Nmap Cheatsheet

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This document shall contain Quick-and-Dirty notes about nmap. I must keep it up-to-date because I feel a bit inundated in this cybersecurity journey to be frank.

1 Getting Your Hands Dirty with Nmap

1.1 Service and Version Detection (-sV)

This is the Service Detection flag (yes; $\neg sV$ is a single flag, not a combination of both s AND V), which will tell you the name and description of the identified services.

```
Service and Version Detection
$ sudo nmap -sV {target_IP}
Starting Nmap 7.80 (https://nmap.org) at 2025-03-28 06:27 GMT
Nmap scan report for 10.10.171.202
Not shown: 994 closed ports
                        VERSION
7/tcp
        open echo
        open tcpwrapped
13/tcp open daytime?
17/tcp
        open
             qotd?
                         OpenSSH 9.6p1 Ubuntu 3ubuntu13.5 (Ubuntu
22/tcp
       open ssh
8008/tcp open http
                         lighttpd 1.4.74
2 services unrecognized despite returning data. If you know the
   service/version, please submit the following fingerprints at
  https://nmap.org/cgi-bin/submit.cgi?new-service :
# [Detailed fingerprint data omitted for brevity]
Service Info: OS: Linux; CPE: cpe:/o:linux:linux_kernel
Service detection performed. Please report any incorrect results
  at https://nmap.org/submit/ .
Nmap done: 1 IP address (1 host up) scanned in 14.00 seconds
```

1.2 Default Script Scan (-sC)

I sometimes use this one instead of $\neg sV$ because it runs $default\ scripts^1$, which can give out additional information depending on the services running on the target. You can see a comparison in outputs between the two flags in the two boxes below.

```
Default Script Scan
Nmap scan report for 10.10.219.233 Host is up (0.00024s latency).
Not shown: 65526 closed ports
25/tcp open smtp
| Not valid before: 2021-08-10T12:10:58
|_Not valid after: 2031-08-08T12:10:58
  bind.version: 9.18.28-1~deb12u2-Debian
110/tcp open pop3
|_pop3-capabilities: PIPELINING SASL UIDL STLS AUTH-RESP-CODE RESP-CODES CAPA TOP
111/tcp open rpcbind
                       111/tcp rpcbind
    100000 2,3,4
100000 2,3,4
100000 3,4
143/tcp open
|_imap-capabilities: more LOGIN-REFERRALS have IDLE post-login STARTTLS listed
    ENABLE capabilities LOGINDISABLEDA0001 Pre-login SASL-IR OK ID LITERAL+
    IMAP4rev1
993/tcp open imaps
_imap-capabilities: LOGIN-REFERRALS more IDLE capabilities OK post-login ENABLE
    listed have Pre-login SASL-IR AUTH=PLAINA0001 ID LITERAL+ IMAP4rev1
995/tcp open pop3s
|_pop3-capabilities: PIPELINING SASL(PLAIN) UIDL USER AUTH-RESP-CODE RESP-CODES
| Not valid before: 2021-08-10T12:10:58
```

¹Default NSE Scripts, Nmap.org

Service Version Detection for Comparison Starting Nmap 7.80 (https://nmap.org) at 2025-03-28 09:21 GMT Not shown: 991 closed ports PORT STATE SERVICE VERSION OpenSSH 9.2p1 Debian 2+deb12u3 (protocol 22/tcp open ssh 25/tcp open smtp Postfix smtpd 53/tcp open domain ISC BIND 9.18.28-1~deb12u2 (Debian Linux) 80/tcp open http nginx 1.22.1 110/tcp open pop3 Dovecot pop3d 111/tcp open rpcbind 2-4 (RPC #100000) 143/tcp open imap Dovecot imapd 993/tcp open ssl/imap Dovecot imapd 995/tcp open ssl/pop3 Dovecot pop3d MAC Address: 02:DD:7B:88:3D:75 (Unknown) Service Info: Host: debra2.thm.local; OS: Linux; CPE: cpe:/o: linux:linux kernel Service detection performed. Please report any incorrect results at https://nmap.org/submit/ . Nmap done: 1 IP address (1 host up) scanned in 13.00 seconds

1.3 OS Detection (-O)

Nmap sends a series of TCP and UDP packets to the remote host and examines practically every bit in the responses.

1.4 Aggressive Scan

What if you can have both OS detection and version detection with a single scan? That's what the aggressive scan is for. It enables OS detection, version detection, script scanning, and traceroute.

```
Aggressive Scan
$ sudo nmap -A {target_IP}
256 b9:bc:8f:01:5f:59:23:d3:3a:a2:2d:04:10:e5:04:2d (ECDSA)
80/tcp open http nginx 1.22.1 |_http-title: Welcome to nginx on Debian!
110/tcp open pop3 Dovecot pop3d |_pop3-capabilities: PIPELINING SASL UIDL STLS AUTH-RESP-CODE RESP-CODES CAPA TOP
                      port/proto service
111/tcp rpcbind
    100000 2,3,4
100000 2,3,4
100000 3,4
                          111/udp rpcbind
111/tcp6 rpcbind
111/udp6 rpcbind
      * OK [CAPABILITY IMAP4rev1 SASL-IR LOGIN-REFERRALS ID ENABLE IDLE LITERAL+ AUTH=PLAIN] Dovecot ready.
      * OK [CAPABILITY IMAP4rev1 SASL-IR LOGIN-REFERRALS ID ENABLE IDLE LITERAL+ AUTH=PLAIN] Dovecot ready.
      BAD Command received in invalid state.
      BAD Command received in invalid state.
      OPTIONS RTSP/1.0
995/tcp open pop3s? | fingerprint-strings:
    6.16 ms 10.10.219.233
```

2 Host Discovery

2.1 ARP Scan (-PR)

The ARP scan, -PR, is what you'd typically use if you're already in the network that you want to scan for live systems. The -sn flag here is necessary because it prevents nmap from scanning for open ports after the ARP scan.

```
ARP Scan
$ sudo nmap -sn -PR 192.168.100.7/24
Starting Nmap 7.95 (https://nmap.org) at 2025-03-29 02:07 +03
Nmap scan report for 192.168.100.1
MAC Address: # This will show for all the live hosts, for all the
upcoming Discovery Host scans in this document, but I'll redact
Nmap scan report for 192.168.100.9
Host is up (0.092s latency).
Nmap scan report for 192.168.100.12
Nmap scan report for 192.168.100.13
Nmap scan report for 192.168.100.15
Nmap scan report for 192.168.100.16
Nmap scan report for 192.168.100.25
Nmap scan report for 192.168.100.28
Host is up (0.061s latency).
Nmap scan report for 192.168.100.7
Host is up.
```

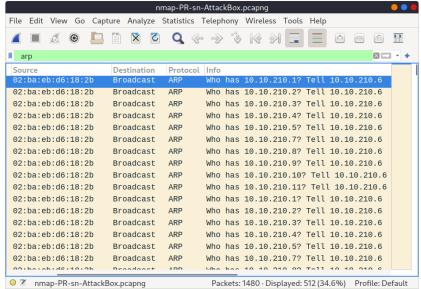


Figure 1: Wireshark capture of ARP scan packets, a network different from the aforementioned by the way.

2.2 ICMP Scans

We'd rarely send these ICMP packets for the discovery of our system's own subnet, ARP Scans would be better in that case since firewalls tend to block ICMP packets a lot.

2.2.I Echo Scan (-PE)

Either way, the -PE scan sends the ICMP Type 8 packets (i.e. same as your ping command).

```
## Starting Nmap -sn -PE 192.168.100.7/24

Starting Nmap 7.95 ( https://nmap.org ) at 2025-03-29 03:06 +03 Nmap scan report for 192.168.100.1 Host is up (0.0039s latency).

Nmap scan report for 192.168.100.12 Host is up (0.33s latency).

Nmap scan report for 192.168.100.13 Host is up (0.74s latency).

Nmap scan report for 192.168.100.15 Host is up (0.072s latency).

Nmap scan report for 192.168.100.16 Host is up (0.32s latency).

Nmap scan report for 192.168.100.25 Host is up (0.11s latency).

Nmap scan report for 192.168.100.28 Host is up (0.73s latency).

Nmap scan report for 192.168.100.7 Host is up.

Nmap done: 256 IP addresses (8 hosts up) scanned in 9.18 seconds
```

Do you notice how it discovered 8 devices, whilst the previous ARP scan discovered 9?

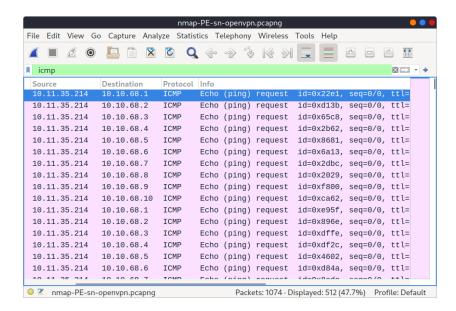


Figure 2: Wireshark capture of Echo Request packets, a network different from the aforementioned by the way.

2.2.II Timestamp Scan (-PP)

Because ICMP echo requests tend to be blocked, you might also consider ICMP Timestamp (ICMP Type 13) to tell if a system is online.

We got "9 hosts up" once again!

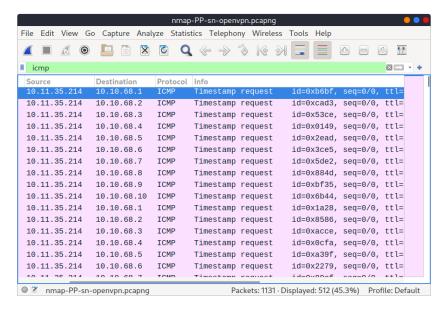


Figure 3: Wireshark capture of Timestamp Request packets.

2.2.III Address Mask Scan (-PM)

Similarly, Nmap uses address mask queries (ICMP Type 17) and checks whether it gets an address mask reply (ICMP Type 18).

```
## Starting Nmap -sn -PM 192.168.100.7/24

Starting Nmap 7.95 ( https://nmap.org ) at 2025-03-29 03:53 +03  
Nmap scan report for 192.168.100.1  
Host is up (0.042s latency).  
Nmap scan report for 192.168.100.12  
Host is up (0.21s latency).  
Nmap scan report for 192.168.100.13  
Host is up (0.21s latency).  
Nmap scan report for 192.168.100.15  
Host is up (0.10s latency).  
Nmap scan report for 192.168.100.16  
Host is up (0.19s latency).  
Nmap scan report for 192.168.100.25  
Host is up (0.071s latency).  
Nmap scan report for 192.168.100.28  
Host is up (1.5s latency).  
Nmap scan report for 192.168.100.7  
Host is up.
Nmap done: 256 IP addresses (8 hosts up) scanned in 9.39 seconds
```

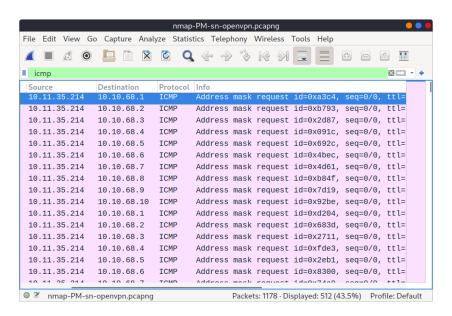


Figure 4: Wireshark capture of Address Mask Request packets.

Bonus: if you were to NOT specify one of the techniques above, just used **nmap** -sn with no other flags, Nmap's default behaviour would be to reverse-DNS online hosts. And to skip that, you can use -n flag.

TCP/UDP Host Discovery 2.3

TCP SYN Scan (-PS) 2.3.I

Nmap will send TCP SYN packets and won't complete the TCP 3-way handshake even if the port is open, as shown in the figure below the terminal's output. By default, Nmap will send the SYN packet to port 80.

```
TCP SYN Scan (-PS)
$ sudo nmap -PS -sn 10.10.68.220/24
Starting Nmap 7.92 ( https://nmap.org ) at 2021-09-02 13:45 EEST
Nmap scan report for 10.10.68.52
{\tt Nmap \ scan \ report \ for \ 10.10.68.121}
Nmap scan report for 10.10.68.125
Nmap scan report for 10.10.68.134
Nmap scan report for 10.10.68.220
```

```
nmap -PS -sn TARGET
         SYN
       SYN, ACK
          RST.
  Case: TCP port is open.
```

Figure 1: SYN Packet sent for Host Discovery, the user has root privileges.

```
nmap-PS-sn-openvpn.pcapng
File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
- 1
!openvpn
              Destination
                           Protocol Info
10.11.35.214
                                   61429 → 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
             10.10.68.2
10.11.35.214 10.10.68.3
                           TCP
                                   61429 \rightarrow 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
10.11.35.214
              10.10.68.4
                                   61429 → 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
                           TCP
10.11.35.214 10.10.68.5
                           TCP
                                   61429 \rightarrow 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
10.11.35.214 10.10.68.6
                          TCP
                                  61429 → 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
                          TCP
10.11.35.214 10.10.68.7
                                   61429 \rightarrow 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460-
10.11.35.214
              10.10.68.8
                           TCP
                                   61429 → 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
10.11.35.214 10.10.68.9
                           TCP
                                   61429 → 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
10.11.35.214 10.10.68.10 TCP
                                   61429 → 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
10.11.35.214 10.10.68.1 TCP
                                   61431 → 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
10.11.35.214
              10.10.68.2
                           TCP
                                   61431 \rightarrow 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
10.11.35.214 10.10.68.3
                           TCP
                                   61431 → 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
                                   61431 → 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
10.11.35.214 10.10.68.4 TCP
                                   61431 → 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
              10.10.68.5
                           TCP
10.11.35.214
10.11.35.214
              10.10.68.6
                           TCP
                                   61431 \rightarrow 80 [SYN] Seq=0 Win=1024 Len=0 MSS=1460
10 11 25 214
                                           00 [CVN] Cod=0 Min=1004 Lon=0 MCC=1460
OpenVPN Protocol: Protocol
                                           Packets: 1147 · Displayed: 623 (54.3%) Profile: Default
```

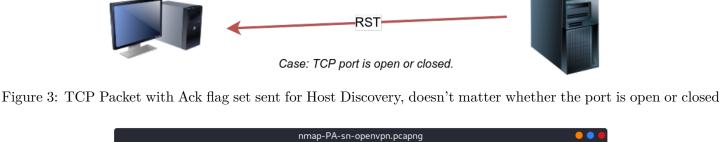
Figure 2: Do you notice how Nmap is sending the SYN packets to port 80? Twice? For each IP in the specified subnet.

TCP ACK Scan (-PA)

2.3.II

As you have guessed, this sends a packet with an ACK flag set. Again, by default, Nmap will send the ACK packet to port 80.

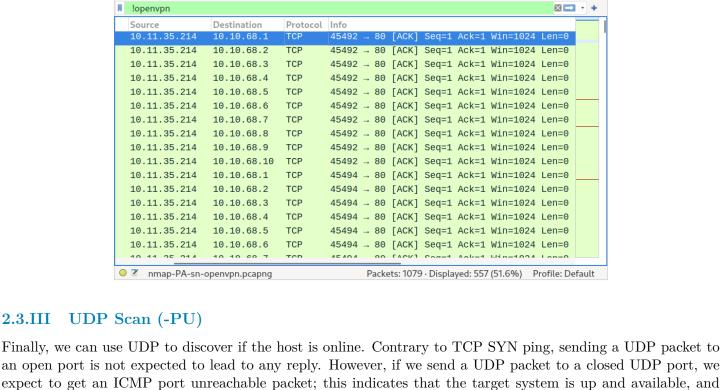
```
TCP ACK Scan (-PA)
$ sudo nmap -PA -sn 10.10.68.220/24
Starting Nmap 7.92 ( https://nmap.org ) at 2021-09-02 13:46 EEST
Nmap scan report for 10.10.68.52
Nmap scan report for 10.10.68.121
Nmap scan report for 10.10.68.125
Nmap scan report for 10.10.68.134
Nmap scan report for 10.10.68.220
Host is up (0.10s latency).
```



nmap -PA -sn TARGET

ACK-

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help - 1



that's exactly why Nmap will be sending to uncommon UDP ports, so that an ICMP destination unreachable is triggered.

address in the specified subnet?

2.3.III

UDP Scan (-PU) \$ sudo nmap -PU -sn 10.10.68.220/24

```
{\tt Nmap \ scan \ report \ for \ 10.10.68.121}
Nmap scan report for 10.10.68.134
Host is up (0.096s latency).
Nmap scan report for 10.10.68.220
Nmap done: 256 IP addresses (5 hosts up) scanned in 9.20 seconds
                                   nmap -PU -sn TARGET
                                         UDP Packet
                                      Case: UDP port is open.
```

nmap -PU -sn TARGET UDP Packet

ICMP Type 3, Code 3

Figure 4: UDP Packet sent for Host Discovery, port is open and we don't get any reply.

```
Case: UDP port is closed. This leads to ICMP
                                 Destination Unreachable (Port Unreachable)
Figure 5: UDP Packet sent for Host Discovery, port is closed and we get a port unreachable packet.
                                         nmap-PU-sn-openvpn.pcapng
            File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help
            Q « » » » « »
                                                                                  ₩ 🖚 🕶 💠
            !openvpn
              Source
                           Destination
                                       Protocol Info
```

10.11.35.214 10.10.68.5 UDP $57190 \rightarrow 40125 \text{ Len=}40$ UDP 10.11.35.214 10.10.68.6 57190 → 40125 Len=40

```
UDP
                                                             57190 → 40125 Len=40
                       10.11.35.214
                                       10.10.68.2
                        10.11.35.214 10.10.68.3
                                                              57190 → 40125 Len=40
                                                     UDP
                       10.11.35.214
                                                     UDP
                                                             57190 → 40125 Len=40
                                       10.10.68.4
                        10.11.35.214 10.10.68.7
                                                    UDP
                                                             57190 \rightarrow 40125 \text{ Len=}40
                        10.11.35.214
                                       10.10.68.8
                                                    UDP
                                                             57190 → 40125 Len=40
                        10.11.35.214
                                       10.10.68.9
                                                    UDP
                                                             57190 → 40125 Len=40
                       10.11.35.214 10.10.68.10 UDP
                                                             57190 → 40125 Len=40
                        10.11.35.214 10.10.68.1
                                                    UDP
                                                             57192 \rightarrow 40125 \text{ Len=40}
                        10.11.35.214
                                       10.10.68.2
                                                     UDP
                                                             57192 \rightarrow 40125 \text{ Len=40}
                        10.11.35.214
                                       10.10.68.3
                                                    UDP
                                                             57192 → 40125 Len=40
                        10.11.35.214
                                      10.10.68.4
                                                    UDP
                                                             57192 \rightarrow 40125 \text{ Len=40}
                        10.11.35.214
                                       10.10.68.5
                                                    UDP
                                                             57192 → 40125 Len=40
                                                             57192 → 40125 Len=40
                        10.11.35.214
                                       10.10.68.6
                                                     UDP
                        10 11 25 214
                      nmap-PU-sn-openvpn.pcapng
                                                                    Packets: 1118 · Displayed: 602 (53.8%) Profile: Default
Figure 6: Do you notice how Nmap is sending the UDP packets to uncommon ports multiple times for each IP
```

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Basic Port Scanning 4

So far when we scanned ports we've seen only the **Open** state, but here's what Nmap also considers:

- Open: indicates that a service is listening on the specified port.
- Closed: indicates that no service is listening on the specified port, although the port is accessible. By accessible, we mean that it is reachable and is not blocked by a firewall or other security appliances/programs.
- **Filtered**: means that Nmap cannot determine if the port is open or closed because the port is not accessible. This state is usually due to a firewall preventing Nmap from reaching that port. Nmap's packets may be blocked from reaching the port; alternatively, the responses are blocked from reaching Nmap's host.
- Unfiltered: means that Nmap cannot determine if the port is open or closed, although the port is accessible. This state is encountered when using an ACK scan -sA.
- Open|Filtered: This means that Nmap cannot determine whether the port is open or filtered.
- Closed Filtered: This means that Nmap cannot decide whether a port is closed or filtered.

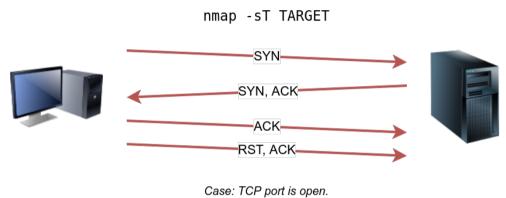


Figure 1: A closed TCP port responds to a SYN packet with RST/ACK to indicate that it is not open.

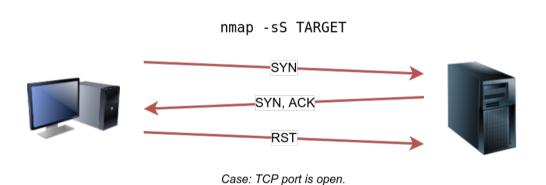


Figure 2: SYN scan does not need to complete the TCP 3-way handshake; instead, it tears down the connection once it receives a response from the server.

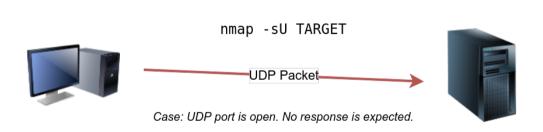


Figure 3: the UDP ports that don't generate any response are the ones that Nmap will state as open.

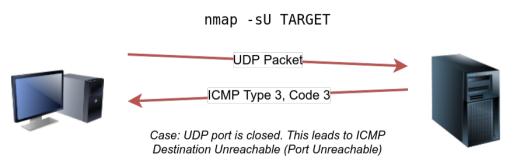
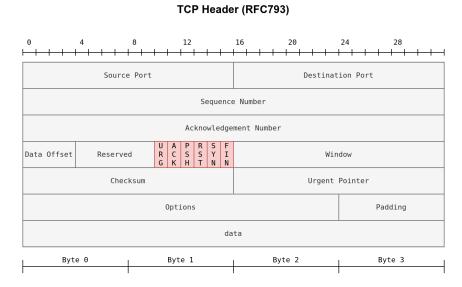


Figure 4: ICMP port unreachable message indicates the UDP port is closed.

4 Advanced Port Scanning

Now we'll need to revise the TCP header as these scans revolve around manipulating its flags.



Do you notice the flags in the fourth row? read em' vertically from top to bottom if you're a little confused.

4.1 Null Scan (-sN)

The null scan does not set any flag; all six flag bits are set to zero.

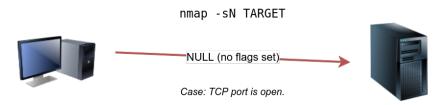


Figure 5: From Nmap's perspective, a lack of reply in a null scan indicates that either the port is open or a firewall is blocking the packet.

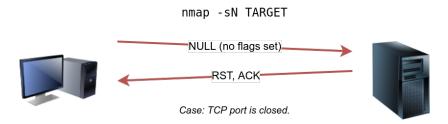


Figure 6: We expect the target server to respond with an RST packet if the port is closed.

4.2 FIN Scan (-sF)

The FIN scan sends a TCP packet with the FIN flag set.

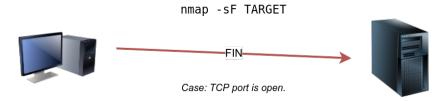


Figure 7: Similarly, no response will be sent if the TCP port is open. Again, Nmap cannot be sure if the port is open or if a firewall is blocking the traffic related to this TCP port.

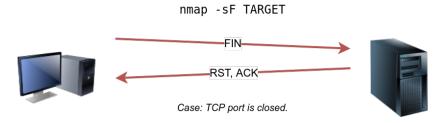
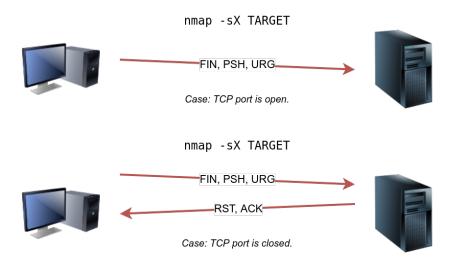


Figure 8: However, the target system should respond with an RST if the port is closed. Consequently, we will be able to know which ports are closed and use this knowledge to infer the ports that are open or filtered. It's worth noting some firewalls will 'silently' drop the traffic without sending an RST.

4.3 Xmas Scan (-sX)

The Xmas scan gets its name after Christmas tree lights. An Xmas scan sets the FIN, PSH, and URG flags simultaneously. Like the Null scan and FIN scan, if an RST packet is received, it means that the port is closed. Otherwise, it will be reported as open|filtered. The following two figures show the case when the TCP port is open and the case when the TCP port is closed.



4.4 Ack Scan (-sA)

the target would respond to the ACK with RST regardless of the state of the port. This behaviour happens because a TCP packet with the ACK flag set should be sent only in response to a received TCP packet to acknowledge the receipt of some data, unlike our case.

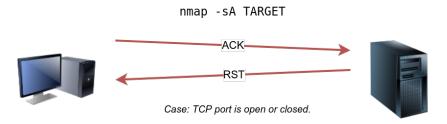


Figure 9: This kind of scan would be helpful if there is a firewall in front of the target. Consequently, based on which ACK packets resulted in responses, you will learn which ports were not blocked by the firewall. In other words, this type of scan is more suitable to discover firewall rule sets and configuration.

4.5 Window Scan (-sW)

Another similar scan is the TCP window scan. The TCP window scan is almost the same as the ACK scan; however, it examines the TCP Window field of the RST packets returned. On specific systems, this can reveal that the port is open.

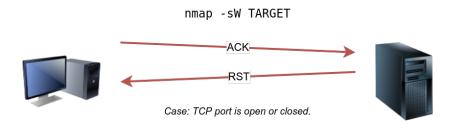
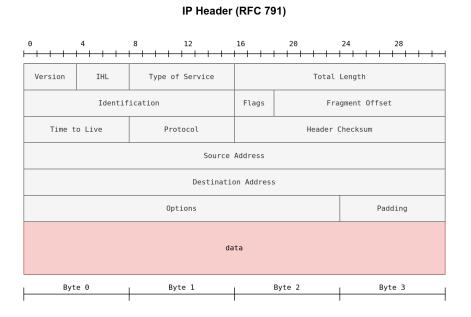


Figure 10: This is also useful only when there's a firewall on the target system.

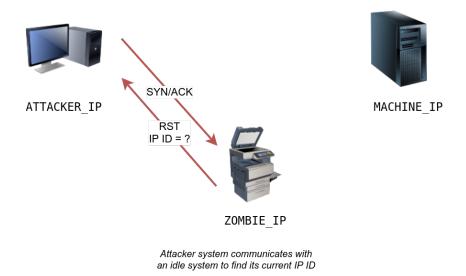
5 Fragmented Packets (-f)

We use this technique in an attempt to evade Firewalls and IDSs. To properly understand fragmentation, we need to look at the IP header in the figure below. It might look complicated at first, but we notice that we know most of its fields. In particular, notice the source address taking 32 bits (4 bytes) on the fourth row, while the destination address is taking another 4 bytes on the fifth row. The data that we will fragment across multiple packets is highlighted in red. To aid in the reassembly on the recipient side, IP uses the identification (ID) and fragment offset, shown on the second row of the figure below.

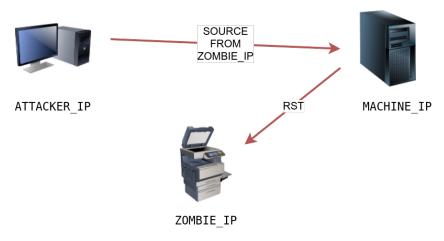


6 Zombie Scan (-sI)

One can't always benefit from spoofing his IP address via nmap <code>-S SPOOFED_IP MACHINE_IP</code>, and that's simply because you won't always be able to monitor the target networks traffic. And that's where zombie scans come in handy. In the figure below, we have the attacker system probing an idle machine, a multi-function printer. By sending a SYN/ACK, it responds with an RST packet containing its newly incremented IP ID.



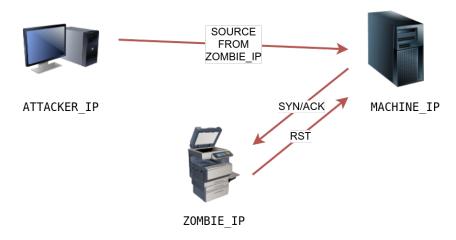
The attacker will send a SYN packet to the TCP port they want to check on the target machine in the next step. However, this packet will use the idle host (zombie) IP address as the source. Three scenarios would arise. In the first scenario, shown in the figure below, the TCP port is closed; therefore, the target machine responds to the idle host with an RST packet. The idle host does not respond; hence its IP ID is not incremented.



Attacker system sends to target machine a SYN packet spoofed as sent by the idle system.

Case: Port is closed

In the second scenario, as shown below, the TCP port is open, so the target machine responds with a SYN/ACK to the idle host (zombie). The idle host responds to this unexpected packet with an RST packet, thus incrementing its IP ID.



Attacker system sends to target machine a SYN packet spoofed as sent by the idle system.

Case: Port is open

In the third scenario, the target machine does not respond at all due to firewall rules. This lack of response will lead to the same result as with the closed port; the idle host won't increase the IP ID.