

Router 1

```
nft add table ip filterRouter1
nft add chain ip filterRouter1 chain1 { \
    type filter hook input priority 0; policy drop; \
}
nft add rule ip filterRouter1 chain1 \
    ip saddr 4.2.0.3 ip daddr 10.0.0.6 tcp sport >= 1024 tcp dport 3306 accept

nft add rule ip filterRouter1 chain1 \
    ct state != new ip saddr 10.0.0.6 ip daddr 4.2.0.3 tcp sport 3306 tcp dport >= 1024 accept

nft add rule ip filterRouter1 chain1 \
    ip saddr 10.0.0.2 ip daddr 4.2.0.3 accept

nft add rule ip filterRouter1 chain1 \
    ct state != new ip saddr 4.2.0.3 ip daddr 10.0.0.2 accept

nft add rule ip filterRouter1 chain1 \
    ip saddr 10.0.0.2 meta oifname "eth1" accept

nft add rule ip filterRouter1 chain1 \
    ct state != new meta iifname "eth1" ip daddr 10.0.0.2 accept
```

Router 2

```
nft add table ip filterRouter2
nft add chain ip filterRouter2 chain2 { \
    type filter hook input priority 0; policy drop; \
}
nft add rule ip filterRouter2 chain2 \
    ip saddr 4.2.0.1 meta oifname "eth1" accept

nft add rule ip filterRouter2 chain2 \
    ct state != new meta iifname "eth1" ip daddr 4.2.0.1 accept

nft add rule ip filterRouter2 chain2 \
    meta iifname "eth1" ip daddr 4.2.0.3 tcp sport >= 1024 tcp dport 443 accept

nft add rule ip filterRouter2 chain2 \
    ct state != new ip saddr 4.2.0.3 meta oifname "eth1" tcp sport 443 tcp dport >= 1024 accept
```