



Basic Scan Types

Scan Types Overview

Nmap offers a variety of scan types to discover hosts and services on a network. These techniques use different TCP, UDP, and ICMP protocols to gather information.

Common Scan Flags

<code>nmap -sT <target></code>	TCP Connect Scan: Establishes a full TCP connection (three-way handshake) to detect open ports. Requires no special privileges.
<code>nmap -sS <target></code>	TCP SYN Scan (Stealth Scan): Sends SYN packets to the target. If a SYN-ACK is received, the port is open. If a RST is received, the port is closed. Requires root privileges.
<code>nmap -sU <target></code>	UDP Scan: Sends UDP packets to the target. Requires root privileges and can be slow but detects open UDP ports.
<code>nmap -sP <target></code>	Ping Scan: Discovers active hosts on a network by sending ICMP echo requests. Deprecated, use <code>-sn</code> instead.
<code>nmap -sn <target></code>	Host Discovery: Discovers active hosts on a network, similar to ping scan, but more reliable.
<code>nmap -sV <target></code>	Version Detection: Determines the service and version running on open ports.

Example Usage

<code>nmap -sS 192.168.1.100</code>	Performs a SYN scan on the target IP address.
<code>nmap -sU 192.168.1.100</code>	Performs a UDP scan on the target IP address.
<code>nmap -sV 192.168.1.100</code>	Attempts to determine service versions on the target IP address.

Advanced Scanning Techniques

Stealth Scan Options

<code>nmap -sF <target></code>	TCP FIN Scan: Sends a FIN packet. Open ports are expected to ignore the packet, while closed ports respond with an RST.
<code>nmap -sX <target></code>	TCP Xmas Scan: Sends a packet with FIN, URG, and PSH flags set. Closed ports respond with an RST.
<code>nmap -sN <target></code>	TCP Null Scan: Sends a packet with no flags set. Closed ports respond with an RST.

Bypassing Firewalls/IDS

<code>nmap -f <target></code>	Fragment Packets: Helps bypass simple firewalls by fragmenting the packets.
<code>nmap --mtu <value> <target></code>	Specify MTU: Sets a specific Maximum Transmission Unit (MTU) to avoid triggering certain IDS rules.
<code>nmap --data-length <number> <target></code>	Append Random Data: Adds random data to the end of packets to avoid signature-based detection.
<code>nmap --spooof-mac <MAC address/prefix/vendor> <target></code>	Spoof MAC Address: Spoofs the MAC address of your network interface to hide your identity.
<code>nmap -g <portnumber> <target></code>	Source Port Manipulation: Use a specific port number

Timing and Performance

<code>nmap -T<0-5> <target></code>	Timing Templates: Sets the timing template. 0 is the slowest (paranoid), 5 is the fastest (insane).
<code>nmap --min-rtt-timeout <time> --max-rtt-timeout <time> --initial-rtt-timeout <time> <target></code>	Adjust RTT Timeout: Fine-tunes the round-trip time (RTT) timeout values.

Port Specification and Service Detection

Port Specification

<code>nmap -p <port(s)> <target></code>	Specify Ports: Scans only the specified ports. Example: <code>-p 22,80,443</code> or <code>-p 1-1000</code>
<code>nmap -F <target></code>	Fast Scan: Scans only the ports listed in the nmap-services file.
<code>nmap --top-ports <number> <target></code>	Top Ports: Scans the specified number of most common ports.
<code>nmap -p- <target></code>	Scan all 65535 ports.

Service and Version Detection

<code>nmap -sV <target></code>	Version Detection: Enables version detection to determine the service and version information.
<code>nmap --version-intensity <0-9> <target></code>	Version Intensity: Sets the intensity of version scanning. Higher values increase accuracy but take longer.
<code>nmap --version-light <target></code>	Version Light: Uses light version scanning.
<code>nmap --version-all <target></code>	Version All: Tries every single probe.

OS Detection

<code>nmap -O <target></code>	OS Detection: Attempts to determine the operating system of the target.
<code>nmap --osscan-limit <target></code>	OS Scan Limit: Limits OS detection to promising targets.
<code>nmap --osscan-guess <target></code>	OS Scan Guess: Guesses the OS more aggressively.

Nmap Scripting Engine (NSE)

NSE Basics

The Nmap Scripting Engine (NSE) allows you to run powerful scripts to automate a wide variety of networking tasks. These scripts can discover vulnerabilities, perform version detection, and more.

Common NSE Categories

- **auth**: Scripts related to authentication bypass and checking.
- **broadcast**: Scripts that discover services by broadcasting requests on the local network.
- **default**: Commonly used scripts providing basic information.
- **discovery**: Scripts that try to discover more information about the network.
- **dos**: Scripts that test for denial-of-service vulnerabilities.
- **exploit**: Scripts that attempt to exploit known vulnerabilities.
- **fuzzer**: Scripts that send random data to services in an attempt to crash them.
- **intrusive**: Scripts that are considered intrusive and may cause damage.
- **malware**: Scripts that check for malware and backdoors.
- **safe**: Scripts that are considered safe to run.
- **vuln**: Scripts that check for vulnerabilities.

Script Selection and Execution

<code>nmap --script=<script(s)> <target></code>	Run Scripts: Executes the specified NSE scripts. Example: <code>--script smb-vuln-ms17-010</code> or <code>--script vuln</code>
<code>nmap --script-args <args> <target></code>	Script Arguments: Provides arguments to the NSE scripts.
<code>nmap --script-help <script(s)></code>	Script Help: Displays help information about the specified script(s).
<code>nmap --script-updatedb</code>	Update Script Database: Updates the NSE script database.