

# DC Phone Home



**Defcon, Las Vegas 2002**



**Chris Davis, CISSP**

**Aaron Higbee, CISSP**



**RedSiren**  
**Reston, VA**

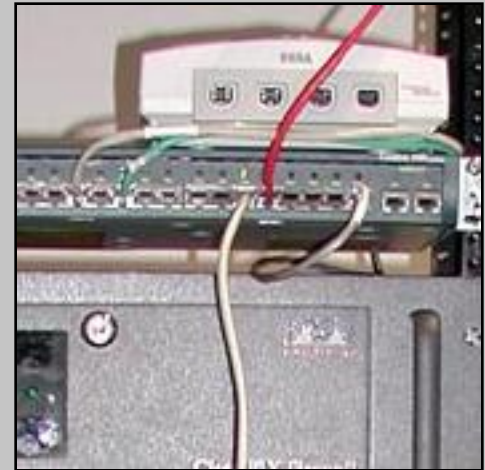
**Foundstone**  
**Washington DC**





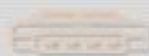
# Overview

- ✦ **180-Degree Hacking**
  - ✦ **Phone Home**
- ✦ **Developed Platforms**
  - ✦ **Sega Dreamcast**
  - ✦ **Compaq iPAQ**
  - ✦ **x86 Bootable CD**
- ✦ **Demonstrations**
- ✦ **Remedies**





# www.dcphonehome.com



- ✦ **This Presentation**
- ✦ **Sega Dreamcast Distribution**
- ✦ **iPAQ Distribution**
- ✦ **x86 Bootable CD-Rom**

The screenshot shows the website's header with the logo and a navigation menu. Below the menu, there are two news items. The first item is titled "Head Lines or Whatever Go Right Here..." and is dated "June 10th, 2002 - 9:00AM PST". The article text reads: "DC Phone Home (DreamCast Phone Home, a pun on the well-known film ET: The Extra challenges conventional enterprise security models by showing the ease by which an at resources and infrastructure can be performed from an internal perspective. Simply put, it 'phones home' joining an organization's internal network with a remote network. We sh performed easily with a variety of available hardware and software and in such a way th organization's employees or security resources. Our presentation will include developm demonstrations of the attack tools that we have developed and are continuing to develop of a SEGA Dreamcast, a Compaq iPAQ handheld device, and a bootable x86 CD-ROM w any available PC. Using open-source tools that we have ported to these platforms, we h home' over known protocols." The article is attributed to "Website Desi". A second, identical article snippet is visible below it.



# Assumptions

- ✦ **Linux**
- ✦ **General Computer Architecture**
- ✦ **TCP/IP**
- ✦ **General Information Security Concepts**
- ✦ **Firewalls / NAT / Private Addressing**
- ✦ **VPN's**
- ✦ **Proxies**
- ✦ **Common hax0r toolz**

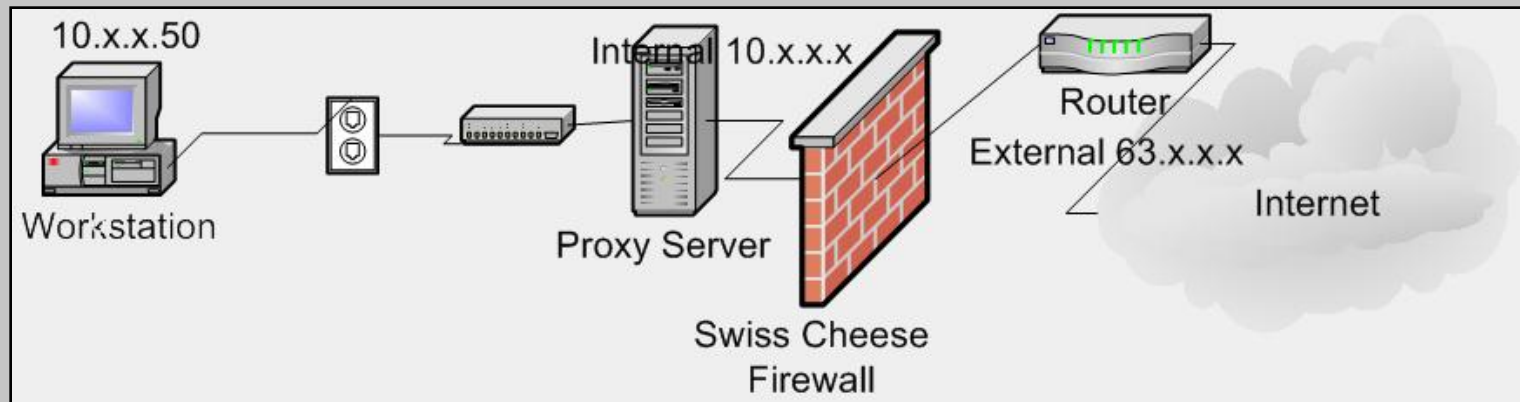


dc



# Conventional Enterprise Security

- ✦ Firewall
- ✦ Network Address Translation
- ✦ Private Addressing – RFC1918
- ✦ DMZ



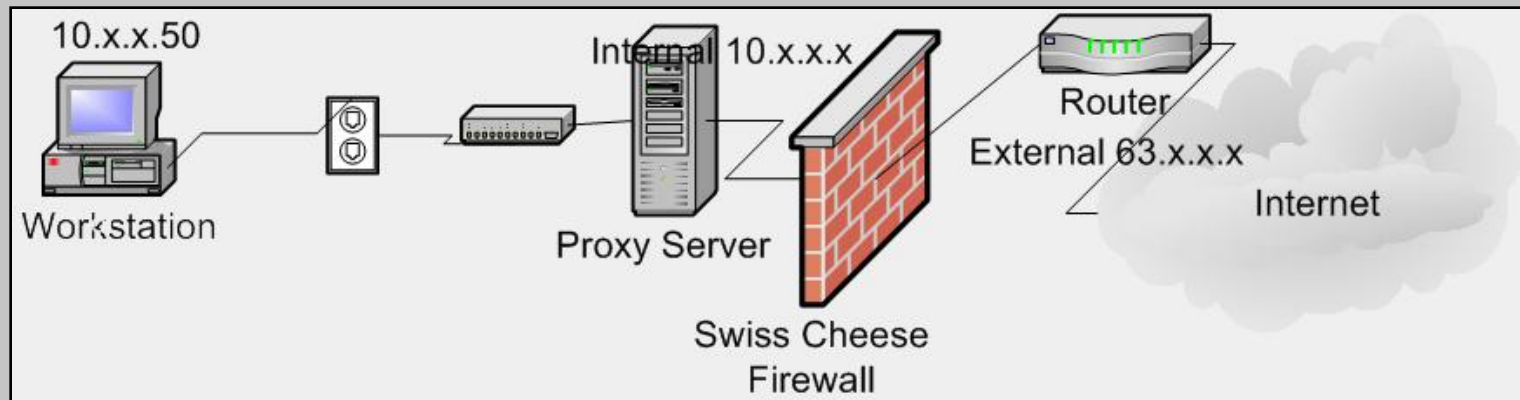


dc



# Higher End Enterprise Security

- ✦ **IDS (managed?)**
- ✦ **VPNs, Remote Access**
  - ✦ **Strong Authentication**
- ✦ **Proxies, URL filtering**
- ✦ **Content-checking (email virus)**
- ✦ **Security Personnel**
- ✦ **Security Consulting**





dc



# Hard Crunchy Outside



# Soft CHEWY Center





# The Problem

- ✦ **Networks go both ways: in *and* out**
- ✦ **The focus is on perimeter network security instead of the data contained within**
- ✦ **Even hackers are focused on the perimeter instead of the data**
  - ✦ **Apache**
  - ✦ **OpenSSH**



# Firewalls

- ✦ **What *can* they do?**
  - ✦ **Enforcing inbound connection policies**
  - ✦ **DMZ**
  - ✦ **NAT**
  - ✦ **Authentication**
  - ✦ **VPN Gateways for remote users**
  - ✦ **Restricting *some* outbound traffic**



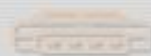
# Proxies

- ✦ **Used to enhance network performance**
- ✦ **Limited content-checking features**
- ✦ **Mostly have to allow outbound tcp/80**
  - ✦ **Soap**
  - ✦ **DAV**
  - ✦ **HTTP-U**
  - ✦ **30+ in development**



# Network Intrusion Detection

- ✦ **Exists to help identify and respond to hack attempts in a timely manner**
  - ✦ **Mostly focused on listening for incoming attacks**
- ✦ **Signature-based detection**
  - ✦ **Must be aware of particular attack to identify it**
  - ✦ **Anomaly protocol detection only detects anomalies**
    - ✦ **WTF is that!?**



# The Soft Chewy Center

- ✦ **Outbound connections are believed to be initiated by employees**
- ✦ **Companies need their employees to use the Internet**
- ✦ **Physical security is 'good enough'**
- ✦ **Outside = Bad, Inside = Good**



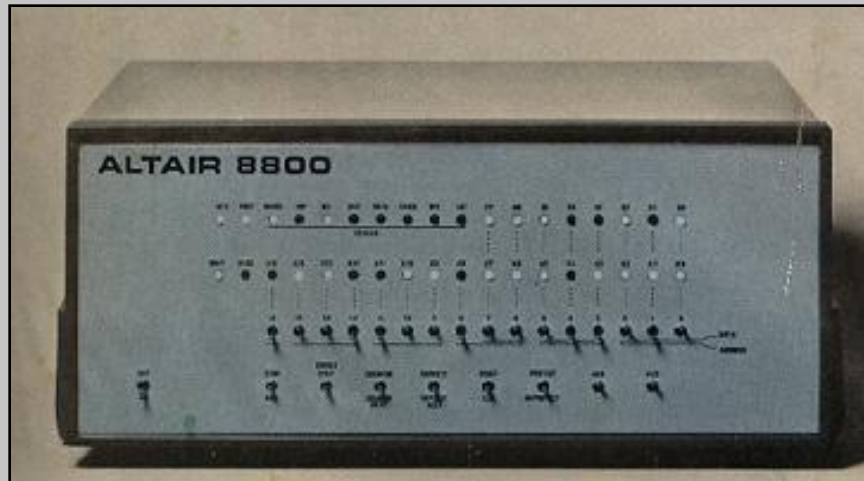
# The “Computer” Concept

- + Fits on a desk or in your lap
- + Runs Windows

+ **WRONG!**

+ A “Computer” is a general purpose architecture

- + Tivo
- + Cell Phones
- + Printers
- + Cable Boxes
- + Printers
- + Copiers
- + Game Consoles
- + Vending Machines



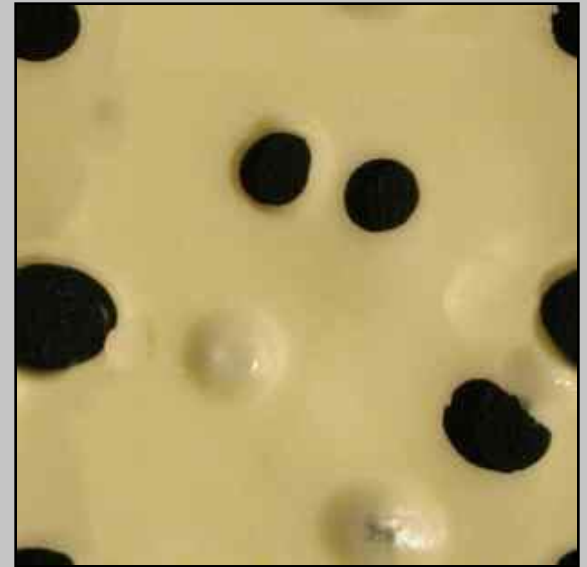
# 180-Degree Hacking

- ✦ **Why hack the network? Bring it home!**
- ✦ **Based on the following principles**
  - ✦ **FIREWALLS ARE POINTLESS**
  - ✦ **Delivery**
    - ✦ **Physical access**
    - ✦ **Zero-day exploit**
  - ✦ **The Internet**
  - ✦ **Stupid user tricks**



# Firewalls Are Worthless

- ✦ **In 180-degree hacking, firewalls are transparent**
  - ✦ **Data is tunneled through an authorized protocol or via encrypted transport**
  - ✦ **Firewalls are two-way**
  - ✦ **They can't block ALL traffic**



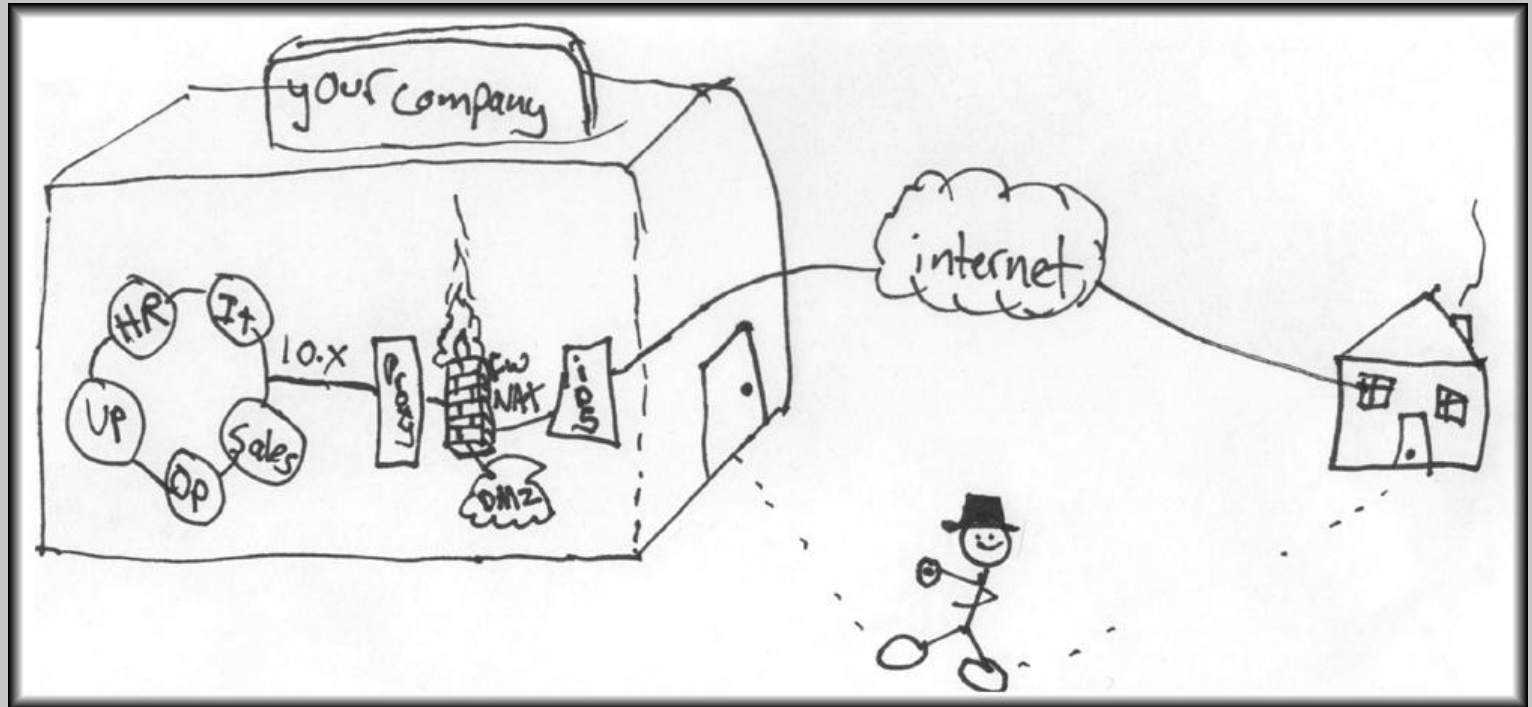


# Physical Access

- ✦ **Physical access is trivial to obtain (seriously)**
  - ✦ **Especially for short periods of time [5 min]**
- ✦ **Creativity and planning is the only limiting factor**



# Super Stealth Method

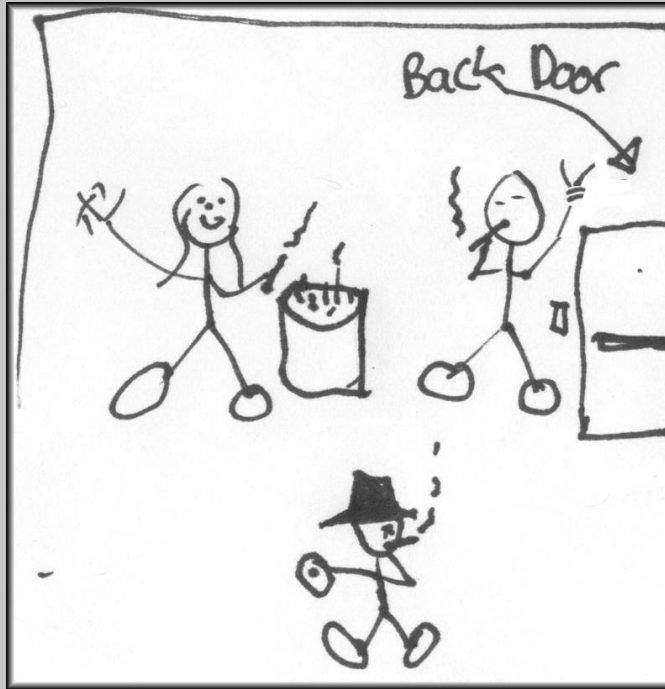


# Creativity Continued...

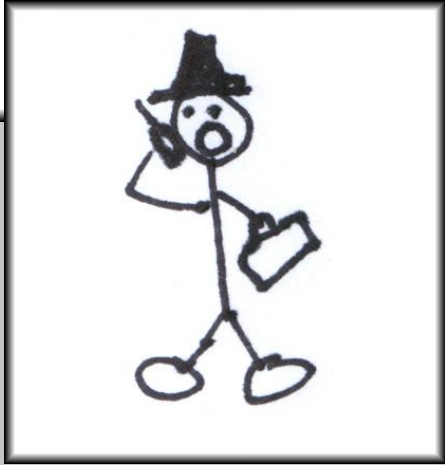
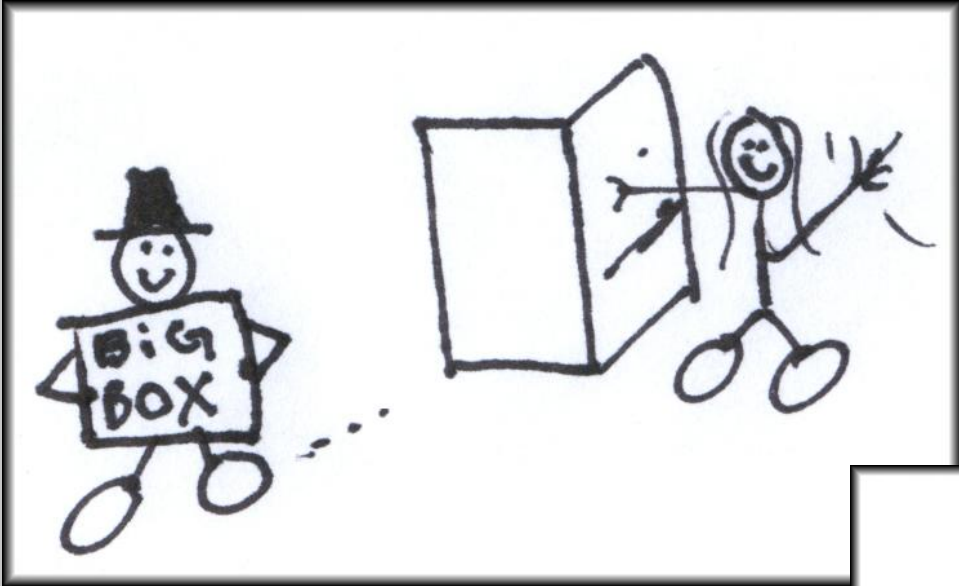


[www.shapecd.com](http://www.shapecd.com)

# The Smoke Screen



# Piggy Back



# 0-day sploit

- ✦ **Same-ole Same-ole**
- ✦ **Boring**
- ✦ **Anybody, and Everybody**
  - ✦ **Apache**
  - ✦ **Openssh**
- ✦ **BNC and dDoS... is the best you can do!? Get Creative!**



# 180-Degree Hacking: Post-Delivery

- ✦ Discover network
- ✦ Enumerate outbound traffic
- ✦ Phone Home





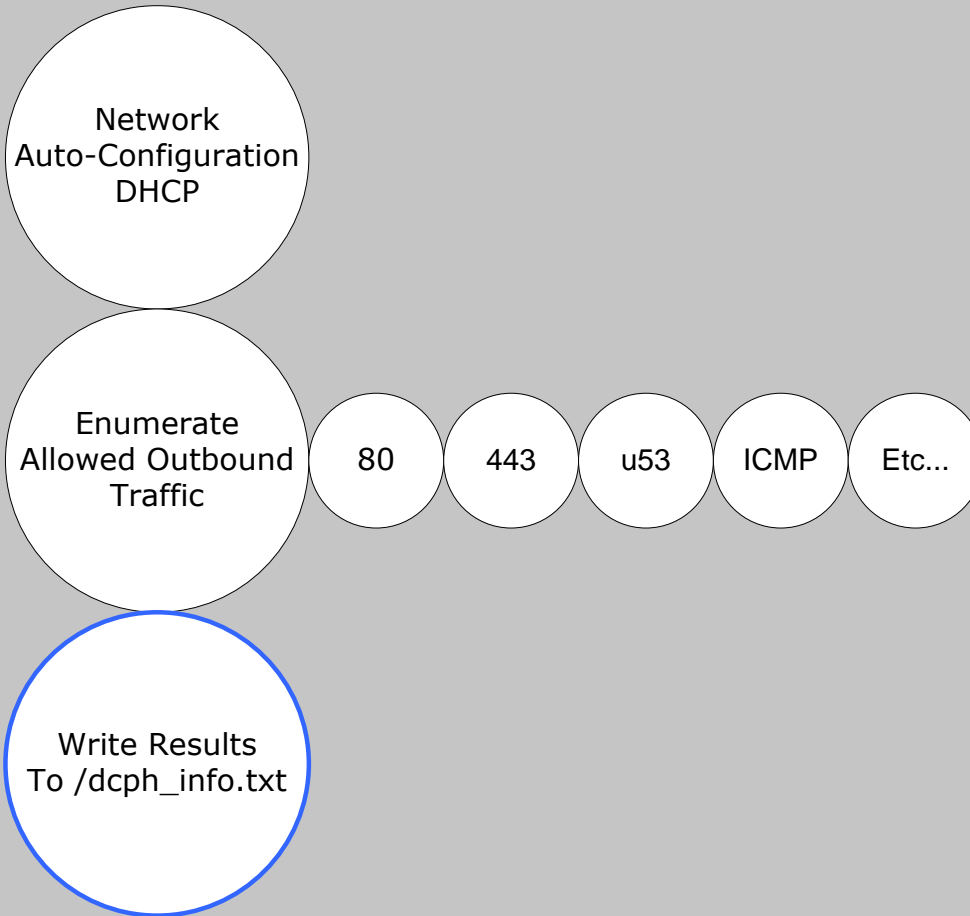
# 180-Degree Hacking: Similar Concepts

- ✦ **P2P File-sharing**
  - ✦ WinMX
  - ✦ Bearshare
- ✦ **Chat Appz**
  - ✦ Aim
- ✦ **Remote Desktops**
  - ✦ GoToMyPC.com

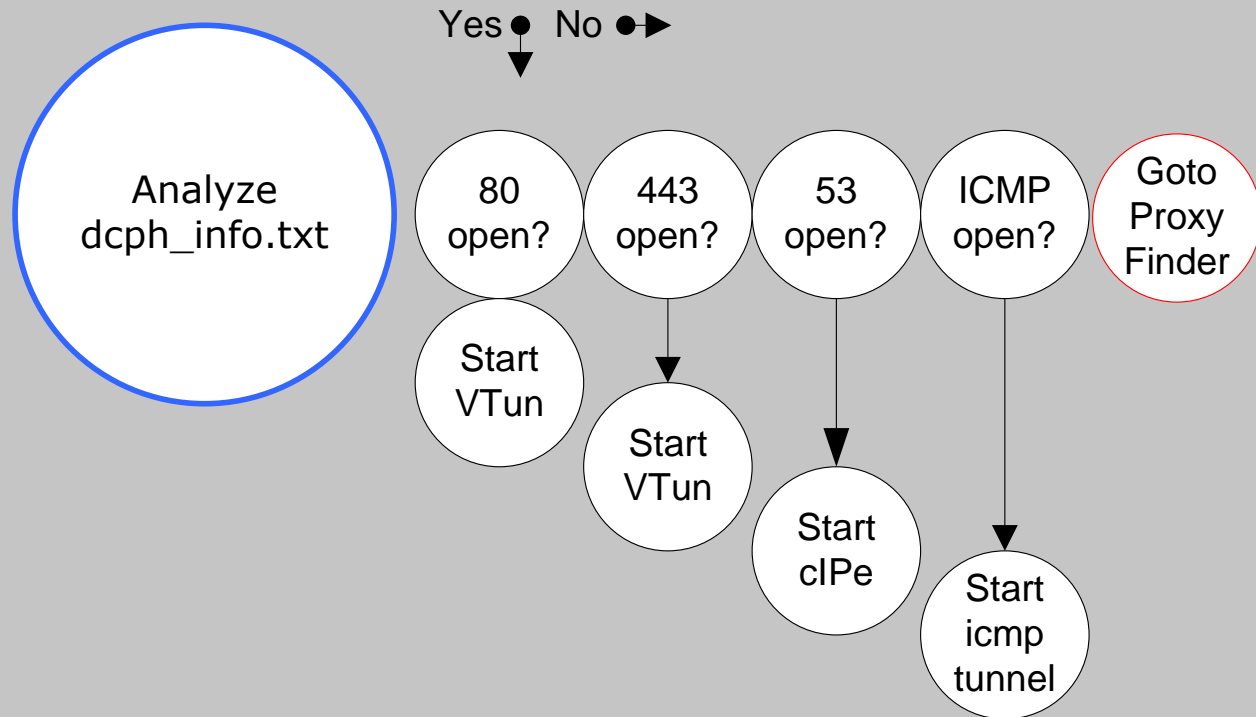




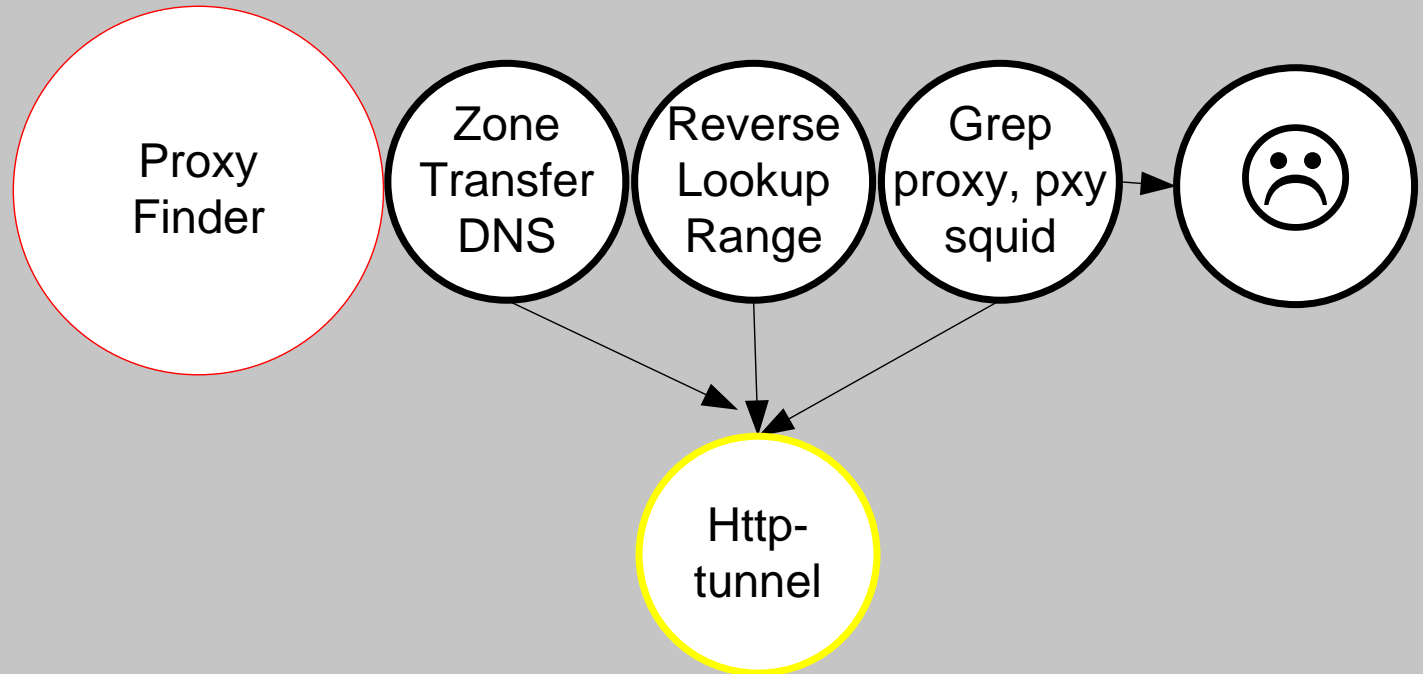
# 180-Degree Hacking: Network Discovery



# 180-Degree Hacking: Analysis



# 180-Degree Hacking: Proxy Finder



# 180-Degree Hacking: Delivery Types

- ✦ **Drop-n-go hardware**
  - ✦ **SEGA Dreamcast**
  - ✦ **Compaq iPAQ**
- ✦ **Software**
  - ✦ **Bootable x86 CD-Rom**
- ✦ **Remote Exploit**
  - ✦ **duh**

# DC Phone Home

- ✦ **Why the hell did we pick a Dreamcast!?**
  - ✦ **Innocuous: doesn't it just play games?**
  - ✦ **Cheap: under \$100 for everything**
  - ✦ **10/100 Ethernet: made just for hacking**
  - ✦ **Powerful processor**
  - ✦ **Rumors of a Linux port**
  - ✦ **Crazy Taxi got boring**

# Dreamcast Architecture

- ✦ **Hitachi SH4 Core Processor @200MHz**
- ✦ **16MB RAM**
- ✦ **CD-ROM**
- ✦ **10/100 RTL-8931 Ethernet**
- ✦ **Keyboard (pretty useful)**



# Dreamcast Development

- ✦ **Building the distro**
  - ✦ **RPMs from [www.sh-linux.org](http://www.sh-linux.org)**
  - ✦ **X-Compile Toolchain**
  - ✦ **Kernel patching and compiling**
    - ✦ **Experimental support in recent 2.4 kernels**
  - ✦ **Linux development waning since DC was discontinued**
- ✦ **Compiling Toolz**
  - ✦ **Limited RAM prevents native compilation**

# Compaq iHACK Architecture

- ✦ **Compaq iPAQ 3765**
- ✦ **StrongARM 206MHz core processor**
- ✦ **64MB RAM**
- ✦ **32MB Flash ROM**
- ✦ **Dual-Slot PCMCIA Expansion Pack**
- ✦ **USB/Serial Interface**
- ✦ **10/100 Ethernet and 802.11b capable**



# Compaq iHACK Development

## ✦ Linux Support

- ✦ ARM proc support in kernel since 2.2.x

- ✦ Large group of Linux developers

  - ✦ [www.handhelds.org](http://www.handhelds.org)

- ✦ Functional distribution available

  - ✦ Used Familiar v0.5.2

- ✦ Native compiler

  - ✦ Independent development platform



# x86 Bootable CD

## ✦ **Trinux**

- ✦ **Support's many types of hardware**
- ✦ **Runs on virtually any PC**
- ✦ **20meg ISO**
- ✦ **Kernel 2.4.5**
- ✦ **Easily modified**



# Toolz

## ✦ Network Autoconfig

- ✦ DHCP

## ✦ Scanning

- ✦ netcat

- ✦ nmap

## ✦ Sniffing

- ✦ PHoss

- ✦ ngrep

- ✦ tcpdump

## ✦ Tunneling

- ✦ VTun

- ✦ CIPE

- ✦ httptunnel

- ✦ icmptunnel

- ✦ stunnel

- ✦ ppp

- ✦ ssh



# Common Tools



- ✦ **host**
- ✦ **nslookup**
- ✦ **shell scripting**
- ✦ **sed**
- ✦ **cut**
- ✦ **tr**

# Phoning Home Simplified

- ✦ **Delivery**
- ✦ **Booting**
- ✦ **Network autoconfiguration**
- ✦ **Network discovery**
- ✦ **Enumeration**
- ✦ **Tunneling**

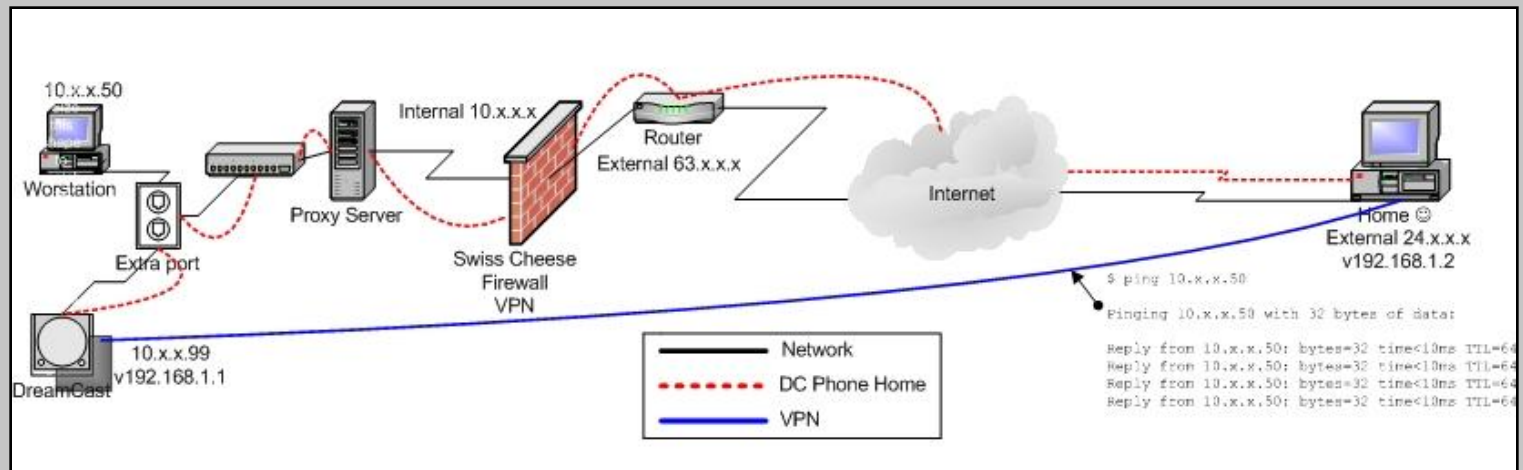




# Demos

**Enough chit-chat! Let's see it work!**

# Demo Summary



# How is this stopped?

- ✦ **To sum it up: constriction, not prevention.**
  - ✦ **Limited egress paths**
    - ✦ **As many proxies as possible**
      - ✦ HTTP
      - ✦ DNS
      - ✦ Email
  - ✦ **Full-mesh intranet VPN topology**
    - ✦ **Authentication between all endpoints, including gateways**
    - ✦ **Only prevents drop-n-go hardware**





# More Security Measures...

- ✦ **Switch Port Security**
  - ✦ **Pre-registration of MAC addresses**
- ✦ **Superfine Granular IDS**
  - ✦ **Protocols must adhere to strict specifications**
- ✦ **Protocol-analyzing proxies**
  - ✦ **Can deconstruct sessions to detect misuse**
- ✦ **Wireless Jamming**
  - ✦ **Prevents rouge Access-Points**



# But...

- ✦ **Covert channels will ALWAYS be possible**
- ✦ **Smaller devices make detection and removal more difficult**
- ✦ **Targeted attacks are based on research of your organization**
- ✦ **Like most information security, the only true protection is the air-gap**



# Links

- ✦ <http://www.dcphonehome.com>
- ✦ <http://trinux.sourceforge.net>
- ✦ <http://www.sh-linux.org>
- ✦ <http://sites.inka.de/sites/bigred/devel/cipe.html>
- ✦ <http://www.phenoelit.de>
- ✦ <http://vtun.sourceforge.net>
- ✦ <http://www.nocrew.org/software/httptunnel.html>
- ✦ <http://www.detached.net/icmptunnel/>
- ✦ <http://www.stunnel.org>
- ✦ <http://www.buildinglinuxvpns.net>
- ✦ <http://www.foundstone.com>
- ✦ <http://www.redsiren.com>
- ✦ <http://www.realultimatepower.net>





[kitan@webcubicle.com](mailto:kitan@webcubicle.com)



[aaron@beesecure.org](mailto:aaron@beesecure.org)