

# Session Hijacking

## Module 11

Engineered by **Hackers**. Presented by Professionals.



# SECURITY NEWS

December 06, 2010

eSecurity Planet

## Firesheep Fix as Easy as HTTPS



November 2010 will be remembered as the month that Firesheep exploded onto the computing scene, much to the delight of college students everywhere. The Firefox browser add-on makes it trivial to **gain access to anyone's Facebook account while they're connected to the Internet** using an open, unsecured Wi-Fi connection.

Of course, the session hijacking attack vulnerability that Firesheep exploits has been well-known in hacking and security circles for ages – all that Firesheep does is make the attack spectacularly easy. And it's a bit unfair to highlight Facebook as being susceptible to the attack, if only because many other popular sites, including Flickr, Foursquare and Wordpress are just as susceptible to it, too.

<http://www.esecurityplanet.com>

**CEH**  
Certified Ethical Hacker



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# Module Objectives

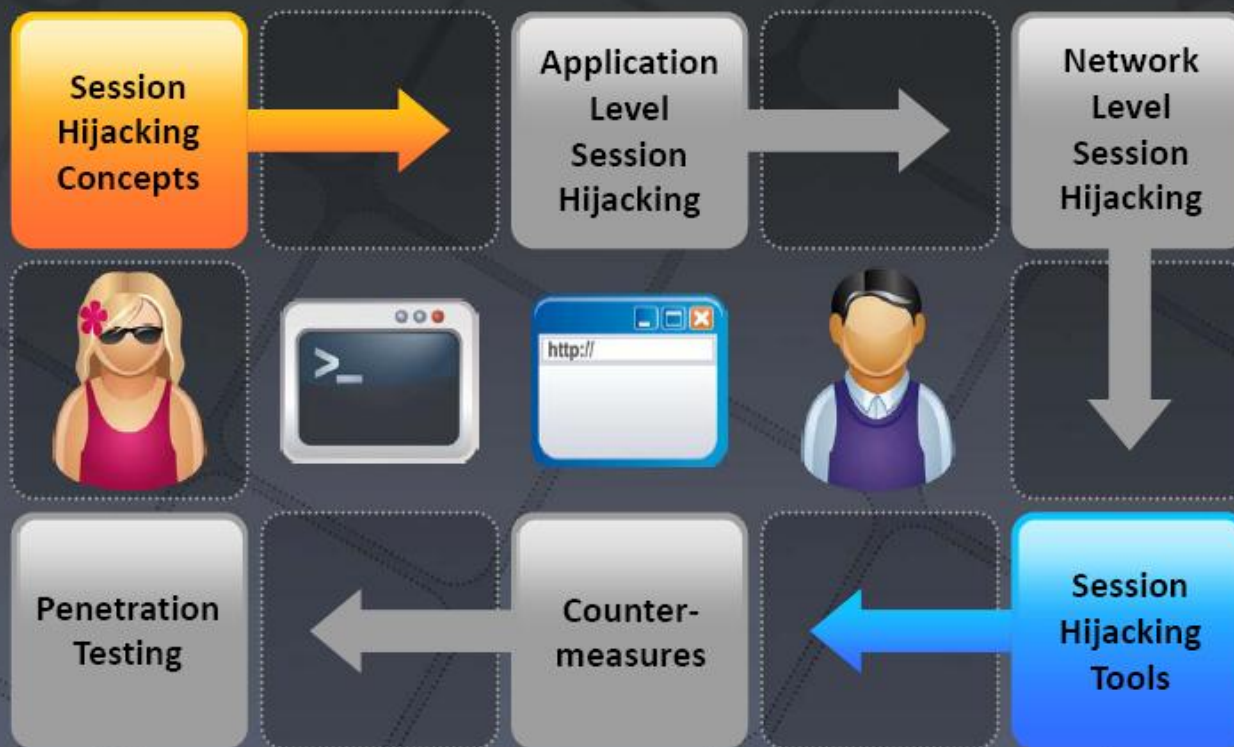
- What is Session Hijacking?
- Key Session Hijacking Techniques
  - Brute Forcing
  - Spoofing vs. Hijacking
  - Session Hijacking Process
  - Types of Session Hijacking
  - Session Hijacking in OSI Model



- Application Level Session Hijacking
- Network Level Session Hijacking
  - TCP/IP Hijacking
  - Session Hijacking Tools
  - Countermeasures
  - IPSec Architecture
  - Penetration Testing



# Module Flow





# What is Session Hijacking?

Session Hijacking refers to the exploitation of a **valid computer session** where an attacker takes over a session between two computers



The attacker steals a valid session ID which is used to get into the **system and snoop the data**

In TCP session hijacking, an attacker takes over a **TCP session** between two machines



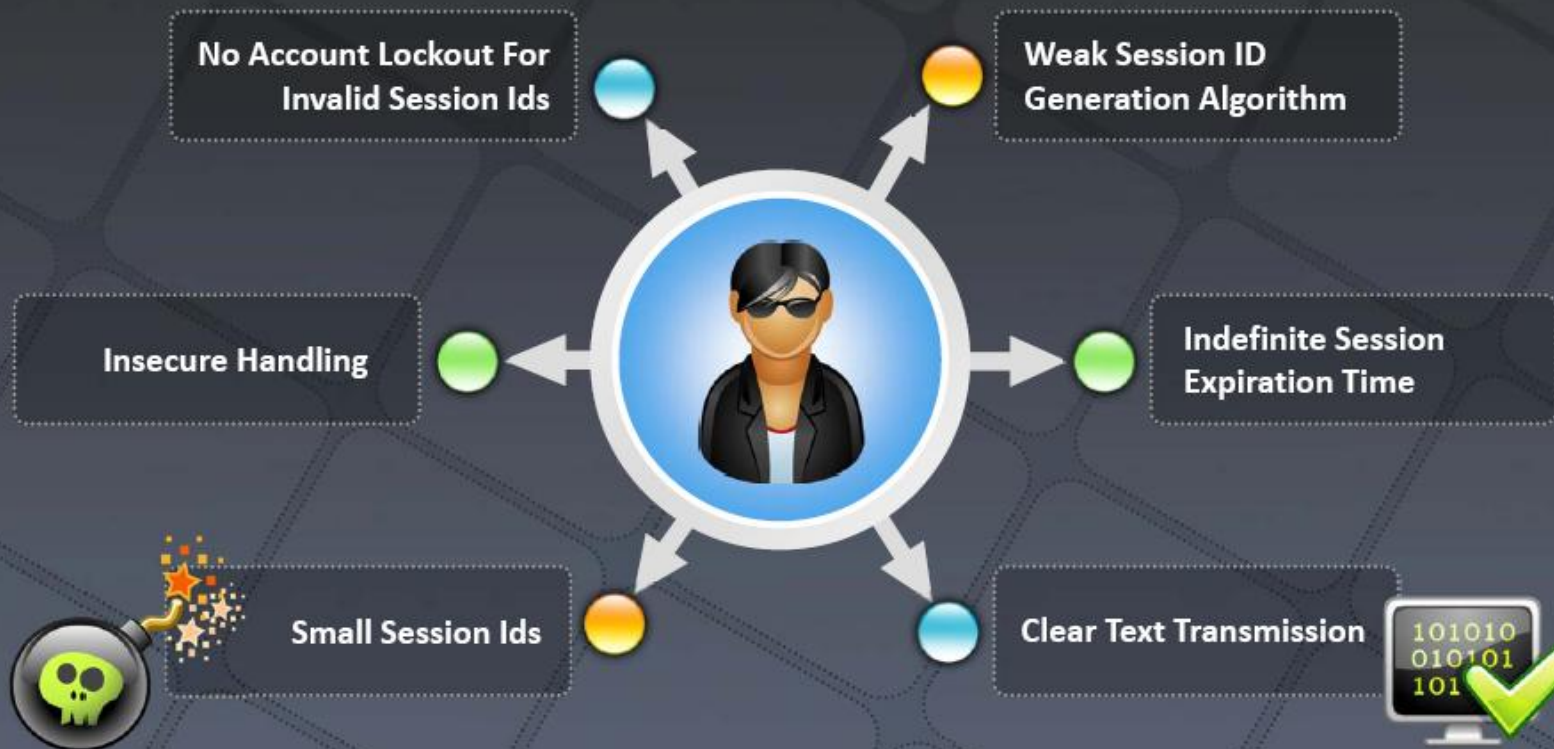
Since most **authentication only occurs at the start of a TCP session**, this allows the attacker to gain access to a machine



# Dangers Posed by Hijacking



# Why **Session Hijacking** is Successful?





# Key Session Hijacking Techniques

## Brute Forcing

The attacker attempts different IDs until he succeeds



## Stealing

Attacker uses different techniques to steal Session IDs



## Calculating

Using non-randomly generated IDs, an attacker tries to calculate the Session IDs





# Brute Forcing

Using **brute force attacks**, an attacker tries to guess **session ID** until he guesses the session ID



For example, in the URL's, an attacker is trying to guess the session ID

`http://www.my  
site.com/view/VW30422101518909`  
`http://www.mysite.com/view/VW30422101520803`  
`http://www.mysite.com/view/VW30422101522507`



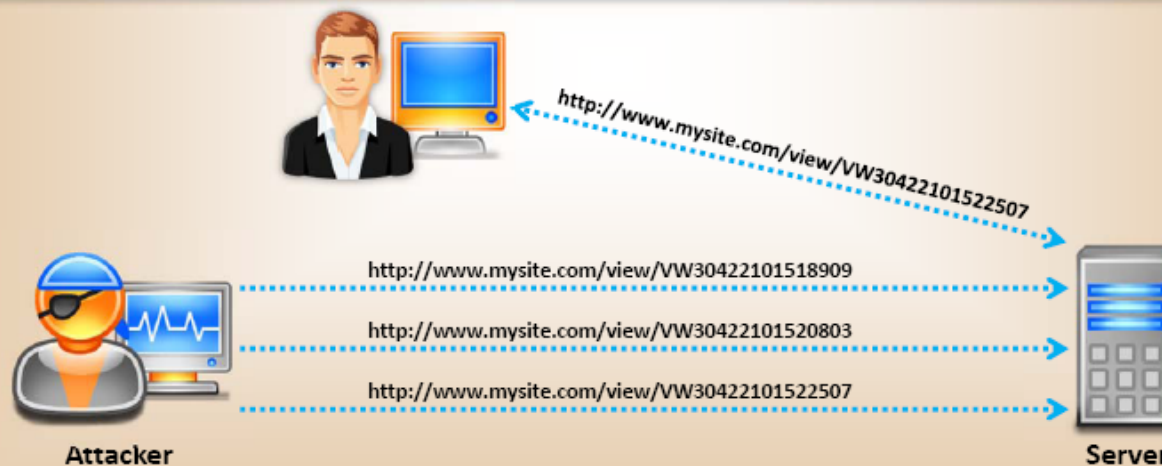
Session ID's can be stolen using different techniques such as:

1. Using the HTTP referrer header
2. Sniffing the network traffic
3. Using the Cross-Site Scripting attacks
4. Sending Trojans on client PCs

1. Using a "**referrer attack**", an attacker tries to lure a user to click on a link to another site (a mysite link, say `www.mysite.com`)
2. For example, GET /index.html HTTP/1.0 Host: `www.mysite.com` Referrer: `www.mywebmail.com/viewmsg.asp?msgid=689645&SID=2556X54VA75`
3. The attacker obtains the session ID of the user by sending when the **browser sends the referrer URL** that contains the session ID of the user to the attacker's site (`www.mysite.com`)

# Brute Forcing Attack

- Using **brute force attacks**, an attacker tries to guess **session ID** until he finds the correct session ID
- Possible range of values for the session ID must be **limited** to perform a successful bruteforce attack



**Note:** Session ID brute forcing attack is known as session prediction attack if the predicted range of values for a session ID is very small

# HTTP Referrer Attack



In a referrer attack, attacker tries to **lure a user** to click on a link to another site (a mysite link, say [www.mysite.com](http://www.mysite.com))

For example, `GET /index.html HTTP/1.0 Host: www.mysite.com Referrer: www.mywebmail.com/viewmsg.asp?msgid=689645&SID=2556X54VA75`

The browser **sends the referrer URL** containing the session ID to the attacker's site - [www.hostile.com](http://www.hostile.com), and the attacker now has the session ID of the user

# Spoofing vs. Hijacking

## Spoofing Attack

Attacker **pretends to be another user** or machine (victim) to gain access

Attacker does not take over an existing active session. Instead he initiates a new session using victim's **stolen credentials**



## Hijacking

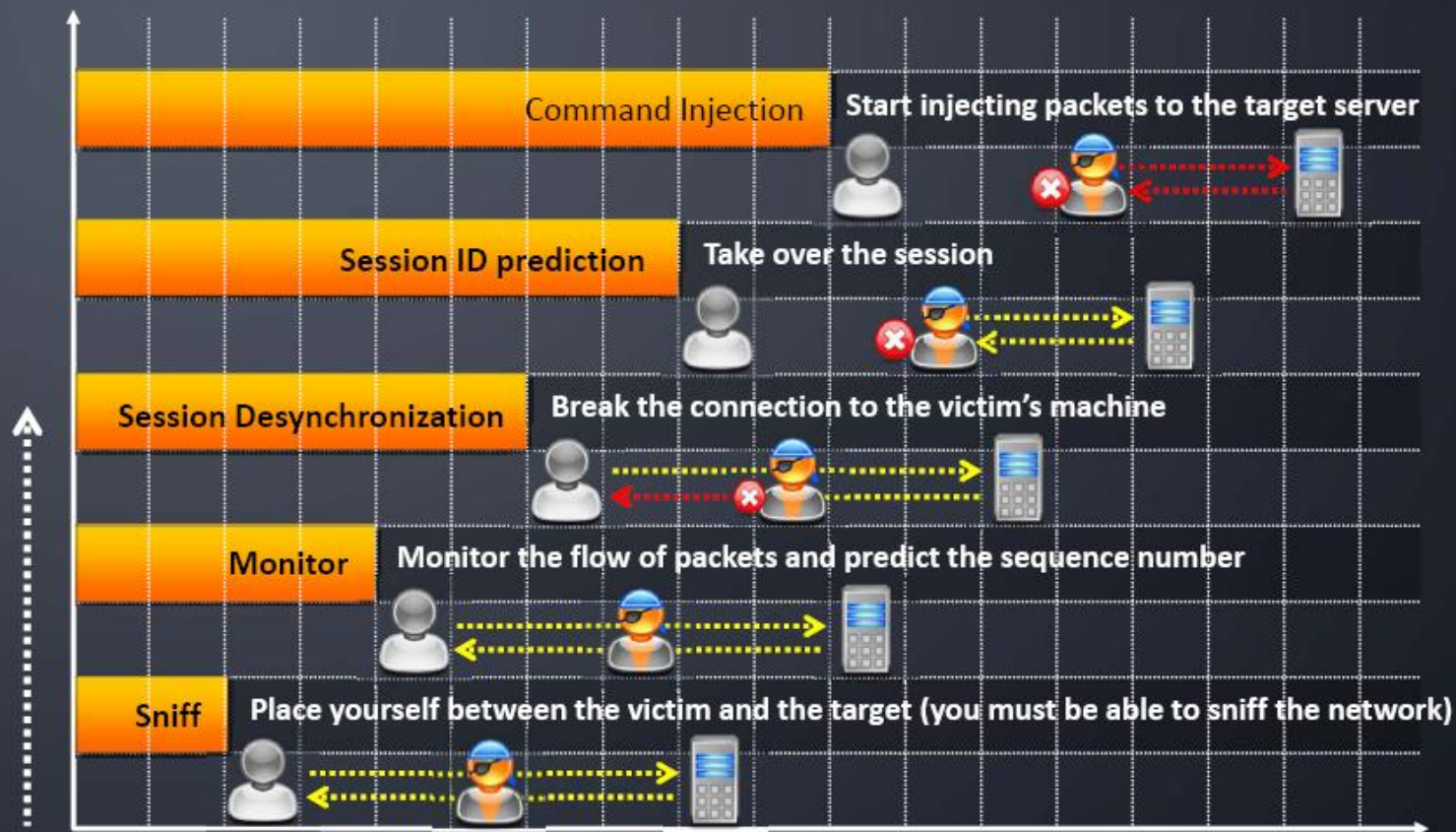
Session hijacking is the process of taking over an **existing active session**

Attacker relies on the **legitimate user** to make a connection and authenticate





# Session Hijacking Process



# Packet Analysis of a Local Session Hijack



SYN <Clt ISN 4000><WIN 512>

SYN <Svr ISN 5000><WIN 1024> /ACK 4001

ACK 4001

DATA=128 <Clt SEQ 4001>

ACK (Clt SEQ + DATA) 4129

DATA=91 <Clt SEQ 4129>

ACK (Clt SEQ + DATA) 4220

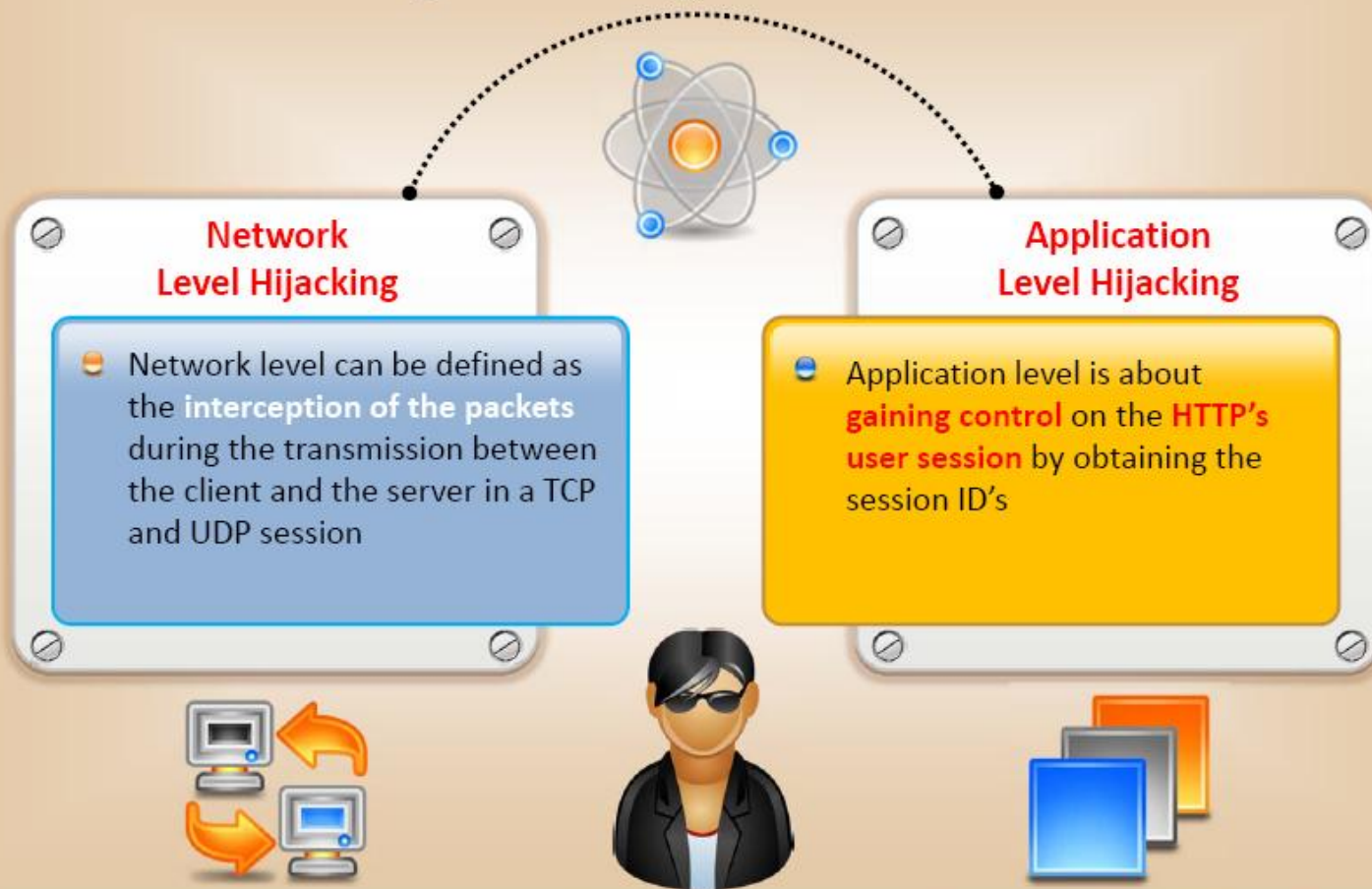


# Types of Session Hijacking



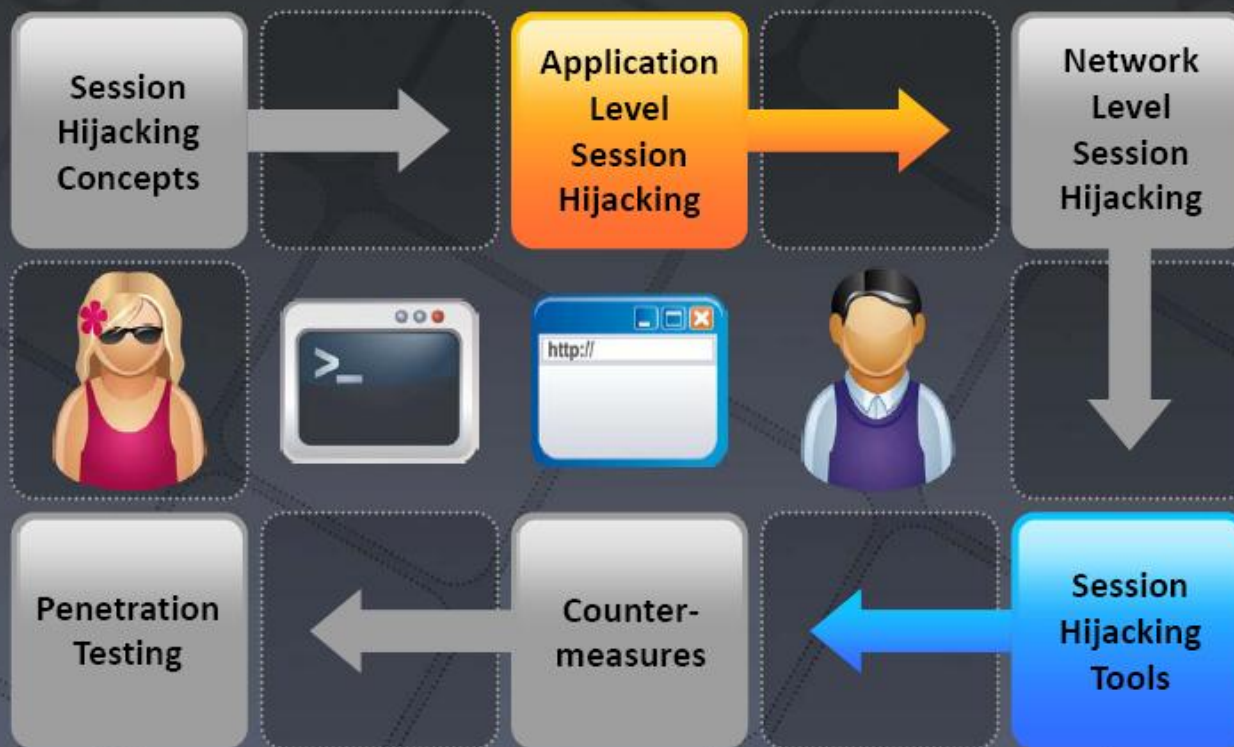


# Session Hijacking in OSI Model





# Module Flow



# Application Level Session Hijacking

In a Session Hijacking attack, a session token is stolen or a valid session token is predicted to **gain unauthorized access** to the web server



A session token can be compromised in various ways

Session Sniffing

Predictable session token

Man-in-the-middle attack



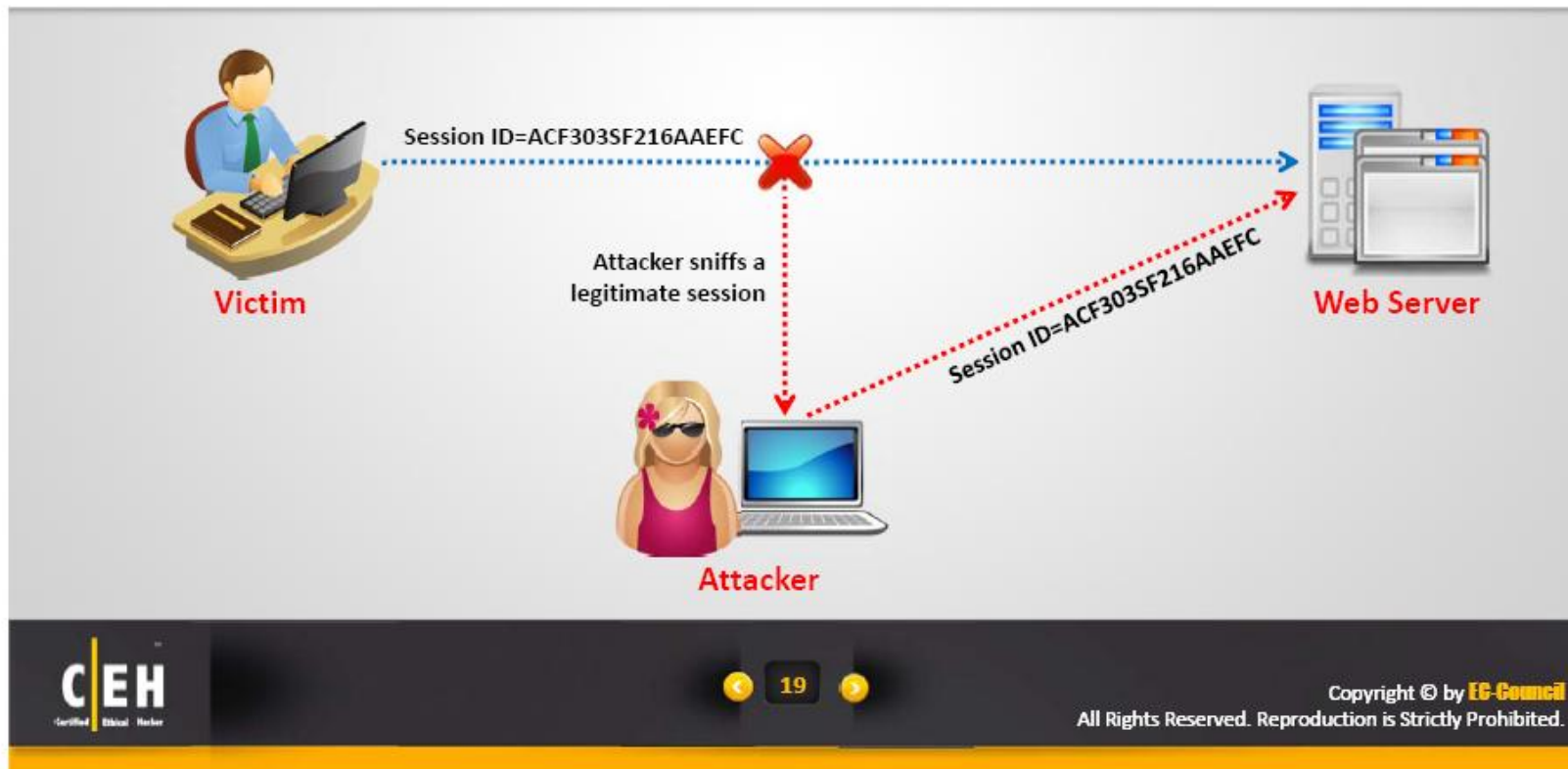
Man-in-the-browser attack

Client-side attacks



# Session Sniffing

- Attacker uses a sniffer to **capture a valid session token** called "Session ID"
- Attacker then uses the valid token session to **gain unauthorized access** to the web server



# Predictable Session Token

It is a method used for predicting a session ID or to **impersonate a web site user**

Predicting a session ID is also known as **Session Hijacking**

Using session hijacking technique, an attacker gets the ability to **ping web site requests** with compromised user's privileges

By guessing the unique **session value** or deducing the session ID accomplishes the attack





# How to Predict a Session Token?

Most of the webservers use custom **algorithms** or a predefined pattern to generate sessions IDs



## Captures

Attacker captures several session IDs and analyzes the pattern

```
http://www.juggyboy.com/view/JBEX21092010152820
http://www.juggyboy.com/view/JBEX21092010153020
http://www.juggyboy.com/view/JBEX21092010160020
http://www.juggyboy.com/view/JBEX21092010164020
```

Constant      Date      Time



## Predicts

At 16:25:55 on Sep-25, 2010, attacker can successfully predict the session ID to be

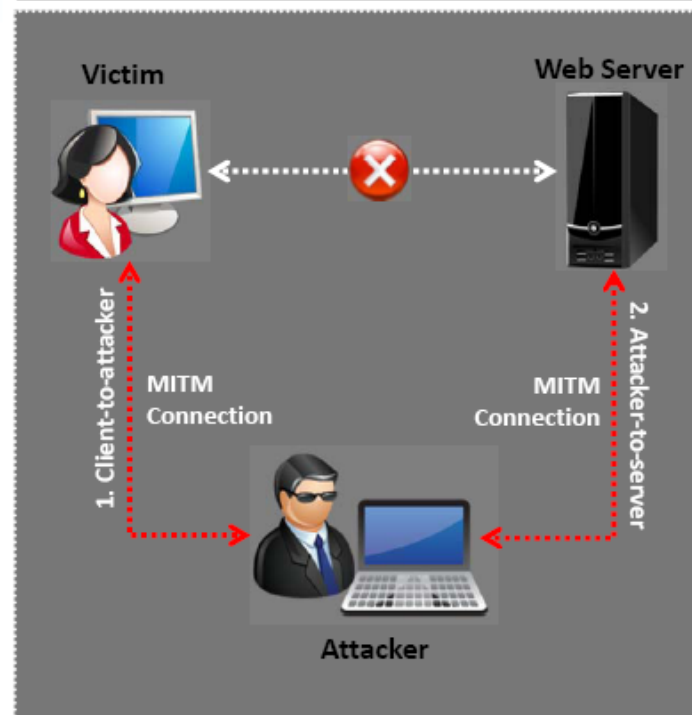
```
http://www.juggyboy.com/view/JBEX25092010162555
```

Constant      Date      Time



# Man-in-the-Middle Attack

The man-in-the-middle attack is used to **intrude into an existing connection** between systems and to intercept messages being exchanged



Attackers use different techniques and **split the TCP connection** into two connections

1. Client-to-attacker connection
2. Attacker-to-server connection

After the successful interception of TCP connection, an attacker can read, modify, and insert fraudulent data into the **intercepted communication**

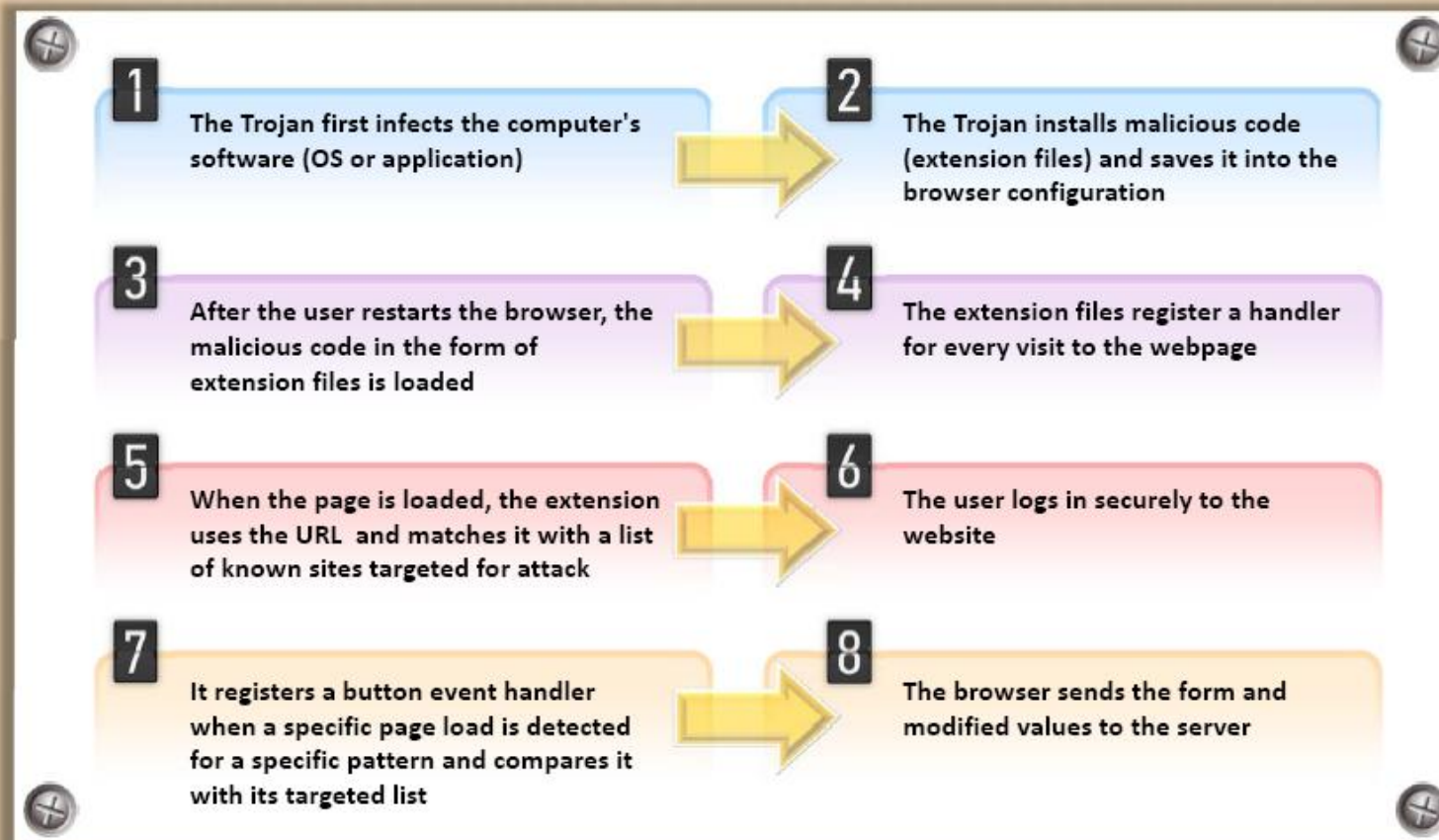
In the case of an **http transaction**, the TCP connection between the client and the server becomes the target

# Man-in-the-Browser Attack

- Man-in-the-browser attack **uses a Trojan Horse** to intercept the calls between the browser and its security mechanisms or libraries
- It works with an already installed Trojan horse and acts between the **browser and its security mechanisms**
- Its main objective is to cause financial deceptions by manipulating transactions of Internet Banking systems

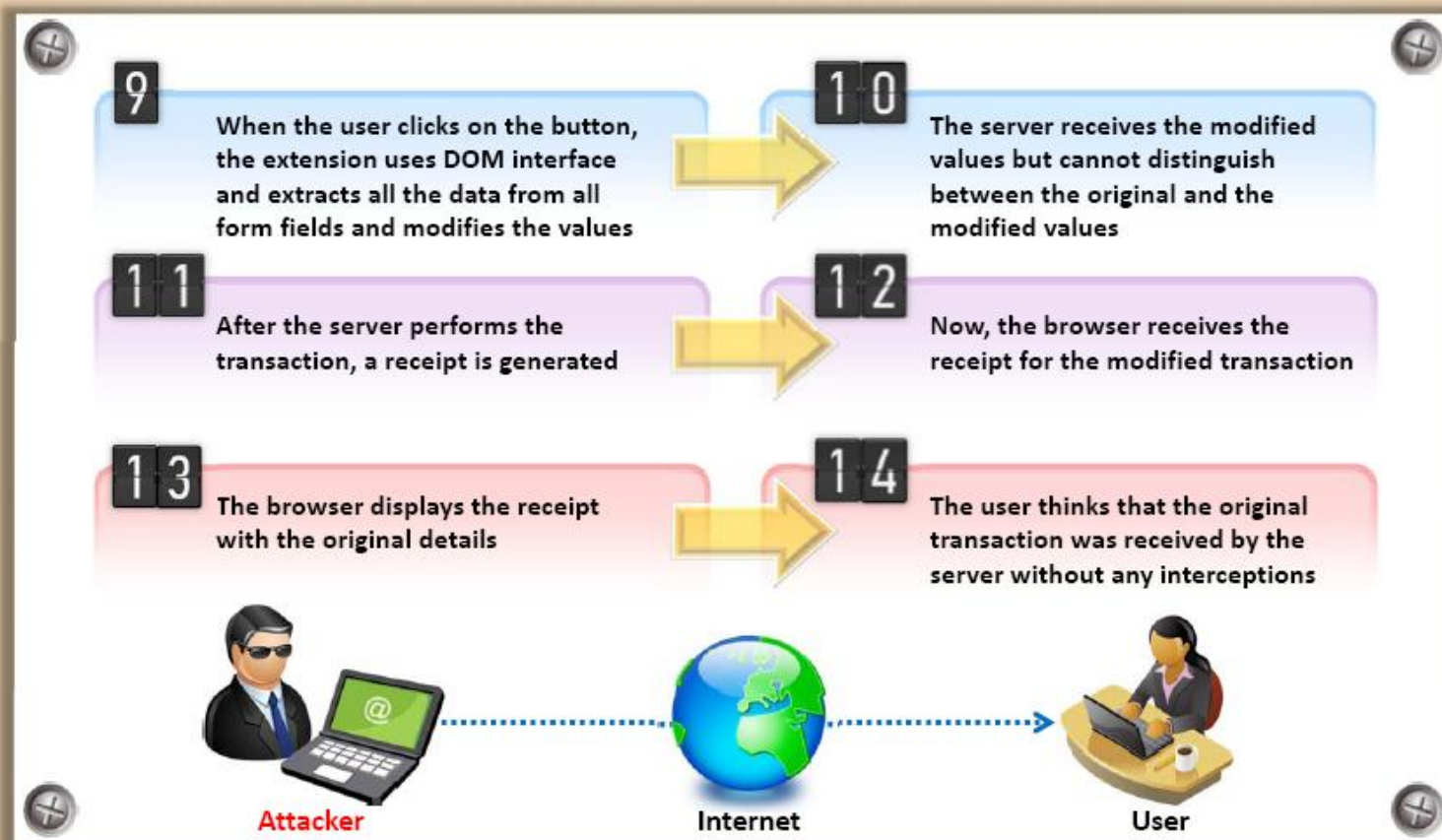


## Steps to Perform **Man-in-the-Browser Attack**





## Steps to Perform **Man-in-the-Browser Attack**



# Client-side Attacks

## XSS

Cross-Site Scripting attacks are a type of injection attacks, in which the malicious scripts are injected into the web sites



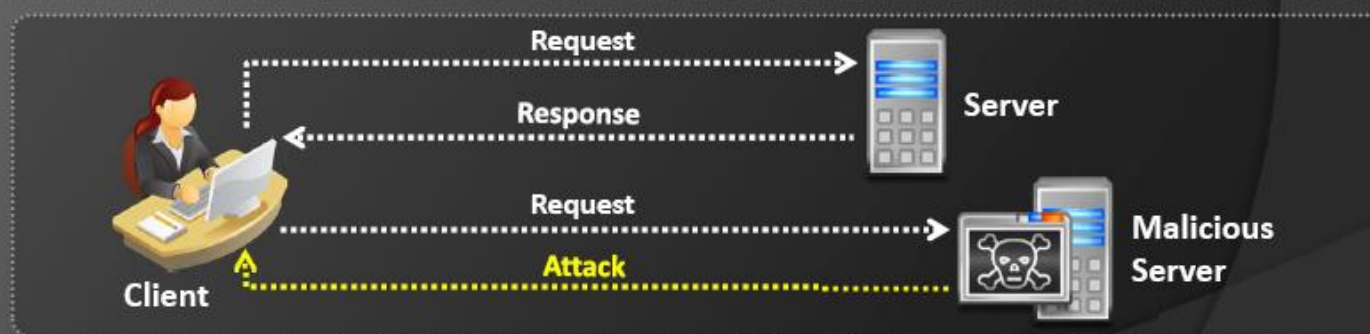
## Malicious JavaScript Codes

A malicious script can be embedded in a web page and does not generate any type of warnings when the page is viewed in any browser



## Trojans

Trojan horse is a program in which the malicious code is contained inside apparently harmless programming or data in such a way that it can get control and cause damage



# Cross-site Script Attack

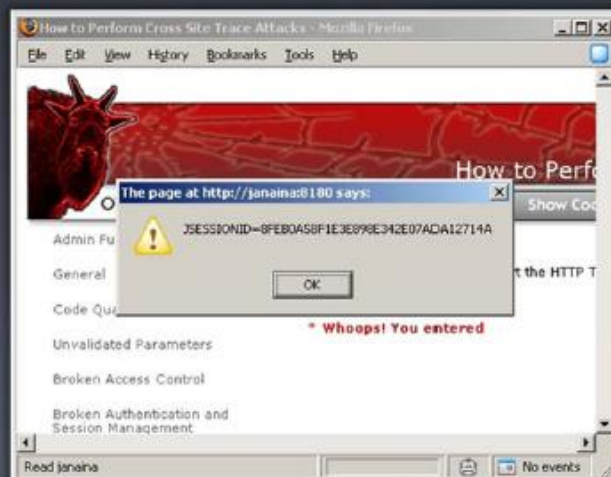
The attacker can compromise the session token by sending malicious code or programs to **the client-side programs**

The example here shows how the attacker steals the session token using **XSS attack**

If an attacker sends a crafted link to the victim with the **malicious JavaScript**, when the victim clicks on the link, the JavaScript will run and complete the instructions made by the attacker

The example here uses an XSS attack to show the **cookie value** of the current session

Using the same technique, it is possible to create a specific JavaScript code that will send the cookie to the attacker `<SCRIPT>alert(document.cookie);</SCRIPT>`





# Session Fixation



Session Fixation is an attack that allows an attacker to hijack a **valid user session**



The attack tries to lure a user to authenticate himself with a known session ID and then hijacks the **user-validated session** by the knowledge of the used session ID



The attacker has to provide a **legitimate web application** session ID and try to lure victim browser to use it

Several techniques to **execute Session Fixation** attack are

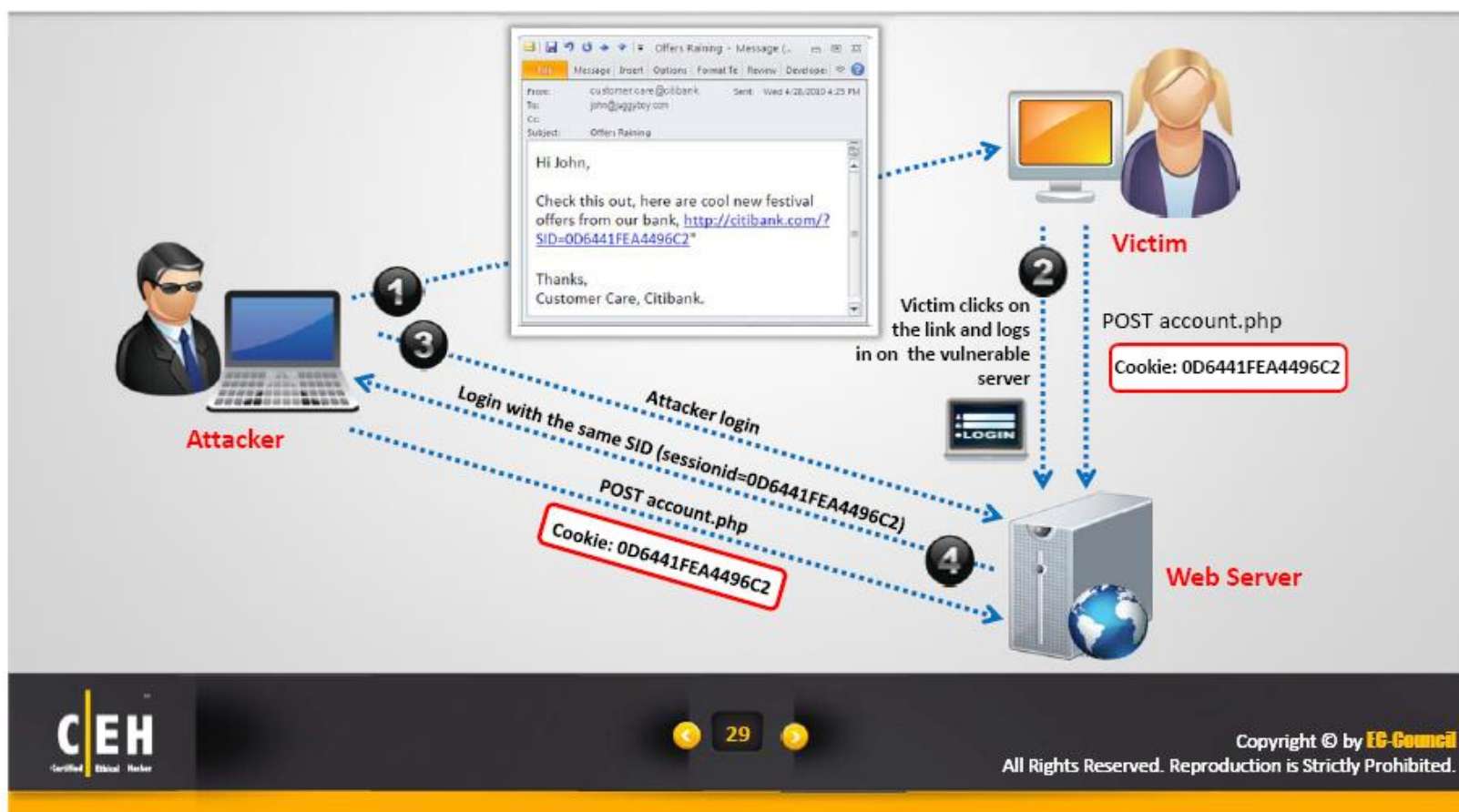


- Session token in the **URL argument**
- Session token in a **hidden form field**
- Session ID in a **cookie**



# Session Fixation Attack

- Attacker exploits the **vulnerability of a server** which allows a user to use fixed SID
- Attacker provides a **valid SID** to a victim and lures him to **authenticate himself** using that SID



# Module Flow



# Network Level Session Hijacking

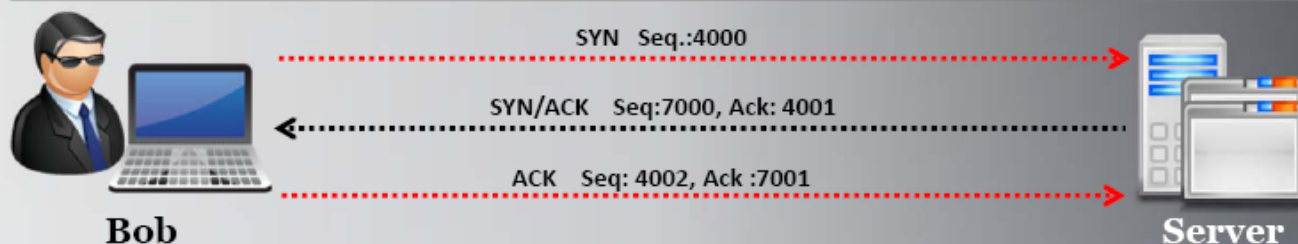
- The network level hijacking is **implemented on the data flow of the protocol** shared by all web applications
- By attacking the network level sessions, the attacker gathers some **critical information** which is used to **attack the application level sessions**





# The 3-Way Handshake

If the attacker can anticipate the **next sequence** and **ACK number** that Bob will send, he/she will **spoof** Bob's address and start a communication with the server



1. Bob initiates a connection with the server and sends a packet to the server with the **SYN bit set**
2. The server receives this packet and sends back a packet with the **SYN/ACK bit** and an **ISN (Initial Sequence Number)** for the server
3. Bob sets the **ACK bit** acknowledging the receipt of the packet and increments the sequence number by 1
4. Now, the two machines successfully **established a session**





# Sequence Numbers



Sequence numbers are important in providing a reliable communication and are also crucial for hijacking a session



They are a 32-bit counter. Therefore, the possible combinations can be over 4 billion



They are used to tell the receiving machine in what order the packets should go when they are received



Therefore, an attacker must successfully guess the sequence numbers in order to hijack a session



# Sequence Number Prediction



After a client sends a connection request (SYN) packet to the server, the server responds (SYN-ACK) with a sequence number of choosing, which must be acknowledged by the client

This sequence number is predictable; the attack connects to a server first with its own IP address, records the sequence number chosen, and then opens a second connection from a forged IP address



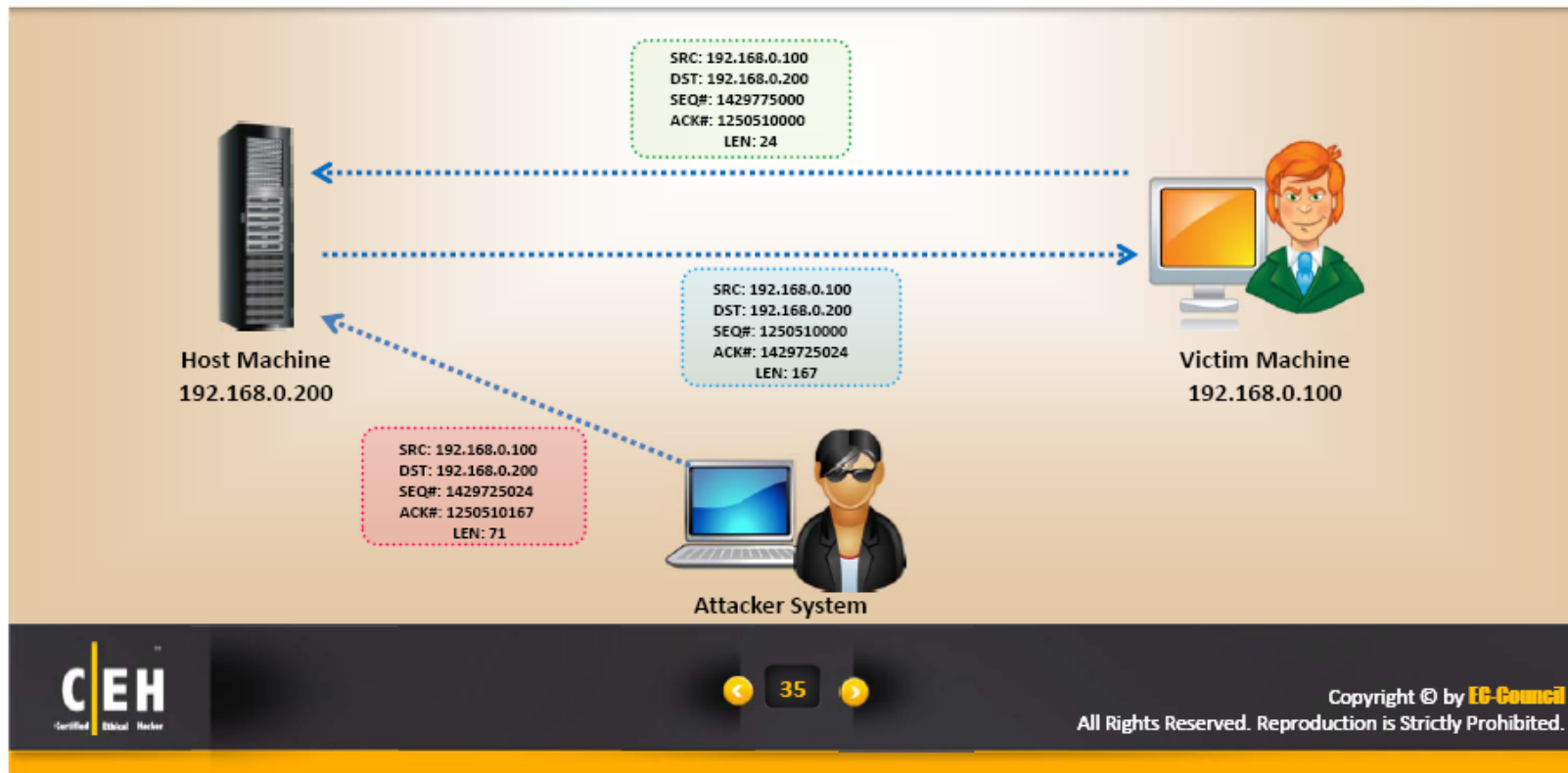
If the source IP address is used for authentication, then the attacker can use one-sided communication to break into the server

The attack does not see the SYN-ACK (or any other packet) from the server, but can guess the correct response



# TCP/IP Hijacking

- TCP/IP hijacking is a hacking technique that uses **spoofed packets** to take over a connection between a victim and a target machine
- The victim's connection hangs and the attacker is then able to **communicate with the host's machine** as if the attacker is the victim
- To launch a TCP/IP hijacking attack, the **attacker must be on the same network as the victim**
- The target and the victim machines can be anywhere





# TCP/IP Hijacking

1. Attacker sniffs the victim's connection and uses victim's IP to send a spoofed packet with the predicted sequence number
2. Host processes the **spoofed packet**, increments the sequence number and sends acknowledgement to the victim's IP
3. Victim machine is unaware of the spoofed packet, so it ignores the host machine's **ACK packet** and turns sequence number count off
4. Therefore, the host receives packets with the incorrect sequence number
5. The attacker forces the victim's connection with the host machine to a **desynchronized state**
6. The attacker **tracks sequence numbers** and continuously spoofs packets that comes from the victim's IP
7. The attacker continues to communicate with the **host machine** while the victim's connection hangs





# IP Spoofing: Source Routed Packets



Source Routed Packets technique is used for **gaining unauthorized access** to the computer with the aid of the trusted host's IP address



The host's IP address spoofs the packets so that the server **managing a session** with the client, accepts the packets



When the session is established, the hijacker **injects the forged packets** before the client responds

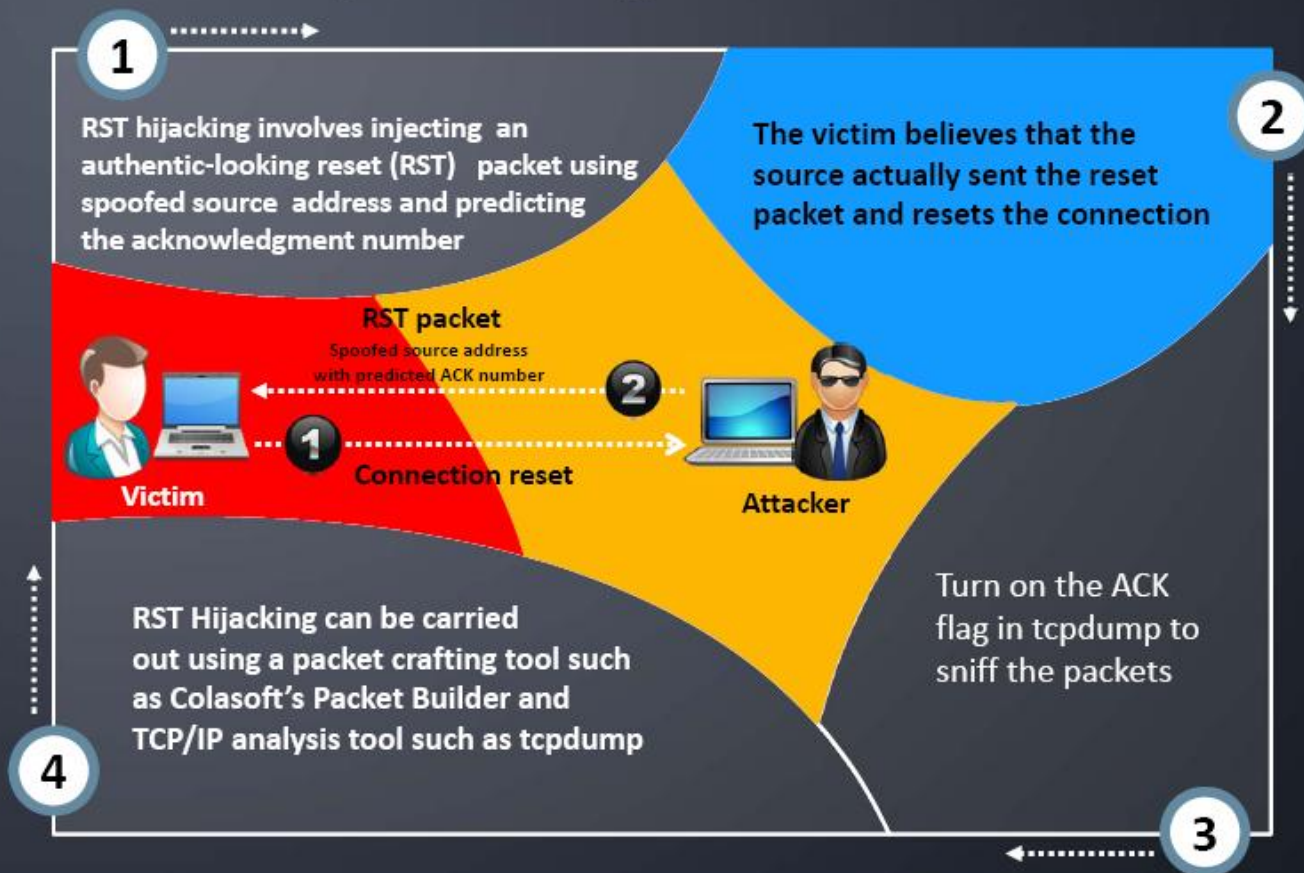


The original packet is lost as the server gets the packet with a **different sequence number**



The packets are source-routed where the patch to the **destination IP** can be specified by the attacker

# RST Hijacking



# Blind Hijacking

- The attacker can inject the **malicious data or commands** into the intercepted communications in the TCP session even if the source-routing is disabled
- The attacker can send the data or comments but has no **access to see the response**



# Man-in-the-Middle Attack using Packet Sniffer

In this attack, the packet sniffer is used as an interface between the **client** and the **server**

The packets between the client and the server are routed through the hijacker's host by using two techniques

## Using forged Internet Control Message Protocol (ICMP) –

It is an extension of IP to send error messages where the attacker can send messages to fool the client and the server

## Using Address Resolution Protocol(ARP) spoofing –

ARP is used to map the local IP addresses to hardware addresses or MAC addresses

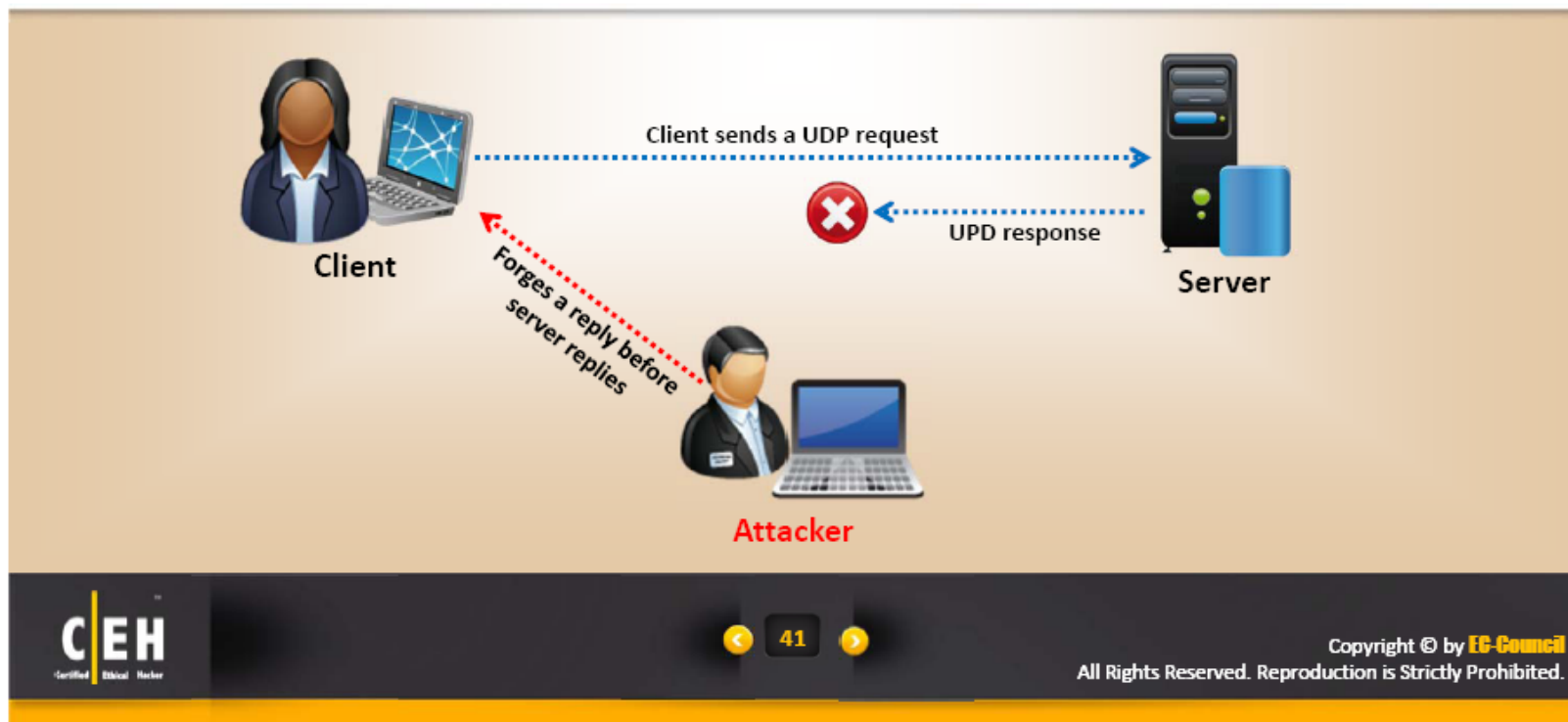
ARP spoofing involves fooling the host by **broadcasting the ARP request** and changing its ARP tables by sending the forged ARP replies





# UDP Hijacking

1. Attacker sends a **forged server reply** to the client's UDP request before the server responds to it
2. Attacker uses **Man-in-the-Middle** attack to intercept server's response to the client and sends its own forged reply

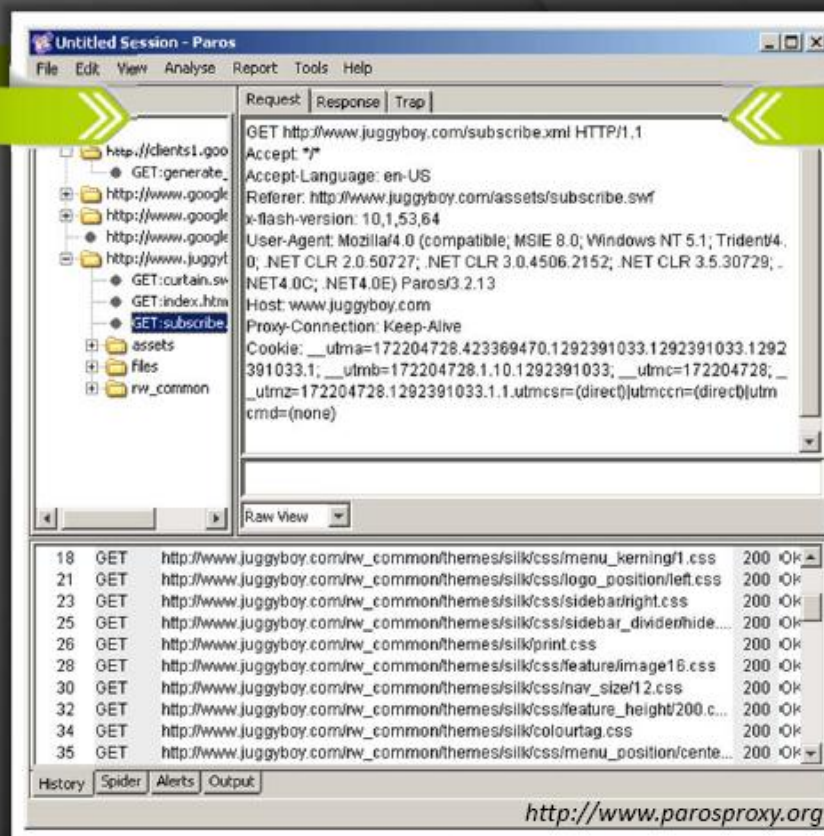


# Module Flow



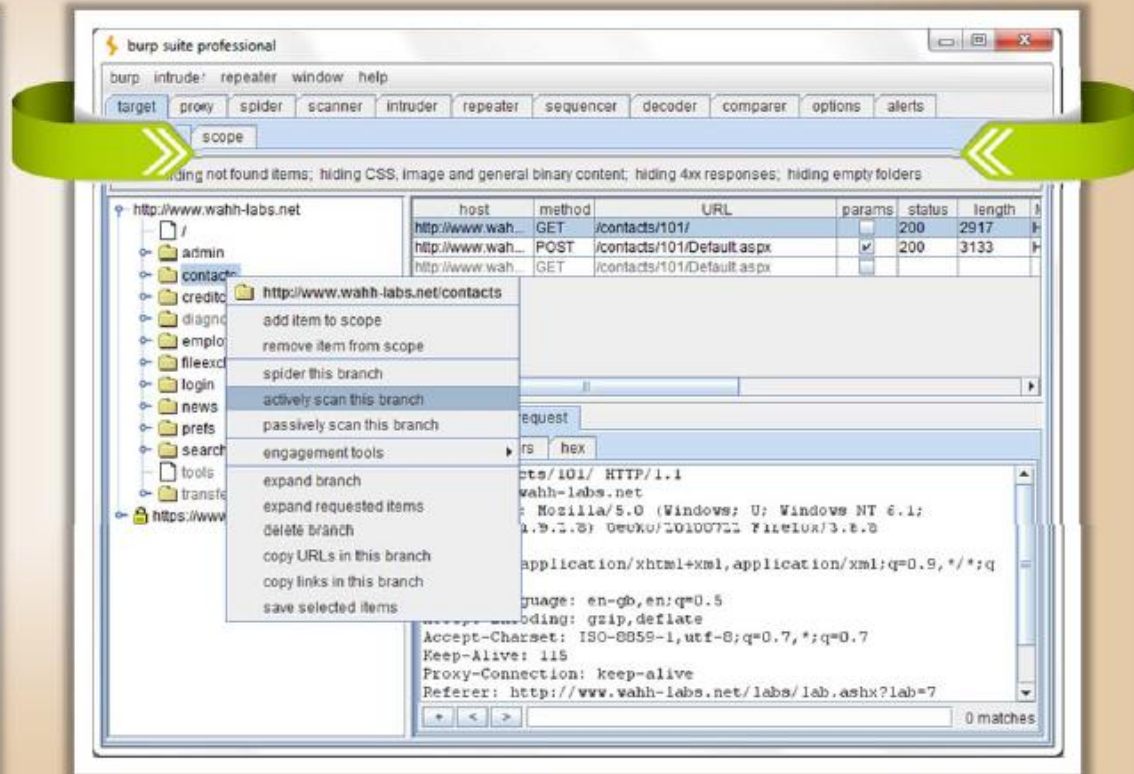
# Session Hijacking Tool: Paros

- Paros is a man-in-the-middle proxy and application vulnerability scanner
- It allows attacker to **intercept, modify, and debug HTTP and HTTPS data** on-the-fly between a web server and a client browser
- It also supports spidering, proxy-chaining, filtering, and application vulnerability scanning



# Session Hijacking Tool: **Burp Suite**

- Burp suite allows attacker to **inspect and modify traffic** between browser and the target application
- It **analyzes** all kinds of content, with automatic colorizing of request and response syntax

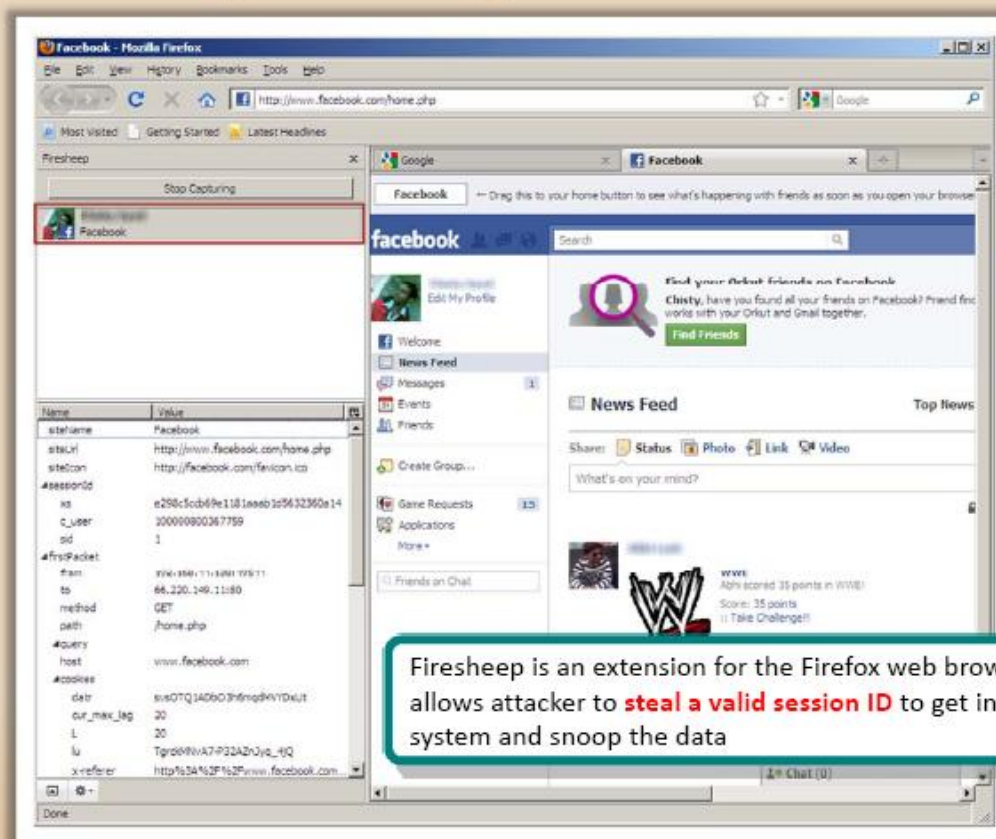


<http://portswigger.net>





# Session Hijacking Tool: **Firesheep**



<http://codebutler.github.com>

# Session Hijacking Tools



**Hamster**

<http://hamster.erratasec.com>



**Hunt**

<http://packetstormsecurity.org>



**Session Thief**

<http://scriptjunkie1.110mb.com>



**JHijack**

<http://jhijack.sourceforge.net>



**Surf Jack**

<http://surfjack.googlecode.com>



**TamperIE**

<http://www.bayden.com>



**Ettercap**

<http://ettercap.sourceforge.net>

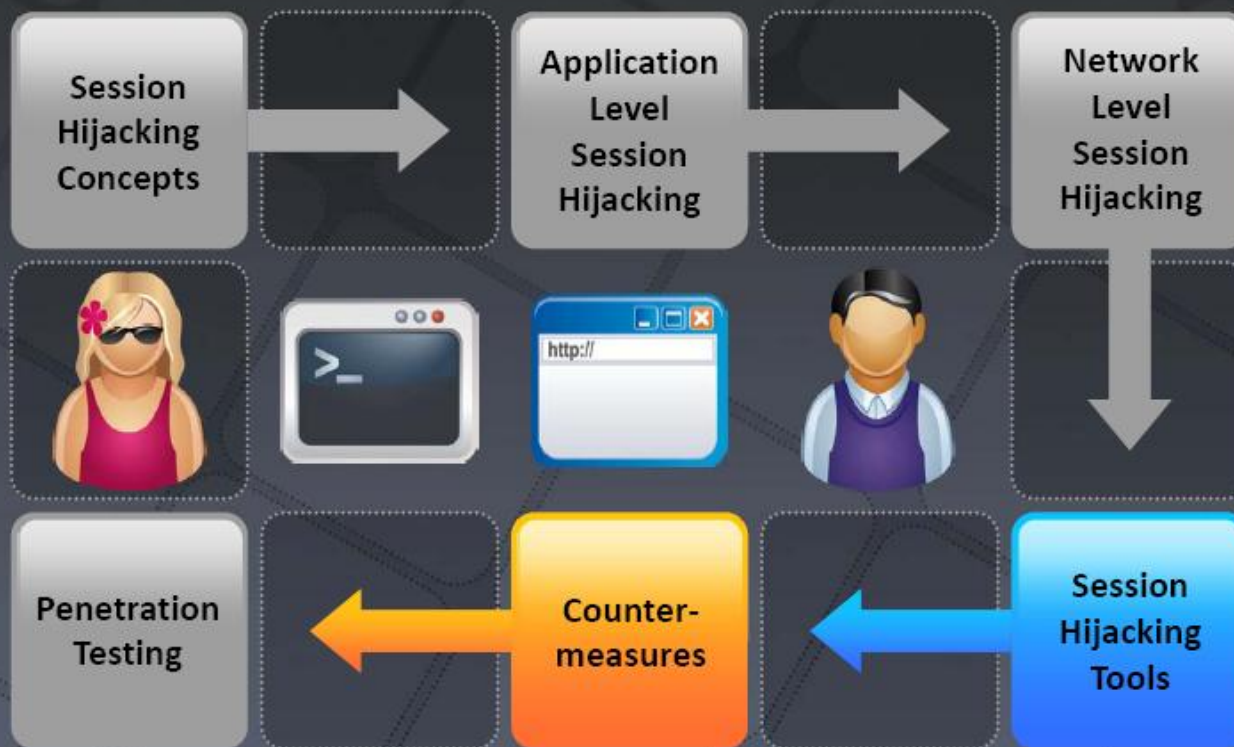


**Ferret**

<http://www.erratasec.com>



# Module Flow





## Countermeasures



Use secure shell (SSL) to create a secure communication channel



Pass the authentication cookies over HTTPS connection



Implement the logout functionality for user to end the session



Generate the session ID after successful login



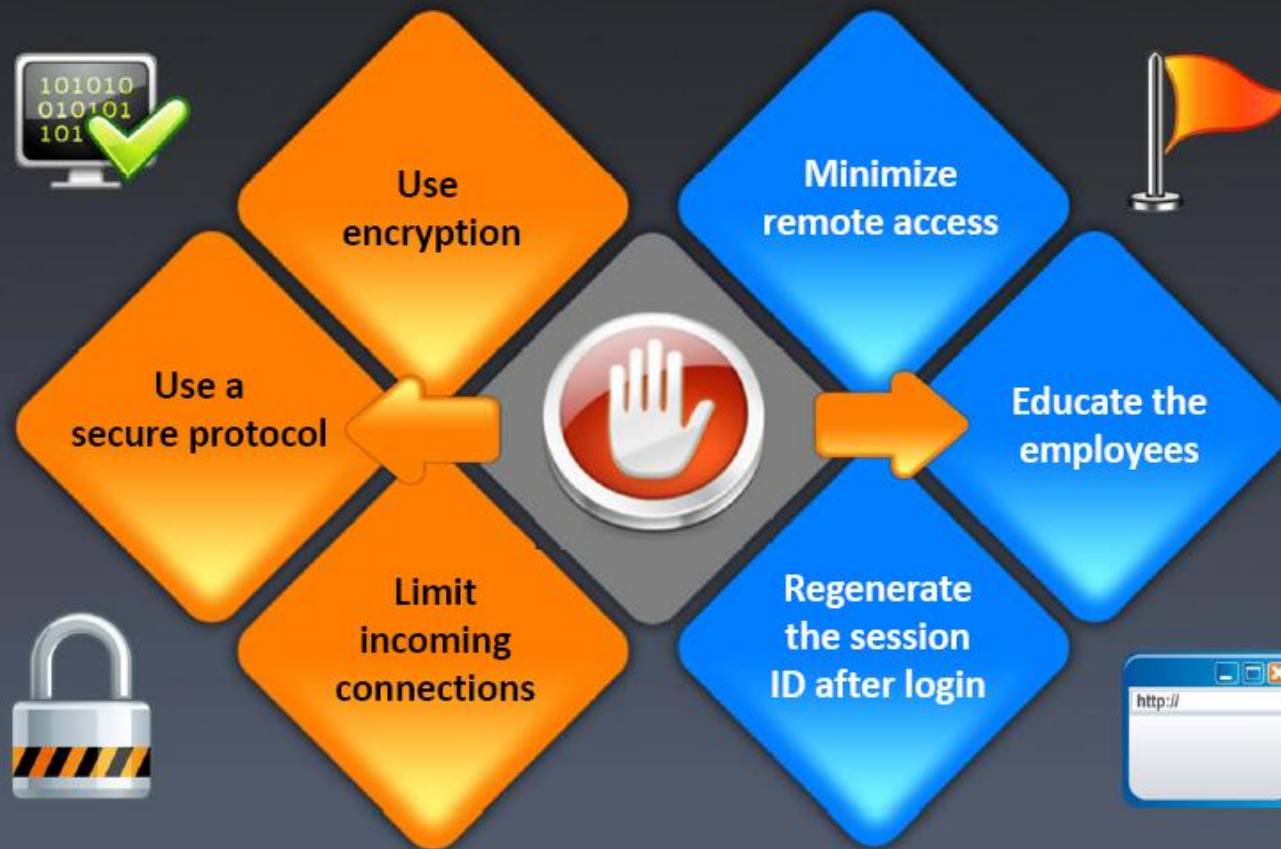
Use string or long random number as a session key



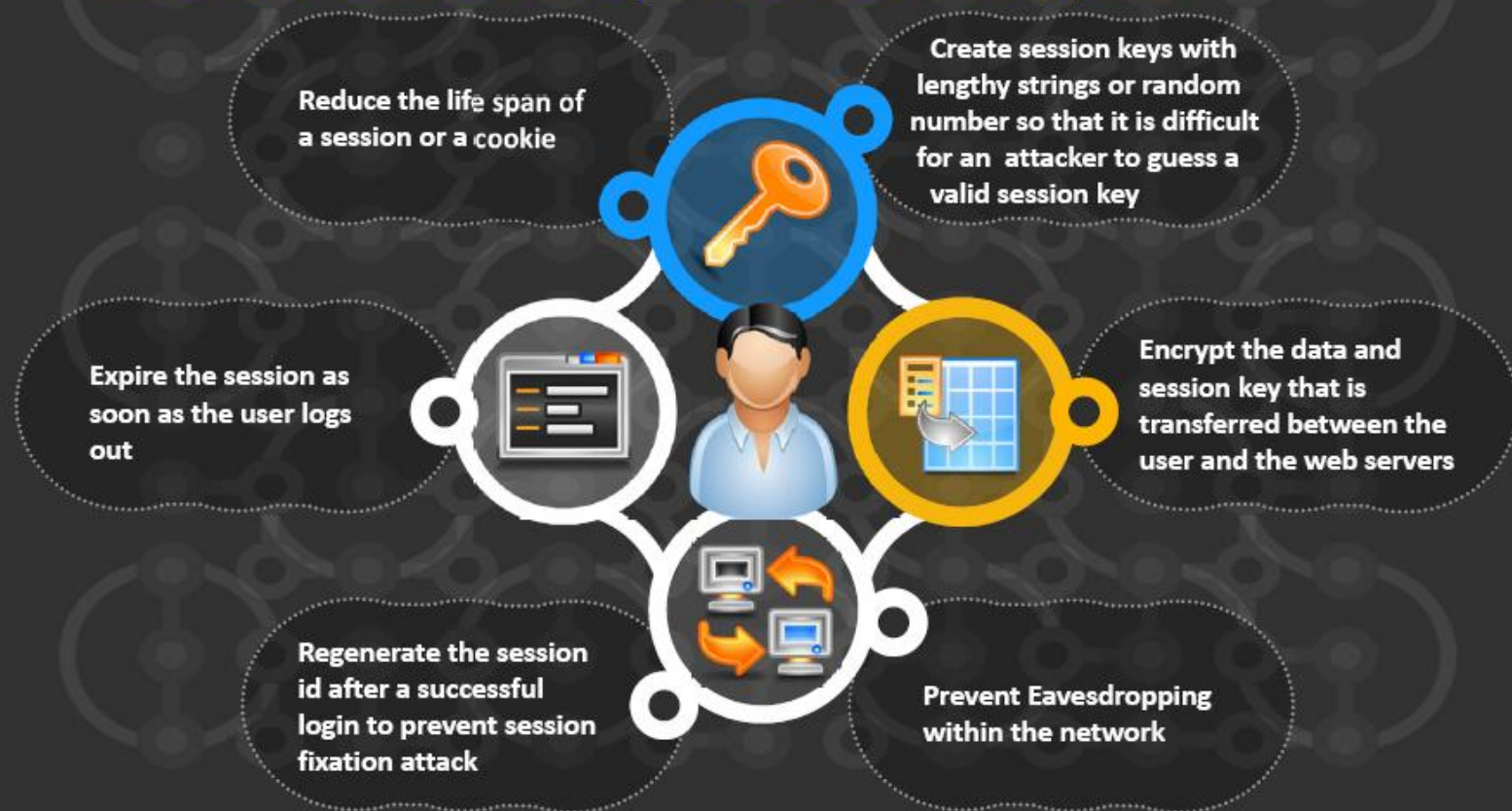
Pass the encrypted data between the users and the web servers



# Protecting against Session Hijacking



# Methods to Prevent Session Hijacking: To be Followed by Web Developers



# Methods to Prevent Session Hijacking: To be Followed by Web Users

Do not click on the links that are received through **mails or IM's**

Use Firewalls to prevent the **malicious content** from entering the network

Use firewall and browser settings to **restrict cookies**

Make sure that the website is certified by the **certifying authorities**

Make sure you clear **history, offline content, and cookies** from your browser after every confidential and sensitive transaction

Prefer https, a secure transmission, rather than http when transmitting **sensitive and confidential data**

Logout from the browser by **clicking on logout** button instead of closing the browser

# Defending against **Session Hijack Attacks**



Use encrypted protocols that are available at **OpenSSH suite**

Use **strong authentication** (like Kerberos) or peer-to-peer VPN's



Use IDS products or ARPwatch for **monitoring** ARP cache poisoning

Configure the appropriate **internal and external spoof** rules on gateways





# Session Hijacking **Remediation**

1

Defense in depth is a key component of a **comprehensive security plan**



2

Defense in depth is also a key component in **protecting a network** from session hijack attacks



3

Defense in depth is defined as the practice of using **multiple security systems or technologies** to prevent network intrusions

4

The central idea behind the concept is that if one counter measure fails, there are additional levels of protection to **safeguard the network**

# IPSec

- IPSec is a set of protocols developed by the IETF to support the **secure exchange of packets at the IP layer**
- It is deployed widely to implement **Virtual Private Networks (VPNs)**



# Modes of **IPSec**

## Transport Mode

- **Authenticates** two connected computers
- Has an option to **encrypt data transfer**
- Compatible with **NAT**

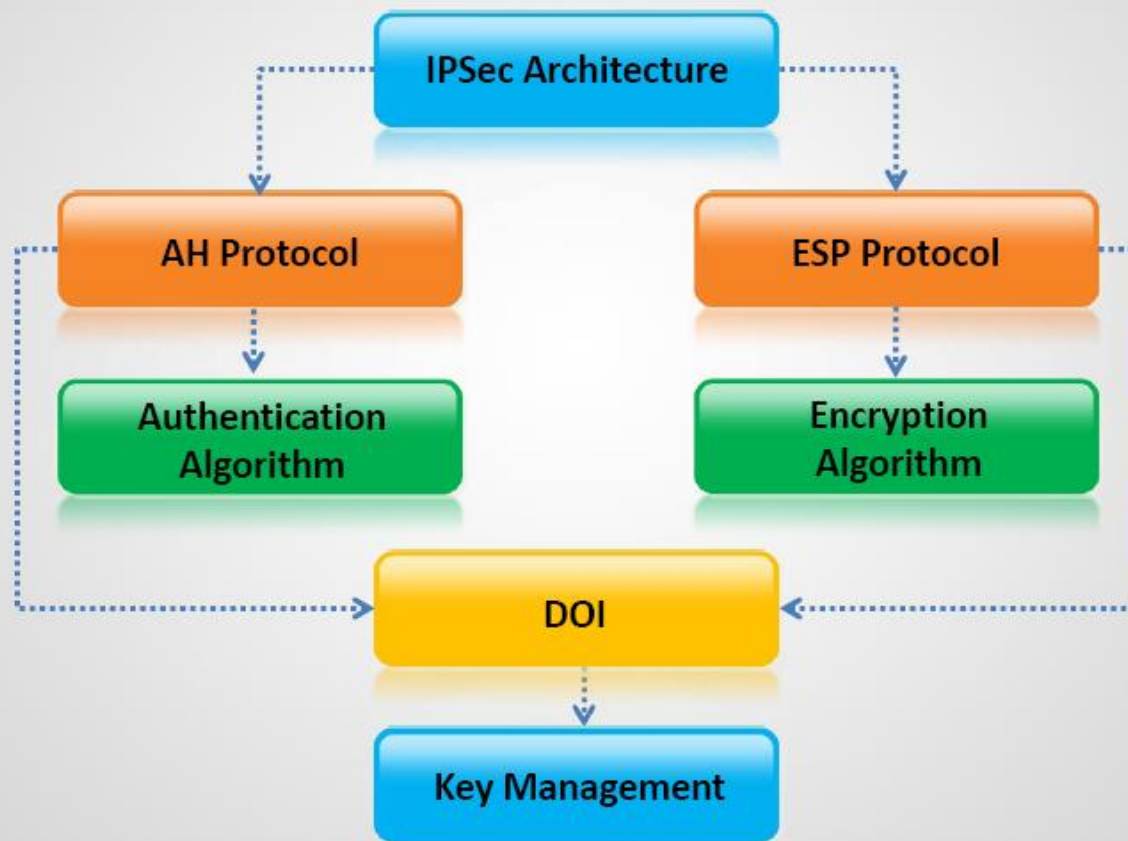


## Tunnel Mode

- **Encapsulates** packets being transferred
- Has an option to **encrypt data transfer**
- Not compatible with **NAT**



# IPSec Architecture





# IPSec Authentication and Confidentiality



IPSec uses two different security services for authentication and confidentiality

- Authentication Header (AH)
- Encapsulation Security Payload (ESP)

1. **Authentication Header (AH)** provides data authentication of the sender
2. **Encapsulation Security Payload (ESP)** provides both data authentication and encryption (confidentiality) of the sender



# Components of IPSec

## IPSec driver

A software, that performs protocol-level functions that are required to encrypt and decrypt the packets

## IPSec Policy Agent

A service of the Windows 2000, collects IPSec policy settings from the active directory and sets the configuration to the system at start up

## Internet Key Exchange (IKE)

IPSec protocol that produces security keys for IPSec and other protocols

## Oakley

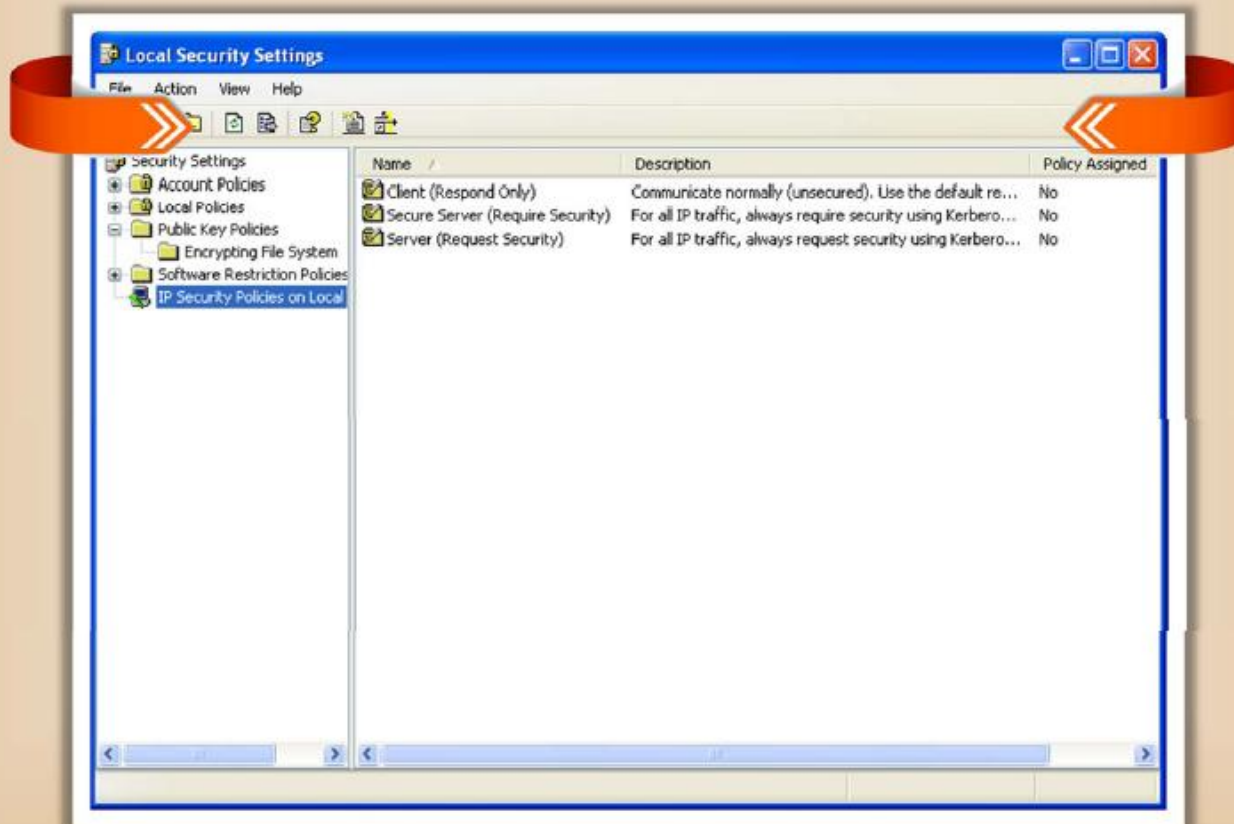
A protocol, which uses Diffie-Hellman algorithm to create master key, and a key that is specific to each session in IPSec data transfer

## Internet Security Association Key Management Protocol

Software that allows two computers to communicate by encrypting the data that is exchanged between them

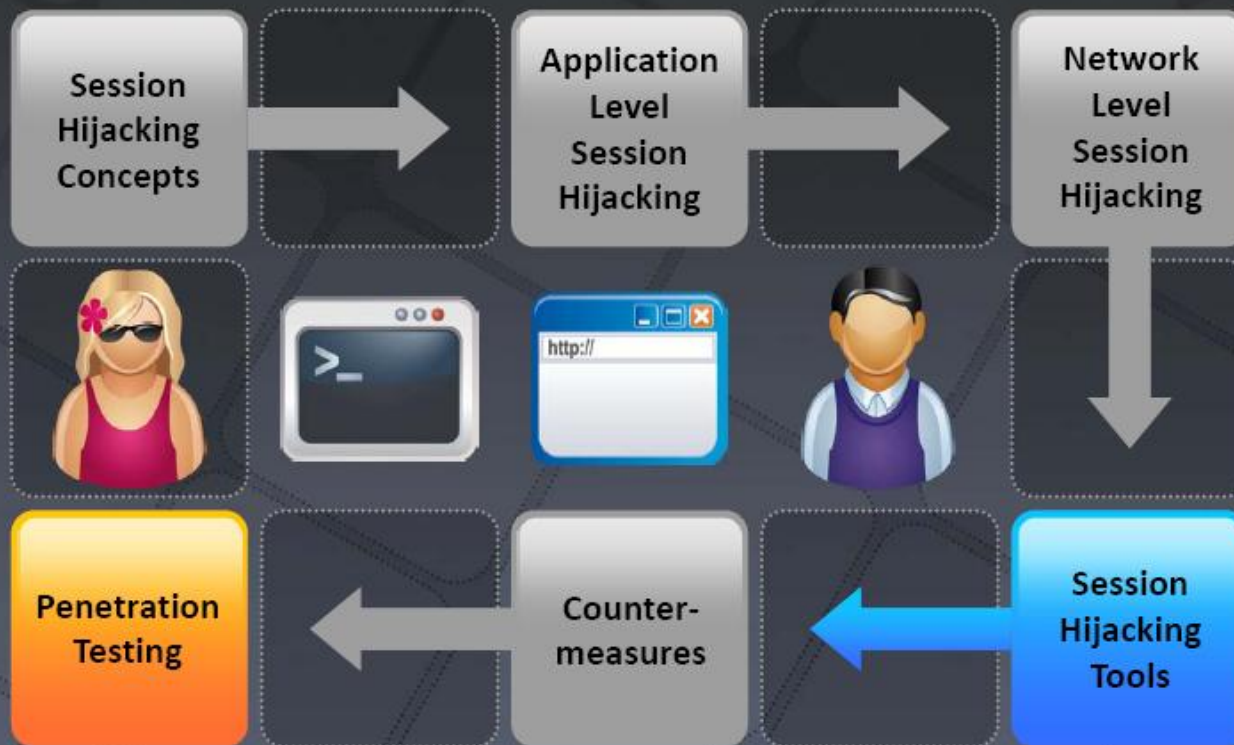


# IPSec Implementation





# Module Flow

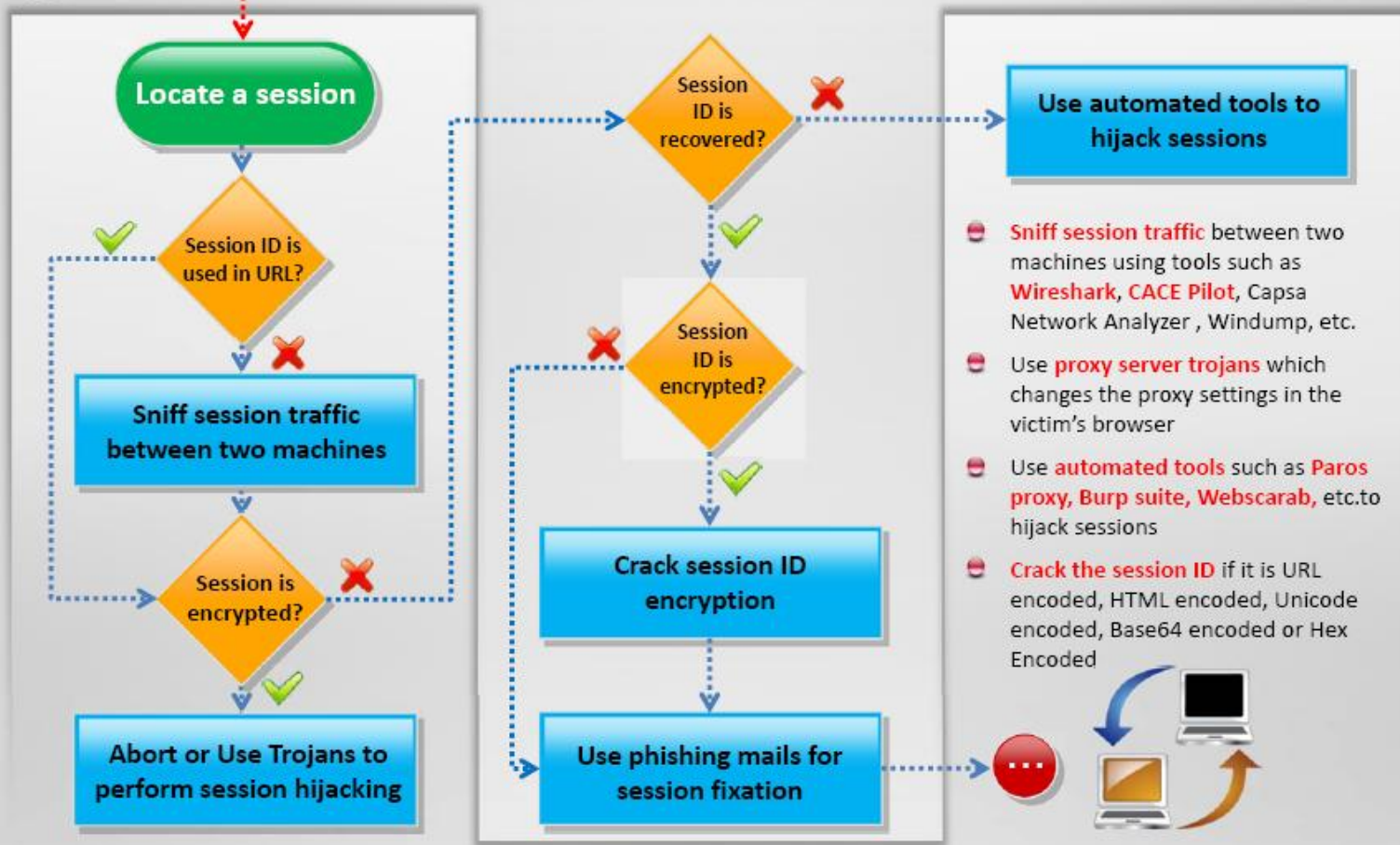




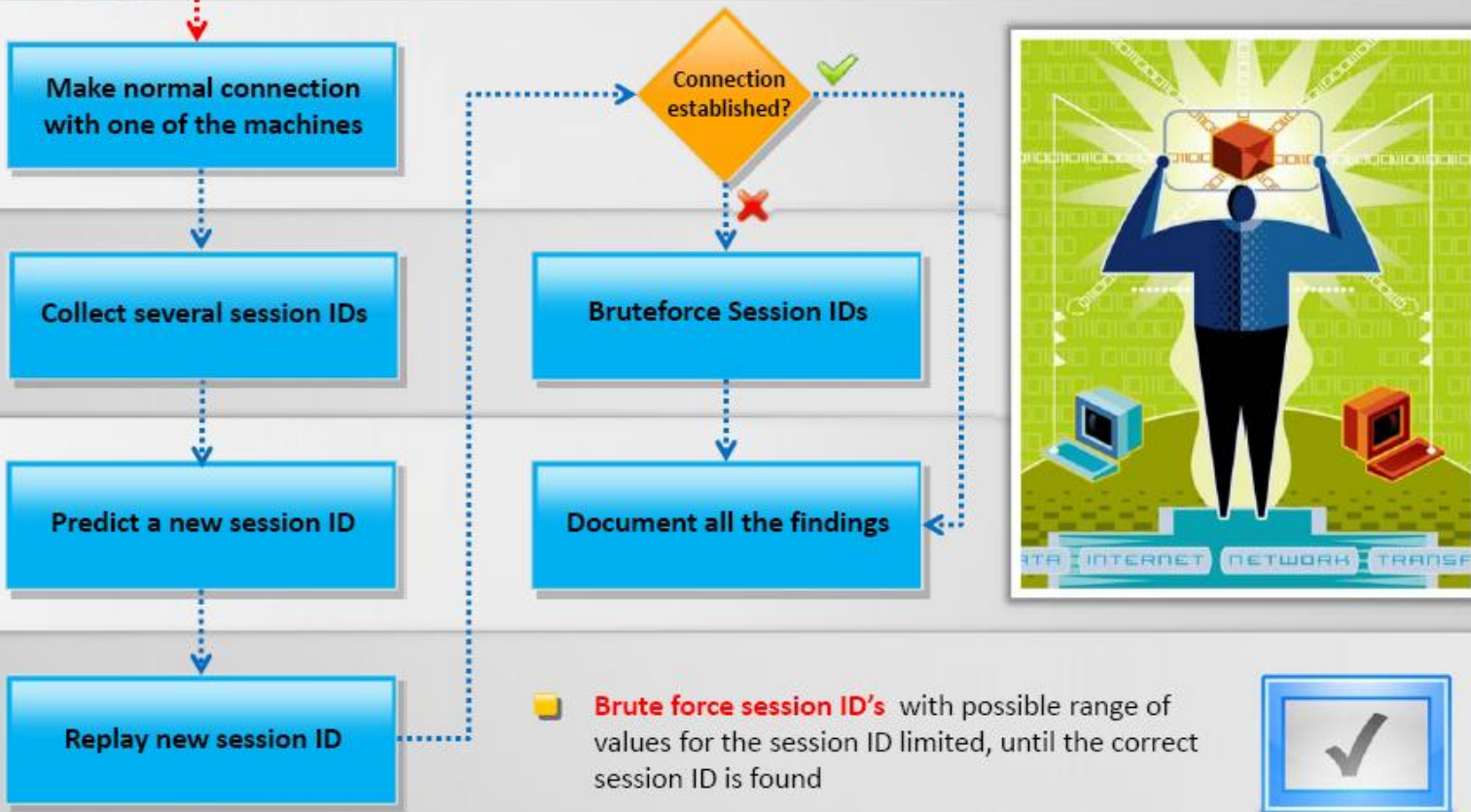


START

# Session Hijacking Pen Testing



# Session Hijacking Pen Testing



# Module Summary

- ☐ In session hijacking, an attacker relies on the legitimate user to connect and authenticate, and will then take over the session
- ☐ In a spoofing attack, the attacker pretends to be another user or machine to gain access
- ☐ Successful session hijacking is difficult and is only possible when a number of factors are under the attacker's control
- ☐ Session hijacking can be active or passive in nature depending on the degree of involvement of the attacker
- ☐ A variety of tools exist to aid the attacker in perpetrating a session hijack
- ☐ Session hijacking could be dangerous, and therefore, there is a need for implementing strict countermeasures

# Quotes

“Being able to break security doesn't make you a hacker any more than being able to hotwire cars makes you an automotive engineer.”

- **Eric Raymond**,  
An author and open  
source software advocate

