



CVE-2005-1718

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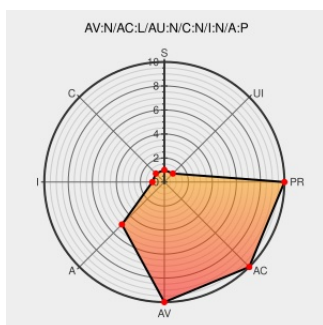
CVE-2005-1718

[Source: Mitre](#)

[Source: NIST](#)

[CVE.ORG](#)

[Print: PDF](#)



Certain versions of [War Times](#) from [Ls Games](#) contain the following vulnerability:

Buffer overflow in LS Games War Times 1.03 and earlier allows remote attackers to cause a denial of service (server crash) via a long nickname.

CVE-2005-1718 has been assigned by [M](#) cve@mitre.org to track the vulnerability

CVSS2 Score: **5 - MEDIUM**

Access
Vector

NETWORK

Access
Complexity

LOW

Authentication

NONE

Confidentiality
Impact

NONE

Integrity
Impact

NONE

Availability
Impact

PARTIAL

CVE References

Description

Tags

Link

[Exploit](#)

[aluigi.altervista.org](#)

[text/plain](#)

[MISC](#)

aluigi.altervista.org/adv/wartimesboom-adv.txt

Secunia - Advisories - War Times Nickname Handling Denial of Service Vulnerability

[Exploit](#)

[web.archive.org](#)

[text/html](#)

[SECUNIA 15363](#)

No Description Provided

[www.osvdb.org](#)

[OSVDB 16619](#)

Inactive Link

Not Archived

War Times Game Can Be Crashed By Remote Users - SecurityTracker

[securitytracker.com](#)

[text/html](#)

[SECTrack 1013981](#)

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There are currently no QIDs associated with this CVE

Known Affected Configurations (CPE V2.3)

Type	Vendor	Product	Version	Update	Edition	Language
Application	Ls Games	War Times	1.03	All	All	All
Application	Ls Games	War Times	1.03	All	All	All
cpe:2.3:a:ls_games:war_times:1.03:*****:						
cpe:2.3:a:ls_games:war_times:1.03:*****:						

No vendor comments have been submitted for this CVE

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