

Practical Network Defense

Master's degree in Cybersecurity 2020-21

Network traffic regulation with iptables

Angelo Spognardi spognardi@di.uniroma1.it

Dipartimento di Informatica Sapienza Università di Roma

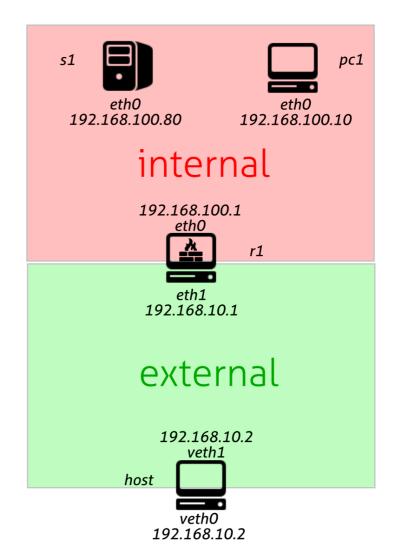


Lab activity iptables



Network setup

- Use lab4/ex1
- Connect from the host machine so that it is in the external network
- Add a route towards internal via r1-eth1





First Demo

Objective: block any ping to our pc1

- Start capturing with wireshark
- Firstly, verify we can ping from s1 and from host
- Then raise our firewall, using iptables
 iptables -A INPUT -p icmp --icmp-type echo-request -j DROP

```
    Verify we cannot ping pc1 anymore, but we can ping the
```

- others
- Check with tcpdump what's going on...
- When done, clean iptables rules

```
iptables -F
```



Second demo

Objective: exclude any service but HTTP on s1

- Start capturing with wireshark
- Firstly, verify we can connect from host and pc1 to host to ssh and web server (through the different ports)
- Then raise our firewall on s1, using iptables

 iptables -A INPUT -p tcp --destination-port 80 -j ACCEPT
 iptables -A INPUT -j REJECT
- Verify we cannot reach s1 any more (with ssh)
- Check with wireshark what's going on...
- When done, clean iptables rules

iptables -F



Iptables

- It is the implementation of a packet filtering firewall for Linux that runs in kernel space
 - It is the evolution of ipchains and ipfw. Coming successor will be nftables
- iptables tool inserts and deletes rules from the kernel's packet filtering table
- It can also operate at the Transport layer (TCP/UDP)
- Old but still extremely valuable tutorial:

www.frozentux.net/iptables-tutorial/iptables-tutorial.ht ml



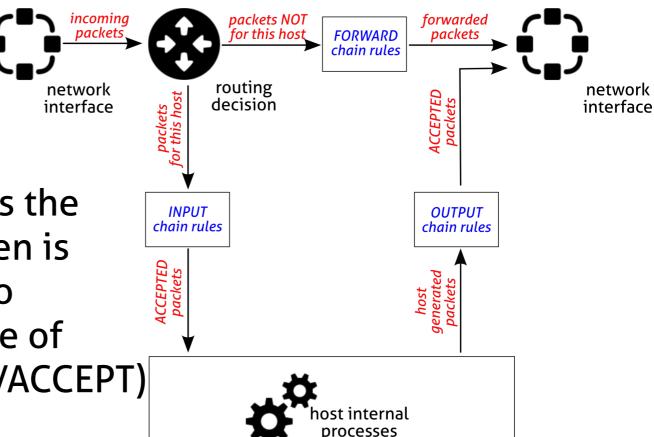
Iptables fundamantals

- The rules are grouped in tables
 - For now, we focus on the **FILTER** table
- Each table has different CHAINS of rules
- Each packet is subject to each rule of a table
- Packet fates depend on the first matching rule
- To see chains and rules of the filter table



Filter table

- Three built-in rule chains:
 - INPUT
 - OUTPUT
 - FORWARD
- If a packet reaches the end of a chain, then is the chain policy to determine the fate of the packet (DROP/ACCEPT)





Create and save a rule set

- You can save in a shell script the sequence of the iptables commands
 - Typical structure of iptables_rules.sh

```
#!/bin/bash

# flush (clean) the filter table
iptables -t filter -F

# allow only service XX
iptables ...
```

- Or you can use the built in commands
 - iptables-save > iptables_rules.bk
 - iptables-restore < iptables_rules.bk</p>



Useful iptables command switches

iptables switches	Description
-t table	Specifies the table (filter if not given)
-j target	Jump to the target (it can be another chain)
-A chain	Append a rule to the specified chain
-F	Flush a chain
-P policy	Change the default policy
-p protocol	Match the protocol type
-s ip-address	Match the source IP address
-d ip-address	Match the destination IP address
-p tcpsport port	Match the tcp source port (also works for udp)
-p tcpdport port	Match the tcp destination port (also works for udp)
-i interface-name	Match input interface (from which the packet enters)
-o interface-name	Match output interface (on which the packet exits)



Review the rulesets of demos

```
iptables -A input -p icmp -icmp-type echo-request -j DROP iptables -A input -p tcp --destination-port 80 -j ACCEPT iptables -A input -j REJECT
```

- We can specify different "targets" (this is a subset):
 - ACCEPT: the packet is handed over to the end application or the operating system for processing
 - DROP: the packet is blocked.
 - REJECT: the packet is blocket, but it also sends an error message to the source host of the blocked packet

```
--reject-with <qualifier> <qualifier> is an ICMP message
```

- LOG: the packet is sent to the syslog daemon for logging.
 - iptables continues processing with the next rule in the table.
 - You can't log and drop at the same time

 use two rules (--log-prefix "reason")



Other useful iptables command switches

iptables switches	Description
-p tcpsport port	Match the tcp source port
-p tcpdport port	Match the tcp destination port
-p udpsport port	Match the udp source port
-p udpdport port	Match the udp destination port
icmp-type type	Match specific icmp packet types
-m <i>module</i>	Uses an extension module
-m statestate s	Enable connection tracking. Match a packet which is in a specific state: NEW: the packet is the start of a new connection ESTABLISHED: the packet is part of an established connection RELATED: the packet is the starting of a related connection (like FTP data) INVALID: the packet could not be identified
-m multiport	Enable specification of several ports with one single rule



Modules examples

Allow both port 80 and 443 for the webserver on inside:

```
iptables -A FORWARD -s 0/0 -i eth0 -d 192.168.1.58 -o eth1 -p TCP \
--sport 1024:65535 -m multiport --dport 80,443 -j ACCEPT
```

 The return traffic from webbserver is allowed, but only of sessions are established:

```
iptables -A FORWARD -d 0/0 -o eth0 -s 192.168.1.58 -i eth1 -p TCP \
-m state --state ESTABLISHED -j ACCEPT
```

• If sessions are used, you can reduce an attack called half open

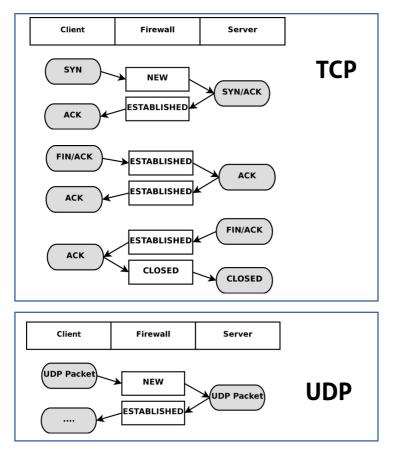
Half open is known to consume server all free sockets (tcp stack memory) and is senced as a denial of service attack, but it is not.

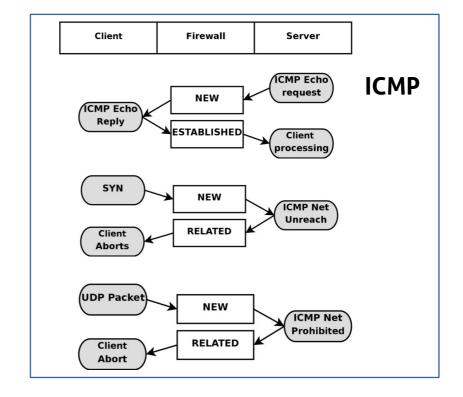
Sessions are usally waiting 3 minutes.



More on the conntrack module

 Clever use of logic to recognize connections, even with connection-less protocols (UDP, ICMP...)





More on this:

https://www.frozentux.net/iptables-tutorial/iptables-tutorial.html#STATEMACHINE



Lab activity

Main tasks



- Iptables and ip6tables
- Reference links:
 - Linux ipv6 configuration: ipv6 sysctl
 - https://www.kernel.org/doc/Documentation/networking/ip-s ysctl.txt
 - Iptables reference manual
 - www.frozentux.net/iptables-tutorial/iptables-tutorial.html





- We will use Kathará (formerly known as netkit)
 - A container-based framework for experimenting computer networking: http://www.kathara.org/
- A virtual machine is made ready for you
 - https://drive.google.com/file/d/1W6JQzWVyH5_LKLD20R6 XH1ugPDP5LWP5/view?usp=sharing
- For not-Cybersecurity students, please have a look at the Network Infrastructure Lab material
 - http://stud.netgroup.uniroma2.it/~marcos/network_infrastr uctures/current/cyber/
 - Instructions are for netkit, we will use kathara

The kathara VM



- It <u>should</u> work in both Virtualbox and VMware
- It <u>should</u> work in Linux, Windows and MacOS
- There are some alias (shortcuts) prepared for you
 - Check with alias
- All the exercises can be found in the git repository:
 - https://github.com/vitome/pnd-labs.git
- You can move in the directory and run lstart
 - NOTE: launch docker first or the first lstart attempt can (...will...) fail

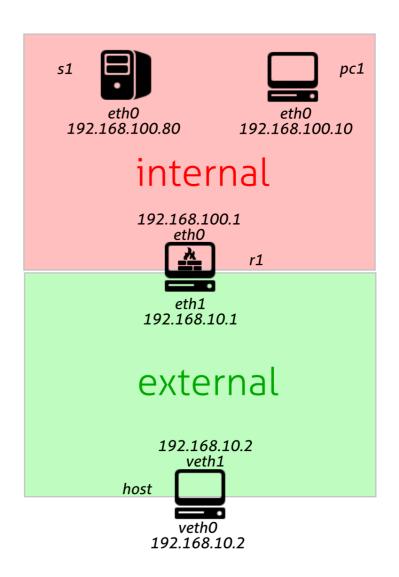


Lab activity: ex1, ex2



Exercise 1: pnd-labs/lab4/ex1

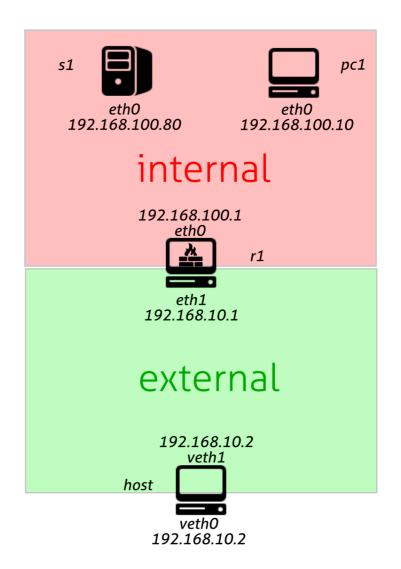
- Start with the previous setting
- Protect the internal network from the external network
 - Configure r1 to only allow HTTP traffic to s1
- Try with other services or ports, also with pc1
 - Ex: ssh, http on different ports





Exercise 2: pnd-labs/lab4/ex2

- Extend ex1 with IPv6
- Repeat the same exercise with the IPv6 addressing
- The internal network is 2001:db8:cafe:1::/64
- The external network is 2001:db8:cafe:2::/64
- You have to use ip6tables



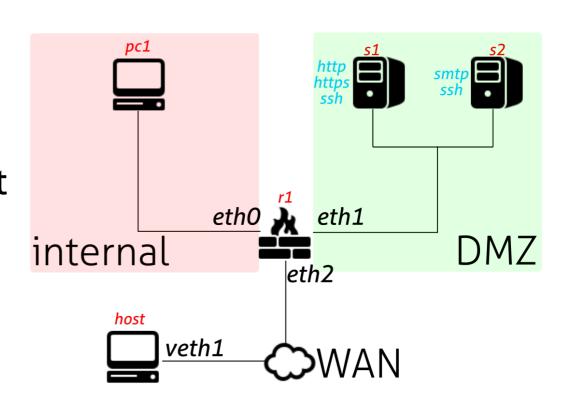


Lab activity: ex3



Exercise 3: pnd-labs/lab4/ex3

- A firewall to protect an internal lan and a DMZ with two servers
- DMZ can be accessed from outside but cannot initiate any connection
- Only internal hosts can also reach DMZ via ssh
- Use both IPv4 and IPv6





That's all for today

- Questions?
- See you next lecture!
- Resources:
 - "Building internet firewalls", Elizabeth D. Zwicky, Simon Cooper, D. Brent Chapman, O'Reilly 2nd ed.
 - https://docstore.mik.ua/orelly/networking_2ndEd/fire/index.htm
 - "Firewalls and Internet security: repelling the wily hacker",
 William R. Cheswick, Steven M. Bellovin, Aviel D. Rubin,
 Addison-Wesley 2nd ed.
 - www.frozentux.net/iptables-tutorial/iptables-tutorial.html