

Chapter 10
Malware Attacks

Concepts

Malicious Code	Functionality of Malware
Payload	Action on Target
Exploit	Explore System Vulnerabilities
Injector	Inject Code Into Running Processes
Downloader	Program That Downloads Malware
Dropper	Program That Unpacks Malware
Obfuscator	Program That Camouflages Malware
Wrappers	Bind Malware With Legitimate Software
Fileless Malware	Resides in RAM, No Files on Disk
Packers/Crypters	

Malware Distribution

Malvertising	
Drive-By	
Compromised Legitimate Sites	
	Clickjacking
Social Engineering	SPAM Emails
	Spear Phishing
Manually Install on Target	

Trojans

Keylogger	
Proxy Server	
Botnet	
RAT	
E-banking	
Shell	
Ransomware	
Persistence	Windows
	Registry
	Run
	RunOnce
	RunServices

Communication

Channels	Overt	Legitimate Communication Channels
	Covert	Communication Channels Used In Unintented Way
Tools	netstat	
	CurrPorts	
	Sysinternals	
	Sysanalyzer	
	Active Registry Monitor	
	Wireshark	

Virus and Worms

Self-replicating	
Reproduces Its Code	
Attaches to Other Executables	
Methods	Static Analysis
	Dynamic Analysis
Techniques	File Fingerprinting
	Malware Scanning
	String Search
	Identify Packaging/Obfuscation
	PE Info
	File Dependencies
	Disassembly
	Use Sandboxes
	Open/Closed Ports
	API Calls
	Network Traffic

Malware Analysis

Session Hijacking

Sniff the traffic between the client and the server
Monitor the traffic and predict the sequence numbering
Desynchronize the session with the client
Predict the session token and take over the session
Inject packets to the target server

Countermeasures

Unpredictable Session IDs
Limit Incoming Connections
Minimize Remote Access
Regenerate Session Keys

Modes

Encryption & Authentication Each Packet
Payload Encrypted
ESP Trailer Encrypted
IP Header of Original Packet Not Encrypted
May Be Used In NAT
Encrypts Everything
Incompatible with NAT

Architecture

Autentication Header (AH)
Encapsulating Security Payload (ESP)
Internet Key Exchange (IKE)
Oakley
ISAKMP

DoS vs DDoS

Volumetric Attacks (L3)
Protocol Attacks (L4)
Application Attacks (L5/L7)

bps
pps
rps

Categories

Protocol	TCP Exhaustion
	Volumetric
	UDP Flood
Protocol	SYN Attack
Protocol	SYN Flood
Protocol	ICMP Flood
Protocol	Smurf

Types

Application	Ping of Death
	Teardrop
	Pulse Wave
	Zerodays
	Physical Destruction/Bricking

Tools

LOIC/HOIC
Slowloris
Trinity
RUDY

Denial of Service