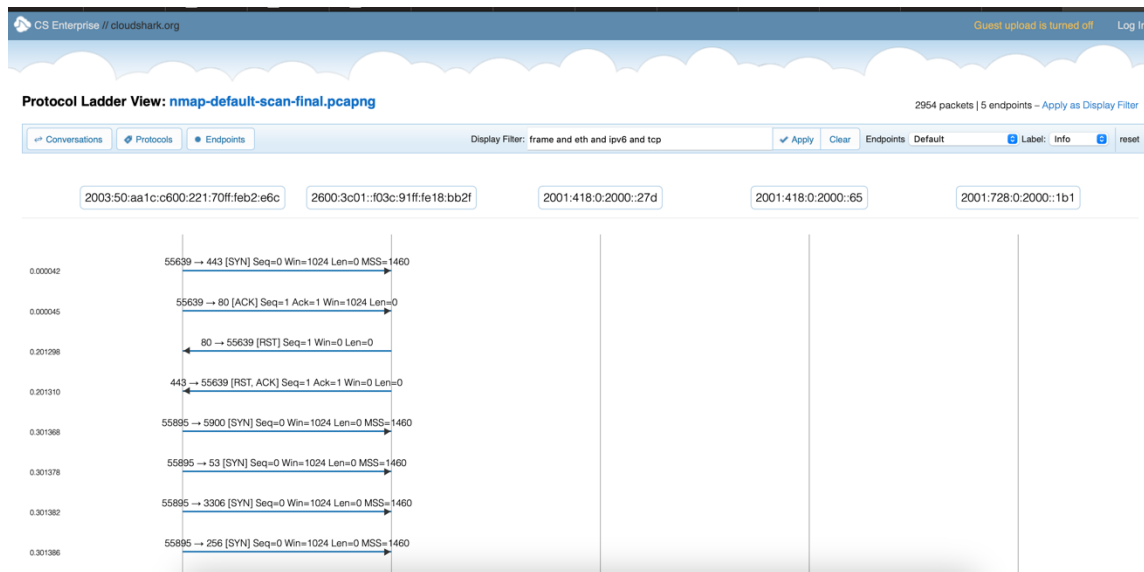
NETWORK INVESTIGATION LAB

STEPHEN MENSAH

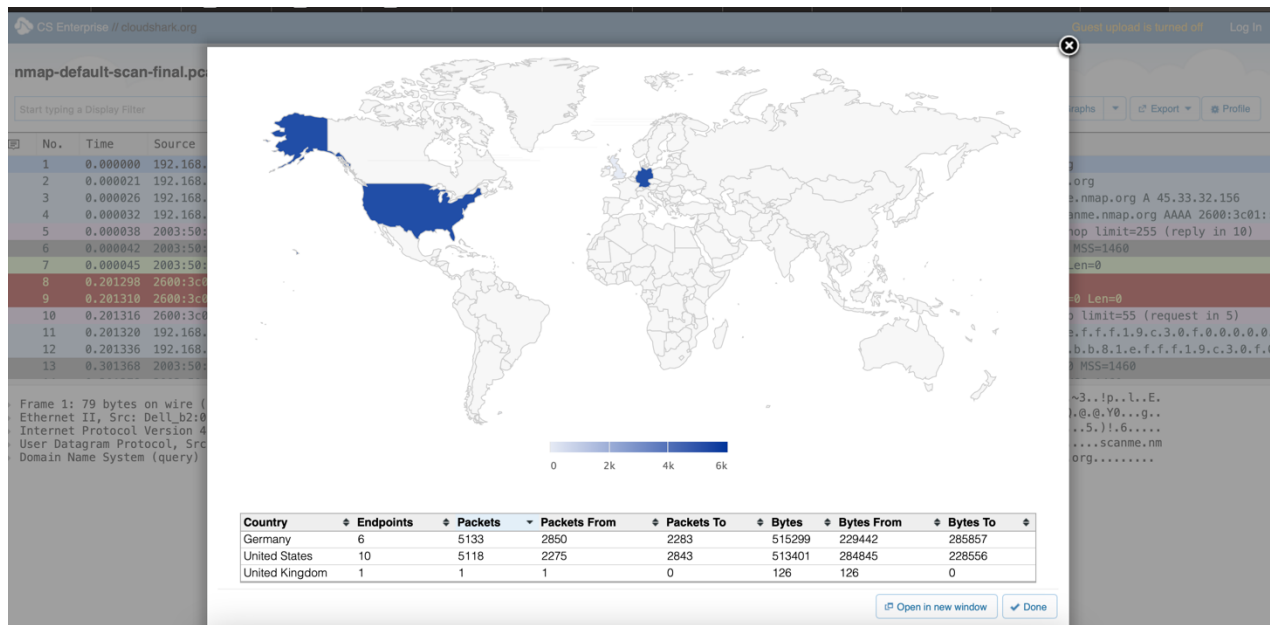
Sample Lab Screenshots

PORT SCAN DETECTION

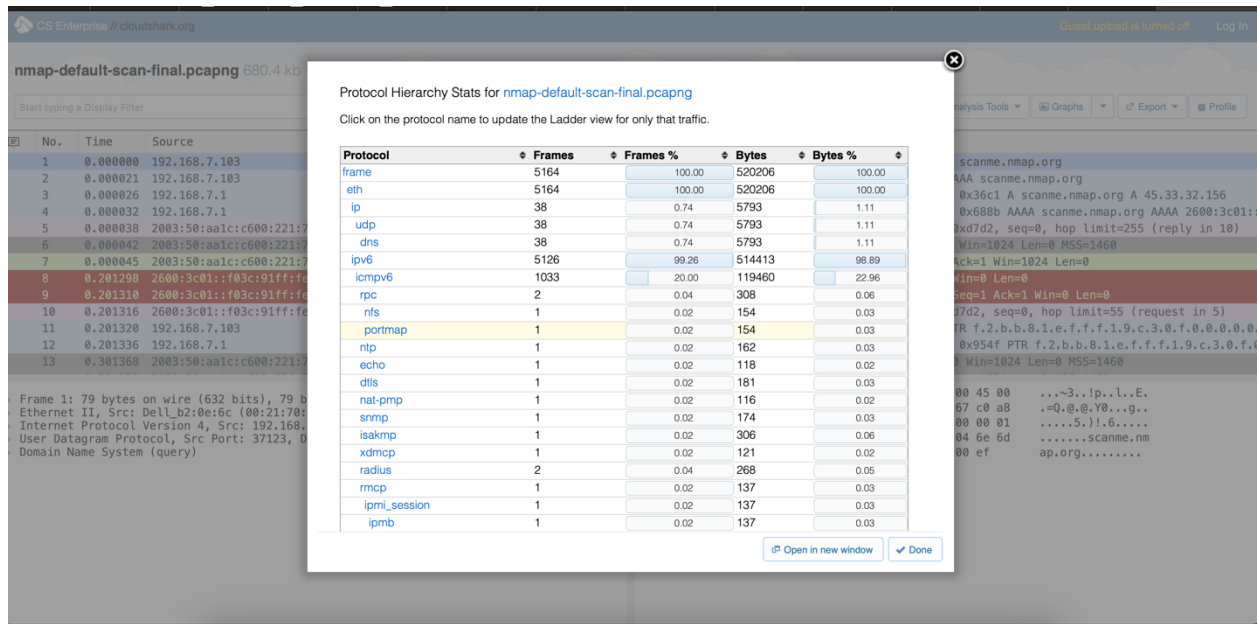
TCP Communications between IP addresses



GeoIP World Map Dashboard displaying source and destinations of TCP packets

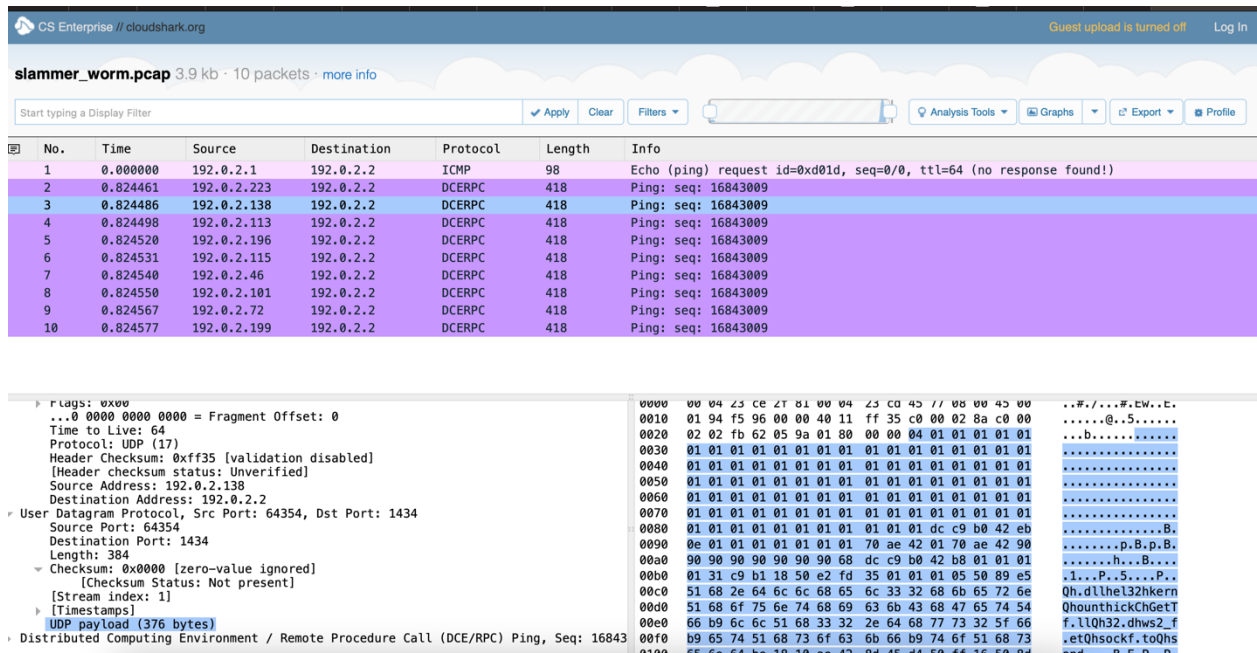


Protocol Hierarchy dashboard showing the number of packet per each protocol



SLAMMER WORM

The contents of one UDP payload from Slammer



Protocol Hierarchy Statistics for the Slammer worm

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slammer_worm.pcap 3.9 kb · 10 packets · more info

Start typing a Display Filter Apply Clear Filters Analysis Tools Graphs Export Profile

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000	192.0.2.1	192.0.2.2	ICMP	98	Echo (ping) request id=0xd01d, seq=0/0, ttl=64 (no response found!)
2	0.824461	192.0.2.223	192.0.2.2	DCERPC	418	Ping: seq: 16843009
3	0.824486	192.0.2.138	192.0.2.2	DCERPC	418	Ping: seq: 16843009
4	0.824498	192.0.2.113	192.0.2.2	DCERPC	418	Ping: seq: 16843009
5	0.824520	192.0.2.196	192.0.2.2	DCERPC	418	Ping: seq: 16843009
6	0.824531	192.0.2.115	192.0.2.2	DCERPC	418	Ping: seq: 16843009
7	0.824540	192.0.2.46	192.0.2.2	DCERPC	418	Ping: seq: 16843009
8	0.824550	192.0.2.101	192.0.2.2	DCERPC	418	Ping: seq: 16843009
9	0.824567	192.0.2.72	192.0.2.2	DCERPC	418	Ping: seq: 16843009
10	0.824577	192.0.2.199	192.0.2.2	DCERPC	418	Ping: seq: 16843009

Protocol Hierarchy Stats for slammer_worm.pcap

Click on the protocol name to apply a Display Filter for only that traffic.

Protocol	Frames	Frames %	Bytes	Bytes %
frame	10	100.00	3860	100.00
eth	10	100.00	3860	100.00
ip	10	100.00	3860	100.00
icmp	1	10.00	98	2.54
udp	9	90.00	3762	97.46
dcerpc	9	90.00	3762	97.46

Open in new window Done

Frame 1: 98 bytes on wire (784 bits), Ethernet II, Src: Intel_cd:45:77 (00:0c:29:14:45:77), Dst: Intel_ce:2f:81 (00:04:23:ce:2f:81), Internet Protocol Version 4, Src: 192.0.2.1, Destination: 192.0.2.2, Total Length: 84, Identification: 0x0000 (0), Flags: 0x40, Don't fragment, ...0 0000 0000 0000 = Fragment Offset: 0, Time to Live: 64, Protocol: ICMP (1), Header Checksum: 0xb6a5 [validation disabled], [Header checksum status: Unverified], Source Address: 192.0.2.1, Destination Address: 192.0.2.2

Details of a header of a selected packet from the slammer worm capture

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slammer_worm.pcap 3.9 kb · 10 packets · more info

Start typing a Display Filter Apply Clear Filters Analysis Tools Graphs Export Profile

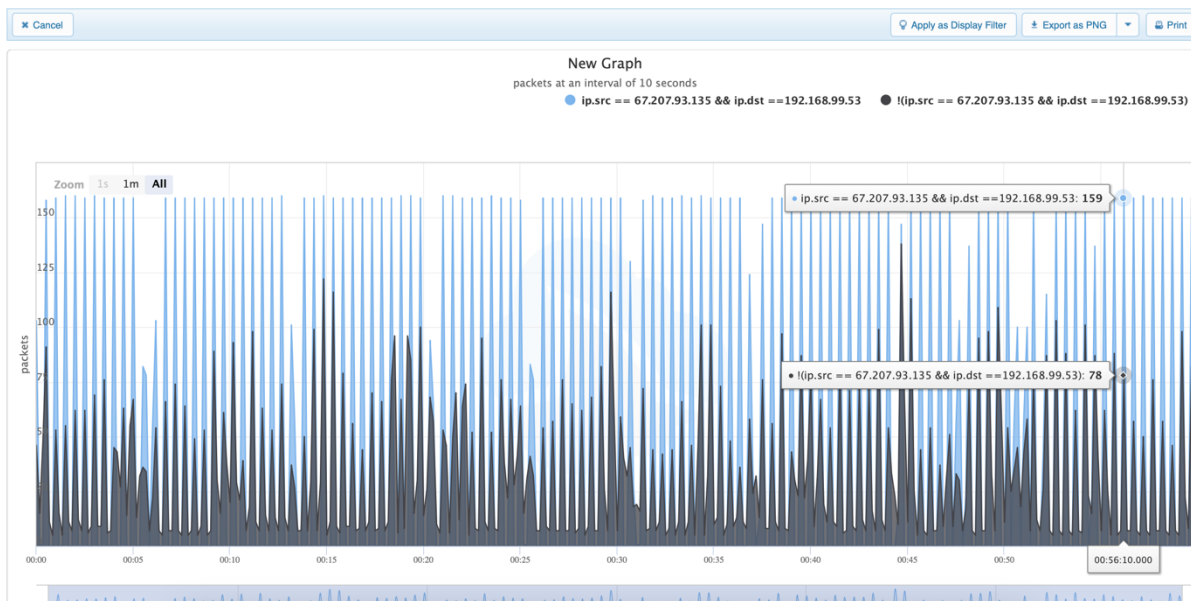
No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000	192.0.2.1	192.0.2.2	ICMP	98	Echo (ping) request id=0xd01d, seq=0/0, ttl=64 (no response found!)
2	0.824461	192.0.2.223	192.0.2.2	DCERPC	418	Ping: seq: 16843009
3	0.824486	192.0.2.138	192.0.2.2	DCERPC	418	Ping: seq: 16843009
4	0.824498	192.0.2.113	192.0.2.2	DCERPC	418	Ping: seq: 16843009
5	0.824520	192.0.2.196	192.0.2.2	DCERPC	418	Ping: seq: 16843009
6	0.824531	192.0.2.115	192.0.2.2	DCERPC	418	Ping: seq: 16843009
7	0.824540	192.0.2.46	192.0.2.2	DCERPC	418	Ping: seq: 16843009
8	0.824550	192.0.2.101	192.0.2.2	DCERPC	418	Ping: seq: 16843009
9	0.824567	192.0.2.72	192.0.2.2	DCERPC	418	Ping: seq: 16843009
10	0.824577	192.0.2.199	192.0.2.2	DCERPC	418	Ping: seq: 16843009

Frame 3: 418 bytes on wire (3344 bits), 418 bytes captured (3344 bits) on interface 0
Ethernet II, Src: Intel_cd:45:77 (00:0c:29:14:45:77), Dst: Intel_ce:2f:81 (00:04:23:ce:2f:81), Internet Protocol Version 4, Src: 192.0.2.138, Dst: 192.0.2.2
User Datagram Protocol, Src Port: 64354, Dst Port: 1434
Source Port: 64354
Destination Port: 1434
Length: 384
Checksum: 0x0000 [zero-value ignored]
[Stream index: 1]
[Timestamps]
UDP payload (376 bytes)
Distributed Computing Environment / Remote Procedure Call (DCE/RPC) Ping, Seq: 16843009

0000 00 04 23 ce 2f 81 00 04 23 cd 45 77 00 00 45 00 ..#./...#.Ew..E.
0010 01 94 f5 96 00 00 40 11 ff 35 c0 00 02 8a c0 00@..5.....
0020 02 02 fb 62 05 9a 01 80 00 00 04 01 01 01 01 01 ..B.....
0030 01 01 01 01 01 01 01 01 01 01 01 01 01 01 01
0040 01 01 01 01 01 01 01 01 01 01 01 01 01 01 01
0050 01 01 01 01 01 01 01 01 01 01 01 01 01 01 01
0060 01 01 01 01 01 01 01 01 01 01 01 01 01 01 01
0070 01 01 01 01 01 01 01 01 01 01 01 01 01 01 01
0080 01 01 01 01 01 01 01 01 01 01 01 dc c9 b0 42 ebp.B.p.B..
0090 0e 01 01 01 01 01 01 01 70 ae 42 01 70 ae 42 90h..B...
00a0 90 90 90 90 90 90 90 68 dc c9 b0 42 b8 01 01 01h..B...
00b0 01 31 c9 b1 18 50 e2 fd 35 01 01 01 05 50 89 e5P..5....P..
00c0 51 68 2e 64 6c 6c 68 65 6c 33 32 68 6b 65 72 6e Qh.dllhel32hkern
00d0 51 68 6f 75 6e 74 68 69 63 6b 43 68 47 65 74 54 QhounthickChGetT
00e0 66 b9 6c 6c 51 68 33 32 2e 64 68 77 73 32 5f 66 f.llQh32.dhws2_f
00f0 b9 65 74 51 68 73 6f 63 6b 66 b9 74 6f 51 68 73 .etQhsockf.toQhs

ZEUS

Cloudshark inbuilt graph dashboard showing the consistent connections between two IP addresses at a 10-second interval.



Filtered Packets

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zeus_1hr.pcap 28.4 mb · 30615 packets · [more info](#)

ip.src == 67.207.93.135 && ip.dst == 192.168.99.53

No.	Time	Source	Destination	Protocol	Length	Info
36	0.202658	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=39421 Ack=1 Win=237 Len=1460
37	0.202660	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=40881 Ack=1 Win=237 Len=1460
38	0.202664	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=42341 Ack=1 Win=237 Len=1460
40	0.202957	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=43801 Ack=1 Win=237 Len=1460
41	0.202960	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=45261 Ack=1 Win=237 Len=1460
42	0.202965	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=46721 Ack=1 Win=237 Len=1460
43	0.202969	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=48181 Ack=1 Win=237 Len=1460
44	0.202974	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=49641 Ack=1 Win=237 Len=1460
45	0.202977	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=51101 Ack=1 Win=237 Len=1460
46	0.202982	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=52561 Ack=1 Win=237 Len=1460
48	0.203563	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=54021 Ack=1 Win=237 Len=1460
50	0.211394	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=55481 Ack=1 Win=237 Len=1460
52	0.215624	67.207.93.135	192.168.99.53	TCP	1514	80 → 50406 [ACK] Seq=56941 Ack=1 Win=237 Len=1460

Frame 1637: 1346 bytes on wire (10768 bits), 1346 bytes captured (10768 bits) on interface 0
Ethernet II, Src: Routerbo_d3:cc:33 (c4:ad:34:d3:cc:33), Dst: PcsCompu_44:c2:00 (08:00:27:44:c2:00)
Internet Protocol Version 4, Src: 67.207.93.135, Dst: 192.168.99.53
Transmission Control Protocol, Src Port: 80, Dst Port: 50413, Seq: 224946, Ack: 384, Len: 1460
Source Port: 80
Destination Port: 50413
[Stream index: 9]
[Conversation completeness: Complete, WITH_DATA (31)]
[TCP Segment Len: 1292]
Sequence Number: 224946 (relative sequence number)
Sequence Number (raw): 1819330364
[Next Sequence Number: 226239 (relative sequence number)]
Acknowledgment Number: 384 (relative ack number)
Acknowledgment number (raw): 2154381633
0101 = Header Length: 20 bytes (5)
Flags: 0x019 (FIN, PSH, ACK)
Window: 237

0000 08 00 27 44 c2 00 c4 ad 34 d3 cc 33 08 00 45 20 ...'D....4...E
0010 05 34 3e 4b 40 00 2c 06 46 25 43 cf 5d 87 c0 08 .4-K&...F&c.1...
0020 63 35 00 50 c4 ed 6c 70 c7 3c 00 69 41 41 50 19 c5.P...ip<-iAAP.
0030 00 ed 37 ca 00 00 4c 2b 46 42 39 71 61 30 58 49 ..7...L+FB9qa0XI
0040 64 6e 32 5a 4f 30 47 6f 63 6e 32 57 76 51 57 67 dn2Z08Gocn2WQWg
0050 38 54 32 61 76 53 34 68 4c 4f 5a 4e 65 6b 39 33 872av54hL02Nek93
0060 55 34 6c 31 32 66 50 73 62 68 68 2b 79 65 61 61 U4l12fPsbh+yeaa
0070 36 48 43 39 6e 64 4b 39 32 55 30 4d 31 31 4f 4a 6HC9ndK92U0M110J
0080 55 64 51 5a 4e 78 32 4a 61 64 46 62 33 70 59 55 UdQ2Nx2JadFb3pYU
0090 66 69 2b 7a 5a 78 69 2b 4f 2f 44 52 33 49 78 4b fi+zZxi+0/DR3IXK
00a0 43 6a 2f 45 51 4d 56 68 52 6d 30 45 75 57 48 53 Cj/EQMVRm0EuWHS
00b0 75 79 4a 58 34 61 62 41 31 64 47 35 45 52 76 33 uyJX4abA1dG5ERv3
00c0 4e 35 66 4f 64 77 30 45 42 2f 38 48 7a 52 46 59 N5f0dw0EB/8HzRFY
00d0 69 62 69 65 78 32 30 49 2b 46 48 4f 36 55 44 67 ib1ex201+FR0u0dg
00e0 76 32 77 37 30 56 53 38 6e 36 78 58 37 79 4b 54 v2w70V58n6xX7yKT
00f0 4d 2f 75 57 35 64 7d 77 56 77 4a 46 55 7d 2b 4d n/rw5d4rUw7FIH+M

Exercise

Scenario 1: Port Scan Detection

1. Threat Simulation

To investigate a malicious port scanning activity, it is essential that I apply filters to the captured packets. Most communications used ipv6 address. However, since cloudshark only supports filtering with ipv4, I will filter based on the protocol used. By using the protocol ladder button, I will be able to determine the number of TCP packets (which was 2968), the source of each request, and visualize all the communications that took place between IP addresses. From the capture, I saw that most TCP requests (a total of 2951) originated from an ipv6 address to another ipv6 address on different ports within a period of 2 minutes and 27 seconds. But most of these connection requests were blocked (either by a firewall or the ports were closed). By establishing the number of port requests from a source IP address in each period, I will be able to detect a port scan and take the necessary measures to address the threat. I will use the threat assessment and protocol ladder dashboard to assess the severity levels, the number of frames per each protocol and IP address, the locations of each request, and generate additional packet insights. I will assign a low criticality level. The firewall signatures and threat intel will be updated, and an incident report will be written after the analysis.

2. Business Impacts

Port scan techniques are used to learn more about a network and identify vulnerable ports that can be used as attack vectors. If such weaknesses are not resolved on time, attackers can send massive port scans which can lead to a Dos attack and disrupt business activities. Short-term risks are disruption of business activities and loss of productivity. Long-term risks are financial loss from DoS attacks and loss of business revenue.

3. Remediation.

To prevent attackers from conducting port scanning on my network, I will employ strong firewall protection and define ACLs to block any request from the identified source IP address, conduct regular vulnerability scans, and close all unused ports.

Worms – Slammer

1. Threat Simulation

Patterns or features will be used to perform the analysis. Slammer is very robust and uses UDP to propagate very fast and the program payload is 376 bytes. After affecting a computer that has Microsoft SQL Server 2000 running on it, it generates a random IP address and a source port and tries to replicate itself to other devices by repeatedly sending UDP packets to a randomly selected IP address with UDP port 1434 as the destination port. As such, I will set a display filter to retrieve all packets that have UDP port 1434, analyze the UDP headers for packets with a payload size of 376 bytes, and examine the binary code in the payload for buffer overflow exploitation. Since the slammer generates random source IP addresses to send UDP packets to random destination addresses, I will trace all unique source and destination addresses to learn about the propagation rate. From the capture, 9 UDP packets were sent by 9 unique IP addresses to the same destination IP address on UDP port 1434 with a payload of 376 bytes. Worms pose a great threat, as such, I will assign a high severity level. The protocol conversation and protocol hierarchy panels will be used to monitor conversations between nodes and the number of packets communicated per protocol. An incident response report will be written to document the investigation and the threat intelligence will equally be updated.

2. Business Impacts

The slammer worm generates massive packets that can overload servers. Short-term risks are; it slows network and server performance, causes a denial of service, and disrupts business operations. Huge financial losses from downtime and expensive business recovery are long-term risks.

3. Remediation

The address the incident, I will implement both ingress and egress filters on the company's firewalls and routers to block outbound and inbound UDP packets with 1434 as the destination port. This will prevent infected packets from leaving or entering the network. I will also harden the company's systems to block all unsolicited services and unused ports like port 1434.

Command and Control (C2) – Zeus

1. Threat Simulation

To analyze the incident, I will look out for patterns and behaviors for any beacon activity – connections between two nodes at regular intervals. Compromised host devices communicate with the C2 server for matching orders to be executed and both parties communicate consistently. I will filter the packets using source and destination IPs to analyze the traffic between such addresses. Regular connections will indicate a C2 session. From the packet capture, there were multiple ACK flags without initial SYN flags. Most HTTP and TCP packets had the same payload size of 1460 bytes. 159 connections at a 5-second interval, 159 at a 10-second interval, and 159 at a 15-second interval. This pattern indicates that IP 192.168.99.53 and IP 67.207.93.135 were consistently communicating. I will use an in-built graph dashboard to visualize the traffic between the two IP addresses and detect the connection interval. Zeus poses a great threat to the business and will be assigned a high criticality level. An incident response report will be written to document the incident and update the business' threat intelligence.

2. Business Impacts

The Zeus worm impacts businesses based on its payload. Short-term risks include unauthorized access to business resources, stealing sensitive data, disrupting business activities, causing DoS attacks, and huge financial loss. Zeus worm attacks can have long-term impacts on the business. These include shutting down the business network, legal actions against the business, damaging the company's brand, and opening the business to ransomware attacks.

3. Remediation

The remediation process will include both human and technological measures. Educate employees on online safety and security practices, conduct regular beacon analysis, regularly patch computing systems, and update software in a timely fashion.

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