**Ping of Death**

**Description 1**

The victim is sent corrupt packets (i.e. malicious ping) that could crash the system. [1]

**Description 2**

The “Ping of Death” is an antiquated denial-of-service (DoS) attack that does not affect modern machines. Originally, a bug was discovered in the TCP/IP framework of many operating systems in the mid 1990s, where sending a large packet (greater than the maximum allowable size of 65,535 bytes) to a target machine would result in it becoming severely unstable, crashing, or rebooting it.

This attack was made possible because such a large packet had to be reassembled on the receiving machine. When packet fragments were reassembled into a packet larger than the maximum allowable size of 65,535 bytes on the target machine, a buffer overflow occurred, causing instability, crashing or rebooting of the targeted machine. [2]

**Reference**

[1] <https://www.sans.org/reading-room/whitepapers/detection/denial-service-attacks-mitigation-techniques-real-time-implementation-detailed-analysi-33764>

[2] <https://security.radware.com/ddos-knowledge-center/ddospedia/ping-of-death/>