



Junos[®] OS

Attack Detection and Prevention Feature Guide for Security Devices

Release

15.1X49-D70



Modified: 2016-11-22

Juniper Networks, Inc.
1133 Innovation Way
Sunnyvale, California 94089
USA
408-745-2000
www.juniper.net

Juniper Networks, Junos, Steel-Belted Radius, NetScreen, and ScreenOS are registered trademarks of Juniper Networks, Inc. in the United States and other countries. The Juniper Networks Logo, the Junos logo, and JunosE are trademarks of Juniper Networks, Inc. All other trademarks, service marks, registered trademarks, or registered service marks are the property of their respective owners.

Juniper Networks assumes no responsibility for any inaccuracies in this document. Juniper Networks reserves the right to change, modify, transfer, or otherwise revise this publication without notice.

Junos[®] OS Attack Detection and Prevention Feature Guide for Security Devices
15.1X49-D70
Copyright © 2016, Juniper Networks, Inc.
All rights reserved.

The information in this document is current as of the date on the title page.

YEAR 2000 NOTICE

Juniper Networks hardware and software products are Year 2000 compliant. Junos OS has no known time-related limitations through the year 2038. However, the NTP application is known to have some difficulty in the year 2036.

END USER LICENSE AGREEMENT

The Juniper Networks product that is the subject of this technical documentation consists of (or is intended for use with) Juniper Networks software. Use of such software is subject to the terms and conditions of the End User License Agreement ("EULA") posted at <http://www.juniper.net/support/eula.html>. By downloading, installing or using such software, you agree to the terms and conditions of that EULA.

Table of Contents

	About the Documentation	xiii
	Documentation and Release Notes	xiii
	Supported Platforms	xiii
	Using the Examples in This Manual	xiii
	Merging a Full Example	xiv
	Merging a Snippet	xiv
	Documentation Conventions	xv
	Documentation Feedback	xvii
	Requesting Technical Support	xvii
	Self-Help Online Tools and Resources	xvii
	Opening a Case with JTAC	xviii
Part 1	Overview	
Chapter 1	Introduction to Attack Detection and Prevention	3
	Attack Detection and Prevention Overview	3
	Understanding IPv6 Support for Screens	4
	IPv6 Extension Header Checking and Filtering	4
	Maximum Number of Extension Headers	5
	Bad Option Extension Headers	6
	ICMPv6 Checking and Filtering	6
	IPv6 Packet Header Checking and Filtering	7
	Understanding Screens Options on SRX Series Devices	8
	Understanding Screen Options on the SRX5000 Module Port Concentrator	11
	Statistics-Based Screens	12
	Differences Between IOC1 and IOC2	12
	Signature-Based Screens	16
	Example: Configuring Multiple Screening Options	17
	Understanding Central Point Architecture Enhancements for Screens	21
Part 2	Configuring Screen Options to Protect Against Denial-of-Service Attacks	
Chapter 2	Understanding DoS Attacks	25
	DoS Attack Overview	25
Chapter 3	Protecting Against Firewall DoS Attacks	27
	Firewall DoS Attacks Overview	27
	Understanding Firewall Filters on the SRX5000 Module Port Concentrator	28
	Understanding Session Table Flood Attacks	28
	Understanding Source-Based Session Limits	29
	Example: Setting Source-Based Session Limits	30

	Understanding Destination-Based Session Limits	32
	Example: Setting Destination-Based Session Limits	33
	Understanding SYN-ACK-ACK Proxy Flood Attacks	35
	Protecting Your Network Against a SYN-ACK-ACK Proxy Flood Attack	36
Chapter 4	Protecting Against Network DoS Attacks	39
	Network DoS Attacks Overview	39
	Understanding SYN Flood Attacks	40
	SYN Flood Protection	41
	SYN Flood Options	42
	Protecting Your Network Against SYN Flood Attacks by Enabling SYN Flood Protection	43
	Example: Enabling SYN Flood Protection for Webservers in the DMZ	45
	Understanding Whitelists for SYN Flood Screens	51
	Example: Configuring Whitelists for SYN Flood Screens	52
	Understanding SYN Cookie Protection	54
	SYN Cookie Options	55
	Detecting and Protecting Your Network Against SYN Flood Attacks by Enabling SYN Cookie Protection	56
	Understanding TCP Proxy	59
	Enabling TCP Proxy Session to Increase the Network Transmit Speed	59
	Understanding ICMP Flood Attacks	62
	Protecting Your Network Against ICMP Flood Attacks by Enabling ICMP Flood Protection	63
	Understanding UDP Flood Attacks	65
	Protecting Your Network Against UDP Flood Attacks by Enabling UDP Flood Protection	66
	Understanding Land Attacks	68
	Protecting Your Network Against Land Attacks by Enabling Land Attack	69
	Understanding Screen IPv6 Tunneling Control	71
	Example: Improving Tunnel Traffic Security with IP Tunneling Screen Options	75
Chapter 5	Protecting Against OS-Specific DoS Attacks	81
	OS-Specific DoS Attacks Overview	81
	Understanding Ping of Death Attacks	81
	Example: Protecting Against a Ping of Death Attack	82
	Understanding Teardrop Attacks	83
	Example: Protecting Against a Teardrop Attack	85
	Understanding WinNuke Attacks	85
	Example: Protecting Against a WinNuke Attack	87
Part 3	Configuring Reconnaissance Deterrence for Security Devices	
Chapter 6	Protecting Against IP Sweep and Port Options	91
	Reconnaissance Deterrence Overview	91
	Understanding IP Address Sweeps	91
	Example: Blocking IP Address Sweeps	92
	Understanding TCP Port Scanning	94
	Enhancing Traffic Management by Blocking Port Scans	95

	Understanding UDP Port Scanning	98
	Understanding Network Reconnaissance Using IP Options	98
	Uses for IP Packet Header Options	99
	Screen Options for Detecting IP Options Used for Reconnaissance	101
	Example: Detecting Packets That Use IP Screen Options for Reconnaissance	101
Chapter 7	Protecting Against System Probes and Flag Set	105
	Understanding Operating System Probes	105
	Understanding Domain Name System Resolve	105
	Understanding TCP Headers with SYN and FIN Flags Set	106
	Example: Blocking Packets with SYN and FIN Flags Set	107
	Understanding TCP Headers With FIN Flag Set and Without ACK Flag Set	109
	Example: Blocking Packets With FIN Flag Set and Without ACK Flag Set	110
	Understanding TCP Header with No Flags Set	111
	Example: Blocking Packets with No Flags Set	112
Chapter 8	Protecting Against Attacker Evasion Techniques	115
	Understanding Attacker Evasion Techniques	115
	Understanding FIN Scans	116
	Thwarting a FIN Scan	116
	Understanding TCP SYN Checking	116
	Setting TCP SYN Checking	118
	Setting Strict SYN Checking	119
	Understanding IP Spoofing	119
	Example: Blocking IP Spoofing	119
	Understanding IP Spoofing in Layer 2 Transparent Mode	121
	Configuring IP Spoofing in Layer 2 Transparent Mode	122
	Understanding IP Source Route Options	123
	Example: Blocking Packets with Either a Loose or a Strict Source Route Option Set	125
	Example: Detecting Packets with Either a Loose or a Strict Source Route Option Set	127
Part 4	Configuring Suspicious Packet Attributes for Security Devices	
Chapter 9	Protecting Against ICMP and SYN Fragment Attacks	133
	Suspicious Packet Attributes Overview	133
	Understanding ICMP Fragment Protection	133
	Example: Blocking Fragmented ICMP Packets	134
	Understanding Large ICMP Packet Protection	135
	Example: Blocking Large ICMP Packets	136
	Understanding SYN Fragment Protection	137
	Example: Dropping IP Packets Containing SYN Fragments	138
Chapter 10	Protecting Against IP Attacks	141
	Understanding Bad IP Option Protection	141
	Example: Blocking IP Packets with Incorrectly Formatted Options	142
	Understanding Unknown Protocol Protection	143
	Example: Dropping Packets Using an Unknown Protocol	144
	Understanding IP Packet Fragment Protection	145

Example: Dropping Fragmented IP Packets 146

Part 5
Chapter 11

Configuration Statements and Operational Commands

Configuration Statements 151

attack-threshold 152

bad-inner-header 153

description (Security Screen) 154

destination-ip-based 155

destination-threshold 156

fin-no-ack 156

flood (Security ICMP) 157

flood (Security UDP) 158

gre 159

icmp (Security Screen) 160

ids-option 161

ipip 165

ip (Security Screen) 166

ip-sweep 169

ip-in-udp 170

land 170

large 171

limit-session 171

no-syn-check 172

no-syn-check-in-tunnel 172

ping-death 173

port-scan 174

screen (Security Zones) 175

source-ip-based 175

source-threshold 176

strict-syn-check 177

syn-ack-ack-proxy 177

syn-check-required 178

syn-fin 178

syn-flood 179

syn-flood-protection-mode 180

syn-frag 180

tcp (Security Screen) 181

tcp-no-flag 182

tcp-sweep 183

timeout (Security Screen) 184

traceoptions (Security Screen) 185

trap 186

tunnel (Security Screen) 187

udp (Security Screen) 188

udp-sweep 189

white-list 190

winnuke 191

Chapter 12	Operational Commands	193
	clear security screen statistics	194
	clear security screen statistics interface	195
	clear security screen statistics zone	197
	show security screen ids-option	199
	show security screen statistics	204
	show security screen status	212

List of Figures

Part 2	Configuring Screen Options to Protect Against Denial-of-Service Attacks	
Chapter 3	Protecting Against Firewall DoS Attacks	27
	Figure 1: Limiting Sessions Based on Source IP Address	29
	Figure 2: Distributed DOS Attack	33
Chapter 4	Protecting Against Network DoS Attacks	39
	Figure 3: SYN Flood Attack	40
	Figure 4: Proxying SYN Segments	41
	Figure 5: Device-Level SYN Flood Protection	46
	Figure 6: Establishing a Connection with SYN Cookie Active	55
	Figure 7: ICMP Flooding	63
	Figure 8: UDP Flooding	66
	Figure 9: Land Attack	69
Chapter 5	Protecting Against OS-Specific DoS Attacks	81
	Figure 10: Ping of Death	82
	Figure 11: Teardrop Attacks	84
	Figure 12: Fragment Discrepancy	84
	Figure 13: WinNuke Attack Indicators	86
Part 3	Configuring Reconnaissance Deterrence for Security Devices	
Chapter 6	Protecting Against IP Sweep and Port Options	91
	Figure 14: Address Sweep	92
	Figure 15: Port Scan	95
	Figure 16: UDP Port Scan	98
	Figure 17: Routing Options	99
Chapter 7	Protecting Against System Probes and Flag Set	105
	Figure 18: TCP Header with SYN and FIN Flags Set	107
	Figure 19: TCP Header with FIN Flag Set	109
	Figure 20: TCP Header with No Flags Set	112
Chapter 8	Protecting Against Attacker Evasion Techniques	115
	Figure 21: SYN Flag Checking	117
	Figure 22: IP Source Routing	124
	Figure 23: Loose IP Source Route Option for Deception	124
Part 4	Configuring Suspicious Packet Attributes for Security Devices	
Chapter 9	Protecting Against ICMP and SYN Fragment Attacks	133

	Figure 24: Blocking ICMP Fragments	134
	Figure 25: Blocking Large ICMP Packets	136
	Figure 26: SYN Fragments	138
Chapter 10	Protecting Against IP Attacks	141
	Figure 27: Incorrectly Formatted IP Options	142
	Figure 28: Unknown Protocols	144
	Figure 29: IP Packet Fragments	145
	Figure 30: IPv6 Packet	146
	Figure 31: Fragment Extension Header	146

List of Tables

	About the Documentation	xiii
	Table 1: Notice Icons	xv
	Table 2: Text and Syntax Conventions	xv
Part 1	Overview	
Chapter 1	Introduction to Attack Detection and Prevention	3
	Table 3: IPv6 Extension Headers and Type Values	4
	Table 4: Bad Option Extension Header Screening Criteria	6
	Table 5: IPv6 Packet Header Screening Criteria	7
	Table 6: Statistics-Based Screen Options	8
	Table 7: Signature-Based Screen Options	9
	Table 8: Statistics-Based Screen Options	13
Part 2	Configuring Screen Options to Protect Against Denial-of-Service Attacks	
Chapter 4	Protecting Against Network DoS Attacks	39
	Table 9: SYN Flood Protection Parameters	47
Part 3	Configuring Reconnaissance Deterrence for Security Devices	
Chapter 6	Protecting Against IP Sweep and Port Options	91
	Table 10: IP Options and Attributes	99
Part 5	Configuration Statements and Operational Commands	
Chapter 12	Operational Commands	193
	Table 11: show security screen ids-option Output Fields	199
	Table 12: show security screen statistics Output Fields	205

About the Documentation

- Documentation and Release Notes on page xiii
- Supported Platforms on page xiii
- Using the Examples in This Manual on page xiii
- Documentation Conventions on page xv
- Documentation Feedback on page xvii
- Requesting Technical Support on page xvii

Documentation and Release Notes

To obtain the most current version of all Juniper Networks® technical documentation, see the product documentation page on the Juniper Networks website at <http://www.juniper.net/techpubs/>.

If the information in the latest release notes differs from the information in the documentation, follow the product Release Notes.

Juniper Networks Books publishes books by Juniper Networks engineers and subject matter experts. These books go beyond the technical documentation to explore the nuances of network architecture, deployment, and administration. The current list can be viewed at <http://www.juniper.net/books>.

Supported Platforms

For the features described in this document, the following platforms are supported:

- SRX Series
- vSRX

Using the Examples in This Manual

If you want to use the examples in this manual, you can use the **load merge** or the **load merge relative** command. These commands cause the software to merge the incoming configuration into the current candidate configuration. The example does not become active until you commit the candidate configuration.

If the example configuration contains the top level of the hierarchy (or multiple hierarchies), the example is a *full example*. In this case, use the **load merge** command.

If the example configuration does not start at the top level of the hierarchy, the example is a *snippet*. In this case, use the **load merge relative** command. These procedures are described in the following sections.

Merging a Full Example

To merge a full example, follow these steps:

1. From the HTML or PDF version of the manual, copy a configuration example into a text file, save the file with a name, and copy the file to a directory on your routing platform.

For example, copy the following configuration to a file and name the file **ex-script.conf**. Copy the **ex-script.conf** file to the **/var/tmp** directory on your routing platform.

```
system {
  scripts {
    commit {
      file ex-script.xsl;
    }
  }
}
interfaces {
  fxp0 {
    disable;
    unit 0 {
      family inet {
        address 10.0.0.1/24;
      }
    }
  }
}
```

2. Merge the contents of the file into your routing platform configuration by issuing the **load merge** configuration mode command:

```
[edit]
user@host# load merge /var/tmp/ex-script.conf
load complete
```

Merging a Snippet

To merge a snippet, follow these steps:

1. From the HTML or PDF version of the manual, copy a configuration snippet into a text file, save the file with a name, and copy the file to a directory on your routing platform.

For example, copy the following snippet to a file and name the file **ex-script-snippet.conf**. Copy the **ex-script-snippet.conf** file to the **/var/tmp** directory on your routing platform.

```
commit {
  file ex-script-snippet.xsl; }
```

2. Move to the hierarchy level that is relevant for this snippet by issuing the following configuration mode command:

```
[edit]
user@host# edit system scripts
[edit system scripts]
```

- Merge the contents of the file into your routing platform configuration by issuing the `load merge relative` configuration mode command:

```
[edit system scripts]
user@host# load merge relative /var/tmp/ex-script-snippet.conf
load complete
```

For more information about the `load` command, see [CLI Explorer](#).

Documentation Conventions

Table 1 on page xv defines notice icons used in this guide.

Table 1: Notice Icons

Icon	Meaning	Description
	Informational note	Indicates important features or instructions.
	Caution	Indicates a situation that might result in loss of data or hardware damage.
	Warning	Alerts you to the risk of personal injury or death.
	Laser warning	Alerts you to the risk of personal injury from a laser.
	Tip	Indicates helpful information.
	Best practice	Alerts you to a recommended use or implementation.

Table 2 on page xv defines the text and syntax conventions used in this guide.

Table 2: Text and Syntax Conventions

Convention	Description	Examples
Bold text like this	Represents text that you type.	To enter configuration mode, type the configure command: user@host> configure

Table 2: Text and Syntax Conventions (*continued*)

Convention	Description	Examples
Fixed-width text like this	Represents output that appears on the terminal screen.	<code>user@host> show chassis alarms</code> <code>No alarms currently active</code>
<i>Italic text like this</i>	<ul style="list-style-type: none"> Introduces or emphasizes important new terms. Identifies guide names. Identifies RFC and Internet draft titles. 	<ul style="list-style-type: none"> A policy <i>term</i> is a named structure that defines match conditions and actions. <i>Junos OS CLI User Guide</i> RFC 1997, <i>BGP Communities Attribute</i>
<i>Italic text like this</i>	Represents variables (options for which you substitute a value) in commands or configuration statements.	Configure the machine's domain name: <code>[edit]</code> <code>root@# set system domain-name <i>domain-name</i></code>
Text like this	Represents names of configuration statements, commands, files, and directories; configuration hierarchy levels; or labels on routing platform components.	<ul style="list-style-type: none"> To configure a stub area, include the <code>stub</code> statement at the <code>[edit protocols ospf area area-id]</code> hierarchy level. The console port is labeled <code>CONSOLE</code>.
< > (angle brackets)	Encloses optional keywords or variables.	<code>stub <default-metric <i>metric</i>>;</code>
(pipe symbol)	Indicates a choice between the mutually exclusive keywords or variables on either side of the symbol. The set of choices is often enclosed in parentheses for clarity.	<code>broadcast multicast</code> <code>(<i>string1</i> <i>string2</i> <i>string3</i>)</code>
# (pound sign)	Indicates a comment specified on the same line as the configuration statement to which it applies.	<code>rsvp { # Required for dynamic MPLS only</code>
[] (square brackets)	Encloses a variable for which you can substitute one or more values.	<code>community name members [<i>community-ids</i>]</code>
Indentation and braces ({ })	Identifies a level in the configuration hierarchy.	<code>[edit]</code> <code>routing-options {</code> <code> static {</code> <code> route default {</code> <code> nexthop <i>address</i>;</code> <code> retain;</code> <code> }</code> <code> }</code> <code>}</code>
: (semicolon)	Identifies a leaf statement at a configuration hierarchy level.	
GUI Conventions		
Bold text like this	Represents graphical user interface (GUI) items you click or select.	<ul style="list-style-type: none"> In the Logical Interfaces box, select All Interfaces. To cancel the configuration, click Cancel.

Table 2: Text and Syntax Conventions (*continued*)

Convention	Description	Examples
> (bold right angle bracket)	Separates levels in a hierarchy of menu selections.	In the configuration editor hierarchy, select Protocols>Ospf .

Documentation Feedback

We encourage you to provide feedback, comments, and suggestions so that we can improve the documentation. You can provide feedback by using either of the following methods:

- Online feedback rating system—On any page of the Juniper Networks TechLibrary site at <http://www.juniper.net/techpubs/index.html>, simply click the stars to rate the content, and use the pop-up form to provide us with information about your experience. Alternately, you can use the online feedback form at <http://www.juniper.net/techpubs/feedback/>.
- E-mail—Send your comments to techpubs-comments@juniper.net. Include the document or topic name, URL or page number, and software version (if applicable).

Requesting Technical Support

Technical product support is available through the Juniper Networks Technical Assistance Center (JTAC). If you are a customer with an active J-Care or Partner Support Service support contract, or are covered under warranty, and need post-sales technical support, you can access our tools and resources online or open a case with JTAC.

- JTAC policies—For a complete understanding of our JTAC procedures and policies, review the *JTAC User Guide* located at <http://www.juniper.net/us/en/local/pdf/resource-guides/7100059-en.pdf>.
- Product warranties—For product warranty information, visit <http://www.juniper.net/support/warranty/>.
- JTAC hours of operation—The JTAC centers have resources available 24 hours a day, 7 days a week, 365 days a year.

Self-Help Online Tools and Resources

For quick and easy problem resolution, Juniper Networks has designed an online self-service portal called the Customer Support Center (CSC) that provides you with the following features:

- Find CSC offerings: <http://www.juniper.net/customers/support/>
- Search for known bugs: <http://www2.juniper.net/kb/>
- Find product documentation: <http://www.juniper.net/techpubs/>
- Find solutions and answer questions using our Knowledge Base: <http://kb.juniper.net/>

- Download the latest versions of software and review release notes:
<http://www.juniper.net/customers/csc/software/>
- Search technical bulletins for relevant hardware and software notifications:
<http://kb.juniper.net/InfoCenter/>
- Join and participate in the Juniper Networks Community Forum:
<http://www.juniper.net/company/communities/>
- Open a case online in the CSC Case Management tool: <http://www.juniper.net/cm/>

To verify service entitlement by product serial number, use our Serial Number Entitlement (SNE) Tool: <https://tools.juniper.net/SerialNumberEntitlementSearch/>

Opening a Case with JTAC

You can open a case with JTAC on the Web or by telephone.

- Use the Case Management tool in the CSC at <http://www.juniper.net/cm/>.
- Call 1-888-314-JTAC (1-888-314-5822 toll-free in the USA, Canada, and Mexico).

For international or direct-dial options in countries without toll-free numbers, see <http://www.juniper.net/support/requesting-support.html>.

PART 1

Overview

- [Introduction to Attack Detection and Prevention on page 3](#)

CHAPTER 1

Introduction to Attack Detection and Prevention

- [Attack Detection and Prevention Overview on page 3](#)
- [Understanding IPv6 Support for Screens on page 4](#)
- [Understanding Screens Options on SRX Series Devices on page 8](#)
- [Understanding Screen Options on the SRX5000 Module Port Concentrator on page 11](#)
- [Example: Configuring Multiple Screening Options on page 17](#)
- [Understanding Central Point Architecture Enhancements for Screens on page 21](#)

Attack Detection and Prevention Overview

Supported Platforms [SRX Series, vSRX](#)

Attack detection and prevention, also known as stateful firewall, detects and prevents attacks in network traffic. An exploit can be either an information-gathering probe or an attack to compromise, disable, or harm a network or network resource. In some cases, the distinction between the two objectives of an exploit can be unclear. For example, a barrage of TCP SYN segments might be an IP address sweep with the intent of triggering responses from active hosts, or it might be a SYN flood attack with the intent of overwhelming a network so that it can no longer function properly. Furthermore, because an attacker usually precedes an attack by performing reconnaissance on the target, we can consider information-gathering efforts as a precursor to an impending attack—that is, they constitute the first stage of an attack. Thus, the term *exploit* encompasses both reconnaissance and attack activities, and the distinction between the two is not always clear.

Juniper Networks provides various detection and defense mechanisms at the zone and policy levels to combat exploits at all stages of their execution:

- Screen options at the zone level.
- Firewall policies at the inter-, intra-, and super-zone policy levels (*super-zone* here means in global policies, where no security zones are referenced).

To secure all connection attempts, Junos OS uses a dynamic packet-filtering method known as stateful inspection. Using this method, Junos OS identifies various components in the IP packet and TCP segment headers—source and destination IP addresses, source

and destination port numbers, and packet sequence numbers—and maintains the state of each TCP session and pseudo UDP session traversing the firewall. (Junos OS also modifies session states based on changing elements such as dynamic port changes or session termination.) When a responding TCP packet arrives, Junos OS compares the information reported in its header with the state of its associated session stored in the inspection table. If they match, the responding packet is allowed to pass the firewall. If the two do not match, the packet is dropped.

Junos OS screen options secure a zone by inspecting, then allowing or denying, all connection attempts that require crossing an interface bound to that zone.

- Related Documentation**
- [Understanding Security Zones](#)
 - [Understanding Network Reconnaissance Using IP Options on page 98](#)

Understanding IPv6 Support for Screens

Supported Platforms [SRX Series, vSRX](#)

Juniper Networks provides various detection and defense mechanisms at the zone and policy levels to combat exploits at all stages of their execution. Screen options are at the zone level. Junos OS screen options secure a zone by inspecting it, and then allowing or denying all connection attempts that require crossing an interface bound to that zone.

You can configure screen options to check and filter packets based on IPv6 extension headers, packet headers, and ICMPv6 traffic. Based on your configuration, the screen can drop packets, create logs, and provide increased statistics for IPv6 traffic.

- [IPv6 Extension Header Checking and Filtering on page 4](#)
- [Maximum Number of Extension Headers on page 5](#)
- [Bad Option Extension Headers on page 6](#)
- [ICMPv6 Checking and Filtering on page 6](#)
- [IPv6 Packet Header Checking and Filtering on page 7](#)

IPv6 Extension Header Checking and Filtering

You can use the `ipv6-extension-header` statement to selectively screen one or more extension headers. [Table 3 on page 4](#) lists common IPv6 extension headers and their type values.

Table 3: IPv6 Extension Headers and Type Values

Header Name	Header Type Value	Internet Standards
Authentication	51	RFC 2460
Encapsulating Security Payload	50	RFC 2460
Host Identify Protocol	139	RFC 5201

Table 3: IPv6 Extension Headers and Type Values (*continued*)

Header Name	Header Type Value	Internet Standards
Destination Options <ul style="list-style-type: none"> • ILNP nonce option • Home address option • Line identification option • Tunnel encapsulation limit option 	60	RFC 2460
Fragment	44	RFC 2460
Hop-by-Hop Options <ul style="list-style-type: none"> • CALIPSO option • RPL option • SFM DPD option • Jumbo payload option • Quick start option • Router alert option 	0	RFC 2460
Mobility	135	RFC 6275
No next	59	RFC 2460
Routing	43	RFC 2460
Shim6	140	RFC 5533

Maximum Number of Extension Headers

You can specify the maximum number of permitted extension headers in a packet by using the **ipv6-extension-header-limit** statement. Although the maximum number of extension headers in a packet is not explicitly specified, the order of extension headers is recommended in RFC 2460:

1. Hop-by-Hop Options header
2. Destination Options header
3. Routing header
4. Fragment extension header
5. Authentication header
6. Encapsulating Security Payload header
7. Destination Options header

Each extension header should occur at most once, except for the destination options header, which should occur at most twice (once before a routing header and once before the upper-layer protocol header).

The maximum extension header number based on RFC 2460 is 7. Other extension headers have been defined by subsequent RFCs. We recommend the maximum extension header number to be in the range of 0 through 32.

Bad Option Extension Headers

You can configure screens to detect and drop any packet with an incorrectly formatted IP option in the IP packet header (IPv4 or IPv6). The device records the event in the screen counters list for the ingress interface. [Table 4 on page 6](#) lists key criteria that the device uses to screen packets for bad options.

Table 4: Bad Option Extension Header Screening Criteria

Screening Criteria	Internet Standards	Description
Routing extension header is after fragment header	RFC 2460	The order of extension headers in a packet is defined; accordingly, the fragment extension header must be after the routing header.
Wrong router alert parameter	RFC 2711	This option is located in the hop-by-hop header and in the Junos OS implementation: <ul style="list-style-type: none"> • There can be only one option of this type per hop-by-hop header • The header length must be 2. • There can be only one router alert option in one extension header.
More than one back-to-back pad option	draft-krishnan-ipv6-hopbyhop-00	This type of traffic is screened as error packets.
Non-zero payload in PadN option	RFC 4942	The system checks that the PadN only has zero octets in its payload.
Padding beyond the next eight-octet boundary	RFC 4942	The system checks for padding beyond the next eight octet boundary. There is no legitimate reason for padding beyond the next eight octet boundary.
Jumbo payload with non-zero IPv6 header payload	RFC 2675	The payload length field in the IPv6 header must be set to zero in every packet that carries the jumbo payload option.

ICMPv6 Checking and Filtering

You can enable ICMPv6 checking and filtering. The system then checks whether the ICMPv6 packet received matches the defined criteria and performs the specified action on matching packets. Some of the key defined criteria are as follows:

- Information message of unknown type—Many types of ICMPv6 information messages are defined, such as echo request (value 128), echo reply (value 129), and router solicitation (value 133). The maximum type definition is 149. Any value higher than 149 is treated as an unknown type and screened accordingly.

- Does not meet the ICMPv6 ND packet format rules (RFC 4861)—There are standard rules, such as the IP Hop limit field has a value of 255, ICMP checksum must be valid, the ICMP code must be 0, and so on.
- Malformed ICMPv6 packet filtering—For instance, the ICMPv6 packet is too big (message type 2), the next header is set to routing (43), and routing header is set to hop-by-hop.

IPv6 Packet Header Checking and Filtering

You can enable the checking and filtering of IPv6 packet headers using the **ipv6-malformed-header** statement. Once enabled, the system verifies any incoming IPv6 packet to check if it matches any of the defined criteria. The system then performs the specified action (drop or alarm-without-drop) on matching packets. [Table 5 on page 7](#) lists key criteria that the device uses to screen packets.

Table 5: IPv6 Packet Header Screening Criteria

Screening Criteria	Internet Standards	Description
Deprecated site-local source and destination addresses	RFC 3879	The IPv6 site-local unicast prefix (1111111011 binary or FEC0::/10) is not supported.
Illegal multicast address scope values	RFC 4291	The unassigned multicast address scope values are treated as illegal.
Documentation-only prefix (2001:DB8::/32)	RFC 3849	IANA is to record the allocation of the IPv6 global unicast address prefix (2001:DB8::/32) as a documentation-only prefix in the IPv6 address registry. No end party is to be assigned this address.
Deprecated IPv4-compatible IPv6 source and destination addresses (::/96)	RFC 4291	The IPv4-compatible IPv6 address has been deprecated and is not supported.
ORCHID source and destination addresses (2001:10::/28)	RFC 5156	Addresses of the Overlay Routable Cryptographic Hash Identifiers (2001:10::/28) are used as identifiers and cannot be used for routing at the IP layer. Addresses within this block must not appear on the public Internet.
An IPv4 address embedded inside the IPv6 address (64:ff9b::/96) is an illegal, unacceptable IPv4 address	RFC 6052	The IPv6 address, 64:ff9b::/96, is reserved as "Well-known Prefix" for use in algorithmic mapping.

Related Documentation

- [Example: Configuring Multiple Screening Options on page 17](#)
- *ipv6-extension-header*
- *ipv6-extension-header-limit*
- *icmpv6-malformed*
- *ipv6-malformed-header*

Understanding Screens Options on SRX Series Devices

Supported Platforms SRX Series, vSRX

On all SRX Series devices, the screens are divided into two categories:

- Statistics-based screens
- Signature-based screens

Table 6 on page 8 lists all the statistics-based screen options.

Table 6: Statistics-Based Screen Options

Screen Option Name	Description
ICMP flood	<p>Use the ICMP flood IDS option to protect against ICMP flood attacks. An ICMP flood attack typically occurs when ICMP echo requests use all resources in responding, such that valid network traffic can no longer be processed.</p> <p>The threshold value defines the number of ICMP packets per second (pps) allowed to ping the same destination address before the device rejects further ICMP packets.</p>
UDP flood	<p>Use the UDP flood IDS option to protect against UDP flood attacks. A UDP flood attack occurs when an attacker sends IP packets containing a UDP datagram with the purpose of slowing down the resources, such that valid connections can no longer be handled.</p> <p>The threshold value defines the number of UDP packets per second allowed to ping the same destination IP address. When the number of packets exceeds this value within any 1-second period, the device generates an alarm and drops subsequent packets for the remainder of that second.</p>
TCP SYN flood source	<p>Use the TCP SYN flood source IDS option to set the source threshold value. The threshold value defines the number of SYN segments to be received per second before the device begins dropping connection requests.</p> <p>The applicable range is 4 through 500,000 SYN pps.</p>
TCP SYN flood destination	<p>Use the SYN flood destination IDS option to set the destination threshold value. The threshold value defines the number of SYN segments received per second before the device begins dropping connection requests.</p> <p>The applicable range is 4 through 500,000 SYN pps.</p>
TCP SYN flood	<p>Use the TCP SYN flood IDS option to detect and prevent SYN flood attacks. Such attacks occur when the connecting host continuously sends TCP SYN requests without replying to the corresponding ACK responses.</p>
TCP port scan	<p>Use the TCP port scan IDS option to prevent the port scan attacks. The purpose of this attack is to scan the available services in the hopes that at least one port will respond, thus identifying a service to target.</p>
TCP SYN-ACK-ACK proxy	<p>Use the TCP SYN-ACK-ACK proxy screen option to prevent SYN-ACK-ACK attack. After the number of connections from the same IP address reaches the SYN-ACK-ACK proxy threshold, SRX Series devices running Junos OS reject further connection requests from that IP address.</p>

Table 6: Statistics-Based Screen Options (*continued*)

Screen Option Name	Description
ICMP IP sweep	<p>Use the ICMP IP sweep IDS option to detect and prevent an IP sweep attack. An IP sweep attack occurs when an attacker sends ICMP echo requests (pings) to multiple destination addresses. If a target host replies, the reply reveals the target's IP address to the attacker. If the device receives 10 ICMP echo requests within the number of microseconds specified in this statement, it flags this as an IP sweep attack, and rejects the eleventh and all further ICMP packets from that host for the remainder of the second.</p> <p>The threshold value defines the maximum number of microseconds during which up to 10 ICMP echo requests from the same host are allowed into the device.</p>
TCP SYN flood alarm	<p>Use the TCP SYN flood alarm IDS option to set the alarm threshold value. The threshold value defines the number of half-complete proxy connections per second at which the device makes entries in the event alarm log. The range is 1 through 500,000 requests per second.</p>
TCP SYN flood attack	<p>Use the TCP SYN flood attack IDS option to set the attack threshold value. The threshold value defines the number of SYN packets per second required to trigger the SYN proxy response. The range is 1 through 500,000 proxied pps.</p>
UDP udp sweep	<p>Use the UDP udp sweep IDS option to detect and prevent UDP sweep attacks. In a UDP sweep attack, an attacker sends UDP packets to the target device. If the device responds to those packets, the attacker gets an indication that a port in the target device is open, which makes the port vulnerable to attack. If a remote host sends UDP packets to 10 addresses in 0.005 seconds (5000 microseconds), then the device flags this as a UDP sweep attack.</p> <p>If the alarm-without-drop option is not set, the device rejects the eleventh and all further UDP packets from that host for the remainder of the specified threshold period.</p> <p>The threshold value defines the number of microseconds for which the device accepts 10 UDP packets from the same remote source to different destination addresses.</p>

[Table 7 on page 9](#) lists all the signature-based screen options.

Table 7: Signature-Based Screen Options

Screen Option Name	Description
TCP Winnuke	<p>Enable or disable the TCP WinNuke attacks IDS option. WinNuke is a denial-of-service (DoS) attack targeting any computer on the Internet running Windows.</p>
TCP SYN fragment	<p>Use the TCP SYN fragment attack IDS option to drop any packet fragments used for the attack. A SYN fragment attack floods the target host with SYN packet fragments. The host caches these fragments, waiting for the remaining fragments to arrive so it can reassemble them. The flood of connections that cannot be completed eventually fills the host's memory buffer. No further connections are possible, and damage to the host's operating system can occur.</p>
TCP no flag	<p>Use the TCP tcp no flag IDS option to drop illegal TCP packets with a missing or malformed flag field. The threshold value defines the number of TCP headers without flags set. A normal TCP segment header has at least one control flag set.</p>
TCP SYN FIN	<p>Use the TCP SYN FIN IDS option to detect an illegal combination of flags that attackers can use to consume sessions on the target device, thus resulting in a denial-of-service (DoS) condition.</p>

Table 7: Signature-Based Screen Options (*continued*)

Screen Option Name	Description
TCP land	Enable or disable the TCP land attack IDS option. Land attacks occur when an attacker sends spoofed SYN packets containing the IP address of the victim as both the destination and the source IP address.
TCP FIN no ACK	Use the FIN bit with no ACK bit IDS option to detect an illegal combination of flags, and reject packets that have this combination.
ICMP ping of death	Use the ping of death IDS option to detect and reject oversized and irregular ICMP packets. Although the TCP/IP specification requires a specific packet size, many ping implementations allow larger packet sizes. Larger packets can trigger a range of adverse system reactions, including crashing, freezing, and restarting. Ping of death occurs when IP packets are sent that exceed the maximum legal length (65,535 bytes).
ICMP fragment	Use the ICMP fragment IDS option to detect and drop any ICMP frame with the More Fragments flag set or with an offset indicated in the offset field.
ICMP large	Use the ICMP large IDS option to detect and drop any ICMP frame with an IP length greater than 1024 bytes.
IP unknown protocol	Use the IP unknown protocol IDS option to discard all received IP frames with protocol numbers greater than 137 for IPv4 and 139 for IPv6. Such protocol numbers are undefined or reserved.
IP bad option	Use the IP bad IDS option to detect and drop any packet with an incorrectly formatted IP option in the IP packet header. The device records the event in the screen counters list for the ingress interface. This screen option is applicable to IPv4 and IPv6.
IP strict source route option	Use the IP strict source route IDS option to detect packets where the IP option is 9 (strict source routing), and record the event in the screen counters list for the ingress interface. This option specifies the complete route list for a packet to take on its journey from source to destination. The last address in the list replaces the address in the destination field. Currently, this screen option is applicable only to IPv4.
IP loose source route option	Use the IP loose source route IDS option to detect packets where the IP option is 3 (loose source routing), and record the event in the screen counters list for the ingress interface. This option specifies a partial route list for a packet to take on its journey from source to destination. The packet must proceed in the order of addresses specified, but it is allowed to pass through other devices in between those specified. The type 0 routing header of the loose source route option is the only related header defined in IPv6.
IP source route option	Use the IP source route IDS option to detect packets and record the event in the screen counters list for the ingress interface.
IP stream option	Use the IP stream IDS option to detect packets where the IP option is 8 (stream ID), and record the event in the screen counters list for the ingress interface. This option provides a way for the 16-bit SATNET stream identifier to be carried through networks that do not support streams. Currently, this screen option is applicable only to IPv4.
IP block fragment	Enable or disable the IP packet fragmentation blocking. When this feature is enabled, Junos OS denies IP fragments on a security zone and blocks all IP packet fragments that are received at interfaces bound to that zone.

Table 7: Signature-Based Screen Options (*continued*)

Screen Option Name	Description
IP record route option	Use the IP record route IDS option to detect packets where the IP option is 7 (record route), and record the event in the screen counters list for the ingress interface. This option records the IP addresses of the network devices along the path that the IP packet travels. Currently, this screen option is applicable only to IPv4.
IP timestamp option	Use the IP timestamp IDS option to detect packets where the IP option list includes option 4 (Internet timestamp), and record the event in the screen counters list for the ingress interface. This option records the time (in Universal Time) when each network device receives the packet during its trip from the point of origin to its destination. Currently, this screen option is applicable only to IPv4.
IP security option	Use the IP security IDS option to detect packets where the IP option is 2 (security), and record the event in the screen counters list for the ingress interface. Currently, this screen option is applicable only to IPv4.
IP spoofing	Use the IP address spoofing IDS option to prevent spoofing attacks. IP spoofing occurs when an invalid source address is inserted in the packet header to make the packet appear to come from a trusted source.
IP tear drop	Use the IP tear drop IDS option to block teardrop attacks. Teardrop attacks occur when fragmented IP packets overlap and cause the host attempting to reassemble the packets to crash. The tear drop option directs the device to drop any packets that have such a discrepancy. Teardrop attacks exploit the reassembly of fragmented IP packets.

- Related Documentation**
- [Understanding Screen Options on the SRX5000 Module Port Concentrator on page 11](#)
 - [Example: Configuring Multiple Screening Options on page 17](#)

Understanding Screen Options on the SRX5000 Module Port Concentrator

Supported Platforms [SRX5400](#), [SRX5600](#), [SRX5800](#)

The SRX5000 line Module Port Concentrator (SRX5K-MPC) supports Junos OS screen options. Screen options secure a zone by inspecting, then allowing or denying, all connection attempts that require crossing an interface bound to that zone.

Using screen options, your security device can protect against different internal and external attacks, including SYN flood attacks, UDP flood attacks, and port scan attacks. Junos OS applies screen checks to traffic prior to the security policy processing, resulting in less resource utilization.

The screen options are divided into the following two categories:

- Statistics-based screens
- Signature-based screens

Statistics-Based Screens

All screen features implemented on an SRX5K-MPC are independent of Layer 2 or Layer 3 mode. The flood protections are used to defend against SYN flood attacks, session table flood attacks, firewall denial-of-service (DoS) attacks, and network DoS attacks.

The following four types of threshold-based flood protection are performed on each processor for both IPv4 and IPv6:

- UDP-based flood protection
- ICMP-based flood protection
- TCP source-based SYN flood protection
- TCP destination-based SYN flood protection



NOTE: If one of the two types of TCP SYN flood protections is configured on a zone, the second type of TCP SYN flood protection is automatically enabled on the same zone. These two types of protections always work together.

Each type of flood protection is threshold-based, and the threshold is calculated per zone on each microprocessor. If the flood is detected on a microprocessor chip, that particular microprocessor takes action against the offending packets based on the configuration:

- Default action (report and drop)—Screen logging and reporting are done on an SPU, so offending packets need to be forwarded to the central point or SPU for this purpose. To protect SPUs from flooding, only the first offending packet for each screen in a zone is sent to the SPU for logging and reporting in each second. The rest of the offending packets are counted and dropped in a microprocessor.

For example, assume UDP flooding is configured at a logical interface with a threshold set to 5000 packets per second. If UDP packets come in at the rate of 20,000 per second, then about 5000 UDP packets are forwarded to the central point or SPU each second, and the remaining packets are detected as flooding. However, only one UDP flooding packet is sent to the SPU for logging and reporting in each second. The remaining packets are dropped in the microprocessor.

- Alarm only (alarm-without-drop)—An offending packet detected by screen protection is not dropped. It skips the rest of the screen checks and is forwarded to the central point or SPU with the screen result copied to its meta-header. It is not counted as a dropped packet.

Differences Between IOC1 and IOC2

The behavior of screens is the same whether the device has either IOC1 or an IOC2 card. However, there are differences in the threshold values for the statistics-based screens. [Table 8 on page 13](#) lists the statistics-based screen options and the behavior of the screens depending on whether the device has either IOC1 or an IOC2 card.

Table 8: Statistics-Based Screen Options

Screen Option Name	Description	IOC1	IOC2
ICMP flood	<p>Sets the ICMP flood threshold value. The ICMP flood screen option is used to protect against ICMP flood attacks. An ICMP flood attack typically occurs when ICMP echo requests use all resources in responding, such that valid network traffic can no longer be processed.</p> <p>The threshold value defines the number of ICMP packets per second allowed to ping the same destination address before the device rejects further ICMP packets.</p>	<p>If the Incoming traffic exceeds the threshold pps, either the packets are dropped or an alarm is raised.</p>	<p>On SRX5000 line devices with IOC2 card, there is a change in the screen configuration for lookup (LU) chips. There are four LU chips in each IOC2 card. If the incoming traffic exceeds the threshold value pps, the packets are dropped. For example, if the user specify the threshold value of 1000 pps, we configure 250 pps on each LU chip internally, so that the threshold value of 1000 pps gets distributed equally among the 4 LU chips. As an expected result, the user gets the overall threshold value of 1000 pps.</p> <p>On SRX5000 line devices, when the IOC2 card is in services-offload mode, only one LU chip will function. If the incoming traffic rate exceeds the threshold value, the packets are dropped as a result of the expected behavior.</p>

Table 8: Statistics-Based Screen Options (*continued*)

Screen Option Name	Description	IOC1	IOC2
UDP flood	<p>Sets the UDP flood threshold value. The UDP flood screen option is used to protect against UDP flood attacks. UDP flood attack occurs when an attacker sends IP packets containing UDP datagrams with the purpose of slowing down the resources, such that valid connections can no longer be handled.</p> <p>The threshold value defines the number of UDP pps allowed to ping the same destination IP address/port pair. When the number of packets exceeds this value within any 1-second period, the device generates an alarm and drops subsequent packets for the remainder of that second.</p>	<p>If the Incoming traffic exceeds the threshold pps, either the packets are dropped or an alarm is raised.</p>	<p>On SRX5000 line devices with IOC2 card, there is a change in the screen configuration for lookup (LU) chips. There are four LU chips in each IOC2 card. If the incoming traffic exceeds the threshold value pps, the packets are dropped. For example, if the user specify the threshold value of 1000 pps, we configure 250 pps on each LU chip internally, so that the threshold value of 1000 pps gets distributed equally among the 4 LU chips. As an expected result, the user gets the overall threshold value of 1000 pps.</p> <p>On SRX5000 line devices, when the IOC2 card is in services-offload mode, only one LU chip will function. If the incoming traffic rate exceeds the threshold value, the packets are dropped as a result of the expected behavior.</p>

Table 8: Statistics-Based Screen Options (*continued*)

Screen Option Name	Description	IOC1	IOC2
TCP SYN flood source	<p>Sets the TCP SYN flood source threshold value. The threshold value defines the number of SYN segments to be received per second before the device begins dropping connection requests.</p> <p>The applicable range is 4 through 500,000 SYN pps.</p>	<p>If the Incoming traffic exceeds the threshold pps, either the packets are dropped or an alarm is raised..</p>	<p>On SRX5000 line devices with IOC2 card, there is a change in the screen configuration for lookup (LU) chips. There are four LU chips in each IOC2 card. If the incoming traffic exceeds the threshold value pps, the packets are dropped. For example, if the user specify the threshold value of 1000 pps, we configure 250 pps on each LU chip internally, so that the threshold value of 1000 pps gets distributed equally among the 4 LU chips. As an expected result, the user gets the overall threshold value of 1000 pps.</p> <p>On SRX5000 line devices, when the IOC2 card is in services-offload mode, only one LU chip will function. If the incoming traffic rate exceeds the threshold value, the packets are dropped as a result of the expected behavior.</p>

Table 8: Statistics-Based Screen Options (*continued*)

Screen Option Name	Description	IOC1	IOC2
TCP SYN flood destination	<p>Sets the TCP SYN flood destination threshold value. The threshold value defines the number of SYN segments received per second before the device begins dropping connection requests.</p> <p>The applicable range is 4 through 500,000 SYN pps.</p>	<p>If the Incoming traffic exceeds the threshold pps, either the packets are dropped or an alarm is raised.</p>	<p>On SRX5000 line devices with IOC2 card, there is a change in the screen configuration for lookup (LU) chips. There are four LU chips in each IOC2 card. If the incoming traffic exceeds the threshold value pps, the packets are dropped. For example, if the user specify the threshold value of 1000 pps, we configure 250 pps on each LU chip internally, so that the threshold value of 1000 pps gets distributed equally among the 4 LU chips. As an expected result, the user gets the overall threshold value of 1000 pps.</p> <p>On SRX5000 line devices, when the IOC2 card is in services-offload mode, only one LU chip will function. If the incoming traffic rate exceeds the threshold value, the packets are dropped as a result of the expected behavior.</p>



NOTE: On SRX5400, SRX5600, and SRX5800 line devices, the screen threshold value is set for each IOC in the DUT for the LAG/LACP and RLAG/RETH child links. When you have cross-IOC child interfaces as a part of LAG/LACP or RETH/RLAG interfaces and the ingress traffic is also traversing multiple child links across IOCs, set the threshold value to match the total number of packets passed by the screen from multiple IOCs with the expected total number of packets per second (pps) at the egress interface.

Signature-Based Screens

The SRX5K-MPC provides signature-based screen options along with sanity checks on the received packet.

Sometimes packets received by the device are malformed or invalid, and they might cause damage to the device and network. These packets must be dropped during initial stages of processing.

For both signature-based screen options and sanity checks, the packet contents, including packet header, status and control bits, and extension headers (for IPv6), are examined.

You can configure the screens according to your requirements, whereas packet sanity checks are performed by default.

The packet sanity checks and screen options are performed on packets received on ingress interfaces.

The processor does sanity checks and runs some screen features to detect the malformed and malicious ingress packets received from physical interfaces. Packets that fail a sanity check are counted and dropped.

The following packet sanity checks are supported:

- IPv4 sanity check
- IPv6 sanity check

The following screen features are supported:

- IP-based screen
- UDP-based screen
- TCP-based screen
- ICMP-based screen

The screen features are applicable to both IPv4 and IPv6 packets, with the exception of IP options screens, which only apply to IPv4 packets. If a packet is detected by one screen option, it skips the rest of the screen checks and is forwarded to the central point or Services Processing Unit (SPU) for logging and statistics collection.

**Related
Documentation**

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)

Example: Configuring Multiple Screening Options

Supported Platforms [SRX Series, vSRX](#)

This example shows how to create one intrusion detection service (IDS) profile for multiple screening options.

- [Requirements on page 17](#)
- [Overview on page 18](#)
- [Configuration on page 18](#)
- [Verification on page 20](#)

Requirements

No special configuration beyond device initialization is required before configuring this feature.

Overview

In a security zone, you can apply one IDS profile to multiple screening options. In this example we are configuring the following screening options:

- ICMP screening
- IP screening
- TCP screening
- UDP screening

These screening options are assigned to an untrust zone.

Configuration

CLI Quick Configuration

To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option screen-config icmp ip-sweep threshold 1000
set security screen ids-option screen-config icmp fragment
set security screen ids-option screen-config icmp large
set security screen ids-option screen-config icmp flood threshold 200
set security screen ids-option screen-config icmp ping-death
set security screen ids-option screen-config ip bad-option
set security screen ids-option screen-config ip stream-option
set security screen ids-option screen-config ip spoofing
set security screen ids-option screen-config ip strict-source-route-option
set security screen ids-option screen-config ip unknown-protocol
set security screen ids-option screen-config ip tear-drop
set security screen ids-option screen-config tcp syn-fin
set security screen ids-option screen-config tcp tcp-no-flag
set security screen ids-option screen-config tcp syn-frag
set security screen ids-option screen-config tcp port-scan threshold 1000
set security screen ids-option screen-config tcp syn-ack-ack-proxy threshold 500
set security screen ids-option screen-config tcp syn-flood alarm-threshold 500
set security screen ids-option screen-config tcp syn-flood attack-threshold 500
set security screen ids-option screen-config tcp syn-flood source-threshold 50
set security screen ids-option screen-config tcp syn-flood destination-threshold 1000
set security screen ids-option screen-config tcp syn-flood timeout 10
set security screen ids-option screen-config tcp land
set security screen ids-option screen-config tcp winnuke
set security screen ids-option screen-config tcp tcp-sweep threshold 1000
set security screen ids-option screen-config udp flood threshold 500
set security screen ids-option screen-config udp udp-sweep threshold 1000
set security zones security-zone untrust screen screen-config
```

Enter **commit** from configuration mode.

Step-by-Step Procedure The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *Junos OS CLI User Guide*.

To configure an IDS profile for multiple screening options:

1. Configure the ICMP screening options.

```
[edit security screen ids-option screen-config]
user@host# set icmp ip-sweep threshold 1000
user@host# set icmp fragment
user@host# set icmp large
user@host# set icmp flood threshold 200
user@host# set icmp ping-death
```

2. Configure the IP screening options.

```
[edit security screen ids-option screen-config]
user@host# set ip bad-option
user@host# set ip stream-option
user@host# set ip spoofing
user@host# set ip strict-source-route-option
user@host# set ip unknown-protocol
user@host# set ip tear-drop
```

3. Configure the TCP screening options.

```
[edit security screen ids-option screen-config]
user@host# set tcp syn-fin
user@host# set tcp tcp-no-flag
user@host# set tcp syn-frag
user@host# set tcp port-scan threshold 1000
user@host# set tcp syn-ack-ack-proxy threshold 500
user@host# set tcp syn-flood alarm-threshold 500
user@host# set tcp syn-flood attack-threshold 500
user@host# set tcp syn-flood source-threshold 50
user@host# set tcp syn-flood destination-threshold 1000
user@host# set tcp syn-flood timeout 10
user@host# set tcp land
user@host# set tcp winnuke
user@host# set tcp tcp-sweep threshold 1000
```

4. Configure the UDP screening options.

```
[edit security screen ids-option screen-config]
user@host# set udp flood threshold 500
user@host# set udp udp-sweep threshold 1000
```

5. Attach the IDS profile to the zone.

```
[edit]
user@host# set security zones security-zone untrust screen screen-config
```

Results From configuration mode, confirm your configuration by entering the **show security screen ids-option screen-config** and **show security zones** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
user@host# show security screen ids-option screen-config
icmp {
  ip-sweep threshold 1000;
  fragment;
  large;
  flood threshold 200;
  ping-death;
}
ip {
  bad-option;
  stream-option;
  spoofing;
  strict-source-route-option;
  unknown-protocol;
  tear-drop;
}
tcp {
  syn-fin;
  tcp-no-flag;
  syn-frag;
  port-scan threshold 1000;
  syn-ack-ack-proxy threshold 500;
  syn-flood {
    alarm-threshold 500;
    attack-threshold 500;
    source-threshold 50;
    destination-threshold 1000;
    timeout 10;
  }
  land;
  winnuke;
  tcp-sweep threshold 1000;
}
udp {
  flood threshold 500;
  udp-sweep threshold 1000;
}

[edit]
user@host# show security zones
security-zone untrust {
  screen screen-config;
}
```

If you are done configuring the device, enter **commit** from configuration mode.

Verification

[Verifying the IDS Profile for Multiple Screening Options](#)

Purpose Verify that the IDS profile for multiple screening options is configured properly.

Action Enter the `show security screen ids-option screen-config Screen object status` and `show security zones` command from operational mode.

```
user@host> show security screen ids-option screen-config
Screen object status:
```

Name	Value
ICMP flood threshold	200
UDP flood threshold	500
TCP winnuke	enabled
TCP port scan threshold	1000
ICMP address sweep threshold	1000
TCP sweep threshold	1000
UDP sweep threshold	1000
IP tear drop	enabled
TCP SYN flood attack threshold	500
TCP SYN flood alarm threshold	500
TCP SYN flood source threshold	50
TCP SYN flood destination threshold	1000
TCP SYN flood timeout	10
IP spoofing	enabled
ICMP ping of death	enabled
TCP land attack	enabled
TCP SYN fragment	enabled
TCP no flag	enabled
IP unknown protocol	enabled
IP bad options	enabled
IP strict source route option	enabled
IP stream option	enabled
ICMP fragmentation	enabled
ICMP large packet	enabled
TCP SYN FIN	enabled
TCP SYN-ACK-ACK proxy threshold	500

```
user@host> show security zones
```

```
Security zone: untrust
Send reset for non-SYN session TCP packets: Off
Policy configurable: Yes
Screen: screen-config
Interfaces bound: 0
Interfaces:
```



NOTE: On all SRX Series devices, the TCP synchronization flood alarm threshold value does not indicate the number of packets dropped, however the value does show the packet information after the alarm threshold has been reached.

The synchronization cookie or proxy never drops packets; therefore the `alarm-without-drop` (not drop) action is shown in the system log.

Understanding Central Point Architecture Enhancements for Screens

Supported Platforms SRX5400, SRX5600, SRX5800

The central point architecture is enhanced to achieve a higher number of connections per second (CPS) and due to the enhancements, the central point session and central point packet processing have been moved from the central point to the Services Processing Unit (SPU).

Previously, the central point had a session limit and if no resources (session limit entries) were available, then the packet was always permitted by the session limit. Now, both the central point and the SPU have session limits. If there are no resources available in the central point, but resources are available in the SPU, then the central point cannot limit the sessions but the SPU can limit the sessions. So, the SPU drops the packet SPU session limit checking and only if both the central point and the SPU have no resources will the packet *always* be permitted.

The following scenarios describe when the central point and the SPU determine whether to permit or drop a packet.

- When the central point has no session limit entry and the SPU has a session limit entry:
 - a. If the session limit counter of the SPU is larger than the threshold value, the packet is dropped.
 - b. If the session limit counter of the SPU is not larger than the threshold value, the packet is permitted.
- When the SPU does not have a session limit entry:
 - a. If the session limit counter of the SPU is larger than the threshold value, the packet is permitted.
 - b. If the session limit counter of the SPU is not larger than threshold, the packet is permitted.



NOTE: An extra message is sent to the central point to maintain accurate session counts might impact the number of connections per second (CPS) for screens. This impacts the source or destination session limit.

Global traffic statistics lacking a central point might impact some global view screens. Only the SYN cookie has no global view, and the global traffic statistics are handled by the SPU, so the counter might be not accurate as before. For other statistics-based screens, handled by both the central point and the SPU, the counters are accurate.

Previously, statistics-based screens were handled only by the central point and the log and the SNMP trap could be rate-limited strictly. Now both the central point and the SPU can generate the log and the SNMP trap independently. Therefore, the log and the SNMP trap might be larger than before.

**Related
Documentation**

- [Understanding Screens Options on SRX Series Devices on page 8](#)
- [SRX5000 Line Devices Processing Overview](#)

PART 2

Configuring Screen Options to Protect Against Denial-of-Service Attacks

- [Understanding DoS Attacks on page 25](#)
- [Protecting Against Firewall DoS Attacks on page 27](#)
- [Protecting Against Network DoS Attacks on page 39](#)
- [Protecting Against OS-Specific DoS Attacks on page 81](#)

CHAPTER 2

Understanding DoS Attacks

- [DoS Attack Overview on page 25](#)

DoS Attack Overview

Supported Platforms [SRX Series, vSRX](#)

The intent of a denial-of-service (DoS) attack is to overwhelm the targeted victim with a tremendous amount of bogus traffic so that the victim becomes so preoccupied processing the bogus traffic that legitimate traffic cannot be processed. The target can be the firewall, the network resources to which the firewall controls access, or the specific hardware platform or operating system of an individual host.

If a DoS attack originates from multiple source addresses, it is known as a distributed denial-of-service (DDoS) attack. Typically, the source address of a DoS attack is spoofed. The source addresses in a DDoS attack might be spoofed, or the actual addresses of compromised hosts might be used as “zombie agents” to launch the attack.

The device can defend itself and the resources it protects from DoS and DDoS attacks.

**Related
Documentation**

- [Firewall DoS Attacks Overview on page 27](#)
- [Network DoS Attacks Overview on page 39](#)
- [OS-Specific DoS Attacks Overview on page 81](#)

CHAPTER 3

Protecting Against Firewall DoS Attacks

- [Firewall DoS Attacks Overview on page 27](#)
- [Understanding Firewall Filters on the SRX5000 Module Port Concentrator on page 28](#)
- [Understanding Session Table Flood Attacks on page 28](#)
- [Understanding Source-Based Session Limits on page 29](#)
- [Example: Setting Source-Based Session Limits on page 30](#)
- [Understanding Destination-Based Session Limits on page 32](#)
- [Example: Setting Destination-Based Session Limits on page 33](#)
- [Understanding SYN-ACK-ACK Proxy Flood Attacks on page 35](#)
- [Protecting Your Network Against a SYN-ACK-ACK Proxy Flood Attack on page 36](#)

Firewall DoS Attacks Overview

Supported Platforms [SRX Series, vSRX](#)

The intent of a denial-of-service (DoS) attack is to overwhelm the targeted victim with a tremendous amount of bogus traffic so that the victim becomes so preoccupied processing the bogus traffic that legitimate traffic cannot be processed.

If attackers discover the presence of the Juniper Networks firewall, they might launch a DoS attack against it instead of the network behind it. A successful DoS attack against a firewall amounts to a successful DoS attack against the protected network in that it thwarts attempts of legitimate traffic to traverse the firewall.

An attacker might use session table floods and SYN-ACK-ACK proxy floods to fill up the session table of Junos OS and thereby produce a DoS.

**Related
Documentation**

- [DoS Attack Overview on page 25](#)
- [Network DoS Attacks Overview on page 39](#)
- [OS-Specific DoS Attacks Overview on page 81](#)
- [Understanding Session Table Flood Attacks on page 28](#)

Understanding Firewall Filters on the SRX5000 Module Port Concentrator

Supported Platforms SRX5400, SRX5600, SRX5800

The SRX5000 line Module Port Concentrator (SRX5K-MPC) for the SRX5400, SRX5600, and SRX5800 supports a firewall filter to provide filter based forwarding and packet filtering at logical interfaces including the chassis loopback interface. A firewall filter is used to secure networks, to protect Routing Engines and Packet Forwarding Engines, and to ensure class of service (CoS).

The firewall filter provides:

- Filter-based forwarding at logical interfaces
- Protection of a Routing Engine from DoS attacks
- Blocking of certain types of packets to reach a Routing Engine and packet counter

The firewall filter examines packets and performs actions according to the configured filter policy. The policy is composed of match conditions and actions. The match conditions cover various fields of Layer 3 packet and Layer 4 header information. In association with the match conditions, various actions are defined in the firewall filter policy, and these actions include **accept**, **discard**, **log** counter, and so on.

After configuring the firewall filter, you can apply a logical interface to the firewall filter in the ingress or egress, or in both directions. All packets passing through the logical interface are checked by the firewall filter. As part of the firewall filter configuration, a policer is defined and applied to the logical interface. A policer restricts the traffic bandwidth at the logical interface.



NOTE: Firewall filtering on an SRX5K-MPC does not support aggregated Ethernet interfaces.



NOTE: On SRX5400, SRX5600 and SRX5800 devices with an SRX5K-MPC, applying a policer at the loopback (lo0) interface ensures that the Packet Forwarding Engine discards certain types of packets and prevents them from reaching the Routing Engine.

Related Documentation

- [Firewall DoS Attacks Overview on page 27](#)

Understanding Session Table Flood Attacks

Supported Platforms SRX Series, vSRX

A successful DoS attack overwhelms its victim with such a massive barrage of false simulated traffic that it becomes unable to process legitimate connection requests. DoS attacks can take many forms—SYN flood, SYN-ACK-ACK flood, UDP flood, ICMP flood,

and so on—but they all seek the same objective, which is to fill up their victim's session table.

When the session table is full, that host cannot create any new sessions and begins rejecting new connection requests. The source-based session limits screen option and the destination-based session limit screen option help mitigate such attacks.

Related Documentation

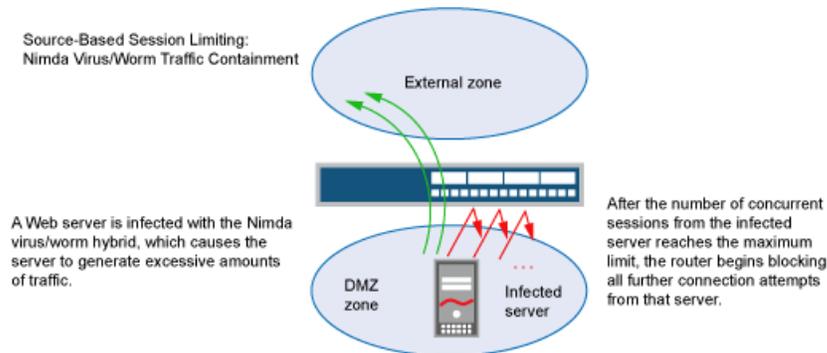
- [DoS Attack Overview on page 25](#)
- [Understanding Source-Based Session Limits on page 29](#)
- [Understanding SYN Flood Attacks on page 40](#)
- [Understanding SYN-ACK-ACK Proxy Flood Attacks on page 35](#)

Understanding Source-Based Session Limits

Supported Platforms [SRX Series, vSRX](#)

In addition to limiting the number of concurrent sessions from the same source IP address, you can also limit the number of concurrent sessions to the same destination IP address. One benefit of setting a source-based session limit is that it can stem an attack such as the Nimda virus (which is actually both a virus and a worm) that infects a server and then begins generating massive amounts of traffic from that server. Because all the virus-generated traffic originates from the same IP address, a source-based session limit ensures that the firewall can curb such excessive amounts of traffic. See [Figure 1 on page 29](#).

Figure 1: Limiting Sessions Based on Source IP Address



Another benefit of source-based session limiting is that it can mitigate attempts to fill up the firewall's session table if all the connection attempts originate from the same source IP address.

Determining what constitutes an acceptable number of connection requests requires a period of observation and analysis to establish a baseline for typical traffic flows. You also need to consider the maximum number of concurrent sessions required to fill up the session table of the particular Juniper Networks platform you are using. To see the maximum number of sessions that your session table supports, use the CLI command `show security flow session summary`, and then look at the last line in the output, which

lists the number of current (allocated) sessions, the maximum number of sessions, and the number of failed session allocations:

Maximum-sessions: 32768

The default maximum for source-based session limits is 128 concurrent sessions, a value that might need adjustment to suit the needs of your network environment and the platform.



NOTE: Junos OS supports source-based session limits for both IPv4 and IPv6 traffic.

Related Documentation

- [DoS Attack Overview on page 25](#)
- [Example: Setting Source-Based Session Limits on page 30](#)

Example: Setting Source-Based Session Limits

Supported Platforms [SRX Series, vSRX](#)

This example shows how to limit the amount of sessions based on source IP.

- [Requirements on page 30](#)
- [Overview on page 30](#)
- [Configuration on page 30](#)
- [Verification on page 31](#)

Requirements

No special configuration beyond device initialization is required before configuring this feature.

Overview

The following example shows how to limit the number of sessions that any one server in the DMZ and in zone a can initiate. Because the DMZ contains only web servers, none of which should initiate traffic, you set the source-session limit at the lowest possible value, which is one session. On the other hand, zone a contains personal computers, servers, printers, and so on, many of which do initiate traffic. For zone a, you set the source-session limit to a maximum of 80 concurrent sessions.

Configuration

CLI Quick Configuration

To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option 1-limit-session limit-session source-ip-based 1
set security zones security-zone dmz screen 1-limit-session
```

```
set security screen ids-option 80-limit-session limit-session source-ip-based 80
set security zones security-zone zone_a screen 80-limit-session
```

Step-by-Step Procedure

1. Specify the number of concurrent sessions based on source IP for the DMZ zone.


```
[edit security]
user@host# set screen ids-option 1-limit-session limit-session source-ip-based 1
```
2. Set the security zone for the DMZ to the configuration limit.


```
[edit security]
user@host# set zones security-zone dmz screen 1-limit-session
```
3. Specify the number of concurrent sessions based on source IP for the zone a zone.


```
[edit security]
user@host# set screen ids-option 80-limit-session limit-session source-ip-based
80
```
4. Set the security zone for zone a to the configuration limit.


```
[edit security]
user@host# set zones security-zone zone_a screen 80-limit-session
```

Results From configuration mode, confirm your configuration by entering the **show security screen** and **show security zones** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
user@host# show security screen
ids-option 1-limit-session {
  limit-session {
    source-ip-based 1;
  }
}
ids-option 80-limit-session {
  limit-session {
    source-ip-based 1;
  }
}

[edit]
user@host# show security zones
security-zone dmz {
  screen 1-limit-session;
}
security-zone zone_a {
  screen 80-limit-session;
}
```

If you are done configuring the device, enter **commit** from configuration mode.

Verification

Verifying Source-Based Session Limits

Purpose Verify source-based session limits.

Action Enter the `show security screen ids-option 1-limit-session`, `show security screen ids-option 80-limit-session`, and `show security zones` commands from operational mode.

```
user@host> show security screen ids-option 1-limit-session
Screen object status:
Name                               Value
  Session source limit threshold    1

user@host> show security screen ids-option 80-limit-session
Screen object status:
Name                               Value
  Session source limit threshold    80

user@host> show security zones
Security zone: dmz
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: 1-limit-session
  Interfaces bound: 0
  Interfaces:
```

Meaning The sample output shows the source session limit values for DMZ zone and zone a.

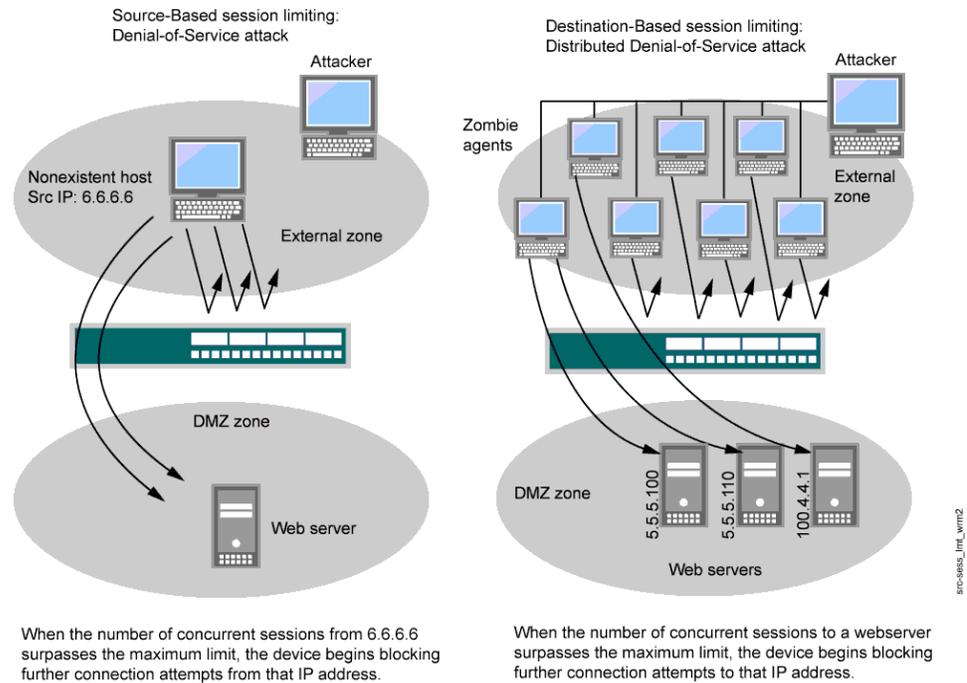
- Related Documentation**
- [Understanding Session Table Flood Attacks on page 28](#)
 - [Understanding Source-Based Session Limits on page 29](#)
 - [Example: Setting Destination-Based Session Limits on page 33](#)

Understanding Destination-Based Session Limits

Supported Platforms [SRX Series](#), [vSRX](#)

In addition to limiting the number of concurrent sessions from the same source IP address, you can also limit the number of concurrent sessions to the same destination IP address. A wily attacker can launch a distributed denial-of-service (DDoS) attack. In a DDoS attack, the malicious traffic can come from hundreds of hosts, known as “zombie agents,” that are surreptitiously under the control of an attacker. In addition to the SYN, UDP, and ICMP flood detection and prevention screen options, setting a destination-based session limit can ensure that Junos OS allows only an acceptable number of concurrent connection requests—no matter what the source—to reach any one host. See [Figure 2 on page 33](#).

Figure 2: Distributed DOS Attack



The default maximum for destination-based session limits is 128 concurrent sessions, a value that might need adjustment to suit the needs of your network environment and the platform.

Related Documentation

- [DoS Attack Overview on page 25](#)
- [Example: Setting Destination-Based Session Limits on page 33](#)
- [Understanding Source-Based Session Limits on page 29](#)

Example: Setting Destination-Based Session Limits

Supported Platforms [SRX Series, vSRX](#)

This example shows how to set the destination-based session limits.

- [Requirements on page 33](#)
- [Overview on page 34](#)
- [Configuration on page 34](#)
- [Verification on page 35](#)

Requirements

No special configuration beyond device initialization is required before configuring this feature.

Overview

In this example, you limit the amount of traffic to a webserver at 1.2.2.5. The server is in the DMZ. The example assumes that after observing the traffic flow from the external zone to this server for a month, you have determined that the average number of concurrent sessions it receives is 2000. Also, you set the new session limit at 2000 concurrent sessions. Although traffic spikes might sometimes exceed that limit, the example assumes that you are opting for firewall security over occasional server inaccessibility.

Configuration

CLI Quick Configuration To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option 2000-limit-session limit-session destination-ip-based 2000
set security zones security-zone external_zone screen 2000-limit-session
```

Step-by-Step Procedure The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*. To set the destination-based session limits:

1. Specify the number of concurrent sessions.

```
[edit]
user@host# set security screen ids-option 2000-limit-session limit-session
destination-ip-based 2000
```

2. Set the security zone for the external zone.

```
[edit]
user@host# set security zones security-zone external_zone screen
2000-limit-session
```

Results From configuration mode, confirm your configuration by entering the **show security screen** and **show security zones** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
user@host# show security screen
ids-option 2000-limit-session {
  limit-session {
    destination-ip-based 2000;
  }
}
```

```
[edit]
user@host# show security zones
security-zone external_zone {
  screen 2000-limit-session;
}
```

If you are done configuring the device, enter **commit** from configuration mode.

Verification

Verifying Destination-Based Session Limits

- Purpose** Verify destination-based session limits.
- Action** Enter the `show security screen ids-option 2000-limit-session` and `show security zones` commands from operational mode.
- ```
user@host> show security screen ids-option 2000-limit-session
node0:

Screen object status:

Name Value
 Session destination limit threshold 2000
 Value

user@host> show security zones
Security zone: external_zone
 Send reset for non-SYN session TCP packets: Off
 Policy configurable: Yes
 Screen: 2000-limit-session
 Interfaces bound: 0
 Interfaces:
```
- Meaning** The sample output shows the destination session limit values for external zone.
- Related Documentation**
- [Understanding Destination-Based Session Limits on page 32](#)
  - [DoS Attack Overview on page 25](#)

## Understanding SYN-ACK-ACK Proxy Flood Attacks

**Supported Platforms** [SRX Series, vSRX](#)

When an authentication user initiates a Telnet or an FTP connection, the user sends a SYN segment to the Telnet or FTP server. Junos OS intercepts the SYN segment, creates an entry in its session table, and proxies a SYN-ACK segment to the user. The user then replies with an ACK segment. At this point, the initial three-way handshake is complete. Junos OS sends a login prompt to the user. If the user, with malicious intent, does not log in but instead continues initiating SYN-ACK-ACK sessions, the firewall session table can fill up to the point where the device begins rejecting legitimate connection requests.

To prevent such an attack, you can enable the SYN-ACK-ACK proxy protection screen option. After the number of connections from the same IP address reaches the SYN-ACK-ACK proxy threshold, Junos OS rejects further connection requests from that IP address. By default, the threshold is 512 connections from any single IP address. You can change this threshold (to any number between 1 and 250,000) to better suit the requirements of your network environment.



**NOTE:** Junos OS supports SYN-ACK-ACK proxy protection for both IPv4 and IPv6 addresses.

#### Related Documentation

- [DoS Attack Overview on page 25](#)
- [Protecting Your Network Against a SYN-ACK-ACK Proxy Flood Attack on page 36](#)

## Protecting Your Network Against a SYN-ACK-ACK Proxy Flood Attack

**Supported Platforms** [SRX Series, vSRX](#)

This example shows how to protect your network against a SYN-ACK-ACK proxy flood attack.

- [Requirements on page 36](#)
- [Overview on page 36](#)
- [Configuration on page 36](#)
- [Verification on page 37](#)

### Requirements

No special configuration beyond device initialization is required before configuring this feature.

### Overview

In this example, you enable protection against a SYN-ACK-ACK proxy flood. The value unit is connections per source address. The default value is 512 connections from any single address.

### Configuration

#### CLI Quick Configuration

To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option 1000-syn-ack-ack-proxy tcp syn-ack-ack-proxy threshold 1000
set security zones security-zone zone screen 1000-syn-ack-ack-proxy
```

#### Step-by-Step Procedure

The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*. To protect against a SYN-ACK-ACK proxy flood attack:

1. Specify the source session limits.

```
[edit]
user@host# set security screen ids-option 1000-syn-ack-ack-proxy tcp
syn-ack-ack-proxy threshold 1000
```

2. Set the security zone for zone screen.

```
[edit]
user@host# set security zones security-zone zone screen 1000-syn-ack-ack-proxy
```

**Results** From configuration mode, confirm your configuration by entering the **show security screen** and **show security zones** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
user@host# show security screen
 ids-option 1000-syn-ack-ack-proxy {
 tcp {
 syn-ack-ack-proxy threshold 1000;
 }
 }

[edit]
user@host# show security zones
 security-zone zone {
 screen 1000-syn-ack-ack-proxy;
 }
```

If you are done configuring the device, enter **commit** from configuration mode.

## Verification

### Verifying SYN-ACK-ACK Proxy Flood Attack

**Purpose** Verify SYN-ACK-ACK proxy flood attack.

**Action** Enter the **show security screen ids-option 1000-syn-ack-ack-proxy** and **show security zones** commands from operational mode.

```
user@host> show security screen ids-option 1000-syn-ack-ack-proxy
node0:
```

```

Screen object status:
Name Value
TCP SYN-ACK-ACK proxy threshold 1000
```

```
user@host> show security zones
Security zone: zone
 Send reset for non-SYN session TCP packets: Off
 Policy configurable: Yes
 Screen: 1000-syn-ack-ack-proxy
 Interfaces bound: 0
 Interfaces:
```

**Meaning** The sample output shows that there is no attack from SYN-ACK-ACK-proxy flood.

**Related Documentation**

- [Understanding SYN-ACK-ACK Proxy Flood Attacks on page 35](#)
- [DoS Attack Overview on page 25](#)



## CHAPTER 4

# Protecting Against Network DoS Attacks

- Network DoS Attacks Overview on page 39
- Understanding SYN Flood Attacks on page 40
- Protecting Your Network Against SYN Flood Attacks by Enabling SYN Flood Protection on page 43
- Example: Enabling SYN Flood Protection for Webservers in the DMZ on page 45
- Understanding Whitelists for SYN Flood Screens on page 51
- Example: Configuring Whitelists for SYN Flood Screens on page 52
- Understanding SYN Cookie Protection on page 54
- Detecting and Protecting Your Network Against SYN Flood Attacks by Enabling SYN Cookie Protection on page 56
- Understanding TCP Proxy on page 59
- Enabling TCP Proxy Session to Increase the Network Transmit Speed on page 59
- Understanding ICMP Flood Attacks on page 62
- Protecting Your Network Against ICMP Flood Attacks by Enabling ICMP Flood Protection on page 63
- Understanding UDP Flood Attacks on page 65
- Protecting Your Network Against UDP Flood Attacks by Enabling UDP Flood Protection on page 66
- Understanding Land Attacks on page 68
- Protecting Your Network Against Land Attacks by Enabling Land Attack on page 69
- Understanding Screen IPv6 Tunneling Control on page 71
- Example: Improving Tunnel Traffic Security with IP Tunneling Screen Options on page 75

## Network DoS Attacks Overview

---

**Supported Platforms** SRX Series, vSRX

A denial-of-service (DoS) attack directed against one or more network resources floods the target with an overwhelming number of SYN, ICMP, or UDP packets or with an overwhelming number of SYN fragments.

Depending on the attackers' purpose and the extent and success of previous intelligence gathering efforts, the attackers might single out a specific host, such as a device or server or they might aim at random hosts across the targeted network. Either approach has the potential of upsetting service to a single host or to the entire network, depending on how critical the role of the victim is to the rest of the network.

**Related Documentation**

- [DoS Attack Overview on page 25](#)
- [Firewall DoS Attacks Overview on page 27](#)
- [OS-Specific DoS Attacks Overview on page 81](#)

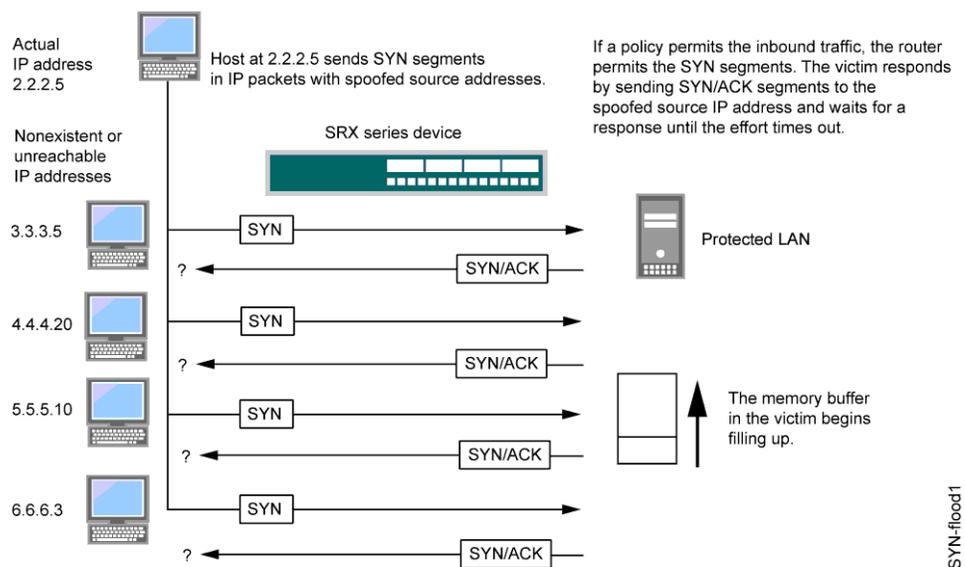
## Understanding SYN Flood Attacks

**Supported Platforms** SRX Series, vSRX

A SYN flood occurs when a host becomes so overwhelmed by SYN segments initiating incomplete connection requests that it can no longer process legitimate connection requests.

Two hosts establish a TCP connection with a triple exchange of packets known as a *three-way handshake*: A sends a SYN segment to B; B responds with a SYN/ACK segment; and A responds with an ACK segment. A SYN flood attack inundates a site with SYN segments containing forged (spoofed) IP source addresses with nonexistent or unreachable addresses. B responds with SYN/ACK segments to these addresses and then waits for responding ACK segments. Because the SYN/ACK segments are sent to nonexistent or unreachable IP addresses, they never elicit responses and eventually time out. See [Figure 3 on page 40](#).

**Figure 3: SYN Flood Attack**



By flooding a host with incomplete TCP connections, the attacker eventually fills the memory buffer of the victim. Once this buffer is full, the host can no longer process new

TCP connection requests. The flood might even damage the victim's operating system. Either way, the attack disables the victim and its normal operations.

This topic includes the following sections:

- [SYN Flood Protection on page 41](#)
- [SYN Flood Options on page 42](#)

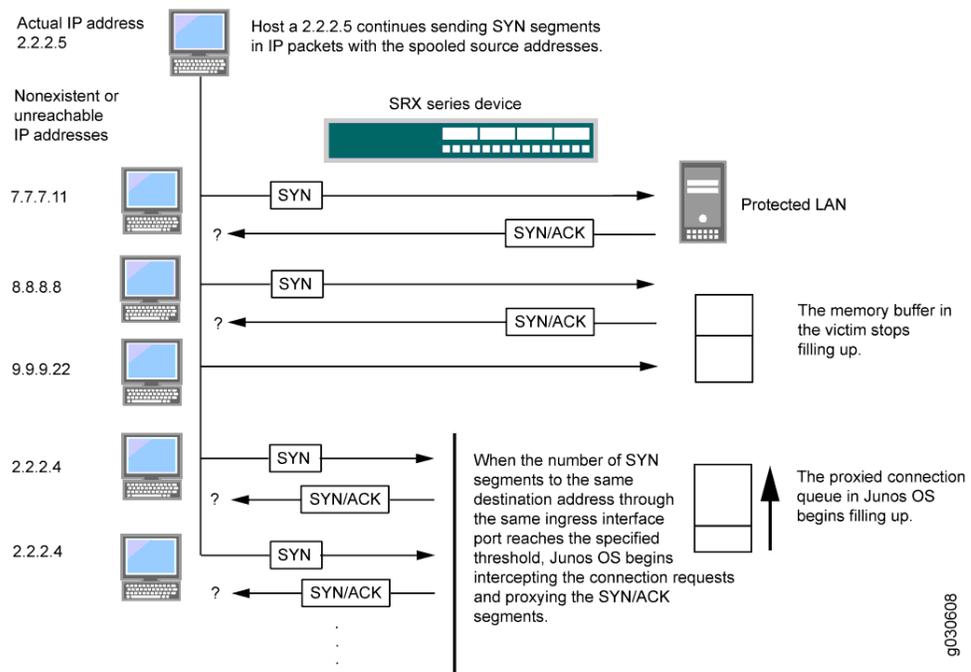
## SYN Flood Protection

Junos OS can impose a limit on the number of SYN segments permitted to pass through the firewall per second. You can base the attack threshold on the destination address and ingress interface port, the destination address only, or the source address only. When the number of SYN segments per second exceeds the set threshold, Junos OS will either start proxying incoming SYN segments, replying with SYN/ACK segments and storing the incomplete connection requests in a connection queue, or it will drop the packets.

SYN proxying only happens when a destination address and ingress interface port attack threshold is exceeded. If a destination address or source address threshold is exceeded, additional packets are simply dropped.

In [Figure 4 on page 41](#), the SYN attack threshold for a destination address and ingress interface port has been exceeded and Junos OS has started proxying incoming SYN segments. The incomplete connection requests remain in the queue until the connection is completed or the request times out.

Figure 4: Proxying SYN Segments



## SYN Flood Options

You can set the following parameters for proxying uncompleted TCP connection requests:

- **Attack Threshold**—This option allows you to set the number of SYN segments (that is, TCP segments with the SYN flag set) to the same destination address per second required to activate the SYN proxying mechanism. Although you can set the threshold to any number, you need to know the normal traffic patterns at your site to set an appropriate threshold for it. For example, if it is an e-business site that normally gets 20,000 SYN segments per second, you might want to set the threshold to 30,000 per second. If a smaller site normally gets 20 SYN segments per second, you might consider setting the threshold to 40.
- **Alarm Threshold**—This option allows you to set the number of proxied, half-complete TCP connection requests per second after which Junos OS enters an alarm in the event log. The value you set for an alarm threshold triggers an alarm when the number of proxied, half-completed connection requests to the same destination address per second exceeds that value. For example, if you set the SYN attack threshold at 2000 SYN segments per second and the alarm at 1000, then a total of 3000 SYN segments to the same destination address per second is required to trigger an alarm entry in the log.

For each SYN segment to the same destination address in excess of the alarm threshold, the attack detection module generates a message. At the end of the second, the logging module compresses all similar messages into a single log entry that indicates how many SYN segments to the same destination address and port number arrived after exceeding the alarm threshold. If the attack persists beyond the first second, the event log enters an alarm every second until the attack stops.

- **Source Threshold**—This option allows you to specify the number of SYN segments received per second from a single source IP address—regardless of the destination IP address—before Junos OS begins dropping connection requests from that source.

Tracking a SYN flood by source address uses different detection parameters from tracking a SYN flood by destination address. When you set a SYN attack threshold and a source threshold, you put both the basic SYN flood protection mechanism and the source-based SYN flood tracking mechanism in effect.

- **Destination Threshold**—This option allows you to specify the number of SYN segments received per second for a single destination IP address before Junos OS begins dropping connection requests to that destination. If a protected host runs multiple services, you might want to set a threshold based on destination IP address only—regardless of the destination port number.

When you set a SYN attack threshold and a destination threshold, you put both the basic SYN flood protection mechanism and the destination-based SYN flood tracking mechanism in effect.

Consider a case where Junos OS has policies permitting FTP requests and HTTP requests to the same IP address. If the SYN flood attack threshold is 1000 packets per second (pps) and an attacker sends 999 FTP packets and 999 HTTP pps, Junos OS

treats both FTP and HTTP packets with the same destination address as members of a single set and rejects the 1001st packet—FTP or HTTP—to that destination.

- **Timeout**—This option allows you to set the maximum length of time before a half-completed connection is dropped from the queue. The default is 20 seconds, and you can set the timeout from 1–50 seconds. You might try decreasing the timeout value to a shorter length until you begin to see any dropped connections during normal traffic conditions. Twenty seconds is a very conservative timeout for a three-way handshake ACK response.



**NOTE:** Junos OS supports SYN flood protection for both IPv4 and IPv6 traffic.

#### Related Documentation

- [Protecting Your Network Against SYN Flood Attacks by Enabling SYN Flood Protection on page 43](#)
- [Configuring SYN Flood Protection Options \(CLI Procedure\)](#)
- [Example: Enabling SYN Flood Protection for Webservers in the DMZ on page 45](#)
- [Understanding Whitelists for SYN Flood Screens on page 51](#)
- [Example: Configuring Whitelists for SYN Flood Screens on page 52](#)

## Protecting Your Network Against SYN Flood Attacks by Enabling SYN Flood Protection

**Supported Platforms** [SRX Series, vSRX](#)

This example shows how to protect your network against SYN flood attacks by enabling SYN flood protection.

- [Requirements on page 43](#)
- [Overview on page 43](#)
- [Configuration on page 43](#)
- [Verification on page 44](#)

### Requirements

No special configuration beyond device initialization is required before configuring this feature.

### Overview

In this example, you enable the zone-syn-flood protection screen option and set the timeout value to 20. You also specify the zone where the flood might originate.

### Configuration

#### CLI Quick Configuration

To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```

set security screen ids-option zone-syn-flood tcp syn-flood source-threshold 10000
set security screen ids-option zone-syn-flood tcp syn-flood destination-threshold 10000
set security zones security-zone untrust screen zone-syn-flood

```

**Step-by-Step Procedure** The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*. To enable SYN flood protection:

1. Specify the screen object name.

```

[edit]
user@host# set security screen ids-option zone-syn-flood tcp syn-flood
source-threshold 10000
user@host# set security screen ids-option zone-syn-flood tcp syn-flood
destination-threshold 10000

```

2. Set the security zone for the zone screen.

```

[edit]
user@host# set security zones security-zone untrust screen zone-syn-flood

```

**Results** From configuration mode, confirm your configuration by entering the **show security screen** and **show security zones** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```

[edit]
user@host# show security screen
ids-option zone-syn-flood {
 tcp {
 syn-flood {
 source-threshold 10000;
 destination-threshold 10000;
 timeout 20;
 }
 }
}

[edit]
user@host# show security zones
security-zone untrust {
 screen zone-syn-flood;
 interfaces {
 ge-0/0/1.0;
 }
}

```

If you are done configuring the device, enter **commit** from configuration mode.

## Verification

### Verifying SYN Flood Protection

**Purpose** Verify SYN flood protection.

**Action** Enter the `show security screen ids-option zone-syn-flood` and `show security zones` commands from operational mode.

```
user@host> show security screen ids-option zone-syn-flood
node0:
```

```

Screen object status:
Name Value
TCP SYN flood attack threshold 200
TCP SYN flood alarm threshold 512
TCP SYN flood source threshold 10000
TCP SYN flood destination threshold 10000
TCP SYN flood timeout 20
```

```
user@host> show security zones
Security zone: untrust
Send reset for non-SYN session TCP packets: Off
Policy configurable: Yes
Screen: zone-syn-flood
Interfaces bound: 1
Interfaces:
ge-0/0/1.0
```

**Meaning** The sample output shows that SYN flood protection is enabled with source and destination threshold.

- Related Documentation**
- [Understanding SYN Flood Attacks on page 40](#)
  - [Example: Enabling SYN Flood Protection for Webserver in the DMZ on page 45](#)
  - [Understanding Whitelists for SYN Flood Screens on page 51](#)
  - [Example: Configuring Whitelists for SYN Flood Screens on page 52](#)

## Example: Enabling SYN Flood Protection for Webserver in the DMZ

**Supported Platforms** [SRX Series, vSRX](#)

This example shows how to enable SYN flood protection for webserver in the DMZ.

- [Requirements on page 45](#)
- [Overview on page 45](#)
- [Configuration on page 48](#)
- [Verification on page 51](#)

### Requirements

No special configuration beyond device initialization is required before configuring this feature.

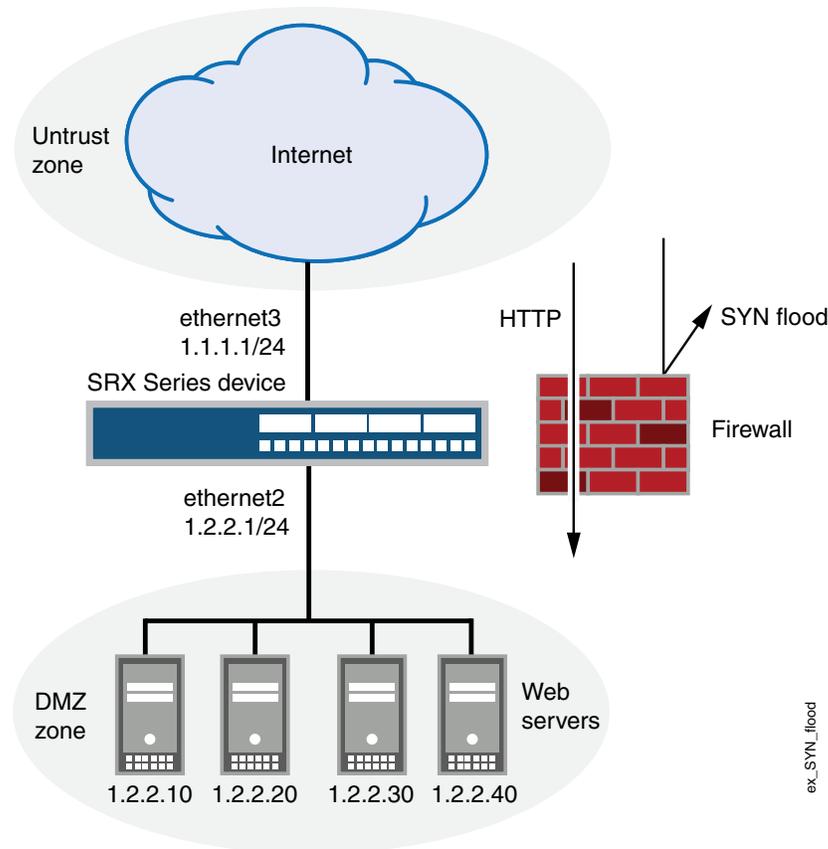
### Overview

This example shows how to protect four webserver in the DMZ from SYN flood attacks originating in the external zone, by enabling the SYN flood protection screen option for the external zone. See [Figure 5 on page 46](#).



**NOTE:** We recommend that you augment the SYN flood protection that Junos OS provides with device-level SYN flood protection on each webserver. In this example, the web servers are running UNIX, which also provides some SYN flood defenses, such as adjusting the length of the connection request queue and changing the timeout period for incomplete connection requests.

Figure 5: Device-Level SYN Flood Protection



To configure the SYN flood protection parameters with appropriate values for your network, you must first establish a baseline of typical traffic flows. For example, for one week, you run a sniffer on ethernet3—the interface bound to zone\_external—to monitor the number of new TCP connection requests arriving every second for the four web servers in the DMZ. Your analysis of the data accumulated from one week of monitoring produces the following statistics:

- Average number of new connection requests per server: 250 per second
- Average peak number of new connection requests per server: 500 per second



**NOTE:** A sniffer is a network-analyzing device that captures packets on the network segment to which you attach it. Most sniffers allow you to define filters to collect only the type of traffic that interests you. Later, you can view and evaluate the accumulated information. In this example, you want the sniffer to collect all TCP packets with the SYN flag set arriving at ethernet3 and destined for one of the four webservers in the DMZ. You might want to continue running the sniffer at regular intervals to see whether there are traffic patterns based on the time of day, day of the week, time of the month, or season of the year. For example, in some organizations, traffic might increase dramatically during a critical event. Significant changes probably warrant adjusting the various thresholds.

Based on this information, you set the following SYN flood protection parameters for zone\_external as shown in [Table 9 on page 47](#).

**Table 9: SYN Flood Protection Parameters**

| Parameter             | Value    | Reason for Each Value                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|-----------------------|----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Attack threshold      | 625 pps  | This is 25% higher than the average peak number of new connection requests per second per server, which is unusual for this network environment. When the number of SYN packets per second for any one of the four webservers exceeds this number, the device begins proxying new connection requests to that server. (In other words, beginning with the 626th SYN packet to the same destination address in one second, the device begins proxying connection requests to that address.)                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| Alarm threshold       | 250 pps  | When the device proxies 251 new connection requests in one second, it makes an alarm entry in the event log. By setting the alarm threshold somewhat higher than the attack threshold, you can avoid alarm entries for traffic spikes that only slightly exceed the attack threshold.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| Source threshold      | 25 pps   | <p>When you set a source threshold, the device tracks the source IP address of SYN packets, regardless of the destination address. (Note that this source-based tracking is separate from the tracking of SYN packets based on destination address, which constitutes the basic SYN flood protection mechanism.)</p> <p>In the one week of monitoring activity, you observed that no more than 1/25 of new connection requests for all servers came from any one source within a one-second interval. Therefore, connection requests exceeding this threshold are unusual and provide sufficient cause for the device to execute its proxying mechanism. (Note that 25 pps is 1/25 of the attack threshold, which is 625 pps.)</p> <p>If the device tracks 25 SYN packets from the same source IP address, then, beginning with the 26th packet, it rejects all further SYN packets from that source for the remainder of that second and for the next second as well.</p> |
| Destination threshold | 4000 pps | When you set a destination threshold, the device runs a separate tracking of only the destination IP address, regardless of the destination port number. Because the four webservers receive only HTTP traffic (destination port 80)—no traffic to any other destination port number reaches them—setting another destination threshold offers no additional advantage.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |

Table 9: SYN Flood Protection Parameters (*continued*)

| Parameter | Value      | Reason for Each Value                                                                                  |
|-----------|------------|--------------------------------------------------------------------------------------------------------|
| Timeout   | 20 seconds | The default value of 20 seconds is a reasonable length of time to hold incomplete connection requests. |

## Configuration

**CLI Quick Configuration** To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```

set interfaces ge-0/0/0 unit 0 family inet address 1.2.2.1/24
set interfaces fe-1/0/0 unit 0 family inet address 1.1.1.1/24
set security zones security-zone zone_dmz interfaces ge-0/0/0.0
set security zones security-zone zone_external interfaces fe-1/0/0.0
set security zones security-zone zone_dmz address-book address ws1 1.2.2.10/32
set security zones security-zone zone_dmz address-book address ws2 1.2.2.20/32
set security zones security-zone zone_dmz address-book address ws3 1.2.2.30/32
set security zones security-zone zone_dmz address-book address ws4 1.2.2.40/32
set security zones security-zone zone_dmz address-book address-set web_servers address
ws1
set security zones security-zone zone_dmz address-book address-set web_servers address
ws2
set security zones security-zone zone_dmz address-book address-set web_servers address
ws3
set security zones security-zone zone_dmz address-book address-set web_servers address
ws4
set security policies from-zone zone_external to-zone zone_dmz policy id_1 match
source-address any destination-address web_servers application junos-http
set security policies from-zone zone_external to-zone zone_dmz policy id_1 then permit
set security screen ids-option zone_external-syn-flood tcp syn-flood alarm-threshold
250 attack-threshold 625 source-threshold 25 timeout 20
set security zones security-zone zone_external screen zone_external-syn-flood

```

**Step-by-Step Procedure** To configure SYN flood protection parameters:

1. Set interfaces.

```

[edit]
user@host# set interfaces ge-0/0/0 unit 0 family inet address 1.2.2.1/24
user@host# set interfaces fe-1/0/0 unit 0 family inet address 1.1.1.1/24
user@host# set security zones security-zone zone_dmz interfaces ge-0/0/0.0
user@host# set security zones security-zone zone_external interfaces fe-1/0/0.0

```

2. Define addresses.

```

[edit]
user@host# set security zones security-zone zone_dmz address-book address ws1
1.2.2.10/32
user@host# set security zones security-zone zone_dmz address-book address ws2
1.2.2.20/32
user@host# set security zones security-zone zone_dmz address-book address ws3
1.2.2.30/32

```

```

user@host# set security zones security-zone zone_dmz address-book address ws4
1.2.2.40/32
user@host# set security zones security-zone zone_dmz address-book address-set
web_servers address ws1
user@host# set security zones security-zone zone_dmz address-book address-set
web_servers address ws2
user@host# set security zones security-zone zone_dmz address-book address-set
web_servers address ws3
user@host# set security zones security-zone zone_dmz address-book address-set
web_servers address ws4

```

3. Configure the policy.

```

[edit]
user@host# set security policies from-zone zone_external to-zone zone_dmz policy
id_1 match source-address any
user@host# set security policies from-zone zone_external to-zone zone_dmz policy
id_1 match destination-address web_servers
user@host# set security policies from-zone zone_external to-zone zone_dmz policy
id_1 match application junos-http
user@host# set security policies from-zone zone_external to-zone zone_dmz policy
id_1 then permit

```

4. Configure the screen options.

```

[edit]
user@host# set security screen ids-option zone_external-syn-flood tcp syn-flood
alarm-threshold 250
user@host# set security screen ids-option zone_external-syn-flood tcp syn-flood
attack-threshold 625
user@host# set security screen ids-option zone_external-syn-flood tcp syn-flood
source-threshold 25
user@host# set security screen ids-option zone_external-syn-flood tcp syn-flood
timeout 20
user@host# set security zones security-zone zone_external screen
zone_external-syn-flood

```

**Results** From configuration mode, confirm your configuration by entering the **show interfaces**, **show security zones**, **show security policies**, and **show security screen** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

For brevity, this **show** command output includes only the configuration that is relevant to this example. Any other configuration on the system has been replaced with ellipses (...).

```

[edit]
user@host# show interfaces
ge-0/0/0 {
 unit 0 {
 family inet {
 address 1.2.2.1/24;
 }
 }
}
fe-1/0/0 {

```

```
unit 0 {
 family inet {
 address 1.1.1.1/24;
 }
}
...
[edit]
user@host# show security zones
...
 security-zone zone_dmz {
address-book {
address ws1 1.2.2.10/32;
 address ws2 1.2.2.20/32;
 address ws3 1.2.2.30/32;
 address ws4 1.2.2.40/32;
address-set web_servers {
 address ws1;
 address ws2;
 address ws3;
 address ws4;
}
}
interfaces {
 ge-0/0/0.0;
}
}
security-zone zone_external {
 screen zone_external-syn-flood;
 interfaces {
 fe-1/0/0.0;
 }
}
[edit]
user@host# show security policies
from-zone zone_external to-zone zone_dmz {
 policy id_1 {
match {
source-address any;
 destination-address web_servers;
 application junos-http;
}
then {
permit;
}
}
}
[edit]
user@host# show security screen
...
ids-option zone_external-syn-flood {
 tcp {
syn-flood {
alarm-threshold 250;
 attack-threshold 625;
 source-threshold 25;
}
```

```

 timeout 20;
 }
}
}

```

If you are done configuring the device, enter **commit** from configuration mode.

## Verification

### Verifying SYN Flood Protection for Webservers in the DMZ

**Purpose** Verify SYN flood protection for web servers in the DMZ.

**Action** From operational mode, enter the **show interfaces**, **show security zones**, **show security policies**, and **show security screen ids-option zone\_external-syn-flood** commands.

**Related Documentation**

- [Understanding SYN Flood Attacks on page 40](#)
- [Protecting Your Network Against SYN Flood Attacks by Enabling SYN Flood Protection on page 43](#)
- [Configuring SYN Flood Protection Options \(CLI Procedure\)](#)

## Understanding Whitelists for SYN Flood Screens

**Supported Platforms** SRX Series, vSRX

Junos OS provides the administrative option to configure a whitelist of trusted IP addresses to which the SYN flood screen will not reply with a SYN/ACK. Instead, the SYN packets from the source addresses or to the destination addresses in the list are allowed to bypass the SYN cookie and SYN proxy mechanisms. This feature is needed when you have a service in your network that cannot tolerate proxied SYN/ACK replies under any condition, including a SYN flood event.

Both IP version 4 (IPv4) and IP version 6 (IPv6) whitelists are supported. Addresses in a whitelist should be all IPv4 or all IPv6. In each whitelist, there can be up to 32 IP address prefixes. You can specify multiple addresses or address prefixes as a sequence of addresses separated by spaces and enclosed in square brackets.

A whitelist can cause high CPU usage on a central point depending on the traffic level. For example, when no screen is enabled, the connections per second (cps) is 492K; when the screen is enabled and the whitelist is disabled, the cps is 373K; and when both the screen and the whitelist are enabled, the cps is 194K. After enabling the whitelist, the cps drops by 40 percent.

**Related Documentation**

- [Understanding SYN Flood Attacks on page 40](#)
- [Protecting Your Network Against SYN Flood Attacks by Enabling SYN Flood Protection on page 43](#)
- [Example: Configuring Whitelists for SYN Flood Screens on page 52](#)

## Example: Configuring Whitelists for SYN Flood Screens

---

**Supported Platforms** [SRX Series, vSRX](#)

This example shows how to configure whitelists of IP addresses to be exempted from the SYN cookie and SYN proxy mechanisms that occur during the SYN flood screen protection process.

- [Requirements on page 52](#)
- [Overview on page 52](#)
- [Configuration on page 52](#)
- [Verification on page 53](#)

### Requirements

Before you begin, configure a security screen and enable the screen in the security zone. See [“Example: Enabling SYN Flood Protection for Webservers in the DMZ” on page 45](#).

### Overview

In this example, you configure whitelists named **wlipv4** and **wlipv6**. All addresses are IP version 4 (IPv4) for **wlipv4**, and all addresses are IP version 6 (IPv6) for **wlipv6**. Both whitelists include destination and source IP addresses.

Multiple addresses or address prefixes can be configured as a sequence of addresses separated by spaces and enclosed in square brackets, as shown in the configuration of the destination addresses for **wlipv4**.

### Configuration

**CLI Quick Configuration** To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option js1 tcp syn-flood white-list wlipv4 source-address 1.1.1.0/24
set security screen ids-option js1 tcp syn-flood white-list wlipv4 destination-address
 2.2.2.2/32
set security screen ids-option js1 tcp syn-flood white-list wlipv4 destination-address
 3.3.3.3/32
set security screen ids-option js1 tcp syn-flood white-list wlipv4 destination-address
 4.4.4.4/32
set security screen ids-option js1 tcp syn-flood white-list wlipv6 source-address 2001::1/64
set security screen ids-option js1 tcp syn-flood white-list wlipv6 destination-address
 2002::1/64
```

**Step-by-Step Procedure** The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*.

To configure the whitelists:

1. Specify the name of the whitelist and the IP addresses to be exempted from the SYN/ACK.

```
[edit security screen ids-option js1 tcp syn-flood]
user@host# set white-list wlipv4 source-address 1.1.1.0/24
user@host# set white-list wlipv4 destination-address [2.2.2.2 3.3.3.3 4.4.4.4]
user@host# set white-list wlipv6 source-address 2001::1/64
user@host# set white-list wlipv6 destination-address 2002::1/64
```

**Results** From configuration mode, confirm your configuration by entering the **show security screen** command. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
user@host# show security screen
ids-option js1 {
 tcp {
 syn-flood {
 white-list wlipv4 {
 source-address 1.1.1.0/24;
 destination-address [2.2.2.2/32 3.3.3.3/32 4.4.4.4/32];
 }
 white-list wlipv6 {
 source-address 2001::1/64;
 destination-address 2002::1/64;
 }
 }
 }
}
```

If you are done configuring the device, enter **commit** from configuration mode.

## Verification

### Verifying Whitelist Configuration

- Purpose** Verify that the whitelist is configured properly.
- Action** From operational mode, enter the **show security screen ids-option** command.
- Related Documentation**
- [Understanding SYN Flood Attacks on page 40](#)
  - [Protecting Your Network Against SYN Flood Attacks by Enabling SYN Flood Protection on page 43](#)
  - [Understanding Whitelists for SYN Flood Screens on page 51](#)

## Understanding SYN Cookie Protection

---

### Supported Platforms [SRX Series, vSRX](#)

SYN cookie is a stateless SYN proxy mechanism you can use in conjunction with other defenses against a SYN flood attack.

As with traditional SYN proxying, SYN cookie is activated when the SYN flood attack threshold is exceeded. However, because SYN cookie is stateless, it does not set up a session or policy and route lookups upon receipt of a SYN segment, and it maintains no connection request queues. This dramatically reduces CPU and memory usage and is the primary advantage of using SYN cookie over the traditional SYN proxying mechanism.

When SYN cookie is enabled on Junos OS and becomes the TCP-negotiating proxy for the destination server, it replies to each incoming SYN segment with a SYN/ACK containing an encrypted cookie as its initial sequence number (ISN). The cookie is an MD5 hash of the original source address and port number, destination address and port number, and ISN from the original SYN packet. After sending the cookie, Junos OS drops the original SYN packet and deletes the calculated cookie from memory. If there is no response to the packet containing the cookie, the attack is noted as an active SYN attack and is effectively stopped.

If the initiating host responds with a TCP packet containing the cookie +1 in the TCP ACK field, Junos OS extracts the cookie, subtracts 1 from the value, and recomputes the cookie to validate that it is a legitimate ACK. If it is legitimate, Junos OS starts the TCP proxy process by setting up a session and sending a SYN to the server containing the source information from the original SYN. When Junos OS receives a SYN/ACK from the server, it sends ACKs to the server and to the initiation host. At this point the connection is established and the host and server are able to communicate directly.

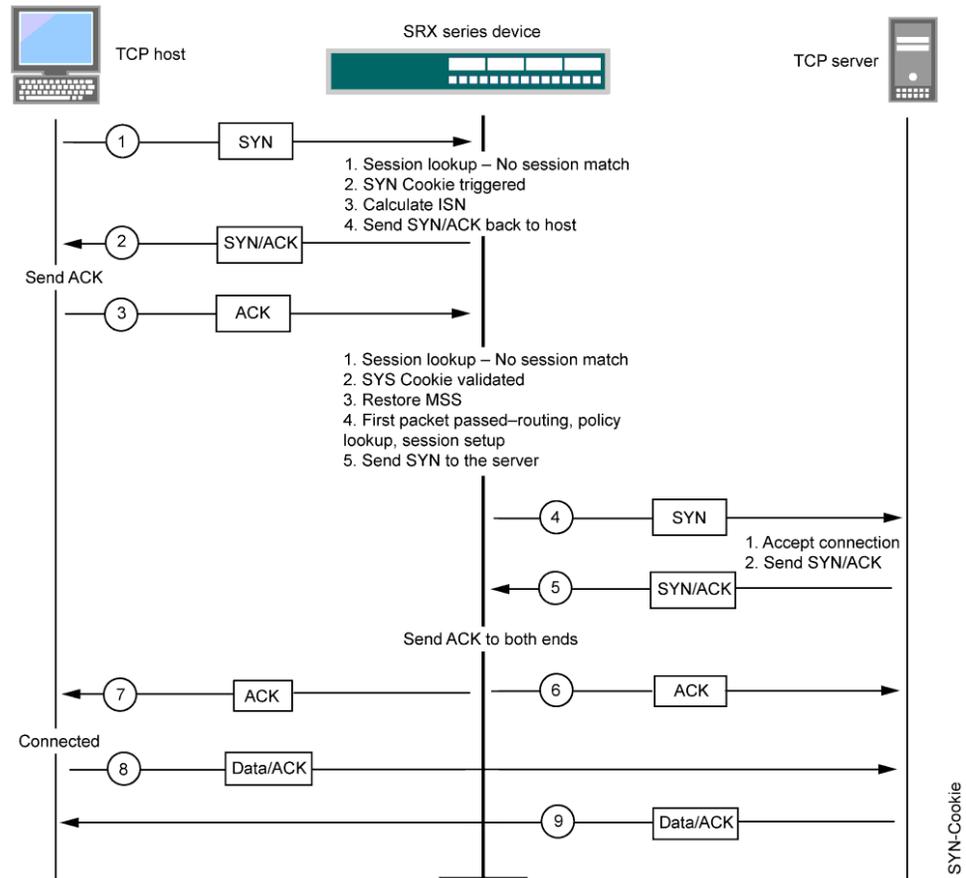


**NOTE:** The use of SYN cookie or SYN proxy enables the SRX Series device to protect the TCP servers behind it from SYN flood attacks in IPv6 flows.

---

[Figure 6 on page 55](#) shows how a connection is established between an initiating host and a server when SYN cookie is active on Junos OS.

Figure 6: Establishing a Connection with SYN Cookie Active



## SYN Cookie Options

You can set the following parameters for incomplete TCP proxy connection requests:

- **Attack Threshold**—This option allows you to set the number of SYN segments (that is, TCP segments with the SYN flag set) to the same destination address and port number per second required to activate the SYN proxy mechanism. Although you can set the threshold to any number, you need to know the normal traffic patterns at your site to set an appropriate threshold for it. For example, for an e-business site that normally gets 2000 SYN segments per second, you might want to set the threshold to 30,000 SYN segments per second. The valid threshold range is 1 to 1,000,000. For a smaller site that normally gets 20 SYN segments per second, you might consider setting the threshold to 40 SYN segments per second.
- **Alarm Threshold**—This option allows you to set the number of proxied, half-complete TCP connection requests per second after which Junos OS enters an alarm in the event log. The alarm threshold value you set triggers an alarm when the number of proxied, half-completed connection requests to the same destination address and port number per second exceeds that value. For example, if you set the SYN attack threshold at 2000 SYN segments per second and the alarm at 1000, then a total of 3001 SYN segments to the same destination address and port number per second is required to

trigger an alarm entry in the log. The valid threshold range is 1 to 1,000,000 and the default alarm threshold value is 512.

- **Source Threshold**—This option allows you to specify the number of SYN segments received per second from a single source IP address—regardless of the destination IP address and port number—before Junos OS begins dropping connection requests from that source.

When you set a SYN attack threshold and a source threshold, you put both the basic SYN flood protection mechanism and the source-based SYN flood tracking mechanism in effect. The valid threshold range is 4 to 1,000,000 and the default alarm threshold value is 4000.

- **Destination Threshold**—This option allows you to specify the number of SYN segments received per second for a single destination IP address before Junos OS begins dropping connection requests to that destination. If a protected host runs multiple services, you might want to set a threshold based on destination IP address only—regardless of the destination port number. The valid threshold range is 4 to 1,000,000 and the default alarm threshold value is 4000.

When you set a SYN attack threshold and a destination threshold, you put both the basic SYN flood protection mechanism and the destination-based SYN flood tracking mechanism in effect.

- **Timeout**—This option allows you to set the maximum length of time before a half-completed connection is dropped from the queue. The default is 20 seconds, and you can set the timeout from 0 to 50 seconds. You might try decreasing the timeout value to a shorter length until you begin to see dropped connections during normal traffic conditions.

When either a source or destination threshold is not configured, the system will use the default threshold value. The default source and destination threshold value is 4000 pps.

**Related Documentation**

- [Detecting and Protecting Your Network Against SYN Flood Attacks by Enabling SYN Cookie Protection on page 56](#)
- [DoS Attack Overview on page 25](#)

---

## Detecting and Protecting Your Network Against SYN Flood Attacks by Enabling SYN Cookie Protection

---

**Supported Platforms** [SRX Series, vSRX](#)

This example shows how to detect and protect your network against SYN flood attacks by enabling the SYN cookie protection.

- [Requirements on page 57](#)
- [Overview on page 57](#)
- [Configuration on page 57](#)
- [Verification on page 58](#)

## Requirements

No special configuration beyond device initialization is required before configuring this feature.

## Overview

In this example, you set the external-syn-flood timeout value to 20 and set the security zone for external screen to external-syn-flood. Also, you set the protection mode to syn-cookie.



**NOTE:** The SYN cookie feature can detect and protect only against spoofed SYN flood attacks, minimizing the negative impact on hosts that are secured by Junos OS. If an attacker uses a legitimate IP source address, rather than a spoofed IP source, then the SYN cookie mechanism does not stop the attack.

## Configuration

### CLI Quick Configuration

To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option external-syn-flood tcp syn-flood timeout 20
set security zones security-zone external screen external-syn-flood
set security flow syn-flood-protection-mode syn-cookie
```

### Step-by-Step Procedure

The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*. To enable the SYN cookie protection:

1. Specify the external-syn-flood timeout value.

```
[edit]
user@host# set security screen ids-option external-syn-flood tcp syn-flood timeout
20
```

2. Set the security-zone for external screen.

```
[edit]
user@host# set security zones security-zone external screen external-syn-flood
```

3. Set the protection mode.

```
[edit]
user@host# set security flow syn-flood-protection-mode syn-cookie
```

### Results

From configuration mode, confirm your configuration by entering the **show security screen**, **show security zones**, and **show security flow** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```

[edit]
user@host# show security screen
 set security flow syn-flood-protection-mode syn-cookie {
 tcp {
 syn-flood {
 source-ip-based 1;
 }
 }
 }

[edit]
user@host# show security zones
 security-zone external {
 screen external-syn-flood;
 }

[edit]
user@host# show security flow
 syn-flood-protection-mode syn-cookie;

```

If you are done configuring the device, enter **commit** from configuration mode.

## Verification

### Verifying SYN Cookie Protection

**Purpose** Verifying SYN cookie protection.

**Action** Enter the **show security screen ids-option external-syn-flood** and **show security zones** commands from operational mode.

```

user@host> show security screen ids-option external-syn-flood
node0:

```

```

Screen object status:
Name Value
TCP SYN flood attack threshold 200
TCP SYN flood alarm threshold 512
TCP SYN flood source threshold 4000
TCP SYN flood destination threshold 4000
TCP SYN flood timeout 20

```

```

user@host> show security zones
Security zone: external
Send reset for non-SYN session TCP packets: Off
Policy configurable: Yes
Screen: external-syn-flood
Interfaces bound: 0
Interfaces:

```

```

user@host> show security zones
Security zone: external
Send reset for non-SYN session TCP packets: Off
Policy configurable: Yes
Screen: external-syn-flood
Interfaces bound: 0
Interfaces:

```

**Meaning** The sample output shows that SYN cookie protection is enabled with a source and destination threshold.

- Related Documentation**
- [Understanding SYN Cookie Protection on page 54](#)
  - [DoS Attack Overview on page 25](#)

---

## Understanding TCP Proxy

**Supported Platforms** [SRX Series, vSRX](#)

A TCP proxy is a server that acts as an intermediary between a client and the destination server. Clients establish connections to the TCP proxy server, which then establishes a connection to the destination server.

TCP proxy supports Window Scale (WS) option that are carried by SYN and SYN ACK packets. If both the client and server support the WS option, the client and server use Window Scale Factor (WSF) to scale the receive and send window. TCP proxy supports a maximum receive window size of 1 MB per session. If the scaled TCP receive window size from the receiver is smaller or equal to 1 MB, the TCP proxy will use it directly. But if the scaled TCP receive window size is larger than 1 MB, the TCP proxy will use 1 MB as the proxy receive window size.

- Related Documentation**
- [Enabling TCP Proxy Session to Increase the Network Transmit Speed on page 59](#)
  - [DoS Attack Overview on page 25](#)

---

## Enabling TCP Proxy Session to Increase the Network Transmit Speed

**Supported Platforms** [SRX Series, vSRX](#)

This example shows how to enable the scaled TCP proxy session to enlarge the maximum window size.

- [Requirements on page 59](#)
- [Overview on page 59](#)
- [Configuration on page 60](#)
- [Verification on page 61](#)

### Requirements

Security zones should be defined before configuring this feature.

### Overview

In this example, you enable the TCP WS option and then set the maximum window size value to 1 M.

## Configuration

**CLI Quick Configuration** To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security policies from-zone trust to-zone untrust policy policy-name then permit
 tcp-options window-scale
set security flow tcp-session maximum-window <maximum-window>
```

**Step-by-Step Procedure** To enable the SYN cookie protection:

1. Enable the TCP WS option.

```
[edit]
user@host# set security policies from-zone trust to-zone untrust policy policy-name
 then permit tcp-options
```

2. Set the maximum window size.

```
[edit]
user@host# set security flow tcp-session maximum-window 1M
```

**Results** From configuration mode, confirm your configuration by entering the **show security policies** and **show security flow** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
user@host# show security policies
 from-zone policy to-zone untrust {
 policy-name {
 then {
 permit {
 tcp-options {
 window-scale;
 }
 }
 }
 }
 }
 from-zone trust to-zone policy {
 policy-name {
 then {
 permit {
 tcp-options {
 window-scale;
 }
 }
 }
 }
 }
[edit]
user@host# show security flow
 tcp-session {
```

```

 maximum-window 1M;
 }
}

```

If you are done configuring the device, enter **commit** from configuration mode.

## Verification

### Verifying the TCP Proxy session

**Purpose** Verify the window-scale and tcp-proxy session maximum window.

**Action** Enter the **show security policies policy-name <policy-name> detail** from operational mode, and enter **show security flow tcp-session maximum-window** and **show security flow tcp-session maximum-window** commands from configuration mode.

```

user@host> show security policies policy-name p1 detail
Policy: p1, action-type: permit, State: enabled, Index: 4, Scope Policy: 0
Policy Type: Configured
Sequence number: 1
From zone: trust, To zone: untrust
Source addresses:
 any-ipv4(global): 0.0.0.0/0
 any-ipv6(global): ::/0
Destination addresses:
 any-ipv4(global): 0.0.0.0/0
 any-ipv6(global): ::/0
Application: any
IP protocol: 0, ALG: 0, Inactivity timeout: 0
Source port range: [0-0]
Destination port range: [0-0]
Per policy TCP Options: SYN check: No, SEQ check: No, Window scale: Yes

user@host> show security flow tcp-session ?
<[Enter]> Execute this command
+ apply-groups Groups from which to inherit configuration data
+ apply-groups-except Don't inherit configuration data from these
+ groups
 fin-invalidate-session Immediately end session on receipt of fin (FIN) segment

 maximum-window Maximum TCP proxy scaled receive window, default 256K bytes

 no-sequence-check Disable sequence-number checking
 no-syn-check Disable creation-time SYN-flag check
 no-syn-check-in-tunnel Disable creation-time SYN-flag check for tunnel packets

 rst-invalidate-session Immediately end session on receipt of reset (RST) segment

 rst-sequence-check Check sequence number in reset (RST) segment
 strict-syn-check Enable strict syn check
 tcp-initial-timeout Timeout for TCP session when initialization fails (4..300
seconds)
| Pipe through a commands

user@host> show security flow tcp-session maximum-window
<[Enter]> Execute this command
 maximum-window 1M;

```

**Meaning** The sample output shows that TCP proxy is enabled with the TCP WS option.

- Related Documentation**
- [Understanding TCP Proxy on page 59](#)
  - [Enabling TCP Proxy Session to Increase the Network Transmit Speed on page 59](#)

## Understanding ICMP Flood Attacks

---

**Supported Platforms** [SRX Series, vSRX](#)

An ICMP flood typically occurs when ICMP echo requests overload the target of the attack with so many requests that the target expends all its resources responding until it can no longer process valid network traffic.



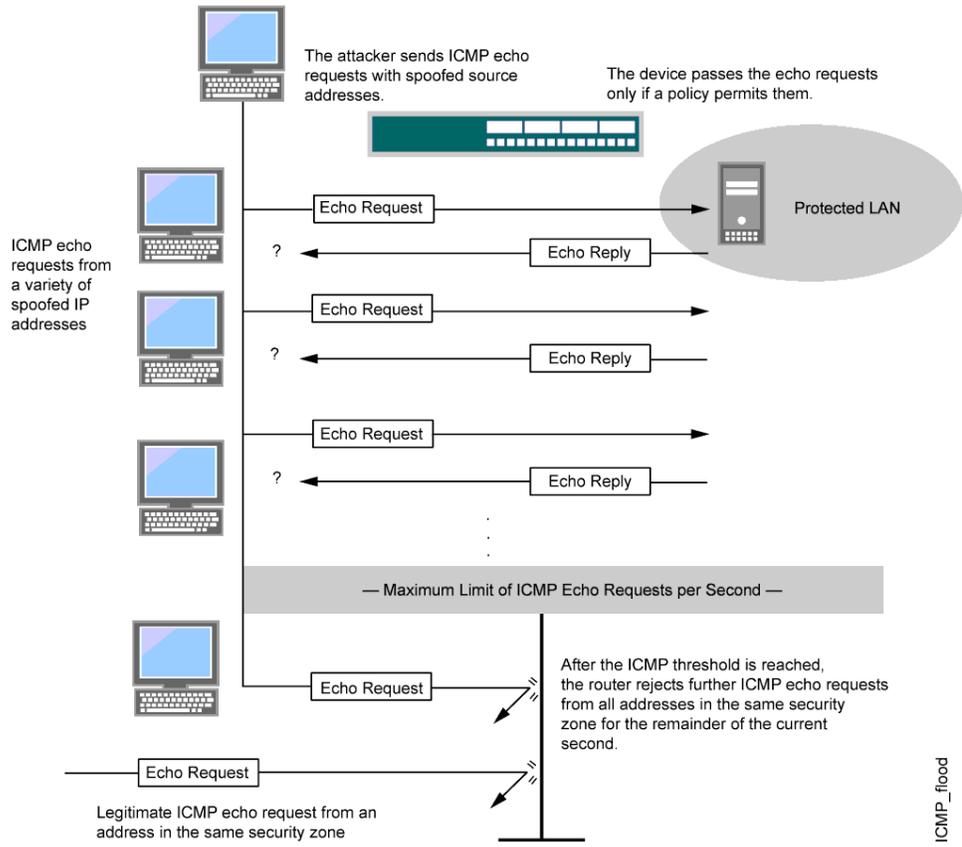
**NOTE:** ICMP messages generated in flow mode are limited to 12 messages every 10 seconds. This rate limit is calculated on a per-CPU basis. Once the threshold is reached, no further acknowledgement messages are sent to the device.

When enabling the ICMP flood protection feature, you can set a threshold that, once exceeded, invokes the ICMP flood attack protection feature. (The default threshold value is 1000 packets per second.) If the threshold is exceeded, Junos OS ignores further ICMP echo requests for the remainder of that second plus the next second as well. See [Figure 7 on page 63](#).



**NOTE:** An ICMP flood can consist of any type of ICMP message. Therefore, Junos OS monitors all ICMP message types, not just echo requests.

Figure 7: ICMP Flooding



**NOTE:** Junos OS supports ICMP flood protection for both IPv4 and IPv6 traffic.

**Related Documentation**

- [Protecting Your Network Against ICMP Flood Attacks by Enabling ICMP Flood Protection on page 63](#)
- [DoS Attack Overview on page 25](#)

**Protecting Your Network Against ICMP Flood Attacks by Enabling ICMP Flood Protection**

**Supported Platforms** SRX Series, vSRX

This example shows how to protect your network against ICMP flood attacks by enabling ICMP flood protection.

- [Requirements on page 64](#)
- [Overview on page 64](#)
- [Configuration on page 64](#)
- [Verification on page 65](#)

## Requirements

No special configuration beyond device initialization is required before enabling ICMP flood protection.

## Overview

In this example, you enable ICMP flood protection. The value unit is ICMP packets per second, or pps. The default value is 1000 pps. You specify the zone where a flood might originate.

## Configuration

**CLI Quick Configuration** To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option 1000-icmp-flood icmp flood threshold 1000
set security zones security-zone zone screen 1000-icmp-flood
```

**Step-by-Step Procedure** The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*. To enable ICMP flood protection:

1. Specify the ICMP flood threshold value.

```
[edit]
user@host# set security screen ids-option 1000-icmp-flood icmp flood threshold
1000
```

2. Set the security zone for zone screen.

```
[edit]
user@host# set security zones security-zone zone screen 1000-icmp-flood
```

**Results** From configuration mode, confirm your configuration by entering the **show security screen** and **show security zones** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
user@host# show security screen
ids-option 1000-icmp-flood {
 icmp {
 flood threshold 1000;
 }
}
```

```
[edit]
user@host# show security zones
security-zone zone {
 screen 1000-icmp-flood;
}
```

If you are done configuring the device, enter **commit** from configuration mode.

## Verification

### Verifying ICMP Flood Protection

- Purpose** Verify ICMP flood protection
- Action** Enter the `show security screen ids-option 1000-icmp-flood` and `show security zones` commands from operational mode.
- ```

user@host> show security screen ids-option 1000-icmp-flood
node0:
-----
Screen object status:
Name                               Value
  ICMP flood threshold             1000

user@host> show security zones
Security zone: zone
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: 1000-icmp-flood
  Interfaces bound: 0
  Interfaces:

```
- Meaning** The sample output shows that ICMP flood protection is enabled and threshold is set.
- Related Documentation**
- [Understanding ICMP Flood Attacks on page 62](#)
 - [DoS Attack Overview on page 25](#)

Understanding UDP Flood Attacks

Supported Platforms [SRX Series, vSRX](#)

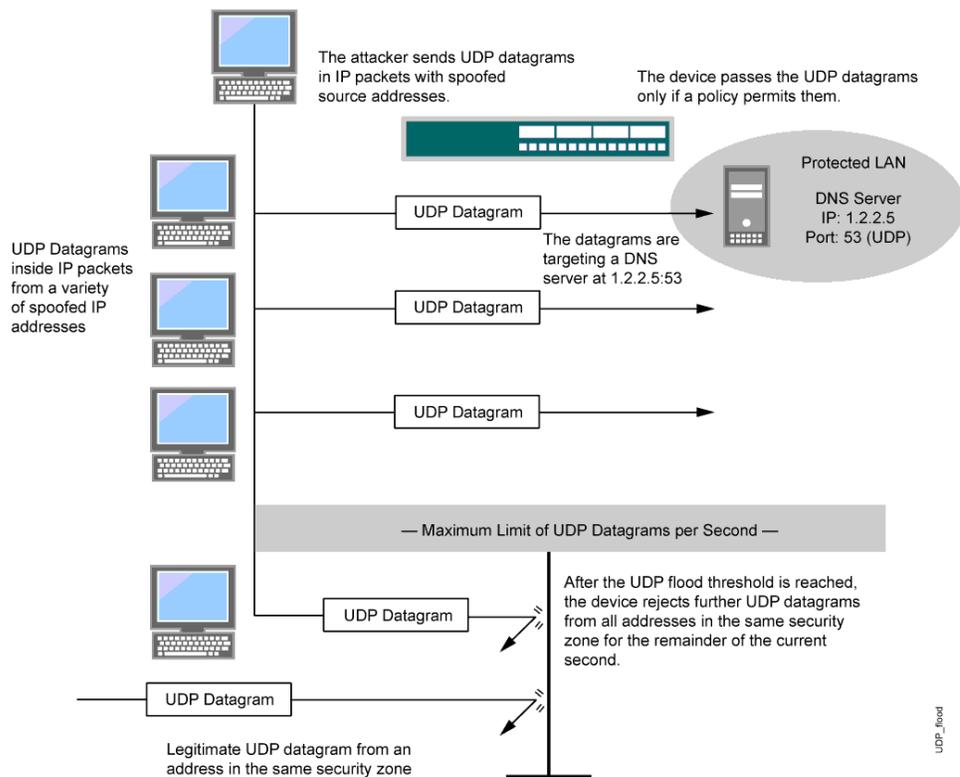
Similar to an ICMP flood, a UDP flood occurs when an attacker sends IP packets containing UDP datagrams with the purpose of slowing down the victim to the point that the victim can no longer handle valid connections.

After enabling the UDP flood protection feature, you can set a threshold that, once exceeded, invokes the UDP flood attack protection feature. (The default threshold value is 1000 packets per second, or pps.) If the number of UDP datagrams from one or more sources to a single destination exceeds this threshold, Junos OS ignores further UDP datagrams to that destination for the remainder of that second plus the next second as well. See [Figure 8 on page 66](#).



NOTE: The high-end SRX Series devices do not drop the packet in the next second.

Figure 8: UDP Flooding



NOTE: Junos OS supports UDP flood protection for IPV4 and IPV6 packets.

Related Documentation

- [Protecting Your Network Against UDP Flood Attacks by Enabling UDP Flood Protection on page 66](#)
- [DoS Attack Overview on page 25](#)

Protecting Your Network Against UDP Flood Attacks by Enabling UDP Flood Protection

Supported Platforms SRX Series, vSRX

This example shows how to protect your network against UDP flood attacks by enabling UDP flood protection.

- [Requirements on page 67](#)
- [Overview on page 67](#)
- [Configuration on page 67](#)
- [Verification on page 68](#)

Requirements

No special configuration beyond device initialization is required before enabling UDP flood protection.

Overview

In this example, you enable UDP flood protection. The value unit is UDP packets per second, or pps. The default value is 1000 pps. You specify the zone where a flood might originate.

Configuration

CLI Quick Configuration To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option 1000-udp-flood udp flood threshold 1000
set security zones security-zone external screen 1000-udp-flood
```

Step-by-Step Procedure The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*. To enable UDP flood protection:

1. Specify the UDP flood threshold value.

```
[edit]
user@host# set security screen ids-option 1000-udp-flood udp flood threshold
1000
```

2. Set the security zone for external screen.

```
[edit]
user@host# set security zones security-zone external screen 1000-udp-flood
```

Results From configuration mode, confirm your configuration by entering the **show security screen** and **show security zones** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
user@host# show security screen
ids-option 1000-udp-flood {
  udp {
    flood threshold 1000;
  }
}

[edit]
user@host# show security zones
security-zone external {
  screen 1000-udp-flood;
}
```

If you are done configuring the device, enter **commit** from configuration mode.

Verification

Verifying UDP Flood Protection

Purpose Verify UDP flood protection.

Action Enter the `show security screen ids-option 1000-udp-flood` and `show security zones` commands from operational mode.

```
user@host> show security screen ids-option 1000-udp-flood
node0:
```

```
-----
Screen object status:
```

Name	Value
UDP flood threshold	1000

```
user@host> show security zones
```

```
Security zone: external
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: 1000-udp-flood
  Interfaces bound: 0
  Interfaces:
```

Meaning The sample output shows that UDP flood protection is enabled and threshold is set.

- Related Documentation**
- [Understanding UDP Flood Attacks on page 65](#)
 - [DoS Attack Overview on page 25](#)

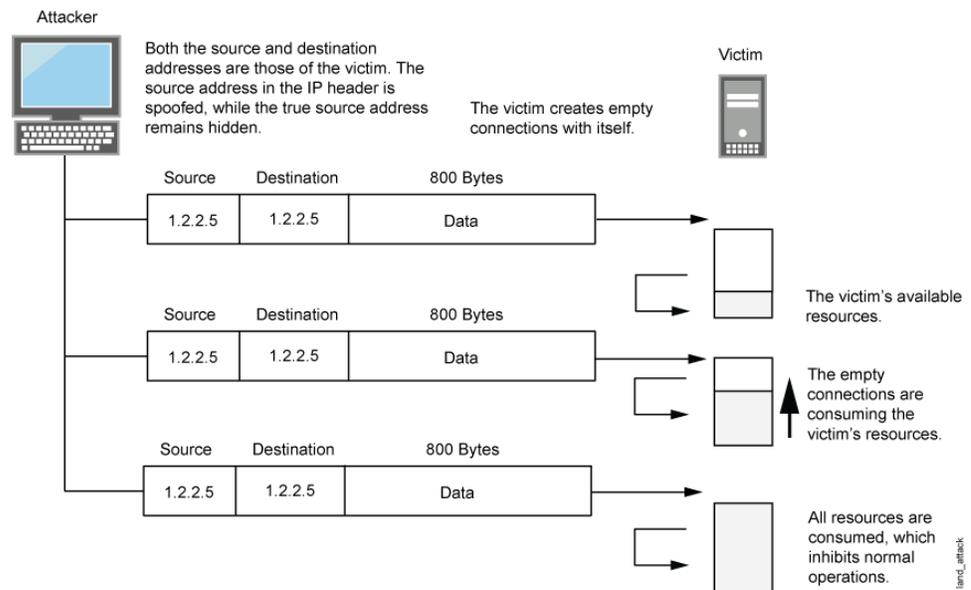
Understanding Land Attacks

Supported Platforms [SRX Series, vSRX](#)

Combining a SYN attack with IP spoofing, a land attack occurs when an attacker sends spoofed SYN packets containing the IP address of the victim as both the destination and the source IP address.

The receiving system responds by sending the SYN-ACK packet to itself, creating an empty connection that lasts until the idle timeout value is reached. Flooding a system with such empty connections can overwhelm the system, causing a denial of service (DoS). See [Figure 9 on page 69](#).

Figure 9: Land Attack



When you enable the screen option to block land attacks, Junos OS combines elements of the SYN flood defense and IP spoofing protection to detect and block any attempts of this nature.



NOTE: Junos OS supports land attack protection for both IPv4 and IPv6 packets.

Related Documentation

- [Protecting Your Network Against Land Attacks by Enabling Land Attack on page 69](#)
- [DoS Attack Overview on page 25](#)

Protecting Your Network Against Land Attacks by Enabling Land Attack

Supported Platforms [SRX Series, vSRX](#)

This example shows how to protect your network against attacks by enabling land attack.

- [Requirements on page 69](#)
- [Overview on page 70](#)
- [Configuration on page 70](#)
- [Verification on page 70](#)

Requirements

No special configuration beyond device initialization is required before enabling land attack.

Overview

This example shows how to enable protection against a land attack. In this example, you set the security screen object name as `land` and set the security zone as `zone`.

Configuration

CLI Quick Configuration To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option land tcp land
set security zones security-zone zone screen land
```

Step-by-Step Procedure The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*. To enable protection against a land attack:

1. Specify the screen object name.

```
[edit]
user@host# set security screen ids-option land tcp land
```

2. Set the security zone.

```
[edit]
user@host# set security zones security-zone zone screen land
```

Results From configuration mode, confirm your configuration by entering the **show security screen** and **show security zones** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
user@host# show security screen
  ids-option land {
    tcp {
      land;
    }
  }
```

```
[edit]
user@host# show security zones
  security-zone zone {
    screen land;
  }
```

If you are done configuring the device, enter **commit** from configuration mode.

Verification

Verifying Protection Against a Land Attack

Purpose Verify protection against a land attack.

Action Enter the `show security screen ids-option land` and `show security zones` commands from operational mode.

```
user@host> show security screen ids-option land
node0:
-----
Screen object status:
Name                               Value
TCP land attack                    enabled

user@host> show security zones
Security zone: zone
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: land
  Interfaces bound: 0
  Interfaces:
```

Meaning The sample output shows that protection against a land attack is enabled.

- Related Documentation**
- [Understanding Land Attacks on page 68](#)
 - [DoS Attack Overview on page 25](#)

Understanding Screen IPv6 Tunneling Control

Supported Platforms [SRX Series, vSRX](#)

Several IPv6 transition methodologies are provided to utilize the tunneling of IPv6 packets over IPv4 networks that do not support IPv6. For this reason, these methods use public gateways and bypass the policies of the operator.

The security of tunneled packets is a major concern for service providers, because tunneled packets are easily accessed by attackers. Numerous IPv6 transition methodologies have evolved for sending tunneled packets through a network; however, because some of them operate on public gateways, they bypass the policies of the operator. This means that packet transmission is exposed to attackers. To overcome and secure transfer of packets, the IPv6 end nodes are required to de-capsulate the encapsulated data packets. Screen is one of the latest available technologies for blocking or allowing tunneling traffic based on user preferences.

You can configure the following screen options to check and filter packets based on IPv6 extension headers, packet headers, and Bad-Header IPv6 or IPv4 address validation. Based on your configuration, the screen can drop packets, create logs, and provide increased statistics for IP tunneling.

- **GRE 4in4 Tunnel:** The GRE 4in4 Tunnel screen matches the following signature: | IPv4 outer header | GRE header | IPv4 inner header

An outer IPv4 header must be **Protocol 47 GRE Encapsulation**. A GRE header must have **protocol E-type 0x0800 IPv4**. If these conditions are met, this packet is classified as GRE 4in4 tunnel signature.

- **GRE 4in6 Tunnel:** The GRE 4in6 Tunnel screen matches the following signature: IPv6 outer main header | IPv6 extension header(s) | GRE header | IPv4 inner header

An outer IPv6 main header or an IPv6 extension header must have a **Next Header of value 47 for GRE**. A GRE header must have **protocol E-type 0x0800 IPv4**. If these conditions are met, this packet is classified as GRE 4in6 tunnel signature.

- **GRE 6in4 Tunnel:** The GRE 6in4 Tunnel screen matches the following signature: IPv4 outer header | GRE header | IPv6 inner header

An outer IPv4 header must be **Protocol 47 GRE Encapsulation**. A GRE header must have **protocol E-type 0x086DD IPv6**. If these conditions are met, this packet is classified as GRE 6in4 tunnel signature.

- **GRE 6in6 Tunnel:** The GRE 6in6 Tunnel screen matches the following signature: IPv6 outer main header | IPv6 extension header(s) | GRE header | IPv6 inner header

An outer IPv6 main header or an IPv6 extension header must have a **Next Header of value 47 for GRE**. A GRE header must have **protocol E-type 0x086DD IPv6**. If these conditions are met, this packet is classified as GRE 6in6 tunnel signature.

- **IPinIP 6to4relay Tunnel :** The IPinIP 6to4relay Tunnel screen matches the following signature: | IPv4 outer header | IPv6 inner header

An outer IPv4 header must be **Protocol 41 IPv6 Encapsulation**. An outer header source address or destination address must be in network **192.88.99.0/24**. An inner IPv6 header source address or destination address must be in network **2002::/16**. If these conditions are met, this packet is classified as IPinIP 6to4relay tunnel signature.

- **IPinIP 6in4 Tunnel :** The IPinIP 6in4 Tunnel screen matches the following signature: | IPv4 outer header | IPv6 inner header

An outer IPv4 header must be **Protocol 41 IPv6 Encapsulation**. If this condition is met, this packet is classified as IPinIP 6in4 tunnel signature.



NOTE: Typically, when IPv6 packets need to be transported in a complete IPv4 network, the IPv6 packets utilizes a point-to-point 6in4 tunnel.

- **IPinIP 6over4 Tunnel :** The IPinIP 6over4 Tunnel screen matches the following signature: | IPv4 outer header | IPv6 inner header

An outer IPv4 header must be **Protocol 41 IPv6 Encapsulation:W**. An inner header source address or destination address must be in **fe80::/64** network. If these conditions are met, this packet is classified as IPinIP 6over4 tunnel signature.

- **IPinIP 4in6 Tunnel :** The IPinIP 4in6 Tunnel screen matches the following signature: | IPv6 outer main header | IPv6 extension header(s) | IPv4 inner header

An outer IPv6 header or an IPv6 extension header must have a Next Header of **value 04 for IPv4**. If these conditions are met, this packet is classified as IPinIP 4in6 tunnel signature.

- **IPinIP ISATAP Tunnel:** The IPinIP ISATAP Tunnel screen matches the following signature: **| IPv6 outer main header | IPv6 inner header**

An outer IPv4 header must be **Protocol 41 IPv6 Encapsulation**. An inner IPv6 header source address or destination address must be in **fe80::200:5efe/96 or fe80::5efe/96** network. If these conditions are met, this packet is classified as IPinIP ISATAP tunnel signature.

- **IPinIP DS-Lite Tunnel:** The IPinIP DS-Lite Tunnel screen matches the following signature: **| IPv6 outer main header | IPv6 extension header(s) | IPv4 inner header**

An outer IPv6 header or an IPv6 extension header must have a Next Header of **value 04 for IPv4**. An inner IPv4 source address or destination address must be in **192.0.0.0/29** network. If these conditions are met, this packet is classified as IPinIP DS-Lite tunnel signature.

- **IPinIP 6in6 Tunnel:** The IPinIP 6in6 Tunnel screen matches the following signature: **| IPv6 outer main header | IPv6 extension header(s) | IPv6 inner main header**

An outer IPv6 main header or an IPv6 extension header must have a Next Header of **value 41 for IPv6**. An inner IPv6 main header must be **Version 6**. If these two conditions are met, this packet is classified as IPinIP 6in6 tunnel signature.

- **IPinIP 4in4 Tunnel:** The IPinIP 4in4 Tunnel screen matches the following signature: **| IPv6 outer header | IPv4 inner header**. An outer IPv4 header must have a Protocol of **value 04 for IPv4**. An inner IPv4 header must be **Version 4**.

- **IPinUDP Teredo Tunnel:** The IPinUDP Teredo Tunnel matches the following signature: **IPv4 outer header | UDP header | IPv6 inner header**

An outer IPv4 header must have a **Protocol of 17 for UDP payload**. A UDP header source or destination port must be **3544**. An inner IPv6 header source address or destination address must be in network **2001:0000:/32**.

- **IP Tunnel Bad Inner-Header Check:** The Bad Inner Header Tunnel screen checks the tunnel traffic inner header information for consistency. The packet drops when any of the following is detected:

- Inner header does not match outer header.
- Inner header TTL or Hop Limit must not be 0 or 255.
- Inner header IPv6 address checking.
- Inner header IPv4 address checking.
- Outer and Inner header length checks:
- Inner header IPv4 and IPv6 TCP/UDP/ICMP header length check:
 - TCP/UDP/ICMP header length must fit inside of inner IPv4/IPv6/EH6 header length when inner IP(v4/v6) is not a first, next, or last fragment.
- TCP: The minimum TCP header size must fit in the previous encapsulation length.

- ICMP: The minimum ICMP header size must fit in the previous encapsulation length.
- Fragmented packets: For fragmented packets, if the tunnel information needs to be checked for a screen and is not in the first fragment, then checking is not performed except the parts of the tunnel encapsulation that are included in the first fragment. Length checks are performed on first fragment packets using the actual packet buffer length, but the length checks are ignored because the inner header is larger than the outer header.
 - When the outer header is first fragment, do not examine the past physical packet length of the fragment.
 - When the inner header is a first fragment, do not examine the past length of the fragment.

For non-first fragment packets, checking is not performed in Bad Inner Header Tunnel screen.

- When outer header is a non-first fragment, examine the packet for screens that only use IP header signatures, because the payload cannot be examined.
- When inner header is a non-first fragment, do not examine the next packet.
- The IPv4 inner header checks that IPv4 header is from 20 to 50 bytes.

Starting with Junos OS Release 12.3X48-D10, the syslog messages **RT_SCREEN_IP** and **RT_SCREEN_IP_LS** for the IP tunneling screen have been updated to include the tunnel screen attacks and log-without-drop criteria. The following list illustrates some examples of these new system log messages for each of the tunnel types:

- **RT_SCREEN_IP: Tunnel GRE 6in4! source: 12.12.12.1, destination: 11.11.11.1, zone name: untrust, interface name: ge-0/0/1.0, action: alarm-without-drop**
- **RT_SCREEN_IP: Tunnel GRE 6in6! source: 1212::12, destination: 1111::11, zone name: untrust, interface name: ge-0/0/1.0, action: drop**
- **RT_SCREEN_IP: Tunnel GRE 4in4! source: 12.12.12.1, destination: 11.11.11.1, zone name: untrust, interface name: ge-0/0/1.0, action: drop**
- **RT_SCREEN_IP_LS: [lsys: LSYS1] Tunnel GRE 6in4! source: 12.12.12.1, destination: 11.11.11.1, zone name: untrust, interface name: ge-0/0/1.0, action: alarm-without-drop**
- **RT_SCREEN_IP_LS: [lsys: LSYS1] Tunnel GRE 6in6! source: 1212::12, destination: 1111::11, zone name: untrust, interface name: ge-0/0/1.0, action: drop**
- **RT_SCREEN_IP_LS: [lsys: LSYS1] Tunnel GRE 4in4! source: 12.12.12.1, destination: 11.11.11.1, zone name: untrust, interface name: ge-0/0/1.0, action: drop**

Related Documentation

- [Example: Improving Tunnel Traffic Security with IP Tunneling Screen Options on page 75](#)
- [Network DoS Attacks Overview on page 39](#)
- [Understanding Land Attacks on page 68](#)

Example: Improving Tunnel Traffic Security with IP Tunneling Screen Options

Supported Platforms [SRX Series, vSRX](#)

This example shows how to configure the tunnel screens to enable the screens to control, allow, or block the transit of tunneled traffic.

- [Requirements on page 75](#)
- [Overview on page 75](#)
- [Configuration on page 76](#)
- [Verification on page 79](#)

Requirements

This example uses the following hardware and software components:

- An SRX Series device
- Junos OS Release 12.3X48-D10 and later

Before you begin:

- Understand the IPv6 Tunneling control. See [“Understanding Screen IPv6 Tunneling Control” on page 71](#).

Overview

You can configure the following IP tunneling screen options to check and filter packets, based on IPv6 extension headers, packet headers, and bad-inner-header IPv6 or IPv4 address validation. Based on your configuration, the screen can drop packets, create logs, and provide increased statistics for IP tunneling. The following tunneling screen options are assigned to an untrust zone.

- GRE 4in4 Tunnel
- GRE 4in6 Tunnel
- GRE 6in4 Tunnel
- GRE 6in6 Tunnel
- IPinUDP Teredo Tunnel
- IPinIP 4in4 Tunnel
- IPinIP 4in6 Tunnel
- IPinIP 6in4 Tunnel
- IPinIP 6in6 Tunnel
- IPinIP 6over4 Tunnel
- IPinIP 6to4relay Tunnel
- IPinIP ISATAP Tunnel

- IPinIP DS-Lite Tunnel
- Bad Inner Header Tunnel

Configuration

To configure the IP tunneling screen options, perform these tasks:

- [Configuring GRE Tunnel Screens on page 76](#)
- [Configuring an IPinUDP Teredo Tunnel Screen on page 76](#)
- [Configuring an IPinIP Tunnel Screen on page 77](#)
- [Configuring a Bad-Inner-Header Tunnel Screen on page 78](#)
- [Results on page 78](#)

Configuring GRE Tunnel Screens

CLI Quick Configuration

To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option screen1 ip tunnel gre gre-4in4
set security screen ids-option screen1 ip tunnel gre gre-4in6
set security screen ids-option screen1 ip tunnel gre gre-6in4
set security screen ids-option screen1 ip tunnel gre gre-6in6
set security zones security-zone untrust screen screen1
```

Step-by-Step Procedure

The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*.

To configure a GRE tunnel screen:

1. Configure a GRE tunnel screen to check the tunnel traffic inner header information for consistency and validate the signature type screen.

```
[edit security screen ids-option screen1 ip tunnel gre]
user@host# set gre-4in4
user@host# set gre-4in6
user@host# set gre-6in4
user@host# set gre gre-6in6
```

2. Configure the screens in the security zones.

```
user@host#set security zones security-zone untrust screen screen1
```

Configuring an IPinUDP Teredo Tunnel Screen

CLI Quick Configuration

To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option screen1 ip tunnel ip-in-udp teredo
set security zones security-zone untrust screen screen1
```

Step-by-Step Procedure The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*.

To configure an IPinUDP Teredo tunnel screen:

1. Configure an IPinUDP Teredo tunnel screen to check the tunnel traffic inner header information for consistency and validate the signature type screen.

```
[edit security screen ids-option screen1 ip tunnel]
user@host# set ip-in-udp teredo
```

2. Configure the screens in the security zones.

```
user@host# set security zones security-zone untrust screen screen1
```

Configuring an IPinIP Tunnel Screen

CLI Quick Configuration To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option screen1 ip tunnel ipip dslite
set security screen ids-option screen1 ip tunnel ipip ipip-4in4
set security screen ids-option screen1 ip tunnel ipip ipip-4in6
set security screen ids-option screen1 ip tunnel ipip ipip-6in4
set security screen ids-option screen1 ip tunnel ipip ipip-6in6
set security screen ids-option screen1 ip tunnel ipip ipip-6over4
set security screen ids-option screen1 ip tunnel ipip ipip-6to4relay
set security screen ids-option screen1 ip tunnel ipip isatap
set security zones security-zone untrust screen screen1
```

Step-by-Step Procedure The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*.

To configure an IPinIP tunnel screen:

1. Configure an IPinIP tunnel screen to check the tunnel traffic inner header information for consistency and validate the signature type screen.

```
[edit security screen ids-option screen1 ip tunnel ipip]
user@host# set dslite
user@host# set ipip-4in4
user@host# set ipip-4in6
user@host# set ipip-6in4
user@host# set ipip-6in6
user@host# set ipip-6over4
user@host# set ipip-6to4relay
user@host# set ipip-isatap
```

2. Configure the screens in the security zones.

```
user@host# set security zones security-zone untrust screen screen1
```

Configuring a Bad-Inner-Header Tunnel Screen

CLI Quick Configuration To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option screen1 ip tunnel bad-inner-header
set security zones security-zone untrust screen screen1
```

Step-by-Step Procedure The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*.

To configure a bad-inner-header tunnel screen:

1. Configure a bad-inner-header tunnel screen to check the tunnel traffic inner header information for consistency.

```
[edit security screen ids-option screen1 ip tunnel]
user@host# set bad-inner-header
```

2. Configure the screens in the security zones.

```
user@host# set security zones security-zone untrust screen screen1
```

Results

From configuration mode, confirm your configuration by entering the **show security screen** and **show security screen statistics zone untrust ip tunnel** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

For brevity, this **show** output includes only the configuration that is relevant to this example. Any other configuration on the system has been replaced with ellipses (...).

```
[edit]
user@host# show security screen
...
ids-option screen1 {
ip {
tunnel {
gre {
gre-4in4;
gre-4in6;
gre-6in4;
gre-6in6;
}
ip-in-udp {
teredo;
}
}
}
}
```

```

    ipip-4in4;
    ipip-4in6;
    ipip-6in4;
    ipip-6in6;
    ipip-6over4;
    ipip-6to4relay;
    isatap;
    dslite;
  }
  bad-inner-header;
}
}
}
}

```

If you are done configuring the device, enter **commit** from configuration mode.

Verification

Confirm that the configuration is working properly.

- [Verifying the Security Screen Configuration on page 79](#)
- [Verifying IP Tunnel Screens in the Security Zones on page 79](#)

Verifying the Security Screen Configuration

Purpose Display the configuration information about the security screen.

Action From operational mode, enter the **show security screen ids-option screen1** command.

```

user@host> show security screen ids-option screen1
show security screen ids-option screen1:
  Name                                     Value
  IP Tunnel Bad Inner Header              enabled
  IP Tunnel GRE 6in4                      enabled
  IP Tunnel GRE 4in6                      enabled
  IP Tunnel GRE 6in6                      enabled
  IP Tunnel GRE 4in4                      enabled
  IP Tunnel IPinUDP Teredo                enabled
  IP Tunnel IPIP 6to4 Relay               enabled
  IP Tunnel IPIP 6in4                    enabled
  IP Tunnel IPIP 6over4                   enabled
  IP Tunnel IPIP 4in6                     enabled
  IP Tunnel IPIP 4in4                     enabled
  IP Tunnel IPIP 6in6                     enabled
  IP Tunnel IPIP ISATAP                   enabled
  IP Tunnel IPIP DS-Lite                  enabled

```

Meaning The **show security screen ids-option screen1** command displays screen object status as enabled.

Verifying IP Tunnel Screens in the Security Zones

Purpose Verify that the IP tunneling screen options are configured properly in the security zones.

Action From operational mode, enter the `show security screen statistics zone untrust ip tunnel` command.

```
user@host> show security screen statistics zone untrust ip tunnel
```

```
IP Tunnel Screen statistics:
```

IDS attack type	Statistics
IP tunnel GRE 6in4	0
IP tunnel GRE 4in6	0
IP tunnel GRE 6in6	0
IP tunnel GRE 4in4	0
IP tunnel IPIP 6to4 relay	0
IP tunnel IPIP 6in4	0
IP tunnel IPIP 6over4	0
IP tunnel IPIP 4in6	0
IP tunnel IPIP 4in4	0
IP tunnel IPIP 6in6	0
IP tunnel IPIP ISATAP	0
IP tunnel IPIP DS-Lite	0
IP tunnel IPinUDP Teredo	0
IP tunnel bad inner header	0

Meaning The `show security screen statistics zone untrust ip tunnel` command displays the IP tunnel screen statistics summary.

- Related Documentation**
- [Understanding Screen IPv6 Tunneling Control on page 71](#)
 - [Network DoS Attacks Overview on page 39](#)
 - [Understanding Land Attacks on page 68](#)

CHAPTER 5

Protecting Against OS-Specific DoS Attacks

- [OS-Specific DoS Attacks Overview on page 81](#)
- [Understanding Ping of Death Attacks on page 81](#)
- [Example: Protecting Against a Ping of Death Attack on page 82](#)
- [Understanding Teardrop Attacks on page 83](#)
- [Example: Protecting Against a Teardrop Attack on page 85](#)
- [Understanding WinNuke Attacks on page 85](#)
- [Example: Protecting Against a WinNuke Attack on page 87](#)

OS-Specific DoS Attacks Overview

Supported Platforms [SRX Series, vSRX](#)

If an attacker not only identifies the IP address and responsive port numbers of an active host but also its operating system (OS), instead of resorting to brute-force attacks, the attacker can launch more elegant attacks that can produce one-packet or two-packet “kills.”

OS-specific denial-of-service (DoS) attacks, including ping of death attacks, teardrop attacks, and WinNuke attacks, can cripple a system with minimal effort. If Junos OS is protecting hosts susceptible to these attacks, you can configure Junos OS to detect these attacks and block them before they reach their target.

- Related Documentation**
- [Understanding Ping of Death Attacks on page 81](#)
 - [DoS Attack Overview on page 25](#)

Understanding Ping of Death Attacks

Supported Platforms [SRX Series, vSRX](#)

OS-specific DoS attacks, such as ping of death attacks, can cripple a system with minimal effort.

The maximum allowable IP packet size is 65,535 bytes, including the packet header, which is typically 20 bytes. An ICMP echo request is an IP packet with a pseudo header, which is 8 bytes. Therefore, the maximum allowable size of the data area of an ICMP echo request is 65,507 bytes ($65,535 - 20 - 8 = 65,507$).

However, many ping implementations allow the user to specify a packet size larger than 65,507 bytes. A grossly oversized ICMP packet can trigger a range of adverse system reactions such as denial of service (DoS), crashing, freezing, and rebooting.

When you enable the ping of death screen option, Junos OS detects and rejects such oversized and irregular packet sizes even when the attacker hides the total packet size by fragmenting it. See [Figure 10 on page 82](#).



NOTE: For information about IP specifications, see RFC 791, *Internet Protocol*. For information about ICMP specifications, see RFC 792, *Internet Control Message Protocol*. For information about ping of death attacks, see <http://www.insecure.org/spl0its/ping-o-death.html>.

Figure 10: Ping of Death



The size of this packet is 65,538 bytes. It exceeds the size limit prescribed by RFC 791, *Internet Protocol*, which is 65,535 bytes. As the packet is transmitted, it becomes broken into numerous fragments. The reassembly process might cause the receiving system to crash.



NOTE: Junos OS supports ping of death protection for both IPv4 and IPv6 packets.

Related Documentation

- [Example: Protecting Against a Ping of Death Attack on page 82](#)
- [DoS Attack Overview on page 25](#)

Example: Protecting Against a Ping of Death Attack

Supported Platforms [SRX Series, vSRX](#)

This example shows how to protect against a ping-of-death attack.

- [Requirements on page 83](#)
- [Overview on page 83](#)
- [Configuration on page 83](#)
- [Verification on page 83](#)

Requirements

No special configuration beyond device initialization is required before configuring this feature.

Overview

In this example, you enable protection against a ping-of-death attack and specify the zone where the attack originates.

Configuration

Step-by-Step Procedure

To enable protection against a ping of death:

1. Specify the screen object name.

```
[edit]  
user@host# set security screen ids-option ping-death icmp ping-death
```
2. Set the security zone for zone screen.

```
[edit]  
user@host# set security zones security-zone zone screen ping-death
```
3. If you are done configuring the device, commit the configuration.

```
[edit]  
user@host# commit
```

Verification

To verify the configuration is working properly, enter the **show security screen ids-option ping-death** and **show security zones** commands in operational mode.

Related Documentation

- [Understanding Ping of Death Attacks on page 81](#)
- [DoS Attack Overview on page 25](#)

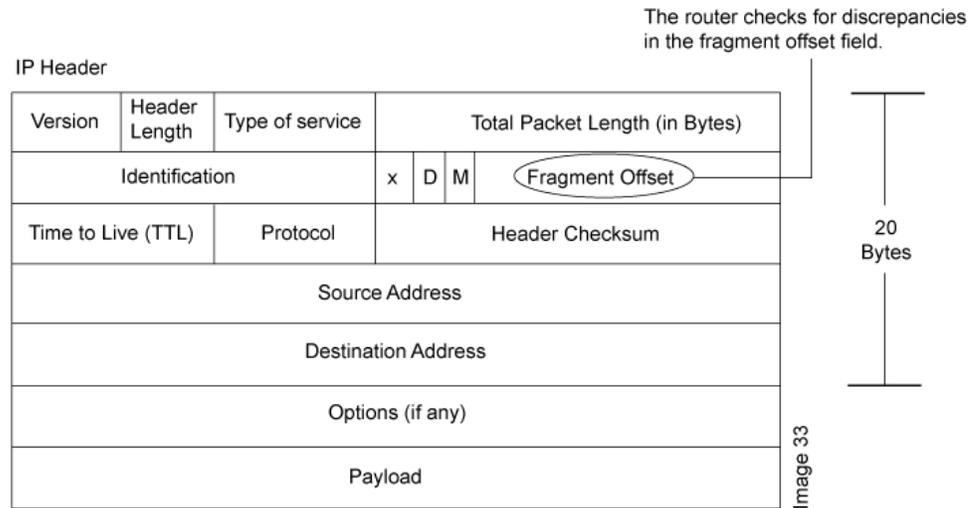
Understanding Teardrop Attacks

Supported Platforms [SRX Series, vSRX](#)

OS-specific denial-of-service (DoS) attacks, such as teardrop attacks, can cripple a system with minimal effort.

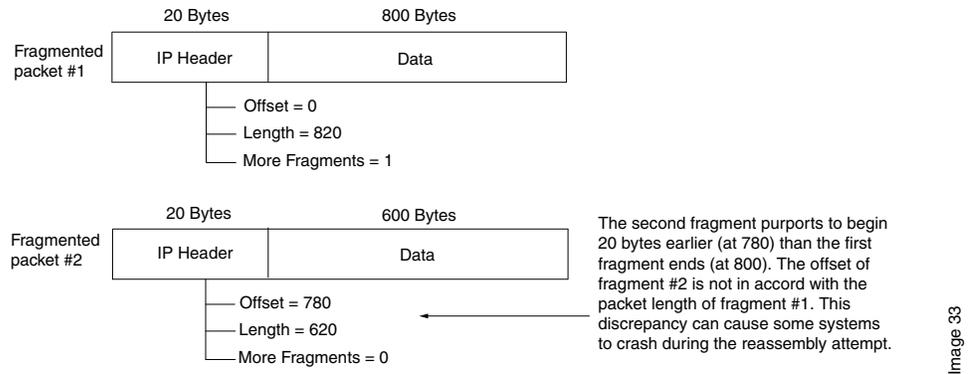
Teardrop attacks exploit the reassembly of fragmented IP packets. In the IP header, one of the fields is the fragment offset field, which indicates the starting position, or offset, of the data contained in a fragmented packet relative to the data of the original unfragmented packet. See [Figure 11 on page 84](#).

Figure 11: Teardrop Attacks



When the sum of the offset and size of one fragmented packet differ from that of the next fragmented packet, the packets overlap, and the server attempting to reassemble the packet can crash, especially if it is running an older OS that has this vulnerability. See [Figure 12 on page 84](#).

Figure 12: Fragment Discrepancy



After you enable the teardrop attack screen option, whenever Junos OS detects this discrepancy in a fragmented packet, it drops it.



NOTE: Junos OS supports teardrop attack prevention for both IPv4 and IPv6 packets.

Related Documentation

- [Example: Protecting Against a Teardrop Attack on page 85](#)
- [DoS Attack Overview on page 25](#)

Example: Protecting Against a Teardrop Attack

Supported Platforms [SRX Series, vSRX](#)

This example shows how to protect against a teardrop attack.

- [Requirements on page 85](#)
- [Overview on page 85](#)
- [Configuration on page 85](#)
- [Verification on page 85](#)

Requirements

No special configuration beyond device initialization is required before configuring this feature.

Overview

In this example, you enable protection against a teardrop attack and also specify the zone where the attack originates.

Configuration

Step-by-Step Procedure

To enable protection against teardrop attack:

1. Specify the screen name.

```
[edit]
user@host# set security screen ids-option tear-drop ip tear-drop
```
2. Associate the screen with a security zone.

```
[edit]
user@host# set security zones security-zone zone screen tear-drop
```
3. If you are done configuring the device, commit the configuration.

```
[edit]
user@host# commit
```

Verification

To verify the configuration is working properly, enter the **show security screen ids-option tear-drop** and **show security zones** commands in operational mode.

Related Documentation

- [Understanding Teardrop Attacks on page 83](#)
- [DoS Attack Overview on page 25](#)

Understanding WinNuke Attacks

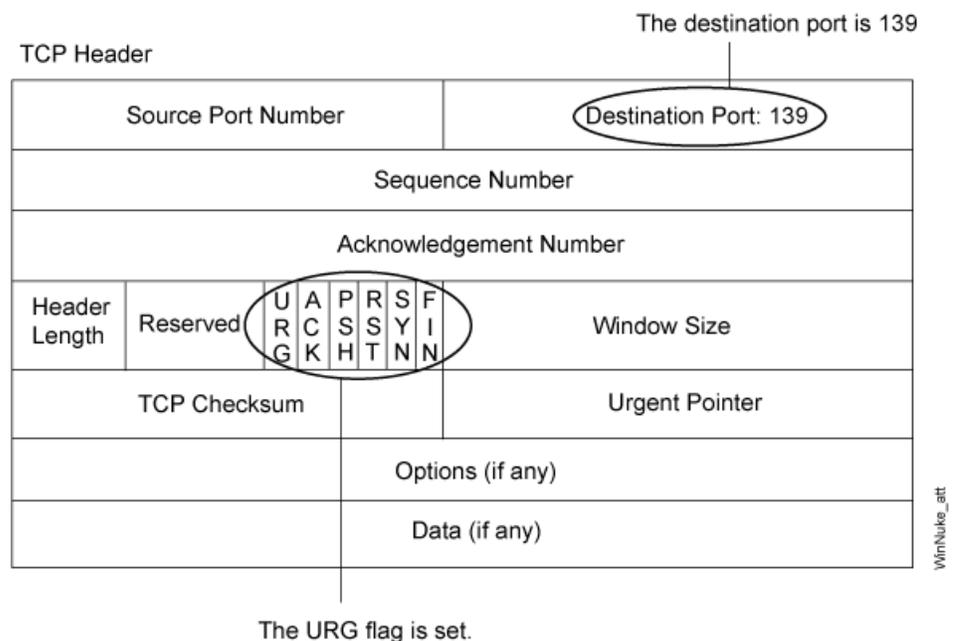
Supported Platforms [SRX Series, vSRX](#)

OS-specific denial-of-service (DoS) attacks, such as WinNuke attacks, can cripple a system with minimal effort.

WinNuke is a DoS attack targeting any computer on the Internet running Windows. The attacker sends a TCP segment—usually to NetBIOS port 139 with the urgent (URG) flag set—to a host with an established connection (see Figure 13 on page 86). This introduces a NetBIOS fragment overlap, which causes many machines running Windows to crash. After the attacked machine is rebooted, the following message appears, indicating that an attack has occurred:

```
An exception OE has occurred at 0028:[address] in VxD MSTCP(01) +
000041AE. This was called from 0028:[address] in VxD NDIS(01) +
00008660. It may be possible to continue normally.
Press any key to attempt to continue.
Press CTRL+ALT+DEL to restart your computer. You will lose any unsaved information in
all applications.
Press any key to continue.
```

Figure 13: WinNuke Attack Indicators



If you enable the WinNuke attack defense screen option, Junos OS scans any incoming Microsoft NetBIOS session service (port 139) packets. If Junos OS observes that the URG flag is set in one of those packets, it unsets the URG flag, clears the URG pointer, forwards the modified packet, and makes an entry in the event log noting that it has blocked an attempted WinNuke attack.



NOTE: Junos OS supports WinNuke attack protection for both IPv4 and IPv6 traffic.

- Related Documentation**
- [Example: Protecting Against a WinNuke Attack on page 87](#)
 - [DoS Attack Overview on page 25](#)

Example: Protecting Against a WinNuke Attack

Supported Platforms [SRX Series, vSRX](#)

This example shows how to protect against a WinNuke attack.

- [Requirements on page 87](#)
- [Overview on page 87](#)
- [Configuration on page 87](#)
- [Verification on page 87](#)

Requirements

No special configuration beyond device initialization is required before configuring this feature.

Overview

In this example, you enable protection against a WinNuke attack and specify the zone where the attack originates.

Configuration

Step-by-Step Procedure To enable protection against WinNuke attack:

1. Specify the screen name.


```
[edit]
user@host# set security screen ids-option winnuke tcp winnuke
```
2. Associate the screen with a security zone.


```
[edit]
user@host# set security zones security-zone zone screen winnuke
```
3. If you are done configuring the device, commit the configuration.


```
[edit]
user@host# commit
```

Verification

To verify the configuration is working properly, enter the **show security screen ids-option winnuke** and **show security zones** commands in operational mode.

- Related Documentation**
- [Understanding WinNuke Attacks on page 85](#)
 - [DoS Attack Overview on page 25](#)

PART 3

Configuring Reconnaissance Deterrence for Security Devices

- [Protecting Against IP Sweep and Port Options on page 91](#)
- [Protecting Against System Probes and Flag Set on page 105](#)
- [Protecting Against Attacker Evasion Techniques on page 115](#)

CHAPTER 6

Protecting Against IP Sweep and Port Options

- [Reconnaissance Deterrence Overview on page 91](#)
- [Understanding IP Address Sweeps on page 91](#)
- [Example: Blocking IP Address Sweeps on page 92](#)
- [Understanding TCP Port Scanning on page 94](#)
- [Enhancing Traffic Management by Blocking Port Scans on page 95](#)
- [Understanding UDP Port Scanning on page 98](#)
- [Understanding Network Reconnaissance Using IP Options on page 98](#)
- [Example: Detecting Packets That Use IP Screen Options for Reconnaissance on page 101](#)

Reconnaissance Deterrence Overview

Supported Platforms [SRX Series, vSRX](#)

Attackers can better plan their attack when they first know the layout of the targeted network (which IP addresses have active hosts), the possible entry points (which port numbers are active on the active hosts), and the constitution of their victims (which operating system the active hosts are running). To gain this information, attackers must perform reconnaissance.

Juniper Networks provides several screen options for deterring attackers' reconnaissance efforts and thereby hindering them from obtaining valuable information about the protected network and network resources.

Related Documentation [• Understanding Network Reconnaissance Using IP Options on page 98](#)

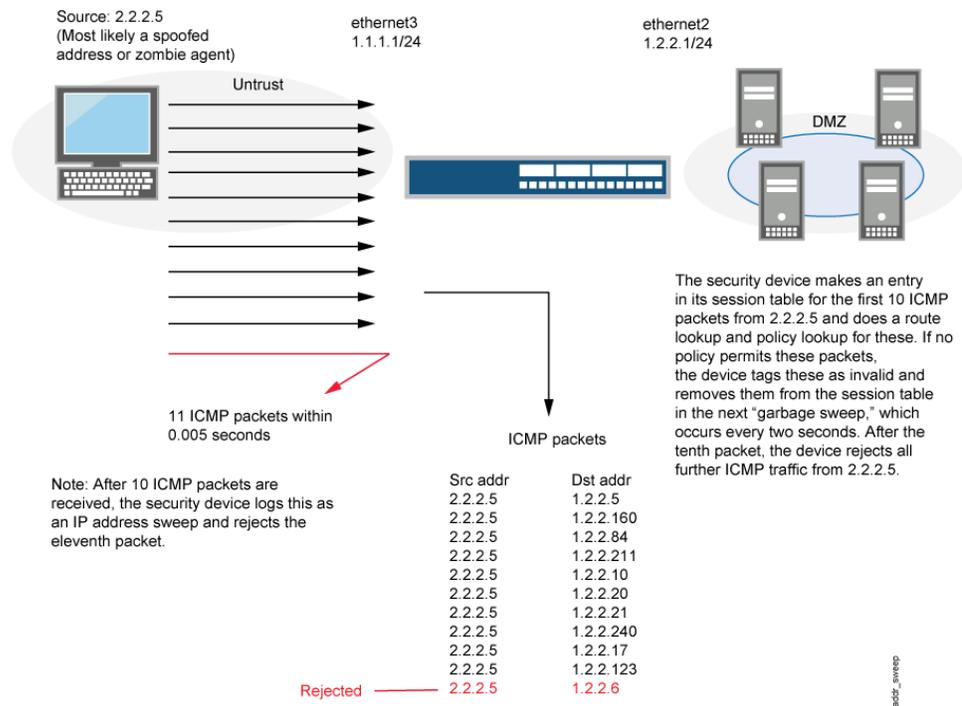
Understanding IP Address Sweeps

Supported Platforms [SRX Series, vSRX](#)

An address sweep occurs when one source IP address sends a defined number of ICMP packets sent to different hosts within a defined interval (5000 microseconds is the default). The purpose of this attack is to send ICMP packets—typically echo requests—to various hosts in the hopes that at least one replies, thus uncovering an address to target.

Junos OS internally logs the number of ICMP packets to different addresses from one remote source. Using the default settings, if a remote host sends ICMP traffic to 10 addresses in 0.005 seconds (5000 microseconds), then the device flags this as an address sweep attack and rejects all further ICMP packets from that host for the remainder of the specified threshold time period. See [Figure 14 on page 92](#).

Figure 14: Address Sweep



Consider enabling this screen option for a security zone only if there is a policy permitting ICMP traffic from that zone. Otherwise, you do not need to enable the screen option. The lack of such a policy denies all ICMP traffic from that zone, precluding an attacker from successfully performing an IP address sweep anyway.



NOTE: Junos OS supports this screen option for ICMPv6 traffic also.

Related Documentation

- [Reconnaissance Deterrence Overview on page 91](#)

Example: Blocking IP Address Sweeps

Supported Platforms SRX Series, vSRX

This example describes how to configure a screen to block an IP address sweep originating from a security zone.

- [Requirements on page 93](#)
- [Overview on page 93](#)

- [Configuration on page 93](#)
- [Verification on page 93](#)

Requirements

Before you begin:

- Understand how IP address sweeps work. See [“Understanding IP Address Sweeps” on page 91](#).
- Configure security zones. See [Security Zones and Interfaces Overview](#).

Overview

You need to enable a screen for a security zone if you have configured a policy that permits ICMP traffic from that zone. If you have not configured such a policy, then your system denies all ICMP traffic from that zone, and the attacker cannot perform an IP address sweep successfully anyway.

In this example you configure a **5000-ip-sweep** screen to block IP address sweeps originating in the zone-1 security zone.

Configuration

Step-by-Step Procedure

To configure a screen to block IP address sweeps:

1. Configure a screen.

```
[edit]
user@host# set security screen ids-option 5000-ip-sweep icmp ip-sweep threshold
5000
```

2. Enable the screen in the security zone.

```
[edit]
user@host# set security zones security-zone zone-1 screen 5000-ip-sweep
```

3. If you are done configuring the device, commit the configuration.

```
[edit]
user@host# commit
```

Verification

Confirm that the configuration is working properly.

- [Verifying the Screens in the Security Zone on page 93](#)
- [Verifying the Security Screen Configuration on page 94](#)

Verifying the Screens in the Security Zone

Purpose Verify that the screen is enabled in the security zone.

Action From operational mode, enter the **show security zones** command.

```
[edit]
```

```
user@host> show security zones
Security zone: zone-1
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: 5000-ip-sweep
  Interfaces bound: 1
  Interfaces:
    ge-1/0/0.0
```

Verifying the Security Screen Configuration

Purpose Display the configuration information about the security screen.

Action From operational mode, enter the `show security screen ids-option screen-name` command.

```
[edit]
user@host> show security screen ids-option 5000-ip-sweep
Screen object status:
```

Name	Value
ICMP address sweep threshold	5000

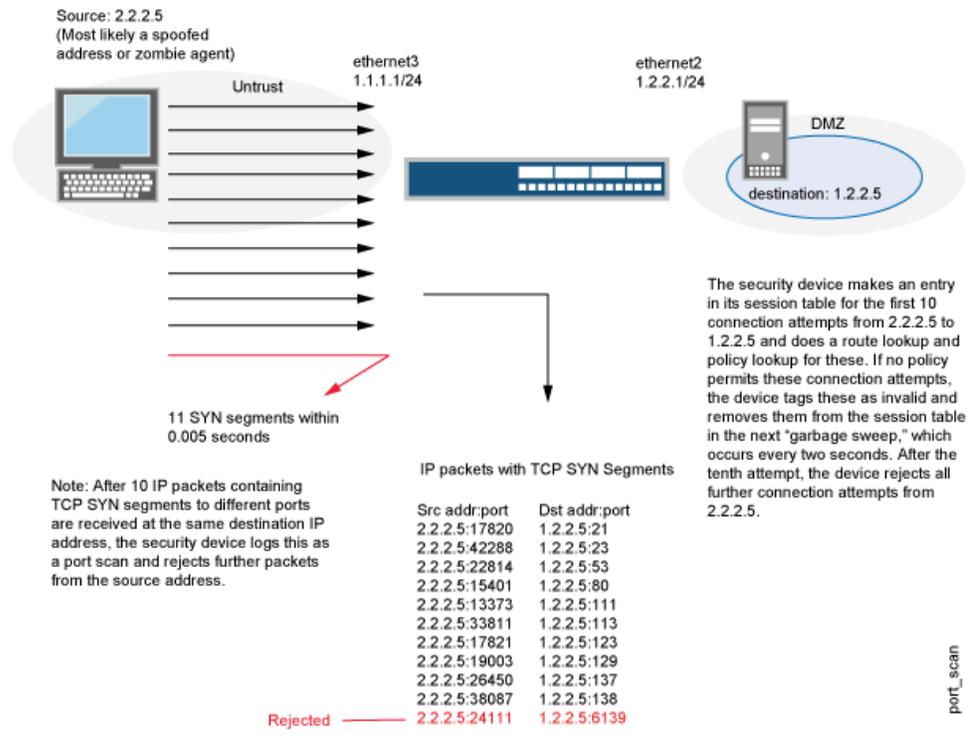
Understanding TCP Port Scanning

Supported Platforms [SRX Series, vSRX](#)

A port scan occurs when one source IP address sends IP packets containing TCP SYN segments to 10 different destination ports within a defined interval (5000 microseconds is the default). The purpose of this attack is to scan the available services in the hopes that at least one port will respond, thus identifying a service to target.

Junos OS internally logs the number of different ports scanned from one remote source. Using the default settings, if a remote host scans 10 ports in 0.005 seconds (5000 microseconds), then the device flags this as a port scan attack and rejects all further packets from the remote source, regardless of the destination IP address, for the remainder of the specified timeout period. See [Figure 15 on page 95](#).

Figure 15: Port Scan



NOTE: Junos OS supports port scanning for both IPv4 and IPv6 traffic.

Related Documentation

- [Reconnaissance Deterrence Overview on page 91](#)

Enhancing Traffic Management by Blocking Port Scans

Supported Platforms [SRX Series, vSRX](#)

This example shows how to enhance traffic management by configuring a screen to block port scans originating from a particular security zone.

- [Requirements on page 96](#)
- [Overview on page 96](#)
- [Configuration on page 96](#)
- [Verification on page 97](#)

Requirements

Before you begin, understand how port scanning works. See [“Understanding TCP Port Scanning” on page 94](#).

Overview

You can use a port scan to block IP packets containing TCP SYN segments or UDP segments sent to different ports from the same source address within a defined interval. The purpose of this attack is to scan the available services in the hopes that at least one port will respond. Once a port responds, it is identified as a service to target.

In this example, you configure a 5000 port-scan screen to block port scans originating from a particular security zone and then assign the screen to the zone called zone-1.

Configuration

CLI Quick Configuration To quickly configure this example, copy the following commands, paste them into a text file, remove any line breaks, change any details necessary to match your network configuration, copy and paste the commands into the CLI at the **[edit]** hierarchy level, and then enter **commit** from configuration mode.

```
set security screen ids-option 5000-port-scan tcp port-scan threshold 5000
set security screen ids-option 10000-port-scan udp port-scan threshold 10000
set security zones security-zone zone-1 screen 5000-port-scan
```

Step-by-Step Procedure The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*.

To configure a screen to block port scans:

1. Configure the screen.

```
[edit security]
user@host# set security screen ids-option 5000-port-scan tcp port-scan threshold
5000
user@host# set security screen ids-option 10000-port-scan udp port-scan threshold
10000
```

2. Enable the screen in the security zone.

```
[edit security]
user@host# set security zones security-zone zone-1 screen 5000-port-scan
```

Results From configuration mode, confirm your configuration by entering the **show security screen ids-option 5000-port-scan** and **show security zones** commands. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
user@host# show security screen ids-option 5000-port-scan
tcp {
```

```

    port-scan threshold 5000;
  }
  udp {
    port-scan threshold 10000;
  }

[edit]
user@host# show security zones
security-zone zone-1 {
  screen 5000-port-scan;
}

```

If you are done configuring the device, enter **commit** from configuration mode.

Verification

Confirm that the configuration is working properly.

- [Verifying the Screens in the Security Zone on page 97](#)
- [Verifying the Security Screen Configuration on page 97](#)

Verifying the Screens in the Security Zone

Purpose Verify that the screen is enabled in the security zone.

Action From operational mode, enter the **show security zones** command.

```

[edit]
user@host> show security zones
Security zone: zone-1
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: 5000-port-scan
  Interfaces bound: 0
  Interfaces:

```

Meaning The sample output shows that the screen for zone-1 is enabled for port scan blocking.

Verifying the Security Screen Configuration

Purpose Verify the configuration information about the security screen.

Action From operational mode, enter the **show security screen ids-option *screen-name*** command.

```

[edit]
user@host> show security screen ids-option 5000-port-scan
Screen object status:
Name                                     Value
TCP port scan threshold                 5000
UDP port scan threshold                 10000

```

Meaning The sample output shows that the port scan blocking is operational with TCP and UDP threshold.

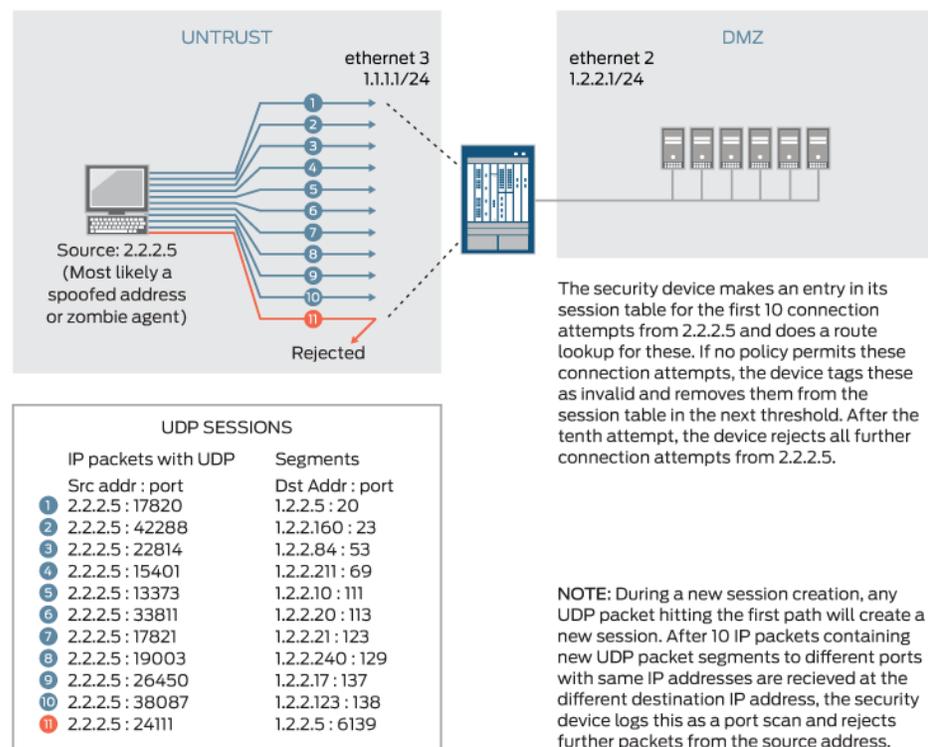
- Related Documentation**
- [Understanding TCP Port Scanning on page 94](#)

Understanding UDP Port Scanning

Supported Platforms SRX Series, vSRX

UDP port scan gives statistical information on a session threshold. As the incoming packets traverse the screen, the sessions are established. The number of sessions threshold enforced is based on zone, source IP, and the threshold period and does not allow more than 10 new sessions in the configured threshold period, for each zone and source IP address. The UDP port scan is disabled by default. When the UDP port scan is enabled, the default threshold period is 5000 microseconds. This value can be manually set to a range of 1000-1,000,000 microseconds. This feature protects some exposed public UDP services against DDoS attacks. See [Figure 16 on page 98](#).

Figure 16: UDP Port Scan



- Related Documentation**
- [Reconnaissance Deterrence Overview on page 91](#)

Understanding Network Reconnaissance Using IP Options

Supported Platforms SRX Series, vSRX

The IP standard RFC 791, *Internet Protocol*, specifies a set of options for providing special routing controls, diagnostic tools, and security.

RFC 791 states that these options are “unnecessary for the most common communications” and, in reality, they rarely appear in IP packet headers. These options appear after the destination address in an IP packet header, as shown in [Figure 17 on page 99](#). When they do appear, they are frequently being put to some illegitimate use.

Figure 17: Routing Options

Version	Header	Type of Service	Total Packet Length (in Bytes)			
Identification			O	D	M	Fragment Offset
Time to Live (TTL)	Protocol		Header Checksum			
Source Address						
Destination Address						
Options						
Payload						

9030607

This topic contains the following sections:

- [Uses for IP Packet Header Options on page 99](#)
- [Screen Options for Detecting IP Options Used for Reconnaissance on page 101](#)

Uses for IP Packet Header Options

[Table 10 on page 99](#) lists the IP options and their accompanying attributes.

Table 10: IP Options and Attributes

Type	Class	Number	Length	Intended Use	Nefarious Use
End of Options	0*	0	0	Indicates the end of one or more IP options.	None.
No Options	0	1	0	Indicates there are no IP options in the header.	None.

Table 10: IP Options and Attributes (*continued*)

Type	Class	Number	Length	Intended Use	Nefarious Use
Security	0	2	11 bits	<p>Provides a way for hosts to send security, TCC (closed user group) parameters, and Handling Restriction Codes compatible with Department of Defense (DoD) requirements. (This option, as specified in RFC 791, <i>Internet Protocol</i>, and RFC 1038, <i>Revised IP Security Option</i>, is obsolete.)</p> <p>Currently, this screen option is applicable only to IPv4.</p>	Unknown. However, because it is obsolete, its presence in an IP header is suspect.
Loose Source Route	0	3	Varies	<p>Specifies a partial route list for a packet to take on its journey from source to destination. The packet must proceed in the order of addresses specified, but it is allowed to pass through other devices in between those specified.</p>	Evasion. The attacker can use the specified routes to hide the true source of a packet or to gain access to a protected network.
Record Route	0	7	Varies	<p>Records the IP addresses of the network devices along the path that the IP packet travels. The destination machine can then extract and process the route information. (Due to the size limitation of 40 bytes for both the option and storage space, this can only record up to 9 IP addresses.)</p> <p>Currently, this screen option is applicable only to IPv4.</p>	Reconnaissance. If the destination host is a compromised machine in the attacker's control, he or she can glean information about the topology and addressing scheme of the network through which the packet passed.
Stream ID	0	8	4 bits	<p>(Obsolete) Provided a way for the 16-bit SATNET stream identifier to be carried through networks that did not support the stream concept.</p> <p>Currently, this screen option is applicable only to IPv4.</p>	Unknown. However, because it is obsolete, its presence in an IP header is suspect.
Strict Source Route	0	9	Varies	<p>Specifies the complete route list for a packet to take on its journey from source to destination. The last address in the list replaces the address in the destination field.</p> <p>Currently, this screen option is applicable only to IPv4.</p>	Evasion. An attacker can use the specified routes to hide the true source of a packet or to gain access to a protected network.

Table 10: IP Options and Attributes (*continued*)

Type	Class	Number	Length	Intended Use	Nefarious Use
Timestamp	2**	4		<p>Records the time (in coordinated universal time [UTC]***) when each network device receives the packet during its trip from the point of origin to its destination. The network devices are identified by IP address.</p> <p>This option develops a list of IP addresses of the devices along the path of the packet and the duration of transmission between each one.</p> <p>Currently, this screen option is applicable only to IPv4.</p>	Reconnaissance. If the destination host is a compromised machine in the attacker's control, he or she can glean information about the topology and addressing scheme of the network through which the packet has passed.

* The class of options identified as 0 was designed to provide extra packet or network control.

** The class of options identified as 2 was designed for diagnostics, debugging, and measurement.

*** The timestamp uses the number of milliseconds since midnight UTC. UTC is also known as Greenwich Mean Time (GMT), which is the basis for the international time standard.

Screen Options for Detecting IP Options Used for Reconnaissance

The following screen options detect IP options that an attacker can use for reconnaissance or for some unknown but suspect purpose:

- Record Route—Junos OS detects packets where the IP option is 7 (record route) and records the event in the screen counters list for the ingress interface. Currently, this screen option is applicable only to IPv4.
- Timestamp—Junos OS detects packets where the IP option list includes option 4 (Internet timestamp) and records the event in the screen counters list for the ingress interface. Currently, this screen option is applicable only to IPv4.
- Security—Junos OS detects packets where the IP option is 2 (security) and records the event in the screen counters list for the ingress interface. Currently, this screen option is applicable only to IPv4.
- Stream ID—Junos OS detects packets where the IP option is 8 (stream ID) and records the event in the screen counters list for the ingress interface. Currently, this screen option is applicable only to IPv4.

If a packet with any of the previous IP options is received, Junos OS flags this as a network reconnaissance attack and records the event for the ingress interface.

Related Documentation

- [Reconnaissance Deterrence Overview on page 91](#)

Example: Detecting Packets That Use IP Screen Options for Reconnaissance

Supported Platforms SRX Series, vSRX

This example shows how to detect packets that use IP screen options for reconnaissance.

- [Requirements on page 102](#)
- [Overview on page 102](#)
- [Configuration on page 102](#)
- [Verification on page 103](#)

Requirements

Before you begin, understand how network reconnaissance works. See [“Understanding Network Reconnaissance Using IP Options” on page 98](#).

Overview

RFC 791, *Internet Protocol*, specifies a set of options for providing special routing controls, diagnostic tools, and security. The screen options detect IP options that an attacker can use for reconnaissance, including record route, timestamp, security, and stream ID.

In this example, you configure an IP screen screen-1 and enable it in a security zone called zone-1.



NOTE: You can enable only one screen in one security zone.

Configuration

CLI Quick Configuration

To quickly detect packets with the record route, timestamp, security, and stream ID IP screen options, copy the following commands and paste them into the CLI.

```
[edit]
set security screen ids-option screen-1 ip record-route-option
set security screen ids-option screen-1 ip timestamp-option
set security screen ids-option screen-1 ip security-option
set security screen ids-option screen-1 ip stream-option
set security zones security-zone zone-1 screen screen-1
```

Step-by-Step Procedure

The following example requires you to navigate various levels in the configuration hierarchy. For instructions on how to do that, see *Using the CLI Editor in Configuration Mode* in the *CLI User Guide*.

To detect packets that use IP screen options for reconnaissance:

1. Configure IP screen options.



NOTE: Currently, these screen options support IPv4 only.

```
[edit security screen]
user@host# set ids-option screen-1 ip record-route-option
user@host# set ids-option screen-1 ip timestamp-option
user@host# set ids-option screen-1 ip security-option
```

```
user@host# set ids-option screen-1 ip stream-option
```

2. Enable the screen in the security zone.

```
[edit security zones ]
user@host# set security-zone zone-1 screen screen-1
```

Results From configuration mode, confirm your configuration by entering the **show security screen** command. If the output does not display the intended configuration, repeat the configuration instructions in this example to correct it.

```
[edit]
[user@host]show security screen
ids-option screen-1 {
  ip {
    record-route-option;
    timestamp-option;
    security-option;
    stream-option;
  }
}
[edit]
[user@host]show security zones
zones {
  security-zone zone-1 {
    screen screen-1;
  }
}
```

If you are done configuring the device, enter **commit** from configuration mode.

Verification

Confirm that the configuration is working properly.

- [Verifying the Screens in the Security Zone on page 103](#)
- [Verifying the Security Screen Configuration on page 104](#)

Verifying the Screens in the Security Zone

Purpose Verify that the screen is enabled in the security zone.

Action From operational mode, enter the **show security zones** command.

```
[edit]
user@host> show security zones

Security zone: zone-1
Send reset for non-SYN session TCP packets: Off
Policy configurable: Yes
Screen: screen-1
Interfaces bound: 1
Interfaces:
  ge-1/0/0.0
```

Verifying the Security Screen Configuration

Purpose Display the configuration information about the security screen.

Action From operational mode, enter the `show security screen ids-option screen-name` command.

```
[edit]
```

```
user@host> show security screen ids-option screen-1
```

```
Screen object status:
```

Name	Value
IP record route option	enabled
IP timestamp option	enabled
IP security option	enabled
IP stream option	enabled

CHAPTER 7

Protecting Against System Probes and Flag Set

- [Understanding Operating System Probes on page 105](#)
- [Understanding Domain Name System Resolve on page 105](#)
- [Understanding TCP Headers with SYN and FIN Flags Set on page 106](#)
- [Example: Blocking Packets with SYN and FIN Flags Set on page 107](#)
- [Understanding TCP Headers With FIN Flag Set and Without ACK Flag Set on page 109](#)
- [Example: Blocking Packets With FIN Flag Set and Without ACK Flag Set on page 110](#)
- [Understanding TCP Header with No Flags Set on page 111](#)
- [Example: Blocking Packets with No Flags Set on page 112](#)

Understanding Operating System Probes

Supported Platforms [SRX Series, vSRX](#)

Before launching an exploit, attackers might try to probe the targeted host to learn its operating system (OS). With that knowledge, they can better decide which attack to launch and which vulnerabilities to exploit. Junos OS can block reconnaissance probes commonly used to gather information about OS types.

Related Documentation

- [Reconnaissance Deterrence Overview on page 91](#)

Understanding Domain Name System Resolve

Supported Platforms [SRX Series, vSRX](#)

Prior to Junos OS Release 12.1X47, DNS resolution was performed with only UDP as a transport. Messages carried by UDP are restricted to 512 bytes; longer messages are truncated and the traffic class (TC) bit is set in the header. The maximum length of UDP DNS response messages is 512 bytes, but the maximum length of TCP DNS response messages is 65,535 bytes. A DNS resolver knows whether the response is complete if the TC bit is set in the header. Hence, a TCP DNS response can carry more information than a UDP DNS response.

There are three types of DNS resolve behaviors:

- UDP DNS resolve
- TCP DNS resolve
- UDP/TCP DNS resolve



NOTE: A policy uses UDP/TCP DNS resolve to resolve IP addresses. In UDP/TCP DNS resolve, UDP DNS resolve is first used, and when it gets truncated TCP DNS resolve is used.



NOTE: A Routing Engine policy supports a maximum of 1024 IPv4 address prefixes and 256 IPv6 address prefixes that can be sent to the PFE. If the maximum number of IPv4 or IPv6 address prefixes exceeds the limits, the addresses over the limitations will not be sent to the PFE and a syslog message is generated. The maximum number of addresses in a TCP DNS response is 4094 for IPv4 addresses and 2340 for IPv6 addresses, but only 1024 IPv4 addresses and 256 IPv6 addresses are loaded to the PFE.

**Related
Documentation**

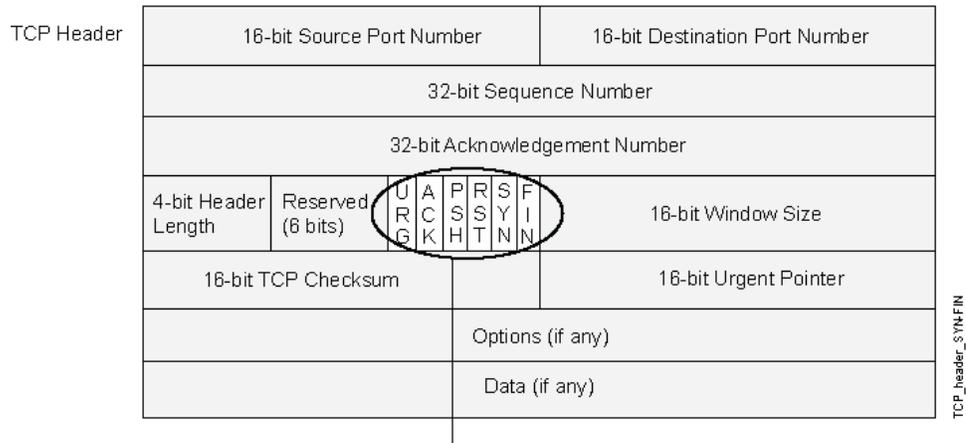
- [Reconnaissance Deterrence Overview on page 91](#)

Understanding TCP Headers with SYN and FIN Flags Set

Supported Platforms [SRX Series, vSRX](#)

Both the SYN and FIN control flags are not normally set in the same TCP segment header. The SYN flag synchronizes sequence numbers to initiate a TCP connection. The FIN flag indicates the end of data transmission to finish a TCP connection. Their purposes are mutually exclusive. A TCP header with the SYN and FIN flags set is anomalous TCP behavior, causing various responses from the recipient, depending on the OS. See [Figure 18 on page 107](#).

Figure 18: TCP Header with SYN and FIN Flags Set



An attacker can send a segment with both flags set to see what kind of system reply is returned and thereby determine what kind of OS is on the receiving end. The attacker can then use any known system vulnerabilities for further attacks.

When you enable this screen option, Junos OS checks if the SYN and FIN flags are set in TCP headers. If it discovers such a header, it drops the packet.



NOTE: Junos OS supports TCP header with SYN and FIN flags set protection for both IPv4 and IPv6 traffic.

Related Documentation

- [Reconnaissance Deterrence Overview on page 91](#)

Example: Blocking Packets with SYN and FIN Flags Set

Supported Platforms SRX Series, vSRX

This example shows how to create a screen to block packets with the SYN and FIN flags set.

- [Requirements on page 107](#)
- [Overview on page 108](#)
- [Configuration on page 108](#)
- [Verification on page 108](#)

Requirements

Before you begin, understand how TCP headers with SYN and FIN flags work. See “Understanding TCP Headers with SYN and FIN Flags Set” on page 106.

Overview

The TCP header with the SYN and FIN flags set cause different responses from a targeted device depending on the OS it is running. The syn-fin screen is enabled for the security zone.

In this example, you create a screen called screen-1 in a security zone to block packets with the SYN and FIN flags set.

Configuration

Step-by-Step Procedure

To block packets with both the SYN and FIN flags set:

1. Configure the screen.

```
[edit]
user@host# set security screen ids-option screen-1 tcp syn-fin
```

2. Enable the screen in the security zone.

```
[edit ]
user@host# set security zones security-zone zone-1 screen screen-1
```

3. If you are done configuring the device, commit the configuration.

```
[edit]
user@host# commit
```

Verification

Confirm that the configuration is working properly.

- [Verifying the Screens in the Security Zone on page 108](#)
- [Verifying the Security Screen Configuration on page 108](#)

Verifying the Screens in the Security Zone

Purpose Verify that the screen is enabled in the security zone.

Action From operational mode, enter the **show security zones** command.

```
[edit]
user@host> show security zones

Security zone: zone-1
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: screen-1
  Interfaces bound: 1
  Interfaces:
    ge-1/0/0.0
```

Verifying the Security Screen Configuration

Purpose Display the configuration information about the security screen.

Action From operational mode, enter the `show security screen ids-option screen-name` command.

```
[edit]
user@host> show security screen ids-option screen-1
Screen object status:
```

Name	Value
TCP SYN FIN	enabled

Understanding TCP Headers With FIN Flag Set and Without ACK Flag Set

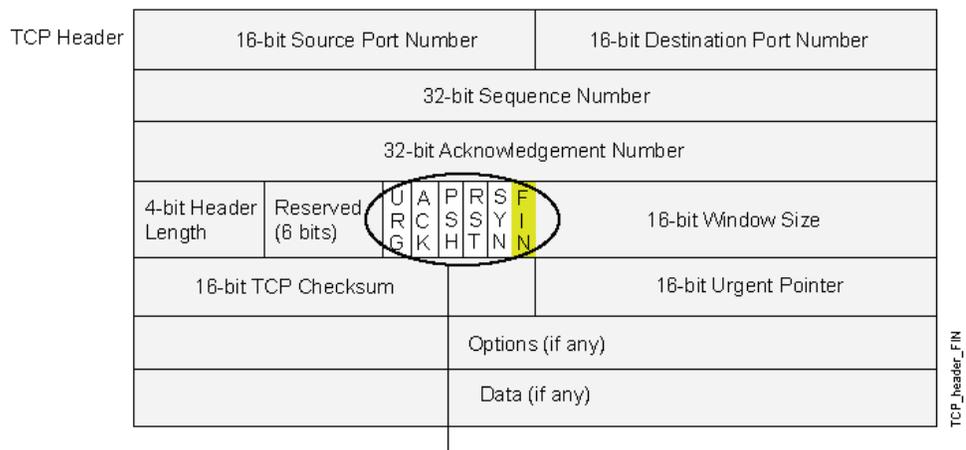
Supported Platforms SRX Series, vSRX

Figure 19 on page 109 shows TCP segments with the FIN control flag set (to signal the conclusion of a session and terminate the connection). Normally, TCP segments with the FIN flag set also have the ACK flag set (to acknowledge the previous packet received). Because a TCP header with the FIN flag set but not the ACK flag is anomalous TCP behavior, there is no uniform response to this. The OS might respond by sending a TCP segment with the RST flag set. Another might completely ignore it. The victim's response can provide the attacker with a clue as to its OS. (Other purposes for sending a TCP segment with the FIN flag set are to evade detection while performing address and port scans and to evade defenses on guard for a SYN flood by performing a FIN flood instead.)



NOTE: Vendors have interpreted RFC 793, *Transmission Control Protocol*, variously when designing their TCP/IP implementations. When a TCP segment arrives with the FIN flag set but not the ACK flag, some implementations send RST segments, while others drop the packet without sending an RST.

Figure 19: TCP Header with FIN Flag Set



Only the FIN flag is set.

When you enable this screen option, Junos OS checks if the FIN flag is set but not the ACK flag in TCP headers. If it discovers a packet with such a header, it drops the packet.



NOTE: Junos OS supports TCP header with SYN and FIN flags set protection for both IPv4 and Ipv6 traffic.

Related Documentation

- [Reconnaissance Deterrence Overview on page 91](#)

Example: Blocking Packets With FIN Flag Set and Without ACK Flag Set

Supported Platforms [SRX Series, vSRX](#)

This example shows how to create a screen to block packets with the FIN flag set but the ACK flag not set.

- [Requirements on page 110](#)
- [Overview on page 110](#)
- [Configuration on page 110](#)
- [Verification on page 111](#)

Requirements

Before you begin, understand how TCP headers work. See “[Understanding TCP Headers With FIN Flag Set and Without ACK Flag Set](#)” on page 109.

Overview

The TCP segments with the FIN flag set also have the ACK flag set to acknowledge the previous packet received. Because a TCP header with the FIN flag set but the ACK flag not set is anomalous TCP behavior, there is no uniform response to this. When you enable the `fin-no-ack` screen option, Junos OS checks if the FIN flag is set but not the ACK flag in TCP headers. If it discovers a packet with such a header, it drops the packet.

In this example, you create a screen called `screen-1` to block packets with the FIN flag set but the ACK flag not set.

Configuration

Step-by-Step Procedure

To block packets with the FIN flag set but the ACK flag not set:

1. Configure the screen.

[edit]

```
user@host# set security screen ids-option screen-1 tcp fin-no-ack
```

2. If you are done configuring the device, commit the configuration.

[edit]

```
user@host# commit
```

Verification

Confirm that the configuration is working properly.

- [Verifying the Screens in the Security Zone on page 111](#)
- [Verifying the Security Screen Configuration on page 111](#)

Verifying the Screens in the Security Zone

Purpose Verify that the screen is enabled in the security zone.

Action From operational mode, enter the **show security zones** command.

```
[edit]
user@host> show security zones

Security zone: zone-1
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: screen-1
  Interfaces bound: 1
  Interfaces:
    ge-1/0/0.0
```

Verifying the Security Screen Configuration

Purpose Display the configuration information about the security screen.

Action From operational mode, enter the **show security screen ids-option screen-name** command.

```
[edit]
user@host> show security screen ids-option screen-1
Screen object status:

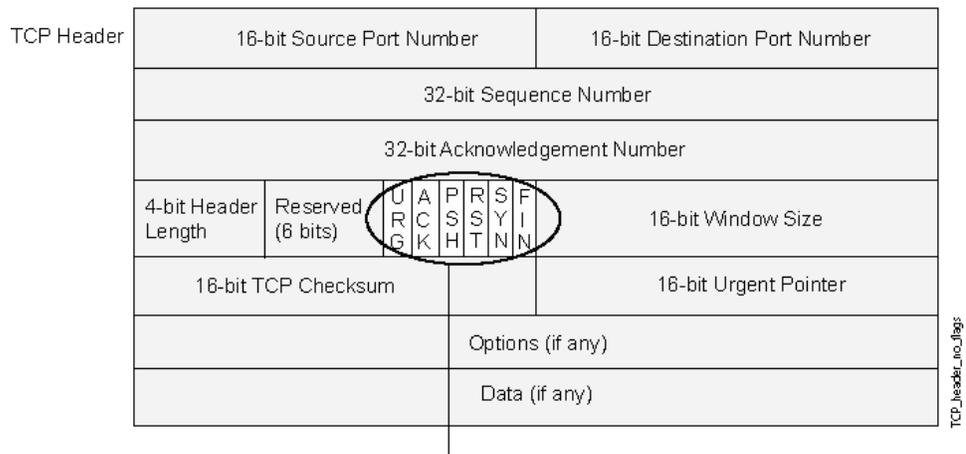
      Name                               Value
      TCP FIN no ACK                      enabled
```

Understanding TCP Header with No Flags Set

Supported Platforms [SRX Series, vSRX](#)

A normal TCP segment header has at least one flag control set. A TCP segment with no control flags set is an anomalous event. Because different operating systems respond differently to such anomalies, the response (or lack of response) from the targeted device can provide a clue as to the type of OS it is running. See [Figure 20 on page 112](#).

Figure 20: TCP Header with No Flags Set



When you enable the device to detect TCP segment headers with no flags set, the device drops all TCP packets with a missing or malformed flags field.



NOTE: Junos OS supports TCP header with no flags set protection for both IPv4 and IPv6 traffic.

- Related Documentation**
- [Reconnaissance Deterrence Overview on page 91](#)

Example: Blocking Packets with No Flags Set

Supported Platforms [SRX Series, vSRX](#)

This example shows how to create a screen to block packets with no flags set.

- [Requirements on page 112](#)
- [Overview on page 112](#)
- [Configuration on page 113](#)
- [Verification on page 113](#)

Requirements

Before you begin, understand how a TCP header with no flags set works. See [“Understanding TCP Header with No Flags Set” on page 111](#).

Overview

A normal TCP segment header has at least one flag control set. A TCP segment with no control flags set is an anomalous event. Because different operating systems respond differently to such anomalies, the response (or lack of response) from the targeted device can provide a clue as to the type of OS it is running.

When you enable the device to detect TCP segment headers with no flags set, the device drops all TCP packets with a missing or malformed flags field.

In this example, you create a screen called screen-1 to block packets with no flags set.

Configuration

Step-by-Step Procedure

To block packets with no flags set:

1. Configure the screen.

```
[edit ]
user@host# set security screen ids-option screen-1 tcp tcp-no-flag
```

2. Enable the screen in the security zone.

```
[edit ]
user@host# set security zones security-zone zone-1 screen screen-1
```

3. If you are done configuring the device, commit the configuration.

```
[edit]
user@host# commit
```

Verification

Confirm that the configuration is working properly.

- [Verifying the Screens in the Security Zone on page 113](#)
- [Verifying the Security Screen Configuration on page 113](#)

Verifying the Screens in the Security Zone

Purpose Verify that the screen is enabled in the security zone.

Action From operational mode, enter the **show security zones** command.

```
[edit]
user@host> show security zones

Security zone: zone-1
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: screen-1
  Interfaces bound: 1
  Interfaces:
    ge-1/0/0.0
```

Verifying the Security Screen Configuration

Purpose Display the configuration information about the security screen.

Action From operational mode, enter the **show security screen ids-option screen-name** command.

```
[edit]
user@host> show security screen ids-option screen-1
Screen object status:
```

Name	Value
TCP no flag	enabled

CHAPTER 8

Protecting Against Attacker Evasion Techniques

- [Understanding Attacker Evasion Techniques on page 115](#)
- [Understanding FIN Scans on page 116](#)
- [Thwarting a FIN Scan on page 116](#)
- [Understanding TCP SYN Checking on page 116](#)
- [Setting TCP SYN Checking on page 118](#)
- [Setting Strict SYN Checking on page 119](#)
- [Understanding IP Spoofing on page 119](#)
- [Example: Blocking IP Spoofing on page 119](#)
- [Understanding IP Spoofing in Layer 2 Transparent Mode on page 121](#)
- [Configuring IP Spoofing in Layer 2 Transparent Mode on page 122](#)
- [Understanding IP Source Route Options on page 123](#)
- [Example: Blocking Packets with Either a Loose or a Strict Source Route Option Set on page 125](#)
- [Example: Detecting Packets with Either a Loose or a Strict Source Route Option Set on page 127](#)

Understanding Attacker Evasion Techniques

Supported Platforms [SRX Series, vSRX](#)

Whether gathering information or launching an attack, it is generally expected that the attacker avoids detection. Although some IP address and port scans are blatant and easily detectable, more wily attackers use a variety of means to conceal their activity. Techniques such as using FIN scans instead of SYN scans—which attackers know most firewalls and intrusion detection programs detect—indicate an evolution of reconnaissance and exploit techniques for evading detection and successfully accomplishing their tasks.

Related Documentation [• Reconnaissance Deterrence Overview on page 91](#)

Understanding FIN Scans

Supported Platforms [SRX Series, vSRX](#)

A FIN scan sends TCP segments with the FIN flag set in an attempt to provoke a response (a TCP segment with the RST flag set) and thereby discover an active host or an active port on a host. Attackers might use this approach rather than perform an address sweep with ICMP echo requests or an address scan with SYN segments, because they know that many firewalls typically guard against the latter two approaches but not necessarily against FIN segments. The use of TCP segments with the FIN flag set might evade detection and thereby help the attackers succeed in their reconnaissance efforts.

Related Documentation

- [Reconnaissance Deterrence Overview on page 91](#)

Thwarting a FIN Scan

Supported Platforms [SRX Series, vSRX](#)

To thwart FIN scans, take either or both of the following actions:

- Enable the screen option that specifically blocks TCP segments with the FIN flag set but not the ACK flag, which is anomalous for a TCP segment:

```
user@host#set security screen fin-no-ack tcp fin-no-ack
user@host#set security zones security-zone name screen fin-no-ack
```

where *name* is the name of the zone to which you want to apply this screen option .

- Change the packet processing behavior to reject all non-SYN packets that do not belong to an existing session. The SYN check flag is set as the default.



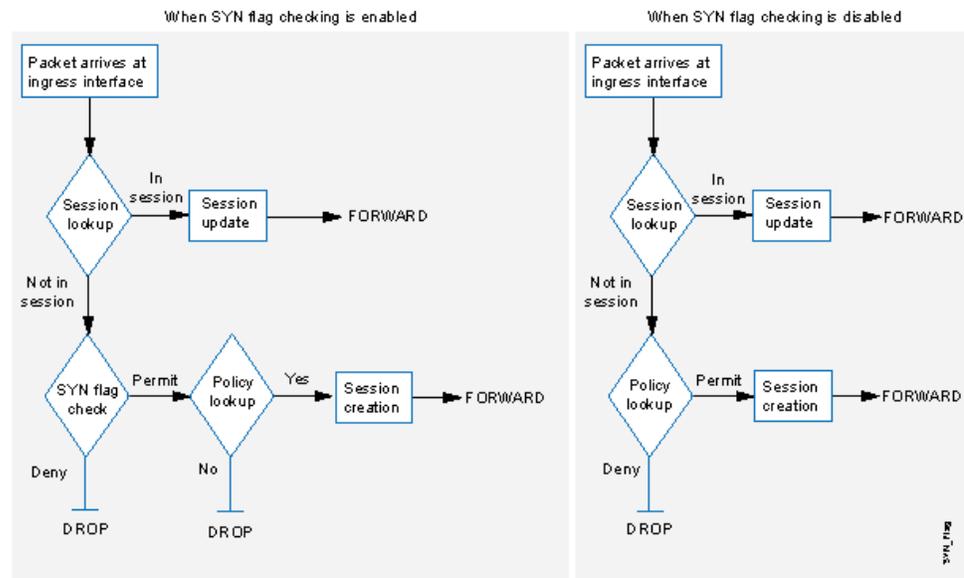
NOTE: Changing the packet flow to check that the SYN flag is set for packets that do not belong to existing sessions also thwarts other types of non-SYN scans, such as a null scan (when no TCP flags are set).

Understanding TCP SYN Checking

Supported Platforms [SRX Series, vSRX](#)

By default, Junos OS checks for SYN flags in the first packet of a session and rejects any TCP segments with non-SYN flags attempting to initiate a session. You can leave this packet flow as is or change it so that Junos OS does not enforce SYN flag checking before creating a session. [Figure 21 on page 117](#) illustrates packet flow sequences both when SYN flag checking is enabled and when it is disabled.

Figure 21: SYN Flag Checking



When Junos OS with SYN flag checking enabled receives a non-SYN TCP segment that does not belong to an existing session, it drops the packet. By default, Junos OS does not send a TCP RST to the source host on receiving the non-SYN segment. You can configure the device to send TCP RST to the source host by using the **set security zones security-zone trust tcp-rst** command. If the code bit of the initial non-SYN TCP packet is RST, the device does not send a TCP-RST.

Not checking for the SYN flag in the first packets offers the following advantages:

- **NSRP with Asymmetric Routing**—In an active/active NSRP configuration in a dynamic routing environment, a host might send the initial TCP segment with the SYN flag set to one device (Device-A), but the SYN/ACK might be routed to the other device in the cluster (Device-B). If this asymmetric routing occurs after Device-A has synchronized its session with Device-B, all is well. On the other hand, if the SYN/ACK response reaches Device-B before Device-A synchronizes the session and SYN checking is enabled, Device-B rejects the SYN/ACK, and the session cannot be established. With SYN checking disabled, Device-B accepts the SYN/ACK response—even though there is no existing session to which it belongs—and creates a new session table entry for it.
- **Uninterrupted Sessions**—If you reset the device or even change a component in the core section of a policy and SYN checking is enabled, all existing sessions or those sessions to which the policy change applies are disrupted and must be restarted. Disabling SYN checking avoids such disruptions to network traffic flows.



NOTE: A solution to this scenario is to install the device with SYN checking disabled initially. Then, after a few hours—when established sessions are running through the device—enable SYN checking. The core section in a policy contains the following main components: source and destination zones, source and destination addresses, one or more services, and an action.

However, the previous advantages exact the following security sacrifices:

- **Reconnaissance Holes**—When an initial TCP segment with a non-SYN flag—such as ACK, URG, RST, FIN—arrives at a closed port, many operating systems (Windows, for example) respond with a TCP segment that has the RST flag set. If the port is open, then the recipient does not generate any response.

By analyzing these responses or lack thereof, an intelligence gatherer can perform reconnaissance on the protected network and also on the Junos OS policy set. If a TCP segment is sent with a non-SYN flag set and the policy permits it through, the destination host receiving such a segment might drop it and respond with a TCP segment that has the RST flag set. Such a response informs the perpetrator of the presence of an active host at a specific address and that the targeted port number is closed. The intelligence gatherer also learns that the firewall policy permits access to that port number on that host.

By enabling SYN flag checking, Junos OS drops TCP segments without a SYN flag if they do not belong to an existing session. It does not return a TCP RST segment. Consequently, the scanner gets no replies regardless of the policy set or whether the port is open or closed on the targeted host.

- **Session Table Floods**—If SYN checking is disabled, an attacker can bypass the Junos OS SYN flood protection feature by flooding a protected network with a barrage of TCP segments that have non-SYN flags set. Although the targeted hosts drop the packets—and possibly send TCP RST segments in reply—such a flood can fill up the session table of the Juniper Networks device. When the session table is full, the device cannot process new sessions for legitimate traffic.

By enabling SYN checking and SYN flood protection, you can thwart this kind of attack. Checking that the SYN flag is set on the initial packet in a session forces all new sessions to begin with a TCP segment that has the SYN flag set. SYN flood protection then limits the number of TCP SYN segments per second so that the session table does not become overwhelmed.

If you do not need SYN checking disabled, Juniper Networks strongly recommends that it be enabled (its default state for an initial installation of Junos OS). You can enable it with the **set flow tcp-syn-check** command. With SYN checking enabled, the device rejects TCP segments with non-SYN flags set unless they belong to an established session.

Related Documentation

- [Reconnaissance Deterrence Overview on page 91](#)

Setting TCP SYN Checking

Supported Platforms [SRX Series, vSRX](#)

With SYN checking enabled, the device rejects TCP segments with non-SYN flags set unless they belong to an established session. Enabling SYN checking can help prevent attacker reconnaissance and session table floods. TCP SYN checking is enabled by default.

To disable SYN checking:

```
user@host#set security flow tcp-session no-syn-check
```

Setting Strict SYN Checking

Supported Platforms SRX Series, vSRX

With strict SYN checking enabled, the device enables the strict three-way handshake check for the TCP session. It enhances security by dropping data packets before the three-way handshake is done. TCP strict SYN checking is disabled by default.



NOTE: The `strict-syn-check` option cannot be enabled if `no-syn-check` or `no-syn-check-in-tunnel` is enabled.



NOTE: When you enable `strict-syn-check` the SYN packets carrying data are dropped.

To enable strict SYN checking:

```
user@host#set security flow tcp-session strict-syn-check
```

Understanding IP Spoofing

Supported Platforms SRX Series, vSRX

One method of attempting to gain access to a restricted area of the network is to insert a false source address in the packet header to make the packet appear to come from a trusted source. This technique is called IP spoofing. The mechanism to detect IP spoofing relies on route table entries. For example, if a packet with source IP address 10.1.1.6 arrives at `ge-0/0/1`, but Junos OS has a route to 10.1.1.0/24 through `ge-0/0/0`, a check for IP spoofing discovers that this address arrived at an invalid interface as defined in the route table. A valid packet from 10.1.1.6 can only arrive via `ge-0/0/0`, not `ge-0/0/1`. Therefore, Junos OS concludes that the packet has a spoofed source IP address and discards it.



NOTE: Junos OS detects and drops both IPv4 and IPv6 spoofed packets.

Related Documentation

- [Reconnaissance Deterrence Overview on page 91](#)

Example: Blocking IP Spoofing

Supported Platforms SRX Series, vSRX

This example shows how to configure a screen to block IP spoof attacks.

- [Requirements on page 120](#)
- [Overview on page 120](#)
- [Configuration on page 120](#)
- [Verification on page 120](#)

Requirements

Before you begin, understand how IP Spoofing works. See "[Understanding IP Spoofing](#)" on page 119.

Overview

One method of attempting to gain access to a restricted area of a network is to insert a bogus source address in the packet header to make the packet appear to come from a trusted source. This technique is called IP spoofing.

In this example, you configure a screen called screen-1 to block IP spoof attacks and enable the screen in the zone-1 security zone.

Configuration

Step-by-Step Procedure

To block IP spoofing:

1. Configure the screen.

```
[edit ]
user@host# set security screen ids-option screen-1 ip spoofing
```

2. Enable the screen in the security zone.

```
[edit]
user@host# set security zone security-zone zone-1 screen screen-1
```

3. If you are done configuring the device, commit the configuration.

```
[edit]
user@host# commit
```

Verification

Confirm that the configuration is working properly.

- [Verifying the Screens in the Security Zone on page 120](#)
- [Verifying the Security Screen Configuration on page 121](#)

Verifying the Screens in the Security Zone

Purpose Verify that the screen is enabled in the security zone.

Action From operational mode, enter the **show security zones** command.

```
[edit]
user@host> show security zones
```

```

Security zone: zone-1
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: screen-1
  Interfaces bound: 1
  Interfaces:
    ge-1/0/0.0

```

Verifying the Security Screen Configuration

Purpose Display the configuration information about the security screen.

Action From operational mode, enter the `show security screen ids-option screen-name` command.

```

[edit]
user@host> show security screen ids-option screen-1
Screen object status:

```

Name	Value
IP spoofing	enabled

Understanding IP Spoofing in Layer 2 Transparent Mode

Supported Platforms SRX Series, vSRX

In an IP spoofing attack, the attacker gains access to a restricted area of the network and inserts a false source address in the packet header to make the packet appear to come from a trusted source. IP spoofing is most frequently used in denial-of-service (DoS) attacks. When SRX Series devices are operating in transparent mode, the IP spoof-checking mechanism makes use of address book entries. Address books only exist on the Routing Engine. IP spoofing in Layer 2 transparent mode is performed on the Packet Forwarding Engine. Address book information cannot be obtained from the Routing Engine each time a packet is received by the Packet Forwarding Engine. Therefore, address books attached to the Layer 2 zones must be pushed to the Packet Forwarding Engine.



NOTE: IP spoofing in Layer 2 transparent mode does not support DNS and wildcard addresses.

When a packet is received by the Packet Forwarding Engine, the packet's source IP address is checked to determine if it is in the incoming zone's address-book. If the packet's source IP address is in the incoming zone's address book, then this IP address is allowed on the interface, and traffic is passed.

If the source IP address is not present in the incoming zone's address-book, but exists in other zones, then the IP address is considered a spoofed IP. Accordingly, actions such as drop and logging can be taken depending on the screen configuration (alarm-without-drop).



NOTE: If the **alarm-without-drop** option is configured, the Layer 2 spoofing packet only triggers an alarm message, but the packet is not dropped.

If a packet's source IP address is not present in the incoming zone's address book or other zones, then you cannot determine if the IP is spoofed or not. In such instances, the packet is passed.

Junos OS takes into account the following match conditions while it searches for source IP addresses in the address book:

- **Host-match**—The IP address match found in the address-book is an address without a prefix.
- **Prefix-match**—The IP address match found in the address-book is an address with a prefix.
- **Any-match**—The IP address match found in the address-book is “any”, “any-IPv4”, or “any-IPv6”.
- **No-match**—No IP address match is found.

Related Documentation

- [Configuring IP Spoofing in Layer 2 Transparent Mode on page 122](#)

Configuring IP Spoofing in Layer 2 Transparent Mode

Supported Platforms [SRX Series, vSRX](#)

You can configure the IP spoof-checking mechanism to determine whether or not an IP is being spoofed.

To configure IP spoofing in Layer 2 transparent mode:

1. Set the interface in Layer 2 transparent mode.

```
[edit]
user@host# set interfaces ge-0/0/1 unit 0 family ethernet-switching
```

2. (Optional) Set the zone in Layer 2 transparent mode.

```
[edit]
user@host# set security zones security-zone untrust interfaces ge-0/0/1.0
```

3. Configure the address book.

```
[edit]
user@host# set security address-book my-book address myadd1 10.1.1.0/24
user@host# set security address-book my-book address myadd2 10.1.2.0/24
```

4. Apply the address book to the zone.

```
[edit]
user@host# set security address-book my-book attach zone untrust
```

5. Configure screen IP spoofing.

```
[edit]
user@host# set security screen ids-option my-screen ip spoofing
```

6. Apply the screen to the zone.

```
[edit]
user@host# set security zones security-zone untrust screen my-screen
```

7. (Optional) Configure the `alarm-without-drop` option.

```
[edit]
user@host# set security screen ids-option my-screen alarm-without-drop
```



NOTE: If the `alarm-without-drop` option is configured, the Layer 2 spoofing packet only triggers an alarm message, but the packet is not dropped.

Related Documentation

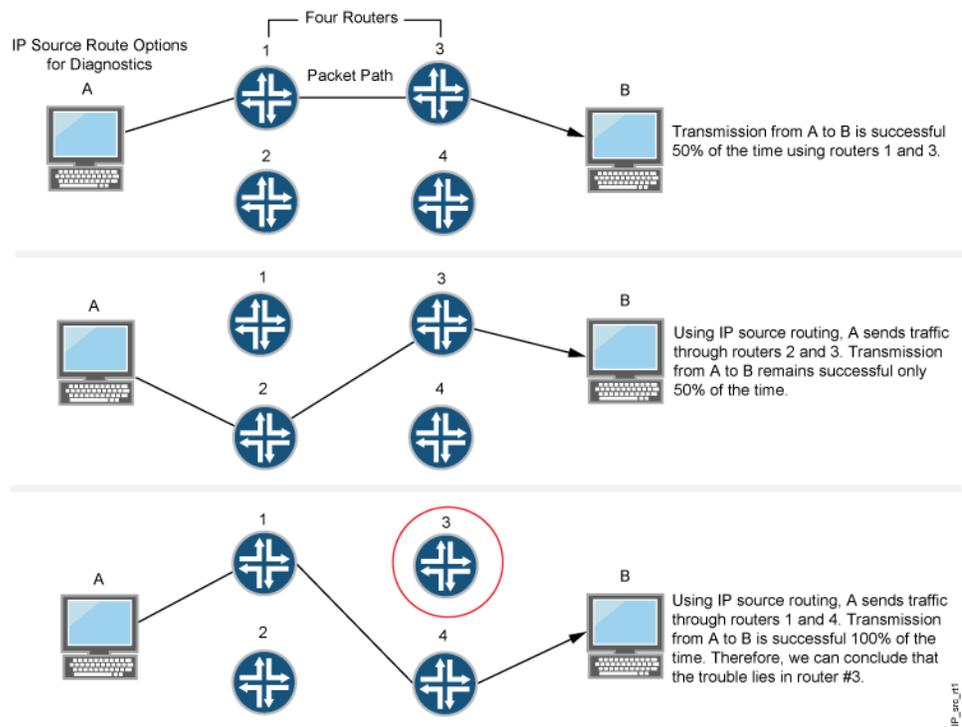
- [Understanding IP Spoofing in Layer 2 Transparent Mode on page 121](#)

Understanding IP Source Route Options

Supported Platforms [SRX Series, vSRX](#)

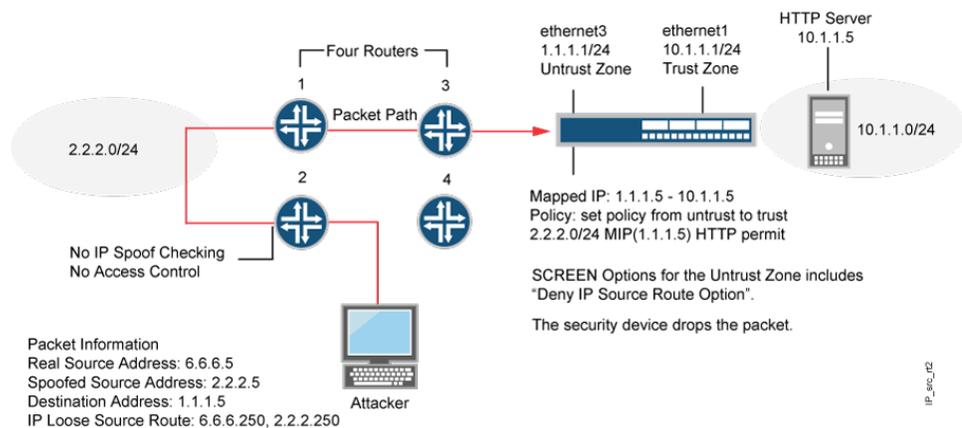
Source routing was designed to allow users at the source of an IP packet transmission to specify the IP addresses of the devices (also referred to as “hops”) along the path that they want an IP packet to take on its way to its destination. The original intent of the IP source route options was to provide routing control tools to aid diagnostic analysis. If, for example, the transmission of a packet to a particular destination meets with irregular success, you might first use either the record route or the timestamp IP option to discover the addresses of devices along the path or paths that the packet takes. You can then use either the loose or the strict source route option to direct traffic along a specific path, using the addresses you learned from the results that the record route or timestamp options produced. By changing device addresses to alter the path and sending several packets along different paths, you can note changes that either improve or lessen the success rate. Through analysis and the process of elimination, you might be able to deduce where the trouble lies. See [Figure 22 on page 124](#).

Figure 22: IP Source Routing



Although the uses of IP source route options were originally benign, attackers have learned to put them to more devious uses. They can use IP source route options to hide their true address and access restricted areas of a network by specifying a different path. For an example showing how an attacker can put both deceptions to use, consider the following scenario as illustrated in Figure 23 on page 124.

Figure 23: Loose IP Source Route Option for Deception



Junos OS only allows traffic 2.2.2.0/24 if it comes through ethernet1, an interface bound to zone_external. Devices 3 and 4 enforce access controls but devices 1 and 2 do not. Furthermore, device 2 does not check for IP spoofing. The attacker spoofs the source address and, by using the loose source route option, directs the packet through device 2 to the 2.2.2.0/24 network and from there out device 1. Device 1 forwards it to device 3,

which forwards it to the Juniper Networks device. Because the packet came from the 2.2.2.0/24 subnet and has a source address from that subnet, it seems to be valid. However, one remnant of the earlier chicanery remains: the loose source route option. In this example, you have enabled the deny IP source route screen option for zone_external. When the packet arrives at ethernet3, the device rejects it.

You can enable the device to either block any packets with loose or strict source route options set or detect such packets and then record the event in the counters list for the ingress interface. The screen options are as follows:

- **Deny IP Source Route Option**—Enable this option to block all IP traffic that employs the loose or strict source route option. Source route options can allow an attacker to enter a network with a false IP address.
- **Detect IP Loose Source Route Option**—The device detects packets where the IP option is 3 (Loose Source Routing) and records the event in the screen counters list for the ingress interface. This option specifies a partial route list for a packet to take on its journey from source to destination. The packet must proceed in the order of addresses specified, but it is allowed to pass through other devices in between those specified.
- **Detect IP Strict Source Route Option**—The device detects packets where the IP option is 9 (Strict Source Routing) and records the event in the screen counters list for the ingress interface. This option specifies the complete route list for a packet to take on its journey from source to destination. The last address in the list replaces the address in the destination field. Currently, this screen option is applicable to IPv4 only.

Related Documentation

- [Reconnaissance Deterrence Overview on page 91](#)

Example: Blocking Packets with Either a Loose or a Strict Source Route Option Set

Supported Platforms [SRX Series, vSRX](#)

This example shows how to block packets with either a loose or a strict source route option set.

- [Requirements on page 125](#)
- [Overview on page 125](#)
- [Configuration on page 126](#)
- [Verification on page 126](#)

Requirements

Before you begin, understand how IP source route options work. See “[Understanding IP Source Route Options](#)” on page 123.

Overview

Source routing allows users at the source of an IP packet transmission to specify the IP addresses of the devices (also referred to as “hops”) along the path that they want an

IP packet to take on its way to its destination. The original intent of the IP source route options was to provide routing control tools to aid diagnostic analysis.

You can enable the device to either block any packets with loose or strict source route options set or detect such packets and then record the event in the counters list for the ingress interface.

In this example you create the screen called screen-1 to block packets with either a loose or a strict source route option set and enable the screen in the zone-1 security zone.

Configuration

Step-by-Step Procedure

To block packets with either the loose or the strict source route option set:

1. Configure the screen.

```
[edit ]
user@host# set security screen ids-option screen-1 ip source-route-option
```
2. Enable the screen in the security zone.

```
[edit ]
user@host# set security zones security-zone zone-1 screen screen-1
```
3. If you are done configuring the device, commit the configuration.

```
[edit]
user@host# commit
```

Verification

Confirm that the configuration is working properly.

- [Verifying the Screens in the Security Zone on page 126](#)
- [Verifying the Security Screen Configuration on page 126](#)

Verifying the Screens in the Security Zone

Purpose Verify that the screen is enabled in the security zone.

Action From operational mode, enter the **show security zones** command.

```
[edit]
user@host> show security zones
Security zone: zone-1
  Send reset for non-SYN session TCP packets: Off
  Policy configurable: Yes
  Screen: screen-1
  Interfaces bound: 1
  Interfaces:
    ge-1/0/0.0
```

Verifying the Security Screen Configuration

Purpose Display the configuration information about the security screen.

Action From operational mode, enter the `show security screen ids-option screen-name` command.

```
[edit]
user@host> show security screen ids-option screen-1
Screen object status:

Name                               Value
IP source route option             enabled
```

Example: Detecting Packets with Either a Loose or a Strict Source Route Option Set

Supported Platforms [SRX Series](#), [vSRX](#)

This example shows how to detect packets with either a loose or a strict source route option set.

- [Requirements on page 127](#)
- [Overview on page 127](#)
- [Configuration on page 127](#)
- [Verification on page 128](#)

Requirements

Before you begin, understand how IP source route options work. See “[Understanding IP Source Route Options](#)” on page 123.

Overview

Source routing allows users at the source of an IP packet transmission to specify the IP addresses of the devices (also referred to as “hops”) along the path that they want an IP packet to take on its way to its destination. The original intent of the IP source route options was to provide routing control tools to aid diagnostic analysis.

You can enable the device to either block any packets with loose or strict source route options set or detect such packets and then record the event in the counters list for the ingress interface.

In this example, you create two screens called screen-1 and screen-2 to detect and record, but not block, packets with a loose or strict source route option set and enable the screens in zones zone-1 and zone-2.

Configuration

- Step-by-Step Procedure** To detect and record, but not block, packets with a loose or strict source route option set:
1. Configure the loose source screen.


```
[edit]
user@host# set security screen ids-option screen-1 ip loose-source-route-option
```
 2. Configure the strict source route screen.


```
[edit]
```

```
user@host# set security screen ids-option screen-2 ip strict-source-route-option
```



NOTE: Currently, this screen option supports IPv4 only.

3. Enable the screens in the security zones.

```
[edit]
```

```
user@host# set security zones security-zone zone-1 screen screen-1
```

```
user@host# set security zones security-zone zone-2 screen screen-2
```

4. If you are done configuring the device, commit the configuration.

```
[edit]
```

```
user@host# commit
```

Verification

Confirm that the configuration is working properly.

- [Verifying the Screens in the Security Zone on page 128](#)
- [Verifying the Security Screen Configuration on page 128](#)

Verifying the Screens in the Security Zone

Purpose Verify that the screen is enabled in the security zone.

Action From operational mode, enter the **show security zones** command.

```
[edit]
```

```
user@host> show security zones
```

```
Security zone: zone-1
```

```
Send reset for non-SYN session TCP packets: Off
```

```
Policy configurable: Yes
```

```
Screen: screen-1
```

```
Interfaces bound: 1
```

```
Interfaces:
```

```
ge-1/0/0.0
```

```
Security zone: zone-2
```

```
Send reset for non-SYN session TCP packets: Off
```

```
Policy configurable: Yes
```

```
Screen: screen-2
```

```
Interfaces bound: 1
```

```
Interfaces:
```

```
ge-2/0/0.0
```

Verifying the Security Screen Configuration

Purpose Display the configuration information about the security screen.

Action From operational mode, enter the **show security screen ids-option screen-name** command.

```
[edit]
```

```
user@host> show security screen ids-option screen-1
```

Screen object status:

Screen object status:

Name	Value
IP loose source route option	enabled

[edit]

user@host> **show security screen ids-option screen-2**

Screen object status:

Screen object status:

Name	Value
IP strict source route option	enabled

PART 4

Configuring Suspicious Packet Attributes for Security Devices

- [Protecting Against ICMP and SYN Fragment Attacks on page 133](#)
- [Protecting Against IP Attacks on page 141](#)

CHAPTER 9

Protecting Against ICMP and SYN Fragment Attacks

- [Suspicious Packet Attributes Overview on page 133](#)
- [Understanding ICMP Fragment Protection on page 133](#)
- [Example: Blocking Fragmented ICMP Packets on page 134](#)
- [Understanding Large ICMP Packet Protection on page 135](#)
- [Example: Blocking Large ICMP Packets on page 136](#)
- [Understanding SYN Fragment Protection on page 137](#)
- [Example: Dropping IP Packets Containing SYN Fragments on page 138](#)

Suspicious Packet Attributes Overview

Supported Platforms [SRX Series, vSRX](#)

Attackers can craft packets to perform reconnaissance or launch denial-of-service (DoS) attacks. Sometimes it is unclear what the intent of a crafted packet is, but the very fact that it is crafted suggests that it is being put to some kind of insidious use.

The following topics describe screen options that block suspicious packets that might contain hidden threats:

- [Understanding ICMP Fragment Protection on page 133](#)
- [Understanding Large ICMP Packet Protection on page 135](#)
- [Understanding Bad IP Option Protection on page 141](#)
- [Understanding Unknown Protocol Protection on page 143](#)
- [Understanding IP Packet Fragment Protection on page 145](#)
- [Understanding SYN Fragment Protection on page 137](#)

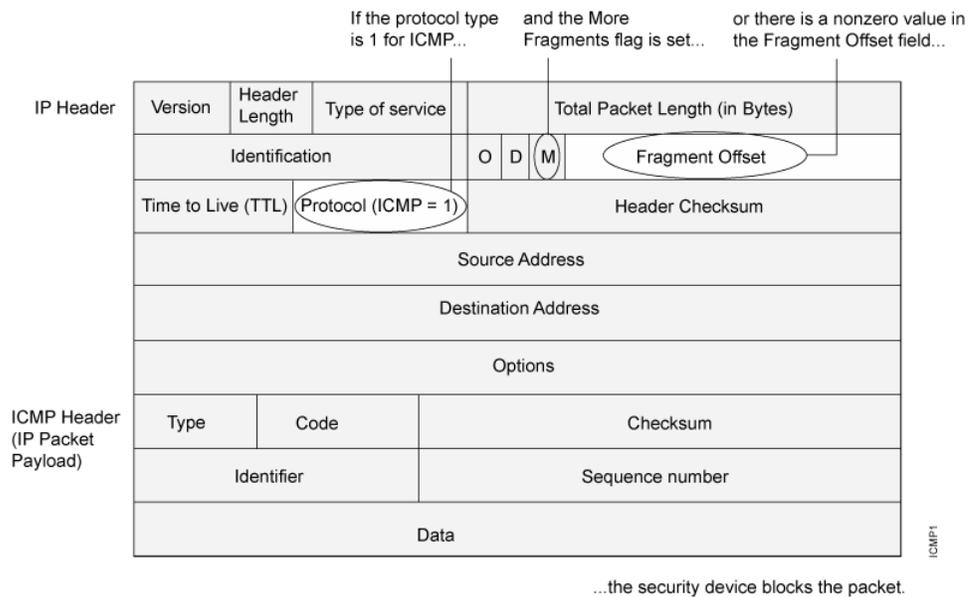
Understanding ICMP Fragment Protection

Supported Platforms [SRX Series, vSRX](#)

Internet Control Message Protocol (ICMP) provides error reporting and network probe capabilities. Because ICMP packets contain very short messages, there is no legitimate reason for ICMP packets to be fragmented. If an ICMP packet is so large that it must be fragmented, something is amiss.

When you enable the ICMP fragment protection screen option, Junos OS blocks any ICMP packet that has the More Fragments flag set or that has an offset value indicated in the offset field. See [Figure 24 on page 134](#).

Figure 24: Blocking ICMP Fragments



...the security device blocks the packet.



NOTE: Junos OS supports ICMP fragment protection for ICMPv6 packets.

Example: Blocking Fragmented ICMP Packets

Supported Platforms [SRX Series, vSRX](#)

This example shows how to block fragmented ICMP packets.

Requirements

Before you begin, Understand ICMP fragment protection. See [“Suspicious Packet Attributes Overview” on page 133](#).

Overview

When you enable the ICMP fragment protection screen option, Junos OS blocks any ICMP packet that has the more fragments flag set or that has an offset value indicated in the offset field.

In this example, you configure the ICMP fragment screen to block fragmented ICMP packets originating from the zone1 security zone.

Configuration

Step-by-Step Procedure

To block fragmented ICMP packets:

1. Configure the screen.
[edit]
user@host# **set security screen ids-option icmp-fragment icmp fragment**
2. Configure a security zone.
[edit]
user@host# **set security zones security-zone zone1 screen icmp-fragment**
3. If you are done configuring the device, commit the configuration.
[edit]
user@host# **commit**

Verification

To verify the configuration is working properly, enter the **show security screen statistics zone zone-name** command.

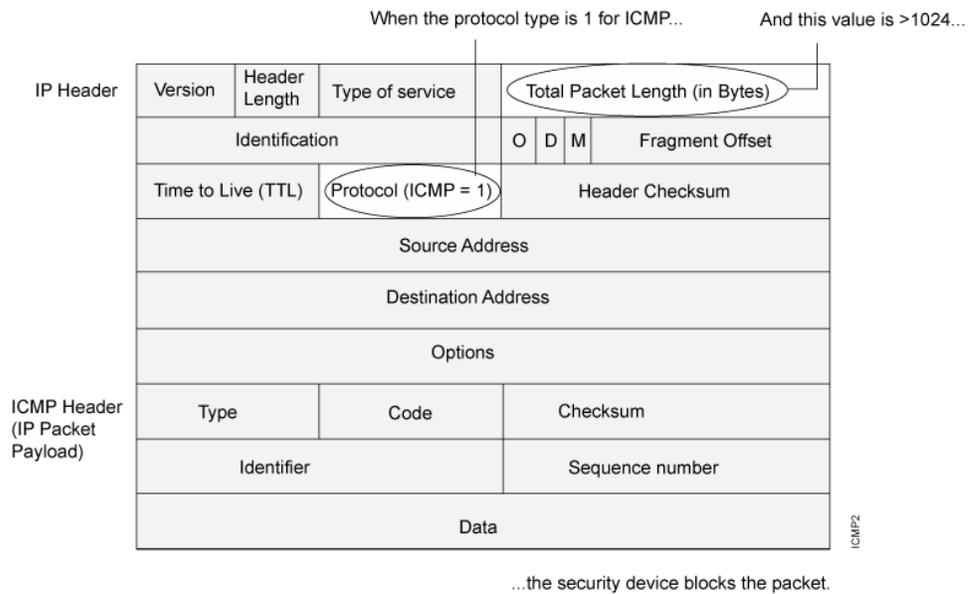
Understanding Large ICMP Packet Protection

Supported Platforms SRX Series, vSRX

Internet Control Message Protocol (ICMP) provides error reporting and network probe capabilities. Because ICMP packets contain very short messages, there is no legitimate reason for large ICMP packets. If an ICMP packet is unusually large, something is amiss.

See [Figure 25 on page 136](#).

Figure 25: Blocking Large ICMP Packets



When you enable the large size ICMP packet protection screen option, Junos OS drops ICMP packets with a length greater than 1024 bytes.



NOTE: Junos OS supports large ICMP packet protection for both ICMP and ICMPv6 packets.

Example: Blocking Large ICMP Packets

Supported Platforms SRX Series, vSRX

This example shows how to block large ICMP packets.

Requirements

Before you begin, Understand large ICMP packet protection. See “[Suspicious Packet Attributes Overview](#)” on page 133.

Overview

When you enable the large ICMP packet protection screen option, Junos OS drops ICMP packets that are larger than 1024 bytes.

In this example, you configure the ICMP large screen to block large ICMP packets originating from the zone1 security zone.

Configuration

Step-by-Step Procedure To block large ICMP packets:

1. Configure the screen.

```
[edit]  
user@host# set security screen ids-option icmp-large icmp large
```

2. Configure a security zone.

```
[edit]  
user@host# set security zones security-zone zone1 screen icmp-large
```

3. If you are done configuring the device, commit the configuration.

```
[edit]  
user@host# commit
```

Verification

To verify the configuration is working properly, enter the **show security screen statistics zone *zone-name*** command.

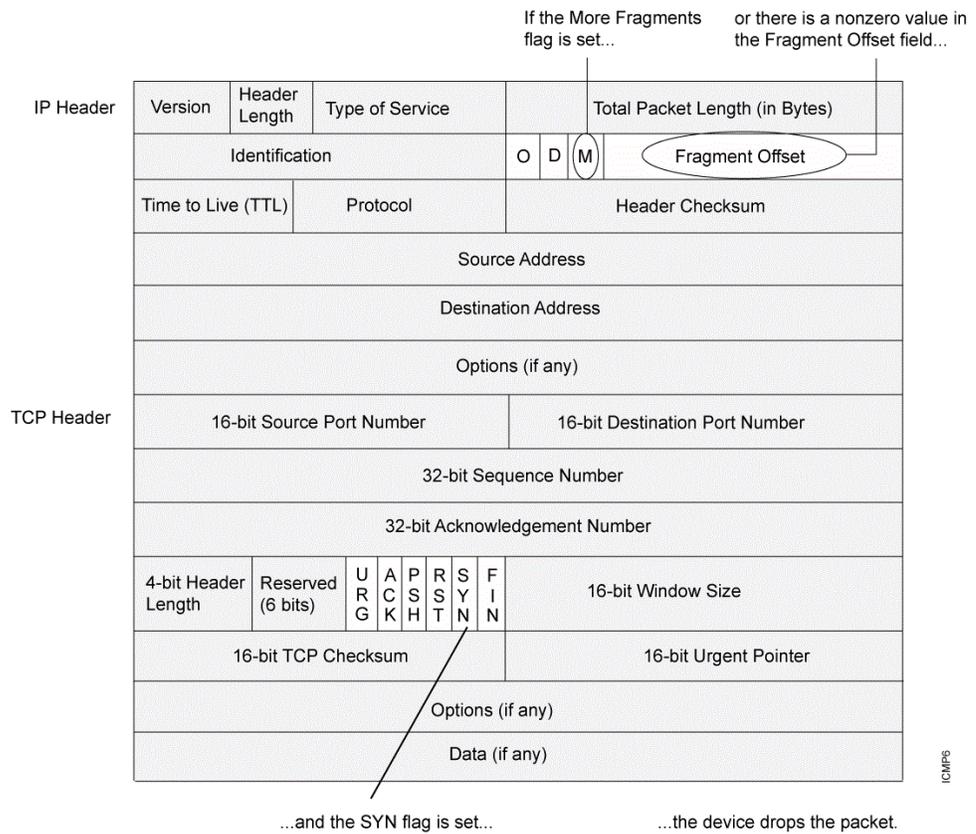
Understanding SYN Fragment Protection

Supported Platforms SRX Series, vSRX

The IP encapsulates a TCP SYN segment in the IP packet that initiates a TCP connection. Because the purpose of this packet is to initiate a connection and invoke a SYN/ACK segment in response, the SYN segment typically does not contain any data. Because the IP packet is small, there is no legitimate reason for it to be fragmented.

A fragmented SYN packet is anomalous, and, as such, it is suspect. To be cautious, block such unknown elements from entering your protected network. See [Figure 26 on page 138](#).

Figure 26: SYN Fragments



When you enable the SYN fragment detection screen option, Junos OS detects packets when the IP header indicates that the packet has been fragmented and the SYN flag is set in the TCP header. Junos OS records the event in the screen counters list for the ingress interface.



NOTE: Junos OS supports SYN fragment protection for both IPv4 and IPv6 packets.

Example: Dropping IP Packets Containing SYN Fragments

Supported Platforms SRX Series, vSRX

This example shows how to drop IP packets containing SYN fragments.

Requirements

Before you begin, Understand IP packet fragment protection. See “[Suspicious Packet Attributes Overview](#)” on page 133.

Overview

When you enable the SYN fragment detection screen option, Junos OS detects packets when the IP header indicates that the packet has been fragmented and the SYN flag is set in the TCP header. Also, Junos OS records the event in the screen counters list for the ingress interface.

In this example, you configure the SYN fragment screen to drop fragmented SYN packets originating from the zone1 security zone.

Configuration

Step-by-Step Procedure

To drop IP packets containing SYN fragments:

1. Configure the screen.

```
[edit]
user@host# set security screen ids-option syn-frag tcp syn-frag
```

2. Configure the security zone.

```
[edit]
user@host# set security zones security-zone zone1 screen syn-frag
```

3. If you are done configuring the device, commit the configuration.

```
[edit]
user@host# commit
```

Verification

To verify the configuration is working properly, enter the **show security screen statistics zone zone-name** command.

CHAPTER 10

Protecting Against IP Attacks

- [Understanding Bad IP Option Protection on page 141](#)
- [Example: Blocking IP Packets with Incorrectly Formatted Options on page 142](#)
- [Understanding Unknown Protocol Protection on page 143](#)
- [Example: Dropping Packets Using an Unknown Protocol on page 144](#)
- [Understanding IP Packet Fragment Protection on page 145](#)
- [Example: Dropping Fragmented IP Packets on page 146](#)

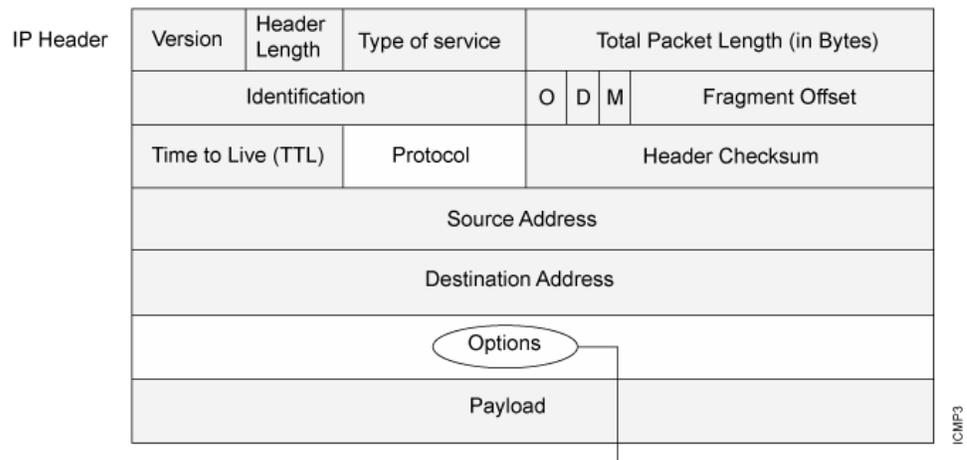
Understanding Bad IP Option Protection

Supported Platforms [SRX Series, vSRX](#)

The IP standard RFC 791, *Internet Protocol*, specifies a set of eight options that provide special routing controls, diagnostic tools, and security. Although the original, intended uses for these options served worthy ends, people have figured out ways to twist these options to accomplish less commendable objectives.

Either intentionally or accidentally, attackers sometimes configure IP options incorrectly, producing either incomplete or malformed fields. Regardless of the intentions of the person who crafted the packet, the incorrect formatting is anomalous and potentially harmful to the intended recipient. See [Figure 27 on page 142](#).

Figure 27: Incorrectly Formatted IP Options



If the IP options are incorrectly formatted, the security device records the event in the screen counters for the ingress interface.

When you enable the bad IP option protection screen option, Junos OS blocks packets when any IP option in the IP packet header is incorrectly formatted. Additionally, Junos OS records the event in the event log.



NOTE: Junos OS supports bad IP option protection for both IPv4 and IPv6 packets.

Example: Blocking IP Packets with Incorrectly Formatted Options

Supported Platforms SRX Series, vSRX

This example shows how to block large ICMP packets with incorrectly formatted options.

Requirements

Before you begin, Understand bad IP option protection. See “[Suspicious Packet Attributes Overview](#)” on page 133.

Overview

When you enable the bad IP option protection screen option, Junos OS blocks packets when any IP option in the IP packet header is incorrectly formatted. Additionally, Junos OS records the event in the event log.

In this example, you configure the IP bad option screen to block large ICMP packets originating from the zone1 security zone.

Configuration

Step-by-Step Procedure To detect and block IP packets with incorrectly formatted IP options:

1. Configure the screen.

```
[edit]
user@host# set security screen ids-option ip-bad-option ip bad-option
```



NOTE: Currently this screen option is applicable only to IPv4.

2. Configure a security zone.

```
[edit]
user@host# set security zones security-zone zone1 screen ip-bad-option
```

3. If you are done configuring the device, commit the configuration.

```
[edit]
user@host# commit
```

Verification

To verify the configuration is working properly, enter the **show security screen statistics zone *zone-name*** command.

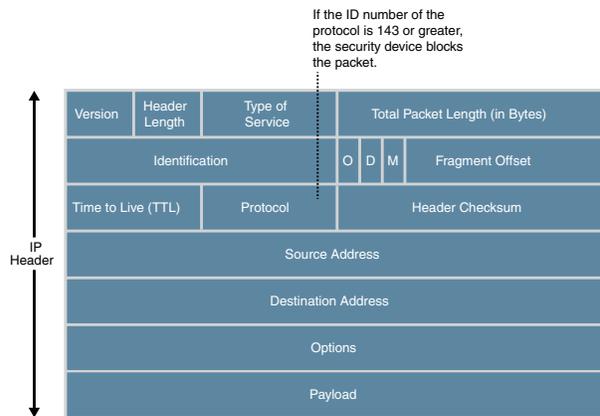
Understanding Unknown Protocol Protection

Supported Platforms SRX Series, vSRX

Based on the latest IANA protocol numbers document, the protocol types with ID numbers of 143 or greater are reserved and undefined at this time. Precisely because these protocols are undefined, there is no way to know in advance if a particular unknown protocol is benign or malicious.

Unless your network makes use of a nonstandard protocol with an ID number of 143 or greater, a cautious stance is to block such unknown elements from entering your protected network. See [Figure 28 on page 144](#).

Figure 28: Unknown Protocols



When you enable the unknown protocol protection screen option, Junos OS drops packets when the protocol field contains a protocol ID number of 143 or greater by default.



NOTE: When you enable the unknown protocol protection screen option for IPv6 protocol, Junos OS drops packets when the protocol field contains a protocol ID number of 143 or greater by default.

Example: Dropping Packets Using an Unknown Protocol

Supported Platforms SRX Series, vSRX

This example shows how to drop packets using an unknown protocol.

Requirements

Before you begin, Understand unknown protocol protection. See “[Suspicious Packet Attributes Overview](#)” on page 133.

Overview

When you enable the unknown protocol protection screen option, Junos OS drops packets when the protocol field contains a protocol ID number of 137 or greater by default.

In this example, you configure the unknown protocol screen to block packets with an unknown protocol originating from the zone1 security zone.

Configuration

Step-by-Step Procedure

To drop packets that use an unknown protocol:

1. Configure the unknown protocol screen.


```
[edit]
user@host# set security screen ids-option unknown-protocol ip unknown-protocol
```
2. Configure a security zone.

```
[edit]
user@host# set security zones security-zone zone1 screen unknown-protocol
```

- If you are done configuring the device, commit the configuration.

```
[edit]
user@host# commit
```

Verification

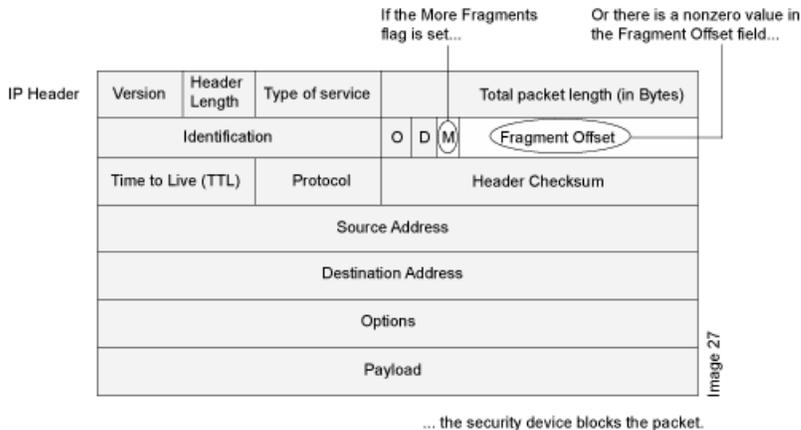
To verify the configuration is working properly, enter the **show security screen statistics zone zone-name** command.

Understanding IP Packet Fragment Protection

Supported Platforms SRX Series, vSRX

As packets traverse different networks, it is sometimes necessary to break a packet into smaller pieces (fragments) based upon the maximum transmission unit (MTU) of each network. IP fragments might contain an attacker's attempt to exploit the vulnerabilities in the packet reassembly code of specific IP stack implementations. When the victim receives these packets, the results can range from processing the packets incorrectly to crashing the entire system. See [Figure 29 on page 145](#).

Figure 29: IP Packet Fragments



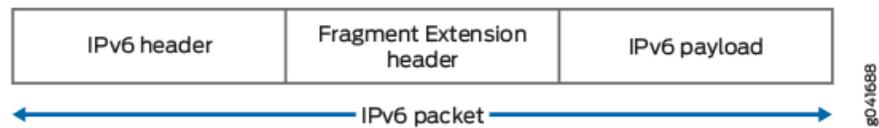
... the security device blocks the packet.

When you enable Junos OS to deny IP fragments on a security zone, it blocks all IP packet fragments that it receives at interfaces bound to that zone.

NOTE: Junos OS supports IP fragment protection for both IPv4 and IPv6 packets.

In IPv6 packets, fragment information is not present in the IPv6 header. The fragment information is present in the fragment extension header, which is responsible for IPv6 fragmentation and reassembly. The source node inserts the fragment extension header between the IPv6 header and the payload header if fragmentation is required. See [Figure 30 on page 146](#).

Figure 30: IPv6 Packet



The general format of the fragment extension header is shown in Figure 31 on page 146.

Figure 31: Fragment Extension Header

FRAGMENT EXTENSION HEADER FORMAT

Offsets	Octet	0						1								2								3								
Octet	Bit	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
0	0	Next Header						Reserved								Fragment Offset								Res	M							
4	32	Identification																														

Example: Dropping Fragmented IP Packets

Supported Platforms SRX Series, vSRX

This example shows how to drop fragmented IP packets.

Requirements

Before you begin, Understand IP packet fragment protection. See “Suspicious Packet Attributes Overview” on page 133.

Overview

When this feature is enabled, Junos OS denies IP fragments on a security zone and blocks all IP packet fragments that are received at interfaces bound to that zone.

In this example, you configure the block fragment screen to drop fragmented IP packets originating from the zone1 security zone.

Configuration

Step-by-Step Procedure To drop fragmented IP packets:

1. Configure the screen.


```
[edit]
user@host# set security screen ids-option block-frag ip block-frag
```
2. Configure the security zone.


```
[edit]
user@host# set security zones security-zone zone1 screen block-frag
```
3. If you are done configuring the device, commit the configuration.


```
[edit]
user@host# commit
```

Verification

To verify the configuration is working properly, enter the **show security screen statistics zone *zone-name*** command.

PART 5

Configuration Statements and Operational Commands

- Configuration Statements on page 151
- Operational Commands on page 193

CHAPTER 11

Configuration Statements

- `attack-threshold` on page 152
- `bad-inner-header` on page 153
- `description` (Security Screen) on page 154
- `destination-ip-based` on page 155
- `destination-threshold` on page 156
- `fin-no-ack` on page 156
- `flood` (Security ICMP) on page 157
- `flood` (Security UDP) on page 158
- `gre` on page 159
- `icmp` (Security Screen) on page 160
- `ids-option` on page 161
- `ipip` on page 165
- `ip` (Security Screen) on page 166
- `ip-sweep` on page 169
- `ip-in-udp` on page 170
- `land` on page 170
- `large` on page 171
- `limit-session` on page 171
- `no-syn-check` on page 172
- `no-syn-check-in-tunnel` on page 172
- `ping-death` on page 173
- `port-scan` on page 174
- `screen` (Security Zones) on page 175
- `source-ip-based` on page 175
- `source-threshold` on page 176
- `strict-syn-check` on page 177
- `syn-ack-ack-proxy` on page 177
- `syn-check-required` on page 178

- [syn-fin on page 178](#)
- [syn-flood on page 179](#)
- [syn-flood-protection-mode on page 180](#)
- [syn-frag on page 180](#)
- [tcp \(Security Screen\) on page 181](#)
- [tcp-no-flag on page 182](#)
- [tcp-sweep on page 183](#)
- [timeout \(Security Screen\) on page 184](#)
- [traceoptions \(Security Screen\) on page 185](#)
- [trap on page 186](#)
- [tunnel \(Security Screen\) on page 187](#)
- [udp \(Security Screen\) on page 188](#)
- [udp-sweep on page 189](#)
- [white-list on page 190](#)
- [winnuke on page 191](#)

attack-threshold

Supported Platforms	SRX Series, vSRX
Syntax	<code>attack-threshold <i>number</i></code> ;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> tcp syn-flood]
Release Information	Statement modified in Junos OS Release 9.2.
Description	Define the number of SYN packets per second required to trigger the SYN proxy response.
Options	<p><i>number</i> —Number of SYN packets per second required to trigger the SYN proxy response.</p> <p>Range: 1 through 500,000 per second</p> <p>Default: 200 per second</p>



NOTE: For SRX Series devices, the applicable range is 1 through 1,000,000 per second.

.....

Required Privilege Level	<p>security—To view this statement in the configuration.</p> <p>security-control—To add this statement to the configuration.</p>
---------------------------------	--

- Related Documentation**
- [Attack Detection and Prevention Overview on page 3](#)
 - [Example: Configuring Multiple Screening Options on page 17](#)
 - [destination-threshold on page 156](#)

bad-inner-header

Supported Platforms	SRX Series, vSRX
Syntax	bad-inner-header;
Hierarchy Level	[edit security screen ids-option <i>ids-option-name</i> ip tunnel]
Release Information	Statement introduced in Junos OS Release 12.3X48-D10.
Description	Enable IP tunnel bad inner header IDS option.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Security Configuration Statement Hierarchy

description (Security Screen)

Supported Platforms [SRX Series, vSRX](#)

Syntax `description text;`

Hierarchy Level [edit security screen ids-option *screen-name*]

Release Information Statement introduced in Junos OS Release 12.1.

Description Specify descriptive text for a screen.



NOTE: The descriptive text should not include characters, such as “<”, “>”, “&”, or “\n”.

Options *text*—Descriptive text about a screen.

Range: 1 through 300 characters



NOTE: The upper limit of the description text range is related to character encoding, and is therefore dynamic. However, if you configure the descriptive text length beyond 300 characters, the configuration might fail to take effect.

Required Privilege `security`—To view this statement in the configuration.

Level `security-control`—To add this statement to the configuration.

- Related Documentation**
- [Attack Detection and Prevention Overview on page 3](#)
 - [Example: Configuring Multiple Screening Options on page 17](#)
 - [Security Configuration Statement Hierarchy](#)

destination-ip-based

Supported Platforms [SRX Series, vSRX](#)

Syntax destination-ip-based *number*;

Hierarchy Level [edit security screen ids-option *screen-name* limit-session]

Release Information Statement modified in Junos OS Release 9.2.

Description Limit the number of concurrent sessions the device can direct to a single destination IP address.

Options *number*—Maximum number of concurrent sessions that can be directed to a destination IP address.

Range: 1 through 1,000,000

Default: 128



NOTE: For SRX Series devices, the applicable range is 1 through 8,000,000.

Required Privilege Level security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)

destination-threshold

Supported Platforms	SRX Series, vSRX
Syntax	destination-threshold <i>number</i> ;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> tcp syn-flood]
Release Information	Statement modified in Junos OS Release 9.2.
Description	Specify the number of SYN segments received per second for a single destination IP address before the device begins dropping connection requests to that destination. If a protected host runs multiple services, you might want to set a threshold based only on the destination IP address, regardless of the destination port number.
Options	<i>number</i> —Number of SYN segments received per second before the device begins dropping connection requests. Range: 4 through 1,000,000 per second Default: 4000 per second
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Example: Configuring Multiple Screening Options on page 17• attack-threshold on page 152

fin-no-ack

Supported Platforms	SRX Series, vSRX
Syntax	fin-no-ack;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> tcp]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Enable detection of an illegal combination of flags, and reject packets that have this combination.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Example: Configuring Multiple Screening Options on page 17

flood (Security ICMP)

Supported Platforms [SRX Series, vSRX](#)

Syntax flood {
 threshold *number*;
}

Hierarchy Level [edit security screen ids-option *screen-name* icmp]

Release Information Statement modified in Junos OS Release 9.2.

Description Configure the device to detect and prevent Internet Control Message Protocol (ICMP) floods. An ICMP flood occurs when ICMP echo requests are broadcast with the purpose of flooding a system with so much data that it first slows down, and then times out and is disconnected. The threshold defines the number of ICMP packets per second allowed to ping the same destination address before the device rejects further ICMP packets.

Options **threshold *number***—Number of ICMP packets per second allowed to ping the same destination address before the device rejects further ICMP packets.

Range: 1 through 1,000,000 per second

Default: 1,000 per second



NOTE: For SRX Series devices the applicable range is 1 through 4,000,000 per second.

Required Privilege Level security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)
- [flood \(Security UDP\) on page 158](#)

flood (Security UDP)

Supported Platforms [SRX Series, vSRX](#)

Syntax flood {
 threshold *number*;
}

Hierarchy Level [edit security screen ids-option *screen-name* udp]

Release Information Statement modified in Junos OS Release 9.2.

Description Configure the device to detect and prevent UDP floods. UDP flooding occurs when an attacker sends UDP packets to slow down the system to the point that it can no longer process valid connection requests.

The threshold defines the number of UDP packets per second allowed to ping the same destination IP address/port pair. When the number of packets exceeds this value within any 1-second period, the device generates an alarm and drops subsequent packets for the remainder of that second.

Options threshold *number*—Number of UDP packets per second allowed to ping the same destination address before the device rejects further UDP packets.

Range: 1 through 1,000,000 per second

Default: 1,000 per second



NOTE: For SRX series devices the applicable range is 1 through 4,000,000 per second.

Required Privilege Level security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)
- [flood \(Security ICMP\) on page 157](#)

gre

Supported Platforms	SRX Series, vSRX
Syntax	<pre>gre { gre-4in4; gre-4in6; gre-6in4; gre-6in6; }</pre>
Hierarchy Level	[edit security screen ids-option <i>ids-option-name</i> ip tunnel]
Release Information	Statement introduced in Junos OS Release 12.3X48-D10.
Description	Configure IP tunnel GRE IDS option.
Options	<p>gre-4in4— Enable IP tunnel GRE 4in4 IDS option.</p> <p>gre-4in6— Enable IP tunnel GRE 4in6 IDS option.</p> <p>gre-6in4— Enable IP tunnel GRE 6in4 IDS option.</p> <p>gre-6in6— Enable IP tunnel GRE 6in6 IDS option.</p>
Required Privilege Level	<p>security—To view this statement in the configuration.</p> <p>security-control—To add this statement to the configuration.</p>
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• <i>Security Configuration Statement Hierarchy</i>

icmp (Security Screen)

Supported Platforms [SRX Series, vSRX](#)

Syntax

```
icmp {  
  flood {  
    threshold number;  
  }  
  fragment;  
  icmpv6-malformed;  
  ip-sweep {  
    threshold number;  
  }  
  large;  
  ping-death;  
}
```

Hierarchy Level [edit security screen ids-option *screen-name*]

Release Information Statement introduced in Junos OS Release 8.5.

Description Configure ICMP intrusion detection service (IDS) options.

Options The remaining statements are explained separately. See [CLI Explorer](#).

Required Privilege Level security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)

ids-option

Supported Platforms [SRX Series, vSRX](#)

```
Syntax  ids-option screen-name {
        alarm-without-drop;
        description text;
        icmp {
            flood {
                threshold number;
            }
            fragment;
            icmpv6-malformed;
            ip-sweep {
                threshold number;
            }
            large;
            ping-death;
        }
        ip {
            bad-option;
            block-frag;
            ipv6-extension-header {
                AH-header;
                ESP-header;
                HIP-header;
            }
            destination-header {
                ILNP-nonce-option;
                home-address-option;
                line-identification-option;
                tunnel-encapsulation-limit-option;
                user-defined-option-type <type-low> to <type-high>;
            }
            fragment-header;
            hop-by-hop-header {
                CALIPSO-option;
                RPL-option;
                SFM-DPD-option;
                jumbo-payload-option;
                quick-start-option;
                router-alert-option;
                user-defined-option-type <type-low> to <type-high>;
            }
            mobility-header;
            no-next-header;
            routing-header;
            shim6-header
            user-defined-option-type <type-low> to <type-high>;
        }
        ipv6-extension-header-limit limit;
        ipv6-malformed-header;
        loose-source-route-option;
        record-route-option;
        security-option;
    }
```

```
source-route-option;
spoofing;
stream-option;
strict-source-route-option;
tear-drop;
timestamp-option;
unknown-protocol;
tunnel {
  gre {
    gre-4in4;
    gre-4in6;
    gre-6in4;
    gre-6in6;
  }
  ip-in-udp {
    teredo;
  }
  ipip {
    ipip-4in4;
    ipip-4in6;
    ipip-6in4;
    ipip-6in6;
    ipip-6over4;
    ipip-6to4relay;
    isatap;
    dslite;
  }
  bad-inner-header;
}
}
limit-session {
  destination-ip-based number;
  source-ip-based number;
}
tcp {
  fin-no-ack;
  land;
  port-scan {
    threshold number;
  }
  syn-ack-ack-proxy {
    threshold number;
  }
  syn-fin;
  syn-flood {
    alarm-threshold number;
    attack-threshold number;
    destination-threshold number;
    source-threshold number;
    timeout seconds;
    white-list name {
      destination-address destination-address;
      source-address source-address;
    }
  }
}
syn-frag;
```

```
    tcp-no-flag;
    tcp-sweep {
        threshold threshold number;
    }
    winnuke;
}
udp {
    flood {
        threshold number;
    }
    port-scan {
        threshold number;
    }
    udp-sweep {
        threshold threshold number;
    }
}
}
```

Hierarchy Level [edit security screen]

Release Information Statement introduced in Junos OS Release 8.5. Support for the **description** option added in Junos OS Release 12.1. UDP supports **port-scan** option starting from Junos OS Release 12.1X47-D10.

Description Define screens for the intrusion detection service (IDS).

Options **description text**—Descriptive text about a screen.

loose-source-route-option—The device detects packets where the IP option is 3 (Loose Source Routing) and records the event in the screen counters list for the ingress interface. This option specifies a partial route list for a packet to take on its journey from source to destination. The packet must proceed in the order of addresses specified, but it is allowed to pass through other devices in between those specified.

source-route-option—Enable this option to block all IP traffic that employs the loose or strict source route option. Source route options can allow an attacker to enter a network with a false IP address.

strict-source-route-option—The device detects packets where the IP option is 9 (Strict Source Routing) and records the event in the screen counters list for the ingress interface. This option specifies the complete route list for a packet to take on its journey from source to destination. The last address in the list replaces the address in the destination field. Currently, this screen option is applicable to IPv4 only.



NOTE: Loose source route option and strict source route option will only alarm and will not be dropped when there is overflow of traffic. When only IP source option is configured, the attacked packets are dropped.

The remaining statements are explained separately. See [CLI Explorer](#).

Required Privilege Level security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)

ipip

Supported Platforms	SRX Series, vSRX
Syntax	<pre> ipip { ipip-4in4; ipip-4in6; ipip-6in4; ipip-6in6; ipip-6over4; ipip-6to4relay; isatap; dslite; } </pre>
Hierarchy Level	[edit security screen ids-option <i>ids-option-name</i> ip tunnel]
Release Information	Statement introduced in Junos OS Release 12.3X48-D10.
Description	Configure IP tunnel IP-IP IDS options.
Options	<p>dslite— Enable IP tunnel IP-IP DS-Lite IDS option.</p> <p>ipip-4in4— Enable IP tunnel IP-IP 4in4 IDS option.</p> <p>ipip-4in6— Enable IP tunnel IP-IP 4in6 IDS option.</p> <p>ipip-6in4— Enable IP tunnel IP-IP 6in4 IDS option.</p> <p>ipip-6in6— Enable IP tunnel IP-IP 6in6 IDS option.</p> <p>ipip-6over4— Enable IP tunnel IP-IP 6over4 IDS option.</p> <p>ipip-6to4relay— Enable IP tunnel IP-IP 6to4 Relay IDS option.</p> <p>isatap— Enable IP tunnel IP-IP ISATAP IDS option.</p>
Required Privilege Level	<p>security—To view this statement in the configuration.</p> <p>security-control—To add this statement to the configuration.</p>
Related Documentation	<ul style="list-style-type: none"> • Attack Detection and Prevention Overview on page 3 • Security Configuration Statement Hierarchy

ip (Security Screen)

Supported Platforms [SRX Series, vSRX](#)

```
Syntax ip {
    bad-option;
    block-frag;
    ipv6-extension-header {
        AH-header;
        ESP-header;
        HIP-header;
        destination-header {
            ILNP-nonce-option;
            home-address-option;
            line-identification-option;
            tunnel-encapsulation-limit-option;
            user-defined-option-type <type-low> to <type-high>;
        }
        fragment-header;
        hop-by-hop-header {
            CALIPSO-option;
            RPL-option;
            SFM-DPD-option;
            jumbo-payload-option;
            quick-start-option;
            router-alert-option;
            user-defined-option-type <type-low> to <type-high>;
        }
        mobility-header;
        no-next-header;
        routing-header;
        shim6-header
        user-defined-option-type <type-low> to <type-high>;
    }
    ipv6-extension-header-limit limit;
    ipv6-malformed-header;
    loose-source-route-option;
    record-route-option;
    security-option;
    source-route-option;
    spoofing;
    stream-option;
    strict-source-route-option;
    tear-drop;
    timestamp-option;
    unknown-protocol;
    tunnel {
        gre {
            gre-4in4;
            gre-4in6;
            gre-6in4;
            gre-6in6;
        }
        ip-in-udp {
            teredo;
        }
    }
}
```

```
    }  
    ipip {  
        ipip-4in4;  
        ipip-4in6;  
        ipip-6in4;  
        ipip-6in6;  
        ipip-6over4;  
        ipip-6to4relay;  
        isatap;  
        dslite;  
    }  
    bad-inner-header;  
}  
}
```

Hierarchy Level [edit security screen ids-option *screen-name*]

Release Information Statement introduced in Junos OS Release 8.5. Support for IPv6 bad-option extension header screens added in Junos OS Release 12.1X46-D10.

Description Configure IP layer IDS options.

- Options**
- **bad-option**—Detect and drop any packet with an incorrectly formatted IP option in the IP packet header. The device records the event in the screen counters list for the ingress interface. This screen option is applicable to IPv4 and IPv6.
 - **block-frag**—Enable IP packet fragmentation blocking.
 - **loose-source-route-option**—Detect packets where the IP option is 3 (loose source routing), and record the event in the screen counters list for the ingress interface. This option specifies a partial route list for a packet to take on its journey from source to destination. The packet must proceed in the order of addresses specified, but it is allowed to pass through other devices in between those specified. The type 0 routing header of the loose source route option is the only related header defined in IPv6 .
 - **record-route-option**—Detect packets where the IP option is 7 (record route), and record the event in the screen counters list for the ingress interface. Currently, this screen option is applicable only to IPv4.
 - **security-option**—Detect packets where the IP option is 2 (security), and record the event in the screen counters list for the ingress interface. Currently, this screen option is applicable only to IPv4.
 - **source-route-option**—Detect packets, and record the event in the screen counters list for the ingress interface.
 - **spoofing**—Prevent spoofing attacks. Spoofing attacks occur when unauthorized agents attempt to bypass firewall security by imitating valid client IP addresses. Using the spoofing option invalidates such false source IP address connections.
The default behavior is to base spoofing decisions on individual interfaces.
 - **stream-option**—Detect packets where the IP option is 8 (stream ID), and record the event in the screen counters list for the ingress interface. Currently, this screen option is applicable only to IPv4.
 - **strict-source-route-option**—Detect packets where the IP option is 9 (strict source routing), and record the event in the screen counters list for the ingress interface. This option specifies the complete route list for a packet to take on its journey from source to destination. The last address in the list replaces the address in the destination field. Currently, this screen option is applicable only to IPv4.
 - **tear-drop**—Block the teardrop attack. Teardrop attacks occur when fragmented IP packets overlap and cause the host attempting to reassemble the packets to crash. The teardrop option directs the device to drop any packets that have such a discrepancy.
 - **timestamp-option**—Detect packets where the IP option list includes option 4 (Internet timestamp), and record the event in the screen counters list for the ingress interface. Currently, this screen option is applicable only to IPv4.
 - **unknown-protocol**—Discard all received IP frames with protocol numbers greater than 137 for IPv4 and 139 for IPv6. Such protocol numbers are undefined or reserved.

Required Privilege Level security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

- Related Documentation**
- [Attack Detection and Prevention Overview on page 3](#)
 - [Example: Configuring Multiple Screening Options on page 17](#)

ip-sweep

Supported Platforms	SRX Series, vSRX
Syntax	<pre>ip-sweep { threshold <i>number</i>; }</pre>
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> icmp]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Configure the device to detect and prevent an IP Sweep attack. An IP Sweep attack occurs when an attacker sends ICMP echo requests (pings) to multiple destination addresses. If a target host replies, the reply reveals the target's IP address to the attacker. If the device receives 10 ICMP echo requests within the number of microseconds specified in this statement, it flags this as an IP Sweep attack, and rejects the 11th and all further ICMP packets from that host for the remainder of the second.
Options	<p>threshold <i>number</i>—Maximum number of microseconds during which up to 10 ICMP echo requests from the same host are allowed into the device. More than 10 requests from a host during this period triggers an IP Sweep attack response on the device during the remainder of the second.</p> <p>Range: 1000 through 1,000,000 microseconds</p> <p>Default: 5000 microseconds</p>
Required Privilege Level	<p>security—To view this statement in the configuration.</p> <p>security-control—To add this statement to the configuration.</p>
Related Documentation	<ul style="list-style-type: none"> • Attack Detection and Prevention Overview on page 3 • Example: Configuring Multiple Screening Options on page 17

ip-in-udp

Supported Platforms	SRX Series, vSRX
Syntax	<pre>ip-in-udp { teredo; }</pre>
Hierarchy Level	[edit security screen ids-option <i>ids-option-name</i> ip tunnel]
Release Information	Statement introduced in Junos OS Release 12.3X48-D10.
Description	Configure IP tunnel IPinUDP IDS option.
Options	teredo — Enable IP tunnel IPinUDP Teredo IDS option.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Security Configuration Statement Hierarchy

land

Supported Platforms	SRX Series, vSRX
Syntax	land;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> tcp]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Enable prevention of Land attacks by combining the SYN flood defense with IP spoofing protection. Land attacks occur when an attacker sends spoofed IP packets with headers containing the target's IP address for the source and destination IP addresses. The attacker sends these packets with the SYN flag set to any available port. The packets induce the target to create empty sessions with itself, filling its session table and overwhelming its resources.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Example: Configuring Multiple Screening Options on page 17

large

Supported Platforms	SRX Series , vSRX
Syntax	large;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> icmp]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Configure the device to detect and drop any ICMP frame with an IP length greater than 1024 bytes.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.

limit-session

Supported Platforms	SRX Series , vSRX
Syntax	limit-session { destination-ip-based <i>number</i> ; source-ip-based <i>number</i> ; }
Hierarchy Level	[edit security screen ids-option <i>screen-name</i>]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Limit the number of concurrent sessions the device can initiate from a single source IP address or the number of sessions it can direct to a single destination IP address.
Options	The remaining statements are explained separately. See CLI Explorer .
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none"> • Attack Detection and Prevention Overview on page 3 • Example: Configuring Multiple Screening Options on page 17

no-syn-check

Supported Platforms	SRX Series, vSRX
Syntax	no-syn-check;
Hierarchy Level	[edit security flow tcp-session]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Disable checking of the TCP SYN bit before creating a session. By default, the device checks that the SYN bit is set in the first packet of a session. If the bit is not set, the device drops the packet.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Example: Configuring Multiple Screening Options on page 17

no-syn-check-in-tunnel

Supported Platforms	SRX Series, vSRX
Syntax	no-syn-check-in-tunnel;
Hierarchy Level	[edit security flow tcp-session]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Disable checking of the TCP SYN bit before creating a session for tunneled packets. By default, the device checks that the SYN bit is set in the first packet of a VPN session. If the bit is not set, the device drops the packet.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Example: Configuring Multiple Screening Options on page 17

ping-death

Supported Platforms	SRX Series, vSRX
Syntax	ping-death;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> icmp]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Configure the device to detect and reject oversized and irregular ICMP packets. Although the TCP/IP specification requires a specific packet size, many ping implementations allow larger packet sizes. Larger packets can trigger a range of adverse system reactions, including crashing, freezing, and restarting.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Example: Configuring Multiple Screening Options on page 17

port-scan

Supported Platforms [SRX Series, vSRX](#)

Syntax

```
port-scan {  
    threshold number;  
}
```

Hierarchy Level [edit security screen ids-option *screen-name* tcp]

Release Information Statement introduced in Junos OS Release 8.5.

Description Prevent port scan attacks. A port scan attack occurs when an attacker sends packets with different port numbers to scan available services. The attack succeeds if a port responds. To prevent this attack, the device internally logs the number of different ports scanned from a single remote source. For example, if a remote host scans 10 ports in 0.005 seconds (equivalent to 5000 microseconds, the default threshold setting), the device flags this behavior as a port scan attack, and rejects further packets from the remote source.

Options **threshold *number*** —Number of microseconds during which the device accepts packets from the same remote source with up to 10 different port numbers. If the number of ports during the threshold period reaches 10 or more, the device rejects additional packets from the source.

Range: 1000 through 1,000,000 microseconds

Default: 5000 microseconds

Required Privilege Level security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)

screen (Security Zones)

Supported Platforms	SRX Series, vSRX
Syntax	screen <i>screen-name</i> ;
Hierarchy Level	[edit security zones functional-zone management], [edit security zones security-zone <i>zone-name</i>]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Specify a security screen for a security zone.
Options	<i>screen-name</i> —Name of the screen.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none"> • Attack Detection and Prevention Overview on page 3 • Example: Configuring Multiple Screening Options on page 17

source-ip-based

Supported Platforms	SRX Series, vSRX
Syntax	source-ip-based <i>number</i> ;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> limit-session]
Release Information	Statement modified in Junos OS Release 9.2.
Description	Limit the number of concurrent sessions the device can initiate from a single source IP address.
Options	<p><i>number</i> —Maximum number of concurrent sessions that can be initiated from a source IP address.</p> <p>Range: 1 through 1,000,000</p> <p>Default: 128</p>



NOTE: For SRX Series devices the applicable range is 1 through 8,000,000.

Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none"> • Attack Detection and Prevention Overview on page 3 • Example: Configuring Multiple Screening Options on page 17

source-threshold

Supported Platforms [SRX Series, vSRX](#)

Syntax `source-threshold number;`

Hierarchy Level [edit security screen ids-option *screen-name* tcp syn-flood]

Release Information Statement modified in Junos OS Release 9.2.

Description Specify the number of SYN segments that the device can receive per second from a single source IP address (regardless of the destination IP address and port number) before the device begins dropping connection requests from that source.

Options *number*—Number of SYN segments to be received per second before the device starts dropping connection requests.

Range: 4 through 500,000 per second

Default: 4000 per second



NOTE: For SRX Series devices the applicable range is 4 through 1,000,000 per second.

Required Privilege Level security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)

strict-syn-check

Supported Platforms	SRX Series, vSRX
Syntax	strict-syn-check;
Hierarchy Level	[edit security flow tcp-session]
Release Information	Statement introduced in Junos OS Release 9.4.
Description	Enable the strict three-way handshake check for the TCP session. It enhances security by dropping data packets before the three-way handshake is done. By default, strict-syn-check is disabled.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none"> • Attack Detection and Prevention Overview on page 3 • Example: Configuring Multiple Screening Options on page 17

syn-ack-ack-proxy

Supported Platforms	SRX Series, vSRX
Syntax	syn-ack-ack-proxy; { threshold <i>number</i> , }
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> tcp]
Release Information	Statement introduced in Junos OS Release 8.5; support for IPv6 addresses added in Junos OS Release 10.4.
Description	Prevent the SYN-ACK-ACK attack, which occurs when the attacker establishes multiple telnet sessions without allowing each session to terminate. This behavior consumes all open slots, generating a denial-of-service (DoS) condition.
Options	threshold <i>number</i> — Number of connections from any single IP address. Range: 1 through 250,000 Default: 512
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none"> • Attack Detection and Prevention Overview on page 3 • Example: Configuring Multiple Screening Options on page 17

syn-check-required

Supported Platforms	SRX Series, vSRX
Syntax	syn-check-required;
Hierarchy Level	[edit security policies from-zone <i>zone-name</i> to-zone <i>zone-name</i> policy <i>policy-name</i> then permit tcp-options]
Release Information	Statement introduced in Junos OS Release 10.4.
Description	Enable sync check per policy. The syn-check-required value overrides the global value no-syn-check.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Example: Configuring Multiple Screening Options on page 17

syn-fin

Supported Platforms	SRX Series, vSRX
Syntax	syn-fin;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> tcp]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Enable detection of an illegal combination of flags that attackers can use to consume sessions on the target device, thus resulting in a denial-of-service (DoS) condition.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Example: Configuring Multiple Screening Options on page 17

syn-flood

Supported Platforms [SRX Series, vSRX](#)

Syntax

```
syn-flood {
  alarm-threshold number;
  attack-threshold number;
  destination-threshold number;
  source-threshold number;
  timeout seconds;
  white-list name {
    destination-address destination-address;
    source-address source-address;
  }
}
```

Hierarchy Level [edit security screen ids-option *screen-name* tcp]

Release Information Statement introduced in Junos OS Release 8.5.

Description Configure detection and prevention of SYN flood attacks. Such attacks occur when the connecting host continuously sends TCP SYN requests without replying to the corresponding ACK responses.



NOTE: On all SRX Series devices, the TCP synchronization flood alarm threshold value does not indicate the number of packets dropped, however the value does show the packet information after the alarm threshold has been reached.

The synchronization cookie or proxy never drops packets; therefore the **alarm-without-drop (not drop)** action is shown in the system log.

Options The remaining statements are explained separately. See [CLI Explorer](#).

Required Privilege Level
 security—To view this statement in the configuration.
 security-control—To add this statement to the configuration.

syn-flood-protection-mode

Supported Platforms	SRX Series, vSRX
Syntax	syn-flood-protection-mode (syn-cookie syn-proxy);
Hierarchy Level	[edit security flow]
Release Information	Statement introduced in Junos OS Release 8.5; support for IPv6 addresses added in Junos OS Release 10.4.
Description	Enable SYN cookie or SYN proxy defenses against SYN attacks. SYN flood protection mode is enabled globally on the device and is activated when the configured syn-flood attack-threshold value is exceeded.
Options	<ul style="list-style-type: none">• syn-cookie—Uses a cryptographic hash to generate a unique Initial Sequence Number (ISN). This is enabled by default.• syn-proxy—Uses a proxy to handle the SYN attack.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.

syn-frag

Supported Platforms	SRX Series, vSRX
Syntax	syn-frag;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> tcp]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Enable detection of a SYN fragment attack and drops any packet fragments used for the attack. A SYN fragment attack floods the target host with SYN packet fragments. The host caches these fragments, waiting for the remaining fragments to arrive so it can reassemble them. The flood of connections that cannot be completed eventually fills the host's memory buffer. No further connections are possible, and damage to the host's operating system can occur.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.

tcp (Security Screen)

Supported Platforms SRX Series, vSRX

Syntax

```
tcp {
  fin-no-ack;
  land;
  port-scan {
    threshold number;
  }
  syn-ack-ack-proxy {
    threshold number;
  }
  syn-fin;
  syn-flood {
    alarm-threshold number;
    attack-threshold number;
    destination-threshold number;
    source-threshold number;
    timeout seconds;
    white-list name {
      destination-address destination-address;
      source-address source-address;
    }
  }
  syn-frag;
  tcp-no-flag;
  tcp-sweep {
    threshold threshold number;
  }
  winnuke;
}
```

Hierarchy Level [edit security screen ids-option *screen-name*]

Release Information Statement introduced in Junos OS Release 8.5.

Description Configure TCP-layer intrusion detection service (IDS) options.



NOTE: On all SRX Series devices, the TCP synchronization flood alarm threshold value does not indicate the number of packets dropped, however the value does show the packet information after the alarm threshold has been reached.

The synchronization cookie or proxy never drops packets; therefore the alarm-without-drop (not drop) action is shown in the system log.

Options The remaining statements are explained separately. See [CLI Explorer](#).

Required Privilege security—To view this statement in the configuration.
Level security-control—To add this statement to the configuration.

tcp-no-flag

Supported Platforms [SRX Series](#), [vSRX](#)

Syntax tcp-no-flag;

Hierarchy Level [edit security screen ids-option *screen-name* tcp]

Release Information Statement introduced in Junos OS Release 8.5.

Description Enable the device to drop illegal TCP packets with a missing or malformed flag field.

Required Privilege security—To view this statement in the configuration.
Level security-control—To add this statement to the configuration.

tcp-sweep

Supported Platforms [SRX Series, vSRX](#)

Syntax

```
tcp-sweep {
    threshold number;
}
```

Hierarchy Level [edit security screen ids-option *screen-name* tcp]

Release Information Statement introduced in Junos OS Release 10.2.

Description Configure the device to detect and prevent TCP sweep attack. In a TCP sweep attack, an attacker sends TCP SYN packets to the target device as part of the TCP handshake. If the device responds to those packets, the attacker gets an indication that a port in the target device is open, which makes the port vulnerable to attack. If a remote host sends TCP packets to 10 addresses in 0.005 seconds (5000 microseconds), then the device flags this as a TCP sweep attack.

If the **alarm-without-drop** option is not set, the device rejects the eleventh and all further TCP packets from that host for the remainder of the specified threshold period.

Options **threshold *number***—Maximum number of microseconds during which up to 10 TCP SYN packets from the same host are allowed into the device. More than 10 requests from a host during this period triggers TCP Sweep attack response on the router during the remainder of the second.

Range: 1000 through 1,000,000 microseconds

Default: 5000 microseconds

Required Privilege Level security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)
- [Security Configuration Statement Hierarchy](#)

timeout (Security Screen)

Supported Platforms	SRX Series, vSRX
Syntax	timeout <i>seconds</i> ;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> tcp syn-flood]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Specify the maximum length of time before a half-completed connection is dropped from the queue. You can decrease the timeout value until you see any connections dropped during normal traffic conditions.
Options	seconds —Time interval before a half-completed connection is dropped from the queue. Range: 1 through 50 seconds Default: 20 seconds
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Example: Configuring Multiple Screening Options on page 17• Security Configuration Statement Hierarchy

traceoptions (Security Screen)

Supported Platforms SRX Series, vSRX

Syntax

```

traceoptions {
  file {
    filename;
    files number;
    match regular-expression;
    size maximum-file-size;
    (world-readable | no-world-readable);
  }
  flag flag;
  no-remote-trace;
}

```

Hierarchy Level [edit security screen]

Release Information Statement introduced in Junos OS Release 8.5.

Description Configure screen tracing options.

To specify more than one tracing option, include multiple **flag** statements.

- Options**
- **file**—Configure the trace file options.
 - **filename**—Name of the file to receive the output of the tracing operation. Enclose the name within quotation marks. All files are placed in the directory `/var/log`. By default, the name of the file is the name of the process being traced.
 - **files number**—Maximum number of trace files. When a trace file named **trace-file** reaches its maximum size, it is renamed to **trace-file.0**, then **trace-file.1**, and so on, until the maximum number of trace files is reached. The oldest archived file is overwritten.

If you specify a maximum number of files, you also must specify a maximum file size with the **size** option and a filename.

Range: 2 through 1000 files

Default: 10 files
 - **match regular-expression**—Refine the output to include lines that contain the regular expression.
 - **size maximum-file-size**—Maximum size of each trace file, in kilobytes (KB), megabytes (MB), or gigabytes (GB). When a trace file named **trace-file** reaches this size, it is renamed **trace-file.0**. When the **trace-file** again reaches its maximum size, **trace-file.0** is renamed **trace-file.1** and **trace-file** is renamed **trace-file.0**. This renaming scheme continues until the maximum number of trace files is reached. Then the oldest trace file is overwritten.
- If you specify a maximum file size, you also must specify a maximum number of trace files with the **files** option and a filename.

Syntax: **x K** to specify KB, **x m** to specify MB, or **x g** to specify GB

Range: 10 KB through 1 GB

Default: 128 KB

- **world-readable | no-world-readable**—By default, log files can be accessed only by the user who configures the tracing operation. The **world-readable** option enables any user to read the file. To explicitly set the default behavior, use the **no-world-readable** option.
- **flag**—Trace operation to perform. To specify more than one trace operation, include multiple **flag** statements.
 - **all**—Trace all screen events
 - **configuration**—Trace screen configuration events
 - **flow**—Trace flow events
- **no-remote-trace**—Set remote tracing as disabled.

Required Privilege Level trace—To view this statement in the configuration.
trace-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)
- [Security Configuration Statement Hierarchy](#)

trap

Supported Platforms	SRX Series
Syntax	<pre>trap { interval trap interval; }</pre>
Hierarchy Level	[edit security screen trap]
Release Information	Statement introduced in Junos OS Release 12.3X48-D20.
Description	Configure trap interval.
Options	interval —The trap interval is 1 through 3600 seconds, and the default interval is 2 seconds.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.

tunnel (Security Screen)

Supported Platforms [SRX Series, vSRX](#)

Syntax

```
tunnel {
  gre {
    gre-4in4;
    gre-4in6;
    gre-6in4;
    gre-6in6;
  }
  ip-in-udp {
    teredo;
  }
  ipip {
    ipip-4in4;
    ipip-4in6;
    ipip-6in4;
    ipip-6in6;
    ipip-6over4;
    ipip-6to4relay;
    isatap;
    dslite;
  }
  bad-inner-header;
}
```

Hierarchy Level [edit security screen ids-option *ids-option-name* ip]

Release Information Statement introduced in Junos OS Release 12.3X48-D10.

Description Enable IP tunnel IDS options.

Options The remaining options are explained separately. See [CLI Explorer](#).

Required Privilege Level
 security—To view this statement in the configuration.
 security-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Security Configuration Statement Hierarchy](#)

udp (Security Screen)

Supported Platforms [SRX Series, vSRX](#)

Syntax

```
udp {  
  flood {  
    threshold number;  
  }  
  udp-sweep {  
    threshold threshold number;  
  }  
}
```

Hierarchy Level [edit security screen ids-option *screen-name*]

Release Information Statement introduced in Junos OS Release 8.5.

Description Specify the number of packets allowed per second to the same destination IP address/port pair. When the number of packets exceeds this value within any 1-second period, the device generates an alarm and drops subsequent packets for the remainder of that second.

Options The remaining statements are explained separately. See [CLI Explorer](#).

Required Privilege Level
security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

Related Documentation

- [Attack Detection and Prevention Overview on page 3](#)
- [Example: Configuring Multiple Screening Options on page 17](#)
- [Security Configuration Statement Hierarchy](#)

udp-sweep

Supported Platforms	SRX Series, vSRX
Syntax	<pre>udp-sweep { threshold <i>number</i>; }</pre>
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> udp]
Release Information	Statement introduced in Junos OS Release 10.2.
Description	<p>Configure the device to detect and prevent UDP sweep attack. In a UDP sweep attack, an attacker sends UDP packets to the target device. If the device responds to those packets, the attacker gets an indication that a port in the target device is open, which makes the port vulnerable to attack. If a remote host sends UDP packets to 10 addresses in 0.005 seconds (5000 microseconds), then the device flags this as an UDP sweep attack.</p> <p>If the alarm-without-drop option is not set, the device rejects the eleventh and all further UDP packets from that host for the remainder of the specified threshold period.</p>
Options	<p>threshold <i>number</i>—Maximum number of microseconds during which up to 10 UDP packets from the same host are allowed into the device. More than 10 requests from a host during this period triggers an UDP Sweep attack response on the device during the remainder of the second.</p> <p>Range: 1000 through 1,000,000 microseconds</p> <p>Default: 5000 microseconds</p>
Required Privilege Level	<p>security—To view this statement in the configuration.</p> <p>security-control—To add this statement to the configuration.</p>
Related Documentation	<ul style="list-style-type: none"> • Attack Detection and Prevention Overview on page 3 • Example: Configuring Multiple Screening Options on page 17 • Security Configuration Statement Hierarchy

white-list

Supported Platforms [SRX Series, vSRX](#)

Syntax `white-list name {
 destination-address [address];
 source-address [address];
}`

Hierarchy Level [edit security screen ids-option *screen-name* tcp syn-flood]

Release Information Statement introduced in Junos OS Release 12.1.

Description Configure a whitelist of IP addresses that are to be exempt from the SYN cookie and SYN proxy mechanisms that occur during the SYN flood screen protection process.

Both IP version 4 (IPv4) and IP version 6 (IPv6) whitelists are supported. Addresses in a whitelist must be all IPv4 or all IPv6. Each whitelist can have up to 32 IP address prefixes.

- Options**
- **destination-address *address***—Destination IP address or an address prefix. You can configure multiple addresses or address prefixes separated by spaces and enclosed in square brackets.
 - **source-address *address***—Source IP address or an address prefix. You can configure multiple addresses or address prefixes separated by spaces and enclosed in square brackets.

Required Privilege Level security—To view this statement in the configuration.
security-control—To add this statement to the configuration.

- Related Documentation**
- [Attack Detection and Prevention Overview on page 3](#)
 - [Example: Configuring Multiple Screening Options on page 17](#)
 - [Security Configuration Statement Hierarchy](#)

winnuke

Supported Platforms	SRX Series, vSRX
Syntax	winnuke;
Hierarchy Level	[edit security screen ids-option <i>screen-name</i> tcp]
Release Information	Statement introduced in Junos OS Release 8.5.
Description	Enable detection of attacks on Windows NetBios communications. Packets are modified as necessary and passed on. Each WinNuke attack triggers an attack log entry in the event alarm log.
Required Privilege Level	security—To view this statement in the configuration. security-control—To add this statement to the configuration.
Related Documentation	<ul style="list-style-type: none">• Attack Detection and Prevention Overview on page 3• Example: Configuring Multiple Screening Options on page 17

CHAPTER 12

Operational Commands

- clear security screen statistics
- clear security screen statistics interface
- clear security screen statistics zone
- show security screen ids-option
- show security screen statistics
- show security screen status

clear security screen statistics

Supported Platforms [SRX Series, vSRX](#)

Syntax clear security screen statistics
<node (*node-id* | all | local | primary)>

Release Information Command introduced in Junos OS Release 9.0.

Description Clear intrusion detection service (IDS) security screen statistics on the device.

Options **node**—(Optional) For chassis cluster configurations, clear security screen statistics on a specific node.

- **node-id**—Identification number of the node. It can be 0 or 1.
- **all**—Clear all nodes.
- **local**—Clear the local node.
- **primary**—Clear the primary node.

Required Privilege Level clear

Related Documentation

- [show security screen statistics on page 204](#)
- [Example: Configuring Multiple Screening Options on page 17](#)

List of Sample Output [clear security screen statistics node 0 on page 194](#)

Output Fields This command produces no output.

Sample Output

[clear security screen statistics node 0](#)

```
user@host> clear security screen statistics node 0
```

clear security screen statistics interface

Supported Platforms	SRX Series, vSRX
Syntax	clear security screen statistics interface <i>interface-name</i>
Release Information	Command introduced in Junos OS Release 8.5; node options added in Junos OS Release 9.0.
Description	Clear intrusion detection service (IDS) security screen statistics for an interface.
Options	<ul style="list-style-type: none"> • interface <i>interface-name</i> —Name of the interface on which to clear security screen statistics. • node—(Optional) For chassis cluster configurations, clear security screen statistics on a specific node. <ul style="list-style-type: none"> • <i>node-id</i> —Identification number of the node. It can be 0 or 1. • all —Clear all nodes. • local —Clear the local node. • primary—Clear the primary node.
Required Privilege Level	clear
Related Documentation	<ul style="list-style-type: none"> • show security screen statistics on page 204 • Example: Configuring Multiple Screening Options on page 17
List of Sample Output	clear security screen statistics interface fab0 on page 195 clear security screen statistics interface fab0 node 0 on page 195
Output Fields	When you enter this command, you are provided feedback on the status of your request.

Sample Output

clear security screen statistics interface fab0

```

user@host> clear security screen statistics interface fab0
node0:
-----
IDS statistics has been cleared.
node1:
-----
IDS statistics has been cleared.

```

Sample Output

clear security screen statistics interface fab0 node 0

```

user@host> clear security screen statistics interface fab0 node 0

```

node0:

IDS statistics has been cleared.

clear security screen statistics zone

Supported Platforms	SRX Series, vSRX
Syntax	clear security screen statistics zone <i>zone-name</i> <node (<i>node-id</i> all local primary)>
Release Information	Command introduced in Junos OS Release 8.5; node options added in Junos OS Release 9.0.
Description	Clear IDS security screen statistics for a security zone.
Options	<ul style="list-style-type: none"> • zone <i>zone-name</i>—Name of the security zone for which to clear security screen statistics. • node—(Optional) For chassis cluster configurations, clear security screen statistics for a security zone on a specific node. <ul style="list-style-type: none"> • <i>node-id</i>—Identification number of the node. It can be 0 or 1. • all—Clear all nodes. • local—Clear the local node. • primary—Clear the primary node.
Required Privilege Level	clear
Related Documentation	<ul style="list-style-type: none"> • show security screen statistics on page 204 • Example: Configuring Multiple Screening Options on page 17
List of Sample Output	clear security screen statistics zone abc node all on page 197 clear security screen statistics node 0 zone my-zone on page 197
Output Fields	When you enter this command, you are provided feedback on the status of your request.

Sample Output

clear security screen statistics zone abc node all

```
user@host> clear security screen statistics zone abc node all
node0:
```

```
-----
IDS statistics has been cleared.
node1:
```

```
-----
IDS statistics has been cleared.
```

Sample Output

clear security screen statistics node 0 zone my-zone

```
user@host> clear security screen statistics node 0 zone my-zone
```

node0:

IDS statistics has been cleared.

show security screen ids-option

Supported Platforms [SRX Series, vSRX](#)

Syntax show security screen ids-option
screen-name
<node (*node-id* | all | local | primary)>

Release Information Command introduced in Junos OS Release 8.5. Support for **node** options added in Junos OS Release 9.0. Support for IPv6 extension header screens added in Junos OS Release 12.1X46-D10. Support for UDP **port scan** added in Junos OS Release 12.1X47-D10.

Description Display configuration information about the specified security screen.

- Options**
- **screen-name** —Name of the screen.
 - **node**—(Optional) For chassis cluster configurations, display the configuration status of the security screen on a specific node.
 - **node-id** —Identification number of the node. It can be 0 or 1.
 - **all**—Display information about all nodes.
 - **local**—Display information about the local node.
 - **primary**—Display information about the primary node.

Required Privilege Level view

- Related Documentation**
- [ids-option on page 161](#)
 - [Example: Configuring Multiple Screening Options on page 17](#)

List of Sample Output [show security screen ids-option jscreen on page 201](#)
[show security screen ids-option jscreen \(IPv6\) on page 202](#)
[show security screen ids-option jscreen1 node all on page 202](#)

Output Fields [Table 11 on page 199](#) lists the output fields for the **show security screen ids-option** command. Output fields are listed in the approximate order in which they appear.

Table 11: show security screen ids-option Output Fields

Field Name	Field Description
TCP address sweep threshold	Number of microseconds for which the device accepts 10 TCP packets from the same remote source to different destination addresses.
TCP port scan threshold	Number of microseconds during which the device accepts packets from the same remote source with up to 10 different port numbers.
ICMP address sweep threshold	Maximum number of microseconds during which up to 10 ICMP echo requests from the same host are allowed into the device.

Table 11: show security screen ids-option Output Fields (*continued*)

Field Name	Field Description
UDP flood threshold	Number of UDP packets per second allowed to ping the same destination address before the device rejects further UDP packets.
UDP port scan threshold	Number of microseconds during which the device accepts packets from the same remote source IP with up to 10 different destination port numbers.
TCP winnuke	Enable or disable the detection of TCP WinNuke attacks.
TCP SYN flood attack threshold	Number of SYN packets per second required to trigger the SYN proxy response.
TCP SYN flood alarm threshold	Number of half-complete proxy connections per second at which the device makes entries in the event alarm log.
TCP SYN flood source threshold	Number of SYN segments to be received per second before the device begins dropping connection requests.
TCP SYN flood destination threshold	Number of SYN segments received per second before the device begins dropping connection requests.
TCP SYN flood timeout	Maximum length of time before a half-completed connection is dropped from the queue.
TCP SYN flood queue size	Number of proxy connection requests that can be held in the proxy connection queue before the device begins rejecting new connection requests.
ICMP large packet	Enable or disable the detection of any ICMP frame with an IP length greater than 1024 bytes.
UDP address sweep threshold	Number of microseconds for which the device accepts 10 UDP packets from the same remote source to different destination addresses.
IPv6 extension routing	Enable or disable the IPv6 extension routing screen option.
IPv6 extension shim6	Enable or disable the IPv6 extension shim6 screen option.
IPv6 extension fragment	Enable or disable the IPv6 extension fragment screen option.
IPv6 extension AH	Enable or disable the IPv6 extension Authentication Header Protocol screen option.
IPv6 extension ESP	Enable or disable the IPv6 extension Encapsulating Security Payload screen option.
IPv6 extension mobility	Enable or disable the IPv6 extension mobility screen option.
IPv6 extension HIP	Enable or disable the IPv6 extension Host Identify Protocol screen option.
IPv6 extension no next	Enable or disable the IPv6 extension no-next screen option.
IPv6 extension user-defined	Enable or disable the IPv6 extension user-defined screen option.

Table 11: show security screen ids-option Output Fields (*continued*)

Field Name	Field Description
IPv6 extension HbyH jumbo	Enable or disable the IPv6 extension HbyH jumbo screen option.
IPv6 extension HbyH RPL	Enable or disable the IPv6 extension HbyH RPL screen option.
IPv6 extension HbyH router alert	Enable or disable the IPv6 extension HbyH router screen option.
IPv6 extension HbyH quick start	Enable or disable the IPv6 extension HbyH quick-start screen option.
IPv6 extension HbyH CALIPSO	Enable or disable the IPv6 extension HbyH Common Architecture Label IPv6 Security Screen option.
IPv6 extension HbyH SMF DPD	Enable or disable the IPv6 extension HbyH Simplified Multicast Forwarding IPv6 Duplicate Packet Detection screen option.
IPv6 extension HbyH user-defined	Enable or disable the IPv6 extension HbyH user-defined screen option.
IPv6 extension Dst tunnel encap limit	Enable or disable the IPv6 extension distributed (network) storage tunnel encapsulation limit screen option.
IPv6 extension Dst home address	Enable or disable the IPv6 extension DST home address screen option.
IPv6 extension Dst ILNP nonce	Enable or disable the IPv6 extension DST Identifier-Locator Network Protocol nonce screen option.
IPv6 extension Dst line-id	Enable or disable the IPv6 extension DST line-ID screen option.
IPv6 extension Dst user-defined	Enable or disable the IPv6 extension DST user-defined screen option.
IPv6 extension header limit	Threshold for the number of IPv6 extension headers that can pass through the screen.
IPv6 malformed header	Enable or disable the IPv6 malformed header screen option.
ICMPv6 malformed header	Enable or disable the ICMPv6 malformed packet screen option.

Sample Output

show security screen ids-option jscreen

```

user@host> show security screen ids-option jscreen
Screen object status:
Name                                     Value
TCP port scan threshold                 5000
UDP port scan threshold                 10000
ICMP address sweep threshold            5000

```

Sample Output

show security screen ids-option jscreen (IPv6)

```
user@host> show security screen ids-option jscreen
```

```
Screen object status:
```

Name	Value
ICMP ping of death	enabled
.....	
IPv6 extension routing	enabled
IPv6 extension shim6	enabled
IPv6 extension fragment	enabled
IPv6 extension AH	enabled
IPv6 extension ESP	enabled
IPv6 extension mobility	enabled
IPv6 extension HIP	enabled
IPv6 extension no next	enabled
IPv6 extension user-defined	enabled
IPv6 extension HbyH jumbo	enabled
IPv6 extension HbyH RPL	enabled
IPv6 extension HbyH router alert	enabled
IPv6 extension HbyH quick start	enabled
IPv6 extension HbyH CALIPSO	enabled
IPv6 extension HbyH SMF DPD	enabled
IPv6 extension HbyH user-defined	enabled
IPv6 extension Dst tunnel encap limit	enabled
IPv6 extension Dst home address	enabled
IPv6 extension Dst ILNP nonce	enabled
IPv6 extension Dst line-id	enabled
IPv6 extension Dst user-defined	enabled
IPv6 extension header limit	20
IPv6 Malformed header	enabled
ICMPv6 malformed packet	enabled

Sample Output

show security screen ids-option jscreen1 node all

```
user@host> show security screen ids-option jscreen1 node all
```

```
node0:
```

```
-----
```

```
Screen object status:
```

Name	Value
UDP flood threshold	1000
TCP winnuke	enabled
TCP SYN flood attack threshold	200
TCP SYN flood alarm threshold	512
TCP SYN flood source threshold	4000
TCP SYN flood destination threshold	4000
TCP SYN flood timeout	20
TCP SYN flood queue size	1024
ICMP large packet	enabled

```
node1:
```

```
-----
```

```
Screen object status:
```

Name	Value
UDP flood threshold	1000

TCP winnuke	enabled
TCP SYN flood attack threshold	200
TCP SYN flood alarm threshold	512
TCP SYN flood source threshold	4000
TCP SYN flood destination threshold	4000
TCP SYN flood timeout	20
TCP SYN flood queue size	1024
ICMP large packet	enabled

show security screen statistics

Supported Platforms [SRX Series, vSRX](#)

Syntax `show security screen statistics (zone zone-name | interface interface-name)
<logical-system (logical-system-name | all)>
<node (node-id | all | local | primary)>
<root-logical-system>`

Release Information Command introduced in Junos OS Release 8.5. **node** options added in Junos OS Release 9.0. **logical-system all** option added in Junos OS Release 11.2R6. Support for IPv6 extension header screens added in Junos OS Release 12.1X46-D10.

Description Display intrusion detection service (IDS) security screen statistics.

- Options**
- **zone *zone-name***—Display screen statistics for this security zone.
 - **interface *interface-name***—Display screen statistics for this interface.
 - **logical-system**—(Optional) Display screen statistics for configured logical systems.
 - ***logical-system-name***—Display screen statistics for the named logical system.
 - **all**—Display screen statistics for all logical systems, including the master (root) logical system.
 - **node**—(Optional) For chassis cluster configurations, display screen statistics on a specific node.
 - ***node-id***—Identification number of a node. It can be 0 or 1.
 - **all**—Display information about all nodes.
 - **local**—Display information about the local node.
 - **primary**—Display information about the primary node.
 - **root-logical-system**—(Optional) Display screen statistics for the master logical system only.

Required Privilege Level view

- Related Documentation**
- [clear security screen statistics on page 194](#)
 - [clear security screen statistics interface on page 195](#)
 - [clear security screen statistics zone on page 197](#)
 - [Example: Configuring Multiple Screening Options on page 17](#)

List of Sample Output [show security screen statistics zone scrzone on page 207](#)
[show security screen statistics zone untrust \(IPv6\) on page 207](#)
[show security screen statistics interface ge-0/0/3 on page 208](#)
[show security screen statistics interface ge-0/0/1 \(IPv6\) on page 208](#)

[show security screen statistics interface ge-0/0/1 node primary on page 209](#)
[show security screen statistics zone trust logical-system all on page 209](#)

Output Fields Table 12 on page 205 lists the output fields for the **show security screen statistics** command. Output fields are listed in the approximate order in which they appear.

Table 12: show security screen statistics Output Fields

Field Name	Field Description
ICMP flood	Internet Control Message Protocol (ICMP) flood counter. An ICMP flood typically occurs when ICMP echo requests use all resources in responding, such that valid network traffic can no longer be processed.
UDP flood	User Datagram Protocol (UDP) flood counter. UDP flooding occurs when an attacker sends IP packets containing UDP datagrams with the purpose of slowing down the resources, such that valid connections can no longer be handled.
TCP winnuke	Number of Transport Control Protocol (TCP) WinNuke attacks. WinNuke is a denial-of-service (DoS) attack targeting any computer on the Internet running Windows.
TCP port scan	Number of TCP port scans. The purpose of this attack is to scan the available services in the hopes that at least one port will respond, thus identifying a service to target.
ICMP address sweep	Number of ICMP address sweeps. An IP address sweep can occur with the intent of triggering responses from active hosts.
IP tear drop	Number of teardrop attacks. Teardrop attacks exploit the reassembly of fragmented IP packets.
TCP SYN flood	Number of TCP SYN attacks.
IP spoofing	Number of IP spoofs. IP spoofing occurs when an invalid source address is inserted in the packet header to make the packet appear to come from a trusted source.
ICMP ping of death	ICMP ping of death counter. Ping of death occurs when IP packets are sent that exceed the maximum legal length (65,535 bytes).
IP source route option	Number of IP source route attacks.
TCP address sweep	Number of TCP address sweeps.
TCP land attack	Number of land attacks. Land attacks occur when an attacker sends spoofed SYN packets containing the IP address of the victim as both the destination and source IP address.
TCP SYN fragment	Number of TCP SYN fragments.
TCP no flag	Number of TCP headers without flags set. A normal TCP segment header has at least one control flag set.
IP unknown protocol	Number of IPs.
IP bad options	Number of invalid options.

Table 12: show security screen statistics Output Fields (*continued*)

Field Name	Field Description
IP record route option	Number of packets with the IP record route option enabled. This option records the IP addresses of the network devices along the path that the IP packet travels.
IP timestamp option	Number of IP timestamp option attacks. This option records the time (in Universal Time) when each network device receives the packet during its trip from the point of origin to its destination.
IP security option	Number of IP security option attacks.
IP loose source route option	Number of IP loose source route option attacks. This option specifies a partial route list for a packet to take on its journey from source to destination.
IP strict source route option	Number of IP strict source route option attacks. This option specifies the complete route list for a packet to take on its journey from source to destination.
IP stream option	Number of stream option attacks. This option provides a way for the 16-bit SATNET stream identifier to be carried through networks that do not support streams.
ICMP fragment	Number of ICMP fragments. Because ICMP packets contain very short messages, there is no legitimate reason for ICMP packets to be fragmented. If an ICMP packet is so large that it must be fragmented, something is amiss.
ICMP large packet	Number of large ICMP packets.
TCP SYN FIN	Number of TCP SYN FIN packets.
TCP FIN no ACK	Number of TCP FIN flags without the acknowledge (ACK) flag.
Source session limit	Number of concurrent sessions that can be initiated from a source IP address.
TCP SYN-ACK-ACK proxy	Number of TCP flags enabled with SYN-ACK-ACK. To prevent flooding with SYN-ACK-ACK sessions, you can enable the SYN-ACK-ACK proxy protection screen option. After the number of connections from the same IP address reaches the SYN-ACK-ACK proxy threshold and SRX Series devices running Junos OS reject further connection requests from that IP address.
IP block fragment	Number of IP block fragments.
Destination session limit	Number of concurrent sessions that can be directed to a single destination IP address.
UDP address sweep	Number of UDP address sweeps.
IPv6 extension header	Number of packets filtered for the defined IPv6 extension headers.
IPv6 extension hop by hop option	Number of packets filtered for the defined IPv6 hop-by-hop option types.
IPv6 extension destination option	Number of packets filtered for the defined IPv6 destination option types.
IPv6 extension header limit	Number of packets filtered for crossing the defined IPv6 extension header limit.

Table 12: show security screen statistics Output Fields (*continued*)

IPv6 malformed header	Number of IPv6 malformed headers defined for the intrusion detection service (IDS).
ICMPv6 malformed packet	Number of ICMPv6 malformed packets defined for the IDS options.

Sample Output

show security screen statistics zone scrzone

```

user@host> show security screen statistics zone scrzone
Screen statistics:
IDS attack type                               Statistics
  ICMP flood                                  0
  UDP flood                                   0
  TCP winnuke                                 0
  TCP port scan                               91
  ICMP address sweep                          0
  TCP sweep                                   0
  UDP sweep                                   0
  IP tear drop                                0
  TCP SYN flood                               0
  IP spoofing                                 0
  ICMP ping of death                          0
  IP source route option                      0
  TCP land attack                             0
  TCP SYN fragment                           0
  TCP no flag                                 0
  IP unknown protocol                         0
  IP bad options                             0
  IP record route option                      0
  IP timestamp option                         0
  IP security option                          0
  IP loose source route option                0
  IP strict source route option               0
  IP stream option                            0
  ICMP fragment                              0
  ICMP large packet                           0
  TCP SYN FIN                                 0
  TCP FIN no ACK                              0
  Source session limit                        0
  TCP SYN-ACK-ACK proxy                       0
  IP block fragment                           0
  Destination session limit                   0

```

Sample Output

show security screen statistics zone untrust (IPv6)

```

user@host> show security screen statistics zone untrust
Screen statistics:
IDS attack type                               Statistics
  ICMP flood                                  0
  UDP flood                                   0
  TCP winnuke                                 0
  .....
  IPv6 extension header                       0
  IPv6 extension hop by hop option            0

```

```

IPv6 extension destination option      0
IPv6 extension header limit            0
IPv6 malformed header                  0
ICMPv6 malformed packet                0

```

Sample Output

show security screen statistics interface ge-0/0/3

```

user@host> show security screen statistics interface ge-0/0/3
Screen statistics:
IDS attack type           Statistics
ICMP flood                0
UDP flood                 0
TCP winnuke               0
TCP port scan             91
ICMP address sweep       0
TCP sweep                 0
UDP sweep                 0
IP tear drop              0
TCP SYN flood             0
IP spoofing               0
ICMP ping of death       0
IP source route option    0
TCP land attack           0
TCP SYN fragment         0
TCP no flag               0
IP unknown protocol      0
IP bad options            0
IP record route option    0
IP timestamp option       0
IP security option        0
IP loose source route option 0
IP strict source route option 0
IP stream option          0
ICMP fragment            0
ICMP large packet         0
TCP SYN FIN               0
TCP FIN no ACK            0
Source session limit      0
TCP SYN-ACK-ACK proxy     0
IP block fragment         0
Destination session limit 0

```

Sample Output

show security screen statistics interface ge-0/0/1 (IPv6)

```

user@host> show security screen statistics interface ge-0/0/1
Screen statistics:
IDS attack type           Statistics
ICMP flood                0
UDP flood                 0
.....
IPv6 extension header     0
IPv6 extension hop by hop option 0
IPv6 extension destination option 0
IPv6 extension header limit 0

```

```
IPv6 malformed header          0
ICMPv6 malformed packet       0
```

Sample Output

`show security screen statistics interface ge-0/0/1 node primary`

```
user@host> show security screen statistics interface ge-0/0/1 node primary
node0:
```

```
-----
Screen statistics:
IDS attack type          Statistics
ICMP flood              1
UDP flood               1
TCP winnuke            1
TCP port scan          1
ICMP address sweep     1
TCP sweep              1
UDP sweep              1
IP tear drop           1
TCP SYN flood          1
IP spoofing            1
ICMP ping of death    1
IP source route option 1
TCP land attack        1
TCP SYN fragment      1
TCP no flag            1
IP unknown protocol   1
IP bad options         1
IP record route option 1
IP timestamp option    1
IP security option     1
IP loose source route option 1
IP strict source route option 1
IP stream option       1
ICMP fragment          1
ICMP large packet      1
TCP SYN FIN            1
TCP FIN no ACK         1
Source session limit   1
TCP SYN-ACK-ACK proxy  1
IP block fragment      1
Destination session limit 1
```

Sample Output

`show security screen statistics zone trust logical-system all`

```
user@host> show security screen statistics zone trust logical-system all
Logical system: root-logical-system
Screen statistics:
```

```
IDS attack type          Statistics
ICMP flood              0
UDP flood               0
TCP winnuke            0
TCP port scan          0
ICMP address sweep     0
TCP sweep              0
UDP sweep              0
IP tear drop           0
```

```

TCP SYN flood                0
IP spoofing                  0
ICMP ping of death          0
IP source route option      0
TCP land attack             0
TCP SYN fragment           0
TCP no flag                  0
IP unknown protocol         0
IP bad options              0
IP record route option      0
IP timestamp option         0
IP security option          0
IP loose source route option 0
IP strict source route option 0
IP stream option            0
ICMP fragment               0
ICMP large packet           0
TCP SYN FIN                 0
TCP FIN no ACK              0
Source session limit        0
TCP SYN-ACK-ACK proxy       0
IP block fragment           0
Destination session limit   0

```

Logical system: ls1

Screen statistics:

IDS attack type	Statistics
ICMP flood	0
UDP flood	0
TCP winnuke	0
TCP port scan	0
ICMP address sweep	0
TCP sweep	0
UDP sweep	0
IP tear drop	0
TCP SYN flood	0
IP spoofing	0
ICMP ping of death	0
IP source route option	0
TCP land attack	0
TCP SYN fragment	0
TCP no flag	0
IP unknown protocol	0
IP bad options	0
IP record route option	0
IP timestamp option	0
IP security option	0
IP loose source route option	0
IP strict source route option	0
IP stream option	0
ICMP fragment	0
ICMP large packet	0
TCP SYN FIN	0
TCP FIN no ACK	0
Source session limit	0
TCP SYN-ACK-ACK proxy	0
IP block fragment	0
Destination session limit	0

Logical system: ls2

Screen statistics:

IDS attack type	Statistics
ICMP flood	0
UDP flood	0
TCP winnuke	0
TCP port scan	0
ICMP address sweep	0
TCP sweep	0
UDP sweep	0
IP tear drop	0
TCP SYN flood	0
IP spoofing	0
ICMP ping of death	0
IP source route option	0
TCP land attack	0
TCP SYN fragment	0
TCP no flag	0
IP unknown protocol	0
IP bad options	0
IP record route option	0
IP timestamp option	0
IP security option	0
IP loose source route option	0
IP strict source route option	0
IP stream option	0
ICMP fragment	0
ICMP large packet	0
TCP SYN FIN	0
TCP FIN no ACK	0
Source session limit	0
TCP SYN-ACK-ACK proxy	0
IP block fragment	0
Destination session limit	0

show security screen status

Supported Platforms [SRX Series](#)

Syntax `show security screen status`

Release Information Command introduced in Junos OS Release 12.3X48-D20.

Description Show screen status data.

Required Privilege Level view

List of Sample Output [show security screen status on page 212](#)

Sample Output

`show security screen status`

```
user@host> show security screen status
Screen status:
  Screen trap interval : 2 second(s)
```