

## NMAP Detection and Countermeasures

Who is still enjoying the freedom? :)

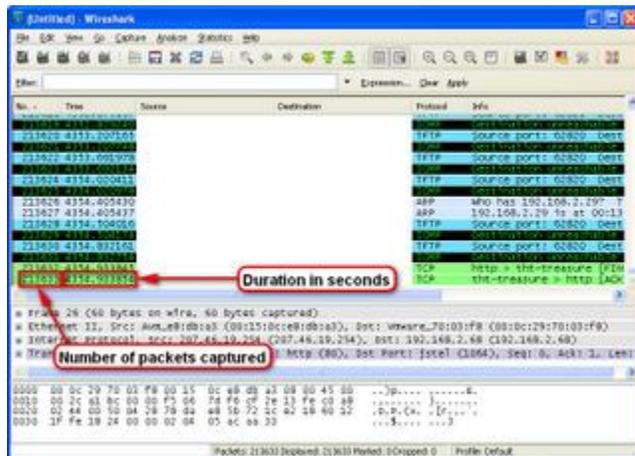
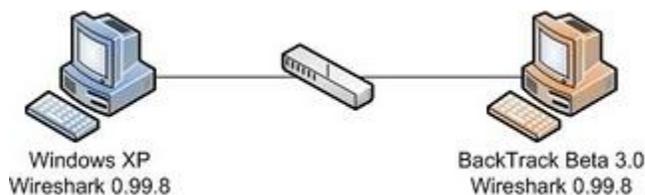
Good, it seems like my lessons didn't work yet :)

Just kidding. I want you always to be safe, you heard that?

We dived into the scanning phase by learning [nmap scans](#) techniques, and today we'll see how these scans can be detected using the filters on Wireshark and what the countermeasures are.

For this article I created a lab with 2 PCs; 1 XP machines and 1 BackTrack beta 3.0

I also ran the wireshark for 1 hour and 10 minutes of capturing traffic, this traffic included Web browsing and NMAP Scans.



As you can see, Wireshark captured 213633 Packets in 4354 seconds. But on a real functional network these numbers are very humble; the real numbers will be scary. You have to try it yourself.

So imagine with me that you put Wireshark on your network which consists of 50 PCs all connected to the Internet, all of them are online all of the time, and your network has been scanned by a bad guy, how can you check that using Wireshark (assuming you don't have an Intrusion Detection installed and assuming you don't know what type of scan the bad guy used)?

Before we start, there are just 2 things I want to clarify:

1- Each protocol has a number assigned to it, these numbers are assigned by an organization called [IANA \(Internet Assigned Numbers Authority\)](#), IANA is responsible for the global coordination of the DNS Root, IP addressing, and other Internet protocol resources.

For example TCP is assigned the decimal number 6; UDP is assigned the decimal number 17, while IP is assigned the decimal number 4, and so on. For the whole list of the Assigned Internet Protocol Number, please visit the IANA website <http://www.iana.org/assignments/protocol-numbers>

2- Remember, in the [Whois article](#) we talked about the TCP flags, and that there are 8 flags; FIN, SYN, RST, PSH, ACK, URG, ECE, CWR

These flags have decimal numbers as well assigned to them:

FIN = 1  
SYN = 2  
RST = 4  
PSH = 8  
ACK = 16  
URG = 32  
ECE = 64  
CWR = 128

So for example, if we want the SYN/ACK flag decimal value, we add 2 (which is the decimal value of the SYN flag) to 16 (which is the decimal value of the ACK flag), so the result would be 18.

What about the XMAS scan? From the article "[Scanning using Nmap - Part 1](#)" we learned that the XMAS scan sets the FIN, PSH and URG flags, so if we add  $1 + 8 + 32$ , then the decimal values of the flags is 41.

Don't worry about these numbers; we will understand them as soon as we start analyzing the traffic.

## TCP Connect Scan (Plain Vanilla)

"TCP Connect Scan" or "Plain Vanilla" attempts to complete the whole 3-Way handshake with each target host.

The attacker sends a SYN to the target, if the target's port is open and it responded with a SYN/ACK, and then the attacker will send the last ACK and tear down the connection using the RST.

## Threshold:

The TCP 3-Way handshake is very normal to see a lot on your network's traffic, but if this kind of traffic is explosive and the number of them is extremely high per second on the network, then you have to investigate it

and check the IP responsible for these scans.

You are the only one who can specify this threshold, because you are the only one who knows your network's traffic.

Keep Wireshark running for a whole working day, this will give you an average idea about the traffic on your network, and I said average because one day the network users might be busy working :) so the traffic gets less, or the opposite.

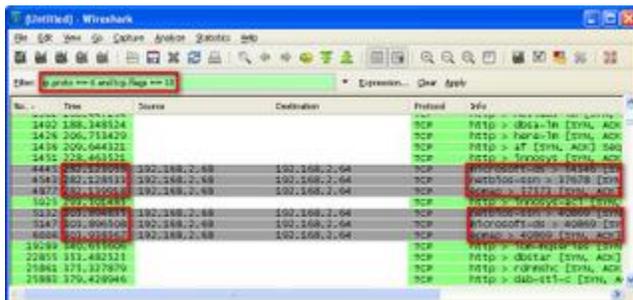
## Filter:

The filter we are going to apply to check if a TCP Connect Scan occurred on our network is:

```
ip.proto == 6 and tcp.flags == 18
```

We chose 6 for the ip.proto because this is the Assigned Internet Protocol Number for the TCP protocol, and we chose 18 for the tcp.flags because 18 represents the decimal value of the SYN/ACK flag

## TCP Connect Scan on Wireshark:



Because my lab is small compared to a real network, the filter is not so obvious, but as you can that the target (192.168.2.64) sends responses back within (1 second) to the attacker (192.168.2.68) telling him what ports are open.

## TCP SYN Scan (Half Open)

TCP SYN scan is a little bit stealthier than the previous scan, because it uses a different technique. The attacker sends a SYN to the targets, if the target's port is open and it responded with a SYN/ACK, then the attacker will immediately tear down the connection using the RST.

## Threshold:

As we know, SYN Scan starts as the 3-Way handshake, but instead of completing the handshake, it terminates the connection with a RST flag. So

this kind of traffic might appear to be normal, but you have to notice the number of the Half Open connections, if the SYN packets are greater than the SYN/ACK packets, then there is something wrong.

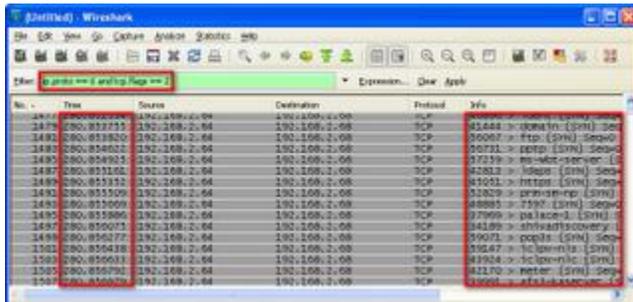
## Filter:

The filter we are going to apply to check if a TCP SYN Scan occurred on our network is:

```
ip.proto == 6 and tcp.flags == 2
```

We chose 6 for the ip.proto because this is the Assigned Internet Protocol Number for the TCP protocol, and we chose 2 for the tcp.flags because 2 represents the decimal value of the SYN flag.

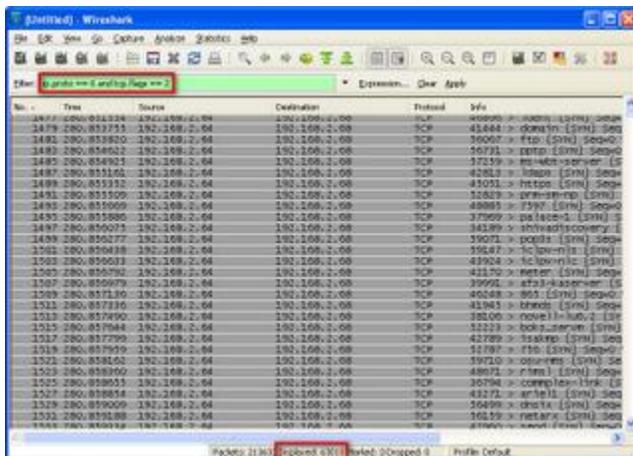
## TCP SYN Scan on Wireshark:



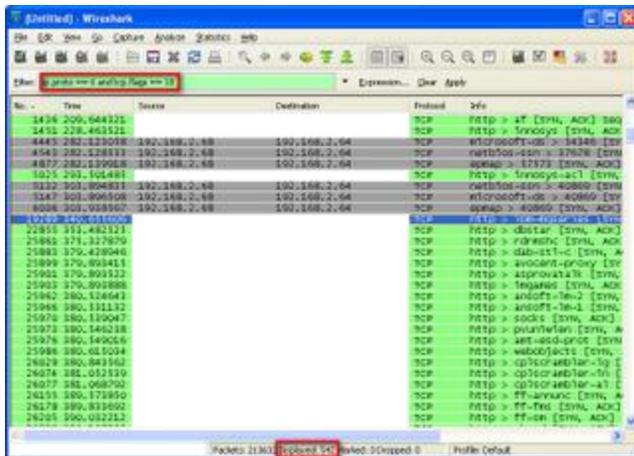
No.	Time	Source	Destination	Protocol	Info
1487	0.000000	192.168.2.64	192.168.2.68	TCP	45444 → domain [SYN] Seq=
1488	0.000000	192.168.2.64	192.168.2.68	TCP	36007 → ftp [SYN] Seq=0
1489	0.000000	192.168.2.64	192.168.2.68	TCP	50711 → smtp [SYN] Seq=0
1490	0.000000	192.168.2.64	192.168.2.68	TCP	37339 → ms-mcs-server [S
1491	0.000000	192.168.2.64	192.168.2.68	TCP	42813 → ldap [SYN] Seq=0
1492	0.000000	192.168.2.64	192.168.2.68	TCP	45051 → https [SYN] Seq=0
1493	0.000000	192.168.2.64	192.168.2.68	TCP	51829 → psm-srvp [SYN] S
1494	0.000000	192.168.2.64	192.168.2.68	TCP	48885 → 7397 [SYN] Seq=0
1495	0.000000	192.168.2.64	192.168.2.68	TCP	37909 → palace-1 [SYN] S
1496	0.000000	192.168.2.64	192.168.2.68	TCP	34189 → shivadiscovery [S
1497	0.000000	192.168.2.64	192.168.2.68	TCP	39071 → pop3s [SYN] Seq=0
1501	0.000000	192.168.2.64	192.168.2.68	TCP	35447 → tc-be-n1a [SYN] S
1503	0.000000	192.168.2.64	192.168.2.68	TCP	45944 → c3bwwrk [SYN] S
1505	0.000000	192.168.2.64	192.168.2.68	TCP	42170 → meter [SYN] Seq=0
1507	0.000000	192.168.2.64	192.168.2.68	TCP	39991 → star-kaserver [S

The attacker here is 192.168.2.64, and he is sending the target 192.168.2.68 a lot of SYN packets in a very small time zone, this for sure indicates a SYN Scan.

Let's compare the number of SYN flagged packets to the SYN/ACK flagged ones.



No.	Time	Source	Destination	Protocol	Info
1487	0.000000	192.168.2.64	192.168.2.68	TCP	45444 → domain [SYN] Seq=
1488	0.000000	192.168.2.64	192.168.2.68	TCP	36007 → ftp [SYN] Seq=0
1489	0.000000	192.168.2.64	192.168.2.68	TCP	50711 → smtp [SYN] Seq=0
1490	0.000000	192.168.2.64	192.168.2.68	TCP	37339 → ms-mcs-server [S
1491	0.000000	192.168.2.64	192.168.2.68	TCP	42813 → ldap [SYN] Seq=0
1492	0.000000	192.168.2.64	192.168.2.68	TCP	45051 → https [SYN] Seq=0
1493	0.000000	192.168.2.64	192.168.2.68	TCP	51829 → psm-srvp [SYN] S
1494	0.000000	192.168.2.64	192.168.2.68	TCP	48885 → 7397 [SYN] Seq=0
1495	0.000000	192.168.2.64	192.168.2.68	TCP	37909 → palace-1 [SYN] S
1496	0.000000	192.168.2.64	192.168.2.68	TCP	34189 → shivadiscovery [S
1497	0.000000	192.168.2.64	192.168.2.68	TCP	39071 → pop3s [SYN] Seq=0
1501	0.000000	192.168.2.64	192.168.2.68	TCP	35447 → tc-be-n1a [SYN] S
1503	0.000000	192.168.2.64	192.168.2.68	TCP	45944 → c3bwwrk [SYN] S
1505	0.000000	192.168.2.64	192.168.2.68	TCP	42170 → meter [SYN] Seq=0
1507	0.000000	192.168.2.64	192.168.2.68	TCP	39991 → star-kaserver [S
1509	0.000000	192.168.2.64	192.168.2.68	TCP	46548 → 865 [SYN] Seq=0
1511	0.000000	192.168.2.64	192.168.2.68	TCP	45345 → h2oac [SYN] Seq=0
1513	0.000000	192.168.2.64	192.168.2.68	TCP	38100 → novel1-kub-1 [S
1515	0.000000	192.168.2.64	192.168.2.68	TCP	51223 → boltzmann [SYN] S
1517	0.000000	192.168.2.64	192.168.2.68	TCP	42789 → ssserv [SYN] Seq=0
1519	0.000000	192.168.2.64	192.168.2.68	TCP	51787 → ffb [SYN] Seq=0
1521	0.000000	192.168.2.64	192.168.2.68	TCP	39710 → ocrvms [SYN] Seq=0
1523	0.000000	192.168.2.64	192.168.2.68	TCP	48012 → r1ms [SYN] Seq=0
1525	0.000000	192.168.2.64	192.168.2.68	TCP	30794 → complex-lrk [S
1527	0.000000	192.168.2.64	192.168.2.68	TCP	43271 → arbel [SYN] Seq=0
1529	0.000000	192.168.2.64	192.168.2.68	TCP	36489 → vnetx [SYN] Seq=0
1531	0.000000	192.168.2.64	192.168.2.68	TCP	46119 → meter [SYN] Seq=0
1533	0.000000	192.168.2.64	192.168.2.68	TCP	47000 → www [SYN] Seq=0



Wow, did you see that? When I applied the SYN flag filter, Wireshark displayed 63018 packets. While when I applied the SYN/ACK flag filter, Wireshark displayed 542 packets. There is a huge difference between both numbers, this difference indicates the huge amount of Half Open connections.

## TCP FIN Scan

The FIN Scan breaks the rule of TCP connection establishment because it sends an unexpected packet at the start of the connection, which is the FIN flag.

### Threshold:

FIN flags are part of any communication between 2 hosts, because this communication has to be ended at a moment, but if you see an explosive number of FIN flagged packets without a previous established connection, then take care of that.

### Filter:

The filter we are going to apply to check if a TCP FIN Scan occurred on our network is:

```
ip.proto == 6 and tcp.flags == 1
```

We chose 6 for the ip.proto because this is the Assigned Internet Protocol Number for the TCP protocol, and we chose 1 for the tcp.flags because 1 represents the decimal value of the SYN flag.

## TCP FIN Scan on Wireshark:





shame on you?" :)

What will you think? You will say "This man knows me for sure, but probably I don't remember him", and then you will start answering me "Oh, I'm fine, and sorry for not sending you mails but I was very busy the last few weeks. I got a baby and..." and you will start talking friendly.

TCP ACK Scan almost works the same, it sends an ACK to the target's ports, the target will think "it seems like I started a connection with this computer before, let's answer him"

## Threshold:

As we know, ACK is the last packet in the 3-Way handshake, thus seeing ACK packet on the network is normal, but if you see an extreme high number of them, then an ACK scan is occurring.

## Filter:

The filter we are going to apply to check if a TCP SYN Scan occurred on our network is:

```
ip.proto == 6 and tcp.flags == 16
```

We chose 6 for the ip.proto because this is the Assigned Internet Protocol Number for the TCP protocol, and we chose 16 for the tcp.flags because 16 represents the decimal value of the ACK flag.

## TCP ACK Scan on Wireshark:

No.	Time	Source	Destination	Protocol	Info
19303	0.275689	192.168.2.64	192.168.2.68	TCP	7060-explorer > http [ACK]
19302	0.275873	192.168.2.64	192.168.2.68	TCP	[TCP segment of a reset]
19304	0.276079	192.168.2.64	192.168.2.68	TCP	7060-explorer > http [ACK]
19309	0.281190	192.168.2.64	192.168.2.68	TCP	54311 > telnet [ACK] Seq=1
19321	0.281437	192.168.2.64	192.168.2.68	TCP	54311 > pftd [ACK] Seq=1
19313	0.281602	192.168.2.64	192.168.2.68	TCP	54311 > http [ACK] Seq=1
19315	0.281749	192.168.2.64	192.168.2.68	TCP	54311 > http [ACK] Seq=1
19317	0.281890	192.168.2.64	192.168.2.68	TCP	54311 > smtp [ACK] Seq=1
19319	0.282032	192.168.2.64	192.168.2.68	TCP	54311 > smtp [ACK] Seq=1
19321	0.282180	192.168.2.64	192.168.2.68	TCP	54311 > telnet [ACK] Seq=1
19323	0.282332	192.168.2.64	192.168.2.68	TCP	54311 > ms-sql-server [A
19325	0.282477	192.168.2.64	192.168.2.68	TCP	54311 > rdp [ACK] Seq=1
19327	0.282628	192.168.2.64	192.168.2.68	TCP	54311 > rftp [ACK] Seq=1
19329	0.282873	192.168.2.64	192.168.2.68	TCP	54311 > ssh [ACK] Seq=1
19331	0.283021	192.168.2.64	192.168.2.68	TCP	54311 > ftp [ACK] Seq=1

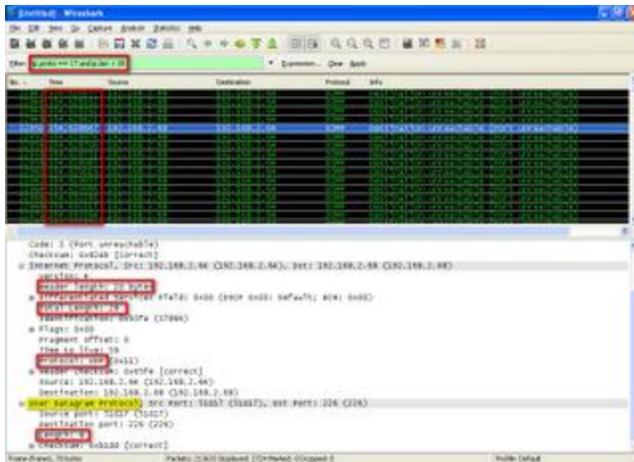
The attacker here is 192.168.2.64, and he is sending the target 192.168.2.68 a lot of ACK packets in a very small time zone, this for sure indicates an ACK Scan.

## UDP Scan

Because UDP is simpler than TCP; no 3-Way handshaking, no Flags, no Sequence numbers, so the UDP scan is very simplified.

The attacker sends a UDP packet to each port on the Target. There might be





The attacker here is 192.168.2.64, and he is sending the target 192.168.2.68 a lot of UDP packets in a very small time zone, this for sure indicates an UDP Scan.

And the target 192.168.2.68 kept responding with an ICMP message "Destination Unreachable – Port Unreachable" which indicates a closed port.

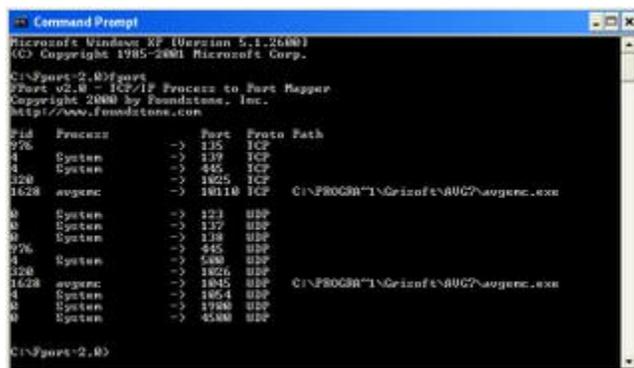
After we learned how to detect a Scan, we have to know how can we defend or avoid these kind of attacks.

## Port Scanning Countermeasures:

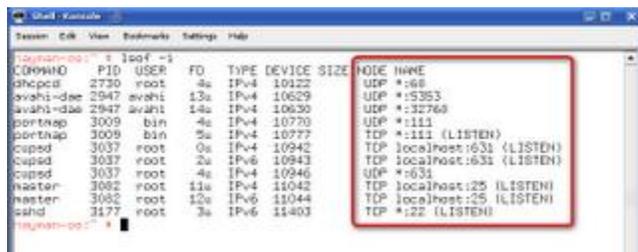
1- The first and most obvious countermeasure is to close all of the unwanted ports, most of the administrators (whether Sysadmins or Netadmins) install by default, this type of installation is popular because it's the easiest, why should I bother myself by trying to find the open ports? How to close these ports? What if closing a port causes me problems with the big boss because something suddenly stopped? And a lot of these excuses.

First, we have to detect the open ports, and to do that:

For Windows users, I like to use [Fport](#) (ex Foundstone, McAfee recently) and [TCPview](#) (ex Sysinternals, Microsoft recently)



For Linux users, I like the command line *lsof* "List Open Files"

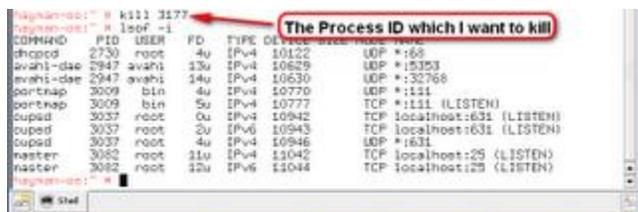


After finding the unwanted ports, now it's time to close the process which is using this port (if the process or service not needed).

On Windows, you can use [Pskill](#) (ex Sysinternals, Microsoft recently), the command line *kill* or *taskkill*, or use "Services" management console from the "Administrative Tools" in the "Control Panel"

On Linux, you can use the *kill* command line with the specified PID (Process ID), this command line is exactly like the Windows *taskkill* command, used to kill the chosen process till the next restart.

If you want to close the process permanently, then use the "Services" management console on Windows or edit the `/etc/xinetd.d/[service]` on Linux and include this line *disable = yes*



2- The second way that will help you defend yourself is to attack yourself before the hacker does. What I mean here is to try using the scanning tools yourself against your network, this way you will be able to see in reality how your network is reacting towards attacks.

BUT, 2 things you have to notice before doing that:

The first is to make sure that you have an approval for doing that, your boss might not be as kind as my boss :)

The second thing to notice, is that scanning tools are creating extra traffic on your network, because they are sending and receiving packets, this will eat from your traffic bandwidth, thus slowing down your network performance. So for that, just monitor your network performance while you are scanning.

### 3- Use Stateful Packet filter and Proxy devices

Normally, there are 3 types of filtering devices: Static Packet filter, Stateful Packet filter, and Proxy.

The Static Packet firewalls (such as Cisco Routers) are used to block simple traffic depending on simple filters, such as filtering according to the IP address.

While Stateful (such as Cisco PIX Firewall and Checkpoint Firewall) and Proxies keep records of earlier packets, for example if I'm sending you an ACK flagged packet, the Stateful filter device will check the records of the already-opened connections, if it finds that the ACK packet doesn't belong to a previous communication, then this packet will be dropped.