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Handling of overlapping IPv6 fragments draft-ietf-6man-overlap-fragment-03

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Abstract

The fragmentation and reassembly algorithm specified in the base IPv6 specification allows fragments to overlap. This document

demonstrates the security issues with allowing overlapping fragments and updates the IPv6 specification to explicitly forbid overlapping fragments.

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1. Introduction

Fragmentation is used in IPv6 when the IPv6 packet will not fit inside the path MTU to its destination. When fragmentation is performed an IPv6 node uses a fragment header as specified in [section 4.5](#) of the IPv6 base specification [[RFC2460](#)] to break down the datagram into smaller fragments that will fit in the path MTU. The destination node receives these fragments and reassembles them. The algorithm specified for fragmentation in [[RFC2460](#)] does not prevent the fragments from overlapping, and this can lead to some security issues with firewalls [[RFC4942](#)]. This document explores the issues that can be caused by overlapping fragments.

1.1. Conventions used in this document

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [[RFC2119](#)].

2. Overlapping Fragments

Commonly used firewalls use the algorithm specified in [[RFC1858](#)] to weed out malicious packets that try to overwrite parts of the transport layer header to bypass inbound connection checks. [[RFC1858](#)] prevents an overlapping fragment attack on an upper layer protocol (in this case TCP) by recommending that packets with fragment offset 1 be dropped. While this works well for IPv4 fragments, it will not work for IPv6 fragments. This is because the fragmentable part of the IPv6 packet can contain extension headers before the TCP header, making this check less effective.

3. The attack

This attack describes how a malicious node can bypass a firewall using overlapping fragments. Consider a sufficiently large IPv6 packet that needs to be fragmented.



Figure 1: Large IPv6 packet

This packet is split into several fragments by the sender so that the packet can fit inside the path MTU. Let's say the packet is split into two fragments.

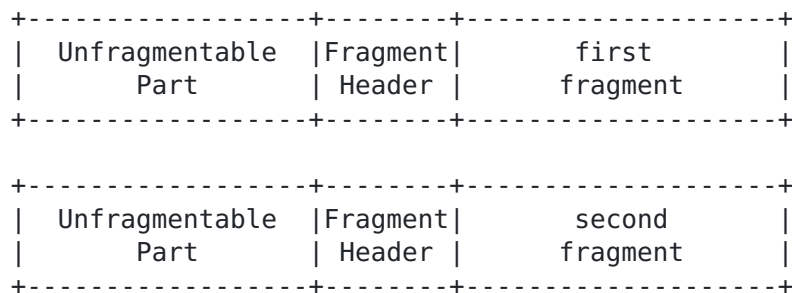


Figure 2: Fragmented IPv6 packet

Consider the first fragment. Let's say it contains a destination options header (DOH) 80 octets long and is followed by a TCP header.

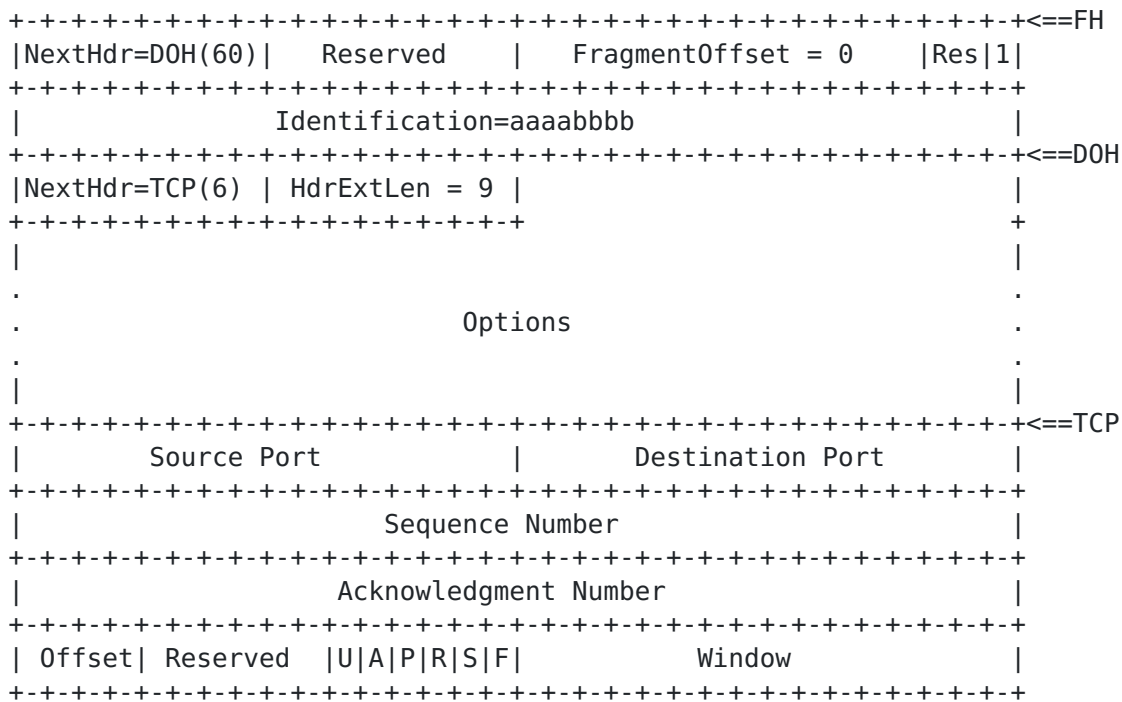


Figure 3: First Fragment

The TCP header has the following values of the flags S(YN)=1 and A(CK)=1. This may make an inspecting stateful firewall think that it is a response packet for a connection request initiated from the trusted side of the firewall. Hence it will allow the fragment to pass. It will also allow the following fragments with the same Fragment Identification value in the fragment header to pass through.

A malicious node can form a second fragment with a TCP header that changes the flags and sets S(YN)=1 and A(CK)=0. This can change the packet on the receiving end to consider the packet as a connection request instead of a response. By doing this the malicious node has bypassed the firewall's access control to initiate a connection request to a node protected by a firewall.

7. IANA Considerations

This document does not require any action from the IANA.

8. Normative References

- [RFC1858] Ziemba, G., Reed, D., and P. Traina, "Security Considerations for IP Fragment Filtering", [RFC 1858](#), October 1995.
- [RFC2119] Bradner, S., "Key words for use in RFCs to Indicate Requirement Levels", [BCP 14](#), [RFC 2119](#), March 1997.
- [RFC2460] Deering, S. and R. Hinden, "Internet Protocol, Version 6 (IPv6) Specification", [RFC 2460](#), December 1998.
- [RFC4942] Davies, E., Krishnan, S., and P. Savola, "IPv6 Transition/ Co-existence Security Considerations", [RFC 4942](#), September 2007.

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