

In this post I will share the iptable script in which we will learn **How to protect from port scanning and smurf attack in Linux Server**

Features Of Script :

(1) When a attacker try to port scan your server, first because of iptable attacker will not get any information which port is open. Second the Attacking IP address will be blacklisted for 24 Hour (You can change it in script) . Third , after that attacker will not able to open access anything for eg. even attacker will not see any website running on server via web browser, not able to ssh,telnet also. Means completely restricted.

(2) Protects from smurf attack

(3) Written with the help of IPTABLE hence no System Performance issue like CPU high,Memory usage etc. No third party tool is used

Note: You can add or remove port no. as per your requirement.

Description about Server where we will implement IPTABLE script:

Operating Syetem : CentOS 6.4 (applicable to Red hat and CentOS servers)

IP Address: 192.168.1.4

Now we will create the script

How to protect from port scanning and smurf attack in Linux Server by iptables

Written by BiRU

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Step 1: Create a bash script with the name of **iptablescript.sh**

```
vi /root/iptablescript.sh
```

Step 2: Now paste the below given script contents in your bash script file **iptablescript.sh**

```
#!/bin/sh # # # Script is for stoping Portscan and smurf attack   ### first flush all the
iptables Rules                                                    iptables -F
                                                                    #
INPUT iptables Rules

# Accept loopback input
iptables
-
A INPUT
-
i lo
-
p all
-
j ACCEPT
# allow 3 way handshake
iptables
-
A INPUT
-
m state
--
state ESTABLISHED
,
RELATED
-
j ACCEPT
### DROPspoofing packets
iptables
-
A INPUT
-
s
10.0
.
0.0
/
8
-
j DROP iptables
```

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```
-  
A INPUT  
-  
s  
169.254  
.  
0.0  
/  
16  
-  
j DROP iptables  
-  
A INPUT  
-  
s  
172.16  
.  
0.0  
/  
12  
-  
j DROP iptables  
-  
A INPUT  
-  
s  
127.0  
.  
0.0  
/  
8  
-  
j DROP iptables  
-  
A INPUT  
-  
s  
192.168  
.  
0.0  
/  
24  
-  
j DROP iptables  
-  
A INPUT
```

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```
-  
s  
224.0  
.  
0.0  
/  
4  
-  
j DROP iptables  
-  
A INPUT  
-  
d  
224.0  
.  
0.0  
/  
4  
-  
j DROP iptables  
-  
A INPUT  
-  
s  
240.0  
.  
0.0  
/  
5  
-  
j DROP iptables  
-  
A INPUT  
-  
d  
240.0  
.  
0.0  
/  
5  
-  
j DROP iptables  
-  
A INPUT  
-  
s
```

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0.0

.

0.0

/

8

-

j DROP iptables

-

A INPUT

-

d

0.0

.

0.0

/

8

-

j DROP iptables

-

A INPUT

-

d

239.255

.

255.0

/

24

-

j DROP iptables

-

A INPUT

-

d

255.255

.

255.255

-

j DROP

#for SMURF attack protection

iptables

-

A INPUT

-

p icmp

-

m icmp

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```
--
icmp
-
type address
-
mask
-
request
-
j DROP iptables
-
A INPUT
-
p icmp
-
m icmp
--
icmp
-
type timestamp
-
request
-
j DROP iptables
-
A INPUT
-
p icmp
-
m icmp
-
m limit
--
limit
1
/
second
-
j ACCEPT
# Dropping all invalid packets
iptables
-
A INPUT
-
m state
--
```

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```
state INVALID
-
j DROP iptables
-
A FORWARD
-
m state
--
state INVALID
-
j DROP iptables
-
A OUTPUT
-
m state
--
state INVALID
-
j DROP
# flooding of RST packets, smurf attack Rejection
iptables
-
A INPUT
-
p tcp
-
m tcp
--
tcp
-
flags RST RST
-
m limit
--
limit
2
/
second
--
limit
-
burst
2
-
j ACCEPT
# Protecting portscans
```

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Attacking IP will be locked for 24 hours (3600 x 24 = 86400 Seconds)

iptables

-

A INPUT

-

m recent

--

name portscan

--

rcheck

--

seconds

86400

-

j DROP iptables

-

A FORWARD

-

m recent

--

name portscan

--

rcheck

--

seconds

86400

-

j DROP

Remove attacking IP after 24 hours

iptables

-

A INPUT

-

m recent

--

name portscan

--

remove iptables

-

A FORWARD

-

m recent

--

name portscan

--

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remove

These rules add scanners to the portscan list, and log the attempt.

iptables

-

A INPUT

-

p tcp

-

m tcp

--

dport

139

-

m recent

--

name portscan

--

set

-

j LOG

--

log

-

prefix

"portscan:"

iptables

-

A INPUT

-

p tcp

-

m tcp

--

dport

139

-

m recent

--

name portscan

--

set

-

j DROP iptables

-

A FORWARD

-

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```
p tcp
-
m tcp
--
dport
139
-
m recent
--
name portscan
--
set
-
j LOG
--
log
-
prefix
"portscan:"
iptables
-
A FORWARD
-
p tcp
-
m tcp
--
dport
139
-
m recent
--
name portscan
--
set
-
j DROP
# Allow the following ports through from outside
iptables
-
A INPUT
-
p tcp
-
m tcp
--
```

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```
dport
25
-
j ACCEPT iptables
-
A INPUT
-
p tcp
-
m tcp
--
dport
80
-
j ACCEPT iptables
-
A INPUT
-
p tcp
-
m tcp
--
dport
443
-
j ACCEPT iptables
-
A INPUT
-
p tcp
-
m tcp
--
dport
22
-
j ACCEPT
# Allow ping means ICMP port is open (If you do not want ping replace ACCEPT with REJECT)
iptables
-
A INPUT
-
p icmp
-
m icmp
--
```

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```
icmp
-
type
8
-
j ACCEPT
# Lastly reject All INPUT traffic
iptables
-
A INPUT
-
j REJECT
##### Below are for OUTPUT iptables rules
#####

## Allow loopback OUTPUT
iptables
-
A OUTPUT
-
o lo
-
j ACCEPT iptables
-
A OUTPUT
-
m state
--
state ESTABLISHED
,
RELATED
-
j ACCEPT
# Allow the following ports through from outside

# SMTP = 25

# DNS =53

# HTTP = 80

# HTTPS = 443

# SSH = 22

### You can also add or remove port no. as per your requirement
```

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```
iptables
-
A OUTPUT
-
p tcp
-
m tcp
--
dport
25
-
j ACCEPT iptables
-
A OUTPUT
-
p udp
-
m udp
--
dport
53
-
j ACCEPT iptables
-
A OUTPUT
-
p tcp
-
m tcp
--
dport
80
-
j ACCEPT iptables
-
A OUTPUT
-
p tcp
-
m tcp
--
dport
443
-
j ACCEPT iptables
-
```

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A OUTPUT

```
-  
p tcp  
-  
m tcp  
--  
dport  
22  
-  
j ACCEPT  
# Allow pings  
iptables
```

A OUTPUT

```
-  
p icmp  
-  
m icmp  
--  
icmp  
-  
type  
8  
-  
j ACCEPT  
# Lastly Reject all Output traffic  
iptables
```

A OUTPUT

```
-  
j REJECT  
## Reject Forwarding traffic  
iptables
```

A FORWARD

```
-  
j REJECT
```

Step 3: Make the Read Write Execute permission only to root user. (For security)

```
chmod 700 /root/iptablescrip.sh  chown root:root /root/iptablescrip.sh
```

Step 4 : Now run the script

```
sh /root/iptablescrip.sh  or  ./root/iptablescrip.sh
```

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Step 6: Now check the IPTABLES rule with following command

`iptables -nL` **Now we will do testing from remote server to our server where we have implemented the iptable**

Step 7: login into any system and try to do port scanning

`nmap -sT Server-ip-address` eg. `nmap -sT 192.168.1.4`

Step 8: The result should be now from your system like following types

(a) Not getting any output from nmap

(b) Not able to do telnet to any port for eg. `telnet Server-ip-address 22`

After running nmap means port scan your ip-address is blacklisted.

You can find your system ip address in message logs in Server with the keyword called **portsca**
n

So login back to your server and check the messages log in `/var/log`

Note : how to install nmap

In Red Hat and CentOS `yum install nmap` In Debian and Ubuntu `apt-get install nmap`