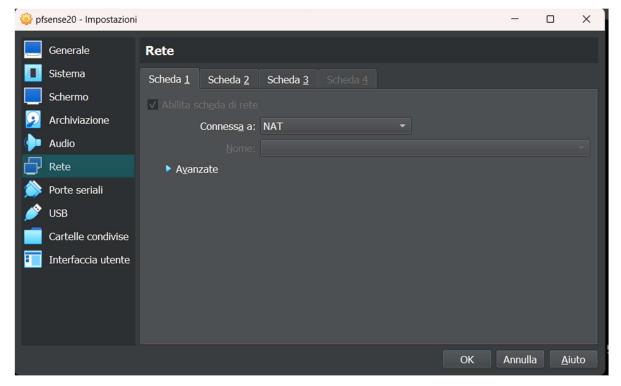
Configurazione macchine:

PFSENSE è stato configurato come segue:

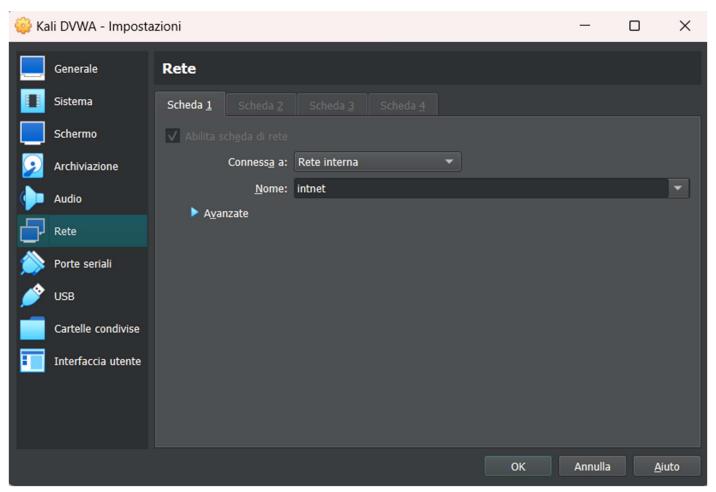
- Ha un accesso a internet sulla rete WAN
- Sulla rete LAN, con il gateway 192.168.50.1, è in connessione con la nostra macchina KALI
- Sulla rete LAN2, con il gateway 192.168.51.1, è in connessione con la nostra macchina METASPLOITABLE.

```
Starting CRON... done.
pfSense 2.7.2-RELEASE amd64 20231206-2010
Bootup complete
FreeBSD/amd64 (pfSense.home.arpa) (ttyv0)
VirtualBox Virtual Machine – Netgate Device ID: 15ec8200ae99cfd56ade
*** Welcome to pfSense 2.7.2-RELEASE (amd64) on pfSense ***
                     -> le0
                                       -> v4/DHCP4: 10.0.2.15/24
 LAN (lan)
                                      -> v4: 192.168.50.1/24
-> v4: 192.168.51.1/24
                     -> le1
 LAN2 (opt1)
                     -> em0
                                                9) pfTop
10) Filter Logs
 0) Logout (SSH only)
1) Assign Interfaces
                                               11) Restart webConfigurator
12) PHP shell + pfSense tools
 2) Set interface(s) IP address
 3) Reset webConfigurator password
 4) Reset to factory defaults
                                               13) Update from console
 5) Reboot system
                                               14) Enable Secure Shell (sshd)15) Restore recent configuration
 6) Halt system
7) Ping host
                                                16) Restart PHP-FPM
 8) Shell
Enter an option: 🛮
```





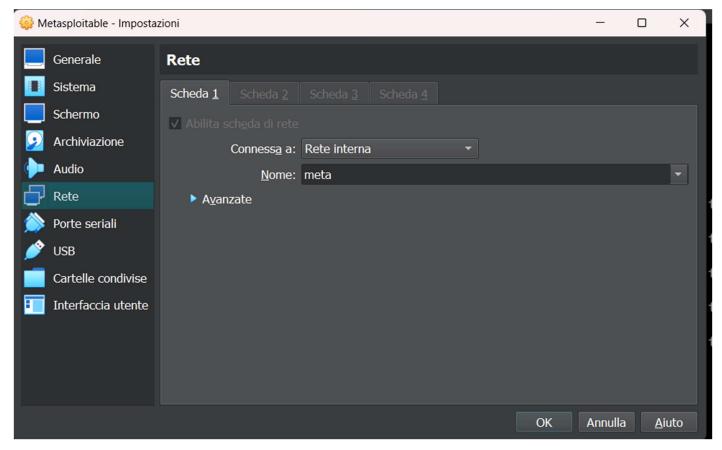
```
-(kali⊛kali)-[~]
eth0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
       inet 192.168.50.102 netmask 255.255.255.0 broadcast 192.168.50.255
       inet6 fe80::1a2b:82e7:525c:aa75 prefixlen 64 scopeid 0×20<link>
       ether 08:00:27:e2:a7:85 txqueuelen 1000 (Ethernet)
       RX packets 7049 bytes 5256539 (5.0 MiB)
       RX errors 0 dropped 0 overruns 0 frame 0
       TX packets 4738 bytes 956064 (933.6 KiB)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
lo: flags=73<UP,LOOPBACK,RUNNING> mtu 65536
       inet 127.0.0.1 netmask 255.0.0.0
       inet6 :: 1 prefixlen 128 scopeid 0×10<host>
       loop txqueuelen 1000 (Local Loopback)
       RX packets 14 bytes 780 (780.0 B)
       RX errors 0 dropped 0 overruns 0
                                          frame 0
       TX packets 14 bytes 780 (780.0 B)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
```



```
msfadmin@metasploitable:~$ ifconfig
           Link encap:Ethernet HWaddr 08:00:27:be:2a:6e
eth0
           inet addr:192.168.51.101 Bcast:192.168.51.255 Mask:255.255.255.0
           inet6 addr: fe80::a00:27ff:febe:Za6e/64 Scope:Link
           UP BROADCAST RUNNING MULTICAST MTU:1500 Metric:1
RX packets:0 errors:0 dropped:0 overruns:0 frame:0
           TX packets:60 errors:0 dropped:0 overruns:0 carrier:0
           collisions:0 txqueuelen:1000

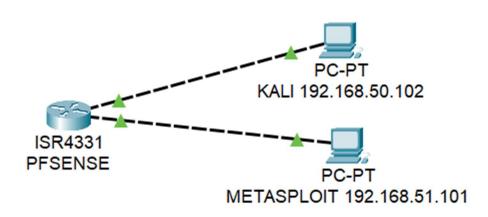
RX bytes:0 (0.0 B) TX bytes:4340 (4.2 KB)

Base address:0xd020 Memory:f0200000-f0220000
lo
           Link encap:Local Loopback
           inet addr:127.0.0.1 Mask:255.0.0.0
           inet6 addr: ::1/128 Scope:Host
           UP LOOPBACK RUNNING MTU:16436 Metric:1
           RX packets:111 errors:0 dropped:0 overruns:0 frame:0
           TX packets:111 errors:0 dropped:0 overruns:0 carrier:0
           collisions:0 txqueuelen:0
           RX bytes:21285 (20.7 KB) TX bytes:21285 (20.7 KB)
msfadmin@metasploitable:~$
```



Come schema semplificativo, ho sfruttato CISCO PACKET TRACER per fare un piccolo schema della situazione attuale della rete.

KALI, collegato sulla rete LAN e METASPLOITABLE collegato sulla rete LAN2, mentre PFSENSE ha un accesso a Internet e le due reti LAN che lo collegano rispettivamente alle due macchine.



Nonostante le due macchine appartengano a due reti diverse, noi riusciamo comunque a farle comunicare:

```
msfadmin@metasploitable:~$ ping 192.168.50.102
PING 192.168.50.102 (192.168.50.102) 56(84) bytes of data.
64 bytes from 192.168.50.102: icmp_seq=1 ttl=63 time=1.81 ms
64 bytes from 192.168.50.102: icmp_seq=2 ttl=63 time=2.76 ms
64 bytes from 192.168.50.102: icmp_seq=3 ttl=63 time=2.51 ms
64 bytes from 192.168.50.102: icmp_seq=4 ttl=63 time=2.76 ms
64 bytes from 192.168.50.102: icmp_seq=5 ttl=63 time=2.76 ms
64 bytes from 192.168.50.102: icmp_seq=5 ttl=63 time=2.52 ms

--- 192.168.50.102 ping statistics ---
5 packets transmitted, 5 received, 0% packet loss, time 4002ms
rtt min/avg/max/mdev = 1.816/2.476/2.767/0.353 ms
```

Proviamo ora a far comunicare le due macchine con i server di google:

=20.0 ms

--- google.com ping statistics ---

msfadmin@metasploitable:~\$

```
-(kali⊕kali)-[~]
 -$ ping google.com
PING google.com (216.58.204.238) 56(84) bytes of data.
64 bytes from mil07s18-in-f14.1e100.net (216.58.204.238): icmp_seq=1 ttl=114
time=15.3 ms
64 bytes from mil07s18-in-f14.1e100.net (216.58.204.238): icmp_seq=2 ttl=114
time=14.7 ms
64 bytes from mil07s18-in-f14.1e100.net (216.58.204.238): icmp_seq=3 ttl=114
time=12.5 ms
64 bytes from mil07s18-in-f14.1e100.net (216.58.204.238): icmp_seq=4 ttl=114
time=14.8 ms
64 bytes from mil07s18-in-f14.1e100.net (216.58.204.238): icmp_seq=5 ttl=114
time=16.2 ms
^c
  - google.com ping statistics -
5 packets transmitted, 5 received, 0% packet loss, time 4032ms
rtt min/avg/max/mdev = 12.532/14.690/16.198/1.207 ms
msfadmin@metasploitable:~$ ping google.com
PING google.com (216.58.209.46) 56(84) bytes of data.
64 bytes from waw02s05-in-f14.1e100.net (216.58.209.46): icmp_seq=1 ttl=115 time
=19.7 ms
64 bytes from mil07s12-in-f14.1e100.net (216.58.209.46): icmp_seq=2 ttl=115 time
=17.0 ms
64 bytes from waw02s05-in-f14.1e100.net (216.58.209.46): icmp_seq=3 ttl=115 time
=18.7 ms
64 bytes from waw02s05-in-f46.1e100.net (216.58.209.46): icmp_seq=4 ttl=115 time
=18.5 ms
64 bytes from waw02s05-in-f46.1e100.net (216.58.209.46): icmp_seq=5 ttl=115 time
```

Per far si che tutto ciò funzioni, abbiamo creato una regola che consenta il traffico della rete LAN2, senza bloccare nulla:

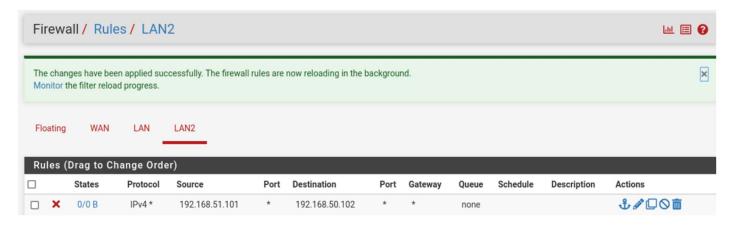
5 packets transmitted, 5 received, 0% packet loss, time 4009ms

rtt min/aug/max/mdev = 17.008/18.831/20.032/1.086 ms



Proviamo ora a inserire una regola nel firewall che impedisca a METASPLOITABLE di pingare KALI:

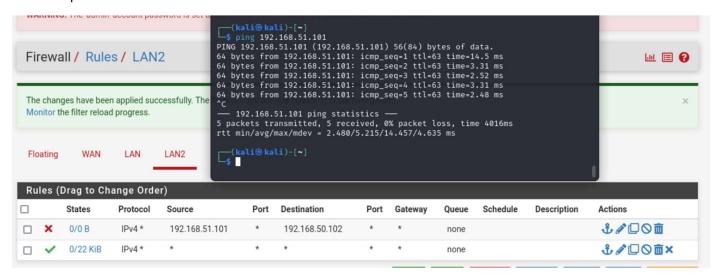
Creando una regola che si applica a tutti i protocolli dall'indirizzo di partenza 192.168.51.101 a 192.168.50.102



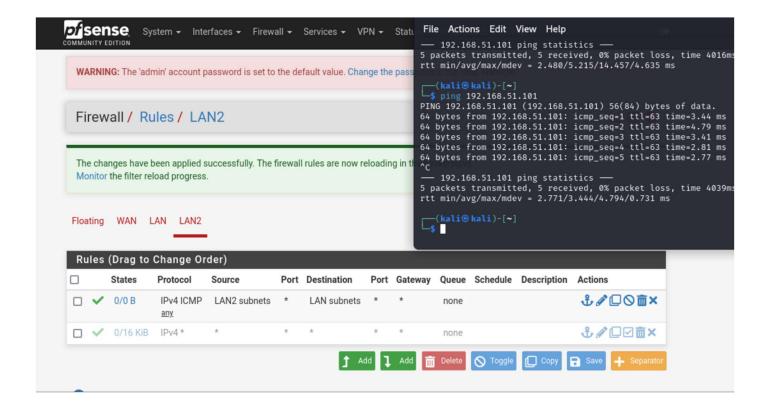
Riusciamo a fare in modo che non sia possibile pingare da METASPLOITABLE a KALI, lasciando la possibilità a METASPLOITABLE di accedere a internet.

```
nsfadmin@metasploitable:~$ ping 192.168.50.102
PING 192.168.50.102 (192.168.50.102) 56(84) bytes of data.
 -- 192.168.50.102 ping statistics ---
28 packets transmitted, O received, 100% packet loss, time 26999ms
msfadmin@metasploitable:~$ ping google.com
PING google.com (216.58.209.46) 56(84) bytes of data.
64 bytes from waw02s05-in-f14.1e100.net (216.58.209.46): icmp_seq=1 ttl=115 time
=64.9 \text{ ms}
64 bytes from mil07s12-in-f14.1e100.net (216.58.209.46): icmp_seq=2 ttl=115 time
=16.7 ms
64 bytes from waw02s05-in-f46.1e100.net (216.58.209.46): icmp_seq=3 ttl=115 time
=17.3 ms
64 bytes from waw02s05-in-f46.1e100.net (216.58.209.46): icmp_seq=4 ttl=115 time
=16.5 ms
64 bytes from waw02s05-in-f14.1e100.net (216.58.209.46): icmp_seq=5 ttl=115 time
=17.3 ms
    google.com ping statistics -
5 packets transmitted, 5 received, 0% packet loss, time 4003ms
rtt min/avg/max/mdev = 16.591/26.591/64.904/19.158 ms
msfadmin@metasploitable:~$
```

Mentre il percorso inverso è ancora funzionante.



Con questa regola invece, possiamo bloccare i PING verso internet alla METASPLOITABLE, ma mantenere abilitati i ping verso le macchine delle altre sottoreti (KALI):



Abbiamo disabilitato temporaneamente la regola iniziale che ci permetteva il traffico con la rete LAN2, per accettare solo traffico con protocollo ICMP (PING) dalla LAN2 alla LAN2.

Le due sottoreti comunicano quindi, però la LAN2 non riesce più a pingare il server google, non riceve alcuna risposta.