



Welcome to

Simulating DDoS Attacks

breaking the firewall infrastructure

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Slides are available as PDF, kramse@Github
simulating-ddos-2019.tex in the repo security-courses

Small call-back, did a presentation at RIPE72 on the same subject, some re-use
<https://ripe72.ripe.net/presentations/32-simulated-ddos-ripe.pdf>

Contact information



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You are welcome to drop me an email

What is pentest



A penetration test, informally pen test, is an attack on a computer system that looks for security weaknesses, potentially gaining access to the computer's features and data.[1][2]

Penetration testing is a simulation, with good intentions

People around the world constantly *test your defenses*

Often better to test at planned times

Source: quote from https://en.wikipedia.org/wiki/Penetration_test

Goal



Don't Panic!

How to create DDoS simulations, tools and process

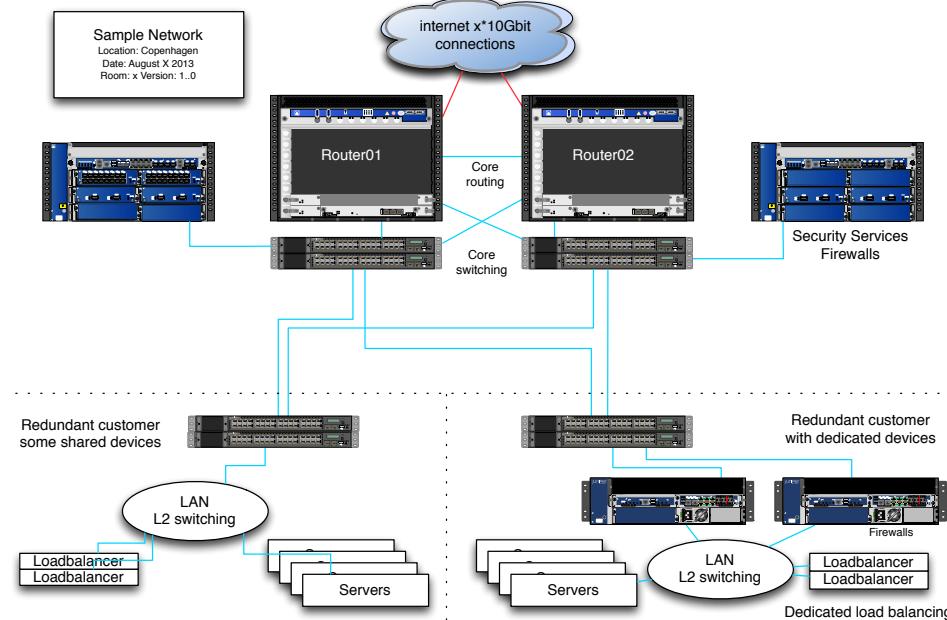
Some actual experience with doing this

Evaluate how good is this, value

I use and recommend Kali Linux as the base for this

If you like, try joining the fun - we will send packets!

Networks today



Conclusion: Do as much as possible with your existing devices
Tuning and using features like stateless router filters works wonders

Kali Linux the new backtrack



The most advanced penetration testing distribution, ever.

From the creators of BackTrack comes Kali Linux, the most advanced and versatile penetration testing distribution ever created. BackTrack has grown far beyond its humble roots as a live CD and has now become a full-fledged operating system. With all this buzz, you might be asking yourself: - What's new ?

Kali <http://www.kali.org/>

Use the documentation on Kali website for installation

Use tools web sites for documentation about tools, like <https://nmap.org/> and <http://www.hping.org/>

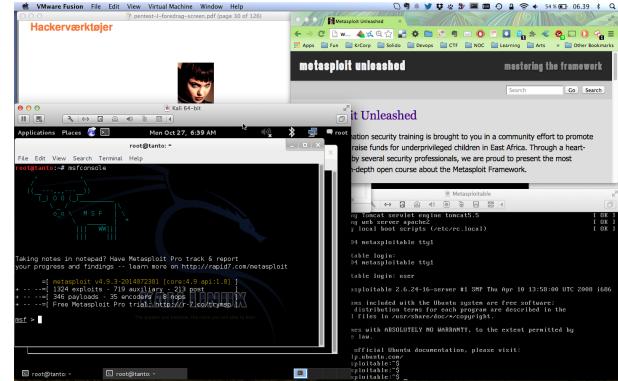
Testing network the legal issues



Straffelovens paragraf 263 Stk. 2. Med bøde eller fængsel indtil 1 år og 6 måneder straffes den, der uberettiget skaffer sig adgang til en andens oplysninger eller programmer, der er bestemt til at bruges i et informationssystem.

- Danish law about hacking
- Please check with your legal department, or be careful
- We **always** contact network between us and the network to be tested
- Be good netizens

Hackerlab setup



- I recommend getting a hackerlab running on your laptop
- Hardware: modern laptop which has CPU virtualization
Dont forget to check BIOS settings for virtualization
- Software: your favorite OS: Windows, Mac, Linux
- Virtualization software: VMware, Virtual box, HyperV
- Hacker software: Kali as a Virtual Machine <https://www.kali.org/>

hping3 packet generator



```
usage: hping3 host [options]
-i --interval  wait (uX for X microseconds, for example -i u1000)
--fast        alias for -i u10000 (10 packets for second)
--faster       alias for -i u1000 (100 packets for second)
--flood        sent packets as fast as possible. Don't show replies.
```

...

```
hping3 is fully scriptable using the TCL language, and packets
can be received and sent via a binary or string representation
describing the packets.
```

- Hping3 packet generator is a very flexible tool to produce simulated DDoS traffic with specific characteristics
- Home page: <http://www.hping.org/hping3.html>
- Source repository <https://github.com/antirez/hping>

My primary DDoS testing tool, easy to get specific rate pps



t50 packet generator

```
root@cornerstone03:~# t50 -?
T50 Experimental Mixed Packet Injector Tool 5.4.1
Originally created by Nelson Brito <nbrito@sekure.org>
Maintained by Fernando Mercês <fernando@mentebinaria.com.br>
```

Usage: T50 <host> [/CIDR] [options]

Common Options:

```
--threshold NUM      Threshold of packets to send      (default 1000)
--flood              This option supersedes the 'threshold'
```

...

6. Running T50 with '--protocol T50' option, sends ALL protocols sequentially.

```
root@cornerstone03:~# t50 -? | wc -l
264
```

- T50 packet generator, another high speed packet generator can easily overload most firewalls by producing a randomized traffic with multiple protocols like IPsec, GRE, MIX
home page: <http://t50.sourceforge.net/resources.html>

Extremely fast and breaks most firewalls when flooding, easy 800k pps/400Mbps

Process: monitor, attack, break, repeat



- Pre-test: Monitoring setup - from multiple points
- Pre-test: Perform full Nmap scan of network and ports
- Start small, run with delays between packets
- Turn up until it breaks, decrease delay - until using --flood
- Monitor speed of attack on your router interface pps/bandwidth
- Give it maximum speed

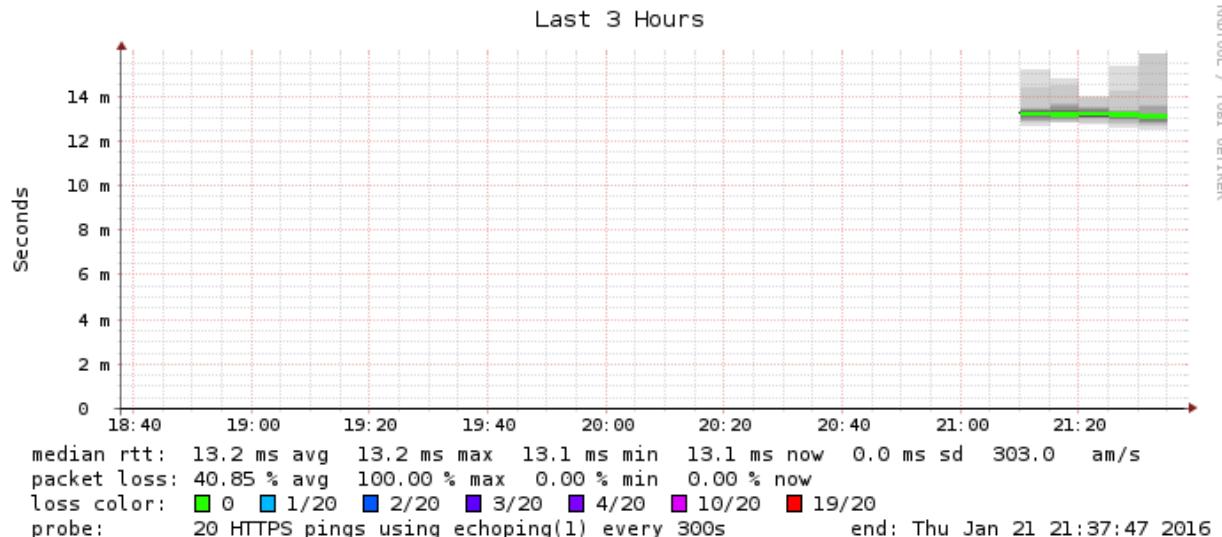
```
hping3 --flood -1 and hping3 --flood -2
```
- Have a common chat with network operators/customer to talk about symptoms and things observed
- Any information resulting from testing is good information

Ohh we lost our VPN into the environment, ohh the fw console is dead

Before testing: Smokeping

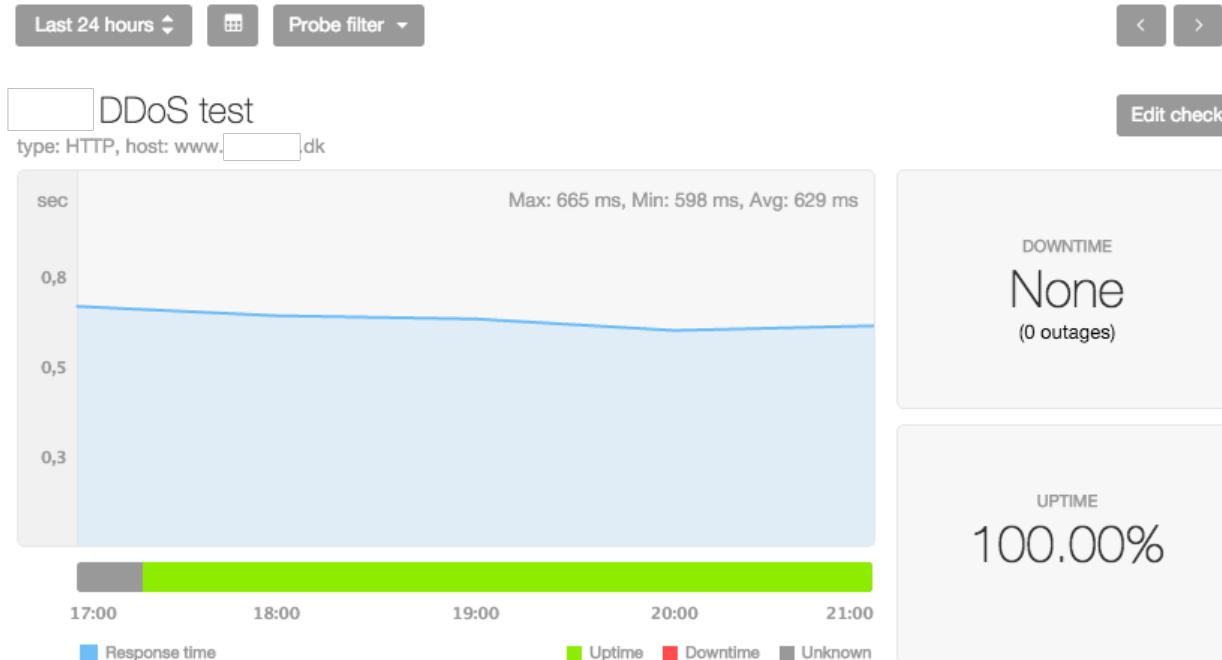


HTTPS check www. .26



Before DDoS testing use Smokeping software

Before testing: Pingdom



Another external monitoring from Pingdom.com



Running full port scan on network

```
# export CUST_NET="192.0.2.0/24"  
# nmap -p 1-65535 -A -oA full-scan $CUST_NET
```

Performs a full port scan of the network, all ports

Saves output in "all formats" normal, XML, and grepable formats

Goal is to enumerate the ports that are allowed through the network.

Note: This command is pretty harmless, if something dies, then it is
vulnerable to normal traffic - and should be fixed!



Running Attacks with hping3

```
# export CUST_IP=192.0.2.1
# date;time hping3 -q -c 1000000 -i u60 -S -p 80 $CUST_IP

# date;time hping3 -q -c 1000000 -i u60 -S -p 80 $CUST_IP
Thu Jan 21 22:37:06 CET 2016
HPING 192.0.2.1 (eth0 192.0.2.1): S set, 40 headers + 0 data bytes

--- 192.0.2.1 hping statistic ---
1000000 packets transmitted, 999996 packets received, 1% packet loss
round-trip min/avg/max = 0.9/7.0/1005.5 ms

real 1m7.438s
user 0m1.200s
sys 0m5.444s
```

Dont forget to do a killall hping3 when done ☺

Recommendations During Test



Run each test for at least 5 minutes, or even 15 minutes

Some attacks require some build-up before resource run out

Take note of any change in response, higher latency, lost probes

If you see a change, then re-test using the same parameters, or a little less first

We want to know the approximate level where it breaks

If you want to change environment, then wait until all scenarios tested

Comparable to real DDoS?



Tools are simple and widely available but are they actually producing same result as high-powered and advanced criminal botnets. We can confirm that the attack delivered in this test is, in fact, producing the traffic patterns very close to criminal attacks in real-life scenarios.

- We can also monitor logs when running a single test-case
- Gain knowledge about supporting infrastructure
- Can your syslog infrastructure handle 800.000 events in < 1 hour?

Experiences from testing



How much bandwidth can big danish companies handle?

- A) 10-100Mbps
- B) 100Mbps -1Gbit
- C) Up to 5Gbit easily

How much abuse in pps can big danish companies handle?

- A) 10.000 - 50.000 pps
- B) 50 - 500k pps
- C) Up to 5 million pps

Running the tools



A basic test would be:

- TCP SYN flooding
- TCP other flags, PUSH-ACK, RST, ACK, FIN
- ICMP flooding
- UDP flooding
- Spoofed packets src=dst=target ☺
- Small fragments
- Bad fragment offset
- Bad checksum
- Be creative
- Mixed packets - like t50 --protocol T50
- Perhaps esoteric or unused protocols, GRE, IPSec

Test-cases / Scenarios



The minimal run contains at least these:

- SYN flood: hping3 -q -c 1000000 -i u60 -S -p 80 \$CUST_IP &
- SYN+ACK: hping3 -q -c 1000000 -i u60 -S -A -p 80 \$CUST_IP &
- ICMP flood: hping3 -q -c 1000000 --flood -1 \$CUST_IP &
- UDP flood: hping3 -q -c 1000000 --flood -2 \$CUST_IP &

Vary the speed using the packet interval -i u60 up/down

Use flooding with caution, runs max speeeeeeeeeeed ☺

TCP testing use a port which is allowed through the network, often 80/443

Focus on attacks which are hard to block, example TCP SYN must be allowed in

Also if you found devices like routers in front of environment

```
hping3 -q -c 1000000 -i u60 -S -p 22 $ROUTER_IP
```

```
hping3 -q -c 1000000 -i u60 -S -p 179 $ROUTER_IP
```

Test-cases / Scenarios, continued Spoof Source



Spoofed packets src=dst=target ☺

Flooding with spoofed packet source, within customer range

-a --spoof hostname

Use this option in order to set a fake IP source address, this option ensures that target will not gain your real address.

```
hping3 -q --flood -p 80 -S -a $CUST_IP $CUST_IP
```

Preferably using a test-case you know fails, to see effect

Still amazed how often this works

BCP38 anyone!

Test-cases / Scenarios, continued Small Fragments



Using the built-in option -f for hping

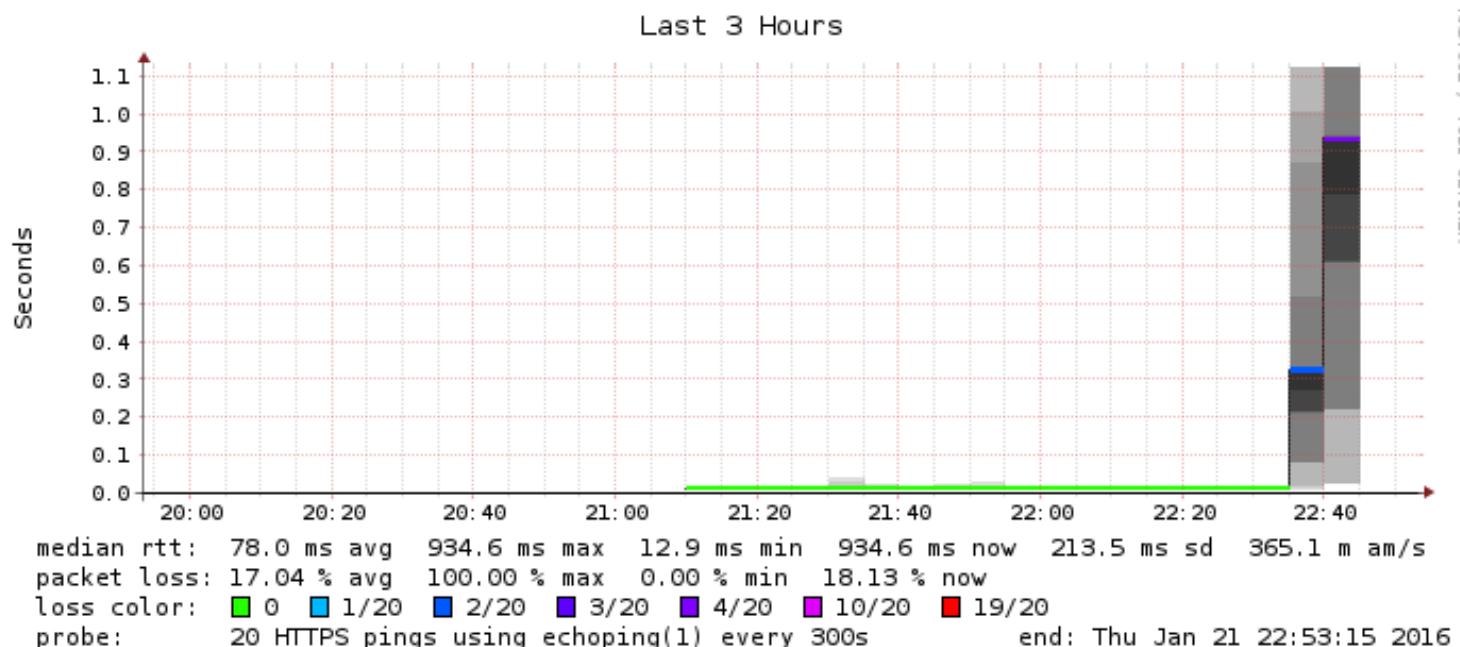
-f --frag

Split packets in more fragments, this may be useful in order to test IP stacks fragmentation performance and to test if some packet filter is so weak that can be passed using tiny fragments (anachronistic). Default '**virtual mtu' is 16 bytes.** see also --mtu option.

hping3 -q --flood -p 80 -S -f \$CUST_IP

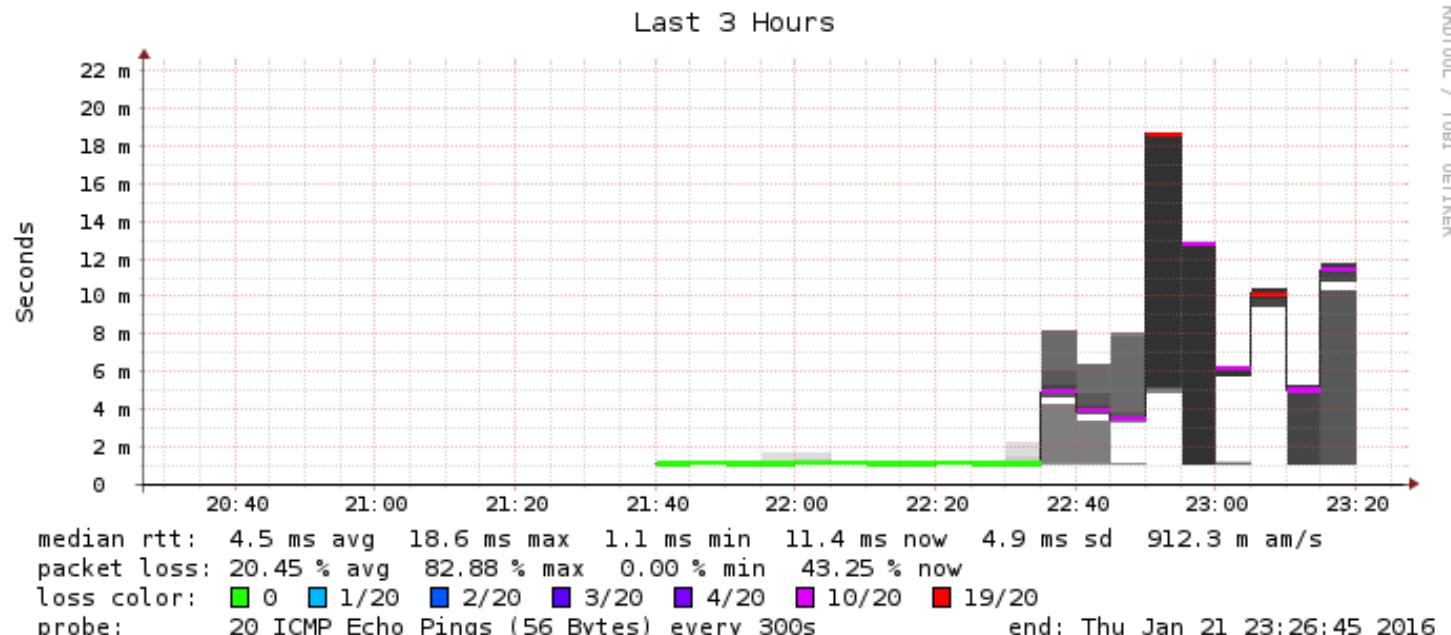
Similar process with bad checksum and Bad fragment offset

Rocky Horror Picture Show - 1



Really does it break from 50.000 pps SYN attack?

Rocky Horror Picture Show - 2

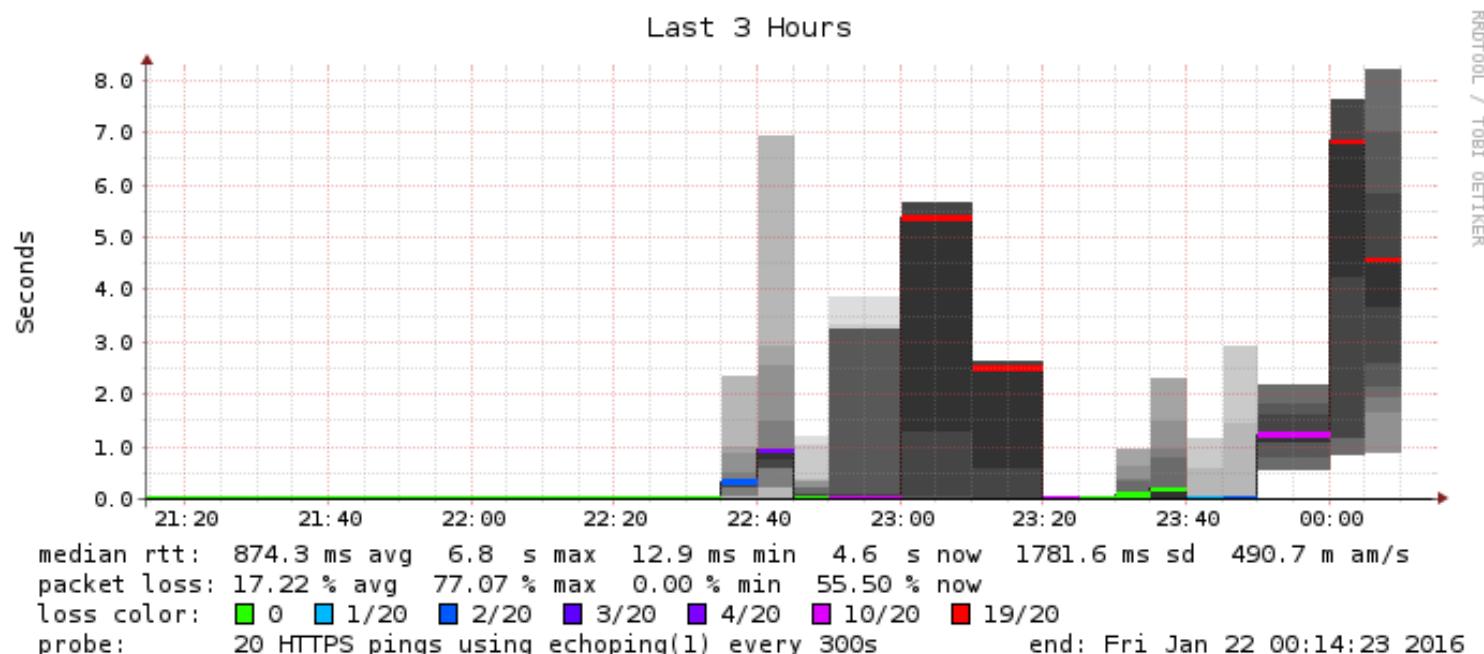


Oh no 500.000 pps UDP attacks work?

Rocky Horror Picture Show - 3



Oh no spoofing attacks work?



Experiences from testing



How much bandwidth can big danish companies handle!

100Mbps -1Gbit

How much abuse in pps can big danish companies handle!

B) **50.000 - 500k pps** TCP attacks

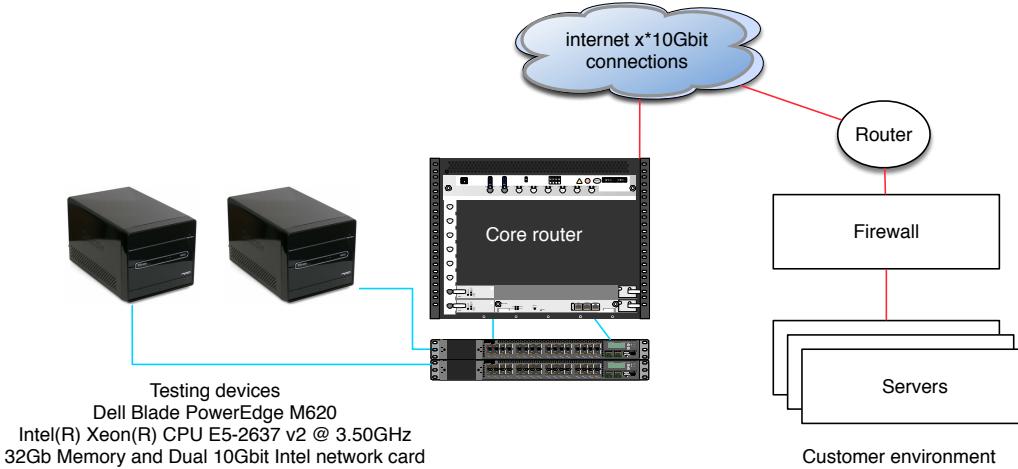
B) **500.000 - 1mill pps** UDP or ICMP attacks

Ohhh and often we can spoof using their addresses in the first test

Even the DDoS protection services are a bit too small, can handle perhaps only 10G and also multiple times admins lost access to network, VPN, log overflow etc.

Note: attackers can send full 10Gbit 14mill pps from Core i7 with 3 cores ...

Demo time



I will show the setup on my laptop while doing DDoS testing

Setup terminals: Kali and router

Run some tests against my target



Improvements seen after testing

Turning off unneeded features - free up resources

Tuning sessions, max sessions src / dst

Tuning firewalls, max sessions in half-open state, enabling services

Tuning network, drop spoofed src from inside net ☺

Tuning network, can follow logs, manage network during attacks

...

And organisation has better understanding of DDoS challenges

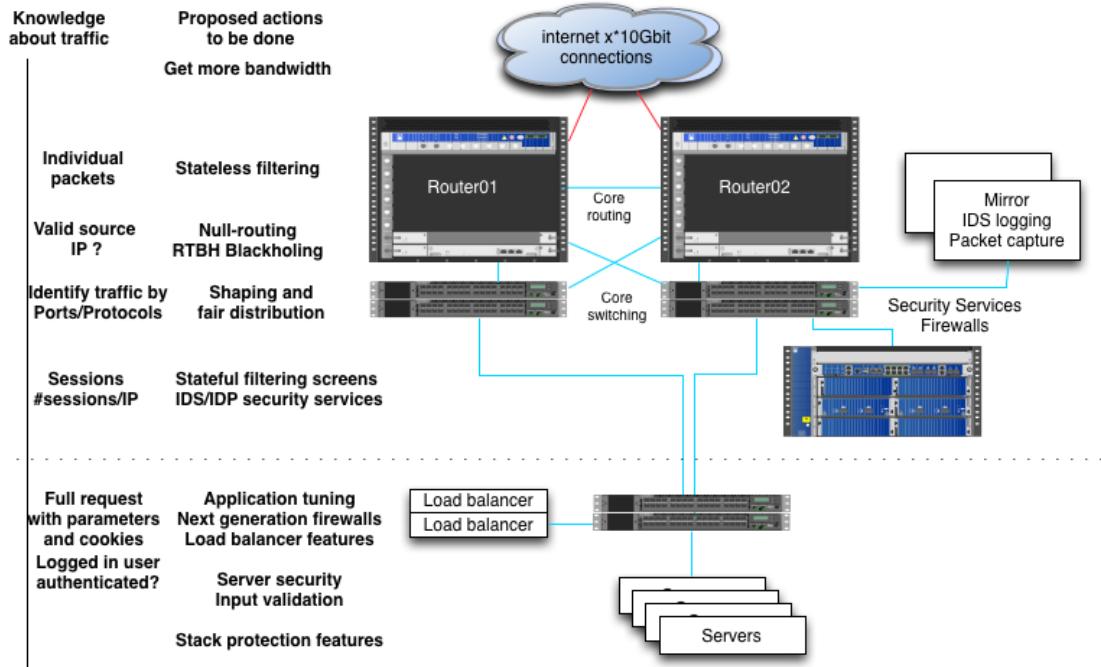
Including vendors, firewall consultants, ISPs etc.

After tuning of **existing devices/network** improves results 10-100 times

Conclusion



You really should try testing
Investigate your existing devices
all of them, RTFM, upgrade firmware
Choose which devices does which
part - discard early to free resources
for later devices to dig deeper



And dont forget that DDoS testing is as much a firedrill for the organisation

Questions?



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Need help
with infrastructure security or pentesting, ask me!

You are always welcome to send me questions later via email

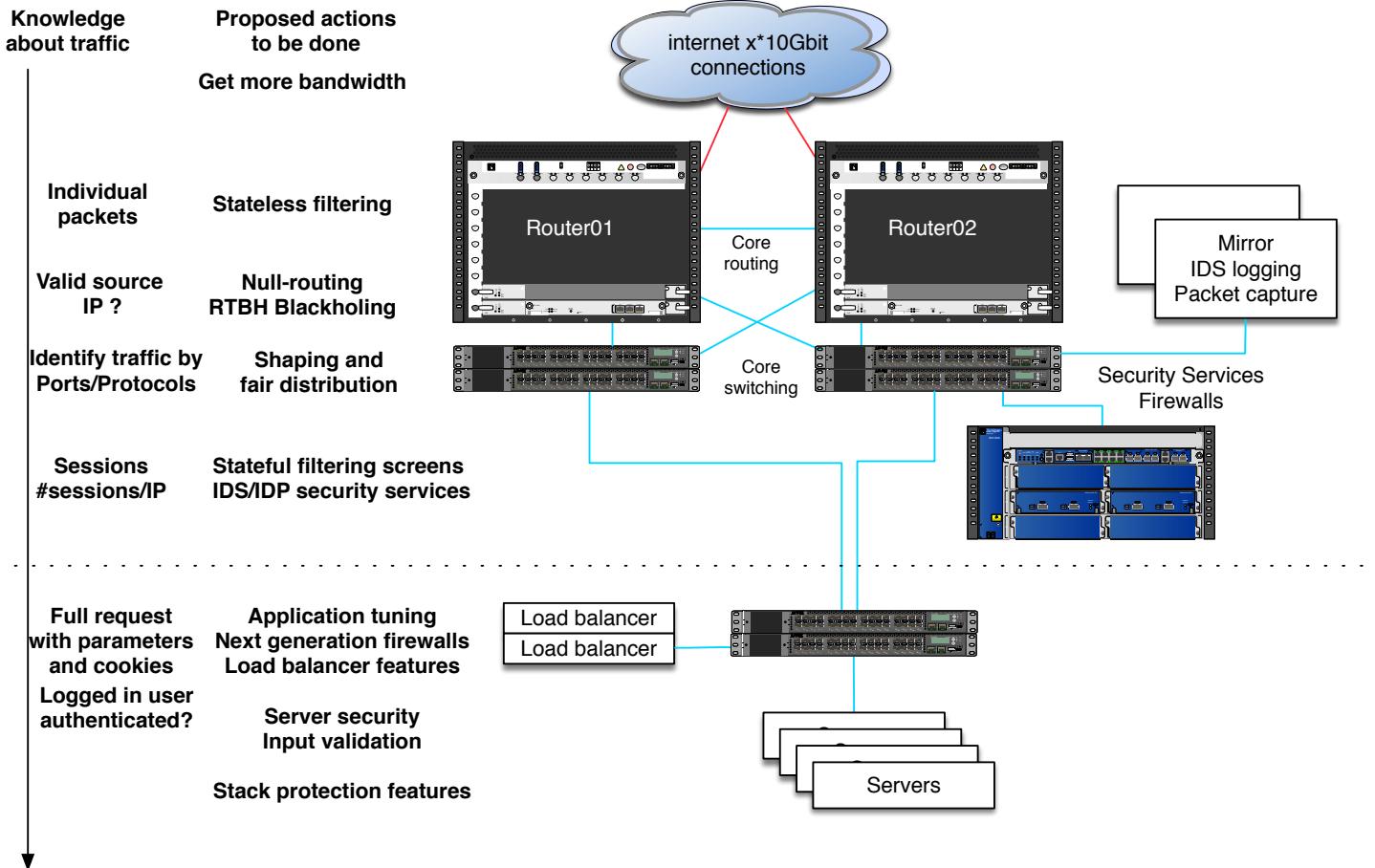


Extras if needed or questions arise

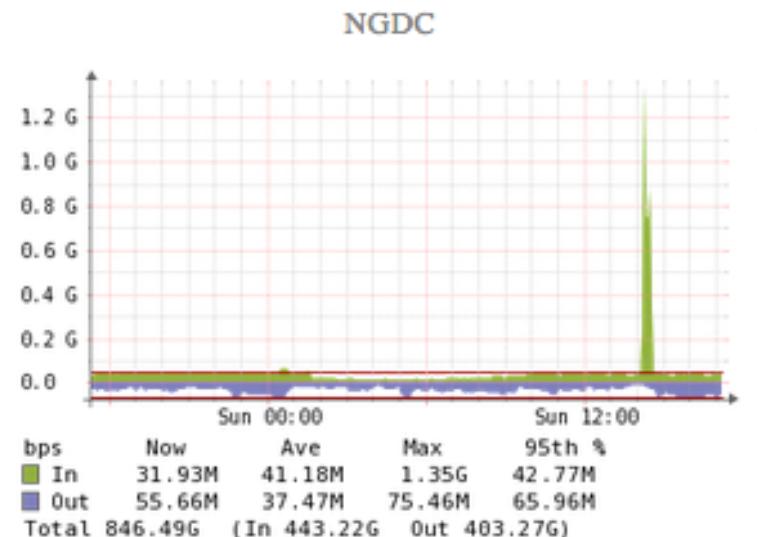
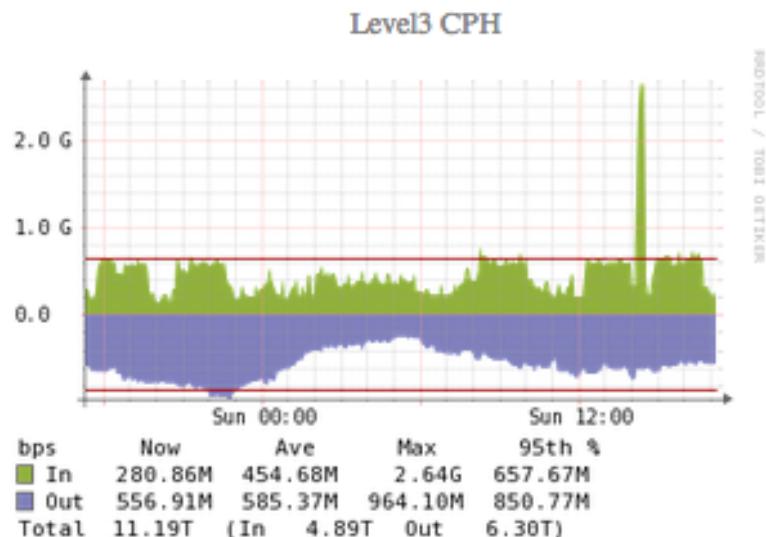


Defense in depth - multiple layers of security





DDoS traffic before filtering



Only two links shown, at least 3Gbit incoming for this single IP

DDoS traffic after filtering



Link toward server (next level firewall actually) about 350Mbit outgoing

Stateless firewall filter throw stuff away



```
hlk@MX-CPH-02> show configuration firewall filter all | no-more
/* This is a static sample, perhaps better to use BGP flowspec and RTBH */
term edgeblocker {
    from {
        source-address {
            84.180.xxx.173/32;
...
            87.245.xxx.171/32;
        }
        destination-address {
            91.102.91.16/28;
        }
        protocol [ tcp udp icmp ];
    }
    then {
        count edge-block;
        discard;
    }
}
```

Hint: can also leave out protocol and then it will match all protocols

Stateless firewall filter limit protocols



```
term limit-icmp {  
    from {  
        protocol icmp;  
    }  
    then {  
        policer ICMP-100M;  
        accept;  
    }  
}  
term limit-udp {  
    from {  
        protocol udp;  
    }  
    then {  
        policer UDP-1000M;  
        accept;  
    }  
}
```

Routers have extensive Class-of-Service (CoS) tools today

Strict filtering for some servers, still stateless!



```
term some-server-allow {  
    from {  
        destination-address {  
            109.238.xx.0/xx;  
        }  
        protocol tcp;  
        destination-port [ 80 443 ];      }  
    then accept;  
}  
  
term some-server-block-unneeded {  
    from {  
        destination-address {  
            109.238.xx.0/xx;  
        }  
        protocol-except icmp;  
    }  
    then {  
        discard;      }  
}
```

Wut - no UDP, yes UDP service is not used on these servers

Firewalls - screens, IDS like features



When you know regular traffic you can decide:

```
hlk@srx-kas-05# show security screen ids-option untrust-screen
icmp {
    ping-death;
}
ip {
    source-route-option;
    tear-drop;
}
tcp {    Note: UDP flood setting also exist
    syn-flood {
        alarm-threshold 1024;
        attack-threshold 200;
        source-threshold 1024;
        destination-threshold 2048;
        timeout 20;      }
    land;
}
```

Always select your own settings YMMV