





# Don't Pay Money for Someone Else's Calls

A Practical Analysis of VoIP-based Toll Fraud Cases



### Who am I



- Network geek, working as security researcher for
- Germany based ERNW GmbH
  - Independent
  - Deep technical knowledge
  - Structured (assessment) approach
  - Business reasonable recommendations
  - We understand corporate
- Blog: www.insinuator.net
- Conference: www.troopers.de



### Agenda



- Motivation
- ERNW's Seven Sisters of Infrastructure Security
- Typical Components in a VoIP environment
- Case Study 1
- Case Study 2
- Case Study 3
- Final Wisdom



### **Motivation**



- VoIP is just another application which gets transported over an IP network
- So, the general rules for securing the environment apply (see next slide)
- VoIP has one "special" property
  - Failing in properly securing the environment will directly result in a financial loss.



## **Seven Sisters**



Access Control



Isolation (Segmentation)



**Restriction (Filtering)** 





Entity Protection



Secure Management



Visibility



### **7** Sisters



- Can we limit who's taking part in some network, protocol, technology, communication act?
- Any need to isolate stuff due to different protection need, different (threat) exposure or different trust(worthiness)?
- What can be done, filtering-wise, on intersection points?
- Where to apply encryption, in an operationally reasonable way?



### **Generic Questions (2)**



- What about the security of the overall system's main elements?
- How to manage the infrastructure elements in a secure way?
- How to provide visibility as for security-related stuff, with reasonable effort?



## Typical Components in a VoIP environment







### **VoIP Terminals**



 Device which is able to initiate and receive phone calls

 This can be a hard phone or a softphone which is running on the PC (or Smartphone) of the user



### **Call Manager**



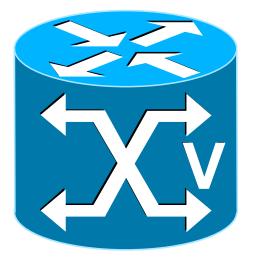
- Call processing entity

 Typically VoIP Phones are registered to one Call Manager

 Handles call routing, number translations etc.



#### **Voice Gateway**



 Typically a layer 3 device (router) with an ISDN card to interconnect the VoIP world to the PSTN



## **Additional Components**



- Typically, valued added services are provided for the VoIP environment
  - Voice Mail systems
  - Music on Hold
  - Yadda, yadda, yadda



## Case Study #1

Manufacturing Company









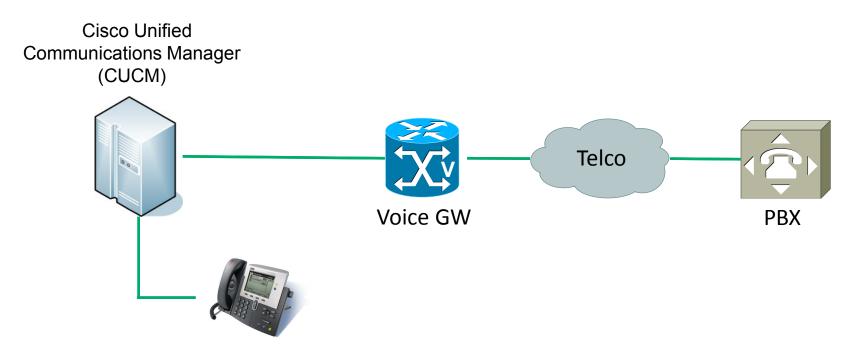
## How it all began



- It all started on a Monday morning at 7am
- Received a call from Enno
  - Actually receiving a call from him at this time is never a "good" sign ;)
- The targeted company called and told him they had a toll fraud incident over the weekend which cost them nearly 75.000 €.



## Introduction to the VoIP environment





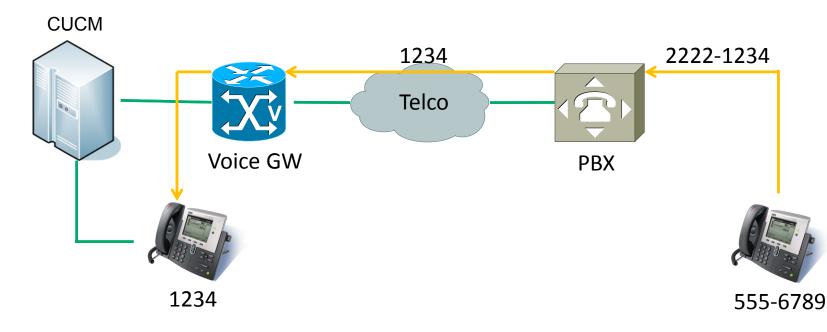
### **Customer Setup**



- Customer was using Direct Inward Dial (DID)
- Basically means that you have a head number (in network terms a prefix) together with some phone extension.
- Also, for outgoing calls the digit "8" must be prepended to a called number in order to receive a dial-ton
  - Remember that ;)

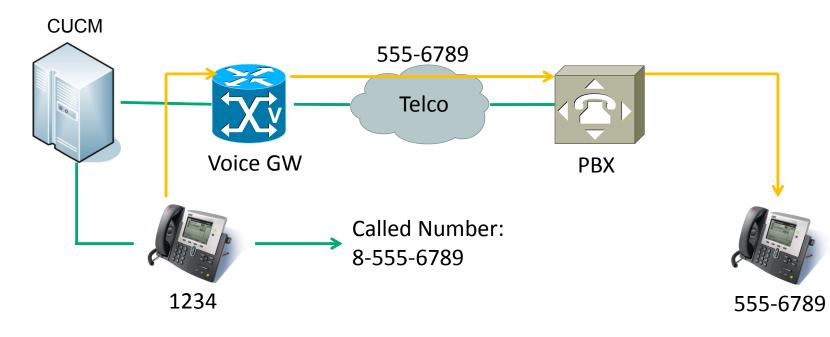


## Directed Inward Dial (DID) – Incoming Calls





# Outgoing Call Flow – Prepending the 8







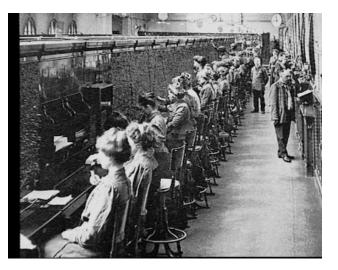
## Time to start digging



- After having a good overview of the overall design, it was time to start digging in the configuration and log files of the components.
  - Luckily the company *literally* logged everything ,)
- Some hours later, I was able to identify why the incident happened
  - Before going into detail, a short introduction on how call routing is implemented in the Cisco world might be useful....



## **Call Routing on Cisco IOS**

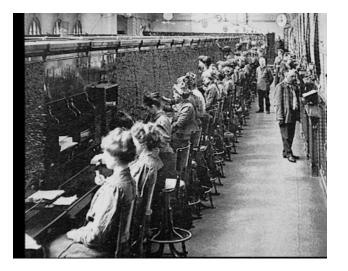


 In order to determine how a call gets forwarded so called "dial peers" are used in the Cisco world.

 These dial peers specify to which interface a call to a specific destination number gets forwarded



### **Quick Example**

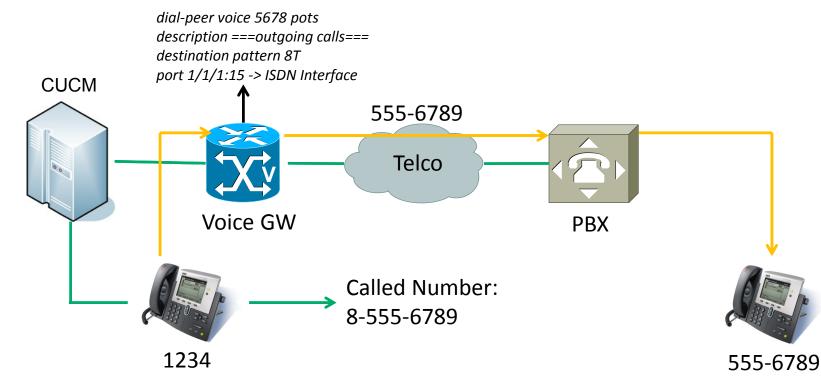


### - Generic Example:

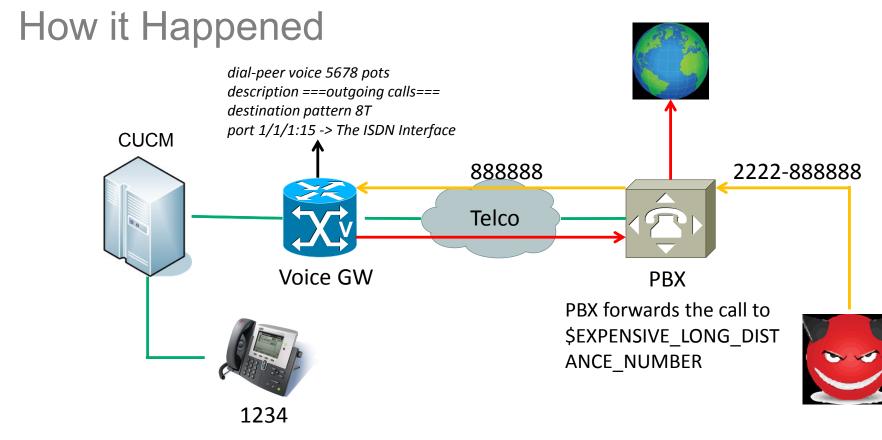
- dial-peer voice 1234 pots description ===incoming\_calls=== incoming\_called\_number ^[2-7]..\$ port 0/3/0
- The company actually configured the following dial-peer for outgoing calls:
  - dial-peer voice 5678 pots description ===outgoing calls=== destination pattern 8T port 1/1/1:15 -> The ISDN Interface



## **Dial Peer Configuration – Graphical View**

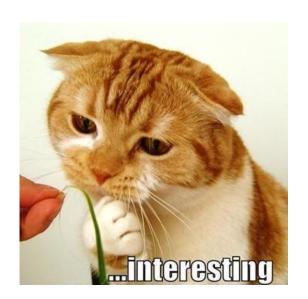








### An interesting side note



- The initial deployment was done by an external company
- The Telco told me that our customer was the 8<sup>th</sup> victim in one week.
- Interestingly, there is only one company in this small country right next to germany which offers deployment and configuration of VoIP systems
  - Maybe they all hired the same company....



#### **Lessons learned?**



- Be careful when you are planning your dial-patterns
  - As errors in this space can cost you quite a lot of money
- Verify the implementation of your implementer
  - As they might not have security in mind
  - Or the necessary know-how



# Case Study #1, Summary

	No Major Weaknesses	Major Weaknesses Identified	Relevant Busine	ss Risk
Entity Protection		х	х	
Visibility		Х	x	- File
		Х		<u></u>





## Case Study #2

Typical Enterprise Environment









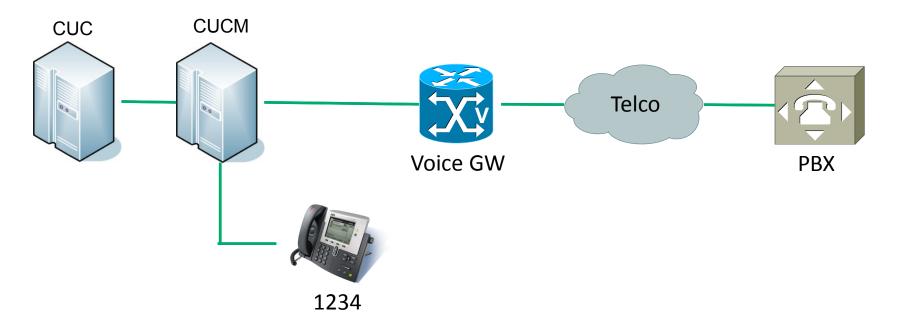
### **Groundhog Day**



- It all started like the last incident just one week later
- Again at 7am on an Monday morning I received yet another call
- The targeted company had also a toll fraud incident over the weekend which cost them nearly 150.000 €.



## Introduction to the VoIP environment







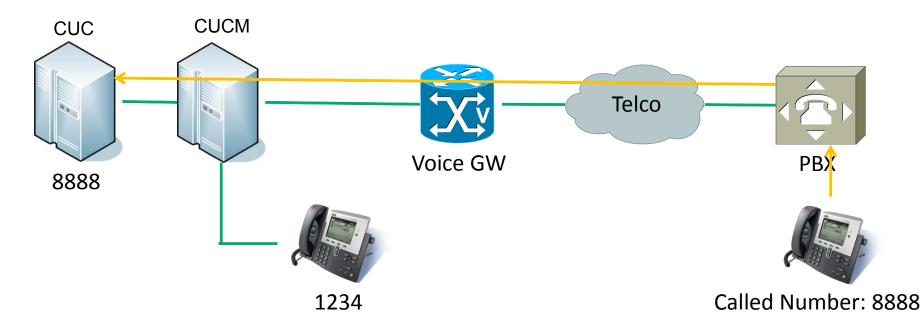
### **Customer Setup**



- In this case the environment was configured to be able to call the voicemail system from external
  - So that road warriors can listen to their messages
- After calling this number, one has to specify the internal extension followed by a 4 digit PIN for authentication purposes
- After successful authentication one is presented with a Telephone UI
  - Where you can configure your greeting message, listen to your voice mails and also configure a call transfer to an <u>arbitrary</u> number.



## **Cisco Unity Connection**







Time to start digging again ;)



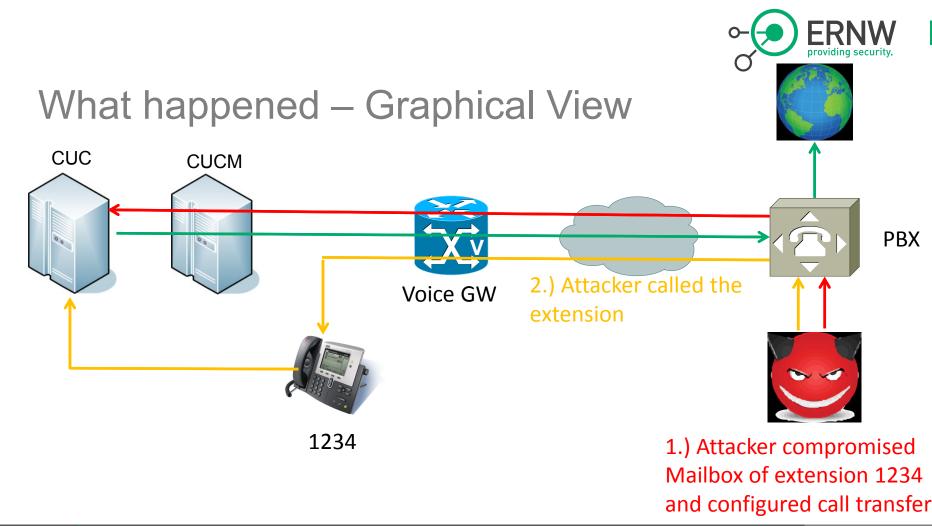
- After having a good overview of the overall design, it was time to start digging in the log files of the components.
  - This customer also logged literally everything ,)
- Due to size of the environment, it took me about 1 ½ days until I was finally able to reconstruct what happened



### Here's what happened



- 1.) The PIN of a mailbox was compromised
  - On Thursday evening
- 2.) The attackers waited until Friday evening
  - Because nobody was in the office anymore, and the user who owns the mailbox forwarded all calls to his number to the mailbox before leaving.
- 3.) The attacker configured a call transfer via the Telephone UI to \$EXPENSIVE\_LONG\_DISTANCE\_NUMBER
- 4.) and finally called the extension of the affected user, who had the forwarding to the mailbox configured.





### **But**....

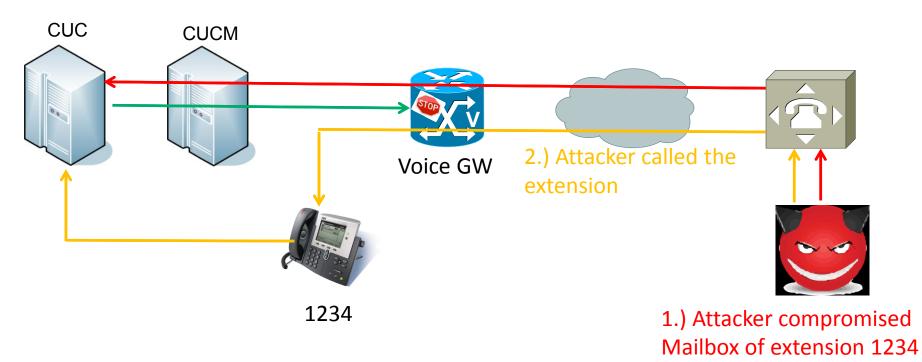


## They noticed relatively quickly that the call transfer was not working as desired

 Because the Voice Gateway was configured to reject calls to "suspicious" numbers.



## What happened – Graphical View



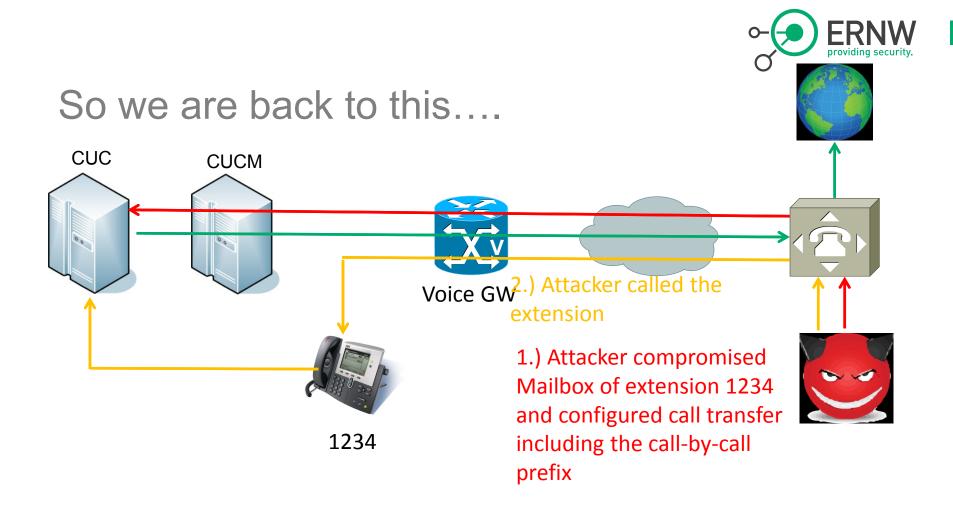
and configured call transfer



# How could they circumvent the restriction?



- They found a clever way to circumvent the restriction
- In Germany one can use a so called "Callby-Call" Provider
  - Basically if you want to use such a provider you must prepend a provider specific prefix to the number
  - E.g. 01049 + \$EXPENSIVE\_NUMBER
- They configured the call transfer and prepended a call-by-call provider prefix, and were able to circumvent the restriction





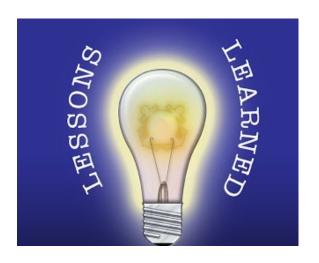
# So how could all of this happen in the first place?



- 1.) Unity Connection was able initiate outbound calls
  - Well, that's debatable whether it should be able to, but business requirements demanded for it.
- 2.) The PIN was only 4 digit long
- 3.) Trivial PINs were allowed
  - E.g. "0000" or "1111"
- 4.) No proper restriction to which numbers a call transfer can be configured.



#### **Lesson learned**

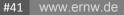


- These properties are a little unfortunate as Unity Connection gives you all the tools you need to address the issues mentioned above.
- So this case could basically be broken down to configuration weaknesses which favored the attacker to exploit the issue.
- Like in the last incident, the initial deployment and configuration was done by an external company ;)



# Case Study #2, Summary

	No Major Weaknesses	Major Weaknesses Identified	Relevant Busine	ss Risk
Entity Protection		х	х	
Visibility		Х	x	- File
		Х		<u></u>





### Case Study #3

#### **Call Center**







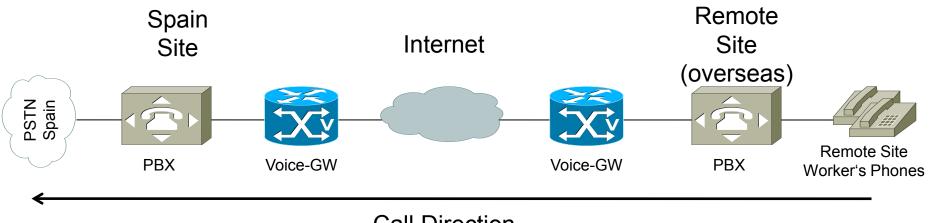
### The Scenario

- A company headquartered in Spain has a callcenter in Argentinia.
- Between the two sites a H.323 Trunk is established.
- Requirement: The calls from the Call Center are going over the spanish hq into the normal PSTN. Nobody else has access to the voice trunk between the two sites.
- Problem which arised: On the Spanish site 800 000 minutes of calls to Africa and the Caribic were generated (according to Telefonica) and nobody knows how this happened.
  - Router configuration was implemented by a external company
  - No logs available, no accounting information available



# The Scenario (graphical version)

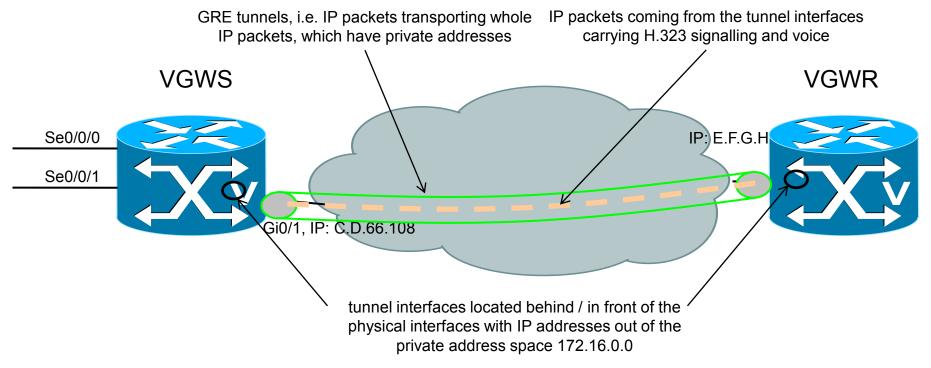
#### **Tail-End Hop Off**



Call Direction



### **GRE-Tunnels**





### Call Routing -- Which calls goes where?

```
dial-peer voice 15 pots
 destination-pattern 89..... <<<< call destination
direct-inward-dial
 port 0/0/0:15 <<<< outgoing interface (ISDN conn. to PBX)
 forward-digits 9
dial-peer voice 20 pots
 destination-pattern 86..... <<<< call destination
 direct-inward-dial
 port 0/0/0:15 <<<< outgoing interface (ISDN conn. to PBX)
 forward-digits 9
dial-peer voice 25 pots
 destination-pattern 8T <<<< "route any calls with '8...'...
 direct-inward-dial
 port 0/0/0:15 <<<<< ... and send them to the PBX"
```



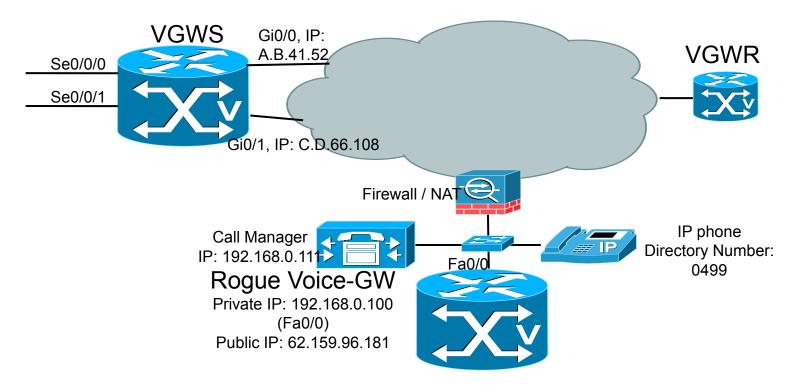
# Short Analysis

- 1. The Call Routing configuration passes calls to all numbers to the PBX
- 2. No Access Control in place (ACL or Authentication).
- 3. The first 2 Points are a security vulnerability, which attackers can exploit to do unauthorised calls.
- 4. But it depends on the configuration of the pbx what happens to the calls, whether they are forwarded to the PSTN or discarded\*

\*After the incident was known to the company, the pbx was reconfigured to discard all calls from the Voice-GW



### Proof of Concept – Attack scenario





# The Results (1)

#### H.323-Subsystem receives a request (setup):

VGWS#

```
Dec 10 17:06:19: //-1/xxxxxxxx/H323/cch323_h225_receiver:
    Received msg of type SETUPIND_CHOSEN
Dec 10 17:06:19: //-1/xxxxxxxx/H323/setup_ind: Entry
Dec 10 17:06:19: //961121/50A7036680E6/H323/setup_ind:
    callingNumber[0499] calledNumber[8005322694234]
```

#### H.323-Subsystem answers the request:

```
Dec 10 17:06:19:
    //961121/50A7036680E6/H323/cch323 h225 receiver:
    SETUPIND CHOSEN: src address = C.D.66.T08; dest address =
    62.159.96.181
```



## The Results (2)

#### Fitting Dial-Peers were found:

```
Dec 10 17:06:19: //-1/50A7036680E6/DPM/dpMatchPeersCore:
   Calling Number=, Called Number=8005322694234, Peer Info
   Type=DIALPEER_INFO_SPEECH
Dec 10 17:06:19: //-1/50A7036680E6/DPM/dpMatchPeersCore:
   Match Rule=DP_MATCH_DEST; Called Number=8005322694234
Dec 10 17:06:19: //-1/50A7036680E6/DPM/dpMatchPeersCore:
   Result=Success(0) after DP_MATCH_DEST
Dec 10 17:06:19: //-1/50A7036680E6/DPM/dpMatchPeersMoreArg:
   Result=SUCCESS(0)
   List of Matched Outgoing Dial-peer(s):
   1: Dial-peer Tag=25
   2: Dial-peer Tag=26
```



### The Results (3)

#### ISDN-Subsystem tries to forward the call to the PBX...

```
Dec 10 17:06:19: ISDN Se0/0/0:15 Q931: Applying typeplan for sw-type 0x16 is 0x0 0x0, Calling num 0499
Dec 10 17:06:19: ISDN Se0/0/0:15 0931: Applying typeplan for sw-type 0x16 is 0x0 0x0, Called num 005322694234
Dec 10 17:06:19: ISDN Se0/0/0:15 0931: TX -> SETUP pd = 8 callref = 0x5704
        Bearer Capability i = 0x8090A3
                Standard = CCITT
                Transfer Capability = Speech
                Transfer Mode = Circuit
                Transfer Rate = 64 \text{ kbit/s}
        Channel ID i = 0 \times A1839F
                Preferred, Channel 31
        Progress Ind i = 0x8183 - Origination address is non-ISDN
        Calling Party Number i = 0 \times 0081, '0499'
                Plan:Unknown, Type:Unknown
        Called Party Number i = 0x80, '005322694234'
                Plan:Unknown, Type:Unknown
Dec 10 17:06:19: //961121/50A7036680E6/H323/run h225 sm: Received event H225 EV CALLPROC while at state H225 SETUP
Dec 10 17:06:19: //961121/50A7036680E6/H323/cch323_h225_set_new_state: Changing from H225_SETUP state to H225 CALLPROC state
Dec 10 17:06:19: //961121/50A7036680E6/H323/generic send callproc: ===== PI = 0
Dec 10 17:06:19: ISDN Se0/0/0:15 Q931: RX <- SETUP ACK pd = 8 callref = 0xD704
        Channel ID i = 0xA9839F
                Exclusive, Channel 31
```



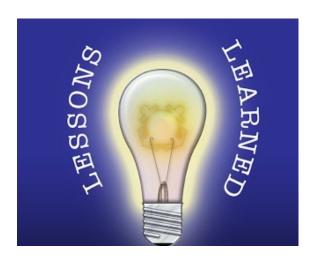
# The results (4)

#### ...but the call is rejected: No route to destination

#### The H.323-Subsystem informs our Voice-GW:



#### **Lesson learned**



- Like in case #1 one should be careful about the configured dial plan.
- Missing access control on the voice gateway side
  - Which invited the whole Internet to configure a H.323 trunk and routing calls over this link billed to someone else.



# Case Study #3, Summary

	No Major Weaknesses	Major Weaknesses Identified	Relevant Business Risk
Access Control		x	x
Entity Protection		x	x
Visibility		x	-

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#### **Final Wisdom**



- VoIP is complex technology
- Failure in securing your VoIP environment can and will cost you quite a lot of money
- Verify the (secure) configuration of your environment if an external company initially deployed it.
  - As all three incidents had in common that an external company had done the deployment.



#### **Final Wisdom**



- But it is not rocket science to secure it either...
- As VoIP is just another application over IP, the basic rules apply:
  - Access Control
  - Isolation
  - Restriction
  - Encryption
  - Entity Protection(!)
  - Secure Management
  - Visibility



### There's never enough time...

### THANK YOU...





