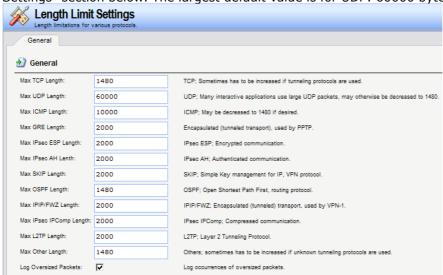
The "ping of death" is one of the earliest layer 3/4 attacks. One of the simplest ways to execute it is to run "ping -I 65510 1.2.3.4" on a Windows 95 system where 1.2.3.4 is the IP address of the intended victim. "Jolt" is simply a purpose-written program for generating such packets on operating systems whose ping commands refuse to generate oversized packets.

The triggering factor is that the last fragment makes the total packet size exceed 65535 bytes, which is the highest number that a 16-bit integer can store. When the value overflows, it jumps back to a very small number. What happens then is a function of how well the victim's IP stack is implemented.

[Solution]

Netdefend Firewall will never allow fragments through that would result in the total size exceeding 65535 bytes. In addition to that, there are configurable limits for IP packet sizes in the "Advanced Settings" section below. The largest default value is for UDP: 60000 bytes.



Ping of death will show up in Netdefend Firewall logs as drops with the rule name set to "LogOversizedPackets". The sender IP address may be spoofed. And we can set a threadhold for ICMP response in Netdefend below:

