Firewalls

UBNetDef, Spring 2021

Week 3

Lead Presenter: Anthony Magrene

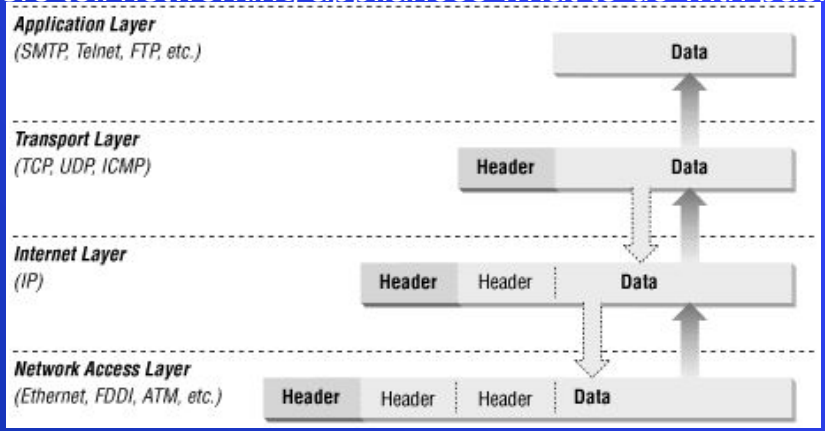
Agenda - Week 3

1. Networking Recap
2. Why Firewalls?
3. Hands-on
4. The Logic of Firewalls
5. Hands-on
6. Homework System Prep

Networking Recap

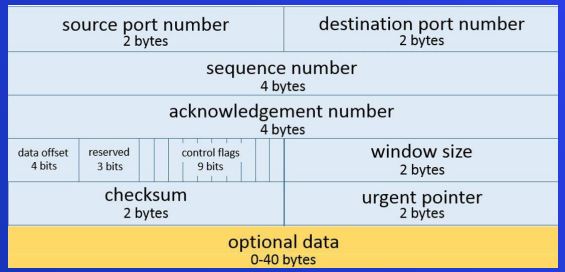
Networking Recap

- Data is transmitted using network packets
- Packets contain headers
  - Headers tell networking appliances what to do with packets



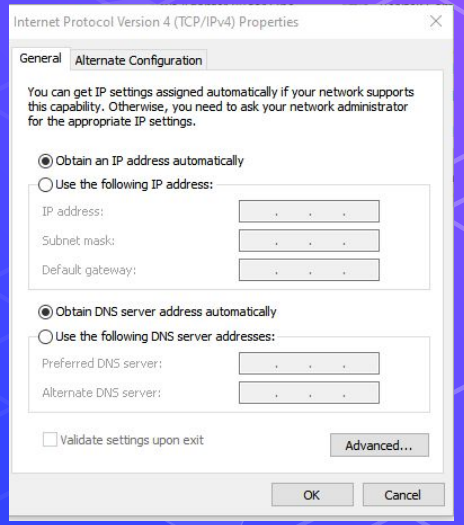
Networking Recap

- TCP has sessions
- UDP does not have sessions



Networking Recap

- IP Addresses contain 4 octets 0-255.0-255.0-255.0-255
  - 0 reserved
  - 255 used to the broadcast address
- Subnet masks let us separate IP addresses
  - We can create Local Area Networks (LAN)

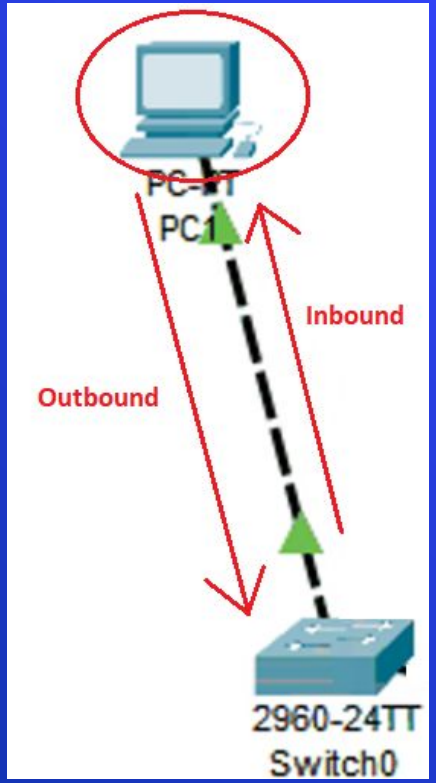


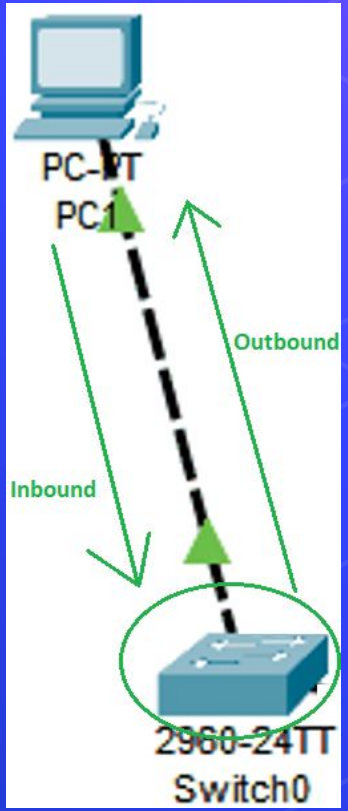

```
PS C:\Users\AnthonyM> resolve-dnsname www.google.com | select Name ,spacer ,IPAddress

Name           spacer IPAddress
----           ------ ---------
www.google.com        2607:f8b0:4006:804::2004
www.google.com        172.217.10.68
```

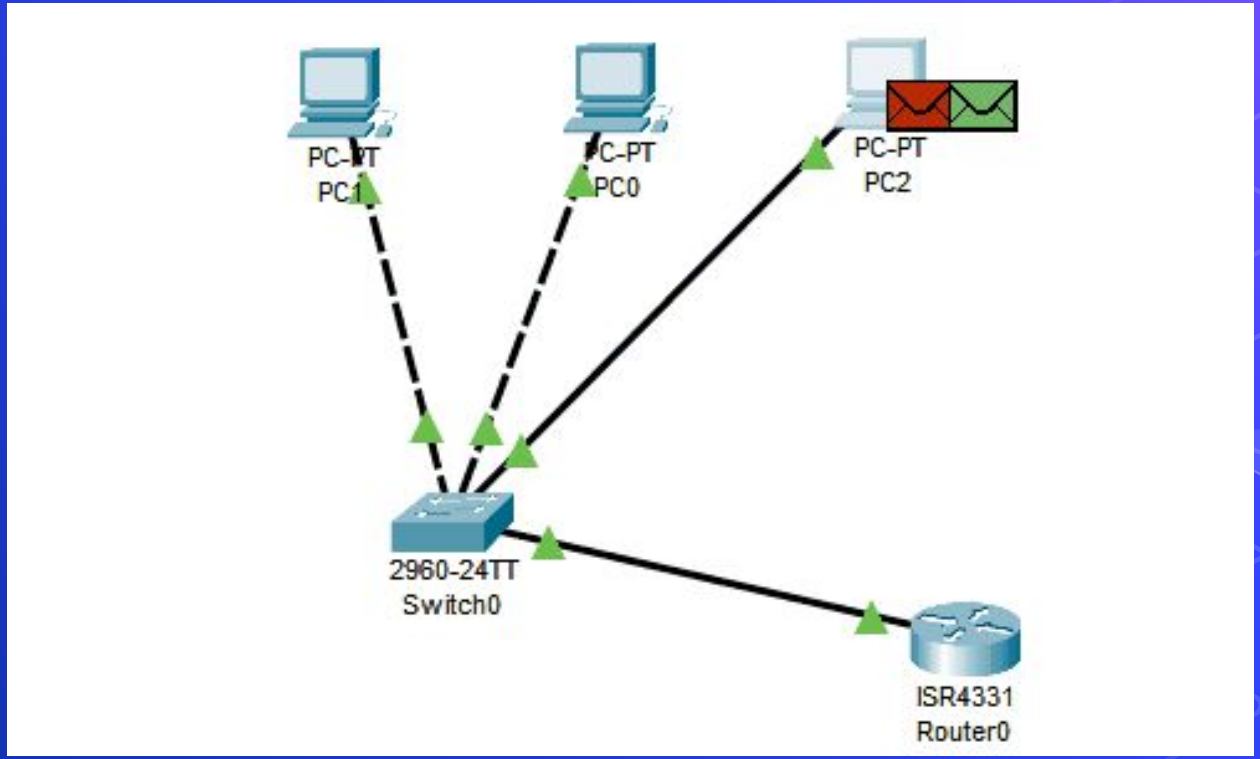
not required

Directional Flow





Data flows freely… for now



Networking Recap
Questions?

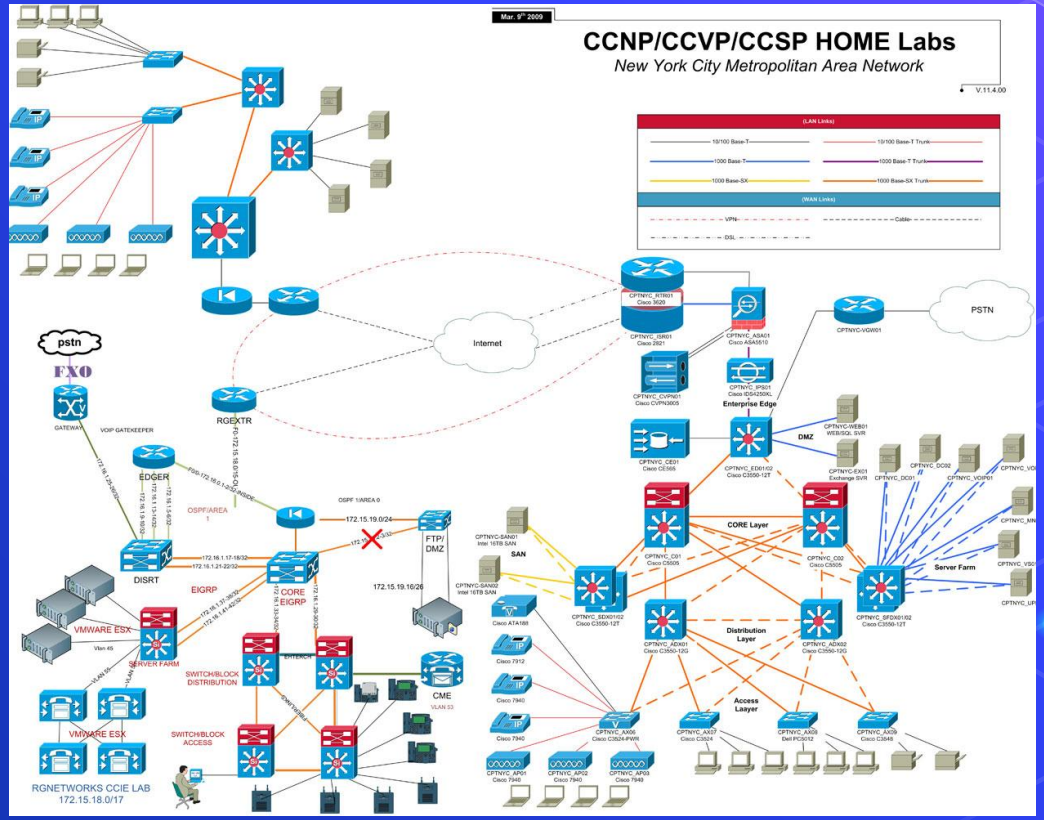
Hands on Migration

Activity – Migrate Linux to LAN

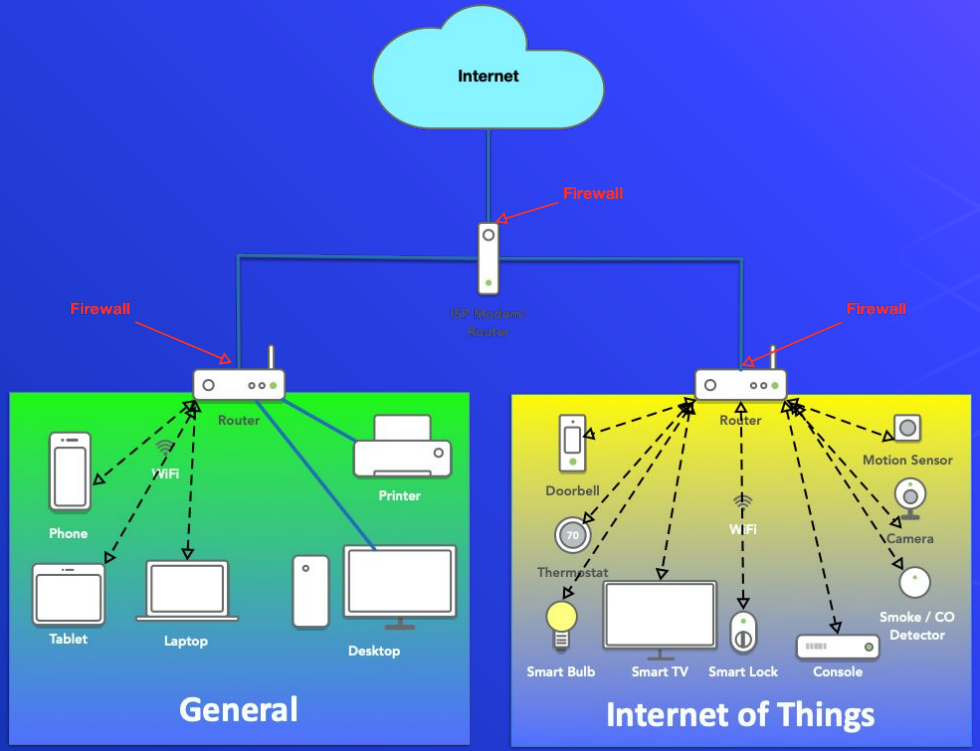
- Migrate your Linux client from your **DMZ** to the **LAN** network

Why Firewalls?

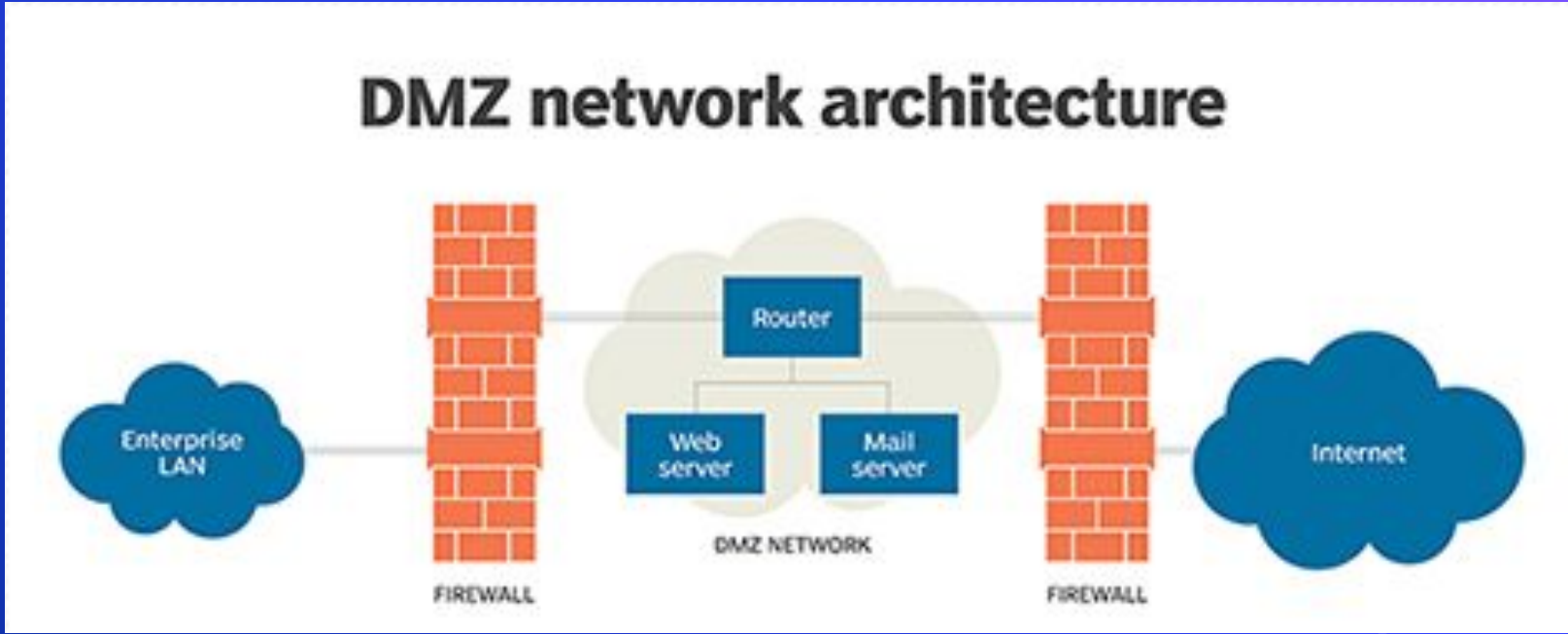
Why Firewalls?



Why Firewalls?



Why Firewalls?



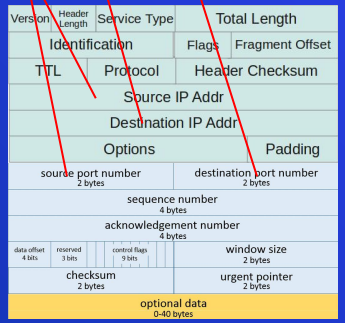
Types of Firewalls

- Packet Filters (GEN 1)
- Stateful Firewalls (GEN 2)
- Next-generation Firewalls (NGFW)
- Host-Based

Packet Filters

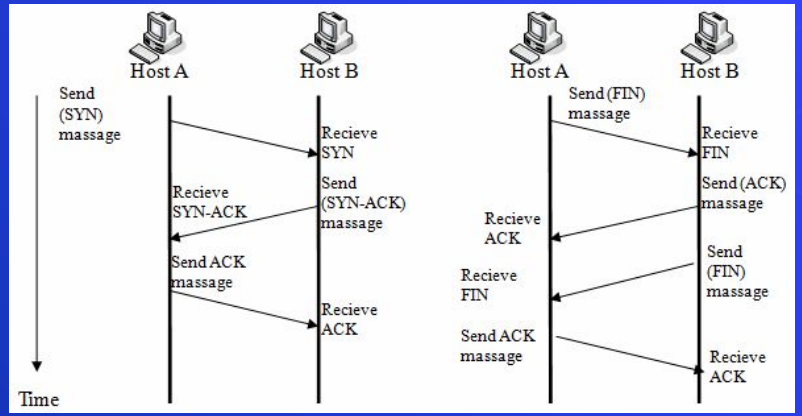
Rules (Drag to Change Order)

	States	Protocol	Source	Port	Destination	Port	Gateway	Queue	Schedule	Description	Actions
✔	1 /2.30 MiB	*	*	*	LAN Address	80	*	*		Anti-Lockout Rule	⚙
☐ ✖	0 /0 B	IPv4 TCP	LAN net	*	*	443 (HTTPS)	*	none		HHTPS Traffic Block	⚓ ✎ ⧉ ⊘ 🗑
☐ ✔	5 /7.08 MiB	IPv4 *	LAN net	*	*	*	*	none		Default allow LAN to any rule	⚓ ✎ ⧉ ⊘ 🗑
☐ ✔	0 /0 B	IPv6 *	LAN net	*	*	*	*	none		Default allow LAN IPv6 to any rule	⚓ ✎ ⧉ ⊘ 🗑

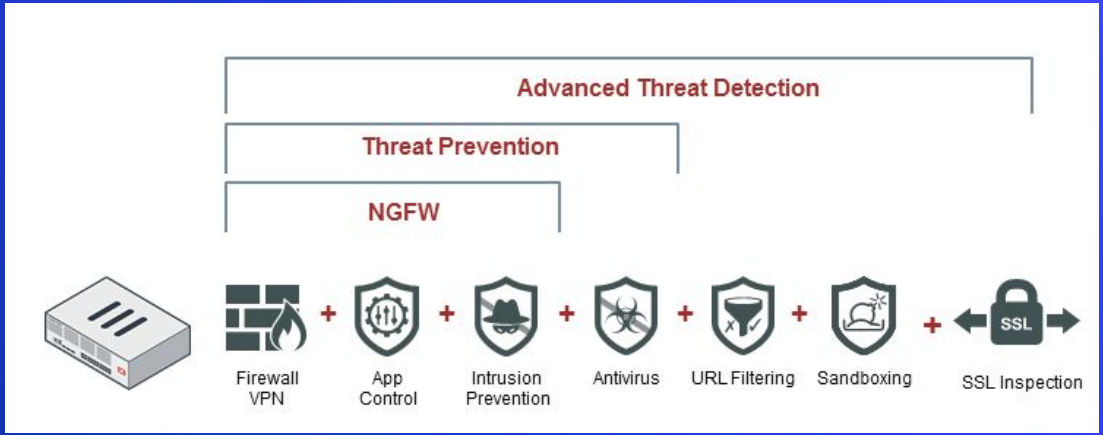


Stateful Firewalls

```
pfTop: Up State 1-100/114033, View: default, Order: bytes
PR       DIR SRC                      DEST                      STATE                    AGE       EXP      PKTS    BYTES
icmp     Out 192.168.253.18:17838     192.168.253.17:17838      0:0                   75:14:36  00:00:10 1060806 29702568
icmp     Out 192.168.253.18:42531     192.168.0.1:42531         0:0                   75:14:33  00:00:10 1060796 29702288
tcp      In  192.168.15.137:45602     192.168.253.18:80         ESTABLISHED:ESTABLISHED 00:01:51  23:59:55     983  1102747
tcp      In  192.168.15.137:45604     192.168.253.18:80         ESTABLISHED:ESTABLISHED 00:01:45  24:00:00     989   959986
tcp      In  10.3.1.70:61246          52.177.166.224:443        ESTABLISHED:ESTABLISHED 14:30:20  23:59:49    2654   352606
tcp      Out 192.168.253.18:52428     52.177.166.224:443        ESTABLISHED:ESTABLISHED 14:30:20  23:59:49    2654   352606
```



Next Generation Firewalls



NetDef

pfsense

SOPHOS

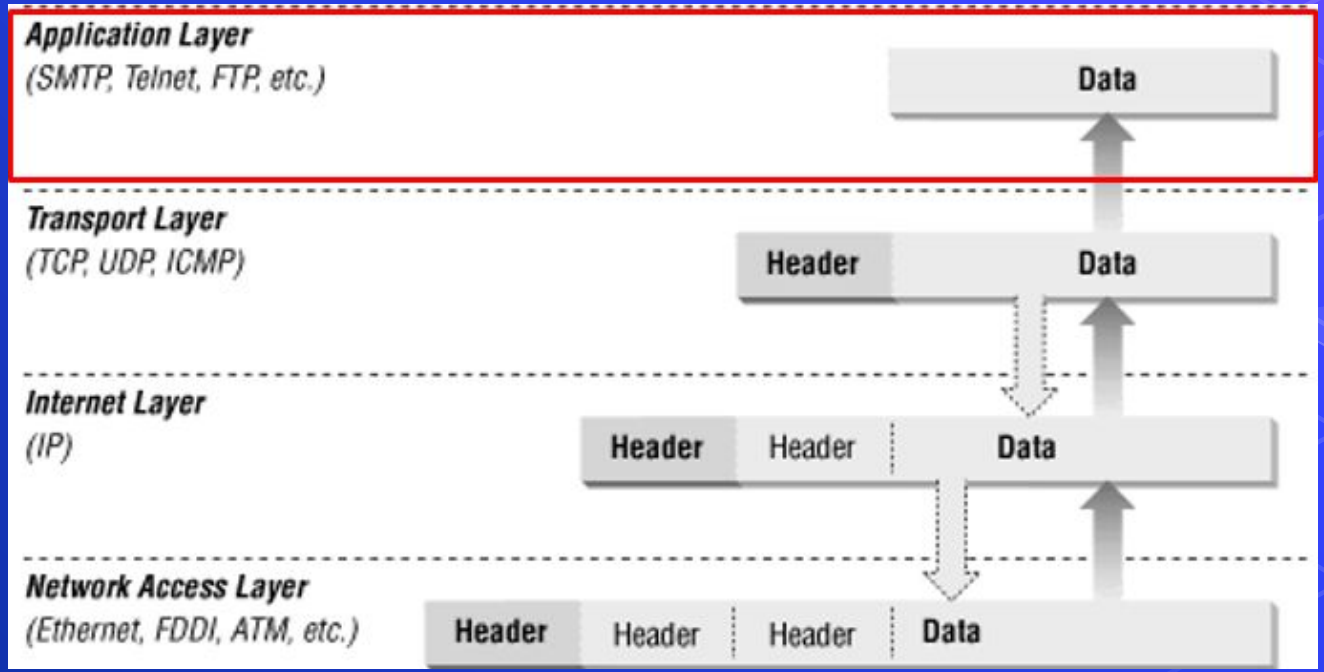
FORTINET

SONICWALL

paloalto NETWORKS

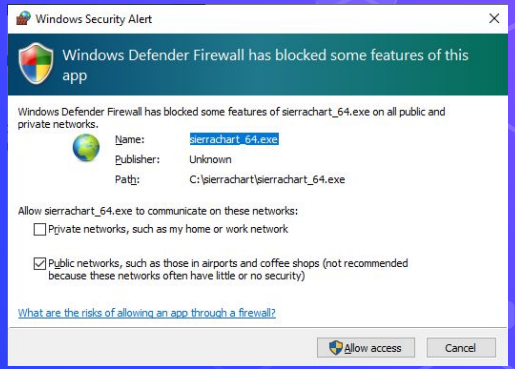
Next Generation Firewalls cont.

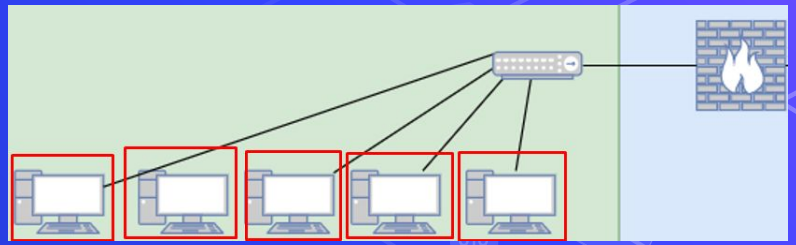
- Generally speaking most bad behavior happens in the application layer



Host based Firewalls

```
root@nixcraft:~#
root@nixcraft:~# iptables -A INPUT -s 202.54.1.1 -j DROP -m comment --comment "DROP spam IP address"
root@nixcraft:~#
root@nixcraft:~# iptables -L INPUT -n
Chain INPUT (policy ACCEPT)
target     prot opt source               destination
ACCEPT     tcp  --  0.0.0.0/0            0.0.0.0/0           tcp dpt:53 /* generated for LXD network lxdbr0 */
ACCEPT     udp  --  0.0.0.0/0            0.0.0.0/0           udp dpt:53 /* generated for LXD network lxdbr0 */
ACCEPT     udp  --  0.0.0.0/0            0.0.0.0/0           udp dpt:67 /* generated for LXD network lxdbr0 */
ACCEPT     udp  --  0.0.0.0/0            0.0.0.0/0           udp dpt:53
ACCEPT     tcp  --  0.0.0.0/0            0.0.0.0/0           tcp dpt:53
ACCEPT     udp  --  0.0.0.0/0            0.0.0.0/0           udp dpt:67
ACCEPT     tcp  --  0.0.0.0/0            0.0.0.0/0           tcp dpt:67
DROP       all  --  202.54.1.1           0.0.0.0/0           /* DROP spam IP address */
root@nixcraft:~#
root@nixcraft:~#
root@nixcraft:~# iptables -A INPUT -p tcp --dport 80 -m comment --comment "block HTTPD access" -j DROP
root@nixcraft:~# iptables -A INPUT -p tcp --dport 443 -m comment --comment "block HTTPDS access" -j DROP
root@nixcraft:~#
root@nixcraft:~# iptables -L INPUT -n
Chain INPUT (policy ACCEPT)
target     prot opt source               destination
ACCEPT     tcp  --  0.0.0.0/0            0.0.0.0/0           tcp dpt:53 /* generated for LXD network lxdbr0 */
ACCEPT     udp  --  0.0.0.0/0            0.0.0.0/0           udp dpt:53 /* generated for LXD network lxdbr0 */
ACCEPT     udp  --  0.0.0.0/0            0.0.0.0/0           udp dpt:67 /* generated for LXD network lxdbr0 */
ACCEPT     udp  --  0.0.0.0/0            0.0.0.0/0           udp dpt:53
ACCEPT     tcp  --  0.0.0.0/0            0.0.0.0/0           tcp dpt:53
ACCEPT     udp  --  0.0.0.0/0            0.0.0.0/0           udp dpt:67
ACCEPT     tcp  --  0.0.0.0/0            0.0.0.0/0           tcp dpt:67
DROP       all  --  202.54.1.1           0.0.0.0/0           /* DROP spam IP address */
DROP       tcp  --  0.0.0.0/0            0.0.0.0/0           tcp dpt:80 /* block HTTPD access */
DROP       tcp  --  0.0.0.0/0            0.0.0.0/0           tcp dpt:443 /* block HTTPDS access */
```





Host Based Firewalls Hands-On

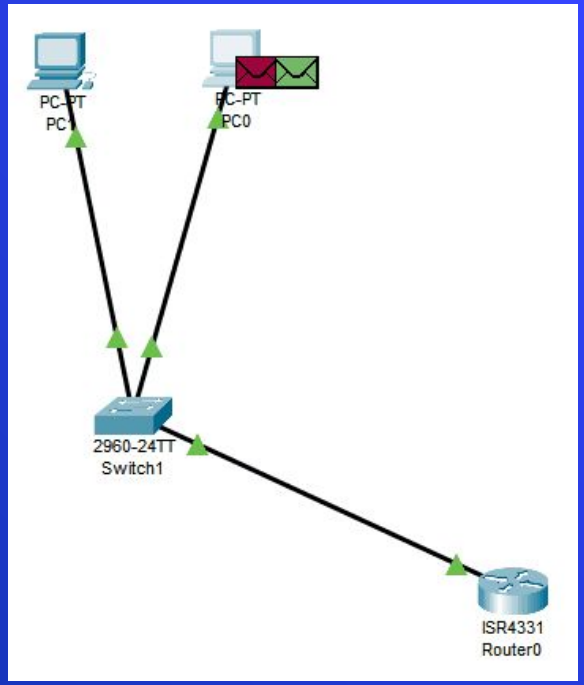
Activity – Host Based Firewalls

- Block all Ping requests using your Linux host based firewall.
  - Test by having someone in your breakout room try to ping your device before and after
- Allow all ping requests using your Windows host based firewall.
  - Test by having someone in your breakout room try to ping your device before and after.

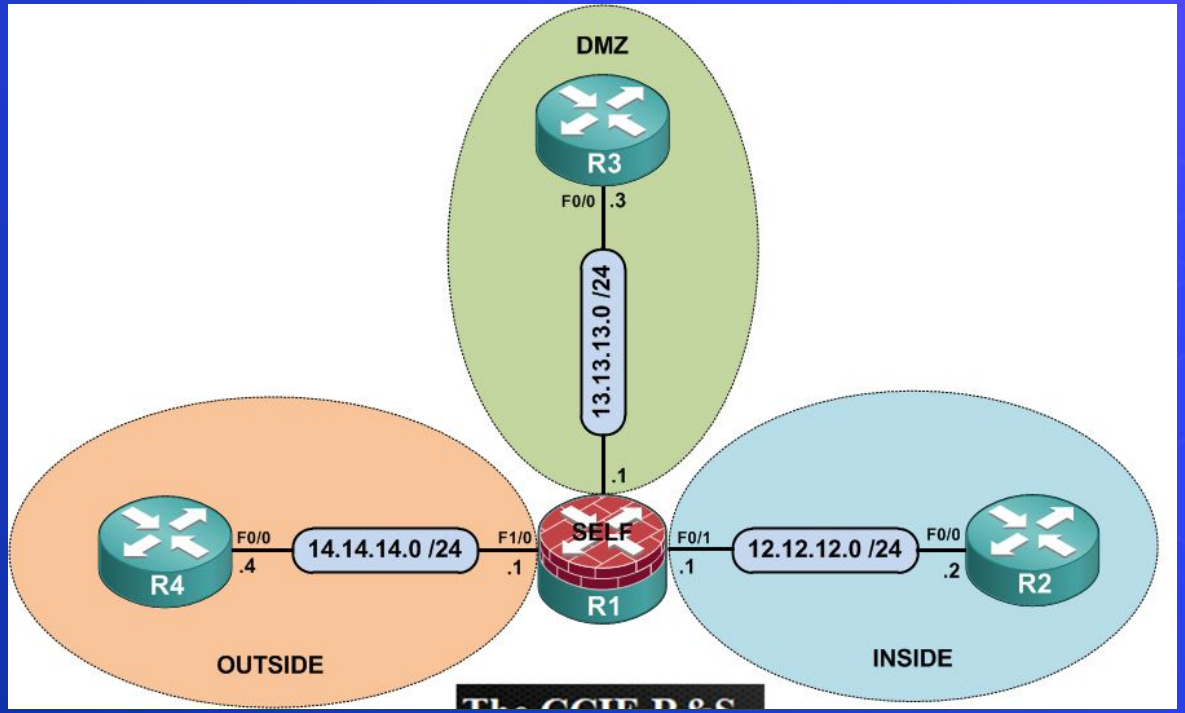
The Logic of Firewalls

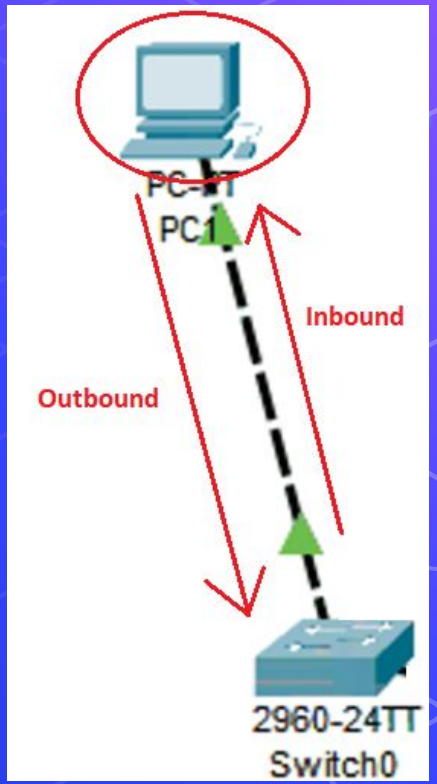
Data flow

- Data flows are regulated with firewalls



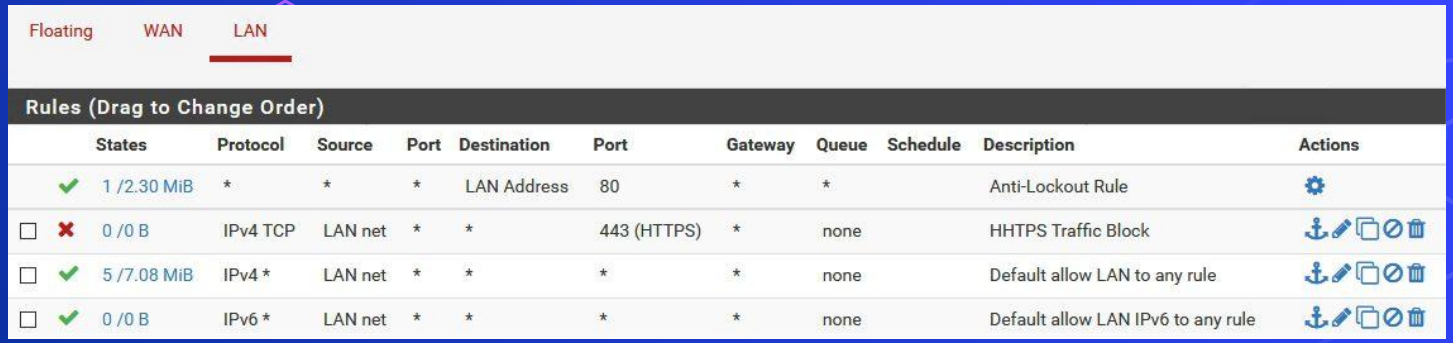
Zones


DMZ
R3
F0/0
.3
13.13.13.0 /24
.1
R4
F0/0
.4
14.14.14.0 /24
F1/0
.1
SELF
R1
F0/1
.1
12.12.12.0 /24
F0/0
.2
R2
OUTSIDE
INSIDE


PC1
Inbound
Outbound
2960-24TT
Switch0

Rule Hierarchy

- Each packet is checked against rules.
- In this case packets are sent down the list.
  - Packets can be:
    - Rejected



Default Deny ALL

- What if a packet doesn't match any of our rules?

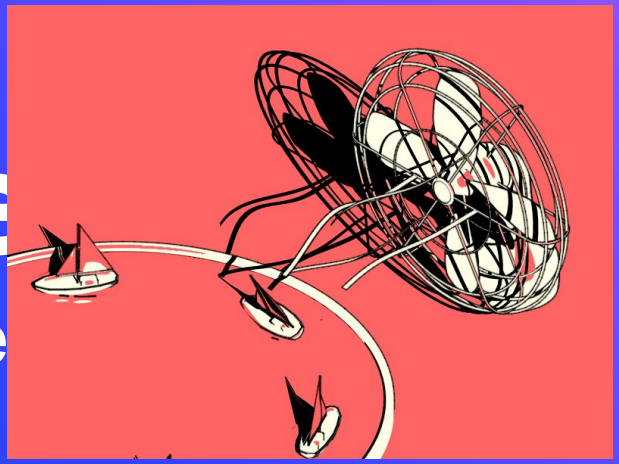
	States	Protocol	Source	Port	Destination	Port	Gateway	Queue
✖	0 /2 KiB	IPv4+6 *	*	*	*	*	*	none

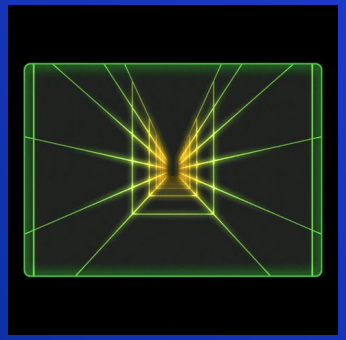
Logic of Firewalls Questions?

NetDef

Break slide

Please return on time





Hands On

Activity – PFSense Firewall

- Prevent all ping requests from inside your LAN to anywhere on the WAN
  - Test by attempting to ping 8.8.8.8
- If this is too easy
  - Make it so you can ping Gretzky (192.168.254.254) but not 8.8.8.8

Activity – Compromised Domain Controller

- Prevent me from being able to access your system.
  - Credentials:
    - Username: Administrator
    - Password: Change.me!
  - Hint[0]: get-nettcpconnection
  - Hint[1]: What are remote control protocols that Windows uses?

Homework Prep

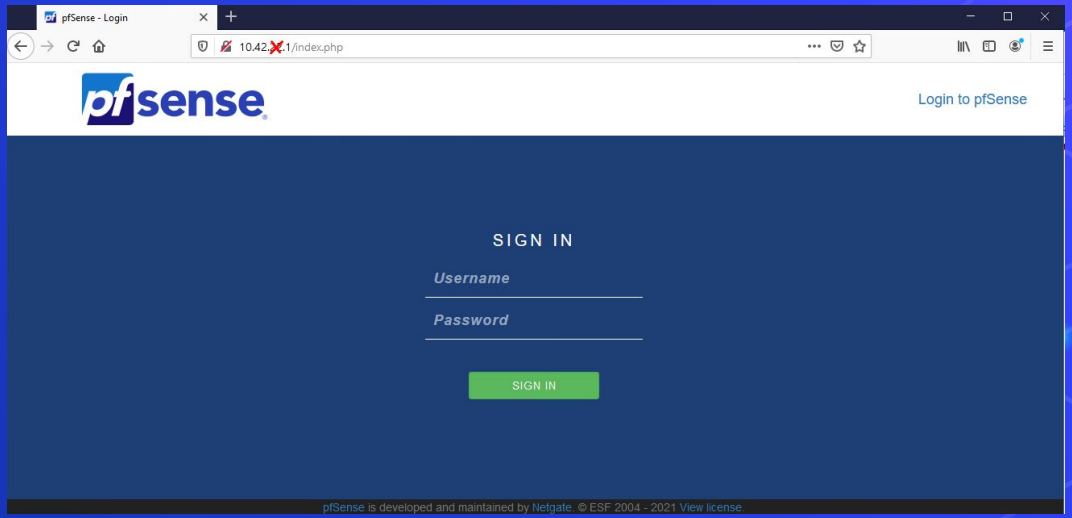
System Prep

- Prep 1: Install SSH on your Linux client
  - Package name: openssh-server
- Prep 2: Run script from GitHub on Windows Client (PrepareWindowsSystem.ps1)
  - https://github.com/ubnetdef/WindowsScriptsForLecture

Homework Starter

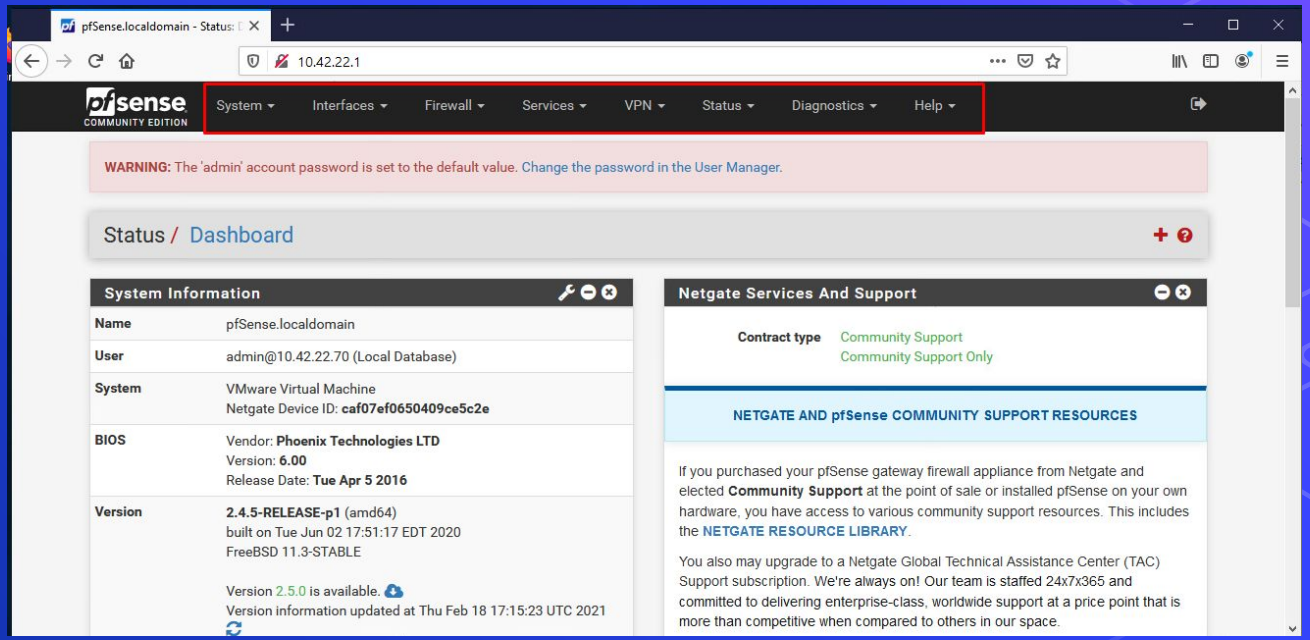
Homework Starter

- Credentials
  - Username: admin
  - Password: pfsense



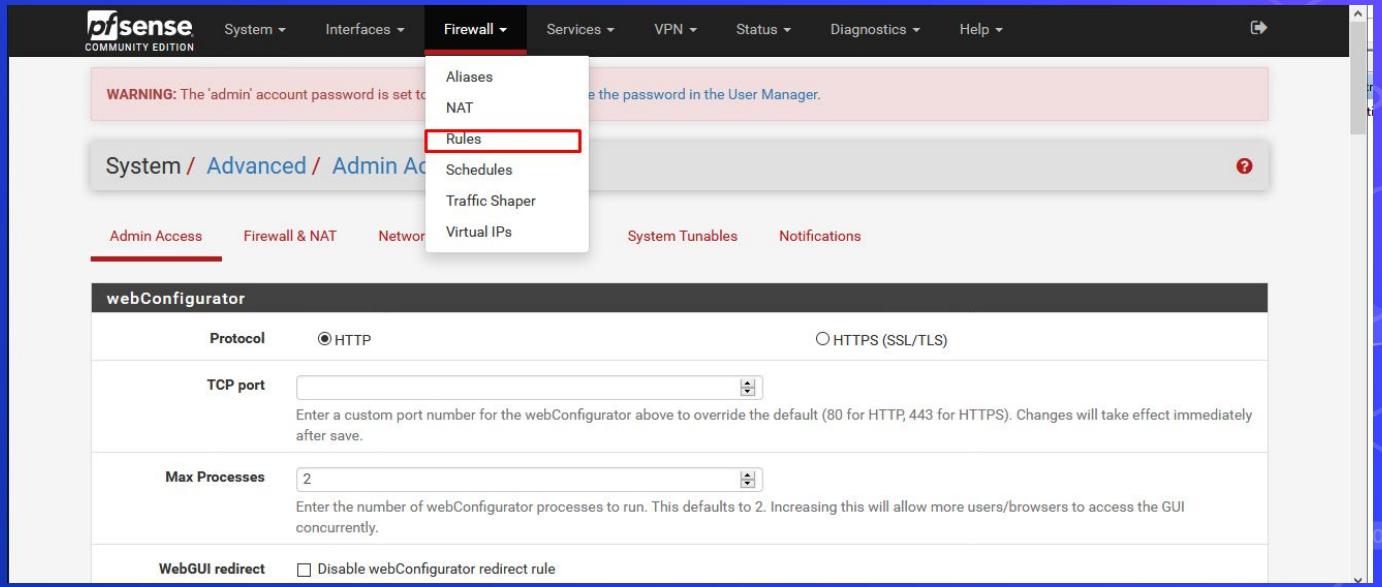
Homework Starter

- Navigation through PFSense UI can generally be done using the top bar



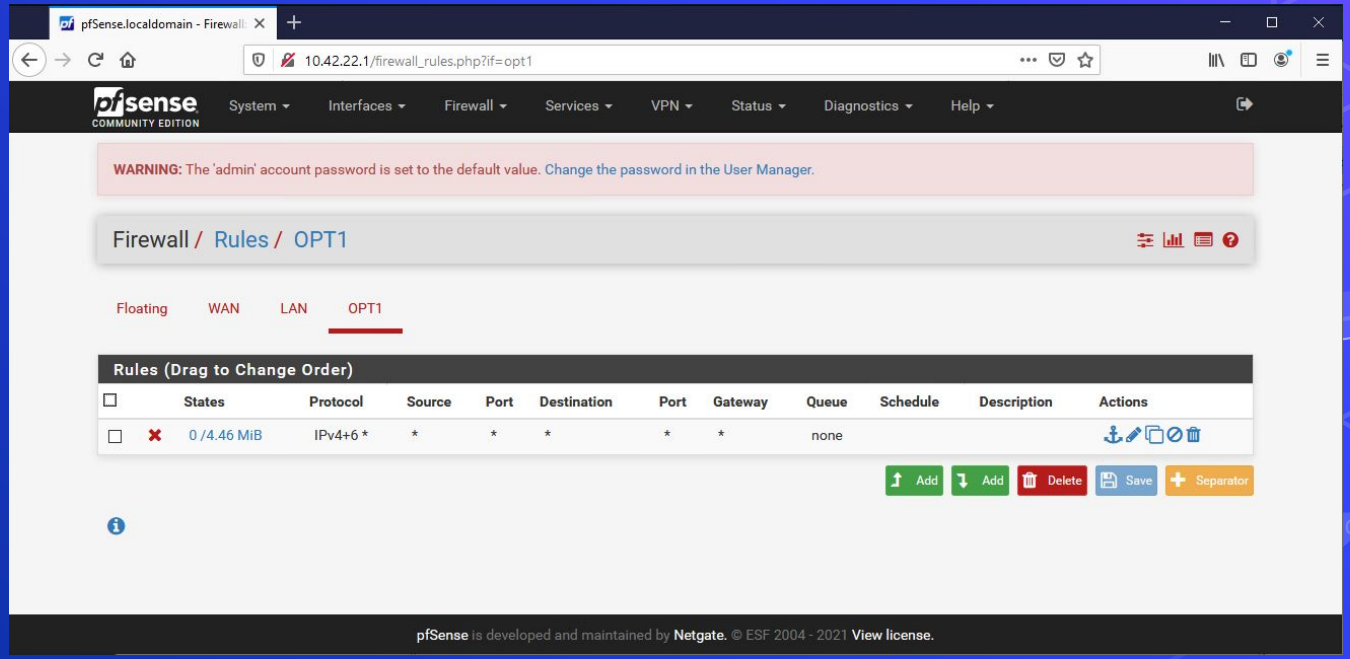
Homework Starter

- Rules menu is under Firewall > Rules



Homework Starter

- Rules are grouped by the interface that handles the packets



Homework Starter

Hint:

If after you apply a firewall rule you can no longer connect to your pfsense router through the Web Interface it is likely you have a firewall rule that is blocking you. Use pfctl –d to disable the firewall and make sure to fix the offending rule before applying and additional rules.