



# GRAND THEFT RECON



**IoT**





















**DAY 1 - PLAN**

**DAY 2 - REVERSE**

**DAY 3 - DOWN**





**day  
one  
the plan**



**HAIRED**



**LESTER**

## ASSIGNMENT

1. FIND A TARGET
2. FIND AN ATTACK ANGLE
3. FORM A CHAIN OF ATTACK

Name

**LESTER CREST**

Expertise

**PLANNING**

Favorite porn star

**STEFAN ESSER**



This is where all the loaded people come to have fun

THE  
HEIST



CAFE ANASTASIA



LESTER



Here's a photo from the inside. They store their cash in that POS



**LESTER**



POS  
TERMINAL



Time to refresh my  
memory on how these  
things are protected



**LESTER**



POS  
TERMINAL



# POS: Ingredients





# POS: Ingredients

- **Terminal**  
No direct  
access to  
cash





# POS: Ingredients

- **Card reader**

Heavily  
protected





# POS: Ingredients

- **Cashier**  
Expensive  
to bribe





Is that it? Hit rewind, I'm  
sure we missed  
something.



**LESTER**



What's that steel box  
over there?



**LESTER**



# POS: Ingredients

- **Cash drawer**

Just a  
dumb box

...or is it?





# A Modern POS



...especially popular in  
bars and restaurants



# APG NetPRO 488

- Most popular wireless model
- Connects over WiFi...
- To the INTERNET OF THINGS





Wait a minute... close up  
on that part



**LESTER**



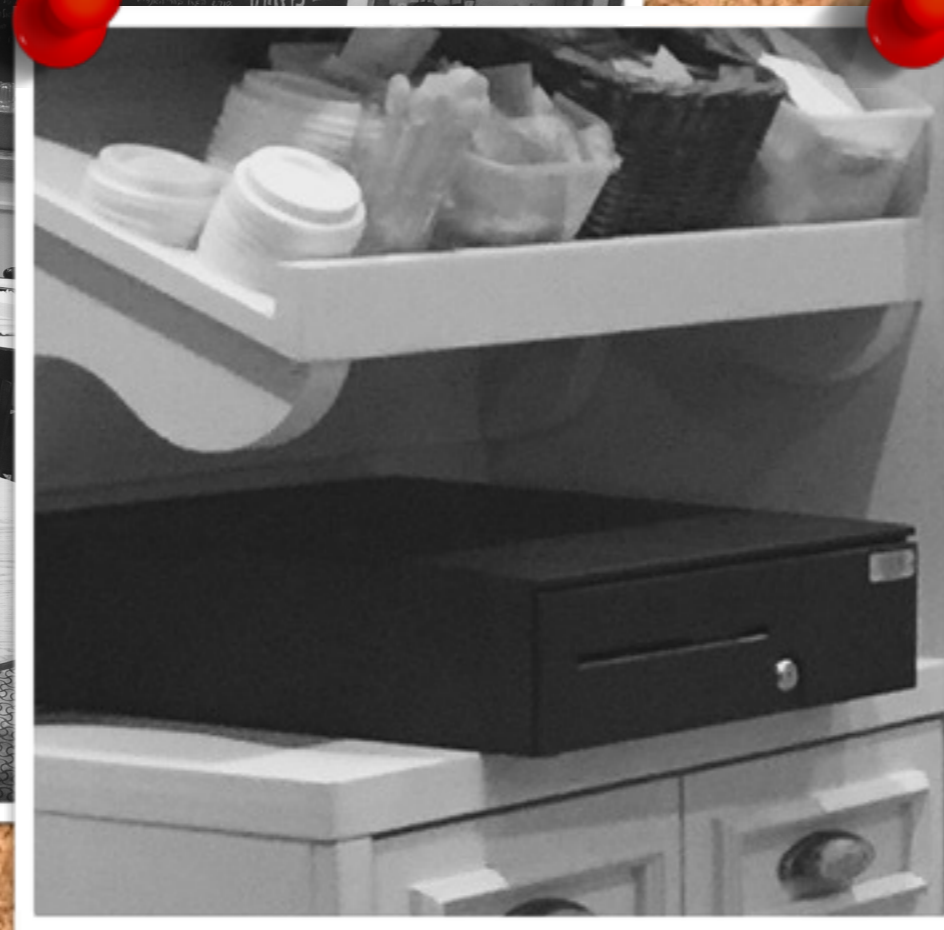
POS  
TERMINAL



# Gentlemen... I believe we have a target



**LESTER**



POS  
TERMINAL



# Let's get a device and crack it open



## LESTER



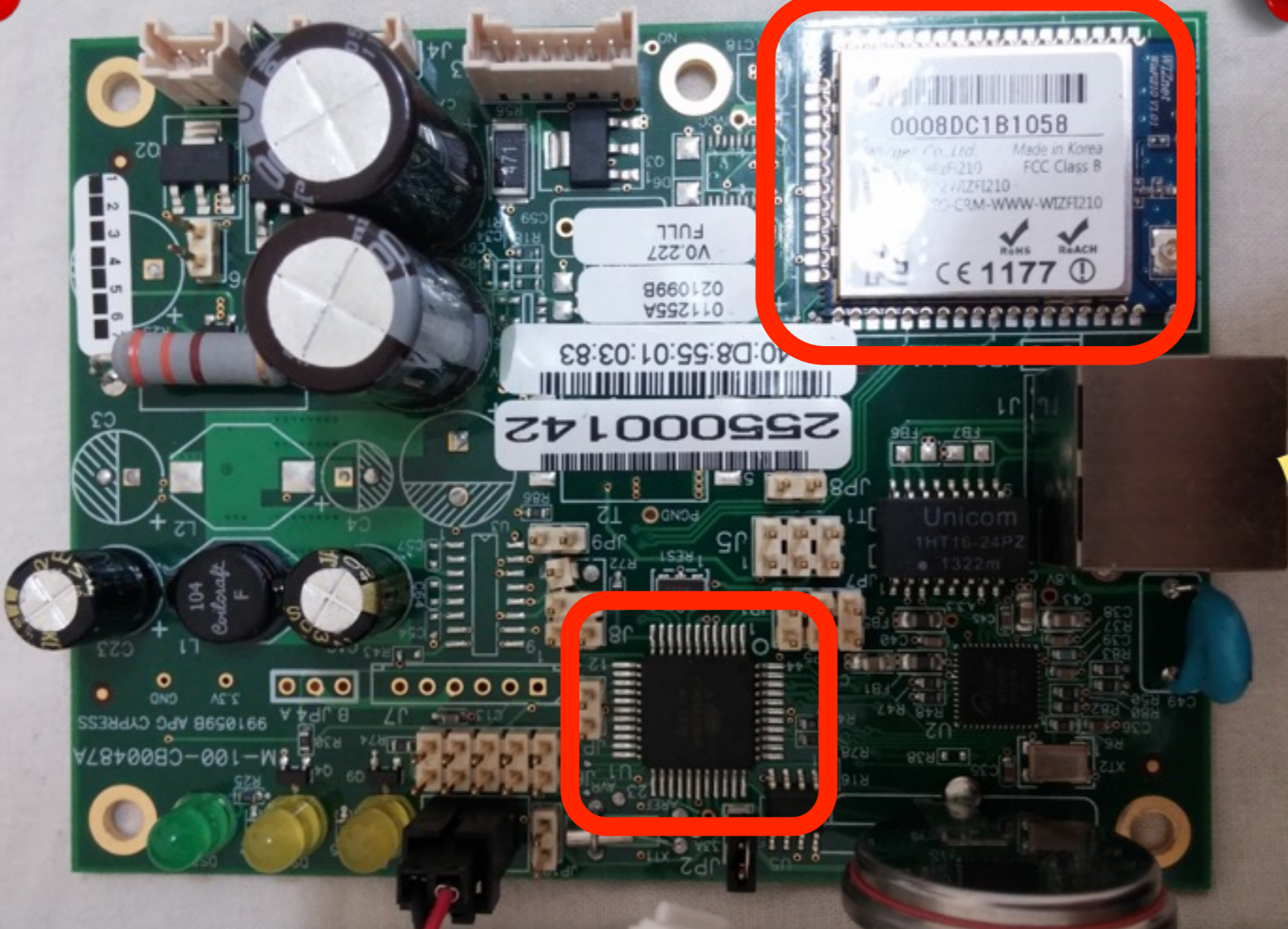
APG 488



Give me a close up of those two chips



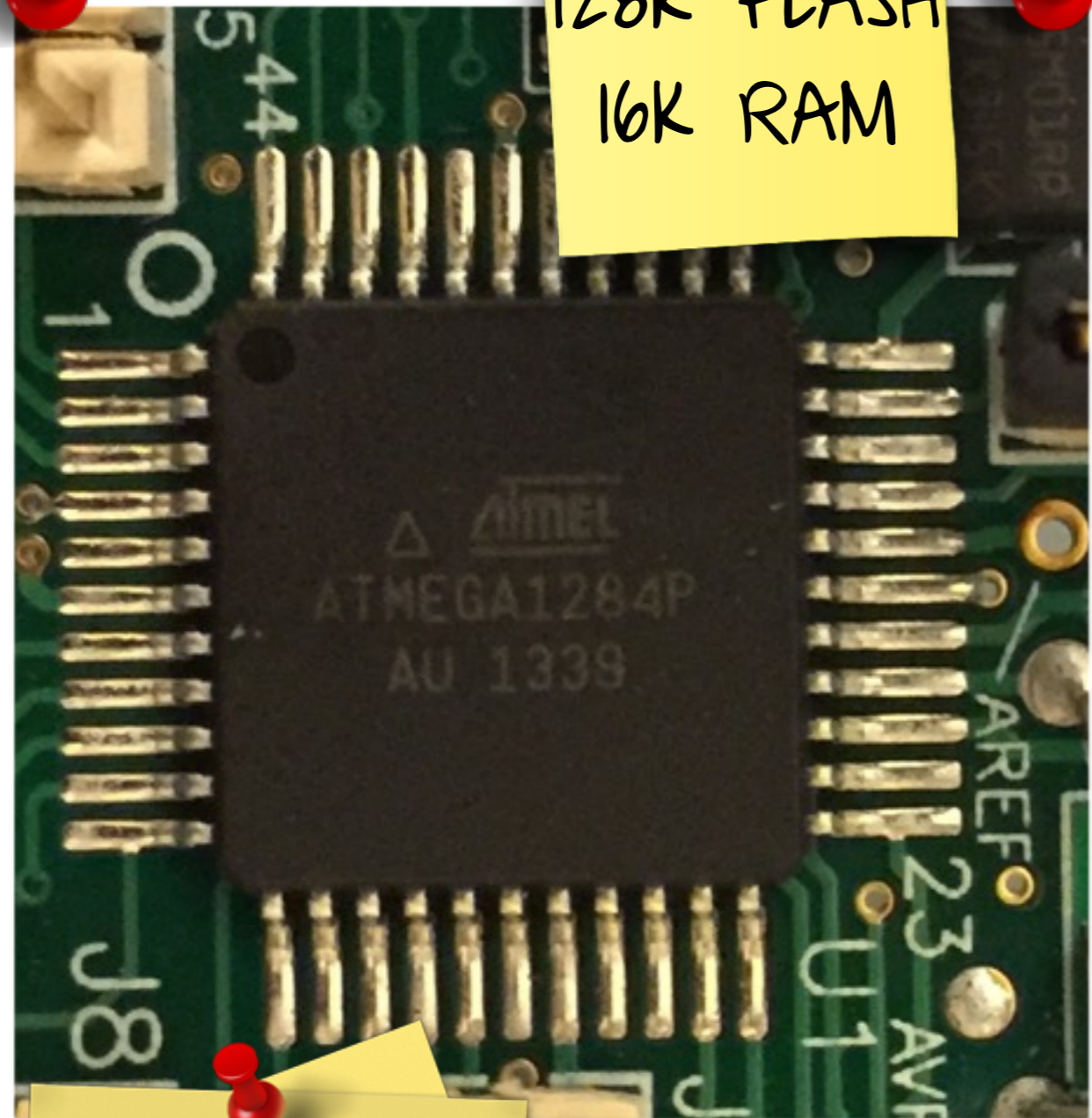
**LESTER**



APG 488



128K FLASH  
16K RAM



ATMEL  
ATMEGA  
1284P

↔  
AT OVER  
SERIAL

WIZNET  
WIZFIZIO



# Get the firmware - options

- No firmware online
- Play with UART?
- Extract from MCU?  
(AKA Suicide)
- Ask the manufacturer... nah!





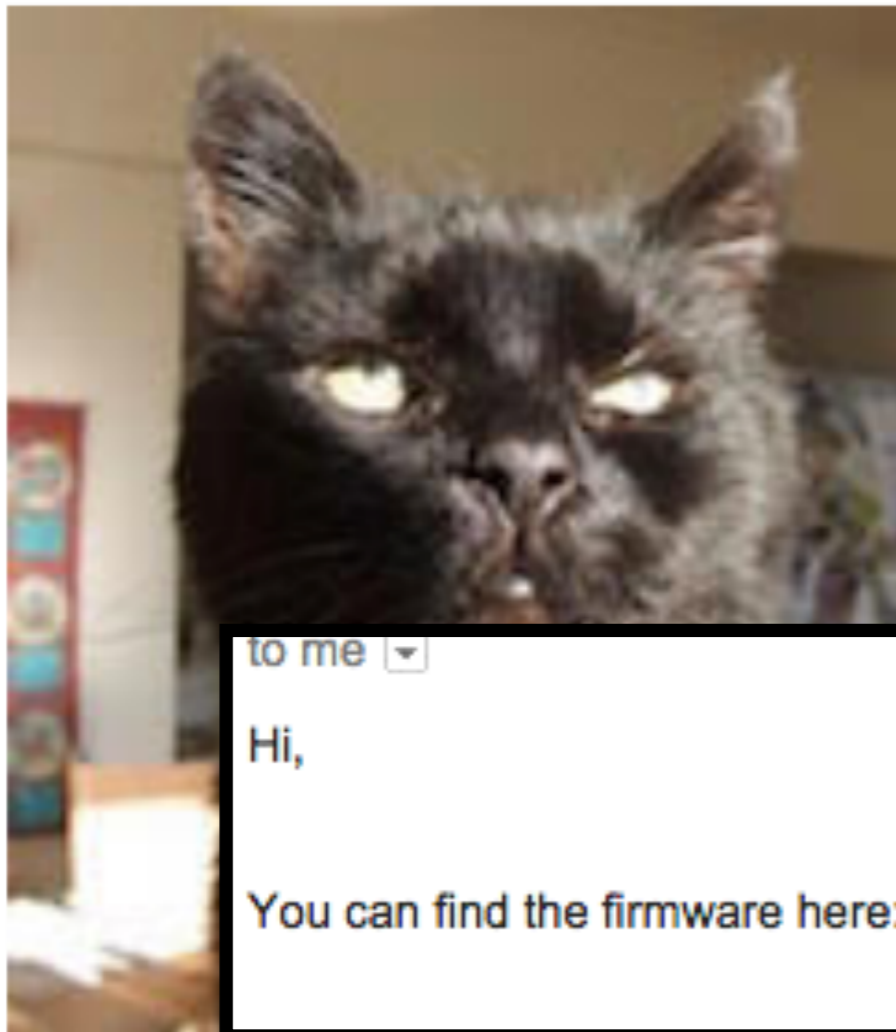
**1337 Kat** <l33tkat@gmail.com>

5:08 PM (1 hour ago)



to apgsupport

## i can haz firmware?

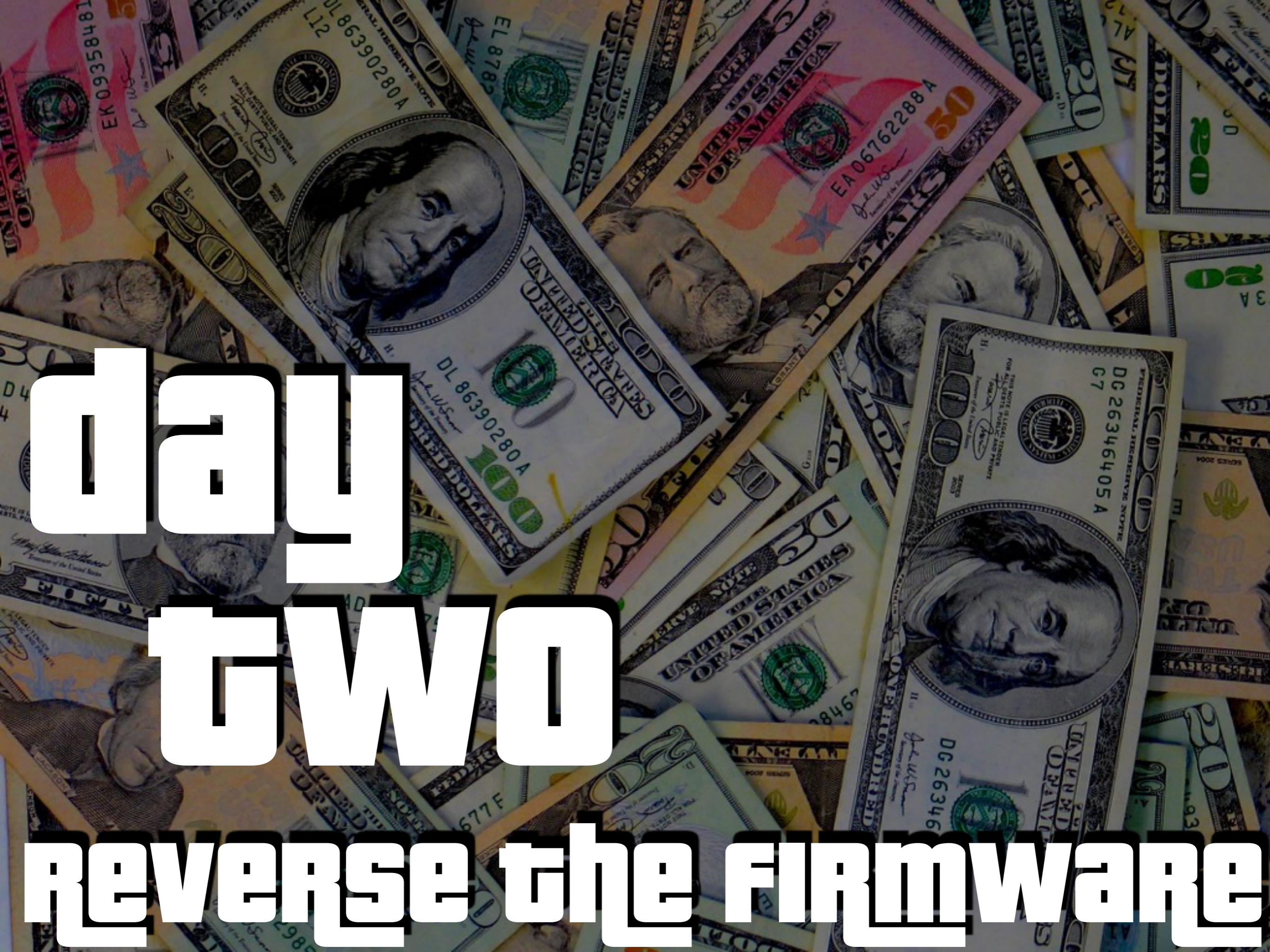


to me

Hi,

You can find the firmware here:





**day  
two**

**Reverse the Firmware**



**HIRED**



## ASSIGNMENT

**1. REVERSE THE  
BINARY**

**2. FIND A BUG**



**PAIGE**

**Name**

**PAIGE HARRIS**

**Expertise**

**Reverser**

**Favorite film**

**HOW I MET YOUR  
SKOCHINSKY**



I heard that reversing  
Atmel code is a mindfuck  
because of these issues:



**PAIGE**

- Inconsistent register naming
- Creepy Harvard architecture
- Find xrefs to debug strings



Let's deal with this sucker  
first:



**PAIGE**

- Inconsistent register naming



```
$ rasm2 -d fw.bin
```

```
<..>
```

```
ldi r30, 0x15
```

```
ldi r31, 0xE
```

```
st r20, Z
```

```
<..>
```



**PAIGE**

**ldi - load immediate into register**

**st - store register into byte at address**



Dafuq did I just see?

What does Z stand for?



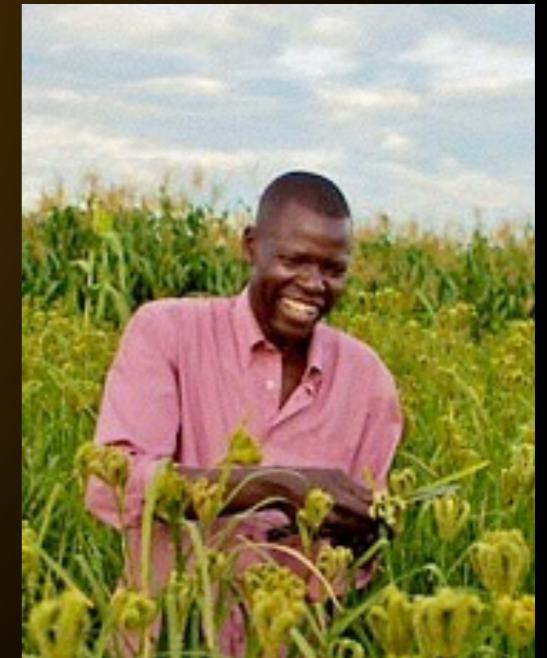
Zebra?



Zorg?



**PAIGE**



Zimbabwe?



```
loc_4D7A:
mov     r18, r16
or      r18, r17
breq    loc_4D89
```

```
loc_4D89:
ldi     r18, 0
st      X, r18
```

```
01F2
8120
01FD
8320
E021
0E42
E020
1E52
9611
5001
4010
CFF1
movw    r30, r4
ld      r18, Z
movw    r30, r26
st      Z, r18
ldi     r18, 1
add     r4, r18
ldi     r18, 0
adc     r5, r18
adiw    r26, 1
subi    r16, 1
sbci    r17, 0
rjmp    loc_4D7A
```

```
loc_4D8B:
ldi     r30, 6
jmp     FuncTerm_3
; End of function na_StrnCpySRAMtoSRAM
```



# AVR Programmer Manual:

In order to enable 16-bit addressing, the last six registers are paired to form registers X, Y and Z:

r26:27 - X

r28:29 - Y

r30:31 - Z



```
$ rasm2 -d fw.bin
```

```
<..>
```

```
ldi r30, 0x15
```

```
ldi r31, 0xE
```

```
// z is now 0xE15
```

```
st r20, z
```

```
<..>
```



**PAIGE**

**ldi - load immediate into register**

**st - store register into byte at address**



Nailed it! But where the hell are the strings?



**PAIGE**

- ~~Inconsistent register naming~~
- Creepy Harvard architecture
- Find xrefs to debug strings



I have a hunch that solving the next challenge will help:

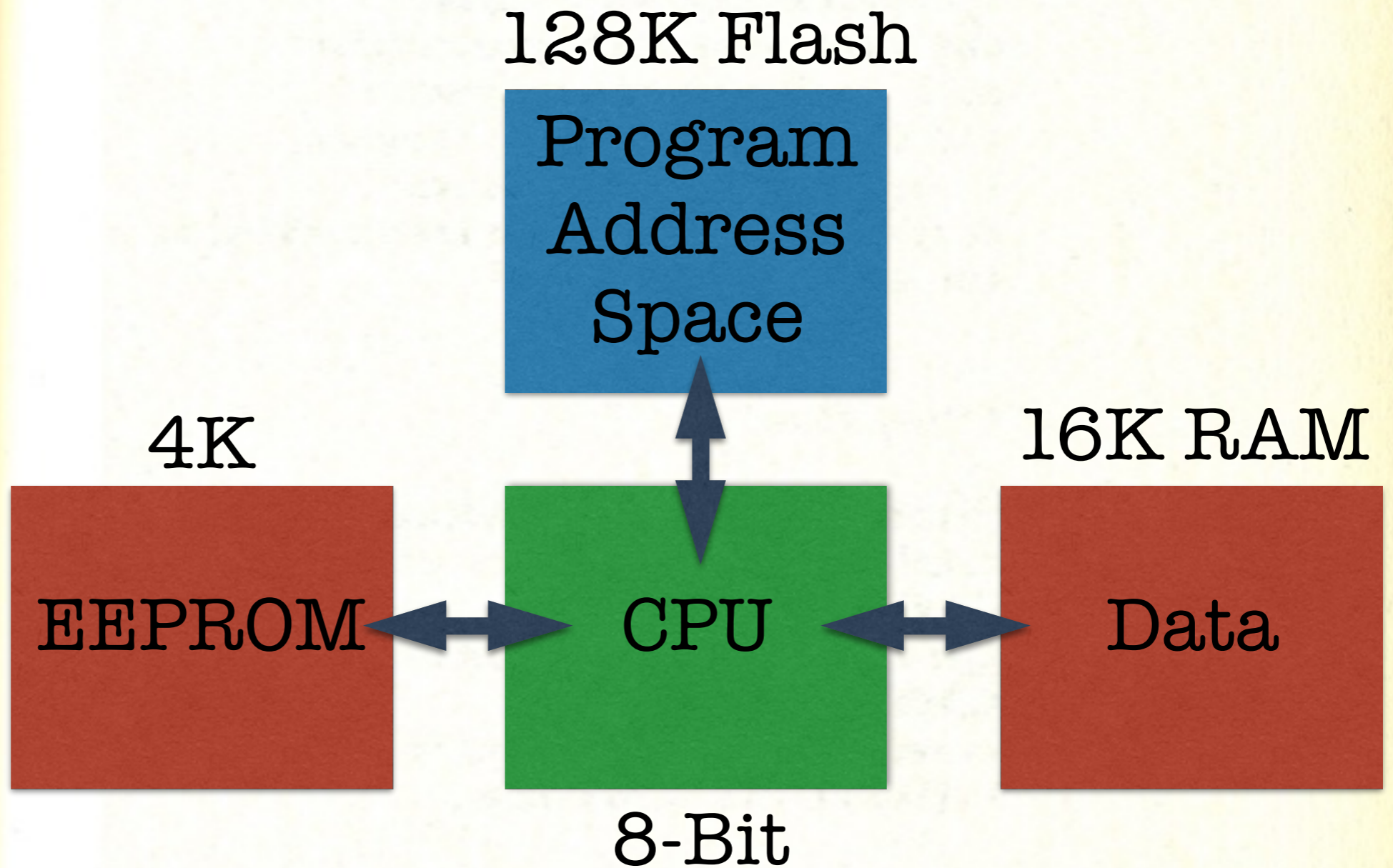


**PAIGE**

- **Creepy Harvard architecture**



# AVR Programmer Manual:





Got it! Now I know how to find string refs.



**PAIGE**

- ~~Inconsistent register naming~~
- ~~Creepy Harvard architecture~~
- Find xrefs to debug strings



StrLen\_PM:

<..>

adiw r30, 1

lpm r20, z

tst r20

breq Return

<..>

StrLen\_RAM:

<..>

adiw r30, 1

ld r20, z

tst r20

breq Return

<..>

**adiw** - add immediate to register pair

**lpm** - load byte from program memory



```
loc_6778:
EA0E      ldi     r16, 0xAE ; '<<'
E01D      ldi     r17, 0xD
940E 237A   call   StrStr
2B01      or     r16, r17
F019      breq   loc_6781
```

r16:17 == 0xdae

Word addressing: 0x6d7



ROM:06D7 6F65 6570 646E 6172+aEopendrawer: .db "eopendrawer",0



Function name	
sub_FA5	R
sub_F69	R
sub_F2	R
sub_EA2	R
sub_E4D	R
sub_DF5	R
sub_D6B	R
sub_AF	R
sub_9B	R
sub_85	R
sub_73	R
sub_6CEE	R
sub_6CEA	R
sub_6CD3	R
sub_6CA3	R
sub_6CA0	R
sub_6B	R
sub_693A	R
sub_68E2	R
sub_65EC	R
sub_65B7	R
sub_646F	R
sub_6436	R
sub_64	R
sub_63F7	R
sub_63E6	R
sub_63CF	R

Function name	
na_HandleUSART_2	R
na_HandleUSART	R
na_GetDataOffset	R
na_GenerateClosingXMLTag	R
na_GenerateASCIIPortNumber	R
na_FreeLan	R
na_ForceFreeLAN	R
na_EventIP	R
na_EnableDHCP	R
na_DrawerOpenText	R
na_DrawerCloseText	R
na_DoRecoverAPIPA	R
na_DoNothing	R
na_DoFactoryDefault	R
na_DoConnectWrapper	R
na_DoConnect	R
na_DoCfgWPS	R
na_DoCfgDHCP	R
na_DoCfgBasic	R
na_DoCfgAssoc	R
na_DispatchMessageOrCallDisassociationEvent	R
na_Disconnect	R
na_DisassociationEvent	R
na_DisableDHCP	R
na_DecrementCounter	R
na_DecantRStack	R
na_CopyWizFiHeaderToResponseBuffer	R



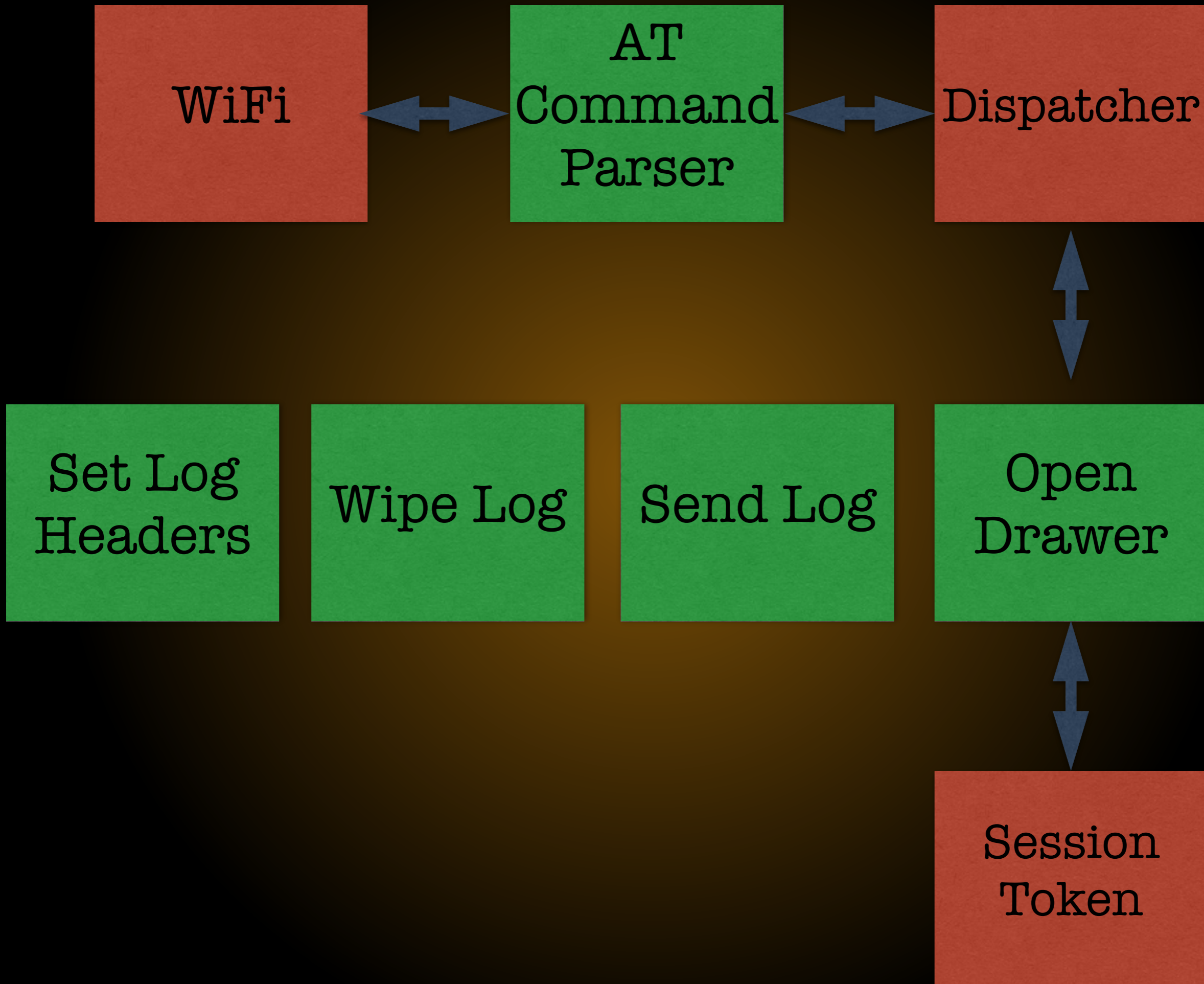
Now that I got the debug strings, let's look at the attack surface



**PAIGE**

- ~~Inconsistent register naming~~
- ~~Creepy Harvard architecture~~
- ~~Find xrefs to debug strings~~







```
function register()
{
    if (!empty($_POST)) {
        $msg = '';
        if ($_POST['user_name']) {
            if ($_POST['user_password_new']) {
                if ($_POST['user_password_new'] == $_POST['user_password_repeat']) {
                    if (strlen($_POST['user_password_new']) > 5) {
                        if (strlen($_POST['user_name']) < 65 && strlen($_POST['user_name']) > 1) {
                            if (preg_match('/^[a-z\d]{2,64}$/i', $_POST['user_name'])) {
                                $user = read_user($_POST['user_name']);
                                if (!isset($user['user_name'])) {
                                    if ($_POST['user_email']) {
                                        if (strlen($_POST['user_email']) < 65) {
                                            if (filter_var($_POST['user_email'], FILTER_VALIDATE_EMAIL)) {
                                                create_user();
                                                $_SESSION['msg'] = 'You are now registered so please login';
                                                header('Location: ' . $_SERVER['PHP_SELF']);
                                                exit();
                                            } else $msg = 'You must provide a valid email address';
                                        } else $msg = 'Email must be less than 64 characters';
                                    } else $msg = 'Email cannot be empty';
                                } else $msg = 'Username already exists';
                            } else $msg = 'Username must be only a-z, A-Z, 0-9';
                        } else $msg = 'Username must be between 2 and 64 characters';
                    } else $msg = 'Password must be at least 6 characters';
                } else $msg = 'Passwords do not match';
            } else $msg = 'Empty Password';
        } else $msg = 'Empty Username';
        $_SESSION['msg'] = $msg;
    }
    return register_form();
}
```



The attack surface is really tiny

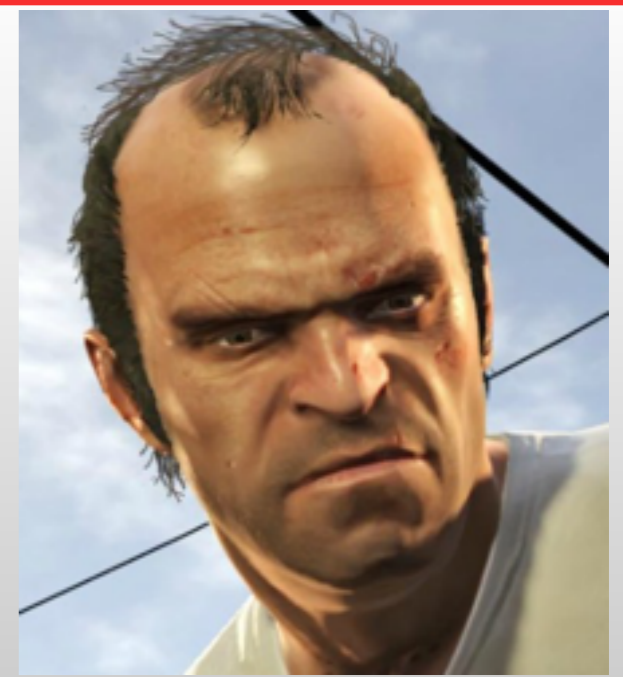




**today  
they  
pwn all the things**



**HITRED**



**TREVOR**

## ASSIGNMENT

1. Find a bug
2. Exploit it
3. Get gold

**Name**

**TREVOR PHILIPS**

**Expertise**

**MAYHEM**

**Favorite tool**

**DIE**



**Mystery: Who wrote  
their libc, and when?**





# strlen walks until a NULL is reached



```
na_StrLen_SRAM:           ; CODE XREF: na_LDRHexRecDbgOut:loc_D7C1p
                          ; na_LDRHexRecDbgOut:loc_D911p na_LDRHexRecDbgOut+371p
                          ; na_LDRHexRecDbgOut+521p na_LDRHexRecDbgOut+691p ...
movw    r18, r16
ldi     r16, 0
ldi     r17, 0
```

```
loc_4D4F:                 ; CODE XREF: na_StrLen_SRAM+C1j
movw    r30, r18
movw    r18, r30

subi    r18, -1
sbci    r19, -1

ld      r20, 2

tst     r20
breq    locret_4D59
```

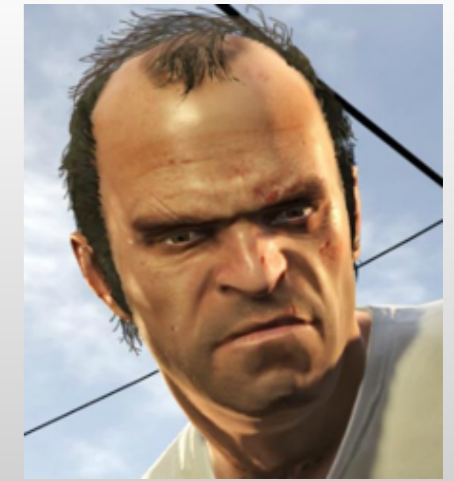
```
subi    r16, -1
sbci    r17, -1
rjmp    loc_4D4F
```

```
locret_4D59:             ; CODE XREF: na_StrLen_SRAM+91j
ret
```

- End of function na\_StrLen\_SRAM



# strcpy doesn't add a NULL byte to the end of the string



**TREVOR**

```
loc_218E:                                ; CODE XREF: i_bet_you_look_good_on_the_dance_floor+1C↓j
movw   r30, r26
ld     r16, 2
cpi    r16, 0xA
breq   bye
```

```
cpi    r24, 0x50 ; 'P'
ldi    r16, 0
cpc    r25, r16
brcc   bye
```

```
ld     r16, X
movw   r30, r24
subi   r30, 0x1A
sbci   r31, -0x14 ; '8'
st     2, r16
adiw   r26, 1
adiw   r24, 1
rjmp   loc_218E
```

```
bye:                                       ; CODE XREF: i_bet_you_look_good_on_the_dance_floor+10↑j
; i_bet_you_look_good_on_the_dance_floor+14↑j
call   sub_1E35

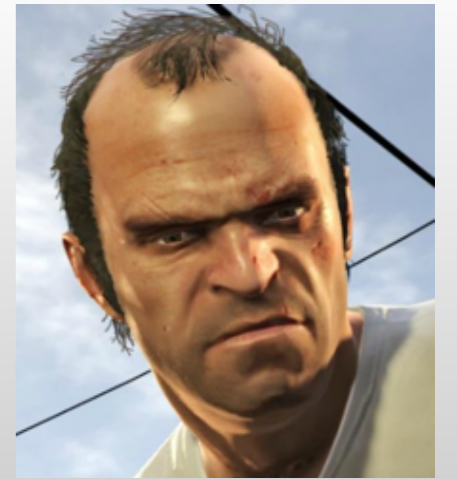
ldi    r30, 4
jmp    gb_BL_epilogue_8
; End of function i_bet_you_look_good_on_the_dance_floor
```





**wato**

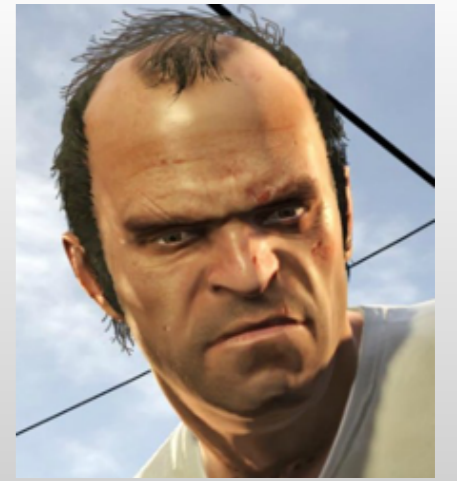




**TREVOR**

Using these two  
primitives we can get  
code execution

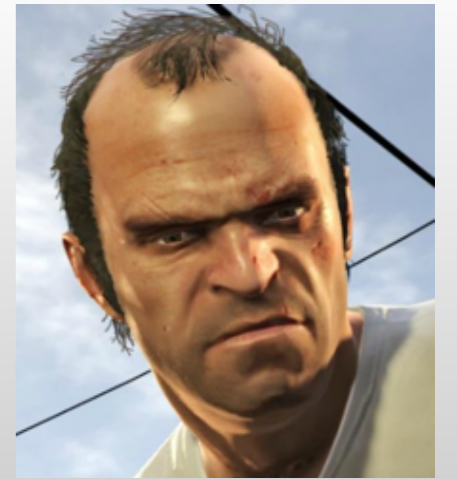




**TREVOR**

Where to write into?





**TREVOR**

Stack return address is stored  
at beginning of RAM



# Three stage pwn

1

Log header  
buffer

Flags (set  
to non-0)

strlen  
returns  
wrong val

2

memcpy  
with value  
of strlen

Overwrite  
pointer

Trigger  
write to  
stack

3

Overwrite  
return  
address

Build ROP  
Chain

Trigger  
drawer  
open





Um, I think you've missed something



**LESTER**



# The Money Function

```
939A      st      -Y, r25
938A      st      -Y, r24
B79F      in      r25, SREG          ; Status Register
94F8      cli
2F80      mov     r24, r16
9380 0E5A  sts     unk_100E5A, r24
9828      cbi     ADCH, 0
E302      ldi     r16, 0x32 ; '2'
E010      ldi     r17, 0
9300 0E58  sts     unk_100E58, r16
9310 0E59  sts     unk_100E59, r17
E200      ldi     r16, 0x20 ; '.'
EB1F      ldi     r17, 0xBF ; '+'
E022      ldi     r18, 2
E030      ldi     r19, 0
E5EF      ldi     r30, 0x5F ; '-'
E0FE      ldi     r31, 0xE
8300      st      Z, r16
8311      std     Z+1, r17
8322      std     Z+2, r18
8333      std     Z+3, r19
DFDA      rcall   na_SendSignalToEngine
E500      ldi     r16, 0x50 ; 'P'
E010      ldi     r17, 0
9300 0E5D  sts     unk_100E5D, r16
9310 0E5E  sts     unk_100E5E, r17
E001      ldi     r16, 1
9300 0E64  sts     unk_100E64, r16
BF9F      out     SREG, r25          ; Status Register
9189      ld      r24, Y+
9199      ld      r25, Y+
9508      ret
; End of function na_OpenCashDrawer
```



**They forgot  
to check  
credentials!**







**The List**



Ready for the job of a lifetime? Here's the target



**LESTER**



CAFE  
ANASTASIA



We have one gun on the spot to trigger the open



**LESTER**



CAFE  
ANASTASIA



And another gun to grab  
the cash when it's open



**LESTER**



CAFE  
ANASTASIA



...THIS IS IT! Go for it



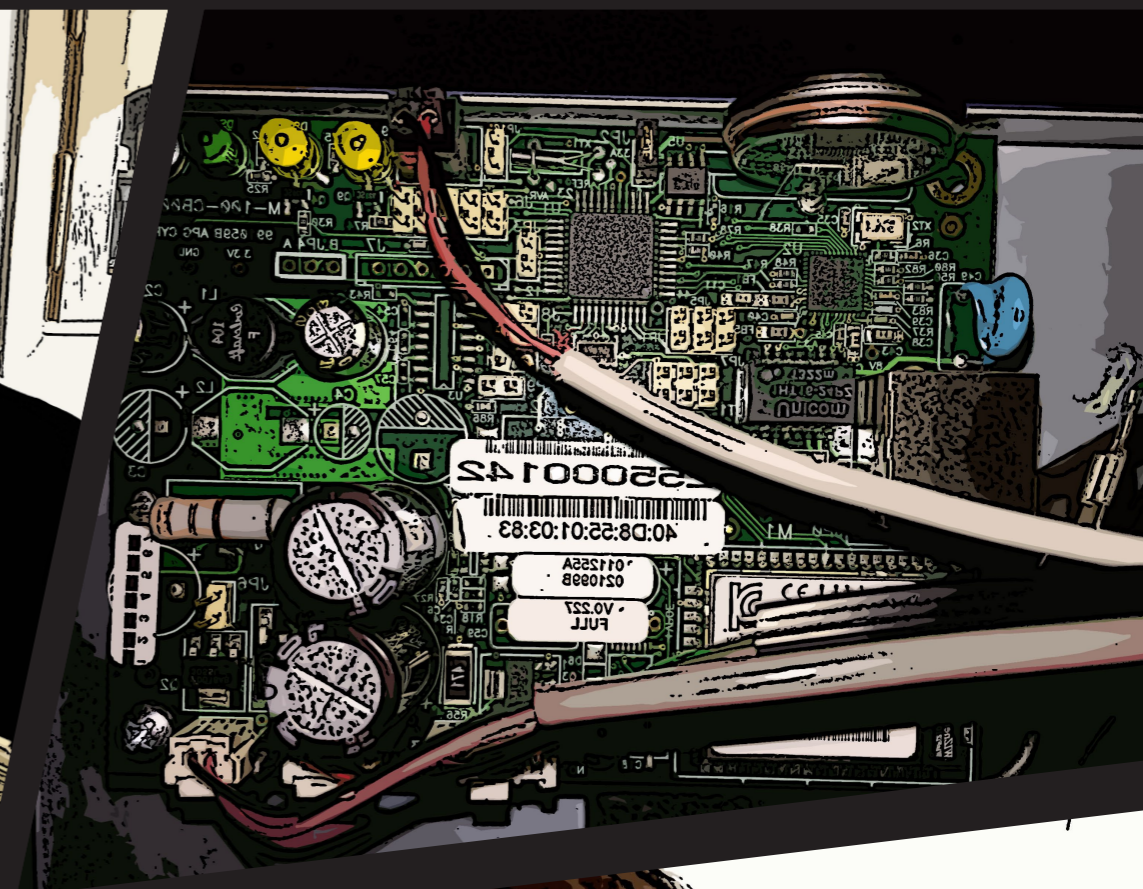
**LESTER**

**demo**









**QUESTIONS?**