

## Firewall Access Rules

<https://campus.barracuda.com/doc/46209459/>

The firewall service compares the incoming traffic to the access rules until it has found a match and then executes the policy defined in the matching rule. The following article explains the configuration and interaction of access rules on the Barracuda NextGen Firewall F-Series.

### Access Rule Settings

For each access rule you can configure the following settings:

- **Name** - The name of the access rule. This name is displayed on the **Firewall > Live** and **History** pages.
- **Description** - An additional field in which you can enter a description of the access rule, to help you and others determine the purpose of the access rule in case the rule must be edited it later.
- **Action** - Specifies how the firewall handles network traffic that matches the criteria of the rule. The following actions are available:
  - **Pass** - All traffic matching the access rule is forwarded.
  - **Block** - All traffic matching the access rule is ignored. Matching connection attempts are not answered.
  - **Deny** - All traffic matching this access rule is dismissed. Matching network sessions are terminated by replying **TCP-RST** for TCP requests, **ICMP Port Unreachable** for UDP requests, and **ICMP Denied by Filter** for other IP protocols.
  - **Dst NAT** - The firewall rewrites the destination IP address, network, or port to a predefined network address.
  - **Map** - The firewall rewrites IP ranges or networks to a predefined network or IP range.
  - **App Redirect** - The firewall redirects the traffic locally to one of the services running on the F-Series Firewall.
  - **Broad Multicast** - Broadcasts matching this rule are forwarded. This is used for bridged networks.
  - **Cascade** - Jump to and evaluate a different rule list.
  - **Cascade Back** - Jump back to the global rule list and resume evaluation the access rules below the cascade rule.
- **Service** - The protocol and protocol/port range of the matching traffic. You can define one or more services for the access rule. You can select a predefined service object or create your own service objects (see: [Service Objects](#)).
- **Source** - The source IP address/netmask of the connection to be handled by the rule. You can select a [network object](#) or explicitly enter a specific IP address/netmask.
- **Destination** - The destination IP address/netmask of the connection that is affected by the rule. You can select a [network object](#) or explicitly enter a specific IP address/netmask.
- **Connection Method** - The outgoing interface and source (NAT) IP address for traffic matching

the access rule, using connection objects (see below).

## Connection Objects

The following table lists the five default connection objects.

<b>Predefined Connection Object</b>	<b>Outgoing Interface and IP Address Determined by</b>
<b>Dynamic SNAT (Source-based NAT)</b>	Change the source IP address of network packets to the IP address to that of the matching interface with the lowest metric according to the routing table.
<b>No SNAT (No Src NAT - Client)</b>	Connection is established using the original source IP address.
<b>SNAT with DSL IP</b>	Source NAT with the IP address of the ppp1 device
<b>SNAT with 3G IP</b>	Source NAT with the IP address of the ppp5 device (3G uplink)
<b>SNAT with DHCP IP</b>	Source NAT with the IP address of the dhcp device (DHCP uplink)
<b>NAT Tables</b>	Source NAT for networks or IP ranges. Multiple rewrite conditions can be configured per connection object.
<b>Application Based Link selection Connection Objects</b>	Source NAT based on application type.

You can also create custom connection objects. For more information, see [Connection Objects](#).

## Troubleshooting Blocked Connections Video

To get a feel for how to use access rules, and how NextGen Admin allows you to determine which rules to create, watch the following video:

Connection Blocked  
Troubleshooting  
Barracuda *NG Firewall*



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