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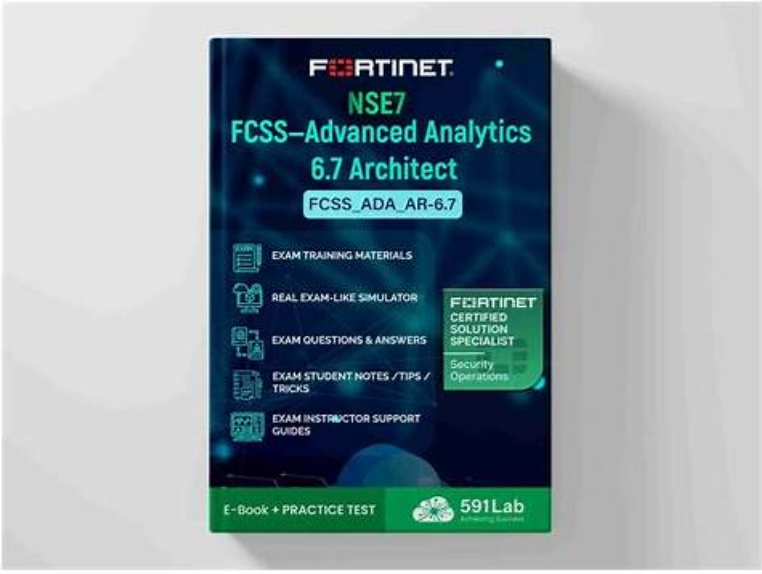

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Fortinet FCSS_NST_SE-7.6 Exam Syllabus Topics:

Topic	Details
Topic 1	• Routing: This section focuses on Network Engineers and involves tackling issues related to packet routing using static routes, as well as OSPF and BGP protocols to support enterprise network traffic flow.
Topic 2	• VPN: This section is aimed at IT Professionals and includes diagnosing and addressing issues with IPsec VPNs, specifically IKE version 1 and 2, to secure remote and site-to-site connections within the network infrastructure.
Topic 3	• Security profiles: This part measures skills of Security Operations Specialists and covers identifying and resolving problems linked to FortiGuard services, web filtering configurations, and intrusion prevention systems to maintain protection across network environments.
Topic 4	• System troubleshooting: This section of the exam measures the skills of Network Security Support Engineers and addresses diagnosing and correcting issues within Security Fabric setups, automation stitches, resource utilization, general connectivity, and different operation modes in FortiGate HA clusters. Candidates work with built-in tools to effectively find and resolve faults.
Topic 5	• Authentication: This section evaluates the abilities of System Administrators and requires troubleshooting both local and remote authentication methods, including resolving Fortinet Single Sign-On (FSSO) problems for secure network access.

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Fortinet FCSS - Network Security 7.6 Support Engineer Sample Questions (Q78-Q83):

NEW QUESTION # 78
Which statement about parallel path processing is correct (PPP)?

- A. Software configuration has no impact on PPP.
- B. PPP chooses from a group of parallel options lo identity the optimal path tor processing a packet.
- C. PPP does not apply to packets that are part of an already established session.
- D. Only FortiGate hardware configurations affect the path that a packet takes.

Answer: B

Explanation:
Parallel Path Processing (PPP) in FortiOS refers to the system's ability to evaluate and select among multiple processing paths-often involving dedicated network processors, content processors, or CPU-based workflows-to optimally process packets. The official documentation highlights that the PPP engine dynamically selects which hardware or software path to use for each session based on session characteristics, policy configuration, and traffic type. This dynamic selection results in optimal throughput and resource utilization.
The document specifies that PPP assesses several processing paths in parallel, using decision logic to determine whether a session should be offloaded to specialist hardware (like NP6, CP9, etc.) or stay in the CPU path, ensuring that each packet is handled by the most efficient available method under current load and policy. Hardware and software configurations both influence this outcome, but it is the PPP engine's decision- making that defines the optimal path per session.
References:
Fortinet FortiGate Handbook: Parallel Path Processing
Fortinet FortiOS Technical Documentation: Packet Flow and Path Selection

NEW QUESTION # 79
Exhibit.

```
ike 0: comes 10.0.0.2:500->10.0.0.1:500,ifindex=7.
ike 0: IKEv1 exchange=Aggressive id=a2fbd6bb6394401a/06b89c022d4df682 len=426
ike 0: Remotesite:3: initiator: aggressive mode get 1st response.
ike 0: Remotesite:3: VID DD AFCAD71368A1F1C96B8696FC77570100
ike 0: Remotesite:3: DPD negotiated                FC77570100
ike 0: Remotesite:3: VID FORTIGATE 8299031757A3608
ike 0: Remotesite:3: peer is Fortifate/Fartios, (v2C6A621DE00000000
ike 0: Remotesite:3: VID FRAGMENTATION 4048B7D56EB0 bo)
ike 0: Remotesite:3: VID FRAGMENTATION 4048B7D56EBCE88525E7DE7F00D6C2D3
ike 0: Remotesite:3: received peer identifier FQDNCE88525E7DE7F00D6C2D3C0000000
ike 0: Remotesite:3: negotiation result            'remote"
ike 0: Remotesite:3: proposal id =1:
ike 0: Remotesite:3:       protocol id = ISAKMP:
ike 0: Remotesite:3:           trans id = KEY IKE.
ike 0: Remotesite:3:           encapsulation = IKE/
ike 0: Remotesite:3:               type=OAKLEY _ENCnone
ike 0: Remotesite:3:               type=OAKLEY HASH TYPE _ALG, val=AES CBC, key-len=128
ike 0: Remotesite:3:           type=AUTH METHOD, va ALG, val=SHA.
ike 0: Remotesite:3:           type=OAKLEY _GROUP, l=PRESHARED KEY.
ike 0: Remotesite:3: ISAKMP SA lifetime=86400      val=MODP1024.
ike 0: Remotesite:3: NAT-T unavailable
ike 0: Remotesite:3: ISAKMP SA a2fbd6bb6394401a/06
ike 0: Remotesite:3: ISAKMP SA a2fbd6bb6394401a/06b89c022d4df682 key 16:39915120ED73E520787C801DE3678916
ike 0: Remotesite:3: PSK authentication succeeded
ike 0: Remotesite:3: authentication OK
ike 0: Remotesite:3: add INITIAL-CONTACT
ike 0: Remotesite:3: enc A2FBD6BB6394401A06B89C022D4DF68208100401000000000000000500B000018882A07809026CA8B2
ike 0: Remotesite:3: out A2FBD6BB6394401A06B89C022D4DF68208100401000000000000005C64D5CBA90B873F150CB8B5CCZA
ike 0: Remotesite:3: sent IKE msg (agg i2send): 10.0.0.1:500->10.0.0.2:500, len=140, id=a2fbd6bb6394401a/
ike 0: Remotesite:3: established IKE SA a2fbd6bb6394401a/06689c022d4df682
```

Refer to the exhibit, which contains partial output from an IKE real-time debug.
Which two statements about this debug output are correct? (Choose two.)

- A. Perfect Forward Secrecy (PFS) is enabled in the configuration.
- B. The local gateway IP address is 10.0.0.1.
- C. The initiator provided remote as its IPsec peer ID.
- D. It shows a phase 2 negotiation.

Answer: C,D

Explanation:
From the exhibit, you can observe that the debug output captures an IKEv1 negotiation in aggressive mode.
Let's break down the supporting details in line with official Fortinet IPsec VPN troubleshooting resources and debug guides:
For Option B:
The very first line of the debug output shows:
comes 10.0.0.2:500->10.0.0.1:500, ifindex=7.
This indicates the traffic direction-from the remote IP (10.0.0.2) with port 500 to the local IP (10.0.0.1) with port 500. According to Fortinet's documentation, the right side of the arrow always represents the local FortiGate gateway. Thus, 10.0.0.1 is the local gateway IP address.
For Option D:
You see the statement:
negotiation result "remote"
and
received peer identifier FQDNCE88525E7DE7F00D6C2D3C00000000
Official debug documentation describes that the "peer identifier" or peer ID sent by the initiator is displayed here. In the context of IKE/IPsec negotiation, this value is used as the IPsec peer ID for authentication and identification purposes. The initiator is providing "remote" as the peer ID for its connection.
Why Not A or C:
Perfect Forward Secrecy (PFS): The debug does not show any DH group negotiation in phase 2 (no reference to group2, group5, etc., for phase 2), so you cannot deduce the presence of PFS solely from this output.
Phase 2 negotiation: The log focuses on IKE (phase 1) negotiation and establishment; there's no reference to ESP protocol, Quick Mode, or other identifiers that would show phase 2 SA negotiation and establishment.
This interpretation aligns with the explanation in the FortiOS 7.6.4 Administration Guide's VPN section and the official debug command output samples published in Fortinet's documentation. It demonstrates how to distinguish between local and remote addresses and how to identify the use of peer IDs.
References:
FortiOS 7.6.4 Administration Guide: IPsec VPN and Debugging VPNs
Technical Support Resources on interpreting IKE debug output and peer ID roles

NEW QUESTION # 80
Refer to the exhibit, which shows the output of get router info bgp summary.

```
get router info bgp summary

VRF 0 BGP router identifier 172.16.1.254, local AS number 65100
BGP table version is 3
2 BGP AS-PATH entries
0 BGP community entries

Neighbor        V         AS MsgRcvd MsgSent   TblVer  InQ OutQ Up/Down  State/PfxRcd
100.64.1.254    4        100      18      20        3    0    0 00:02:55        1
100.64.2.254    4        100       0       0        0    0    0 never       Active

Total number of neighbors 2
```


Which two statements are true? (Choose two.)

- A. The local FortiGate is still calculating the prefixes received from BGP neighbor 100.64.2.264
- B. The local ForliGate has received one prefix from BGP neighbor 100.64.1.254.
- C. The local FortiGate has received 18 packets from a BGP neighbor.
- D. The TCP connection with BGP neighbor 100.64.2.254 was successful.

Answer: B,C

Explanation:
The get router info bgp summary output lists BGP neighbor status:

Prefix Reception: The "State/PfxRcd" column shows the number of prefixes received from the neighbor- neighbor 100.64.1.254 has "1", confirming option A.
Received Message Count: Under "MsgRcvd", 18 packets have been received from neighbor 100.64.1.254.
This matches option C.
The second neighbor 100.64.2.254 is in "Active" state and has received/sent 0 packets, indicating that its TCP connection is NOT established, disproving option B.
There is no indication anywhere that the router is "still calculating" prefixes; "Active" just means no session is established, so option D is incorrect.
References:
FortiOS BGP Command Reference: BGP Neighbor States, PfxRcd, and Counters

NEW QUESTION # 81
In IKEv2, which exchange establishes the first CHILD_SA?

- A. IKE_SA_INIT
- B. INFORMATIONAL
- C. CREATE_CHILD_SA
- D. IKE_Auth

Answer: C

NEW QUESTION # 82
What are two reasons you might see iprope_in check () check failed, drop when using the debug How?
(Choose two.)

- A. The packet was dropped because it is not allowed by any firewall policy.
- B. The packet was dropped because the requested service is not enabled on FortiGate
- C. The packet was dropped because there is no route to the source.
- D. The packet was dropped because the trusted host list is misconfigured

Answer: B,D

Explanation:
The debug flow message iprope_in_check() check failed, drop specifically indicates a failure in the Local-In Policy check. The "iprope" (IP ROouting Policy Enforcement) engine handles policy lookups. The _in_check suffix confirms that the decision is regarding traffic destined to the FortiGate itself (Local-In traffic), rather than traffic passing through it.
* D. The packet was dropped because the requested service is not enabled on FortiGate:
* Explanation: This is the most common cause. When a packet arrives destined for the FortiGate's interface IP (e.g., an HTTPS or SSH request), the kernel checks if that specific service is enabled in the interface settings (set allowaccess). If the service is not enabled (e.g., trying to Ping an interface where PING access is disabled), the iprope_in_check function fails and drops the packet immediately.
* C. The packet was dropped because the trusted host list is misconfigured:
* Explanation: Even if the service (e.g., HTTPS) is enabled on the interface, the FortiGate checks the Administrator settings. If Trusted Hosts are configured, the source IP of the incoming packet is compared against the allowed list. If the IP is not on the list, the Local-In policy check (iprope_in_check) fails, and the packet is dropped to secure the management plane.
Why other options are incorrect:
* A: If traffic is dropped by a standard Firewall Policy (traffic passing through the device from one interface to another), the debug message will typically state denied by policy x or no matching policy. It would generally be a forward check (iprope_fwd_check or similar), not an _in_check.
* B: If there is no route to the source, the error is a Reverse Path Forwarding (RPF) failure. The debug flow logs this explicitly as reverse path check fail, drop.
Reference:
FortiGate Troubleshooting Guide (Debug Flow): "The message iprope_in_check() check failed indicates the packet was denied by the Local-In policy. This occurs when traffic destined to the FortiGate is not allowed by the allowaccess configuration or is blocked by Trusted Host settings."

NEW QUESTION # 83

.....

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