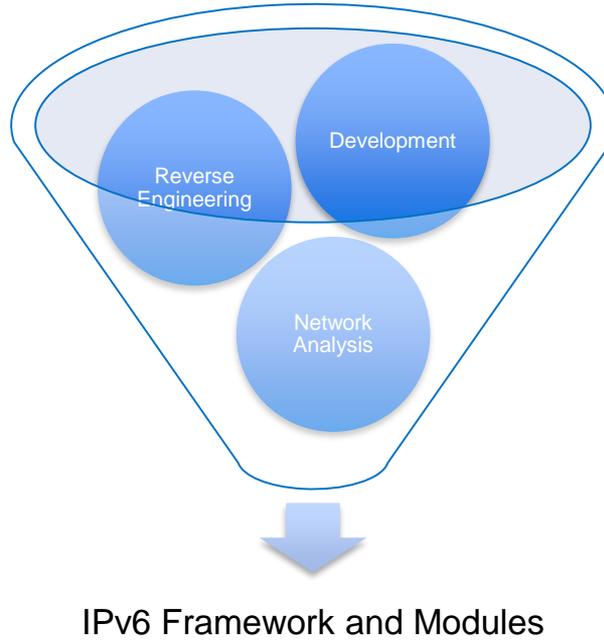




:::1 The Official Home for IPv6 Attacks

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Who We Are



Why We Are Here



IPv6 Refresher

What Is IPv6

IPv4
PAST

IPv6
FUTURE



Why We Must Switch

IPv6 can support 3.4×10^{38}
or 340,282,366,920,938,463,463,374,607,431,768,211,456 unique IP addresses.

Autoconfiguration support

Built-in IPsec

Additional support for real-time delivery of data

Advantages

Simplified packet header

Larger payloads

Auto configuration

Can potentially eliminate NAT

Increased number of multicast addresses

Support for preexisting routing protocols

IP Header Comparison

IPv4 Header

Version	IHL	Type of Service	Total Length	
Identification			Flags	Fragment Offset
Time to Live	Protocol		Header Checksum	
Source Address				
Destination Address				
Options			Padding	

-  Field name kept from IPv4 to IPv6
-  Field not kept in IPv6
-  Name and position changed in IPv6
-  New field in IPv6

IPv6 Header

Version	Traffic Class	Flow Label		
Payload Length		Next Header	Hop Limit	
Source Address				
Destination Address				

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IPv6 Extension Headers

Header Type	Next Header Code
Basic IPv6 Header	-
Hop-by-Hop Options	0
Destination Options (with Routing Options)	60
Routing Header	43
Fragment Header	44
Authentication Header	51
Encapsulation Security Payload Header	50
Destination Options	60
Mobility Header	135
No next header	59
TCP	6
UDP	17
ICMPv6	58

IPv6 Extension Headers

IPv6 Header (nh = 43)

A grey downward-pointing arrow indicating the flow from the IPv6 Header to the Routing Header.

Routing Header (nh = 6)

A grey downward-pointing arrow indicating the flow from the Routing Header to the TCP Header.

TCP Header

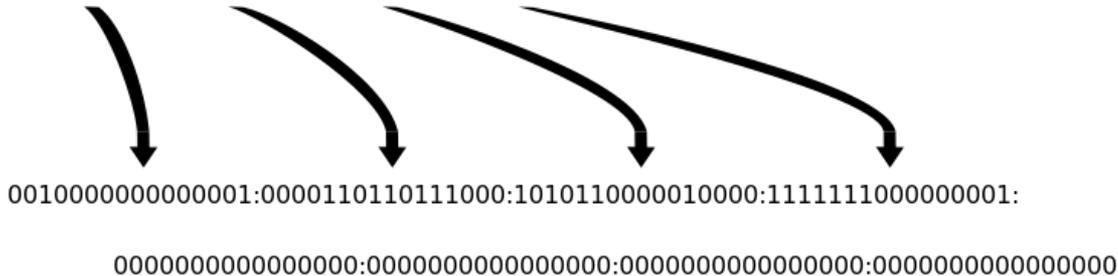
IPv6 Addressing

An IPv6 address (in hexadecimal)

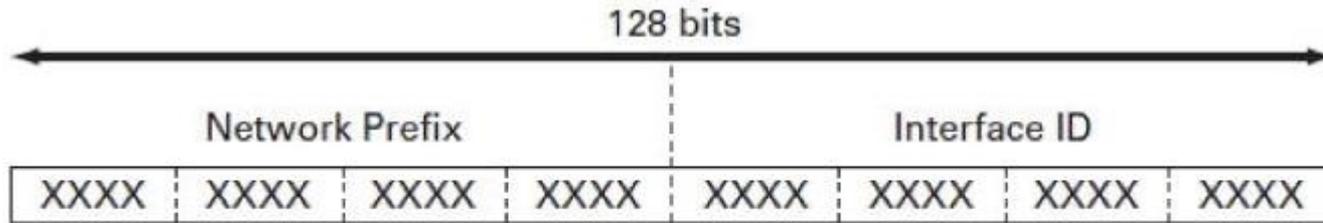
2001:0DB8:AC10:FE01:0000:0000:0000:0000



2001:0DB8:AC10:FE01:: Zeroes can be omitted



IPv6 Addressing



XXXX = 0000 through FFFF

$3.4 \times 10^{38} = \sim 340,282,366,920,938,463,374,607,432,768,211,456$ IPv6 Addresses

330622

IPv6 Addressing

Commonly used address scopes:

Global

Site-Local

Link-Local

Multicast



Multicast Addresses

Address	Description	Available Scopes
ff0X::1	All Nodes	<ul style="list-style-type: none">•Interface-Local•Link-Local
ff0X::2	All Routers	<ul style="list-style-type: none">•Link-Local•Site-Local
ff0X::fb	mDNSv6	<ul style="list-style-type: none">•All Scopes
ff02::1:3	Link-local Multicast Name Resolution	<ul style="list-style-type: none">•Link-Local

ICMPv6

Enables the following:

Neighbor Discovery (NDP) and Secure Neighbor Discovery (SEND)

Multicast Listener Discovery (MLD)

Multicast Router Discovery (MRD)

ICMPv6

Bit offset	0–7	8–15	16–31
0	Type	Code	Checksum
32	Message body		

ICMPv6 Types

Value	Meaning
1	Destination Unreachable
128	Echo Request
129	Echo Reply
133	Router Solicitation
134	Router Advertisement
135	Neighbor Solicitation
136	Neighbor Advertisement
143	Multicast Listener Query (MLDv2)

Neighbor Discovery

Neighbor Discovery (ND) is the protocol used to discover other nodes on the same subnet

Uses ICMPv6

Enables the following:

- SLAAC
- Neighbor Solicitation and Advertisements
- Router Solicitation and Advertisements
- Duplicate Address Detection (DAD)

Neighbor Discovery

Router Solicitation – Clients use this type to locate routers on the local-link

Router Advertisement – Routers advertise their presence with advertisement messages

Neighbor Solicitation – Nodes use neighbor solicitation messages to determine layer 2 address addresses of other nodes and to verify if a node is still reachable

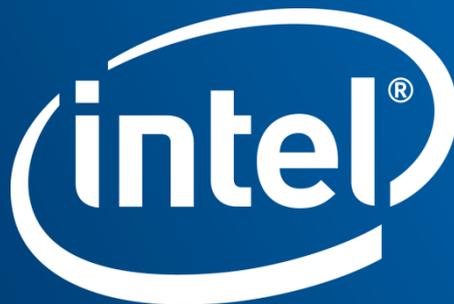
Neighbor Advertisement – Nodes use this message type to respond to solicitation messages





Refresher Complete





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