Subject: Re: As one who's been DDoS'd by Kholdstare on a N00BSTORIES SERVER....
Posted by fl00d3d on Mon, 25 Sep 2006 19:26:56 GMT
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Just a few comments from a security professional:

(1) I highly doubt anyone here has DDoS'd anyone. A simple script kiddie DoS perhaps ... but not distributed.

(2) Dynamic IPs are usually renewed from the DHCP server the same as previous unless you have a MAC spoofer or an ISP that recycles IPs within your netblock.

(3) Static IPs should never take 45-60 minutes to reacquire. Perhaps you're thinking of the time it takes for your line to acquire a lost DSL signal or for your ISP to re-establish sync with your hardware; but the IP has nothing to do with it.

(4) Denial of Service is actually one of the easiest things to do in the entire realm of "hacking" and is so easy that over 90% of the people use it do it because of the fact that the "ease of use" to "effect of use" ratio is so good. Anyone that DoS's someone is a straight up lamer wannabe 'h4xx0r'.

(5) DoS is also one of the easiest things to block depending on your network layout. Most ISPs can detect a port flood or malicious packets via Intrusion Detection Systems (NIDS) and auto-block the source IP for a period of time. If you're being attacked somewhere other than home -- or more specifically at a place where the burden of security is on your own shoulders -- you can implement IPsec or a software firewall (HIDS) on your server that will prevent most floods. [Reference: Snort is free!]

I can't honestly say what is going on here because I had no part of it. But if someone is DoSing a game server or a gamer becaue of an internet disagreance that is pretty low and sad.

I'll be more than willing to give security suggestions to anyone that continues to have problems with wannabe script kiddie hackers.