

**MITM and DDoS**

◆ **Full Command**

```
sudo hping3 -S 192.168.1.6 -a 192.168.1.8 -p 21,22,80 --flood
```

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◆ **Component-by-Component Explanation**

**1. sudo**

- **Why used:** hping3 needs to craft raw packets and access low-level networking features, which require root privileges.
  - **Effect:** Grants the necessary permissions to send custom TCP/IP packets.
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**2. hping3**

- **What it is:** A powerful network tool used to:
    - Send custom TCP/IP packets
    - Test firewalls
    - Perform port scanning
    - Conduct DoS testing
    - Evade IDS/IPS detection
  - **Context here:** Being used to simulate a SYN flood attack with spoofed source IPs.
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**3. -S**

- **Meaning:** Sets the TCP **SYN flag**.
  - **Purpose:** Sends a SYN packet, which is the first step of the **TCP 3-way handshake** (SYN → SYN-ACK → ACK).
  - **Effect:** The target machine interprets this as a request to initiate a connection.
  - **Use in attacks:** Often used in **SYN flood attacks**—the attacker doesn't complete the handshake, overwhelming the target with half-open connections.
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**4. 192.168.1.6**

- **Target IP address.**
  - **Purpose:** The destination system to which SYN packets are being sent.
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**5. -a 192.168.1.8**

- **Spoofs the source IP address.**
  - **What happens:** The packets appear to come **from** 192.168.1.8 instead of your actual IP.
  - **Use case:**
    - In DoS: makes it difficult for the target to block the actual sender.
    - In deception: tricks the server into replying to the wrong host.
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**6. -p 21,22,80**

- **Specifies the destination ports.**
    - 21: FTP
    - 22: SSH
    - 80: HTTP
  - **Why multiple ports:** Could be to test firewall rules, check open ports, or stress multiple services.
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**7. --flood**

- **Effect:** Sends packets as fast as possible, without waiting for replies.
- **Purpose:** Used to **flood the target** with SYN packets.
- **Impact:**
  - High CPU and memory usage on the target.
  - Denial of Service (DoS) if the system can't handle the flood.

## Experiment 3: DoS and MITM attack

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**Aim:** To simulate SYN Flooding attack and ARP poisoning attack

### Learning Outcomes:

After completion of this experiment, student should be able to

1. Launch SYN flooding attack against a target host
2. Launch MITM attack using ARP poisoning attack.
3. Understand countermeasures to SYN flooding attack and ARP poisoning attack

### Theory:

Denial of Service (DoS) is an attack on a computer or network that *prevents* legitimate use of its resources. In a DoS attack, attackers *flood* a victim's system with illegitimate service requests or *traffic* to *overload* its resources and prevent it from performing *intended* tasks. Perpetrators of DoS attacks typically target sites or services hosted on high-profile web servers such as banks, creditcard payment gateways, and even root name servers. One common method of attack involves saturating the target machine with external communications requests, so that it cannot respond to legitimate traffic, or it responds so slowly as to be rendered essentially unavailable. Such attacks usually lead to a server overload. DoS attacks can essentially disable your computer or your network. DoS attacks can be lucrative for criminals; recent attacks have shown that DoS attacks are a way for cyber criminals to profit.

A SYN flood is a form of denial\_of\_service attack in which an attacker sends a succession of SYN requests to a target's system in an attempt to consume enough server resources to make the system unresponsive to legitimate traffic. A SYN flood attack works by not responding to the server with the expected ACK code. The malicious client can either simply not send the expected ACK, or by spoofing the source IP address in the SYN, causing the server to send the SYN-ACK to a falsified IP address—which will not send an ACK because it "knows" that it never sent a SYN. The server will wait for the acknowledgement for some time, as simple network congestion could also be the cause of the missing ACK, but in an attack increasingly large numbers of half-open connections will bind resources on the server until no new connections can be made, resulting in a denial of service to legitimate traffic. Some systems may also malfunction badly or even crash if other operating system functions are starved of resources in this way.

ARP poisoning involves causing a target to associate an IP address with an incorrect MAC address. This involves sending an unprompted ARP message indicating an IP address and the supposed MAC address. This can be used as a DoS attack to cause the target to associate the gateway with the incorrect MAC. Poisoning of the cache can also be done to two targets so each

associates the other IP address with the MAC address of the attacker. This can be used in MITM or other session hijacking attacks.

**Procedure:**

**For SYN flooding you need two VM.**

**For MITM attack you need three VM**

**1. SYN Flooding Attack**

The images included in this section depict the following:

**1. Kali VM Terminal Output:**

- The nmap command is executed to scan for open ports on the SEEDUbuntu1 VM. The output lists available services and their associated ports.
- The hping3 command is used to generate a high volume of SYN packets targeting the identified open port.

**2. Wireshark Captures on SEEDUbuntu1:**

- The network traffic visualization in Wireshark shows an abnormal increase in SYN packets, indicating the impact of the attack.
- Filtering the traffic by the IP address of the Kali VM highlights the repeated SYN requests without corresponding ACK responses, confirming the flood attack.

**3. SYN Cookie Defense Mechanism:**

- A terminal screenshot displaying the execution of the sysctl command verifies the status of the SYN cookie mechanism.
- Comparisons of traffic logs with SYN cookies enabled and disabled demonstrate its effectiveness in mitigating the attack by preventing excessive half-open connections.

**Task 1: SYN flooding attack**

1. Start your kali VM.
2. Login using UN:kali and PW:kali
3. Note IP address of kali VM.
4. Start SEEDUbuntu1 VM.
5. Note IP address of SEEDUbuntu1 VM.

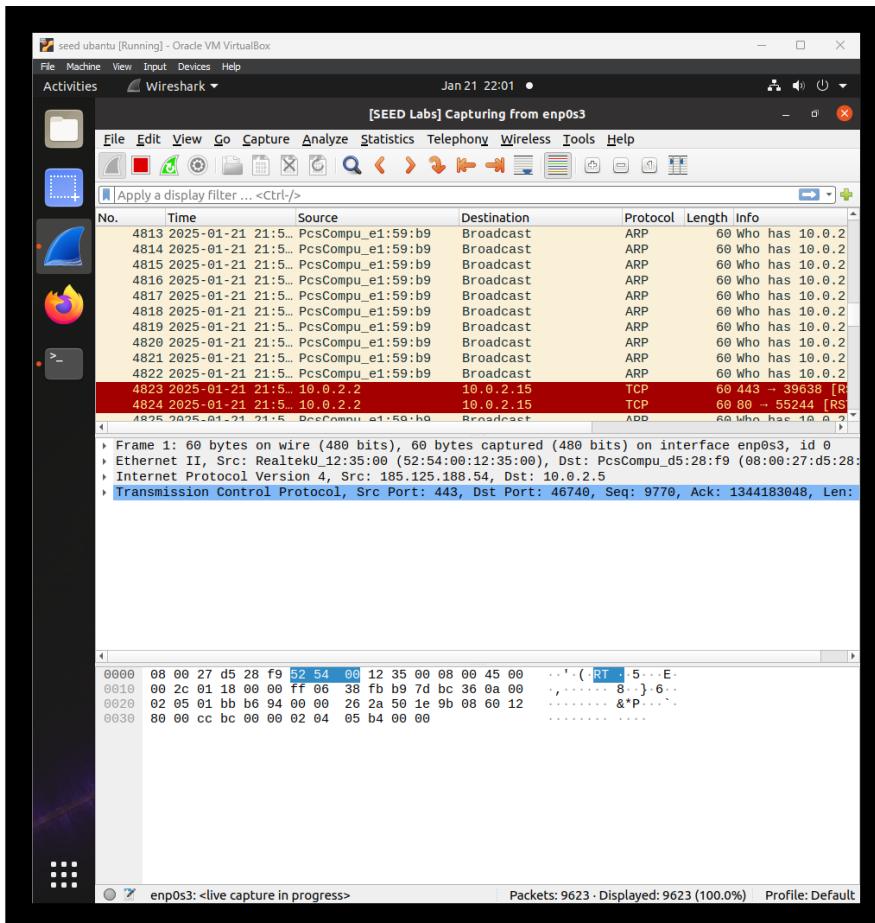
```

[01/21/25]seed@VM:~$ ip addr
1: lo: <LOOPBACK,UP,LOWER_UP> mtu 65536 qdisc noqueue state UNKNOWN
    group default qlen 1000
        link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
        inet 127.0.0.1/8 scope host lo
            valid_lft forever preferred_lft forever
            inet6 ::1/128 scope host
                valid_lft forever preferred_lft forever
2: enp0s3: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_code
l state UP group default qlen 1000
    link/ether 08:00:27:d5:28:f9 brd ff:ff:ff:ff:ff:ff
    inet 10.0.2.5/24 brd 10.0.2.255 scope global dynamic noprefixro
ute enp0s3
        valid_lft 555sec preferred_lft 555sec
        inet6 fe80::dd00:6382:bc22/64 scope link noprefixroute
            valid_lft forever preferred_lft forever
3: docker0: <NO-CARRIER,BROADCAST,MULTICAST,UP> mtu 1500 qdisc noq
ue state DOWN group default
    link/ether 02:42:0f:12:c1:7a brd ff:ff:ff:ff:ff:ff
    inet 172.17.0.1/16 brd 172.17.255.255 scope global docker0
        valid_lft forever preferred_lft forever
[01/21/25]seed@VM:~$
```

```

[01/21/25]kali㉿kali:~$ ip addr
1: lo: <LOOPBACK,UP,LOWER_UP> mtu 65536 qdisc noqueue state UNKNOWN group default qlen 1000
    link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
    inet 127.0.0.1/8 scope host lo
        valid_lft forever preferred_lft forever
        inet6 ::1/128 scope host
            valid_lft forever preferred_lft forever
2: eth0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc pfifo_fast state UP group default ql
en 1000
    link/ether 08:00:27:e1:59:b9 brd ff:ff:ff:ff:ff:ff
    inet 10.0.2.15/24 brd 10.0.2.255 scope global dynamic noprefixroute
        valid_lft 558sec preferred_lft 558sec
        inet6 fe80::ae0:27ff:fe1:59b9/64 scope link noprefixroute
            valid_lft forever preferred_lft forever
[01/21/25]kali㉿kali:~$
```

## 6. Start wire shark on SEEDUbuntu1 VM.



7. Switch to kali VM.

```
(kali㉿kali)-[~]
$ nmap 10.0.2.5/24
Starting Nmap 7.91 ( https://nmap.org ) at 2025-01-21 22:02 EST
Nmap scan report for 10.0.2.1
Host is up (0.0042s latency).
Not shown: 999 closed ports
PORT      STATE SERVICE
53/tcp    open  domain

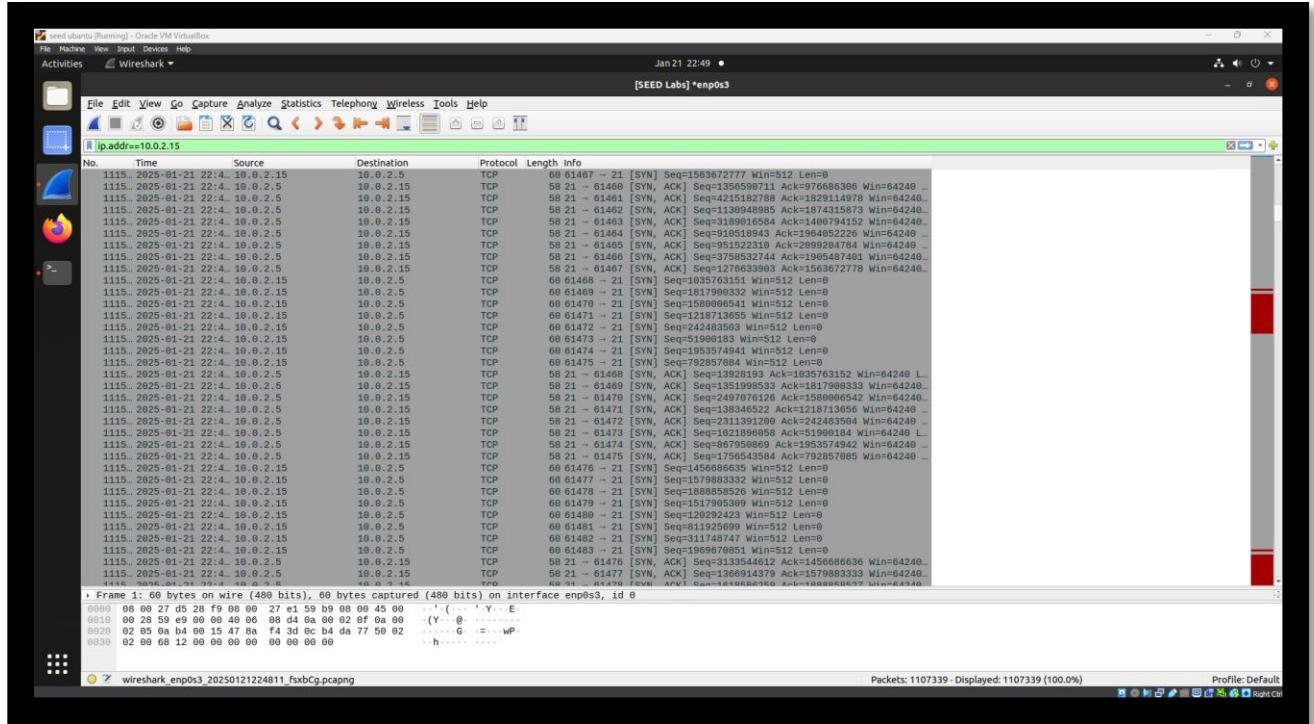
Nmap scan report for 10.0.2.5
Host is up (0.0039s latency).
Not shown: 997 closed ports
PORT      STATE SERVICE
21/tcp    open  ftp
22/tcp    open  ssh
23/tcp    open  telnet

Nmap scan report for 10.0.2.15
Host is up (0.0035s latency).
All 1000 scanned ports on 10.0.2.15 are closed

Nmap done: 256 IP addresses (3 hosts up) scanned in 4.12 seconds
```

8. On command prompt type following command: nmap [IP of SEEDUbuntu1]
9. Note open port of SEEDUbuntu1
10. On command prompt type the following command hping3 -S [target IP Addr] -a [src IP Addr] -p [open port no.] --flood
11. After sometime stop SYN flooding.
12. Switch to SEEDUbuntu1VM 13.
- Stop wire shark.
14. Set filter in wire shark to IP addr of kali VM.
15. Observe large number of SYN packets.

```
Kali-Linux-2021.3-vbox-amd64 [Running] - Oracle VM VirtualBox
File Machine View Input Devices Help
Ettercap
kali@kali: ~
File Actions Edit View Help
HOSTS x
(kali㉿kali)-[~]
$ sudo hping3 -S 10.0.2.5 -a 10.0.2.15 -p 21,22,23 --flood
HPING 10.0.2.5 (eth0 10.0.2.5): S set, 40 headers + 0 data bytes
hping in flood mode, no replies will be shown
10.0.2.3 08:00:27.6F:CD:5D
10.0.2.5 08:00:27:D5:28:F9
```



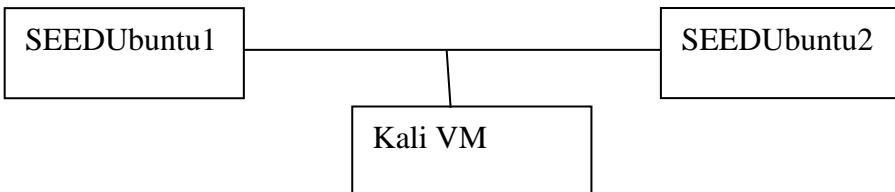
16. If your attack seems unsuccessful, one thing that you can investigate is whether the SYN cookie mechanism is turned on. SYN cookie is a defense mechanism to counter the SYN flooding attack. The mechanism will kick in if the machine detects that it is under the SYN flooding attack. You can use the sysctl command to turn on/off the SYN cookie mechanism:

- # sysctl -a | grep cookie (Display the SYN cookie flag)
- # sysctl -w net.ipv4.tcp\_syncookies=0 (turn off SYN cookie)
- # sysctl -w net.ipv4.tcp\_syncookies=1 (turn on SYN cookie)
- Please run your attacks with the SYN cookie mechanism on and off, and compare the results. In your report, please describe why the SYN cookie can effectively protect the machine against the SYN flooding attack.

17. Document all information you collected and comment on your answer.

## Task 2: MITM attack

### Scenario for MITM attack



- Start and login in Kali VM, SEEDUbuntu1 VM and SEEDUbuntu2 VM.
- Note IP address of each VM and test connectivity using ping.
- Switch to Kali VM

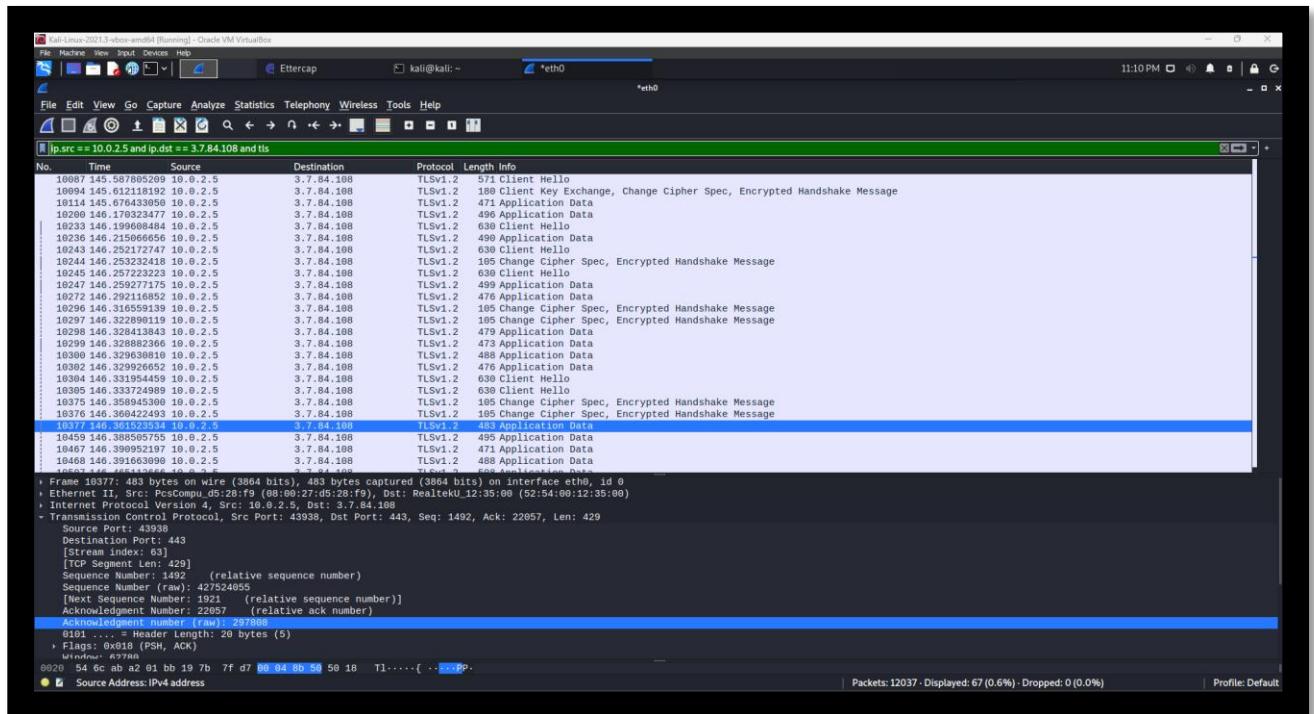
- a. Note connected interface (eth0, eth1 or wlan0 etc.)
  - b. Go to application → sniffing and spoofing → ettercap.
  - c. Select unified sniffing and interface.
  - d. Click host → scan for hosts.
  - e. Click host → Hosts list
  - f. Select SEEDUbuntu1 and click Add to target 1
  - g. Select SEEDUbuntu2 and click Add to target 2
  - h. Start wireshark on all three VM
  - i. On ettercap, Click Mitm → ARP poisoning

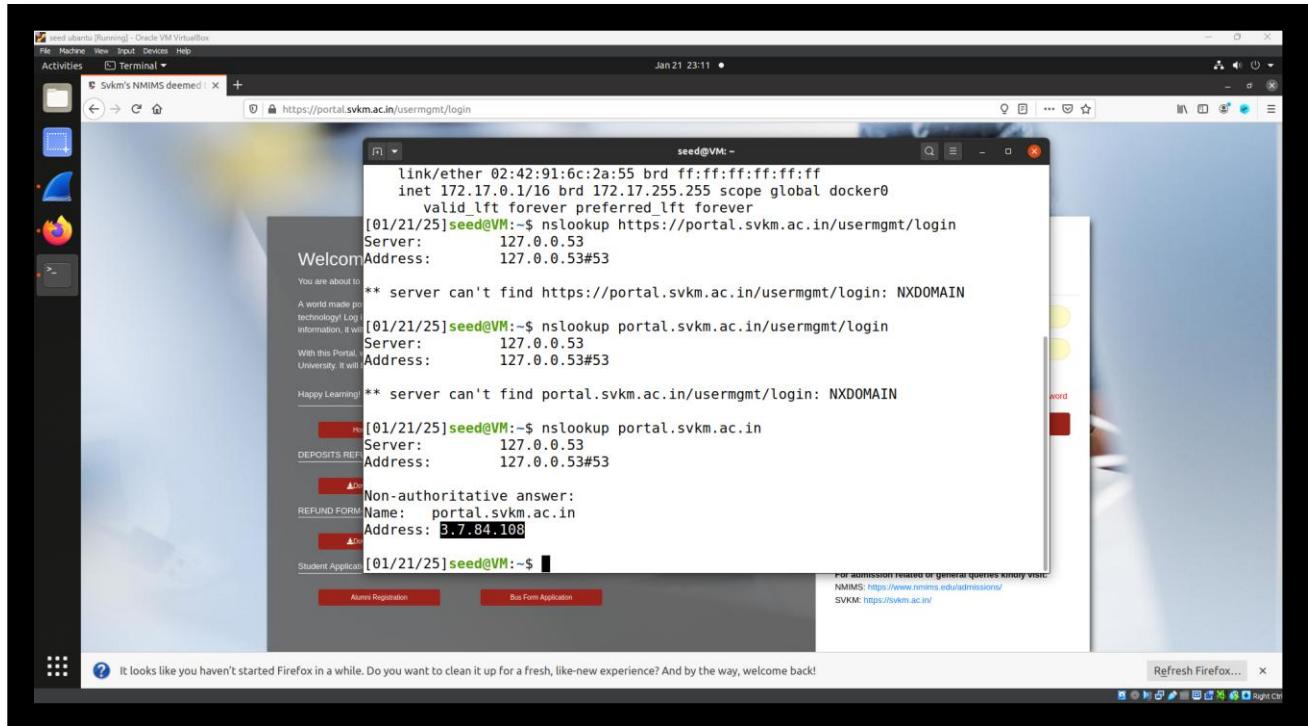
5. Switch to SEEDUbuntu1 VM

  - a. Connect to any website which requires login.

## 5. Switch to SEEDUbuntu1 VM

- a. Connect to any website which requires login.





- b. Type UN and PW.
  - c. telnet to SEEDUbuntu 2 VM
6. Switch to Kali VM and view the capture in wireshark
  7. Stop live capture on all three VM.
  8. Document all your findings.

## 2. MITM Attack Using ARP Poisoning

### Network Configuration and Host Discovery

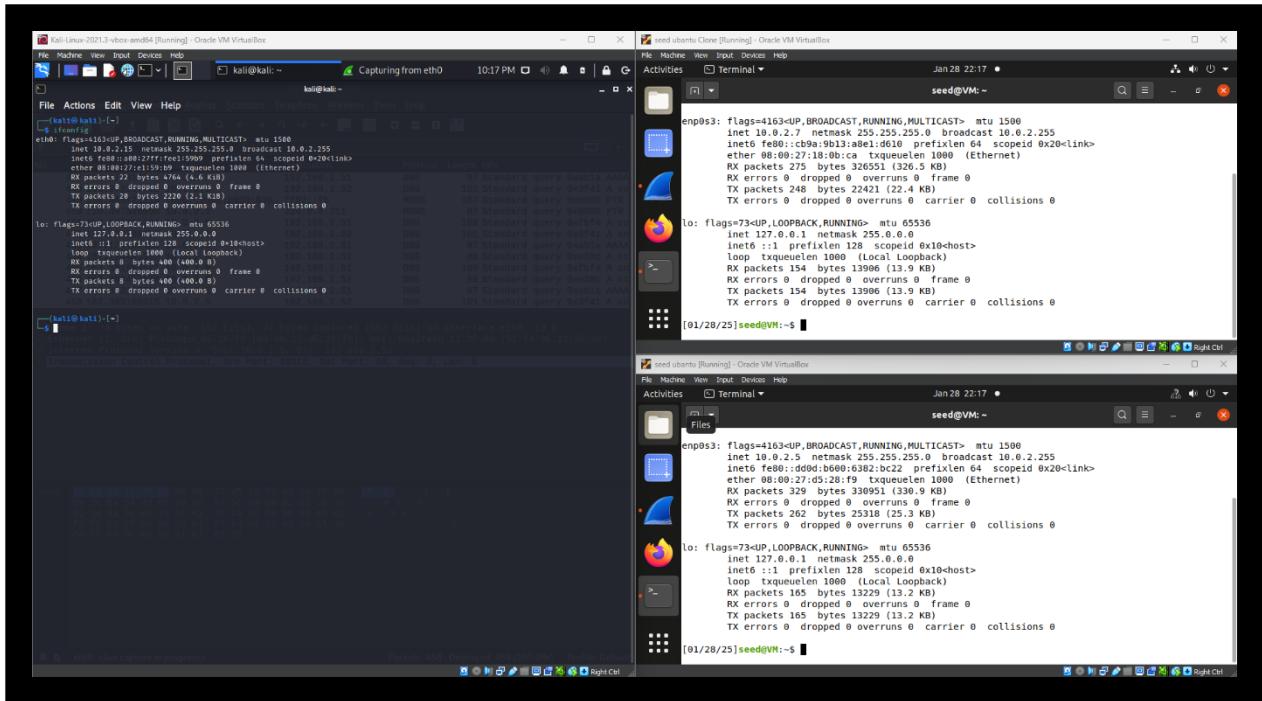
- The **terminal output** from the Kali VM displays the IP addresses of SEEDUbuntu1, SEEDUbuntu2, and Kali VM. This step ensures proper network configuration and connectivity verification before executing the attack.
- The **Ettercap interface** captures the network interfaces available on the attacking machine (e.g., eth0, eth1, or wlan0). Selecting the correct interface ensures proper sniffing and poisoning.
- The **host scanning process in Ettercap** discovers live hosts within the network. The **host list** in Ettercap confirms the presence of SEEDUbuntu1 and SEEDUbuntu2, verifying that the attacker (Kali VM) can reach them.

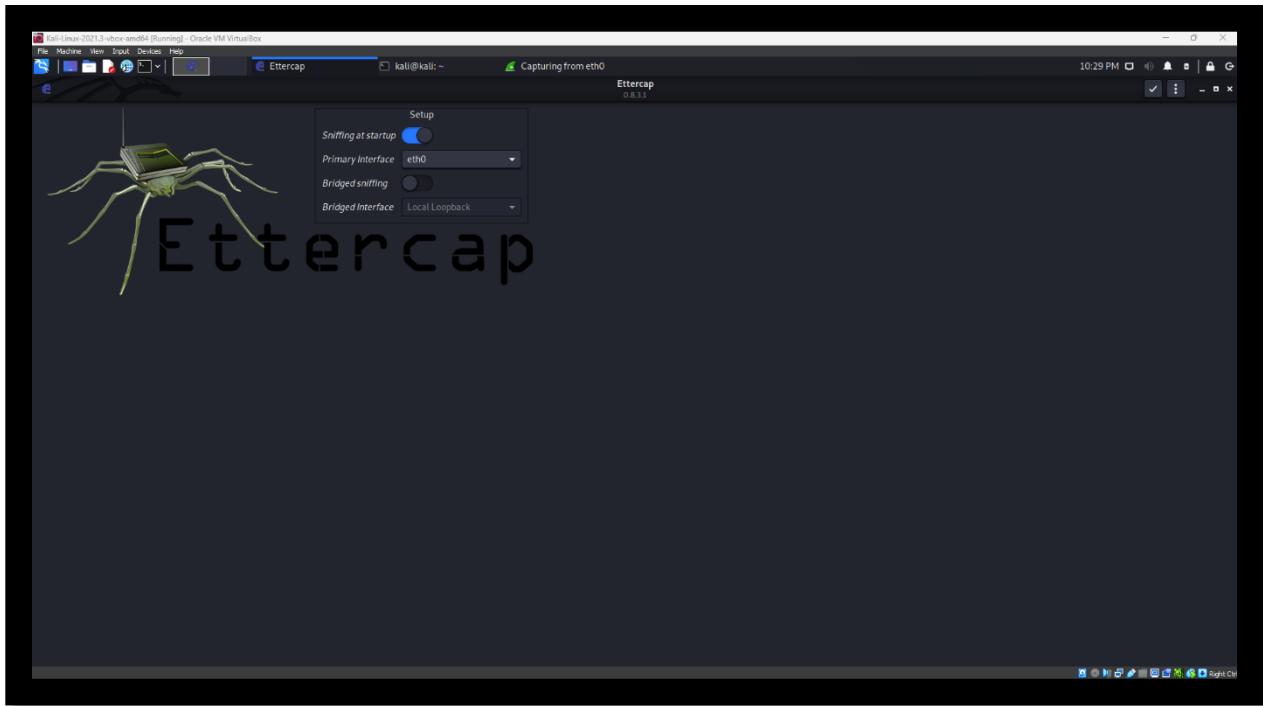
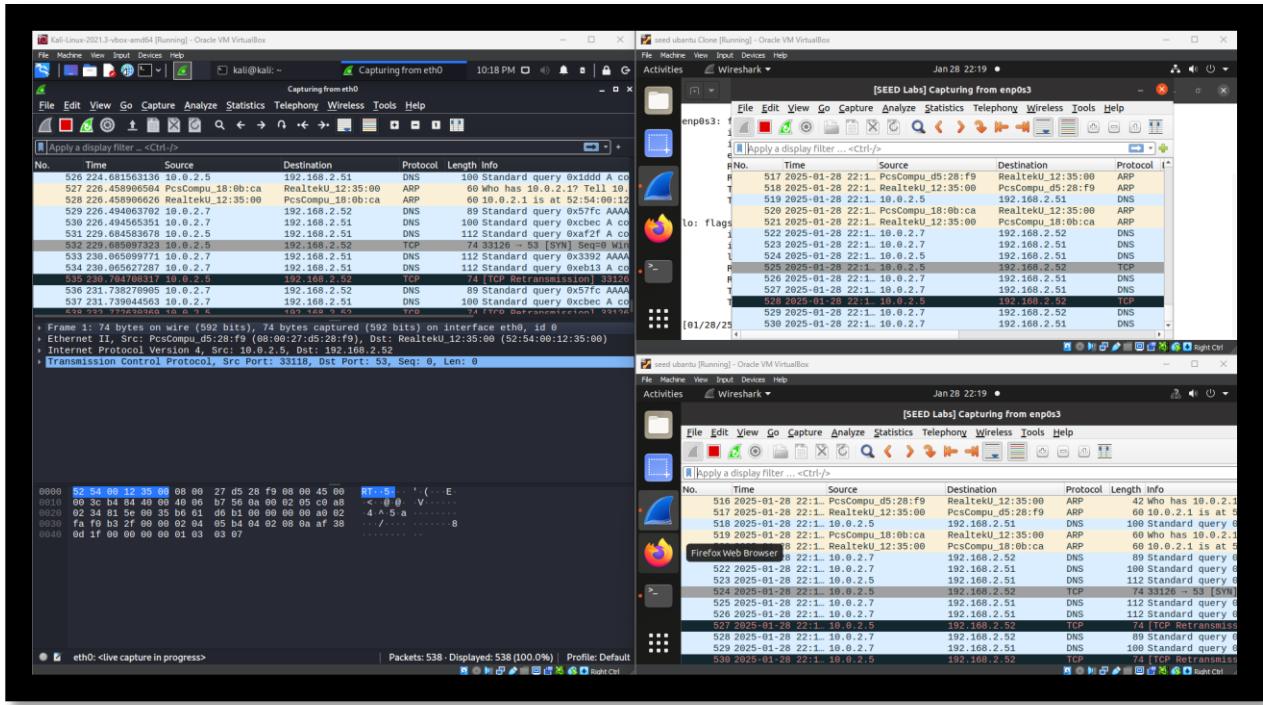
### ARP Poisoning Execution

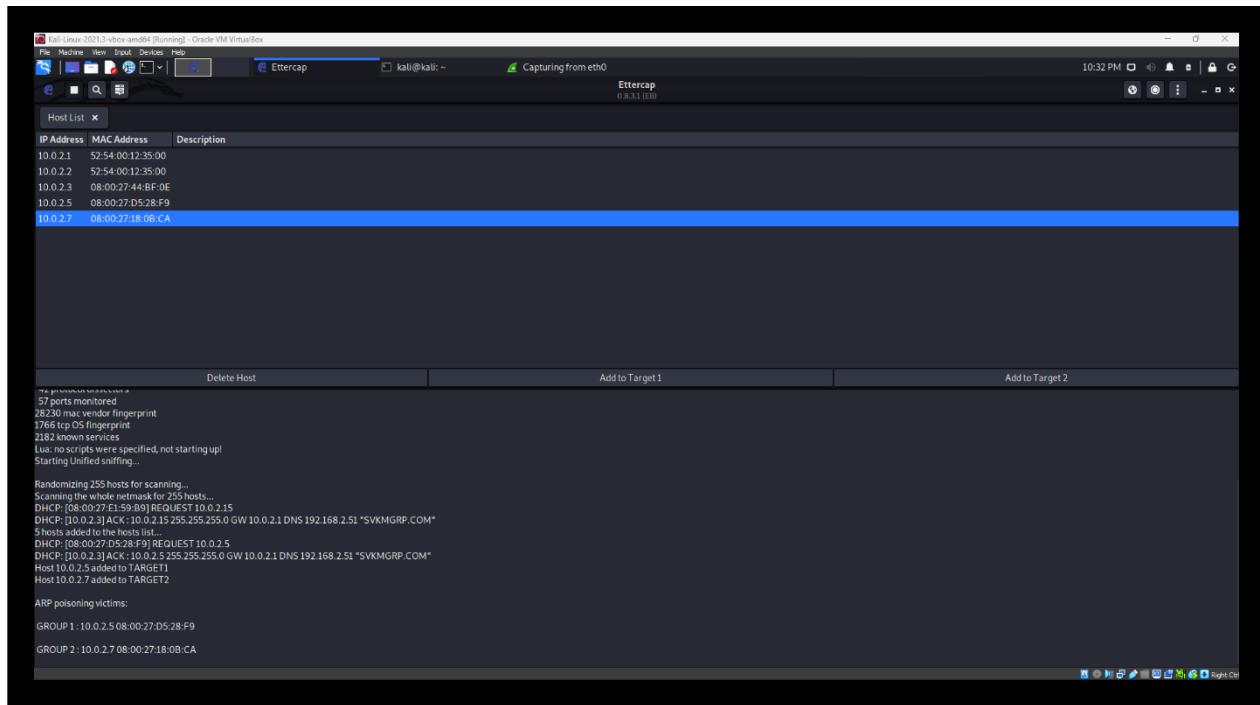
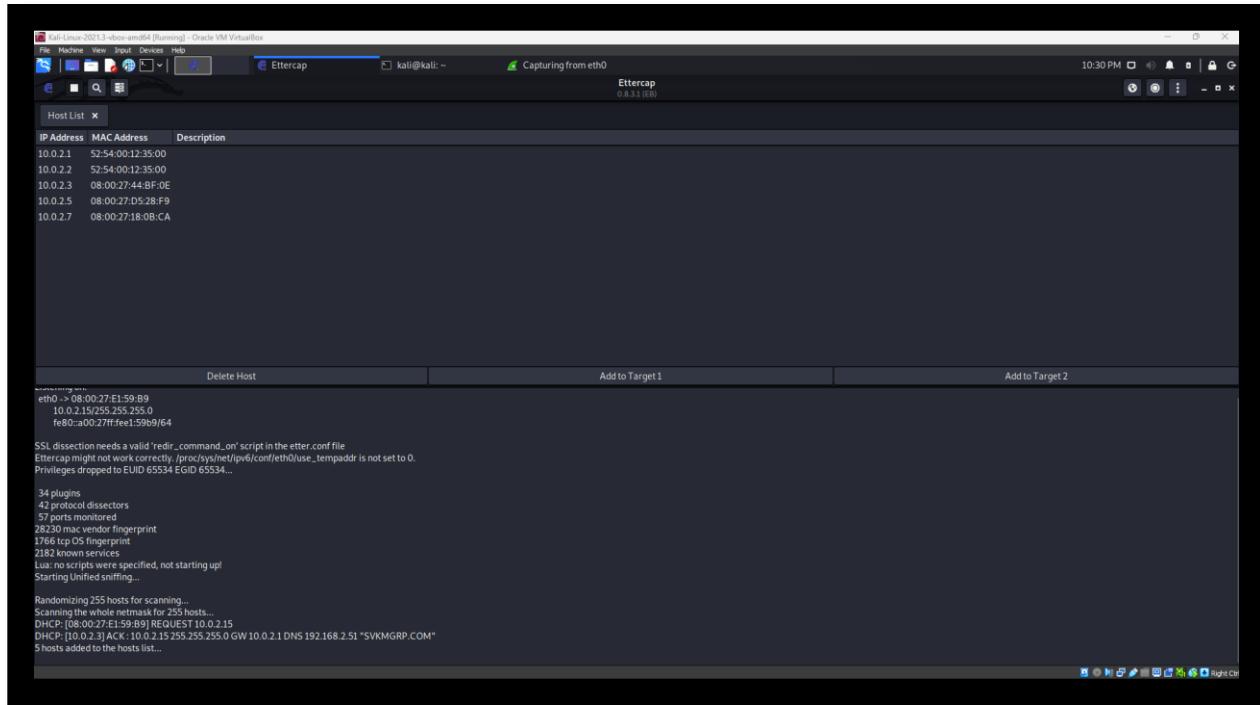
- The **Ettercap interface** allows the attacker to assign SEEDUbuntu1 as **Target 1** and SEEDUbuntu2 as **Target 2**. This setup positions the attacker between the two hosts, making it possible to intercept and manipulate their communication.
- The **logs in Ettercap** confirm the execution of the ARP poisoning attack by showing continuous ARP reply messages being sent to SEEDUbuntu1 and SEEDUbuntu2. These forged ARP packets convince both machines to associate the attacker's MAC address with the IP address of the legitimate machine.

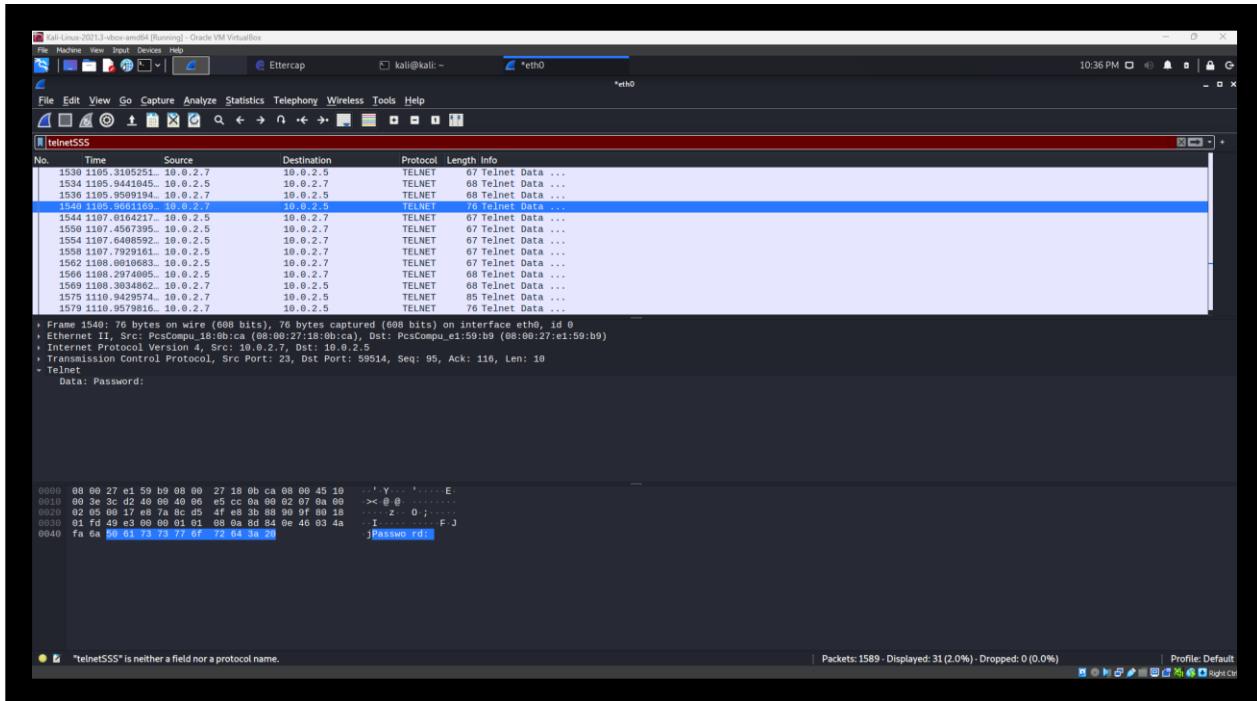
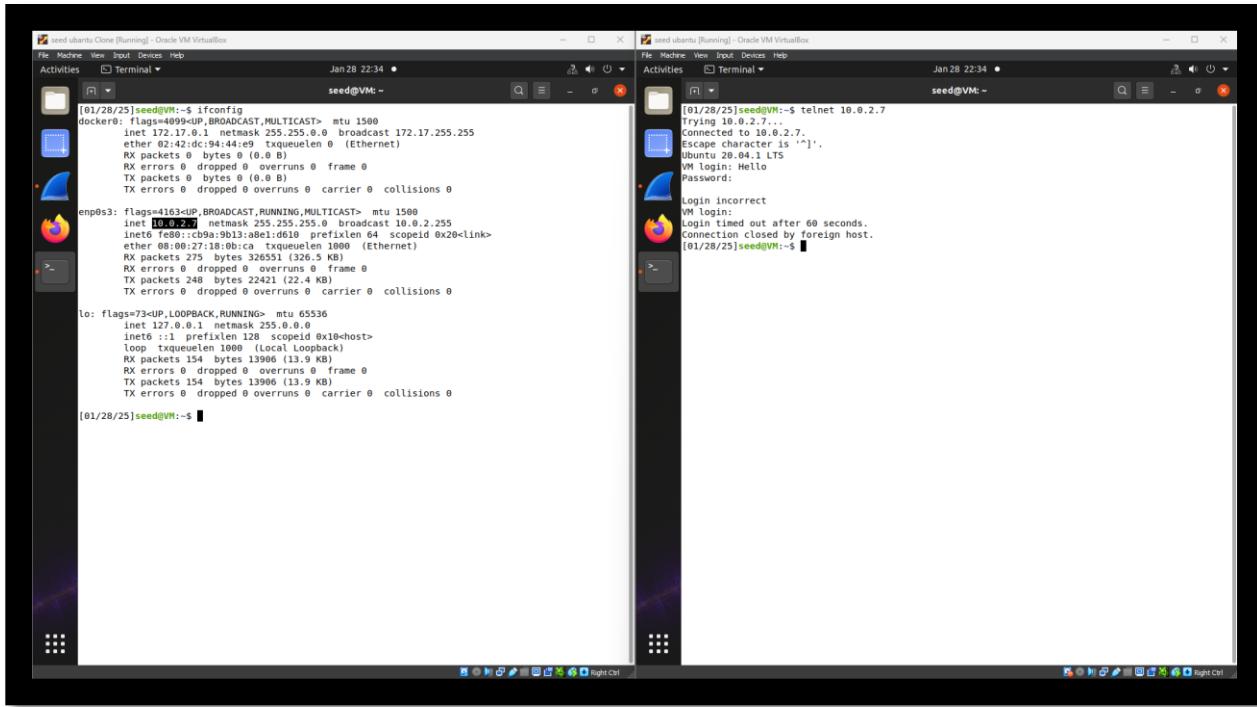
## Traffic Interception and Credential Sniffing

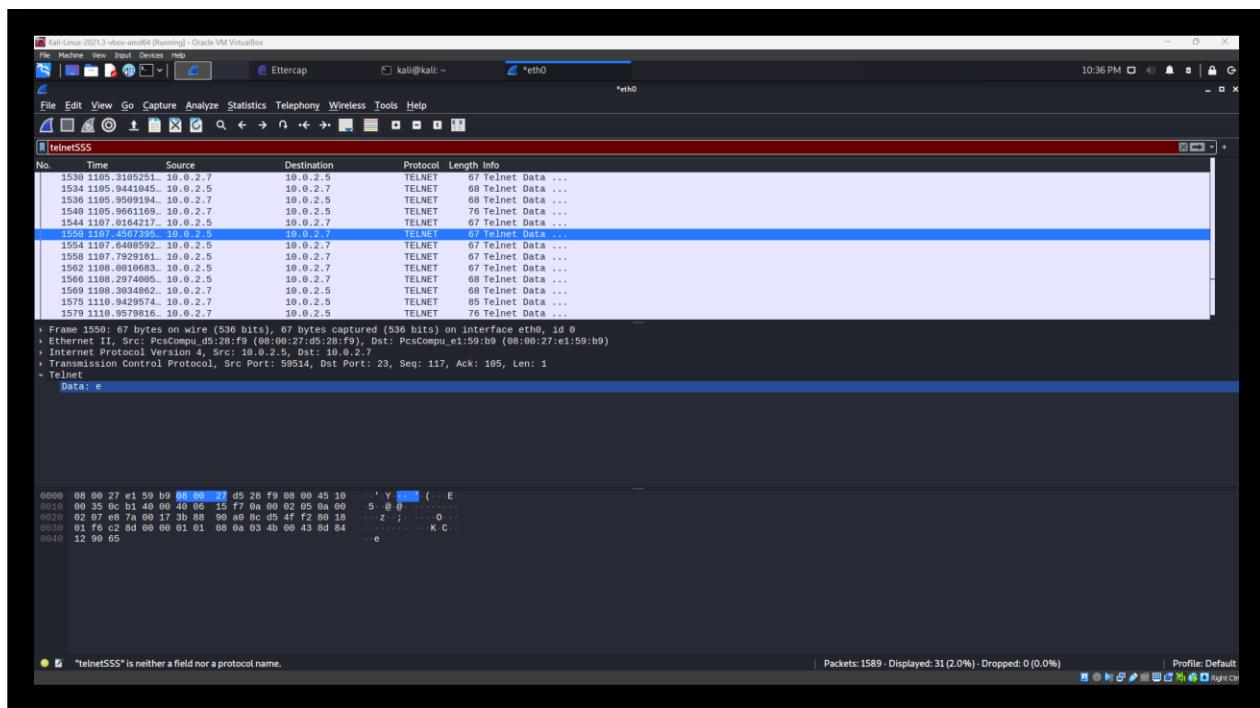
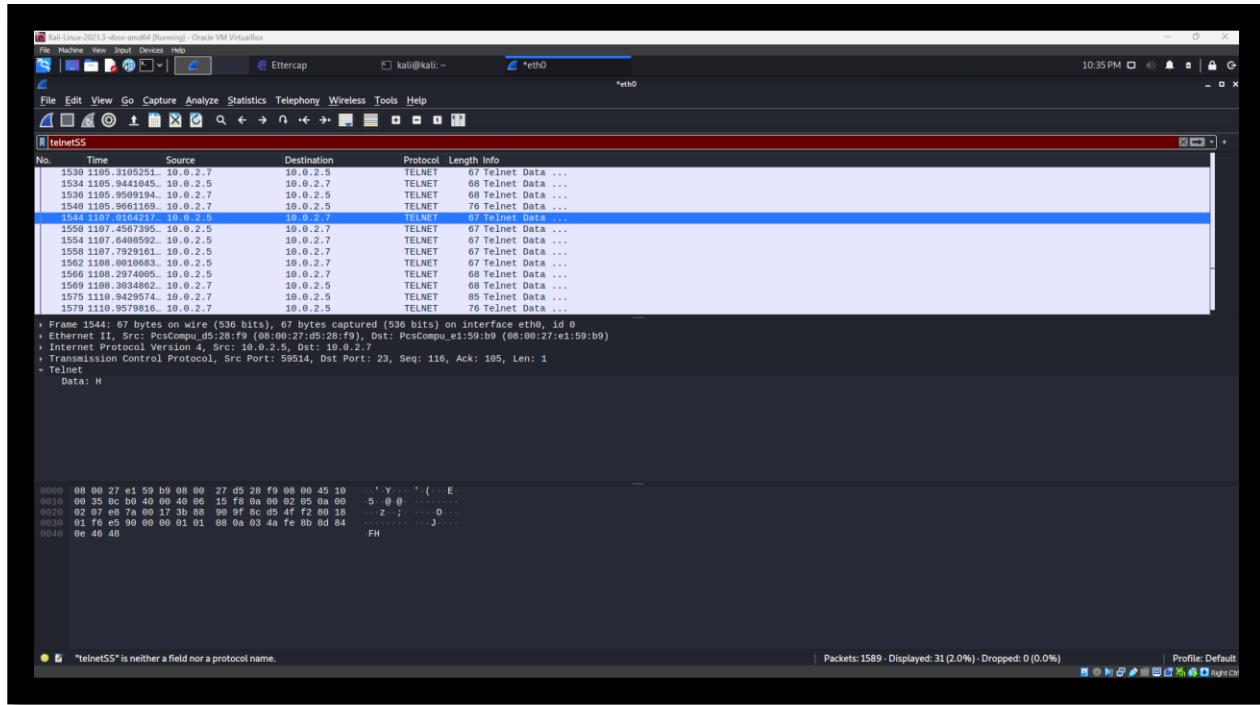
- **Wireshark captures on Kali VM** reveal the interception of credentials when SEEDUbuntu1 attempts to log in to a website. The captured packets contain HTTP POST requests, exposing usernames and passwords in plaintext when no encryption is used.
- The **Telnet session between SEEDUbuntu1 and SEEDUbuntu2** shows cleartext communication, making it vulnerable to sniffing. The intercepted traffic demonstrates the attacker's ability to capture authentication credentials and other sensitive information in real-time.











**Review question:**

1. Explain countermeasures for SYN flooding attack.

1. **SYN Cookies:**

- The SYN cookie mechanism encodes the TCP connection state within the **SYN-ACK response**, preventing excessive resource allocation for half-open connections.
- When the legitimate client replies with an ACK, the server reconstructs the missing state and establishes the connection. This mechanism ensures that the system remains responsive even under attack.

2. **Rate Limiting:**

- Implementing rate limiting controls the number of incoming SYN requests per second.
- Firewalls and intrusion prevention systems (IPS) can **throttle or block excessive SYN requests** originating from a single source.

3. **Firewall Rules:**

- Configuring firewall rules to **drop or delay SYN packets** from suspicious or repetitive sources helps reduce the impact of the attack.
- Stateful firewalls can **detect abnormal connection attempts** and block attack traffic dynamically.

4. **Intrusion Detection and Prevention Systems (IDS/IPS):**

- **Signature-based IDS solutions like Snort** can detect SYN flooding patterns and alert administrators.
- **Anomaly-based IDS solutions** identify deviations from normal traffic behavior and mitigate attacks in real time.

5. **Increasing Backlog Queue and Timeout Values:**

- Adjusting the system's TCP backlog queue to **temporarily accommodate more half-open connections** helps mitigate the impact of the attack.
- Lowering the timeout for half-open connections ensures that malicious requests are dropped faster, freeing resources for legitimate users.

2. Explain countermeasures for ARP poisoning attack.

• **Static ARP Entries:**

- Configuring **static ARP entries** on critical systems ensures that ARP mappings are not altered dynamically.
- This is particularly effective for securing **servers, routers, and gateway devices** where MAC-IP bindings should remain constant.

- **ARP Spoofing Detection Tools:**
    - Tools such as **Arpwatch**, **XArp**, and **Wireshark** continuously monitor the ARP cache and detect suspicious modifications.
    - These tools can generate alerts when duplicate MAC addresses or inconsistent ARP replies are observed.
  - **Packet Filtering and Dynamic ARP Inspection (DAI):**
    - Layer 2 security mechanisms such as **Dynamic ARP Inspection (DAI)** on switches validate ARP requests and responses before forwarding them.
    - DAI enforces MAC-IP bindings, ensuring that only authorized ARP replies are processed.
  - **Port Security on Switches:**
    - Enabling **port security** on network switches restricts the number of allowed MAC addresses per port.
    - If an attacker attempts to use ARP poisoning to impersonate another device, the switch can block or shut down the compromised port.
  - **Encryption (TLS/SSL):**
    - Even if ARP poisoning is successful, using **end-to-end encryption** prevents attackers from reading intercepted data.
    - Implementing **HTTPS instead of HTTP** ensures that credentials are encrypted, making them useless if captured by a Man-in-the-Middle attacker.
3. **Explain other MITM attacks possible using ettercap.**
- **DNS Spoofing Attack:**
    - Ettercap can modify **DNS responses** by intercepting queries and returning false IP addresses.
    - This technique redirects victims to **malicious websites** controlled by the attacker, often used for phishing attacks.
  - **SSL Stripping Attack:**
    - By forcing **downgrades from HTTPS to HTTP**, attackers can intercept **plaintext credentials** during login attempts.
    - Ettercap can modify HTTP headers and prevent redirection to secure HTTPS connections.

- **ICMP Redirect Attack:**

- The attacker sends **false ICMP redirect messages**, tricking the victim into using the attacker's system as the preferred gateway.
- This method enables long-term traffic interception and manipulation.

- **Packet Injection and Session Hijacking:**

- Ettercap allows attackers to **inject malicious packets** into an active session.
- If a user is logged into a session (e.g., a bank or email account), attackers can hijack and execute unauthorized actions on behalf of the victim.

- **VoIP Eavesdropping:**

- Attackers can intercept and decode **VoIP (Voice over IP) calls**, allowing real-time conversation monitoring.
- Ettercap plugins enable capturing **SIP and RTP packets**, reconstructing voice data for playback.