

Generating Dropped Packets

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Subject: Generating Dropped Packets

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While technically not a pen test, I am trying to do something that I think (hope) is inline with some tools that exist for pen testing that folks here might be able to turn me onto. I am trying to generate traffic that will be dropped out of hand by both switches and routers. The nature of the packet (fragment, giant, etc.) isn't as important to me as the ability of the switch/router to recognize that the packet needs to be dropped.

Products/tools that are Windows based are preferred, though Linux and/or Solaris are acceptable as well (I'm not as sharp on *nix as I am on Win systems). I know I can use something like mismatched duplex settings to start generating collisions and such, but I would prefer a method that is more controlled if possible. TIA.

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