



GRAND THEFT RECON

IoT













DAY 1 - PLAN

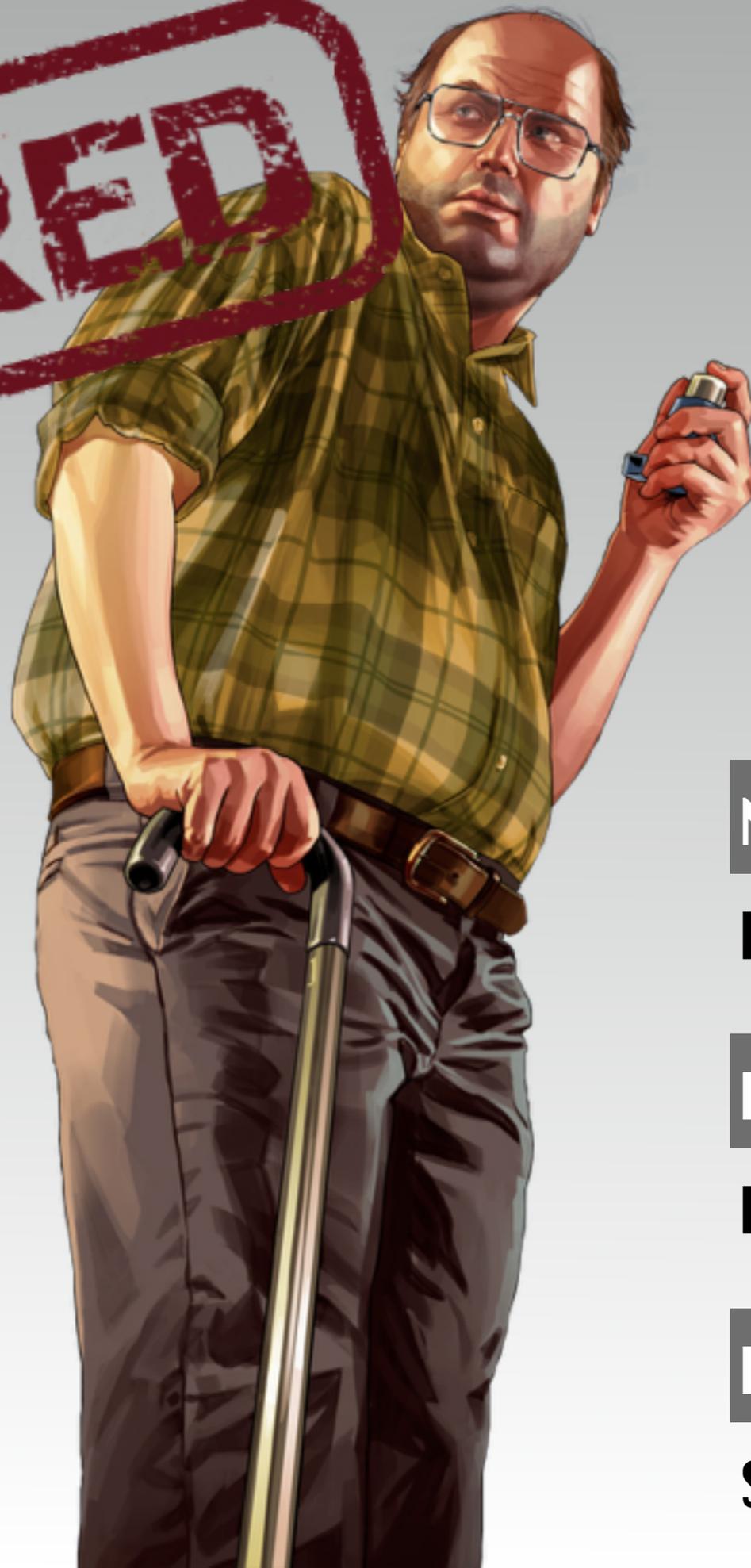
DAY 2 - REVERSE

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

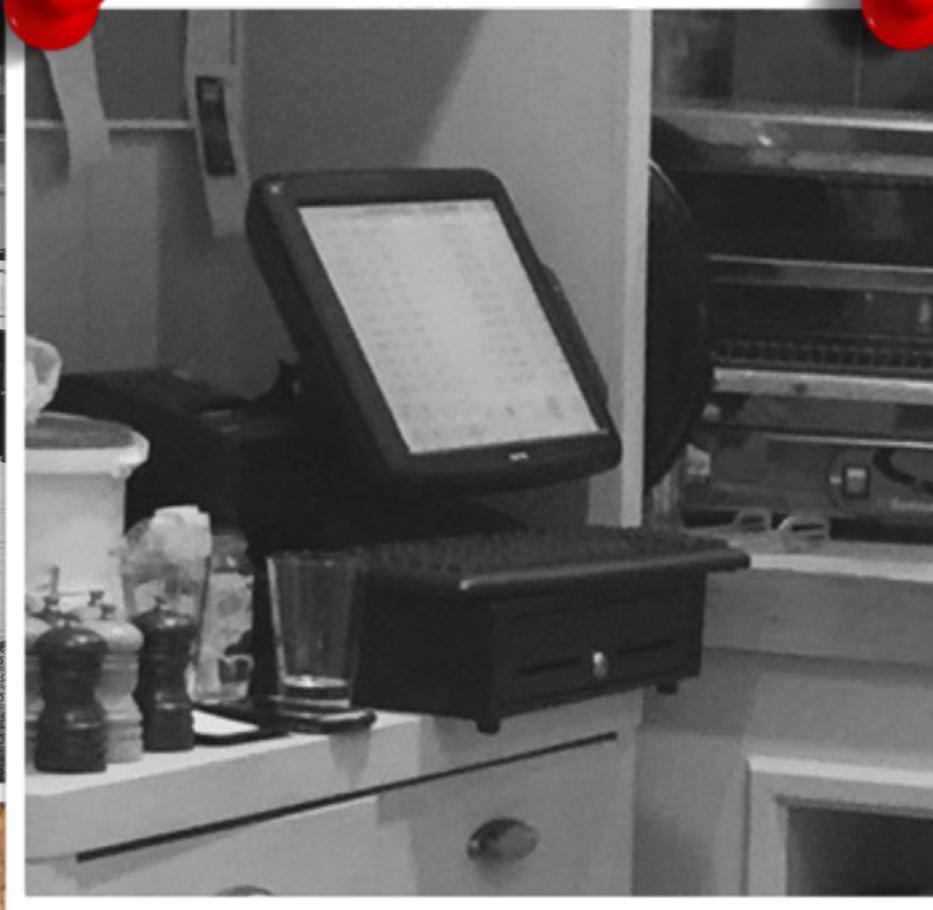


LESTER

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

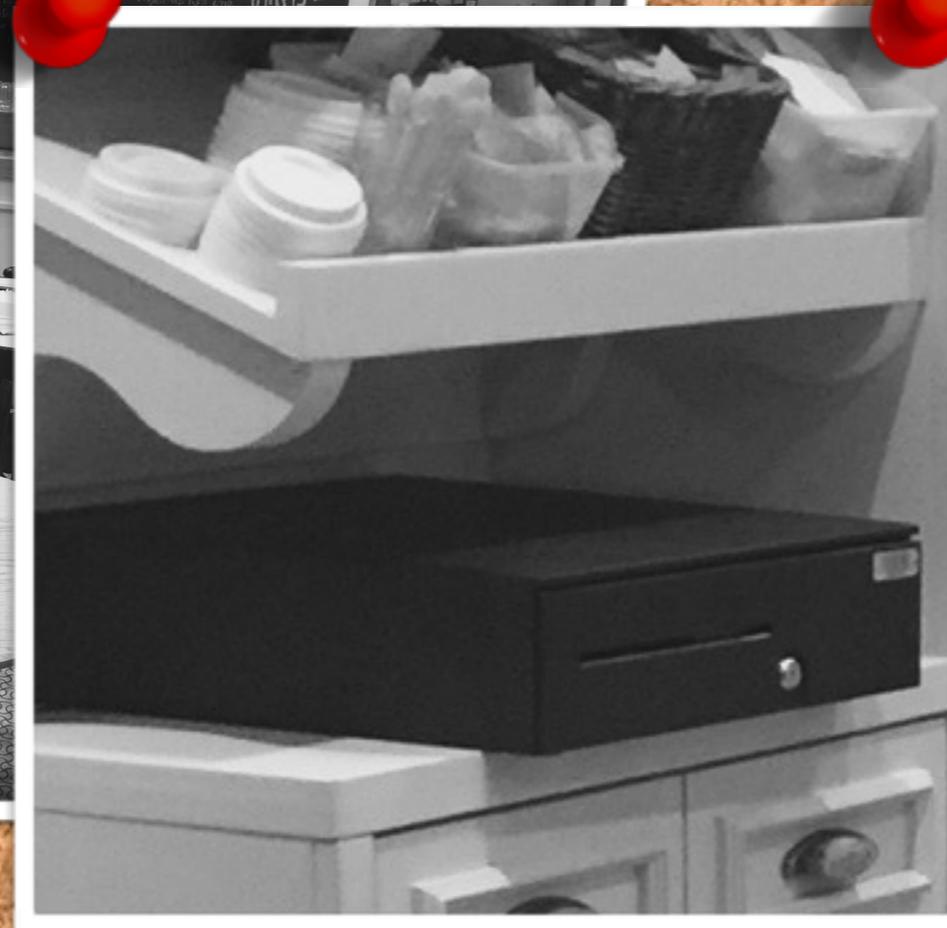


POS
TERMINAL

Gentlemen... I believe we have a target



LESTER

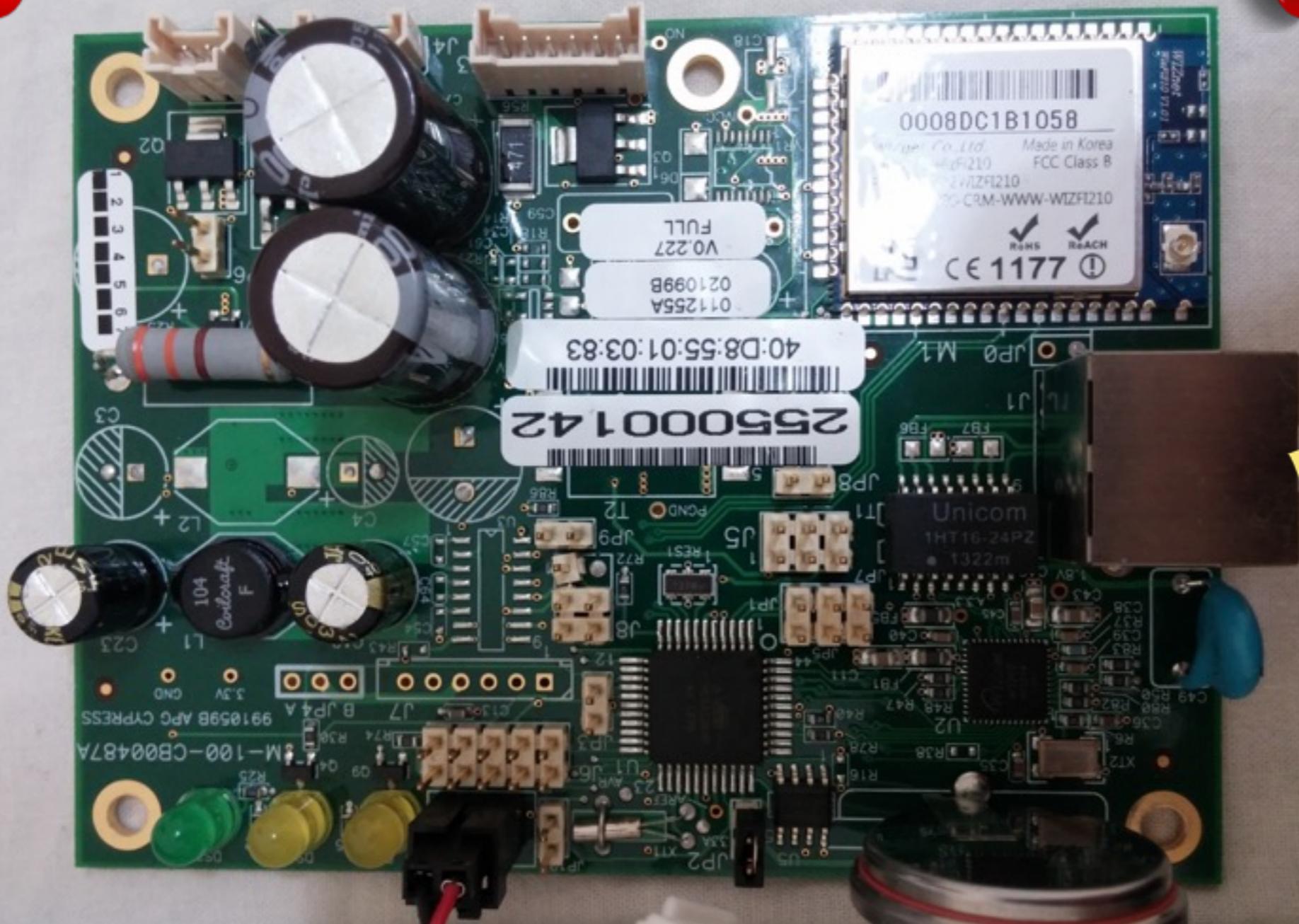


POS
TERMINAL

Let's get a device and crack it open



LESTER

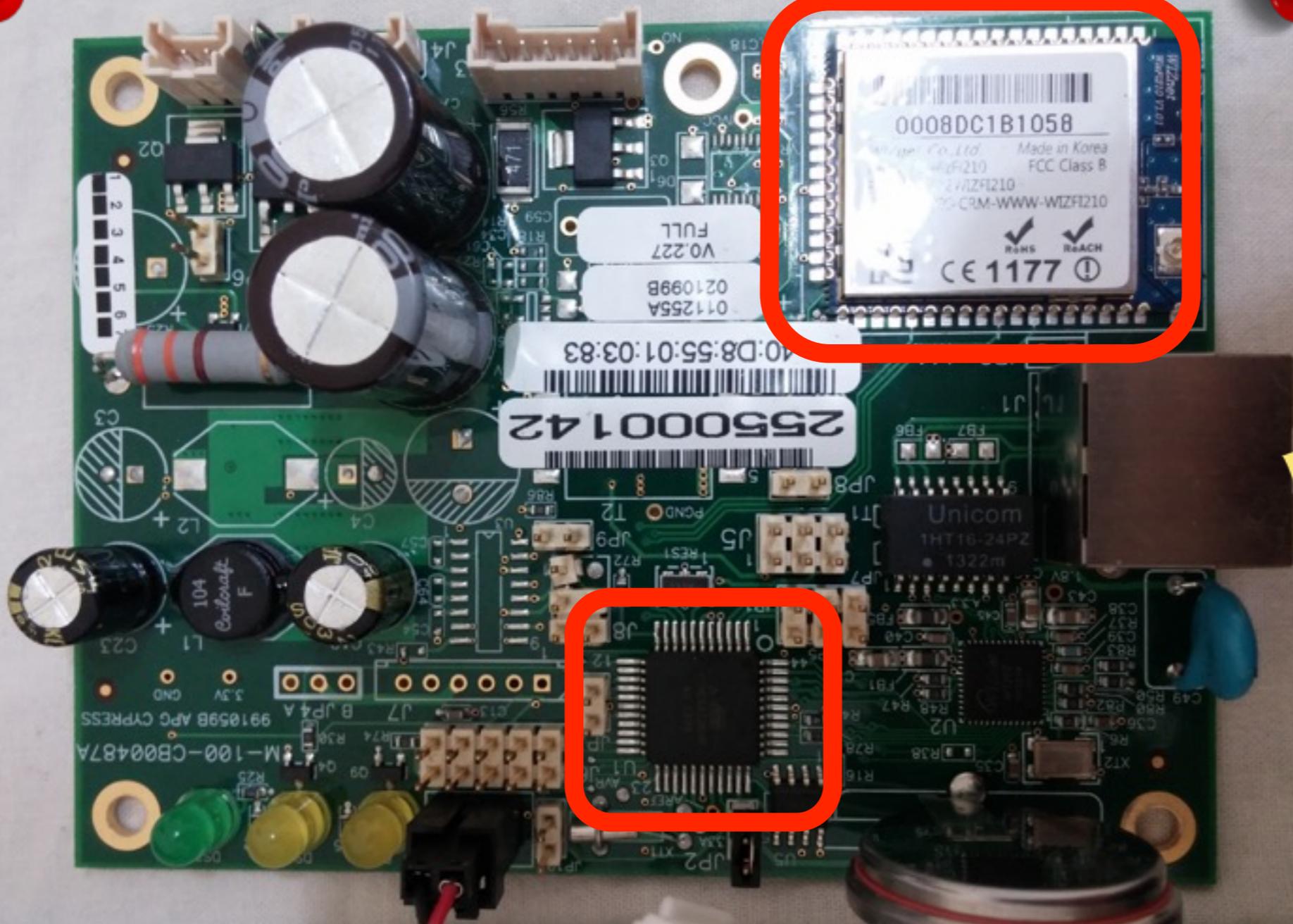


APG 488

Give me a close up of those two chips

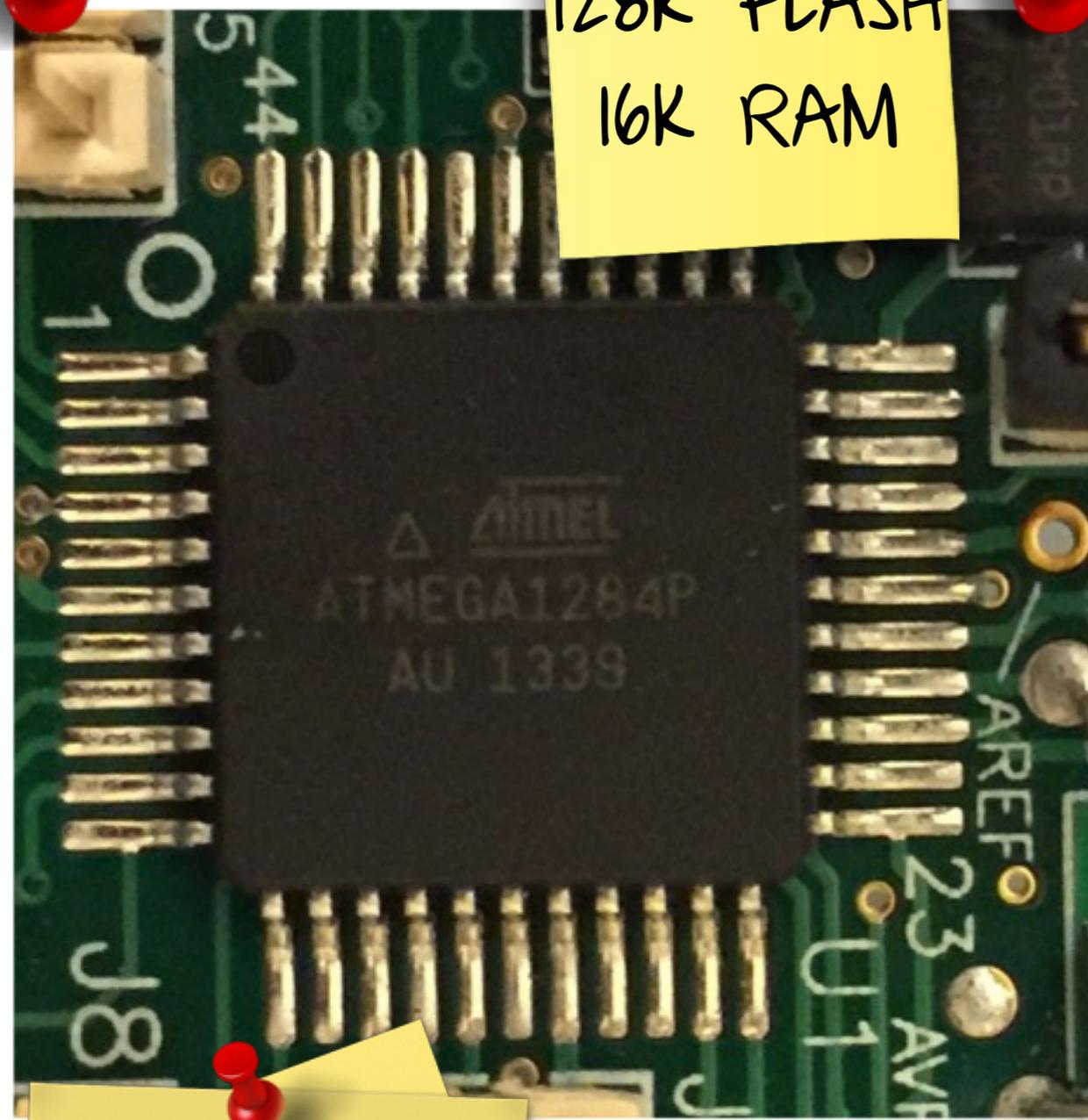


LESTER



APG 488

128K FLASH
16K RAM



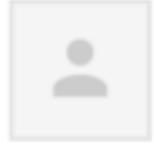
ATMEL
ATMEGA
1284P

↔
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

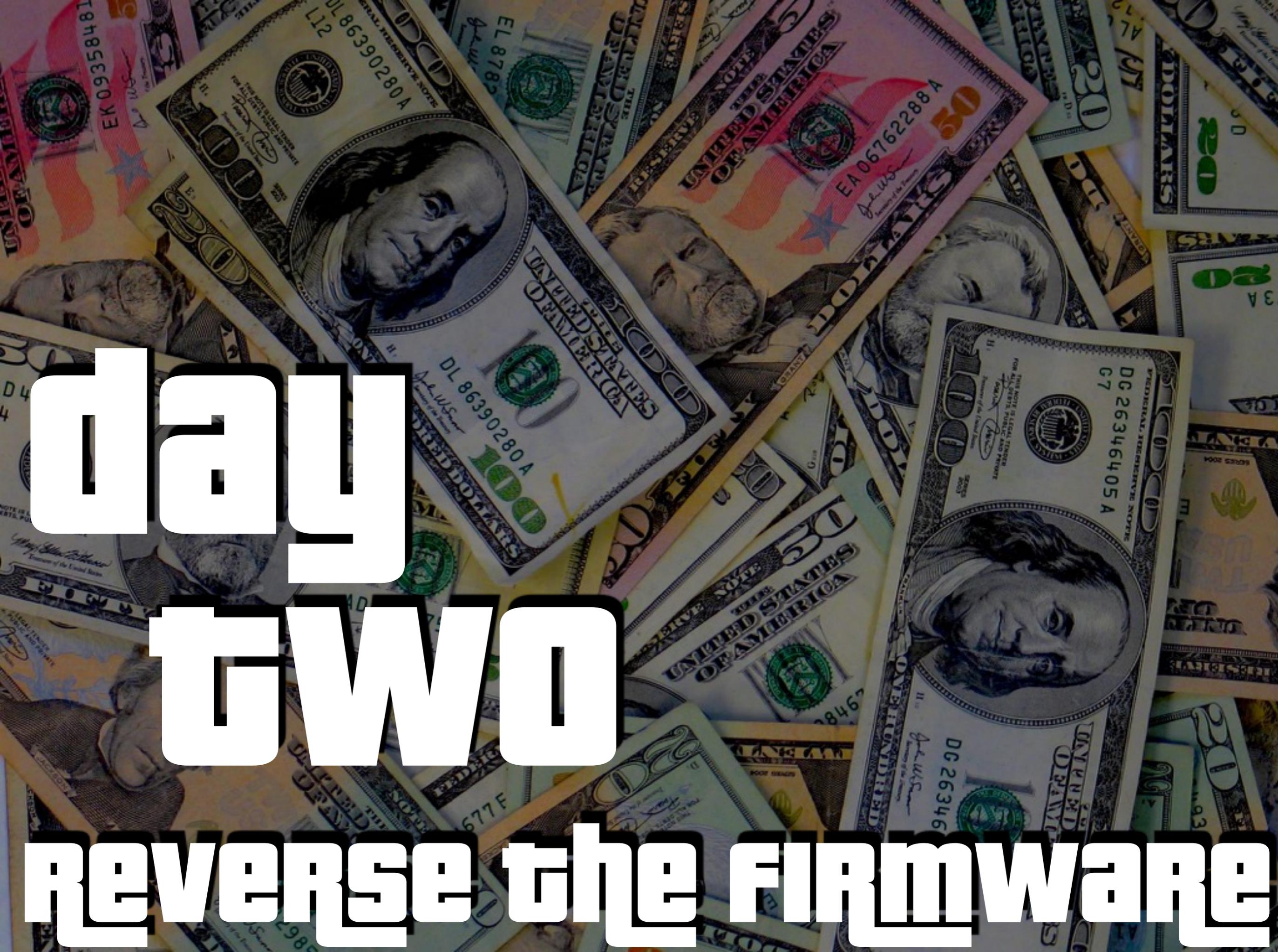
i can haz firmware?



to me

Hi,

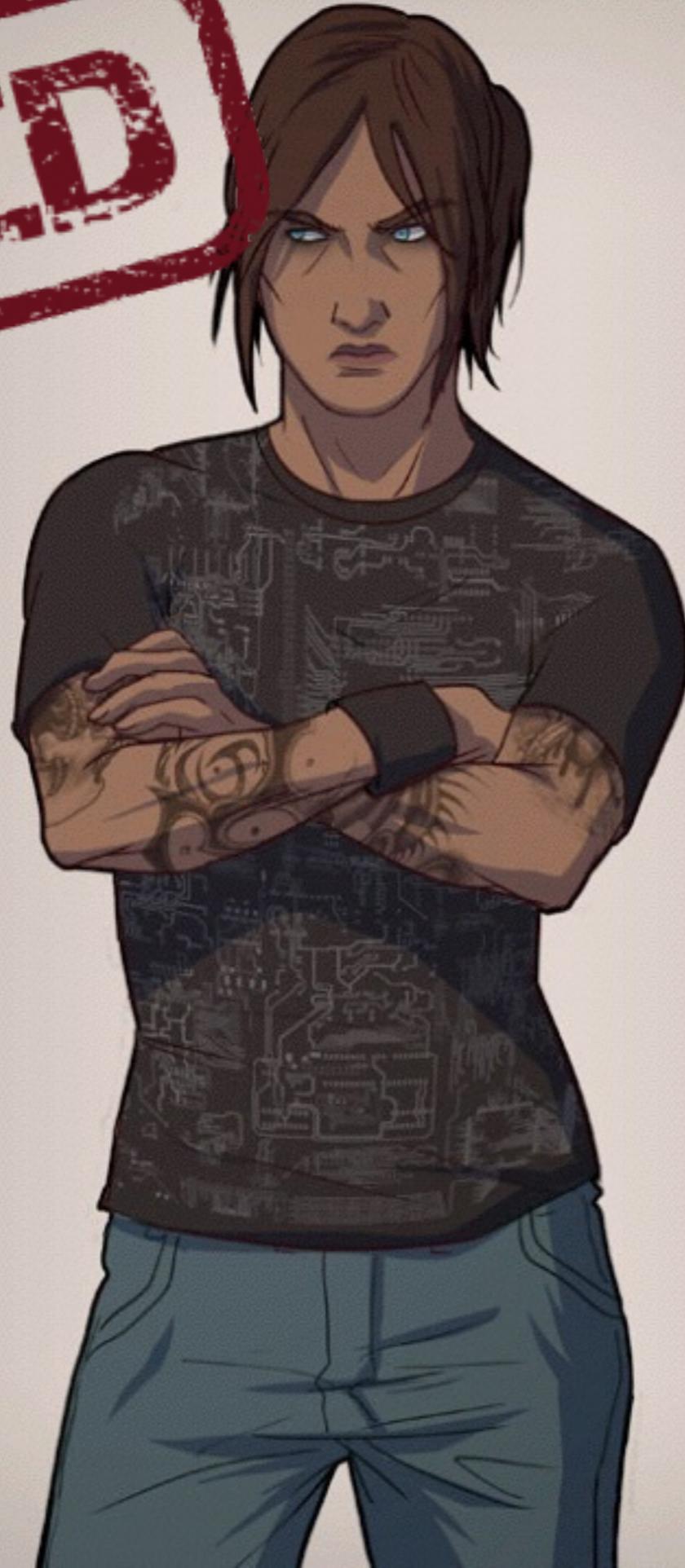
You can find the firmware here:



**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?



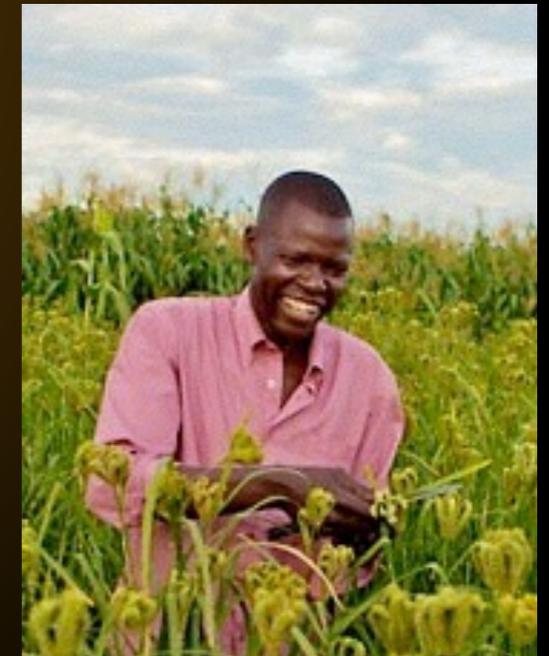
Zebra?



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

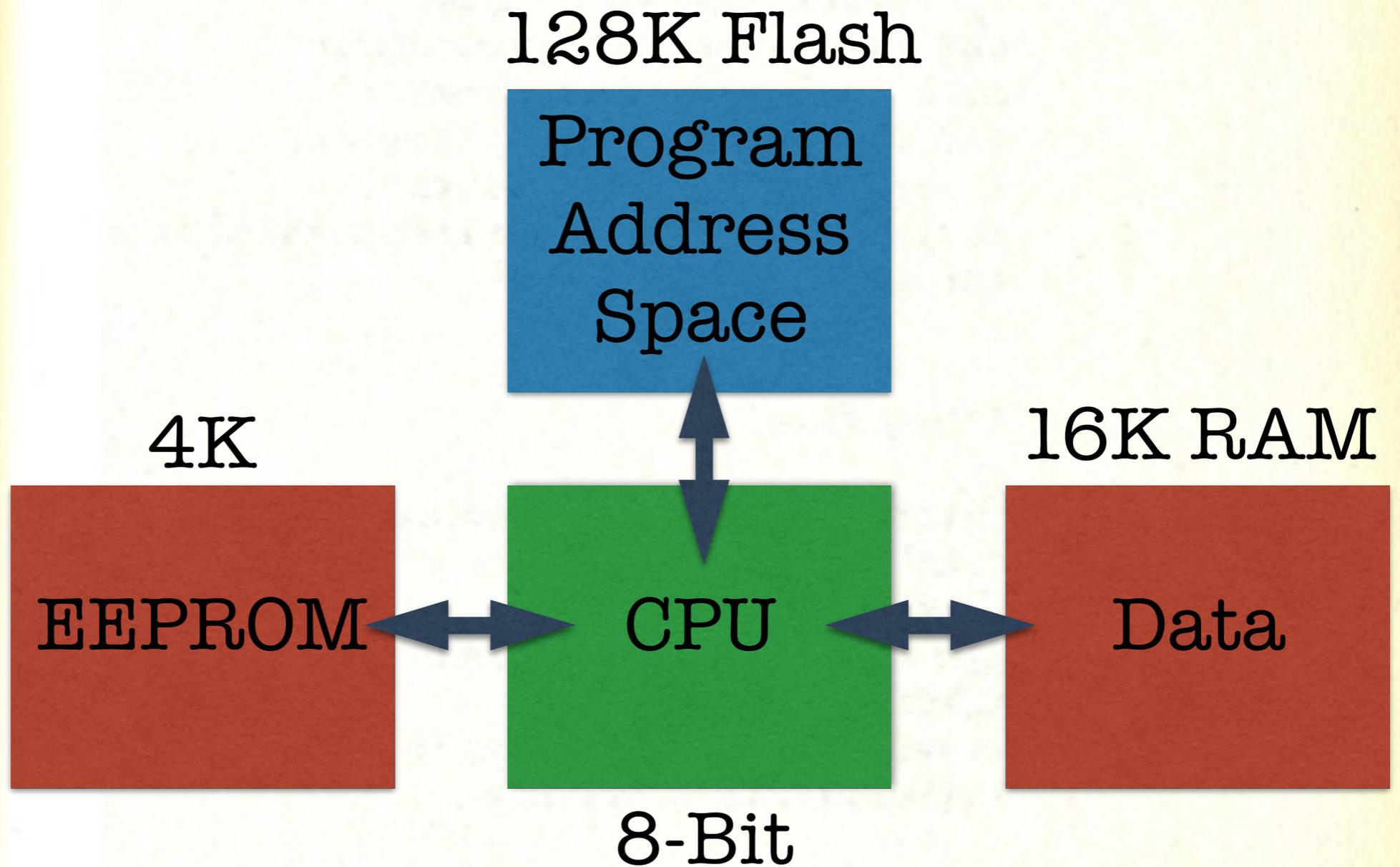
I have a hunch that solving the next challenge will help:



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

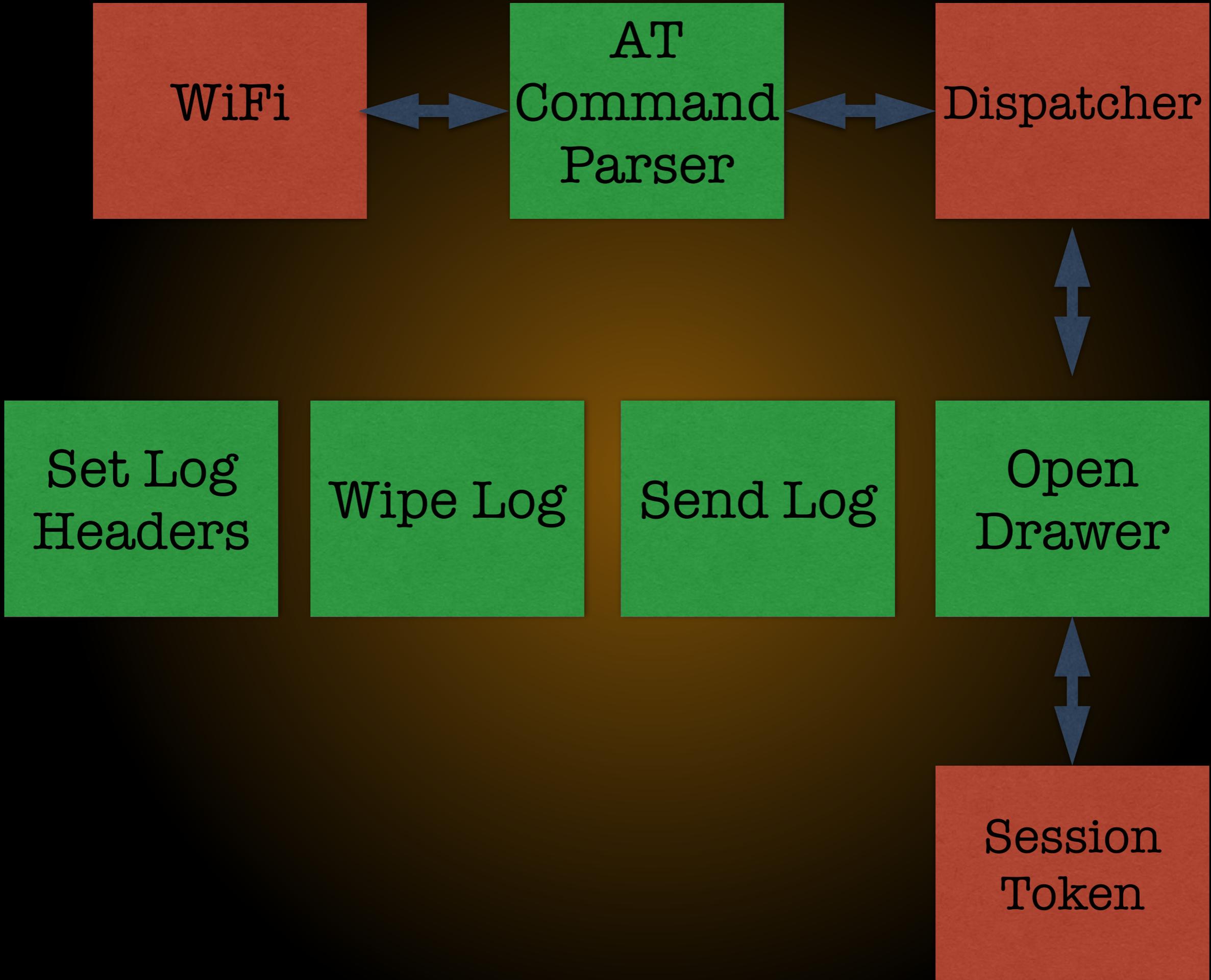
Function name	
na_HandleUSART_2	R
na_HandleUSART	R
na_GetDataOffset	R
na_GenerateClosingXMLTag	R
na_GenerateASCIIPortNumber	R
na_FreeLan	R
na_ForceFreeLAN	R
na_EventIP	R
na_EnableDHCP	R
na_DrawerOpenText	R
na_DrawerCloseText	R
na_DoRecoverAPIPA	R
na_DoNothing	R
na_DoFactoryDefault	R
na_DoConnectWrapper	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();
}
```

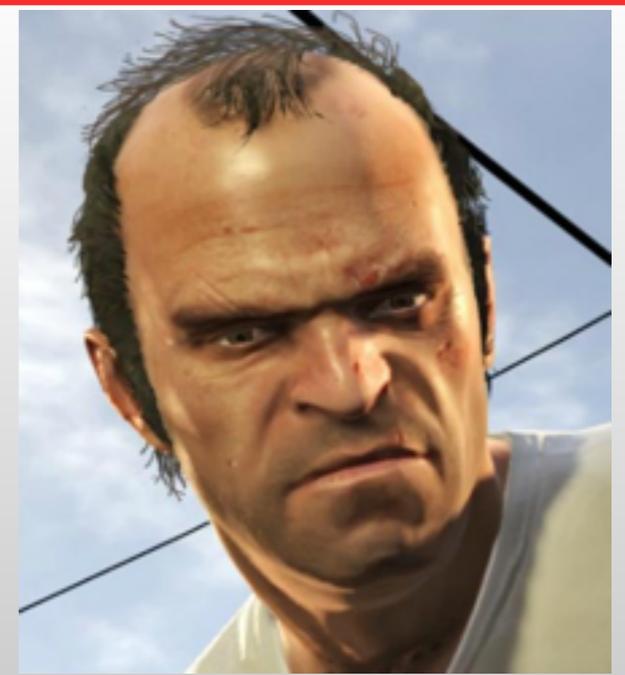


The attack surface is really tiny



**today
they
pwn all the things**

HITRED



TREVOR

ASSIGNMENT

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

Name

TREVOR PHILIPS

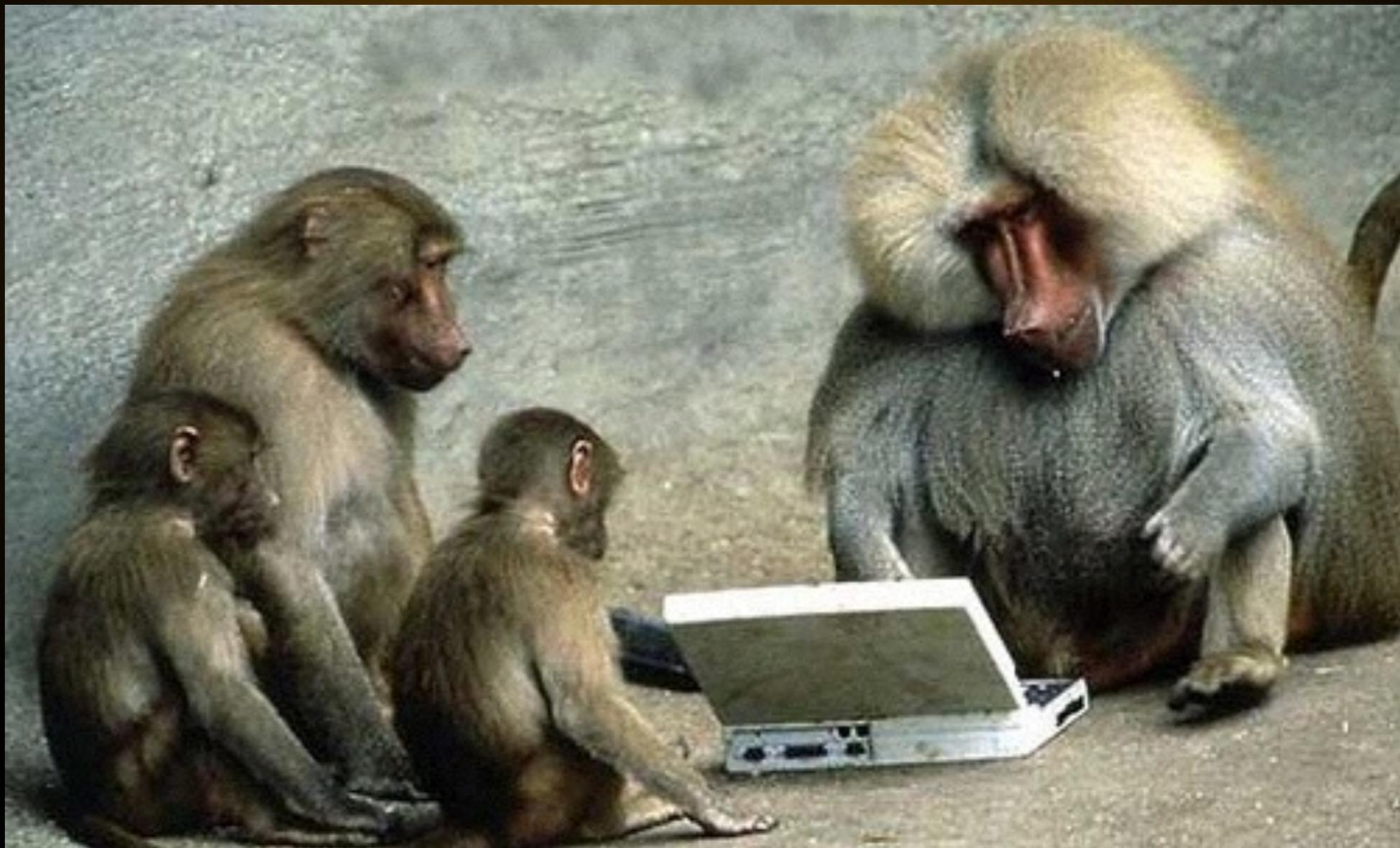
Expertise

MAYHEM

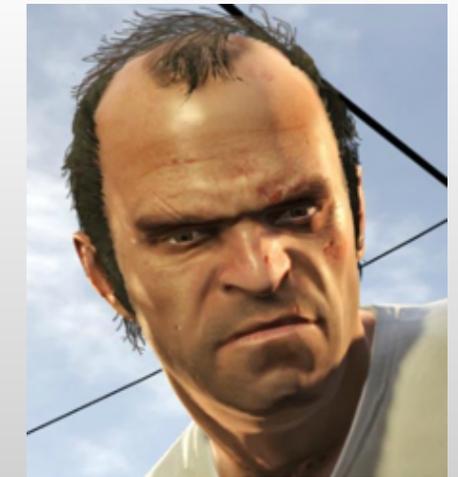
Favorite tool

DIE

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



strlen walks until a NULL is reached



TREVOR

```
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
sbc1    r19, -1

ld      r20, 2

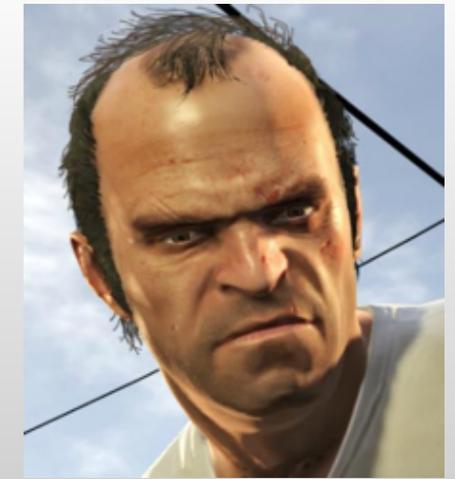
tst     r20
breq    locret_4D59
```

```
subi    r16, -1
sbc1    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
```

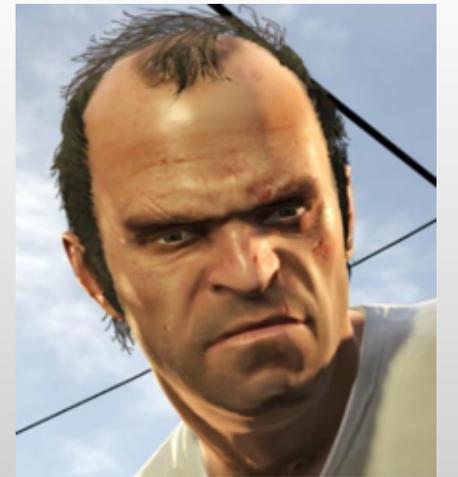
```
ld     r16, X
movw   r30, r24
subi   r30, 0x1A
sbc    r31, -0x14 ; '8'
st     2, r16
adiw   r26, 1
adiw   r24, 1
rjmp  loc_218E
```

```
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
```

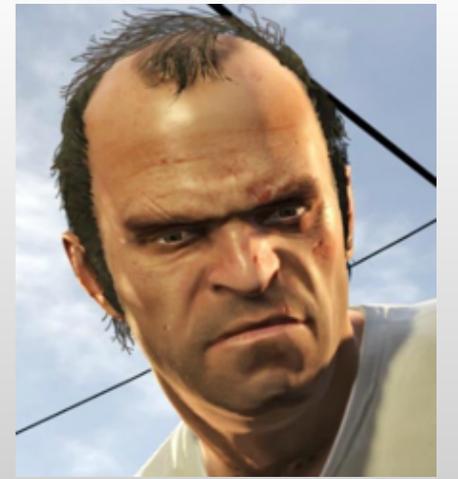


wato



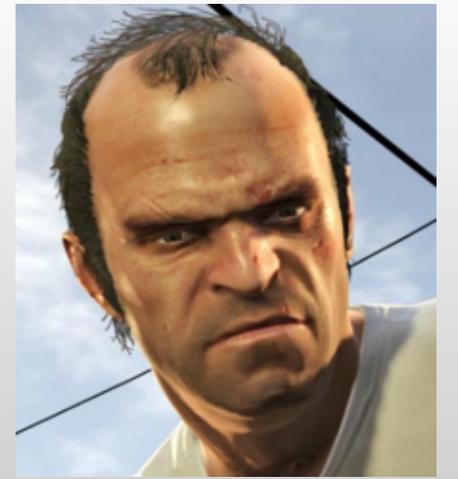
TREVOR

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!**





cheapest

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

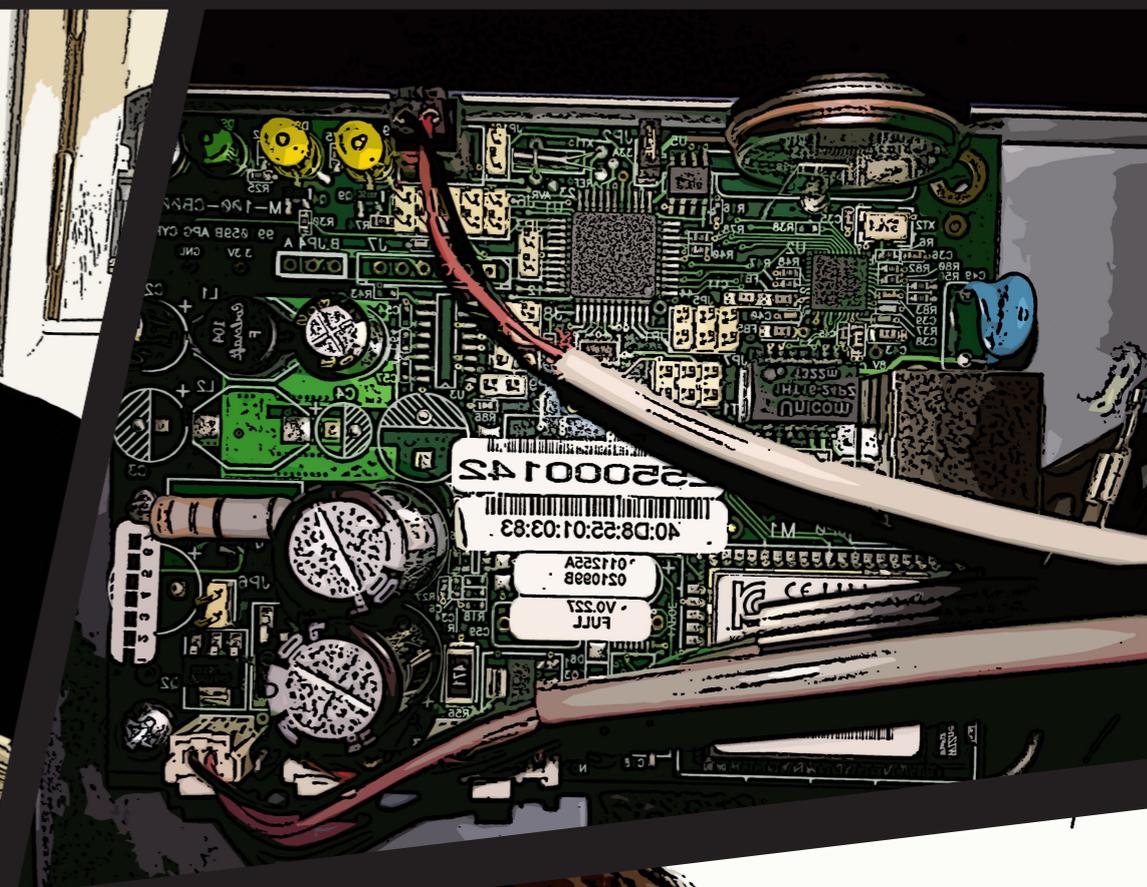
...THIS IS IT! Go for it



LESTER

demo





QUESTIONS?