



**criminals,
crime and
cruelty**

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CHAPTER 1: Introduction

This netbook is a compilation of articles and collated information aimed at providing the Marvel Super Heroes judge with all the information they need to run villains, gangs and anti-heroes in the Marvel Universe.

Many thanks go out to all the contributors who made this project possible and I hope you enjoy this compendium far more than I did when pulling the document together!

Silverback.

The Forces of Darkness

Webster's English Dictionary (1913) has this to say about Evil:

Evil (adj.) [OE. evel, evil, ifel, uvel, AS. yfel; akin to OFries, evel, D. euvel, OS. & OHG. ubil, G. \81bel, Goth. ubils, and perh. to E. over.] (Page: 517)

- 1) Having qualities tending to injury and mischief; having a nature or properties which tend to badness; mischievous; not good; worthless or deleterious; poor; as, an evil beast; an evil plant; an evil crop.
- 2) Having or exhibiting bad moral qualities; morally corrupt; wicked; wrong; vicious; as, evil conduct, thoughts, heart, words, and the like.
- 3) Producing or threatening sorrow, distress, injury, or calamity; unpropitious; calamitous; as, evil tidings; evil arrows; evil days. -- Evil speaking, speaking ill of others; calumny; censoriousness. -- The evil one, the Devil; Satan; Syn. -- Mischievous; pernicious; injurious; hurtful; destructive; wicked; sinful; bad; corrupt; perverse; wrong; vicious; calamitous.
- 4) Anything which impairs the happiness of a being or deprives a being of any good; anything which causes suffering of any kind to sentient beings (It's a hobby...); injury; mischief; harm; -- opposed to good.
- 5) Moral badness, or the deviation of a moral being from the principles of virtue imposed by conscience, or by the will of the Supreme Being, or by the principles of a lawful human authority; disposition to do wrong; moral offence; wickedness; depravity.

But evil is actually so much more than all that. It is wickedness, malevolence, the desire to do people wrong. To take power for yourself at the expense of others, and then using it in the most ruthless and vile of ways. It is hurting people for no good reason at all, horrifically destroying their lives and then jumping up on down on their corpses. It is tying damsels in distress to railroad tracks and then twirling about in a moustache and black cape. It is hate and wrath and rage. Sound good? We thought so. So let's begin.

The Benefits of Being Evil

That definition is good for the basics of evil, but doesn't really get into the benefits. For being evil is truly a lifestyle unto itself. By embracing the forces of evil you can gain power beyond your wildest dreams. You can become one of the richest people on earth and then use that wealth to bring about the misfortune of others. You can crush your enemies in the most ruthless and vile of ways all the while unhindered by such weaknesses as remorse or guilt. You can be a ray of darkness in an otherwise unbearably sunny day. Those are not the only benefits, however. By becoming a servant of darkness you can also engage in widespread plans of world domination. You can destroy the world with the method of your choosing and then jump up and down on its corpse. You can tie damsels in distress to railroad tracks and then twirl about in your moustache and black cape. Yes, by choosing evil you can truly walk down the street with pride, and watch small children run screaming from your presence.

But wait, there's more! If you act now you can also gain vast influence over the minds of men. You can learn great supernatural powers capable of killing at a glance and causing people's heads to explode. You can summon up terrible armies of the undead to then send against the town of your choosing. You can even become immortal should you wish, and are willing to sacrifice your humanity.

There really is no end to the benefits, so why not join today?

Choosing an Evil Name

To begin your evil career you must choose an evil name for yourself. Something that will cause millions to tremble and be forever burned into their fragile minds. A name so horrible and vast that children will weep at its very pronouncement and none will dare say it lest they be cursed throughout the ages. Choose carefully, because this is what the world will know you as, and it's hell getting changed so you won't want to do this twice.

The Normal Name: This is where you keep your current name and simply use that in your quest for ultimate evil. Believe it or not, you don't always need a big flash name - it just helps. And should you so choose, your birth name should be just enough to inspire fear in all humanity. Examples include: Bill Gates, Walt Disney, Pat Robertson.

The Descriptive Name: This is a name that completely describes you as a person. Oftentimes it is an archetype, and generally it will instantly reveal your nature upon utterance. Examples of this might include Octopus Man, Mastermind, or The Eater of Souls. To figure out what yours would be, simply look at yourself and realize your best (well, worst) traits. Put them down in print, and that is what you shall be known as.

The Sinister Name: These are generally the type of names you see on the covers of death-metal albums. Things so incredibly cheesy and metal that they rip the fabric of space-time and cause a collapse of all reality.

Sinister names are generally made up of between one and three parts, the title, surname, and last name. Thus, in choosing from these at random you might come up with

the name Baron Bloodspawn. Or if you wanted something shorter, you could just choose two and become Blackfist.

Motives

The next step towards creating your evil persona is to consider your motive. Why do you do the things you do? Is it the power, the money, the glory? Or are you just bad to the bone? Evil comes from many sources, and here are just a few:

Power - This is the most common motivating force amongst evil-doers and criminal masterminds. The overwhelming desire to obtain as much power as possible, to crush all beneath your might and control all that exists. This is power to destroy your enemies, to direct world events and control people's lives. But perhaps more than all that, power to do anything you want, and be completely unaccountable for all actions and sins. This supremacy is of course very tempting, and explains why power has remained the top driving force amongst evil-doers for the last two millennium.

Hate - Many evil-doers are motivated by a strong hatred for all mankind. They despise everything that exists, and would like nothing more than to rain destruction upon this world that pains them so. They want to show countless billions the anger they feel inside, and punish all who committed the unforgivable crime of having been born. Rational thought is rarely very big among these individuals, as they prefer venomous wrath and mindless rage. A hatred so great that only it could be responsible for your evil deeds and future career of darkness.

Greed - This is another delightfully evil motivation, also known as the irresistible desire to obtain gobs and gobs of money. Money is in fact a driving force unto itself, but is special in that it allows you to get things. Things of every shape and size, big things, small things, short things, tall things. It doesn't even really matter in the end what they are, just so long as you have them, all of them. That and your unending supply of money. But how to obtain so much stuff? Well, let's just say that evil tends to be the quickest and most profitable route. It's also usually a lot more fun, but hey, remember - you're in this for the money.

Madness - Insanity is another motive that has propelled many evil-doers to greatness. Sometimes its voices in their heads, other times an inability to tell right from wrong. Whatever the derangement, it is always something incredibly disturbing that would send most sane folk into shivers. As such, you may want to consider losing your mind before embarking on your evil career. Madness can direct you in ways normally thought impossible, or not thought at all, because they're, well ... insane. So why not choose insanity for your method of choice?

Revenge - Another favorite. The extreme desire to make them pay. To have revenge upon those who have wronged you, forever and brutal and eternal. It might be because you were beaten up as a child, or constantly tormented for being "different" (it's usually the horns that give it away). Or maybe some person or business did you wrong, and now need wronging back. Or maybe you're just really really petty. Whatever the case, revenge is always

warranted, as it can lead to all sorts of horrific pain and violence. Never ever let it go, even a little bit, because then the anger might end, and without that you are nothing.

Evil - It's my nature - For some wrongdoers, evil is not just an end, it is something inherent to their being. When a child is born with glowing red eyes and strange cloven hoofprints it is not too unusual for them to discover evil as their true calling. Their childhood is usually wrought with pain and suffering, with parents perishing in mysterious fires and close friends accidentally getting pushed to the bottom of wells. As they grow older their evil then blossoms into full force, until they are ready to step into their role as antichrist and destroyer of all mankind. Evil is their nature - and to defy it would be nothing but obscene.

Mom Never Loved Me - *Sniff* Yes, it's true. Sometimes the love of a parent is all that stands between a child and a lifelong career of evil. The young one will be angry and confused, and at some point two roads will open up before them. One filled with hopes and dreams, and the other naught but sorrow. And some parents get it in their stupid heads to divert their children from the evil path! Those bastards! How many children have been lost? And how many more will be lost? This must be stopped, and stopped now. If someone's mother loves them then they may turn into a well-adjusted human being instead of the nightmarishly destructive soldier of darkness they were meant to be. And we can't have that now, can we?

How to do an Evil Laugh

This is one of the most important skills you will need to learn as an evil-doer. The evil laugh is a defining characteristic of any supervillain, and you be engaging it in regularly as you gloat over fallen foes exult in your own wickedness. There are many different laughs to choose from, each with varying degrees of derangement.

Learn all the different chortles and inflections, the many ways to pronounce it and shower your audience with spittle. Before long you should be able to perform it with ease, and will be ready to begin your evil career with style.

Good times to use your evil laugh:

- When revealing your master plan.
- During a bank heist.
- Before shooting your arch-nemesis. While standing over the bodies of fallen enemies.
- After your evil scheme has gone off without a hitch. When you are instructing your henchmen.
- Before unleashing your weapon of great power.
- Just as the heroes are sneaking up from behind.
- While you are locked inside a mental asylum.

CHAPTER 2:

Playing Super Villains

Say something interesting here!!!!

Careers for the Evil Doer

At this point you may be asking yourself, which evil career is right for me? Should I be a Criminal Mastermind, Mass Murderer or Producer of the Teletubbies? We have thus assembled this handy guide to assist you in this: the most important decision of your life.

Criminal Mastermind

This is the career most evil-doers strive for. To be head of a gigantic criminal empire, with armies of thugs that hold the citizens in thrall as your grip on the city grows ever tighter. But how do you get this most evil of jobs? Believe it or not, you're actually going to want to start out small. Find a field of crime that you like, such as bank robbery or assassination, and practice it. Spend some time learning the crime world, and when you finally feel you are ready, expand out further. Hire some henchmen, give them some colorful outfits to make them 'unique', and before long you should have achieved the level of low-level crime boss. Which brings you to your first problem. More than likely there will be quite a number of crime bosses with a slight problem of you moving in on their territory. They may even send out a couple of nice gentlemen named

Guido and Icepick to explain this with a baseball bat. Fret not, for this is only to be expected, and remember: You are not a crime boss, but a criminal mastermind. You possess a superior intellect these individuals cannot even conceive of, and should therefore be able to evade their death traps with ease. The time will then have come to strike. All the other crime bosses will think you are dead, toasting your ill health in their corporate skyscrapers and underground lairs. Move in quickly, murdering each with an outlandish weapon of your own creation. Offer their henchmen a choice between joining you and jumping into a vat of bubbling acid, and then outfit the survivors with mind control implants. Before long you will be indisputable crime lord of the city, kingpin of the underworld and master of terrible fates. The police will be in your pocket, the citizens will quake with fear, and nothing will exist that is able to stop you.

Well... Maybe there is one little problem. That new hero in town. You know, the one in spandex and a cape spouting nonsense about truth and justice and how your reign of terror will soon end. They aren't a threat, of course... but maybe you should send out your army of thugs to deal with them anyways. To stop this before it starts, and teach them a lesson. Just in case...

Corporate Bastard

"Family, religion, friendship. These are the three demons you must slay if you wish to succeed in business."
-- Montgomery Burns.

It doesn't hurt to slay your rivals too, but that's just an option. The career of corporate bastard is one of the most rewarding among evil-doers today, so why not get yourself a piece of the pie? The strangling hold of the multinational corporation has never been stronger!

There are two general ways to become a corporate bastard:

- 1) Start your own business. Crush your enemies. Claw your way to the top.
- 2) Get hired at a corporation. Crush your enemies. Claw your way to the top.

As you can see, they're not very different. Their main distinguishing feature is that for the first you need some sort of actual product. This does not have to be anything created by you, as intellectual theft is both acceptable and encouraged. If that sounds like too much work then you may want to consider the second option and join up with a local corporation. Impress them with your blackmailing and backstabbing ability, and should you play your cards right (and sleep with the interviewer) they'll snatch you right up.

You now face the small matter of climbing the corporate ladder, an enjoyable game due to your lack of ethics. Crush anyone who gets in your way, dispatching your rivals quickly and without mercy. Before long you should be in a position of power and able to direct your attention outwards. You see, those many small businesses are the true threat and must be dealt with immediately. You will want to engage in numerous corporate takeovers, as well as have your army of lawyers sue them into the ground. Pacts with the dark gods also work quite well, anything that can stop this threat to your economic stranglehold.

Eventually all the competition will be destroyed, and you can spend your time gloating at the contemptible masses beneath you. This is perhaps one of the most rewarding aspects of being a corporate bastard (well, that and the money) and so should be performed at every opportunity. You can laugh and chortle as you realize the nation is now under your control, that all hope is lost and you have brought about forty years of darkness. Or four hundred, should you engage in proper long-term planning.

Horror Movie Villain

Many people opt to become a horror movie villain, a popular choice due to the near immortality and many sequels that come with the job. In this illustrious career you will get to wreak havoc upon any scantily-clad teenagers you might find, stalking them through the woods and then disemboweling them in the most inventive of ways. Or as an alternative you can instead appear to them in their dreams, manifesting as their worst nightmares and then murdering them while their sleep. You can even transform pain into pleasure or walk through their TV, it all depends upon the back story and your own imagination.

The first thing you will want to do obtain some props. These are vitally important, as they will define your methods and personal style. Some good props include:

- 1) Hockey mask
- 2) Glove with knives

- 3) Chainsaw
- 4) Hangman's noose
- 5) Puzzle box
- 6) Incredibly large knife
- 7) Ability to appear in a mirror after your name is said five times

Gaining immortality may be a bit more difficult. It used to be you could just get hit by lightning and then nothing could stop you, but these days there always has to be new and elaborate plot twists. Some of the old methods do still seem to work, however, and you may want to consider them:

- 1) Pact with the devil.
- 2) Get sentenced to the electric chair.
- 3) Get burned in the furnace where you killed all the children.
- 4) Wear the mystic amulet while you are gunned down in a toy store.
- 5) Make a deal with the creepy voodoo woman to avenge the death of your child.
- 6) Drown in the river while your camp counselors are too busy having sex, have your mom kill the bastards and then arise in the sequel.

Whichever you choose, just know that as soon as your heart stops beating the time for fun has begun. Stalk your victims with care, allowing them to trip several times and occasionally even get away. Let your theme music travel with you, as you appear across the lake and behind windows.

Finally, make them scream like they've never screamed before, as they bury a hatchet in your head and discover that doesn't stop you. It's all in good fun, and don't even worry should they discover that electricity/sunlight/a proper burial is your one weakness. Your body will get reanimated somehow (it always is), and you will live to slay another day.

Necromancer

The career of necromancer is an excellent choice for evil-doers who are not a "people person." Though some might say there is not much point to turning the earth into one gigantic graveyard, these people are fools and will never understand anyway. Good career entry points for becoming a necromancer include occultists, dabblers in voodoo, grave diggers, morticians, possessed eight-year-old girls, and inheritors of scary books wrapped in human flesh.

That last choice is probably the best, because the first thing you're going need to do is obtain sort of Book of Evil. These blasphemous tomes are excellent sources of untold damnation and blasting any remnants of your sanity away. You can get most sorcerous books from your local occult book shop, though they have also been known to be found inside ancient tombs, Miskatonic University and any movie starring Bruce Campbell. With your Book of Evil in hand, your next objective is to obtain corpses to fuel your army of the undead. The local cemetery is probably your best bet, but don't overlook nearby battlefields, the morgue, or simply making your own! If you start getting any doubts

about what you are doing (the whole condemning innocents souls to an eternity of pain and suffering thing), rest assured that it's only your conscience. This shouldn't be too big of a problem, because as soon as you perform a few of the blasphemous rituals it will be nothing but a faded memory.

You should now have a large number of zombies under your command. Think of them like your children, or rather, cannon fodder. These shambling corpses will be used to execute your swath of destruction, so all that's really left is finding some poor group of schmucks to terrorize. Absolutely best are villages of medieval peasants, but due to cutbacks and the passage of several hundred years these are kind of hard to come by. You may thus want to simply use the nearby town, basing yourself at that deserted mansion no one ever goes to. Send forth your legions of the living dead, attacking the townsfolk and transforming them into zombies with every bite. Before long you will have a virtual army of the undead, which can then be sent to more towns, and more, until the world is yours.

Surgeon General's Warning: Known side effects for being a necromancer include loss of hair, pale skin, tomb rot, foul stench, eyes melting from their sockets, gibbering insanity, and eternal damnation.

Horseman of the Apocalypse

This adventuresome career is often not considered by evil-doers because of the religious undertones, but don't let that discourage you! Becoming a horseman of the apocalypse can be a very rewarding experience, with the death and destruction and rivers of blood, and if anything, looks good on a resume.

The Department of the Apocalypse suggests that applicants for each position hold one of the following backgrounds:

- Death - Mass murderer
- War - Military general
- Famine - Founder of Jenny Craig Clinics
- Pestilence - Bio-Plague Designer

It is also a good idea to check out The Book of Revelations beforehand. This will show you the basic job description, the ins and outs of it and what is to be expected. It is also important to realize that you're going to be working for some guy named Jehovah (or rather, JHVH), apparently a major monotheistic deity. This doesn't look like it should be too big of a problem, however, because from what we've been able to piece together, with his smittings and damnations and casting into the lake of fire, he looks to be a pretty evil guy himself.

Avatar for a Supernatural Being

Don't want to put in the effort it takes to be an evil overlord but still desire the destruction of all mankind? Then maybe you should become a supernatural avatar! This career is ideal for apprentice sorcerers and those who like meddling in Things Man Was Not Meant To Know. All you have to do is get possessed, lose all sense of self, and let Nyarlathotep take over and bring about the end of

all things! And the best part is, you'll have made a difference.

There are numerous ways become a supernatural avatar. These include:

- 1) Find a copy of the Necronomicon.
- 2) Open the Mummy's Tomb.
- 3) Wait till the Stars are Right.
- 4) Steal the Idol from the Island Natives.
- 5) Wear the Mystic Amulet.
- 6) Let your Blood drip onto the Sacred Circle.
- 7) Plunge the Sacred Blade into your Heart.
- 8) Listen to the voices that say "All you have to do is let me in..."
- 9) Free the Supernatural Horror from its Thousand-Year Prison.
- 10) See the movie "Battlefield: Earth."

A warning on that last one... Some things are perhaps best left undisturbed.

Once you've let the monstrosity take over, there's really not that much left to do except sit back and watch. And scream in anguish. And claw your eyes out. And feel the flesh rip from your bones as the ancient god is reborn again and grows forty stories tall and devours everything that exists and brings about the destruction of all humanity.

Cult Leader

Perhaps one of the most rewarding of all evil jobs is that of cult leader. There's nothing quite like having an army of brainwashed zealots at your beck and call all willing to blow themselves up at a moment's notice. But not just anyone can fill these evil shoes. It takes a special someone, a man above normal men or woman above normal woman. So let's see if you've got what it takes.

First off, it is recommended you possess at least one of the following: supernatural charisma, awe-inspiring presence, a voice that must be obeyed, eyes that can do that spirally thing, and really bad personal hygiene. As an alternative, you can just read *How to Win Friends and Influence People* by Dale Carnegie, but it's not quite the same. If the above does describe you, however, then you should be able to pull off being a cult leader rather nicely.

The primary thing you're going to have to decide is exactly what type of cult you wish to form. Do you want to lead a doomsday cult? A free love cult? A messianic cult that worships you like a god? This is a very important decision, as it will determine whether you are surrounded by big guns or scantily clad women/men. This will also determine your message. For example, if you choose an apocalyptic cult, you must proclaim the end is near and that you are the only way to heaven. If you are an orgiastic sex cult, simply promise free love (best of all with you!) And if you are a messianic cult, say that you are the son of god. Or grandson. Or something. Once that's decided, it's simply a matter of spreading your holy gospel.

Good sites to do this are street corners, college universities, and the internet. It is a proven social law that as long as someone is ranting incoherently, frothing at the mouth and gibbering like a madman, someone will stop

and listen. And then you will have them. Remember, you've got one of those oh-so-necessary character traits that makes you different from all the other gibbering maniacs. They will instantly be drawn in, and with each convert you will double the power of your message. You will suck in more and more until you literally have thousands of followers, all wanting to hear your divine message.

These poor downtrodden fools who are all missing something important from their lives need to be brainwashed immediately. Do not delay on this, because otherwise they may wise up to your true nature. To achieve proper mind control we suggest rhythmic chants, flashing lights, and constant prayers at twenty-foot tall statues of yourself. You will also want to beat down their self worth, and make sure they realize just how important it is for them sell all their material possessions so you can have twenty-three gold plated limousines. As if it weren't immediately obvious.

You will eventually need a holy compound to house all your mindless followers. You may want to draw up the plans yourself, as very few places nowadays come standard with a weapon arsenal, orgy chamber, and divine tower of heavenly ascendance. The compound also needs to be nearly impenetrable, as you will undoubtedly face regular attack from the Department of Alcohol, Tobacco, and Firearms. It is also important to plan ahead. The numerous children you will inevitably sire need to be accounted for ahead of time when deciding your compound's size.

There shouldn't be any problem paying for this fortress, at least if you've done your brainwashing properly and stolen all their hard-earned money. If not, worry not, as you can always use your followers as a free source of labor. Just start beating on a large drum and the rhythmic pulse should soon direct them on exactly what to do. Before long your compound will be built and you can take your rightful seat on the throne to heaven, ruling as the god you've always known yourself to be.

Yes, you are now officially a cult leader. Free money, free love, and if you get declared a religion, exemption for taxes! Life is sweet.

Villains Motives

Motives tell what drives your story's villain, the goal his or her plots try to achieve and (often) weaknesses that the heroes can exploit. For example, a villain motivated by greed can be tempted away from his target if the heroes create a convincing illusion of greater gain elsewhere. And a villain who is just crazy has many weak points.

Here are some sample motivations. Some are expressed as goals that the villain strives to achieve.

Corruption

This sinister, often horrific villain works to debase all that is good in humanity. His or her methods are customarily subtle and insidious. A single defeat does not spell the end of this villain's threat. Such villains may not necessarily be very powerful, but are truly as evil as they come.

Evading Capture

The bad guy has already seen Ryker's Island or Stronghold and has no desire to visit again. This motive is usually transitory, lasting for an adventure or two until the bad guy reestablishes a headquarters and begins plotting afresh.

Ideology

This catch-all category describes villains who do bad things for reasons of personal belief, derangement, or just pure nastiness. The belief can be a twisted version of an accepted ideology, such as Nuke's super-patriotism. Or the belief can be straightforward hostility to human beings' continued existence.

This category also includes those under the authority of higher agencies that support a specific ideology. For example, the SLJ is nominally controlled by the US Government, and the Red Doom usually follow the Kremlin's orders. Note that super-powered villains are independent types who seldom follow orders without question.

An ideological or crazy villain works best in one of two ways:

1. A horrific expression of man's darker side. The villain throws away all notions of civilized conduct and the brotherhood of man because of a narrow, distorted doctrine. Play the fanatic carefully; keep him or her scary, not just contemptible.

2. A total bozo. Some of these guys can be funny, in a twisted way. In a humorous adventure, you stress the bad guy's distance from reality, instead of his or her potential threat. Don't let the bad guy kill anybody, or the adventure suddenly turns grim.

Mischief

Life is boring! Time to pep it up a little. And those PC heroes-they're such stiff-necked popinjays. Maybe they should have their lives stirred up a little, or a lot ... just for laughs.

Power

These villains all want to conquer the world, the universe, or at least a part of New York City. In general they have the power to reach their goals, and a single-minded drive that motivates them to remove potential obstacles to conquest. Such as the PCs.

Pride

The villain with this motivation thinks he or she is the best in the world at a chosen pursuit. Anyone in the PC group who shows ability of the same kind becomes vulnerable to this villain's challenge.

Scouting for Invasion

This bad guy is just the point man (or point thing) for a whole lot of similar bad guys. They all want New York, or America, or Earth, but they want to see how tough the opposition is. When the PCs fight an invasion scout, they

must defeat the villain decisively, or the invasion force will just send in another scout later.

Self Preservation

Some villains do what they do just to survive. This sometimes, though not always, lends them a tragic air-that usually depends on how much the bad guy enjoys his or her work. Remorseful villains can arouse heroes' compassion even as the two sides square off.

Frequently the general public is unaware of, or not sympathetic to, the villain's self-preservation motive. This can mean that, once the immediate threat is defused, the heroes end up protecting the villain from an enraged mob.

Suicide

This extremely offbeat motive makes for a tragic, downbeat adventure. For some reason the villain is unable to die. Tormented by existence and longing for release, this villain dupes the heroes into attacking, in the hope that they can marshal enough force to kill him or her.

Vengeance

The all-purpose villain motive. Every bad guy the heroes have ever fought . . . enemies of NPC heroes that have turned to fighting the PCs as a kind of dress rehearsal for their revenge on their NPC nemeses ... figures from the forgotten past, attacking friends of the PCs for some barely remembered offense.

All of these long-held grudges are typical of the villain mentality. Anyone who gains power and decides to throw it around becomes bitter and vengeful when that power is foiled.

Wealth

Almost as much an all-purpose villain motive as vengeance (above), this indicates that the bad guy is just greedy for money, treasures, equipment, Van Gogh paintings, or what ever the villain views as necessary for the good life.

Villains Objectives

"So what are we doing tonight, Brain?" - Pinky

"The same thing we do every night, Pinky. Try to take over the world!" - The Brain

An evil-doer without an objective is a most tragic thing indeed. All that sinister potential going to waste, sitting around unused... It's no wonder the world is in the state it's in today. You will therefore want to come up with an evil purpose, something to devote your life towards and direct your dark energies full force.

World Domination

This is the biggie. World domination is one of the most powerful and rewarding of all evil objectives. Surprisingly, however, it's not as easy as one might think. It actually takes a lot of work. So let's take a look at a few of the sinister possibilities.

Military - This is the classic form of world domination in which you take over the earth through sheer military might and weapons of great power. To achieve this end you will want to begin building up your destructive arsenal as soon as possible. Nuclear missiles, armies, tanks, death rays, doomsday devices, giant robotic spider monsters... that sort of thing. You'll also want to formulate your master plan carefully (crush, kill and conquer usually works good), as well as train your troops in the subtle arts of looting and pillaging. Strategic alliances you can fiendishly break later are also a good idea. When you finally feel you are ready, unleash your dogs of war on an unsuspecting world. Send forth destruction like the earth has never seen, and take over the planet in one fell swoop. Also, if you are worried about the United States or Russia stepping in to stop you, fret not. Chances are, if you are using this method, you are one of them!

Economic - The sheer crushing force of a multinational corporation is another excellent means of world domination, and in many ways a much more realistic one. By focusing your efforts on economic power and corporate influence, you can achieve world control without one soldier sent. What you will need to do is make the global market dependent on you for the products you make and jobs you provide, and then collect enough land holdings to become a total monopoly. Purchase both the electric company and water works, and don't forget the four different railroads. Hotels on Park Place and Boardwalk are a foregone conclusion. Should you play your cards right, your corporation will gain supreme power and your lobbyists will eventually have more say than the political leaders themselves. Each decision you make will influence millions of lives, and the prosperity of the world will depend upon your ambivalence. Provided you have any, that is.

Ideological - One of the more truly evil means by which to take over the world is through the use and manipulation of belief systems. Where you become spokesman behind a particular ideology, one so powerful and mindless there is no choice but for it to sweep the planet. Religion is the best example of this, though political movements work as well (see Christianity or Marxism for more details) The main thing to do with this method is construct a belief system so sinister that people actually want to follow it. One based on humanities hatred and self-loathing, with some bit at the end on how you are the one true god.

Should your message be strong enough, every man, woman and child will slowly fall under your control. You will be named spiritual king, and while there still may be countries of geographical boundary, there will be but one country of the mind, and it will be yours to command.

Shadow - The use of shadow governments and secret societies is yet another viable means of world domination. Rather than being the one in the limelight (i.e. the presidents and dictators who make themselves an obvious target) you can instead go the route of power behind the throne. The ancient conspiracy secretly pulling the strings and influencing events on a worldwide scale. The Illuminati is a perfect example of this, and you will want to follow

their lead by infiltrating every aspect of human life. Hide your agents inside the political government, as well as the military, Freemasons, NRA and post office. Should anyone begin to suspect anything simply eliminate them and then replace their bodies with clones or animatronics. Before long you should be influencing issues of key importance, and though your actions will remain unknown (except from conspiracy theorists, perhaps), your control of the planet will be complete.

Mass-Media - This is a fairly new form of world domination, and one which has shown to be remarkably effective over the last several decades. Rather than using armies of destruction or multinational corporations to take over the world you can instead use the insidious power of media and language. Where you use pop culture itself as a weapon, far more effective than the atomic bomb. To achieve this end you will want to control every sort of information the people receive, and then set up the world in a "bubble" reality. You see, if the public doesn't know that a particular war is going on, or that we don't really need oil for cars, or that the president is a brain-sucking alien from Dimension X, then they can't get angry about it. Furthermore, if you promote specific world-views into the media people watch, they can then be manipulated into a mindset of your choosing. People will think they are free but in reality be slaves, mindless and controlled by the very entertainment they pay to see. World domination for the new millennium.

Destroy the Earth

For as long as man has walked the earth he has longed to destroy it. From the club-wielding caveman to the modern-day creators of Pokemon, all have desired to end the world and demolish everything that exists. And you can be the one that makes it happen!

Asteroids From Space - One rogue asteroid could skyrocket this planet back to the ice age. Death from above is thus another nefarious means of world destruction, though only really recommended for the most advanced evil geniuses. The reason for this is that it is unfortunately rather difficult to intentionally cause such collisions. Know that you will need two things to bring about said heavenly mayhem: an asteroid, and some sort of tractor beam. The first is easy enough, as they're practically everywhere. You can even use the moon if you're so inclined. The second, however, is a bit more difficult, in that you will need some sort of gravity generator. Though this may seem like a tall order, it really isn't, especially if you stockpile your lair with enough mad scientists. Just leave them to it, and before long you should have a weapon capable of taking out the earth in one fell swoop.

Deadly Viruses - Thanks to today's advancements in biological warfare there are now literally thousands of deadly viruses to decimate the earth's population. Horrific diseases that cause prolonged pain and suffering, that eat a person from the inside out and for which there is no known cure. Your best bet is probably the Ebola Virus, notable for its devastating effects and quickness of spreading. While most virulent in Africa, it is possible to

find copies of it elsewhere, particularly in government laboratories and infected monkeys. Simply find someone on the inside who agrees with your "humanity must die" philosophy, use them and their access codes to smuggle out the disease, and within 72 hours the human race should be nothing but a faded memory.

Biblical Apocalypse - While many evil masterminds do not believe in any sort of God (except themselves, of course) it must be noted that biblical armageddon is a valid possibility. This classically depicted religious apocalypse can actually be quite sinister, what with the sky falling, dead rising from the grave and cities crumbling into dust. You can learn all about it by reading the Book of Revelations, a stunning read. Now, a few of you might be wondering about that whole good triumphing over evil thing described at the end, but you've got to realize that's just PR. If anything, the whole prophecy thing works against them, because it gives you in depth instructions as to everything that's going to happen, right down to the order of events! Success thus simply becomes a matter of analyzing the battle plans, finding a weakness and crushing them like Patton did to that German guy in WWII. A thousand years of darkness was never easier.

The Great Old Ones - Unleashing powerful supernatural forces to destroy all mankind is yet another delightful method of world destruction. This option is especially good due to the myriad of nightmarish horrors you can summon forth, ranging from Christian Devils to Babylonian Gods to unpronounceable Enochian Demons. Your best bet, however, would probably be the Great Old Ones, as described by famed weird fiction writer H.P. Lovecraft. These eldritch horrors are so mind-bogglingly incomprehensible that they can cause mass insanity simply through their very existence and devour the entire human race without even batting a tentacle. All you need do is obtain a copy of the Necronomicon, read aloud the blasphemous contents and then let the Things That Should Not Be wipe out the plague that is humanity. Death and destruction the way it was meant to be.

Thermonuclear Missiles - If all else fails, then you can consider the truly classic method of world destruction: thermonuclear missiles. This form of widespread death has long haunted the nightmares of millions, and not without reason. One well-placed nuke could result in a world war of epic proportions. As such, it may be just what you need to bring about global doom. The main thing to do is obtain some nuclear warheads, currently available from most arms dealers, and at rock bottom prices no less! If you happen to be short on funds then you can always build your own, provided you have access to plutonium and a lot of plate steel. Once you finally have your missiles then it's just a matter of letting them fly, and perhaps ransoming the world first. You are an evil mastermind, after all, and so might as well have a little fun before everything is annihilated into oblivion.

Widespread Misery

There is one thing that most evil-doers cannot abide, and that is happiness. Cheerfulness, contentedness, warm-fuzzy-I-love-you-ness, call it what you will. It's horrid.

Wretched. And it must be stopped. Evil-doers try to attempt this in many ways, thus focusing their efforts on general badness and the spreading of widespread misery. To turn that smile upside-down into one big unhappy frown, and overall just make the world a worse place.

Criminal Activities - One of the first things you should consider is taking part in a wide variety of criminal activities. These are the lifeblood of the supervillain, the source of your evil and income and personal entertainment. Many like to do this through murder, dispatching their enemies with bladed projectiles or electrical death traps. Others prefer theft, spending their time robbing Fort Knox or stealing the crown jewels. Even vice is a valid possibility, with many entry-level positions now available in pimping or narcotics distribution. Whether you want to be a criminal mastermind, corporate bastard or just a common thug, illegal activities should be a top priority on everybodys "to-do" list.

Police State - Another method in which you can promote widespread despair is by transforming your country into one giant police state. An Orwellian nightmare of secret police and honeycombed video cameras, with every home a prison and every citizen a slave. Doublespeak can become the language of the land as your government spreads to control all, with two plus two equaling five and free thought nothing but a distant memory. There will be no dissent, no hope, just an unending future of sorrow and darkness. Life the way it was meant to be lived: under your watchful eye, benevolent hand, and complete and maniacal control.

Environmental - An especially horrible technique for increasing general hopelessness is to promote widespread acts of environmental destruction. This will both make the world a physically wretched place to live in as well as create an irrevocable feeling of doom amongst the people. Good acts to engage in include deforestation, oil spills, and the constant manufacture of smoke stacks to pollute the air. Other possible befolements include the careless disposal of dangerous chemicals, exterminating entire species of cuddly animals and sending out the litter squads en masse. All this and more is necessary to make the world a more horrid and dreadful place. If not for your children, then for your children's children.

Soul Accumulation - Many evil-doers also enjoy the fine sport of soul accumulation. This objective was originally only practiced by the Devil, but has recently expanded worldwide to a number of forms. The most common is that of a soul contract, in which you are granted ownership of the soul in exchange for their hearts desire. Another means is through the practice of the black arts, where you get to perform evil magical rites while wearing fashionable black robes. You can even attempt to trick the victims out of their souls through telemarketing scams and rigged contests. Whichever route you choose, just make sure that a constant supply of souls is being sent to Hell. Your infernal cohorts will undoubtedly be so pleased that they will reward you greatly and grant you your fondest wish. Or was it eternal damnation? Perhaps you should read the fine print...

Politics - Perhaps the best way to promote universal suffering is through the avenue of politics. Yes, the arena of oily hides and greased palms, where you screw your constituents and take 'em for everything they've got. The ways to do this are nearly endless, and all of them incredibly fun. Enact laws that eliminate any sort of rights or freedom held by the people. Justify authoritarian fear tactics by saying you are "tough on crime." Start wars with other nations and then bet against your country to clean up at the bookies. Accept briefcases full of money to let corporations dump toxic waste in old folks homes and petting zoos. Apply white-out to the constitution until it appears more to your liking. You know, the usual deal.

Guidelines for Villains

There's one golden rule that every villain should keep in mind: "Don't piss off the heroes." If villains could just keep this in mind, they'd probably get away with a lot more. But in the movies, in books, in comics, and in roleplaying games, the villains just keep forgetting this one fundamental guideline. There they are, almost at the peak of their power, and they go out and do something really stupid that ... yes ... pisses off the adventurer. And then the hero has to pull his or her swords or guns out of the closet, blow off the dust, strap them on, and go out villain huntin' again. And you know who wins in that fight. Well, OK, in cyberpunk the bad guys might win, but in most genres, the villain just doesn't have a prayer.

Machiavelli's "The Prince" covered this issue pretty carefully hundreds of years ago, back in 1515, but cinematic and RPG villains keep making the same mistakes over and over. Maybe the stilted 16th-century language is a little too complex? Let's review Machiavelli's rules one more time, translated into 21st-century English.

- 1) Don't spend more than you can afford, because you'll piss people off when you have to stop spending to conserve funds. Folks get used to being spoiled and get cranky when it stops.
- 2) Don't kill a person's family without making it look good first (with trials, appeals to justice, all that). And don't mess around with people's stuff, like their car and house, either. That's personal.
- 3) Behave like you're religious, even if you aren't. Don't say things that will ruin your reputation as a "nice" boy or girl, no matter what you're thinking or doing.
- 4) Let others do your dirty work for you. Keep your own hands clean and always preserve plausible deniability.
- 5) Keep your word to your allies, or else you'll just have two sides mad at you. Keep your underlings happy and entertained so they'll think you're great.
- 6) Show respect to your underlings but keep them dependent on you so they don't get cocky.

- 7) Avoid flatterers. Yeah, it's fun to be flattered, but they're worthless and they'll turn on you at the drop of a hat.

Pay a lot of attention to the second rule there. That's Machiavelli's ordering — I'd make it the No. 1 rule, myself. How do you piss off an adventurer the most? Hurt a member of his family or trash his house or lands. Just rewatch almost any action-adventure movie if you doubt me. "The Patriot" is a vivid example. Ol' Mel woulda just kept minding his own business if his son hadn't been shot down and his house burned, all right before his eyes. Talk about your stupid villain tricks....

Now, Machiavelli's rules are basic outlines for successful villainous behavior. Actually, they were originally meant for "princes"—kings, queens, popes, emperors, presidents, Congresspeople, etc. But they're broadly applicable to any villain. For their use in corporate life, check out the book "What Would Machiavelli Do?".

Still, the devil's in the details. Once that adventurer has been pissed off, what do you do then? Others since Machiavelli have helpfully developed a set of rules for the Evil Overlord. Much more detail-oriented, this is a good guide to behavior after one's villainous cover has been blown and the adventurer is on your tail. (Villains should check out the evil henchman's guide, too, to make sure one's henchmen aren't getting too uppity. Remember Machiavelli's rule six, above.)

A villain might also benefit from checking out Sun Tzu on the Art of War. Especially glance over his comments on Weak Points and Strong — every adventurer has a weakness. But don't get stupid and assume that weakness is the adventurer's family or beloved belongings. Uh-uh. Those are actually strength drains on the adventurer—added burdens that the adventurer must deal with before being able to strap on the weapons and take off in pursuit of bad guys. Take these burdens away and the adventurer gets stronger ... 'cause s/he gets mad. So don't mess with the family and furniture.

How can a GM use this advice? If you want your villain to remain safe for a long time, pay attention to these guidelines. Your adventurers may know the individual is a certifiable bad guy, but they'll have a heck of a time proving it... and they won't have much personal motivation to go after the villain. On the other hand, if you want your villain to immediately become adventurer-bait, break these rules and watch the adventurers come running!

Fashion for the Evil Doer

We come now to perhaps the most agonizing decision you will be forced to make in your evil career. What to wear? How to display yourself? How to look "bad" and yet so damn good? These various choices have thus been provided to alleviate the pain of this decision.

Classic Black

Classic black has long been the dominant choice for evil-doers and their wardrobe. Sinister, foreboding, fashionable yet fearsome, it creates a mysterious air while providing additional benefits of sneakiness and stealth.

Amazingly versatile, you will find it goes with almost anything, be it a business suit, leather jacket, trench coat or cape. You will also be extremely happy with the morose looks everyone gives you while you're draped head to toe in it. While many hero-types and vigilantes now prefer this color as well, classic black still remains the most stylish fashion for villains across the globe today.

This is a favored choice among the more business oriented evil-doers, allowing those with refined tastes to retain a certain degree of dignity and grace. They are both classy and conservative, perfect for corporate takeovers and plotting the destruction of third-world countries. They are also quite fashionable, and have the added benefit of making the more "scruffy" heroes look uneasy. You will be sitting at a five-star restaurant when they suddenly appear to confront you, and upon claiming your reign of terror will soon end, find themselves getting thrown out upon their feet. Lack of class does that to you these days.

Supervillain Costume with Gimmicks

This is an excellent choice for the supervillain who has read too many comic books. Be it a green jumpsuit with question marks or an outlandish clown suit that shoots confetti, the gimmicky costume will bring contented smiles to demented fanboys everywhere. The eccentric garb can fulfill a dual purpose, allowing the evil-doer to both be easily remembered as well as providing a motif to theme oneself by (i.e. I am the Lizard, and use my tail shedding weapon on you.) It must be noted, however, that due to changing fashion trends spandex is no longer as widely applauded as it once was. User discretion is advised.

Robotic Exoskeleton

There are many benefits to adopting a robotic exoskeleton, and so this option should not be overlooked. The evil genius who was once frail and weak can now become an unstoppable juggernaut, gaining the strength of ten men and the durability of a tank. Machine guns and lasers can be attached to the sides and arms, plus should your body ever be destroyed your head can simply detach and rocket back to your underground lair. The only real drawback is that you may experience occasional problems getting served in public (as well as require the occasional lube job), but as any evil genius will tell you, it is a small price to pay.

Dark Gunslinger

This is the perfect choice for the period supervillain who wishes to become darkness incarnate. By wearing a low-brimmed hat and menacing poncho you can cause terror in all who cross you and supporting cast members everywhere. The pair of six-shooters that come standard will please you with their endless supply of bullets, and you will find that you never have to reload, just point and shoot. Furthermore, your arrival will be announced by strange bird calls, a sign to all that hear them they soon will be dead. You will become the man with no name, unless that name is death, as you walk the earth and leave a pile of dead bodies in your wake.

Brain in a Jar

Though this option does not allow for as much mobility and personal interaction as the others do, the brain in a jar has been a favorite among supervillains for decades. By suspending your brain in a slimy green goo you can effectively cheat death while gaining an amazing amount of gross-out factor. Your henchmen will be incredibly confused as you rant at them without any vocal cords, and your enlarged cerebral cortex will allow you to conceive of plans and schemes previously unattainable. And while you may not be able to enjoy your worldly assets anymore because of your lack of a body, you will still be filled with wrath and rage, which is all an evil genius truly needs.

Intelligence Transferred into a Computer

This selection is quite similar to brain in a jar, only modernized and with more benefits. Through the act of transferring your intelligence into a computer you can gain supreme amounts of power and access to information you never dreamed of. Television cameras will act as your eyes and ears, and robots your hands, as you bring about great evil from twenty miles beneath the earth's crust. You will be effectively immortal, and immoral too, for transforming oneself into binary code tends to wrench away any last bits of humanity one might have. Which is definitely a good thing, for destroying the earth becomes that much easier.

Evil Twin/Opposite

Another popular option is that of the body-double, where you literally become the mirror image of your goodly nemesis. Through the miracle of modern cloning technology (or being born into the role of evil twin) you can now steal a person's life and take it for your own. This works particularly good with the heroes, as their friends will confide in you unknowingly and tell you all their deepest secrets. Your identical handprint will also allow access to the securest of bases, providing further opportunities for espionage and framing. Finally, when the protagonists rush in to stop you, they will be stunned to see that you are them, or they are you, or... well, let's just say it'll screw with them.

Wearing the Skin of another Human

Perhaps you're not human at all, but a demon spawned from another world. Or maybe instead you're a necromancer, or someone who likes switching into other people's bodies. Whatever your story, you may want to try wearing the skin of another human. By concealing yourself in the flesh of your enemies you can constantly escape detection while committing all manner of evil. The different bodies will keep the authorities guessing, plus whenever you get bored you can simply shed your current skin and move on to the next. There is also a great deal of fun to be had in tormenting heroes with this fashion. For when he sees his lover literally rip out of her skin in front of him, the look on his face is priceless.

Never Revealing your Face

This final possibility is perhaps best of all, as it allows the evil-doer to remain completely unseen to the outside world. Instead of being known by any particular name or costume gimmick, you can simply be the mysterious 'thing' that no one ever sees but knows truly exists. The nightmarish monstrosity only hinted in rumors and whispered in folktales, existing out there somewhere, ready to eat them should they get too close. The fact that no one ever sees you will only add to the legend, making you even more terrible and fierce. People fear what they do not know, and even if you do not really exist, you will still be very fearsome indeed.

Some Things Every Evil Person Should Know

Now that you've got an evil career, you need to understand that there are certain individuals who will try and stop your nefarious deeds. These misguided folk are known as the Forces of Good, and time and time again, just when you're ready to unleash your robotic army and invade all of Europe, they will arrive and stop you.

So just who are these guys? Why do they do the things they do? What could they possibly find wrong with destroying the earth and forty years of darkness? To get a better understanding of this unnatural mindset, please review the three disturbing scenarios below.

Scenario #1

You are walking through a city park when you suddenly come upon a young child. They are skipping along, lollipop in hand while singing a merry song. What do you do?

As a member of the forces of good, you *don't* steal the candy away! That's right, instead of ripping the lollipop from their hand as tears roll down their face, you pat the child on his head and let them continue on their way.

Scenario #2

A bank robbery is taking place. Masked men are carrying out sacks of money when suddenly they are forced to stop in their tracks. Some guy in spandex and a cape has appeared and is shouting "Begone evil-doers!" Question: Which of these people is you?

As a member of the forces of good, you would be the guy in the cape. That's right, the cape. Not the bank robbers, or the criminal mastermind behind them, but the fellow in blue and red tights trying to stop these people whose only crime is taking that which is not theirs.

Scenario #3

You have come upon an evil cult performing an ancient ritual of magic and sorcery. They are reading from an occult tome and as they chant out eldritch words a supernatural presence begins to appear. It is a horde of supernatural demons, risen to destroy the world and devour all that exists. Question: What do you do?

Strange as it may seem, as a member of the forces of good you actually try and *stop* the ritual. You don't let this wonderful gigantic supernatural being of nightmares and horror spell destruction for all humanity. No, you rush in and tip over a candle, thus disrupting the spell.

This, ladies and gentlemen, is the disturbing mentality we are dealing with here. That incomprehensible do-goodness that we've come to hate so much. Well, get ready to hold on to something, because it's only gonna get worse from here.

The Good Mentality

There are many different aberrations that make up the good mentality. They vary from person to person, and some are often stronger than others, but in general a member of the forces of good will have at least one of the following character traits.

Conscience: The most commonly held trait among heroes is a conscience. They will obey the law, keep their word, and try not to enslave all humanity. They will generally also protect the innocent and serve the common good whenever possible, something that should be exploited at every opportunity. For example, should a final confrontation between you and the hero actually happen, make it so they must choose between bringing you to justice or saving the city from your thermonuclear device. They'll choose the bomb every time.

Compassion: Compassion is another characteristic often seen possessed by the good. Otherwise known as the selfless desire to help others, it all ends up being one thing: a bunch of time wasted on people who aren't worth it. Compassionate people also tend to be the most obnoxious, as they will often try to convert you rather than kill or capture. Expect a lot of "Why do you have to be so bad?" and "People like you make Baby Jesus cry." Resist it all you can, as well as their numerous attempts to show you the true meaning of Christmas.

Honor: Members of the forces of good also tend to abide by a concept called honor. This is a code of rules that they will base their lives around and follow to the death if need be. What this really means is that they are too afraid to writhe in chaos and so need some aesthetic concept called "order" to cling to. It must be noted however that some evil people are foolish enough to possess codes of honor as well. Try not to fall into this trap because it will really cramp your style. Take the following example: "You did well, MacGyver! You managed to escape my maze of death! I won't kill you... this time." What the hell is that? Kill him for god's sake! He's only going to come back next episode and thwart your evil scheme!

Honesty: Another trait that has been witnessed among the forces of good. Because they will always tell the truth, no matter the consequences, because of the curious belief that honesty is the best policy. Anyone who has worked in politics or law can tell you that this is definitely not the case, but their foolish truth-telling can actually be used to your advantage. Simply put the heroes in a situation where they are forced to do something they don't want, or can't resist, and then have them be confronted about their actions. They'll have no choice but

to admit to their misdeeds, and then their family/loved ones/pet dog will spurn them.

Courage: Continuing further, another rather disturbing hero trait is courage. For some unknown reason heroes will take a bullet for the president, leap into burning buildings or try to defuse the bomb instead of running for their lives. Why they're not wiped out already we'll never know. They also won't necessarily back down in the face of overwhelming odds, standing tall as your hundreds of minions surround them with pointy weapons. Bravery must therefore always be taken into account when dealing with the heroes, because just when you think you've got them beat they'll suddenly pounce on you with a dagger shouting, "Not today, Fritz!"

Pity: Perhaps a hero's greatest weakness is pity. The unthinkable will happen and your evil scheme will have gone all wrong. You will be blubbering for mercy with a knife at your throat... and they'll stop. Instead of killing you like the threat you are, they'll adopt a pose and say, "No. I'm not going to kill you. I'm not like you, evil guy!" They will generally then let the authorities take you away, whom you can of course always escape from. Be sure to use this Achilles heel whenever possible, as it will allow you to fight (and win) another day.

Hero Types (and how to thwart them)

To further help you identify the heroes, here are a number of the different archetypes and some various ways to deal with them.

Defender of Justice: The most common hero type is the defender of justice. These are the crime fighters and caped crusaders, the noble folk who uphold the law and try to stop evil in all its forms. These misguided champions are guaranteed to be a major thorn in your side, thwarting your schemes while spouting nonsense about truth, justice, and the (insert country here) way. They also like to form entire leagues of heroes, which means you might have to fight a whole team of these spandex-wearing maniacs. Keep on the lookout for them, for they are popular favorites and will often have entire towns rallying behind them.

How to thwart them: The defender of justice is perhaps your greatest enemy, and so you will want to annihilate them utterly. Use guns, explosives, poisons, whatever it takes to get them out of your hair. Just do it quickly, because they are a grievous threat and your greatest obstacle towards the destruction or taking over of the world.

Angry Cool Guy: Another hero that pops up everywhere these days is the angry cool guy. These gritty anti-heroes spell nothing but trouble and can usually be identified by their leather jacket, thick scar and three day growth of beard. They are generally known for their antisocial behavior, often getting into fist fights and barroom brawls for no good reason. Unfortunately, they also tend to do the right thing in the end, despite their contempt for the rules and "rebel without a cause" attitude. Don't even try to covert them, as nothing brings them more pleasure than giving a villain his due.

How to thwart them: Your best bet with the angry cool guy is to look even more gritty and hardcore. This will confuse their fragile minds and if you pull it off right, the audience may switch over to your side. With them rooting for you his power will be neutralized, and you can then dispose of him as you see fit.

The Bawdy Lass: The sleek and sassy heroine is yet another threat to your sinister schemes and should be avoided any way you can. Notable for their low necklines and razor sharp wit, they aren't afraid to speak their minds and will often put the more macho heroes in their places. This is their only good quality, however, because they otherwise feel a tremendous need to kick ass all over the place. They will smash your crime syndicate and foil your sinister schemes, all without breaking a nail. Avoid them if you can, because unless your minions are loyal you might just find them switching over to her side.

How to thwart them: There is typically a great deal of sexual tension between the bawdy lass and the angry cool guy, something that can be used to your advantage. Simply keep a lookout for arguing couples in disguise, and as they give furtive glances to each other move in for the kill.

Silent Loner: Many an evil-doer has fallen prey to the silent loner. You'll be sitting around, minding your own business and plotting nefarious deeds, when suddenly some mysterious stranger rolls into town and starts destroying all you have worked to create. They may come in the form of a lone gunslinger, mystical swordsman or one-man-army out for revenge. Whatever the case, know that they are nearly unstoppable and will oppose you at every turn. On the plus side they always travel by themselves, so at least you'll only have one opponent. One incredibly dangerous opponent, as these guys are tough and resourceful in ways you've never seen.

How to thwart them: The silent loner has no friends, and thus no one to vouch for him. It is therefore suggested you frame them for crimes they didn't commit, putting them in the wrong place at the wrong time. People believe what they see, and it looks quite bad if you are standing in the conservatory with a candlestick over the body of Colonel Mustard.

The Sidekick: Beware the sidekick, in all his forms. They are not the harmless idiots you think them to be. These individuals are a real threat, and should be taken out at all costs. Why? Because they provide assistance to the hero just when they need it most. This might come in the form of a distraction, vital clue, or morale boosting one-liner. Occasionally they can even pull off a genuine rescue, saving the hero from an otherwise terrible death. You will therefore want to place them at the top of all your extermination lists, and be constantly vigilant towards their interfering and diminutive presence.

How to thwart them: Sidekicks are fairly easy to spot, as they have an annoying tendency to use such phrases as "Jumping Jillicpers!" or "Golly Gadzooks!" Should you see any masked boys or girls uttering such inanities in your empire, have them put to death immediately.

Woman Warrior: The woman warrior is one of the more dangerous hero types existing in the world today.

They may be an amazon through birth, the daughter of a god or some sort of mythic figure, but they are always well-versed in the arts of war. In battle they normally wield a sword or bow, though some like using enchanted lassoes. They also tend to dress in armor that protects an amazingly small amount of their body from attack. This is perhaps their greatest weakness, but unfortunately can almost never be used against them due to the way they jump and flip about. Truly a force to be reckoned with.

How to thwart them: Best to send in the goons for this one and watch from afar. If that doesn't work, you may want to try the unthinkable and become their love interest. Your dashing good looks will undoubtedly force them to fall under your spell, and you can then move in for the kill.

The Swashbuckler: This is a rather unusual one. For some reason there are a number of heroes out there who like swinging from chandeliers while gripping a dagger between their teeth as they sweep up the damsel and go flying off into the sunset. Also known for their fabulous swordplay, the swashbuckler is as skilled in the arts of romance as he is in heroism. Master of the dance as well as the bedside, his very appearance can cause women to faint and hearts to swoon. Which is really rather peculiar, considering the poofy shirts and britches he likes to wear. One of the great mysteries of the ages.

How to thwart them: The swashbuckler is a true swordsman and will fight like a hundred men. Thus, send in a hundred and one.

The Unlikely Hero: One of the more obnoxious hero types to emerge over the last several years is the wacky-wow-you'd-never-expect-them-to-be-a-hero hero. They can be anything ranging from a priest turned detective, gawky teenager sucked into the D&D universe or hooker with a heart of gold. They are universally annoying and tend to travel in packs, especially if age fourteen and a group of social misfits at Camp Wannacannitcha. Please understand it is vitally important you do not simply dismiss their side-splitting antics as harmless. Why? Because more often than not some chubby kid in glasses will save the day in the end, and you would have gotten away with it too if it weren't for those meddling kids.

How to thwart them: Break the cliches and try not to be a bumbling and stereotypical villain. Don't gloat, don't reveal your evil schemes, and don't wear a rubber mask they can simply yank off and prove it was Old Man Munson all along.

The Wise Mentor: You will also want to watch out for the wise old mentor. These individuals generally tend not be your main antagonist, but are dangerous just the same. These are the ones that will send your nemesis on his fateful journey, who will teach him the arcane knowledge and martial arts moves necessary to stop you every time. They also typically have some sort of relation to you, be it as a former teacher or student. This can be quite bad, as it gives them an intimate understanding of the inner workings of your mind. They are at least fairly easy to spot, however, with most living on mountain tops or desert planets, wearing brown robes and uttering cryptic haikus.

How to thwart them: These fellows are actually pretty easy to stop. All you need do is challenge them to a duel

and then strike them down with your superior skill. They'll mumble some nonsense about how destroying them only makes them stronger, but don't believe a word of it.

The Lovable Animal Companion: Perhaps most disturbing of all is the animal companions that tend to follow heroes around on their journey. Be it a loyal dog, falcon on the shoulder, or some sort of cutesy ferret-thing, these little bastards are heinous and spell nothing but trouble. For not only do they elicit annoying awwwww's from the audience every time they appear on the screen, they also have the unfortunate habit of assisting their master at the worst of times, just like the sidekick. You'll have locked up the hero in your dungeon to rot for a thousand years, no hope whatsoever, when all of a sudden some damn monkey appears and squeezes through the prison bars with the keys.

How to thwart them: It is highly suggested you condemn all furry lovable animals to a terrible death in your kingdom. If not for protection, then for aesthetic value.

Death Traps

You should never kill player characters arbitrarily. But it's perfectly all right to make it look as though you will arbitrarily kill them.

A deathtrap, naturally, threatens the heroes with death. This is useful in a super-hero story, because the heroes are ordinarily invulnerable to most damage and seldom fear death. A good deathtrap hits them where they live.

But judging a deathtrap is tricky. There must be an escape, since an ugly death in a trap is neither heroic nor dramatically appropriate. But the escape can't be too obvious, or the threat vanishes. But the heroes have to find the way out, or they're dead meat. This is a fine balance to strike.

Still, you have many tools to keep things under control. For example:

1. *The villain's motives.* Despite the term "deathtrap:" the bad guy may not want to actually kill the PCs. Perhaps he or she just wants to find out more about the heroes' powers, or toy with them, or preoccupy them while a crucial part of the villain's scheme takes place. When the deathtrap turns out to be non-fatal, play up the narrative surprise.

2. *Coincidence.* An accident can cut power to the deathtrap just as the heroes are about to die. A PC ally, separated from the deathtrap victims earlier in the story, can discover them just in time to stop the trap. And so on.

3. *NPCs.* Generally it is too cheesy to have an NPC release the heroes from a trap. But if necessary, a repentant henchman of the bad guy can work a deal with the heroes in return for freeing them. Or a rival villain may rescue the heroes-so he or she can kill the heroes him- or herself! Out of the frying pan . . .

Means of Escape

What ways can the heroes use to escape the deathtrap? They will nearly always think of something you hadn't, but here are some avenues you may consider:

1. *Heroic effort.* This traditional method relies on the idea that the villain doesn't have a clear idea of the hero's power level.

Doctor Doom may know a PC is incredibly strong, but that does not mean Doom knows specifically that the hero has Incredible-level Strength. Perhaps the heroes can snap their bonds with ease. But next time Doom puts them in a deathtrap, their bonds will be stronger!

2. *Cleverness.* Ideally, the hero responds to the deathtrap with brain power, not brute force. Observation, deduction, and improvisation should show a way out.

For example, suppose a detective hero is covered with honey and tied up on a termite mound beneath the blazing sun. The hero could work loose the magnifying glass in his or her belt, then focus the sun's rays to burn through the ropes.

If the players prove unable to see the deathtrap's solution, you can break down and give them a Reason or Intuition FEAT roll to see an escape route. But this makes players feel bad unless you handle it carefully.

3. *Trickery.* If the villain is gloating over the trapped heroes, they may try some elementary trick such as, "If we die, you'll never find out the identity of your greatest foe." The villain may rightly sneer at feeble lies. But the players, often a clever lot, may come up with a bluff that really does sway the villain.

The deciding factor should be the degree of admiration and hilarity the bluff produces in the players. If everyone thinks the idea is brilliant, then it probably is. The players enjoy themselves more when they think they've put you on the spot—even if you are secretly cooperating in being put there.

Staging Deathtraps

A few points to remember:

1. *Be serious!* This is no laughing matter. Avoid dumb puns, unless that is a gloating villain's style.

2. *Keep the heroes conscious.* One would think the ideal time to spring a deathtrap would come when the heroes are kyoed and can't free themselves. But villains like to see the heroes sweat. So if they have knocked out the heroes, they shouldn't activate the deathtrap until the heroes start to wake up.

For more about waking up, see the optional rule, "Grogginess:" below.

3. *Move things along—but not too fast.* The heroes may have scant seconds to think their way out of the trap, but give the players a little more time than that. Answer their questions, and tell them about whatever they could observe. Don't let them take forever, but a few minutes of suspense won't hurt.

Grogginess (Optional Rule)

If the heroes snap out of unconsciousness and can function at full strength right off, that may make the deathtrap less dramatic. As Judge, you might want the heroes to be groggy for a few minutes, so that the villain can gloat unmolested or so the heroes must strain more heroically to break out of the trap.

If so, consider this optional rule. When a hero regains consciousness, his or her abilities are at Poor rank (or - 2 CS, whichever is worse), whether or not the hero lost Endurance ranks. However, the hero recovers + 1 CS per turn in each ability, up to the original ability rank (or up to -2 CS, if the hero lost Endurance ranks).

This means that when they awaken in the clutches of the master villain, the heroes will probably be too weak to just bust loose. They may even spend some time thinking of clever ways out of the trap.

Different types of traps

Arena - This deathtrap works best in some exotic land, planet, or dimension, one with a different culture and denizens. The heroes get thrown into an apparently inescapable arena. After them comes a variety of opponents: formidable warriors, hungry monsters, or squads of normal-level gladiators.

For drama, have a hero face the adventure's master villain in a duel to the death. The chosen hero should be one with a deep, personal grudge against the villain (or vice versa).

The cruelest stroke forces the heroes to fight each other. However, most heroes simply refuse to do so, no matter what the cost. They get to be noble, but the deathtrap loses a lot of impact. Drastic coercion, such as holding a beloved NPC hostage, should be frowned upon unless your bad guy is truly nasty.

In certain circumstances, such as in a primitive culture, the heroes can become gladiator heroes, lead a revolt of their fellow slaves, and overthrow the government. However, this is a time-consuming process.

Demolition Zone - The villain places the heroes, bound and probably gagged, in some building or other site scheduled for imminent destruction. Often this is the villain's own headquarters, about to be sacrificed.

The villain may destroy the headquarters to conceal evidence or because his or her latest evil scheme involves its destruction. For instance, a rocket carrying a mind-control satellite is due to launch soon, and the exhaust will destroy the launch site.

Really crazy villains will sacrifice themselves and their HQs to kill their longtime foes. The Red Skull did this many times in repeated attempts to bump off Captain America. Of course, he always had a concealed escape route.

However, the typical villain will tie up the heroes, gloat a little, then run off to avoid the upcoming calamity. Since the villain seldom sticks around, the heroes' escape and reappearance may take the villain by complete surprise.

Exploited Weakness - Many super-powered heroes have a secret weakness. For example, the Shi'ar warrior Gladiator, one of the most powerful mortals in the universe, can be harmed by an unidentified form of radiation. Other vulnerabilities can include mental attacks (these work well on the Juggernaut), particular chemicals, or strange magic.

In this deathtrap, the villain has learned of the hero's weakness, and the trap is loaded with whatever causes it. Details of the trap vary according to the weakness exploited, but the trap can be quite deadly according to

how much the substance weakens the hero. Sometimes the only way out is to have a non-vulnerable teammate rescue the susceptible hero.

Hall of Mirrors - One of the more popular locales of death. The hall of mirrors can be found in any funhouse or amusement park and is an excellent place for final confrontations with the heroes. Simply lure them in through any number of reasons (such as rescuing a hostage or stopping you at last), and then cackle with glee as they find you reflected back not once but a thousand times! If they try and attack they will find you are only an illusion, and no matter how hard they look they will be unable to locate the real you. You can then seal the exits and start seeping in the poison gas, finishing off those who would dare to stop you.

Maze of Death - Another time-tested classic. Tracing its history as far back as Greek legend, what could possibly be better than a gigantic labyrinth of death? These wonderful mazes are filled with so many twists and turns that escape is near impossible and nothing is ever as it seems. Behind each corridor terrible death can await, through whirling blades and decapitating projectiles and stone statues come to life. You can even place a minotaur in the middle, ready to devour anyone who crosses its path. The only problem is getting the hero to actually enter the maze, so you'll probably want to kidnap their loved one or sidekick and place them right in the middle.

Murder by Buddy - Often seen in the comics, this deathtrap is a favorite of villains because one of the heroes own teammates killed them!

In one version, all the heroes are wired into the same murderous gimmick, like a multi-slot guillotine or parallel electric chairs. Any one hero can get free without a problem-but the action triggers the device to kill all the other heroes. Coordination and cooperation are the keys to success. (Before you run this trap, be sure everybody caught in it cares about everyone else!)

Another version puts all the heroes except one in a totally escape-proof trap. They're helpless. A villain mind controls the one free hero into triggering the deathtrap. ("Now, Kitty Pryde, push the button and activate the plasma-beam that will fry the X-Men!")

Naturally, the hero, by tremendous spiritual exertion, breaks free of the mind control, belts the villain, and frees his or her friends in time for the grand finale showdown.

Remember that mind-controlled heroes get a Psyche FEAT to throw off the control. In this extreme situation, you can allow the hero + 1 or + 2 CS, and even allow the PC to spend Karma. After all, you don't want the hero to fail the roll.

Natural Disaster - Avalanches. Volcanic eruptions. Tidal waves. Earthquakes. The bad guy leaves the heroes in a spot where their powers can't help, and Mother Nature is about to do something awful. Not much time left; what do the heroes do?

Old Standbys - The walls that close in, the sharpened scythe that swings lower and lower, the heavy block poised to crush the life out of the hero beneath, the sawmill blade, the chamber that slowly fills with water or gas, the Burmese tiger trap. .. all of these classics can be

made fresh with a new slant on them. But be sure the slant is genuinely new, or at least new to your players. Nothing gets old faster than a routine deathtrap.

Pinball Gigantus - A favorite of the assassin Arcade, this is a favorite pinball or video game blown up to larger-than-life size.

Pit of Doom - These structures are also quite good for offing the heroes, or at least getting them out of your hair for a while. By concealing a deadly nightmare beneath a trap door or bundle of sticks you can send do-gooders plummeting with nothing but a false step. The initial drop generally causes a great deal of damage, oftentimes fatal, and should you like you can always line the bottom with jagged spikes or broken glass. You can also choose to use a bottomless pit, delightful in that they allow the heroes to fall forever and ever.

Hopefully these few suggestions assist you in your crusades against the Forces of Good. Though please realize that this chapter only represents a few of the possibilities, and that there are truly endless means for stopping their depraved schemes. You are only limited by your imagination. Well, that and your budget.

Running the Gauntlet - Perfect for the villain who toys with his or her prey. A gauntlet is technically a double line of armed warriors. An unarmed person, either a criminal or an applicant to the warriors' ranks, must run between the two lines while the warriors beat him or her with their weapons. The term now applies to any severe trial or ordeal.

This starts out as one of the deathtraps described above, but there is one obvious escape route. This leads straight into another deathtrap. That leads into another, and so on, for as long as you want to run it.

Perhaps, while trapped in the slowly filling lava pit, the heroes spy an air vent and crawl through it. The vent's bottom suddenly drops away, and the heroes plummet down a long slide into an alligator pit. Leaping to the rim, the heroes find a boulder rolling down at them. Evading it, they dodge into a room filled with poison gas.

The traps may really be lethal, but the villain does not count on it. Generally, he or she is observing and taunting the PCs at every step. When the heroes emerge from the gauntlet, ragged and exhausted, the villain and all his or her henchmen are waiting there for a huge battle.

CHAPTER 3:

Henchmen, Hoods & Thugs

Say something interesting here!!!!

Mmm

Mmm.

Evil Henchman - Which one is right for you?

Most evil-doers cannot unfortunately accomplish their schemes on their own. There is simply too much to do, too many people to terrorize, too many bodies to dispose of. You will thus want to employ henchmen into your service, mindless slaves to carry out the most menial tasks. But the question then looms: What evil henchmen is right for you?

Classic Thugs

The classic thug has been the favored henchmen of criminal masterminds for decades. Be they mobsters with itchy trigger fingers or gangs of unwashed ruffians, nothing inspires fear quite like the hired thug. Their menial intelligence is usually enough to perform simple tasks such as "Bring me the money" or "Kill the heroes.". Perhaps more than all that, however, thugs are a nostalgic choice. They are a time honored tradition that will bring tears of happiness to evil-doers everywhere. They are also dime-a-dozen, so don't feel too bad if they die off rather quickly.

Corporate Suits

The business world has created a new legion of slime-coated individuals, known as the corporate cronies. These bad businessmen like nothing more than a good game of backstabbing and blackmail, and will be an excellent addition to your growing army. Perfect for hostile takeovers, they will crush your competitors and destroy people's lives through simple executive decisions. They are also masters of downsizing, and will lay off thousands of workers in times of unparalleled profits. If you want to employ a real ripe bastard, then corporate cronies may be the choice for you.

Mutant Race

These unholy abominations are perfect for the evil genius who likes messing with god's creation. Through genetic realignment you can create an army of cat people, fish people, alligator people, even walking tree people, things that should not be and an affront to all that exists.

Particularly suited to living on desert islands, these hybrids possess the best of both worlds and tend to be faster, stronger, and just plain better than any human troops could ever hope to be. They are also often quite rebellious, so you may want to install a doomsday gene in them that can kill them all with the push of a button. Tough love is always the best for situations like these.

Robot Warriors

Robot warriors are another superb option for the evil-doer, giving them an unstoppable army of killing machines unhampered by such weaknesses as mercy or compassion. These metallic automatons will serve you without question, destroying your foes with their ray guns and land-to-air missiles. They also are remarkably resilient, able to take an amazing amount of damage before finally being blown to pieces. You can also choose different forms for them to appear in, such as humanoid, tank-shaped, and fifty-story-high monstrosities beyond all comprehension. In fact, the only real problem with robot warriors is that elementary chaos theory states that all robots will eventually rise up and destroy their human masters. They're funny like that.

Computer Programmers

Not available until recently, the computer programmer is a new type of henchman that can help you control the information superhighway. Whether you need to hack the strategic defense computer, destroy the economy of Brazil or just slash some guy's credit rating, these overwhelming individuals are the ones to make it happen. Notable for their lack of ethics and powerful body odor, their very presence will inspire you to do great evil on all humanity. They are also available in three sizes: Large, Extra Large, and Dear God That's Fucking Large, thus giving you the choice between a mere overweight bastard and someone who blocks out the earth's sun. And you thought they weren't fearsome...

Animal Minions

Animal minions are an excellent choice for the evil-doer who has grown disenchanted with humanity. Instead of employing people (the vile beings that they are), you can instead utilize rats, cats, birds, or whatever strikes your fancy. These purrfect beasts can serve as your eyes and ears, murdering people in swarms and spying on the most secret of places. They can also serve as the children you never had, inheriting the earth after you wipe out the plague that is humanity. Though no one else understands you, rest assured that animals will forever be your friend. Unless they realize you're human too, in which case you might be in a bit of trouble.

The Undead

If you happen to be an occult minded evil doer that has a pile of corpses nearby, then you might want to give the undead a try. Through simple voodoo rituals and access to a town graveyard you can raise up virtual armies of the undead to serve as your fearless minions. Useful for destroying small villages and despoiling public health regulations, the undead are both horrific and unstoppable. They are also a fairly renewable resource, what with their victims also being transformed into the walking dead, and they can even be mix-and-match should you wish. They do require the brains of the living to survive, however, so make sure your fridge is stocked up.

Supernatural Creatures

Dabblers in the black arts also have the possibility of summoning up a wide variety of supernatural creatures to assist them in their evil deeds. This can come in the form of gargoyles, demons, or shambling creatures from beyond, all of which are perfect instruments for murder and destruction. Notable for their supernatural strength and mystic powers, these horrific monstrosities will serve your every need provided you agree to help them fulfill their foul appetites. Since you are completely without conscience or mercy this shouldn't be too big of a problem. Unless they escape your control and eat you, supernatural creatures are a resource you just can't do without.

The Religious Right

Perhaps the most fearsome, horrendous, and truly evil of all possible henchmen, the religious right can make a nightmarish addition to any evil doer's army. Renowned for their savagery and terrifying ability to distribute religious pamphlets, these insidious individuals inspire fear through their very presence. Their television programming has been known to send more than one person skyrocketing to insanity, and their devotion to hate and rage rivals that of Latin American death squads. It must be noted, however, that one should not enter into an alliance with these people lightly. Due to their mind-numbingly psychotic nature, the evil genius may find himself out-eviled even by them.

CHAPTER 4:

Super Villain Organizations

Say something interesting here!!!!

Locations for your Lair

Every evil mastermind needs a base of operation, so it's time to pick yours. Choose carefully, because you'll be spending a lot of time here laughing maniacally and plotting nefarious deeds.

Medieval Castle

One of the most popular lairs for evil-doers has always been the medieval castle. It's got atmosphere, it's desolate, and inspires terror in peasants and medieval townsfolk everywhere. You can stock your castle with all the basic amenities, including portcullis, moat, boiling oil, and gargoyle statues come to life. Many castles also commonly come with an armory for outfitting your minions, as well as a torture chamber we are sure you will find most useful. If you are an evil-doer who likes languishing upon a throne condemning innocent souls to a terrible fate, then a castle might just be the choice for you.

Giant Corporate Tower

The corporate skyscraper is another excellent base of operations, and one that is being seen with increased frequency these days. Perfect for company schemings and insider trading, this sinister abode will provide you a world within a world you can completely control. The workers can be beat down and demoralized as they toil in a honeycombed maze of cubicles, and your network of security cameras will eliminate any sense of privacy that may have once been felt. Furthermore, the sheer height of the tower can serve as an intimidation measure, as there is little more oppressive than standing beneath a structure so tall it literally bends over you. Why not choose a corporate tower today?

Underground Secret Headquarters of Doom

Perhaps what you're looking for is a gigantic underground complex housed miles beneath the earth's crust. To the untrained eye it looks nothing more than an isolated building in the middle of nowhere, but should you take the secret elevator within then all becomes horribly revealed. A diabolical lair of a demented madman, filled with doomsday machines and terrible devices. The sprawling expanse should provide ample room for the creation of your robot army, and the cryogenic tubes are useful for freezing yourself to awaken in a new and better world. Popular for their isolation from humanity as well as their 'only a madman could live here' feel, a subterranean lair is an excellent choice indeed.

Abandoned Church

Another excellent possibility for your lair is an abandoned church, preferably in a section of the city no one ever goes anymore. Besides the innate irony of such

a locale, these former holy grounds can actually make quite sinister bases of operations. The entrance can be adorned with an upside-down crucifix, and further investigation can reveal blasphemous altars, secret chambers, and insane cultists trying to bring about the return of unspeakable gods. Many churches are also built upon the ruins of old pagan temples, which may possess tunnels leading to any number of lost civilizations. If heresy and sacrilege make you smile, then you may want to purchase an abandoned church today.

Fake Mountain

The fake mountain with a hollow interior is yet another site often used by evil geniuses. While on the outside it looks like any other mountain, with the flip of a switch you can transform it into a deadly fortress of doom! Where once stood rock can now stand rocket turrets, as the front opens up to reveal missile launchers and powerful artillery cannons. The central base can easily house your armies of destruction, and the whole thing folds up quite nicely when you are done playing with it. The only caveat with the fake mountain is that you should not place them in the middle of cities. They are for some reason too often noticed there.

Desert Island

Perfect for the evil-doer in need of a vacation, the desert island is an wonderful site for corporate headquarters and secret lairs. The scenic locale is ideal for greatly relieving your stress levels while at the same time providing an earthly paradise to destroy and despoil. Island natives are quite common on these, thus giving you a people to torment as well as rule over like a god. They are also quite good for the creation of mutant races, particularly if you are a mad scientist. If you've had it up to here with the hustle and bustle of city life and want something new, they you may want to consider this exotic alternative.

Amusement Park

Amusement parks are an especially fun-filled type of lair that have been treasured by supervillains for decades. The décor can easily be transformed into a carnival of horrors, with the roller coasters becoming death machines, fun houses filled with booby traps, and a hall of mirrors at the end for confronting the heroes. You can also theme the park any way you choose, creating such areas as Apocalypse Land, Evil Clown Land, or even Nightmares Made Flesh Land. The tunnel of love can become the tunnel of screams, and the ferris wheel can always be transformed into one big gatling gun. Perhaps best of all, however, it's a place you can the family, and be ensured wondrous memories that will last for years to come.

Space Station

One of the finest possibilities is not even located on this earth. That's right, a space station may be right for you, superb for plotting out your evil deeds far out of reach of any underfunded do-gooder. Space fortresses nowadays come standard with former Star Wars and SDI

technology, and can be easily retrofitted with disrupter rays and cloaking fields. They also make an excellent base of operations for bringing about the destruction of the earth, particularly should you not want you yourself to be destroyed along with it. Though you may suffer from occasional alien attacks and the periodic asteroid, the space station is an excellent lair and should not be overlooked.

CHAPTER 5:

Real Criminal Organizations

Say something interesting here!!!!

The Colombian Drug Cartels

The Colombian drug cartels have been a heavily studied organized crime group, and although arrest or disappearance of their leaders has always brought authorities hope that the syndicate is over, they just seem to keep reorganizing. There's a real sense of popular support for the drug barons in Columbia as little poor guys who made it big, and the different cartels have close, intricate relationships. Although it's dangerous to make rough comparisons, Mendellin type cartels tend to act like petty street hoodlums, and Cali type cartels tend to operate like legitimate businessmen. The Columbians tend to have many sympathizers, and a complex infrastructure, employing as many as 24,000 people in a typical operation.

Structure

The Colombian Cartels have absolute control within their own country. They dominate not only the production but also the importation and distribution of cocaine in the United States and other western nations. Of the 20 current cartels 5 are dominant. Each cartel is structured around an extended family based on blood, marriage and godparents. A family is despotically ruled by a single member, usually the eldest. Members can be growers, processors, smugglers, bankers, lawyers, chemists, sellers, enforcers, assassins and corruptors. A corruptor's job is to recruit officials all over the western hemisphere so that the cartels can continue to operate with as little interference as possible.

Colombia-based drug cartels are responsible for most of the world's cocaine production and wholesale cocaine distribution, although traffickers from Mexico have assumed a much larger role in the transportation and distribution of cocaine. Colombia's strategic location makes it a logical hub for cocaine trafficking. It shares borders with Peru and Bolivia, two countries that, in addition to Colombia, grow large amounts of coca, and it is reasonably close to the United States (Bogota, the capital city, is two-and-a-half hours by air from Miami). Because Colombia is the only South American country with coastlines on both the Pacific Ocean and the Caribbean Sea, a wide variety of air and maritime drug smuggling routes are readily available to traffickers from Colombia.

Transporters hired by the traffickers carry the raw product, often through hidden jungle trails, to locations where cocaine paste is extracted from the leaves. The coca paste is then transported by land, sea, and air to large, concealed laboratories, far from the coca growing regions, where it is processed into cocaine hydrochloride, the white crystalline powder commonly sold to users. Every available form of transportation is used to smuggle the cocaine abroad: airplanes, ships, trucks, and trains. The risk is greatest in the transportation and distribution

areas, and the financial rewards are commensurate with the risks. Seizures of drugs being smuggled into the United States have netted shipments with street values in the hundreds of millions of dollars. In 1989, a record seizure in Sylmar, California, uncovered 47,554 pounds of cocaine with an estimated street value of \$3.2 billion.

During the 1980s, the Colombian drug lords relied heavily on organized groups from Mexico to transport cocaine into the United States after it was delivered to Mexico from Colombia. Currently, the greatest proportion of cocaine available in the United States is still entering the United States through Mexico. Using their skills as seasoned drug traffickers with a long tradition of polydrug smuggling, crime lords from Mexico soon established cocaine trafficking routes and contacts. In the late 1980s, Colombia-based organizations who had paid transporters from Mexico cash for their services, began to give them cocaine--in many cases up to half of the shipment--as payment for their services. As a result, the organizations from Mexico evolved from mere transporters of cocaine to major cocaine traffickers in their own right, and today pose a grave threat to the United States.

Structure in the United States

Colombia-based cocaine trafficking groups in the United States continue to be organized around "cells" that operate within a given geographic area. Since these cells are based on family relationships or close friendships, outsiders attempting to penetrate the cell run a high risk of arousing suspicion. Some cells specialize in a particular facet of the drug trade, such as cocaine transport, storage, wholesale distribution, or money laundering. Each cell, which may be comprised of 10 or more employees, operates with little or no knowledge about the other cells. In this way, should one of the cells be compromised, the operations of the other cells would not be endangered.

A rigid topdown command and control structure is characteristic of these groups. The head of each cell reports to a regional director who is responsible for the overall management of several cells. The regional director, in turn, reports directly to one of the top drug lords, or his designate, based in Colombia. Trusted lieutenants of the organization in the United States have discretion in the daytoday operations, but ultimate authority rests with the leadership in Colombia.

Encryption: Traffickers from Colombia are increasingly employing state-of-the-art encryption devices to translate their communications into indecipherable code. This evolving technology presents a significant impediment to law enforcement investigations of criminal activities. In the past, the necessity for frequent communication between drug lords in Colombia and their surrogates in the United States made the drug-trafficking organizations vulnerable to law enforcement wiretaps.

Now, however, through the use of encryption technology, they can protect their electronic business communications from law enforcement interception and "hide" information that could be used to build criminal cases against them.

Heroin: In recent years, Colombia-based traffickers have used their existing cocaine marketing channels to expand into the heroin trade. Today, opium poppy cultivation and heroin trafficking are an integral part of their operations. The opium poppy is grown along the eastern slopes of the Central Andean Mountain ranges in the central part of Colombia. Some growers appear to work under contract to specific traffickers. Under this contract arrangement, the trafficker provides the farmer with the seeds and agricultural supplies needed to grow opium poppies. Opium poppy farmers in Colombia collect raw opium gum from mature poppy capsules and transport it to opiate "brokers." The brokers, in turn, sell the opium to chemists who process it first into morphine base and later into heroin. The chemists often work on contract for the trafficking groups that smuggle the heroin into the United States.

Smuggling is accomplished in a variety of ways including wrapping small quantities of heroin in condoms and having couriers swallow them and concealing heroin inside hollowed-out shoes, luggage, and in the lining of clothes. In 1998, a shipment of artificial flowers was discovered to contain heroin concealed inside the flowers' stems.

The Colombian heroin trade is currently dominated by independent trafficking groups that operate outside the control of the major cocaine crime syndicates. Because the major syndicates have already developed well established transportation and wholesale cocaine distribution channels, they too can be expected to diversify their product line to include increasing amounts of heroin.

Traffickers from Colombia have been able to solidify and expand their position in the U.S. heroin market by distributing high-quality heroin and by initially undercutting the price of their competitors. They also use marketing strategies, such as including free samples of heroin in cocaine shipments, in order to build a clientele.

Trafficking groups operating in New York and Philadelphia even market their drug using brand names - like No Way Out and Death Wish - as a way to instill customer recognition and loyalty. These marketing techniques have allowed the traffickers from Colombia to expand and ultimately dominate the heroin market. In fact, the DEA's Heroin Signature Program, which determines the origin of the heroin sold on the street, found that 65 percent (356 kilograms) of the heroin seized in the United States in 1998 was produced in Colombia.

Until recently, the Colombia-based drug trafficking organizations, collectively known as the Cali mafia, dominated the international cocaine market. Although some elements of the Cali mafia continue to play an important role in the world's wholesale cocaine market, events in recent years have accelerated the decline of the Cali mafia's influence. These events include the capture of the Rodriguez-Orejuela brothers in 1995, the death of Jose Santacruz-Londono in March 1996, and the surrender of Pacho Herrera-Buitrago in September 1996. In the absence of these powerful drug lords, the drug trade has become more decentralized. Power is swiftly passing to experienced traffickers who have moved out from under

the shadow of the Cali traffickers and are now seizing opportunities to increase their own share of the drug trade.

These enterprising traffickers come primarily from two areas. One is the northern Valle del Cauca region, of which Cali is the capital city, located on Colombia's southeast coast. The second area is the Caribbean North Coast. While traffickers in these regions operate more independently than the Cali mafia, they nevertheless remain very powerful and by working with counterparts in Mexico, are still responsible for most of the world's cocaine production and wholesale distribution.

Activities

Just one: the growing and distribution of cocaine. Most of their money is kept in banks in various Caribbean islands and have enough of it to buy whatever vehicles, equipment and weapons they want. The only thing holding them back has been their war with each other, often in public areas caring nothing for innocent people killed in the crossfire. If someone offends the cartel then they will kill not only the offender but his entire family as well. Also if a member is captured and cooperates with the authorities then his family will be tortured and killed. If he keeps quiet then his family will be well looked after.

Worst of all the cartels have no fear of the legal authorities or government, openly retaliating against them.

The Medellin Cartel

By the mid-1970s, it became apparent to law enforcement that a well organized smuggling effort was being orchestrated from abroad. Trafficking networks in the United States, controlled from Colombia, were discovered to be running stash houses, moving money, and developing drug market networks for their suppliers back home.

The first to dominate this trade were the organized criminal groups headquartered in Medellin, Colombia, led by violent criminals like the Ochoa brothers, Jose Rodriguez Gacha, Carlos Lehder, and Pablo Escobar.

These individuals ruled the drug trade in Colombia and in major cities in the United States, such as Miami and New York, with an iron fist.

As with most organized crime leaders throughout history, their climb to success was rooted in bribery, intimidation, and murder. However, one by one the leaders of the most violent organized criminal group in history were brought to justice by the Colombian National Police (CNP).

Pablo Escobar may well have been the most violent criminal in history. He was the mastermind behind the 1989 bombing of an Avianca commercial airliner that took the lives of 110 people. He was reported to have arranged the bombing to kill two people he suspected of being informants.

Escobar also placed bounties ranging from \$1,000 to \$3,000 on the lives of police officers in Colombia; as many as 2,000 police officers and civilians were murdered each year in Medellin. In June 1991, Escobar surrendered to authorities, but escaped from prison in July 1992. For the

next 17 months, Escobar was the target of the largest manhunt in Colombian history. Finally, in December 1993, the Colombian National Police killed Escobar in a fire fight at a private residence in downtown Medellin.

Carlos Lehder was drawn to drug trafficking for two reasons: profits and politics. Lehder was an admirer of such political figures as Ernesto "Che" Guevara and Adolf Hitler.

He was also intensely antiAmerican. While in an American prison in the mid1970s, he conceived of the idea of smuggling cocaine into the United States the same way marijuana was smuggled. Rather than hiding small amounts of cocaine in luggage or on airline passengers, Lehder planned to transport it in large quantities on small, private aircraft. The huge profits he expected to realize from this plan would finance his political ambitions in his native Colombia. Out of prison in 1976, Lehder eventually bought a sizable portion of Norman's Cay, a Bahamian island about 225 miles southeast of Miami. On this small island he built an extended airstrip as a refueling stop for the light planes that transported his cocaine to secret airstrips in the United States. His inclination to use violence eventually tripped him up, when he was suspected of involvement in the 1984 assassination of Colombia's Justice Minister, Rodrigo Lara Bonilla. Outraged by the terrorist tactics employed by the Medellin organization, the Colombian Government turned Lehder over to the DEA and extradited him to the United States in February 1987.

Lehder was convicted and sentenced to 135 years in federal prison. He subsequently cooperated in the U.S. investigation of Panama dictator Manuel Noriega and received a reduced sentence in return for his testimony.

The Cali Mafia

With the gradual elimination of most of the major figures in the Medellin groups, ascendancy among traffickers in Colombia passed to groups based in Cali, Colombia, about 200 miles south of Medellin. Unlike their predecessors in the Medellin cartel, the members of the Cali mafia avoided blatant acts of violence and instead tried to pass themselves off as legitimate businessmen. The Cali mafia gained widespread notice when, on April 11, 1985, the largest clandestine cocaine lab ever seized in the United States was discovered in rural Minden, New York. This lab, later traced to Jose Santacruz-Londono, the number three leader in the Cali mafia, was discovered following a fire on a 10-acre farm. State Police and DEA agents found an elaborately equipped laboratory capable of producing over \$700 million worth of cocaine.

During the late 1980s and early 1990s, the members of the Cali mafia generated billions of dollars in drug revenues per year. They operated a sophisticated drug trafficking enterprise that used the best strategies of major international businesses, while maintaining the secrecy and compartmentalization of terrorist organizations.

Operating a system of insulated cells in cities throughout the United States, the Cali mafia employed an army of surrogates who were responsible for every detail of the cocaine trafficking business, from car rental, to

pager and cell phone purchase, to the storage of cocaine in safe houses, to the keeping of inventory and accounts. Cali mafia leaders coerced cooperation from employees by demanding information about their close relatives that could be used later if the employee betrayed the organization or made errors that cost the mafia its profits.

Members of the Cali mafia included the Rodriguez-Orejuela brothers, Jose Santacruz-Londono, Helmer "Pacho" Herrera-Buitrago, and Victor Julio Patino-Fomeque. However, despite the substantial evidence against these criminals, it was impossible to extradite them to the United States to face justice since extradition had been outlawed by Colombia's 1991 constitution. Therefore, the DEA worked with the CNP to provide information that eventually led to the arrest or surrender of the Cali drug lords in Colombia. The combined efforts of the DEA and the CNP paid off in June 1995, when the Cali mafia began to collapse. During the summer of 1995, five major leaders of the Cali mafia were arrested, and by September 1996, all of the remaining Cali "kingpins" sought by the CNP had been captured.

The Italian Mafia

Origins

Throughout history, crime has existed in many different forms and has been committed by not only individuals, but by groups as well. Crime is something that knows no boundaries; it exists in all cultures, is committed by all races, and has existed in all time periods. Crime exists as a part of the economic institution and is a lifestyle for many people. Crime also exists in both organized and unorganized forms. Since the early 1900's, "organized" crime has existed in the United States. The following will show where, when, and why the mafia came to the United States, who organized it in the United States, and how it differed from its origins in the European mafia.

In the ninth century, Sicily was occupied by Arab forces. The native Sicilians were oppressed and took refuge in the surrounding hills. The Sicilians formed a secret society to unite the natives against the Arab and Norman invaders. This secret society was called Mafia after the Arabic word for refuge. The society's intentions were to create a sense of family based on ancestry and Sicilian heritage. In the 1700's, pictures of a black hand were distributed to the wealthy. This was an unspoken request

for an amount of money in return for protection. If the money wasn't paid, the recipients could expect violence such as kidnappings, bombings, and murder. By the nineteenth century, this society grew larger and more criminally oriented. In 1876, Mafia Don Rafael Palizzolo, ran for political office in Sicily. He forced the voters to vote for him under gunpoint. After being elected into office, he promoted Mafia Don Crispi as Prime Minister. Together the two put Sicily under government control and funnelled government funds to the society known as the Mafia.

In the 1800's, New Orleans was the largest Mafia site in the United States. It was while investigating the murder of an Italian immigrant that the current Police Chief, David

Hennessey discovered the existence of this secret society. Police Chief Hennessey was assassinated before this murder case could go to trial. Twelve men were charged with this assassination but were lynched by a newly formed vigilante group. The Italian Ambassador demanded that the vigilantes be tried. President Harrison, who disproved of the vigilantes, gave a large cash settlement to the families of the lynched men. This was a widely publicized case because of its' foreign ramifications and the involvement of the President of the United States.

Don Vito, Vito Cascio Ferro, was the first Sicilian Capo de Tutti Capi. He fled to the United States in 1901 to escape arrest and formed a group of the Black Hand. Its' members were hardened criminals currently fugitives from Sicily. He is known as the Father of the American Mafia. In 1924, Mussolini was determined to rid Italy of the Mafia so many members fled to the United States to avoid persecution. This increased the numbers of members in the organization. These fleeing Italians were well aware there was money to be made in the United States through extortion, prostitution, gambling and bootlegging.

Every large city soon had its own Mafia chapter. Prohibition which was a legal ban on the manufacturer and sale of intoxicating drinks generated a wave of illegal activity since there was big money to be made. During this time, gangsters openly flaunted their wealth and power. This period established many young men as leaders in the New Age American Mafia.

Charles Luciano, born in 1897 in Sicily, came to New York in 1906. He trained in the Five Points Gang, a Mafia crew, under John Torrio. In this gang, he became friends with Al Capone and other prominent gangsters.

Luciano started his own prostitution racket in the early 1920's and was in total control of prostitution in Manhattan by 1925. In 1929 he was kidnapped, beaten and stabbed severally with an icepick. He miraculously survived but maintained "omerta", which is a vow never to reveal any Mafia secrets or members under penalty of death or torture. By 1935, Luciano was known as The Boss of Bosses. He had previously established Murder Inc. with Bugsy Siegel and Myer Lansky, two other well known gangsters.

Luciano's wide spread criminal activities led to his being investigated by District Attorney Thomas E. Dewey. He was eventually sentenced to thirty to fifty years for extortion and prostitution. Luciano was considered to be a powerful Mafia member with strong ties to Sicily. After his conviction, the United States government approached him with a deal. In exchange for his assistance in the Allied invasion of Sicily, he was offered deportation to Rome. Luciano contacted his Mafia associates in Italy and the deal was made. Luciano died of a heart attack in 1962 while meeting an American movie producer to do his life story.

Myer Lansky was never an initiated member of the Mafia since he was not Italian. Lansky became a close associate of Luciano after his rise to power and influence among the Jewish gangsters, known as Myer's mob. His specialty was gambling. He formed Murder Inc. which was a group of specialized contract killers which was hired out

to other mobs. Lansky was instrumental in working out the deal with the government for Luciano in the Allied invasion. While Luciano was in jail and later deported to Italy, he entrusted the running of the crime syndicate to Lansky. By the 1960's, Lansky's gambling operations extended half way around the globe with departments all over South America and as far as Hong Kong. In 1970, the federal government was planning to charge Lansky with tax evasion, so he fled to Israel. In Tel Aviv, the Israeli government under pressure by the U.S. revoked his visa and Lansky was forced to stand trial. He avoided conviction because of his high level government contacts and retired to Miami, Florida and died in 1983. At the time of his death, his estate was valued at 4 million dollars.

The third member of Murder Inc. was **Benjamin (Bugsy) Siegel**. He was born in Brooklyn, NY in 1906. While still a teenager, he met Myer Lansky and went on to form the Bug and Myer Mob which specialized in gambling and car theft. In the 1930's, this mob joined with Luciano and formed Murder Inc. Siegel eventually killed Joe. "The Boss", Masseria which ended the present mob wars at that time. Siegel continued to carry out murders for Luciano and by 1937 there was a large number of contracts out of Siegel's life since he had angered so many of the bosses. To protect him, Lansky and Luciano persuaded him to move out to California. In California, Siegel he was the main man in the Luciano and Lansky gang and extorted money from movie studio owners. He continued to do murders for Luciano. Siegel "borrowed" five million dollars of syndicate money to build the first super casino/hotel in Las Vegas. The Flamingo hotel turned out to be a fiasco and lost money. Luciano demanded repayment of the funds and Siegel refused, thinking he was as powerful as Luciano. Luciano ordered his death. Although Siegel was warned by Lansky of this plan, he continued to refuse to repay the money. On June 20, 1947 he was killed.

Dutch Schultz, was another major player in organized crime He opened a saloon in the Bronx, New York during prohibition and organized a group of thugs to expand his bootlegging operations. His empire soon grew to large proportions with many illegal establishments in the Bronx and Manhattan. During his trial for tax evasion, many of his rackets were taken over by Luciano, who expected Schultz to be convicted. Although this prompted him to move his operation to New Jersey, Schultz was still considered so influential Luciano asked him to be a member of the Board of Directors of the crime syndicate. The District Attorney of New York, Thomas E. Dewey was not finished with Schultz though and continued investigating his activities. Schultz decided it was in his best interest to eliminate Dewey but the crime syndicate disagreed. They feared the killing of a District Attorney would only add to their problems but Schultz would not drop his plan. On the evening of October 23, 1935, while Schultz was informing his New Jersey associates of his plan, a Murder Inc. hit man assassinated all of them, Schultz included. He died later that evening in a Newark City hospital.

Alphonse "Scarface" Capone was another organizer of the early American Mafia. He was born in Brooklyn, New York in 1899. His involvement with organized crime

began when he was eleven years old. As he got older, he graduated to the more powerful "Five Pointers Gang" where he became acquainted with Luciano. When Johnny Torrio, the original leader of the "Five Pointers Gang" moved to Chicago, he invited Capone to be his sidekick. Torrio's uncle, "Big Jim" Colisimo was the crime boss in Chicago. Trouble between uncle and nephew started and Capone was hired to kill the uncle leaving Torrio in charge of all Chicago. In 1925 when Torrio was severely wounded in a shoot out, he gave Capone his vast business empire, valued at fifty million dollars a year. During this time, Capone fell out of favor with other Mafia gangsters and several attempts were made on his life. Capone took revenge by staging the infamous St. Valentine's Day massacre in which he killed several of his enemies ending resistance to his continuing business dealings. He was finally sentenced for tax evasion and spent most of his eleven year sentence in Alcatraz. In 1939 he was released from prison because he was in the advanced stages of syphilis. He died of this disease in 1947.

At the turn of the century the American Mafia was different from the Sicilian Mafia in a number of ways. The European Mafia was founded on a sense of loyalty and respect for culture, family and the Sicilian heritage. The Mafia was to protect its' members interests and grant them freedom in business in exchange for absolute loyalty and submission to the "family". The Sicilian Mafia was based on the belief that justice, honor and vengeance are for a man to take care of, not for a government to take care of. The Sicilian mafia valued the code of "omerta", the code of honor and silence and strictly adhered to the ruling that this was a secret society, open only to those who shared Sicilian blood. In contrast to the noble Sicilian mafia, the American mafia has proved to be a conniving, cold hearted organization. The American Mafia consists of a large group of glorified thieves, pickpockets and murderers. Although it began with the adoption of much of the Sicilian heritage it has evolved into an organization that's sole purpose is to make money using any illegal means possible. The members of the American mafia use extortion, bootlegging, prostitution, gambling, kidnapping, and murder to achieve their ends.

The above research has shown that the Mafia has become a wide spread problem. The Mafia has continued to grow and infest our society from the early 1900's. It continues to exploit and destroy the honest citizens of our country. Now, these criminal organizations not only control the adults of our communities but have begun, through the sale and distribution of narcotics, to control our children. Crime organizations must be stopped however this is a difficult task. They have infiltrated members of our government and law enforcement agencies with the lure of money. Unfortunately crime does pay in many instances. It is up to each of us to not look the other way, but be aware that their are really no victimless crimes. One way or another, we all pay either by higher taxes or by a more violent society.

Bonanno Crime Family

Estimate members: Around 120

First Don: Salvatore Maranzano, but the Family has got the name of Joe Bonanno.

Primary activities: La Cosa Nostra's primary drug dealers. Allegedly involved in home video pornography, pizza parlors and espresso cafes.

Despite John Gotti's plans to make the Bonanno family subservient to the Gambino family, the Bonannos appear to be gaining strength.

Boss: Joseph Massino, 57, currently part owner of the famed Casablanca Restaurant in Queens.

According to authorities, he is currently the only New York Mafia boss not serving time. His principal source of legitimate income, authorities say, is King Caterers, a Long Island business that provides food to street vendors.

Underboss: Salvatore A. Vitale, Massino's brother-in-law.

Colombo Crime Family

Estimate members: 200

First Don: Joe Profaci

Primary activities: Narcotics, gambling, loan-sharking, cigarette smuggling, pornography, counterfeiting, hijacking, bankruptcy fraud, and so on. Despite the small size of the Colombo family, it maintains an impressive presence in a wide variety of criminal activities.

Boss: Carmine 'The Snake' Persico, currently serving 139 years for murder and racketeering. His grip on the organization is said to be tenuous.

Acting boss: Carmine's son, Alphonse "Allie Boy" Persico, currently serving an 18-month sentence issued in February 2000 for illegal gun possession in Miami.

The Colombo Crime Family was founded by Joseph Profaci a close friend of Joseph Bonanno, boss of the Bonanno Crime Family. When Profaci was boss he was challenged by the Gallo brothers who did not condone him as their leader, they also were supported by Gambino, Lucchese and Genovese, so they went to war. In this war Profaci eventually died of natural causes, leaving the space for the Gallo brothers. However they were now weakened by the war and also lost their support from the other 3 families, Gambino chose Joe Colombo to be new boss with the expectation that the young, inexperienced gangster would be his puppet. However, Colombo became enamored with being famous after starting a pro Italian civil rights organization which captured the imaginations of many. The unexpected success of these activities soon had Colombo speaking in public denying the existence of the mafia. On one memorable occasion, he appeared on the Dick Cavett television show to promote his cause. It was at this time that the media began referring to the Profaci Family as the Colombo Family.

All this publicity eventually unnerved the other bosses, especially Gambino, and coincidentally the volatile Joey Gallo was released from a long prison sentence. Gallo, sensing that Colombo had fallen from favor, began stirring the pot. It was a situation ready to explode. At that moment in 1971, Colombo was shot and severely wounded by a

lone black gunman as he was about to preside at a large Italian American Civil Rights League rally. It was widely - and incorrectly - assumed that Gallo had hired the would-be assassin to take out Colombo. It was further assumed that Gallo had received the support of Gambino. Both of these assumptions were false. It is true that Gallo had been trying to kill Colombo, but that had nothing to do with the shooting that took place. In turn, while Gambino was not sorry to see the troublesome Colombo go, he had not conspired to have this come about.

With the incapacitation of Colombo, the Persico crew came to power. Under the leadership of the very tough Carmine Persico, this crew dominated the family for the next twenty years. During much of this time Carmine was in jail but surrogates such as Tom Dibella, Gennaro (Jerry Lang) Langella and Andrew Russo, a cousin, carried on his policies. Like most of the other families, the Colombo's had become very active in drug dealing along with their assorted other illegal activities. Associated with three of the other New York families, the Colombo leadership was also becoming rich with labor racketeering.

It all began to unravel with the full court press of the federal and state governments in the mid 1980's. Persico was handcuffed with his numerous legal problems and Vic Orena became acting boss. When Orena was convicted of racketeering and murder in 1992 a power vacuum occurred. Soon open warfare broke out between Persico loyalists and Orena supporters. It became apparent that Persico wanted his son to eventually take over leadership of the family. The Orena camp had different ideas. The

shootings were highlighted by the participation of controversial capo Greg Scarpa on the Persico side. He had contacted AIDs during a blood transfusion and went public when he sued the hospital and doctor involved.

In addition, it was suspected and later confirmed that he had been a long time FBI informant. Some authorities felt that Scarpa was benefiting from insider information in the shooting war that left 12 dead and many wounded.

As the shooting war ended, it was clear that Persico had won when his choice, Andy Russo, became acting boss, then official boss, only to be jolted by federal convictions for labor racketeering and jury tampering and jailed. As the 20th Century wound down, Persico's son Alphonse was anointed family boss but by time the new Millennium rolled around, Alphonse was cooling his heels in federal prison and former underboss William (Wild Bill) Cutolo was missing and declared dead. Successor underboss John (Jackie) DeRoss was awaiting trial for racketeering with Alphonse. Being boss of the Colombo family is not as appealing as it once was. Many of its members are jailed, the internal war created great and lasting mistrust, and the loss of significant income from major labor racketeering has crippled the organization.

Gambino Crime Family

Estimate member count: around 200

First Don: Vince Mangano

Primary rackets: Narcotics (including heroin operations ranging from Sicily to Asia), gambling, and car theft.

The number and power of their stolen car outlets in Kuwait have led several newspapers to brand the country "Gambino, Inc." Under bosses Carlo Gambino, Paul Castellano and John Gotti, the Gambino family became the most powerful crime family in the country. The imprisonment of John, "Junior" at all has greatly decreased their strength.

Boss: John Gotti, currently serving a life sentence for murder and racketeering. His son, John "Junior" Gotti, was a short-lived acting boss before he received a six-year sentence on extortion conspiracy in 1999.

Acting boss: Nicky Corozzo

At first John Junior Gotti (picture on the right) was acting boss with Corozzo, Peter Gotti and Jackie D'Amico as advisers. By late 1996, when John Gotti had lost most of his appeals, the Commission pressured Gotti to officially step down and be permanently replaced by someone other than Junior or Peter Gotti when his final appeal was resolved. FBI reports indicate that Corozzo was picked as the new point man. But before his official election, he was caught up in an FBI sting, hit with racketeering charges, and jailed to await trial. Junior Gotti, who showed little evidence of possessing the cunning and intelligence that served Carlo Gambino so well, continued to serve as acting boss until shortly after he was indicted on racketeering charges in 1998. He began a federal prison sentence for racketeering in October, 1999. As the new Millennium began, the family was headed by the onetime Dapper Don's older brother Peter, a former sanitation worker.

Genovese Crime Family

Estimate members: around 250

First Don: Charles "Lucky" Luciano

Primary activities: Arguably the most powerful and wealthy crime family in

the New York area, and perhaps the entire country, the Genovese family maintains major muscle in narcotics, loan-sharking, extortion rackets, pornography, labor union racketeering, restaurants, seafood distribution and vending machines. They are known for doing everything quietly and for the reserved manner in the way they conduct business.

Boss: Vincent "the Chin" Gigante, arraigned in 1996 federal murder, labor racketeering and other charges, Gigante is serving a 12-year sentence in a Fort Worth, Texas, prison hospital. He has reputedly delegated many duties but still maintains control of the organization.

Acting boss: Dominick "Quiet Dom" Cirillo.

The Genovese Family lost a major source of income when the Mafia's "concrete club" was shut down in the mid 1980's with the Commission indictment and conviction. Profits from another long standing money producer, the Fulton Fish Market, has diminished as well. The F.B.I. and New York city have combined to eliminate the family's 70-year control of the San Gennaro Festival in Little Italy. In addition, convictions of the family's acting boss, acting underboss, and consigliere on racketeering charges have hurt the family. So too did the 1991 racketeering conviction of underboss Benny Eggs Mangano, as did the July 25,

1997 racketeering conviction of Chin Gigante some seven years after he and Mangano were named in the same indictment.

But the family's structure is still solid and in place.

A close ally of Gigante who seems and acts like a carbon copy minus the crazy act, Dominick (Quiet Dom) Cirillo, has been serving effectively as the family's "street boss" for several years. Nicknamed Quiet Dom for his laid back, reserved manner, Cirillo is much like Gigante in the way he conducts his Mafia business, shunning telephones and social clubs in favor of "walk talks" in public streets, and opting for older, less flashy cars than the Mercedes Benz's and Lincoln Continentals that Gotti favored. Like Gigante, he had a narcotics conviction in the 1950's and toiled as an amateur and professional boxer before turning to organized crime. Liborio (Barney) Bellomo, the capo Gigante tabbed as acting boss when he was indicted in 1990, is serving a ten year sentence, but Bellomo is young, and due out in 2004.

And with a membership of nearly 250 soldiers, and only two known (Valachi and Cafaro) informers, the Genovese Family is still strong. It's the richest and most powerful family in the New York area, and arguably the entire country. (The only other candidate, the Chicago Outfit, is aided by it's one-family monopoly over the second city's rackets.)

Lucchese Crime Family

Estimate members: Around 120

First Don: Tom Gagliano

Primary activities: Narcotics, gambling, loan-sharking, waste management, construction, and involvement in the garment industry.

Boss: Last known boss was Anthony "Tony Ducks" Corallo, who, facing a 100-year sentence in 1987, was said to have named longtime confidant Aniello Migliore as acting boss.

The Corallo-Migliore era did not last long, and the family has slipped into a decade of numerous convictions and rampant turncoats. In 1998, acting boss Joseph A. DeFede was prosecuted for garment industry rackets.

Acting boss: Steven Crea, currently facing state charges of enterprise corruption after he was arrested on September 6, 2000. Crea is jailed in Rikers pending bail hearing, and continues to preside over a family in increasing disarray.

Jamaican Posse

The Jamaican Posse underworld (from Kingston) has developed a reputation as one of the first "nontraditional" organized crime groups. They basically developed the marketing techniques for crack, controlling about 40% of it in the U.S. They also engage in kidnapping, murder, robbery, and auto theft. There are 40 known posses operating throughout the U.S., for a total of 22,000 hardcore members.

Origins

The Jamaican posses began in the late 1960s and 1970s as urban gangs recruited and armed by politicians

to: organize local constituencies, distribute political favors, enforce party loyalty and turn out votes.

Such gangs were created by members of both the conservative Jamaica Labour Party (JLP) and the leftist People's National Party (PNP), Jamaica's principal political organizations. The use of armed gangs and the promotion of violence as strategic initiatives to secure or retain political power became known in Jamaica as "political tribalism." The gangs would eventually call themselves "posses," a result of the infatuation in urban ghetto areas at the time with the gunslinger ethos of American and spaghetti-western movies.

The posses, led by local "dons" in league with political party figures, established urban political strongholds known as "garrison" communities, veritable fortresses completely controlled by one political party or the other, "states within a state" in which those who sought to oppose the dominant party "would definitely be in danger of suffering serious damage to their possessions or person. By the late 1970s, both PNP and JLP garrison communities had been established throughout the capital of Kingston; in the adjacent St. Andrew parish to the north; and in St. Catherine parish just to the west where the principal city is Spanish Town. During the run-up to the 1980 elections, running battles between PNP and JLP posses resulted in an estimated 800 political killings and nearly 20,000 people burned out of their homes.

In the early 1980s, many posses became involved in cocaine and marijuana smuggling as Jamaica developed into a transshipment point for drug trafficking to the United States. With this new source of income, posses and their dons could rely less on the patronage of politicians and began to operate more independently. Still, posses continued to play a political role through the 1980s and 1990s, and because of the overlap and, in some places, integration between political and drug-trafficking structures, the line between political and purely criminal violence became blurred.

Though the level of specifically political violence has not returned to the heights of 1980s, and political party leaders have tried to disassociate themselves from armed political enforcers, garrison control of communities through force and intimidation has actually expanded. In 1997, eight of Jamaica's 60 electoral constituencies—all in Kingston, St. Andrew and St. Catherine—were identified as "unambiguously garrisoned," an increase from just three in 1989, while there were four others where domination by one political party or the other was estimated at 50 percent or more. At the same time, purely political violence has become more of a "seasonal phenomenon," primarily affecting communities during electoral campaign and periods of national political tension.

Over the course of the last two decades, the leadership and relative strength of posses have evolved, as new dons have emerged and some posses have split, reorganized or established bases of operations in the United States and Britain (where they are known as "yardies"). In some communities, posses today are not only trafficking in drugs and guns, they have also begun

funding and running their own social welfare schemes. What has not changed is the division of urban communities along traditional political lines and the cyclical feuding and retaliation between posses over turf and limited public resources. For example, the electoral constituency of Western Kingston remains a JLP stronghold, while much of St. Andrew as well as East Central St. Catherine remain PNP garrisons.

Activities

They are principally involved in drug smuggling, especially crack cocaine and marijuana. Unlike other gangs though the posses collect their money after the drugs are sold on the street. Profits are then given to their leader who redistributes the money as he sees fit. Also unlike other gangs posses aren't involved in money laundering preferring to keep it all as cash.

Drugs are smuggled in by couriers travelling on commercial airlines. Once in the country the drugs are then taken by bus or car to a stash house until it is ready for sale at which point it is taken to a crack house by a local youth. Crackhouses are usually old buildings which have been heavily fortified. When entering new territory they scout the local drug market first. They then sell the highest quality drugs at the best prices to drive competitors out of business. Failing that they use violence and murder instead.

Other activities include gun running, forgery, grand theft auto, kidnappings, robberies, insurance fraud and home invasions. Posses are considered the most violent and murderous of all gangs, feared by even the Colombians.

Jamaicans in the UK

They drive top of the range BMWs, flaunt designer gold jewellery and carry automatic guns as a weapon of choice. They are Yardies and in terms of a reputation for ruthless violence they could one day rival the Triads or Mafia.

A spate of violent killings in London's black community has raised fears that the capital is witnessing a renewed bout of Yardie gang warfare. It would not be the first time. Almost 12 months ago similar predictions were being made after three murders appeared to be linked to gang activity.

That it failed to materialise was seized on by those who feel the Yardie phenomenon is more myth than reality. Certainly the Metropolitan Police do not formally acknowledge the existence of Yardie gangs. They refuse to use the term publicly, although the Met's Operation Trident is widely seen as an effort to combat Yardie crime. Trident, which started life in south London, has been compiling information on the crossover of gun and drug culture and investigating shootings in the area. It is currently being rolled-out across the capital.

Yardies is the term applied to Jamaican-born gangsters operating in Britain. The name refers to criminals from the impoverished back yards of Kingston, Jamaica. One reason for the police's reluctance to pigeonhole Yardies in the manner of other organised crime

groups could be their lack of organisation. There is no central control or brotherhood structure, so Yardies have few affiliations or loyalties. Gangs are very loose knit and often fall out with each other

Members are mostly linked to drug and arms dealing as well as robbery. It is a lifestyle synonymous with violence - impulse shootings and gangland-style executions are used to sort out internal squabbles.

The Yardie phenomenon in the UK was first noted in the late 1980s and their rise is linked to that of crack-cocaine, in which many trade. Since then their reputation for ruthless violence has grown with each shooting.

In 1993 Yardies were blamed for the cold-blooded murder of PC Patrick Dunne, who was on patrol in Clapham when he stumbled across a shooting incident.

The gangsters hit the headlines again in 1997 when police tactics to infiltrate the underworld were exposed in a World in Action documentary.

Metropolitan Police overlooked a series of violent crimes carried out by two Yardie informers, Eaton Green and Delroy Denton, while they passed on intelligence to Scotland Yard. While an informer, Green was involved in the UK's largest armed robbery, when 150 people were held up at a blues party in Nottingham.

Yardie involvement has been suggested in five black-on-black murders in London. In one double murder Laverne Forbes, 28, and her partner Patrick Smith, 31, were shot in the head in their north London flat. Their seven-year-old daughter witnessed both killings.

A 51-year-old sound engineer, Henry Lawes, was gunned down by a gang of five men outside his home in Harlesden, north west London. His killers waited until he fell over before ruthlessly finishing him off.

Detective Superintendent Peter Camiletti, who set up Operation Trident, suggests the recent tide of murders may have been sparked by an infringement of the unwritten code of conduct.

"There seems to be in this culture, a culture of respect for each other's status. If disrespectful acts take place that can lead to revenge attacks," he says. Their expensive tastes can make Yardies highly conspicuous. Wealth is something they flaunt, often in the form of flashy cars, gold jewellery and designer clothes. Moschino is a favourite label.

Image is everything in their world, as the notorious death of Mark Burnett demonstrates. In 1991, Mr Burnett was shot dead in the middle of a London nightclub after he accidentally stepped on the toe of a Yardie gunman. Yet stories like this have only bolstered the Yardie image of merciless brutality and, according to some, helped perpetuated what is little more than a myth.

Journalist Tony Thompson, who researched the Yardie underworld thoroughly for his 1995 book *Gangland Britain*, concluded that while Yardies definitely exist, their influence has been blown out of proportion. Across the UK, he estimated Yardies numbered between 80 and 200 in total. Yet between 1986 and 1995 he estimated they had been responsible for 57 murders.

Retired Detective Superintendent John Jones, who investigated the Yardie scene in the early 1990s, has said

killings are worn as a "badge of honour" and tell others "they are not to be messed with". But the cycle of violence is such that a Yardie never stays on top very long. Their live-for-the moment philosophy explains why, according to Mr Jones, the average life expectancy for a Yardie is 35.

Despite their lack of discipline, the "here today, gone tomorrow" culture is a major obstacle to police efforts to infiltrate the fraternity. Added to this is the climate of fear that pervades any culture of organised crime. There were 2,000 partying the night away alongside Mark Burnett when he was murdered. Yet 350 claimed to have been in the toilets when the shooting started, hundreds gave false names and addresses and of the 270 who were immediately arrested, none could recall seeing anything out of the ordinary

The Mexican Mafia

Alien smuggling, drug trafficking, and money laundering are big business for the Mexican Mafia (Neustra Cosa). Narcotics control has always been the number one U.S. concern.

The following was from an article found on the net written by a former FBI agent:

"The drug lords in Mexico may have been even more successful than the Italian Cosa Nostra or the Russian mafiya -- they are taking over the highest echelons of their country's legitimate government. The arrest in March 2000 of the brothers of two of the most prominent politicians in Mexico proves how high the cartels' influence reaches.

When President Ernesto Zedillo, an untested, Yale-educated economist, took office in December of 2000, he promised to fight the drug trade and reshape the judicial system. But how far is he willing to go -- and how far will the cartels and their political henchmen allow him to go? In the past two years, the Mexican drug cartels have apparently murdered several officials who challenged them, including a presidential candidate, the police chief investigating his death, a cardinal, and the number-two leader of the Institutional Revolutionary Party (PRI), the governing party.

Already, the drug cartels seem to be warning Zedillo off: On March 15, local police officers in Mexico City attempted to carjack his eldest son in broad daylight. But bodyguards travelling in separate cars intervened before shots were fired. And earlier this year, Zedillo's newly appointed federal police chief, who had promised to oust corrupt police officials, was gassed in his sleep and left brain damaged.

The drug cartels' stranglehold on Mexican democracy is a parody of a Quentin Tarantino film: Politicians betray politicians, municipal, state, and federal police officials point their guns at each other, and corruption is so deep you can't see bottom.

Former Mexican Federal Deputy Attorney General Eduardo Valle Espinosa resigned his official post in frustration in May of last year, claiming, "Nobody can

outline a political project in which the heads of drug trafficking and their financiers are not included. Because if you do, you die."

In a March 12 statement to U.S. drug-enforcement authorities, Valle estimated that at least half of Mexico's federal police chiefs and attorney generals receive illegal payoffs from drug dealers. Bribes make police chief posts so lucrative, he said, that some candidates pay \$1 to \$2 million just to get hired.

What do the drug cartels buy with these bribes? Carte blanche to do as they wish -- and immunity to walk away from their crimes. A few examples: On May 24, 1993, assassins connected with the powerful Tijuana cartel killed Cardinal Juan Jesus Posadas Ocampo and six others at the Guadalajara airport. With weapons stashed in carry-on luggage and without boarding passes, the gunmen then boarded a Tijuana-bound Aeromexico plane that had been held for 20 minutes for their arrival. Four state police officers were later accused of acting as the killers' bodyguards

When he campaigned for the presidency, candidate Luis Donaldo Colosio, the handpicked successor of then-President Carlos Salinas de Gortari, was widely regarded as an honest reformer. This probably led drug traffickers and corrupt politicians to fear what he might do if he took office. He was killed at a Tijuana rally in March of last year. A few weeks later, the reformist Tijuana police chief who was investigating the possibility that state police had been involved in Colosio's murder was also assassinated

This March, federal judicial agents tracking members of the Tijuana cartel pulled over a vehicle in the course of their investigation -- and found local police protecting cartel drug lords. The rain of gunfire that followed killed five. Later, a state police commander sympathetic to the cartel looked the other way as high-ranking arrested kingpins escaped.

When President Zedillo took office, he immediately vowed to stop the drug lords. Apparently not trusting anyone in the governing party (his own party), he appointed opposition party member Antonio Lozano Gracia attorney general and reopened the Colosio investigation.

On February 28 Lozano's investigators arrested Raul Salinas de Gortari, the former president's brother, on charges of having ordered and financed the assassination of Jose Francisco Ruiz Massieu (the second-ranking leader of the PRI) last September.

Then, still more shocking, on March 3 U.S. officials arrested former Deputy Attorney General Mario Ruiz Massieu, the brother of the slain leader and a former chief investigator in the case. Massieu was arrested in Newark, N.J., fleeing Mexico with a ticket to Madrid, more than \$40,000 in cash, and \$10 million more stashed in bank accounts. He was charged with obstructing his own investigation into his brother's murder and with collecting bribes from drug traffickers in exchange for protection.

After a short-lived attempt at a hunger strike to protest his brother Raul's innocence (and his own), Carlos Salinas has taken refuge in the U.S. Former government officials like Deputy Attorney General Valle are raising questions about the former president's secretary of communications and transportation, Emilio Gamboa Patron, and his minister of agriculture, billionaire Carlos Hank Gonzalez,

whose son is widely reputed to have ties to the Tijuana drug cartel.

The remaining questions are: Will President Ernesto Zedillo follow Salinas' path, publicly condemning the drug cartels but turning a blind eye to their allies in his own Cabinet? Or will he -- at the risk of his own life -- pursue his investigations even if they lead to the highest levels of government?

As of this writing, it's too early to tell, but with events in Mexico shifting daily, the answer may not be long in coming"

Origins

The Mexican Mafia got its start in 1957 in the prisons of California. Mexican criminals, fearing for their safety, banded together for mutual protection. Gradually their group became more and more powerful in the prison system, controlling the flow of illegal weapons and drugs to prisoners. They began to call themselves the Mexican Mafia out of admiration for La Cosa Nostra. Eventually, as members got out of prison and continued their illegal activities, the group developed a presence on the outside. Soon they had formed alliances with criminal groups in Mexico which helped with their primary trade, the smuggling and sale of drugs.

They are still a powerful force in many prisons as well and recruit most of their members from there. Potential members must be sponsored by an existing member and voted on by the rest of the gang in that prison. The members are required to kill on command without hesitation with this capacity for extreme violence being carried over to activities in the outside world.

In the prisons they compete with another hispanic gang, La Nuestra Familia. Ironically the Mexican Mafia's ally is the Aryan Brotherhood which has links to outlaw motorcycle gangs. La Nuestra Familia on the other hand is allied with the Black Guerilla Family, a Maoist oriented gang for blacks.

Today's Mexican Drug Cartels

Once they were merely known as "mules" for Colombia's powerful cocaine cartels. Today, Mexico's narcotics traffickers have grown into drug lords in their own right, and the front line of the drug war has shifted from the Andean jungles to America's front door.

Mexican gangs run their own distribution networks in the United States, and they produce most of the methamphetamine used north of the border. They have even bypassed the Colombians several times to buy cocaine directly from producers in Bolivia and Peru.

Thomas Constantine, director of the U.S. Drug Enforcement Administration, told a congressional committee this year: "These sophisticated drug syndicate groups from Mexico have eclipsed organized crime groups from Colombia as the premier law enforcement threat facing the United States today."

Because of the power shift, drug-related violence and corruption regularly spills over the U.S.-Mexico border, threatening historically sensitive bilateral relations.

Errol Chavez, DEA special agent-in-charge in San Diego, said, "They still haven't reached the sophistication of the Colombian networks of old. But unless we stop this new threat, we are going to have a big problem next door."

Mexico's drug gangs have tainted high government posts in a developing nation of some 93 million people that has recently teetered on the edge of political and economic crisis. American lawmakers cited that corruption in an unsuccessful fight to block certification of Mexico as a cooperating partner in anti-narcotics efforts.

U.S. intelligence analysts say that from heavily guarded homes south of the border, the Mexican kingpins use pagers, encrypted phones and fax machines to operate new distribution networks in America's heartland.

Documents filed in a federal trial this year in Miami against four alleged managers of the Cali cocaine cartel and two of its lawyers map the growth of the Mexicans' role in the drug trade. An affidavit says the Colombians shifted their routes from the Caribbean and Florida to Mexico after the cartel's top representative in Miami was arrested in 1992. It says the Cali cartel worked out a deal to use Mexico's Juarez cartel as a middleman for smuggling cocaine into the United States.

The Mexican cartels do, at times, work together -- perhaps to lesser extent now. There is evidence that the gangs employed corrupt officials to attack their rivals. Fifteen people with suspected drug ties disappeared in January in Juarez. Witnesses said the kidnappers had "INCD" on their black uniforms -- the Spanish acronym for the now-defunct federal anti-drug agency.

Many of the traffickers still work together on big shipments, taking advantage of the porous 2,000-mile U.S.-Mexico border and increased commercial traffic under the North American Free Trade Agreement (NAFTA) to ship hundreds of tons into the United States every year. U.S. drug officials say up to 70 percent of cocaine entering the U.S. comes through Mexico. U.S. officials can search only about one of every ten vehicles crossing the border and just a fraction of cargo containers.

In the United States, the Mexicans are beginning to muscle in in the Colombians' East Coast strongholds. They have also had their own long-time distribution networks in the West and the Midwest.

The Mexican cartels move toward independence began several years ago when the Colombians began paying Mexican gang leader Juan Garcia Abrego with cocaine to smuggle loads of the drug for them. Convicted in Texas of trafficking and money laundering, he is now serving 11 life prison terms.

Other Mexican traffickers are now routinely paid with cocaine, which they distribute in the United States and in Mexico. They also produce and market their own marijuana, heroin and methamphetamine.

U.S. intelligence analysts say that now deceased Mexican drug kingpin Amado Carrillo Fuentes bypassed the Colombians several times to buy cocaine from producers in Bolivia and Peru. While the Mexicans will never match the Colombians' ability to produce cocaine, they can now compete for overall profits. Phil Jordan, a former DEA agent and retired director of the El Paso

Intelligence Center (EPIC), said: "To some degree, the Mexicans will always need the Colombians to monopolize the cocaine market. But profit-wise, they could totally eliminate the Colombian connection without suffering too much."

Structure

In America there is a general who is in overall control, with several godfathers as underlings. These men control lower rank members known in descending order of importance as captains, lieutenants, and soldados/soldiers

In Mexico the mafia is an extended family whose leaders are related by blood and marriage. There are estimated to be up to 25 families of anywhere up to 3000 members each and like other mafias often battle with each other.

Piracy

The key point to note about this is that the two main areas of threat activity are drugs and white collar crime.

Types of Piracy:

Small scale – opportunist raiders only interested in what they can steal on board. The crew are often left alone or cast off in one of the ships boats. The ship itself may be stolen or set a drift [They may be links to corrupt officials].

Organized piracy – Prearranged stealing of cargoes and or ships; stealing of ships to order – repainting flagging; using pirated ships to steal cargo; the reflagging scam

Evidence of Involvement in Piracy

First we need to understand a typical example of the structure of an organised crime syndicate. This is not universal but typical. The direction of the gang comes from the Elite group – they design the strategy. Their mission is to make as much money as possible, and to that end certain elements of maritime piracy are desirable – the big picture, which I will come on to, others are not because they interfere with and attract attention to other aspects of the overall strategy. Thus we start to see the differences and correlation between small scale opportunist piracy and the big picture.

If the working unit, the thieves, burglars, prostitutes and others begin to freelance then they would soon attract unwelcome attention from upstairs. An example is the lack of organised or big picture piracy with Russian and other post Soviet fleets – they could be a soft target, but are not – why. There are several reasons :-

There is an agreement between the Russian mafia (centered in Vladivostok) with the Yakuza, to use shipping between Russia and Japan for day to day criminal purposes; Russia * Japan (guns and drugs), Japan * Russia (grand scale car theft).

Moscow ultimately controls the crime picture and the working units would not wish to cross them. There is a much greater scam and therefore threat to ship owners being played out. I will come to this in a minute.

What is clear is that there is constant low level piracy which is conducted on an opportunistic basis which was

the blessing of the Elite groups "the bosses", as long as it doesn't interfere in the big picture. This is the domain of freelancers and corrupt junior officials. It is dangerous but in the overall picture is an irritant.

A greater threat to shipowners lies in the big picture in four areas:

The Phantom Ship: Pirates look for a commodity seller or shipping agent with a letter of credit that has almost expired (this happens regularly since the demand for shipping space exceeds that which is available). Pirates then offer the services of their ship (which is often stolen renamed etc. before being used in this manner). A temporary registration certificate is then acquired through a registration office at a consulate. To get this involves a corrupt official who can be bribed together with the use of fake documentation. This certificate provides the ship with an official new identity. The ship is loaded and the shipper receives his bit of Ladang. The pirates then sail to a different port then the one named as the destination on the bill of Ladang. There they unload the cargo to a partner or an unsuspecting buyer, and change the temporary registration certificate again

The Re-flagging Scam: Use of corrupt officials together with organised crime to take control of shipping companies and/or individual ships.

Ship Stealing – outright theft of ship examples of :

Tengo – left Indonesia bound for South Korea - £2 million cargo of aluminum ingots. Vessel next surfaced in China different name – different crew. Original crew presumed killed - Japanese owners bought her back.

Oil Piracy: An increasing fraud of stealing oil cargoes to order – time precludes from giving examples but this is undoubtedly the work of organised crime syndicates working with corrupt officials and probably corrupt end users.

It is clear that whilst the majority of true acts of piracy i.e. against a ship at anchor or underway are the work of opportunist gangs in league with official freelancers and corrupt officials.

The Russian Mafia

The mobsters who now rule Russia are engaged in nuclear smuggling, corruption, loan-sharking, bootlegging (gasoline) and protection rackets. There are about 5,000 different gangs in Russia, with an average of 20 members each. About 25 of these gangs operate abroad, in the U.S. or Europe, especially in South Brooklyn and Berlin.

In 1994 the CIA Director informed Congress that in a poll in Russia in response to the question "Who controls Russia?" a plurality of 23% responded "The Mafia", 22% responded with "No one", 19% responded "I don't know", and only 14% responded "President Yeltsin". President Yeltsin stated that Russia had developed into "the superpower of crime". The FBI Director identified the Russian criminal gangs as "the greatest long-term threat to the security of the United States." These statements were caused by the fact that a new monstrous social system had developed in Russia - Mafiocracy. How did it happen that this transformation has been mostly ignored by the

international media? Is Mafiacracy more dangerous for the world than Communism was?

In the article Communism is understood as the system which existed in the Soviet Union and its satellites. The word "Mafia" is used in the meaning it has in Russia, i.e. designates the Russian organized crime, which includes many government officials, businessmen, and entities controlled by, or integrated into organized criminal groups.

Origins

Mafiacracy is a unique social system which has developed for the first time in 1990s in Russia. This system differs greatly from Democracy and from Communism, its main features being:

1. several powerful organized criminal groups exercise full control over national economy
2. the corrupt government and law enforcement agencies serve as tools for organized criminal groups; the formal country leaders are unable and unwilling to fight organized crime and corruption
3. the absence of democratic institutions and mechanisms, paralysis of the legal system
4. suppression of market mechanisms

A renowned Russian writer and Nobel prize-winner Alexander Solzhenitsyn wrote in November of 1996, "Russia has no semblance of democracy and is far from real market reform. Russia's present rulers are hardly better than the Communists. A stable and tight oligarchy of 150-200 people is deciding the fate of the nation. For the past 10 years, leaders have robbed their own people of national wealth, pocketing billions of dollars, impoverishing millions and possibly leading to the death of thousands. Russia's economic chaos is the result of nearly criminal reforms that have created a new class of mafia capitalists."

According to the FBI, by 1995 the Russian Mafia had taken control over 70-80% of all Russian commercial enterprises. "Russian organized crime is infiltrating practically any type of business activity," states the report the FBI submitted to the House of Representatives on January 31, 1996. "How do they accomplish this infiltration? - Through the use of threats, accompanied by violence; and for what purpose? - Greed," the report says.

Today it is practically impossible for a profitable business in Russia to avoid control of the Mafia and regular extortion. Any attempt of resistance to the Mafia is ruthlessly and effectively crushed by the methods, which include kidnappings, assassinations, attacks on the family members, or malicious persecution by corrupt government officials affiliated with the Mafia. For example, dozens of bankers were assassinated and kidnapped by the Mafia in 1992-1994, when Mafia was taking control over the country's financial system; victims included presidents of major Russian banks.

Having demonstrated its power to the politicians, entrepreneurs, and to the nation in whole, the Mafia in Russia now enjoys total and undisputed power. In this respect the current situation is similar to the "mild totalitarianism" of 1960s-1980s, when, having murdered

millions of their political enemies in the first decades of their rule, the Communists were able to enjoy full control over the country without need to use harsh methods too often. It took the Mafia only a few years to place under its command the nation broken by the decades of the Communist terror and totalitarianism.

In 1993 Vice President of Russia Alexander Rutskoy, who chaired the State Anti-Corruption Committee, in his report to the Supreme Soviet publicly accused of corruption virtually all key members of the Yeltsin's team. The Supreme Soviet demanded the resignation of those officials and ordered Prosecutor General Stepankov and Minister of Security Barannikov to initiate criminal prosecution. As a countermove Yeltsin fired Vice President Rutskoy, Prosecutor General Stepankov and Minister of Security Barannikov, having accused them in corruption. Alexei Ilyushenko, whom Yeltsin appointed the new Prosecutor General and who for the following two years was supposed to be heading the government war on the organized crime and corruption, is now himself in jail charged with corruption. It is difficult to name a single significant official of the Russian government who has not been publicly accused of corruption, but all these accusations nowadays fail to cause an official comment, not to mention an investigation.

The political reality in Russia today practically excludes the possibility of existence of non-corrupt government officials. A bribe and/or affiliation with a powerful organized criminal group is a prerequisite to all "attractive" government appointments both on local and on national level.

The corrupt Russian government also tends to expel any non-corrupt official, because:

1. an official not implicated in the corrupt practices is viewed as potential danger by his corrupt colleagues and superiors, whereas an accomplice in corruption is not likely to testify about the corrupt practices. Immunity from corruption charges is an important consideration for Russian officials: the system once in a while chooses some officials - scapegoats for public prosecution - to ease the public outcry and social tension
2. an official not implicated in corruption is considered by corrupt Russian government officials as "foreign" and suspicious, in the same way as the Russian drunks would treat a single teetotaler at the table. Such eccentrics are forced out for psychological comfort of the rest, if for nothing else
3. by replacing a non-corrupt official with a corrupt one, the decision-maker receives a significant bribe and/or ongoing payments from the appointee, who considers these payments to be the "business cost" of the possibility to extract illegal profit.

Attempts to become a non-corrupt loner in a completely corrupt government do not occur often in Russia, because:

1. they are doomed
2. they would endure the official to surviving on his official salary of \$100-250/month
3. in the country, where seventy years of the Communist rule have virtually destroyed all moral and religious restraints and made the thievery somewhat of a national sport, there are not many people willing to try to take extreme hardship of hopeless war with the corrupt practices. Such a war would not be appreciated or believed in by others
4. most of the Russian bureaucrats had served as officials for the Communist government, for which corruption, as it is well known, was modus operandi.

Whenever the Mafia is interested in an official making a specific decision, the official often faces the "silver or lead" choice. Roughly 100% choose the former metal. After all, there is no law enforcement agency able or willing to provide any protection from the all-powerful and merciless Mafia.

The above-listed reasons explain what prevents the government officials from being non-corrupt, but in reality the corruption among Russian officials is willful, not forced. In a poor country, where average annual income is under US\$ 2500, and participation in the government corruption is one of the most lucrative opportunities to make comfortable living. The government is besieged by eager and "ready-for-all" candidates who know the rules of the game and want to join it.

The political leadership of the country is deeply interested in the existence of the corruption. The highest country's officials, to whom a share of the illegal proceeds is passed up, pocket enormous amounts of money. For the President it is much easier to control corrupt officials.

They are conscience-free, and in exchange for the "license to steal" they are ready to serve his orders whether they are constitutional or not.

Yeltsin would long since have lost his power should the government had consisted of principled men who serve not him personally, but the country. Such people, for example, might have refused to send tanks to shell the Parliament which had legally impeached Yeltsin for Constitutional violations. Should a corrupt official disobey his will, Yeltsin can easily send him to jail "for corruption."

During his long career as a high-ranked Communist Party official, Boris Yeltsin mastered the virtuoso ability to manage corruption-based system of power, but he has no idea how else the government may function or be controlled.

"These are dangerous people," said Michael Gorbachev in December, 1996, of Yeltsin's administration. "[They] appear free of conscience and morals."

Most government officials become integrated with the major organized criminal groups because such partnership is the most effective way for an official to "cash" his power and strengthen his personal positions. The Mafia, in turn, has obtained control over the government, including the

law enforcement agencies, thus increasing its own power, security, and income.

By the mid-80s the Communist system in the Soviet Union had become non-viable economically and politically. Over-regulated economy was inefficient and could no longer sustain the extensive military and social services expenditures crucial for the Communists. Giving up the military parity and admitting inability to maintain full employment, low inflation and other communist achievements would be disaster the Communist Party might not have survived. Advance of communication technologies made it impossible to continue to guard the Communist ideology by political censorship. Huge 20-million strong government bureaucracies became hopelessly inefficient in managing the economy. To save the collapsing Communist system (not to build capitalism) the General Secretary of the Communist Party of the Soviet Union Michael Gorbachev started the reforms which became known to the world as Perestroika.

His goals included:

- to employ some market mechanisms as auxiliary ones and to introduce financial motivation of the workers and the managers proportional to their productivity in order to increase efficiency of the economy;

- to adjust the political system to the new state of political realities, communication technologies, and public education; to solve the urgent budget deficit problem;

- to replace elderly Party bosses in the country's leadership by younger, more capable communists.

Mafiocracy, which Perestroika resulted in, indeed achieved all these goals, though not in the way Gorbachev had envisioned.

Mafiocracy discarded the Communist ideology, which allowed it to cut drastically most of the government expenses, especially social programs, military and political expenditures, such as assistance to the Communist governments and Parties around the world, expenses on keeping vast empire, payments to the people because of their past services to the Communist regime, and so on. Market mechanisms, though suppressed, are now used for regulating routine economic transactions, and the employee remuneration is often proportional to the productivity. The top political and government positions are now held by people who at the dawn of Perestroika were eager mid-level Communist officials.

We can consider Mafiocracy to be the result of two processes: changes in the leadership of the ruling Communist Party, when Politburo member Boris Yeltsin took power from less viable Politburo members, and simultaneous discarding of the ideological and social ballast of Communism in order to let the Communist bureaucrats keep the power. Caught by severe political and economic crisis, the Communist lizard gave away its long tail in order to save its body.

In the end of 1991 Perestroika seemed to be a struggle between Communists and Democrats, won by the Democrats. As the later years proved, in reality the Democrats lost. The winners were the new generation of Communists, who posed as Democrats, but kept the same political credo: to remain at power for the purpose of

personal enrichment, using whatever methods and rhetoric is the most effective at the moment.

Remaining at the top positions in the country didn't come to the Communists without a cost: they had to share the power with the Mafia, which they initially thought would serve them as a tool in personal enrichment.

The organized crime and the government in Russia are now so closely integrated, that it causes some confusion among many observers, some of whom say that the organized crime controls the government, and the others - that the government officials use organized crime for illegal profiting.

In reality, having the same goal - illegal profiting - the government officials and the organized crime formed one organism, the Russian Mafia.

All its members participate in continuing criminal activity, are motivated by greed and fed by corruption and violence, though their individual functions within the Mafia may differ. Whereas some, mostly government officials and businessmen, practice exclusively white-collar crimes, others specialize in violent crime, with the Mafia bosses coordinating both categories to ensure the maximum efficiency of the continuing criminal conspiracy. All major organized criminal groups in Russia have among their members; thugs, officials, and businessmen. Exact structures of each organized criminal group differ, but three types of organized criminal groups dominate.

The first type of organized criminal groups derived most of their income from business activity, with thugs and officials protecting and assisting the business. For example, such a group may control an export-import business, where officials would provide licenses, cheap government funds, profitable government contracts, and, along with thugs, pressure the competitors and otherwise protect the interests of the group.

The second type of organized criminal groups derived most of their income from traditional criminal activities, like racket, prostitution, robbery, assassination, etc. In such groups officials ensure immunity of thugs from the law enforcement agencies, and businessmen launder and manage the criminal proceeds.

The third type of organized criminal groups derived most of their income through the power of their officials. Such a group, for example, may control the city administration and use it to "privatize" the city's real estate and factories for a fraction of their value, siphon funds from the city budget, and extract extortion payments from businesses located in the city. The businessmen in such a group operate a bank which manages the city budget money, and operate companies-contractors through which the city funds are being siphoned away. The thugs protect the government administration and the group's bosses.

Structure

In early 1993, the Russian Ministry of Internal Affairs reported there were over 5,000 organized crime groups operating in Russia. These groups were comprised of an estimated 100,000 members with a leadership of 18,000. Although Russian authorities have currently identified over 5,000 criminal groups in that country, Russian officials

believe that only approximately 300 of those have some identifiable structure. Organized crime groups in Russia are not nearly as structured as those in the U.S., such as the LCN.

Knowledgeable sources within the Financial Crimes Enforcement Network (FinCEN) have provided one of the structure of groups in Russia. The principle behind this structure is to minimize contact with other cells that could lead to the identification of the entire organization.

Each boss, called a "pakhan," controls four criminal cells through an intermediary called a "brigadier." The boss employs two spies that watch over the action of the brigadier to ensure loyalty and that he does not get too powerful. At the bottom of the structure are criminal cells specializing in various types of criminal activity or functions such as drugs, prostitution, political contacts, and "enforcers." A similar structure places an elite leadership on top which is buffered by support and security personnel from the street operators who are committing the crimes. Street operators are not privy to the identity of their leadership. Strategy and planning is done only at the top echelon in order to minimize the risk of detection.

According to law enforcement sources, those structures described above would fall into the old style of Soviet criminal enterprises. It is quite possible as organized crime has changed in Russia, so has the structure of these groups

The recipe? The very same which was developed by the Communists: employ the right kind of democratic rhetoric, use democratic facade and good KGB disinformation specialists, control the Press, the courts, and the people by the extrajudicial methods. "The system [in Russia] is just as uncontrollable, lacking any public responsibility and immune from punishment as the Communist power was," Alexandre Solzhenitsyn wrote in the end of 1996. "As much as we wish to, it cannot be called democracy."

Some experts, while cognizant of the advance of Mafia in Russia, opine that it is just "a transitional problem" and that the transformation of Russia to a democratic society was made inevitable by introduction of private property and extensive privatization. These experts overlook the fact that most of the formerly private property in Russia has lost all inherent characteristics of private property, and that the market reforms and the democratization processes were reversed by Mafiocracy.

The main characteristics of private property are that it belongs to a person or an entity and may not be expropriated otherwise as in accordance with the law; the net income it generates belongs to the owner. In Russia most of the property which still appears to be private generate profit for the Mafia, not the owner, and may at any moment be (and often is) seized by organized criminal groups.

Can we, for example, consider a factory to be a private property if the owner must turn all the profit to the Mafia which decides how much the "owner" may take for himself and which may appoint another "owner" on a whim? Yet, today most private proprietors in Russia are in this position.

As was said in a 1996 FBI report to the House of Representatives, "Russian organized crime is predatory, it will feed on the successes of any business, perhaps destroying any chance of legitimate success in the process."

This process in Russia affects almost all businesses, from small companies to the largest national corporations. It changes the nature of economic relations, leaving little place for the market mechanisms. Just as in the Soviet Union all property belonged to the Communist government, all property in Russia nowadays is effectively the property of the Mafia, which regards the nominal "owners" of the property as own employees in managerial positions and rewards them by allowing to retain appropriate (from Mafia's point of view) amount from the property-generated income.

The property in Russia may not even be considered as de-facto private property of organized criminal groups, because the control over the property depends on the relative strength of the criminal group and other factors, not related to the legal rights to own it.

The Mafia as a whole took the place formerly occupied by the Communist Party which effectively owned all commercial entities and employed most of the country's population. In the same way as the Communist Party did, the Mafia motivates its employees by threats and by financial means (salaries, bonuses, share in business).

Today the "owner" of a private factory finds himself in the position, similar to the position the manager of the same government-owned factory was in the Soviet Union. Neither of them was entitled to the profit of the business, but both were financially motivated. As long as their masters (Mafia and Communist Party respectively) were satisfied, both enjoyed the privileged living, carefully adjusted according to the social status their managerial positions secured them within the Mafiocentric or Communist system. If the managed business was profitable and important enough, then both the "owner" (under Mafiocentricity), and the manager (under Communism), were entitled to a limousine, big apartment downtown, a luxury dacha in a prestigious suburb, and high salary.

As more than seven decades of the Communist system demonstrated, such not lead to the development of the market economy.

Some experts welcomed the "birth of the new Russian middle class" and expressed hopes that it will be the leading force of the democratic and market reforms. This "middle class" in Russia is in no way a new phenomena, as these experts seem to think. It is identical to the class, which during the Communist years consisted of the minor Party and government officials, managers, especially in trade, service and construction sectors of the economy, and some well-paid specialists. They had everything the "new Russian middle class" has now: decent apartments, cars, and adequate income. The role of this middle class was always limited: then to the role of employees of the Communist system, now - to the role of employees of the Mafiocentric system.

The market and democratic reforms in Russia have not merely stopped. They have reversed and gone the long way back.

After Communism, Mafiocentricity is the second social system Russia has introduced to humankind during this century.

For years after the Bolshevik Revolution of 1917 most politicians and experts around the world kept denying that Communism was a separate social system, because "everyone knew feudalism had always developed only in capitalism and nothing else." Similarly, many will equally deny the existence of Mafiocentricity, and the analysis contained in this article will be haughtily dismissed by them as "heresy".

In 1992 one of the authors tried to alert the President of Russia, the Secretary of the Security Council, and the Press that the Mafia, associated with the KGB, was taking control over the banks and major commercial enterprises, and that this process represented the serious threat to the national security of Russia. These warnings were disregarded at that time, but two years later the Russian and U.S. governments came to the same conclusion. Hopefully, more attention will be paid to the following alert:

Despite all dismissals, Communism, hatched out in Russia, had widespread to many countries, claimed tens of millions of lives, achieved military parity with the rest of the world, and grew into the major threat to the existence of humankind. Mafiocentricity can be even more viable and dangerous than Communism.

The major criminal groups are universal. For example, Solntsevskaya organized criminal group, which initially specialized in racket, kidnappings, and assassinations, in 1992 took control over the country's largest commercial bank Russian Exchange Bank and vast number of financial and other companies. By 1994 it controlled Russian Procuracy. Besides active participants of the organized criminal groups, who, according to FBI Director Louis J. Freeh, "are found at every level of society" (Statement to Congress, 1996), there are millions who work as employees of the Mafia-operated or Mafia-controlled entities, as they worked before for the entities operated by the Communist government. They diligently execute Mafia explicit and implicit instructions as promptly as they used to follow the instructions of the Communist bosses. Effectively the Mafia employs most of the country's working population, just as the Communist Party did. For example, the CEO of the Russian Exchange Bank, after it was taken by the Solntsevskaya organized criminal group in September of 1992, managed money-laundering, embezzlement, and other criminal activities, and undoubtedly was a high-ranking "white-collar" Mafia executive. The accountants of the bank were rather Mafia employees, and they had to "doctor" financial documentation of the bank and make other illegal actions on request of the CEO as most accountants had to do during the Communist years on request of the Communist bosses.

The Russian Mafia, which has gained control over the country's economy, government, law enforcement, and the Press started its struggle for international influence. As the

FBI Director stated to Congress on April 30, 1996, "Organized crime activity in Russia includes monetary speculation, manipulation of the banking system and embezzlement of state property, as well as contract murder, extortion, drug trafficking, prostitution, protection rackets, and infiltration of legitimate business activity. To make matters worse, a number of Russian/Eurasian organized criminal groups and criminal enterprises presently operate in the United States. Evidence that organized crime activity from these areas is expanding and will continue to expand to the United States is well-documented."

The Russian Mafia shares three common attributes applied to worldwide organized crime groups by academic theoreticians. The first is non-ideology, meaning that they have no political motivations or goals. Recent evidence suggests however, that the Russian Mafia is keeping close watch on the election of various governmental officials indicating a growing political sophistication. They are using their newly found political power to generate additional revenues from illicit enterprises and to suborn politicians and law enforcement.

The second attribute is hierarchy. A typical Mafia boss controls four specialized criminal cells through a brigadier and two underbosses. The following chart illustrates the parallel structure of the Russian Mafia and traditional organized crime.

The third attribute is limited membership. There are restrictions placed upon those who aspire to join the Russian Mafia. These limitations are based on ethnicity, kinship, race, criminal record, and other considerations. As with the Italian Mafia, Russian organized crime extends the bonds of membership to individuals of the same ethnic background. Outsiders find it very difficult to penetrate the ruling cadre, governed by a rigid 18-point "Thieves Code" of conduct (Vorovskoy Zakon), that if violated, is punishable by death.

Structure in the US

Although Russian organized crime activity in the United States has been expanding for the past 20 years, its most significant growth has occurred during the past five years. In August 1993, the FBI reported there were 15 organized crime groups in the United States with former Soviet ethnic origins. There is considerable debate in the law enforcement community as to the level of organization and structure of Russian organized crime groups in the United States. Additionally, many of the Russian emigres who are involved in criminal activity in this country may be career criminals specializing in crime areas having little or nothing to do with Russian organized crime groups. Current information indicates that most Russian organized crime groups are loosely organized and do not have elaborate levels of structure. These groups are often influenced by their ethnic or regional backgrounds. They have formed networks that operate in situations of mutual interest and often shift alliances to meet particular needs.

There is ample information that Russian crime groups operating on the East Coast cooperate and communicate with West Coast groups. Additionally, Russian organized

crime groups in the U.S. communicate and operate with organized crime groups in Russia. FBI Director Louis Freeh stated that over 200 of Russia's 6,000-odd crime gangs operate with American counterparts in 17 U.S. cities in 14 states. According to intelligence reports, members of criminal groups in Russia are sent to reinforce and consolidate links between groups in Russia and the United States. Russian organized crime figures are also sent to this country to perform a service such as a gangland murder or extortion.

According to law enforcement sources, there are approximately 300 former Soviet Union crime figures and associates in the San Francisco Bay Area, including San Jose. There are approximately 600 to 800 Russian crime figures and associates in the Los Angeles area, home to the second largest number of Russian immigrants in the United States. These figures include members of the Russian and Armenian organized crime groups. Northern California Auto Theft Group - A Northern California auto theft group came to the attention of law enforcement personnel in Sacramento and other parts of Northern California, Oregon, and Washington State in early 1993. This group is primarily made up of blue collar type workers from the Ukraine and Western Russia. Specializing in auto theft and VIN switching, younger members of this group steal vehicles while the older members operate body shops. This group utilizes Interstate 5 to travel to Oregon and Washington to sell the stolen vehicle parts to other Ukrainian and Russian criminals. Additionally, this group is becoming involved in extortion, cellular telephone fraud, prostitution, and trafficking small amounts of narcotics. Group members have been known to carry weapons and are becoming increasingly violent.

This group does not appear to have any clear cut, well defined structure, though its members appear to have formed networks and cooperate with each other in their criminal endeavours.

Odessa Mafia in the US

The Odessa Mafia is considered the dominant Russian organized crime group in the United States. This group established itself in the Brighton Beach area of New York City between 1975 to 1981. In the early 1980s the Odessa Mafia sent two sub-groups to San Francisco and Los Angeles with their leadership remaining in Brighton Beach. The San Francisco Bay Area Odessa Mafia group, unlike their southern counterpart, appear to be highly structured and well organized.

Secrecy surrounds their activities and the language barrier creates additional problems for law enforcement authorities. This has resulted in very little information concerning the hierarchy, the scope of their operations, and the number of members. This crime group is believed to be involved in extortion, money laundering, fraud, loan sharking, and homicide.

The Hollywood area of Los Angeles and the city of Glendale are the focal points for Armenian organized crime activity. This area has the largest Armenian population outside of the Republic of Armenia.

According to law enforcement sources, several Armenian organized crime groups are becoming well organized with a structured hierarchy. There are in excess of 450 members and associates of these groups. These crime groups are involved in extortion, fuel frauds, credit card fraud, murder, kidnap, and narcotics trafficking. One group is believed to have approximately 150-200 members. Several members of this organized crime group were convicted in 1994 in Los Angeles of attempted murder, kidnapping, and extortion. This group is believed to be responsible for extorting a number of victims in the Armenian community.

Today

Amid the political uncertainty that has engulfed the former Soviet Union since the end of the Cold War nearly a decade ago, rampant, unchecked organized crime has laid waste to noteworthy democratic reforms and contributed to an economic and moral meltdown within the 15 newly independent republics. Intelligence reports emanating out of Russia peg the numerical size of the Russian Mafia ("Mafiya") at 100,000 members owing allegiance to 8,000 stratified crime groups who control 70-80% of all private business and 40% of the nation's wealth.

The largest of these groups are the Dolgoprudnanskaya and the drug-running Solntsevskaya, with 5,000 members concentrated in the Moscow suburb of Solntsevo. Vyatcheslav "Little Japanese" Ivankov, one of Russia's deadliest and most feared career criminals founded Solntsevskaya in 1980. The current leader of this cartel is Sergei Mikhailov who is presently being detained by the authorities in Switzerland.

The most powerful ethnic minority in Russia these days appears to be the Chechens, from the Caucasus Mountains. The Chechen Obshina gang is heavily involved in kidnapping, bank robbery, and white-collar crime. During the Soviet era, the Georgians controlled much of the black market trade. Between 1992 and 1994 the Russian Mafia targeted the commercial centers of power, seizing control of the nation's fragile banking system. At first the criminal gangs were content to merely "park" their large cash holdings in legitimate institutions, but soon they realized that the next step was the easiest of all: direct ownership of the bank itself. Banking executives, reform-minded business leaders, even investigative journalists, were systematically assassinated or kidnapped. In 1993 alone, members of the eight criminal gangs that control the Moscow underworld murdered 10 local bankers. Calling themselves "Thieves in Law" (vory y zakone), Russian gangsters have murdered ninety-five bankers in the last five years. The demoralized and underpaid city police are ill equipped to curb the rising tide of violence or halt the nightly shootings. In 1993, Moscow police records show that there were more than 5,000 murders and 20,000 incidents of violent crime. Since then, conditions have only worsened. On average, 10,000 people die each year from gun violence—600 are contract killings.

According to Alexandre Konanykhine, Solntsevskaya took over the Russian Exchange Bank in September 1992,

allegedly replacing the accountants and financial managers with Mafia employees hired to oversee money laundering, embezzlement, and other illegal operations. Russian law enforcement has identified 360 separate forms of bank fraud. Minus regulatory controls, the Russian banking system has become one of the world's leading centers of money-laundering, surpassing even corrupt Panama as the preferred financial center for international criminal cartels.

Foreign companies pay up to 20% of their profits to the Mafia as the on-going price of doing business in Russia. Ignoring shakedown threats merely invites tragedy. The 1996 slaying of Oklahoma hotel executive Paul Tatum in a Moscow subway station pierced the sense of invulnerability many U.S. citizens believed protected them as they traveled through Russia. Even though the Tatum murder was an isolated occurrence, most American firms find it necessary to hire private security guards to protect their executives from extortion threats and roving assassins.

Ineffective law enforcement has spurred the rapid growth and expansion of the private security industry. In the past seven years, 25,000 Russian security firms were established, employing between 600,000-800,000 workers. The Mafia controls at least one-sixth of them. Two-thirds avoid paying state taxes all together.

The ominous implications for western companies exploring joint ventures and partnerships with emerging companies in the former Soviet Union are self-evident.

With the fall of communism, ex-KGB officers, veterans of the Afghan war, and unemployed military officers formed expedient alliances with gangster thugs and black market profiteers who carried out the "heavy" work—violence, threats and intimidation. Former bureaucrats from the communist regime working quietly and with great skill suborned politicians and decision-makers while cutting deals with the Sicilian Mafia to establish narcotics-smuggling trade routes through central Asia. By 1995, the year of the historic "summit" meeting between Russian gangsters and Sicilian mobsters in Prague, corruption had spread into the highest levels of the Kremlin, but lawmakers were largely unconcerned. Efforts to pass anti-corruption laws were consistently voted down. Bribery was always a hidden cost of doing business in the Soviet era. It is endemic to the culture, even today.

In 1993 Russian Vice President Alexander Rutskoi filed a controversial report with the Supreme Soviet identifying key members within President Boris Yeltsin's cabinet of profiting from Mafia ties. Rutskoi, as one might expect, was branded a reactionary, accused of corruption, summarily fired and jailed for fomenting an "armed rebellion" against the government.

At the same time, President Yeltsin conceded that the Mafia was destroying the economy, undermining the public morale and destabilizing Russia's political structure. With bitter resignation he added that: "crime has become problem number one for Russians."

Narcotics, prostitution, racketeering, product diversion, and counterfeiting of popular Western goods like Levi jeans, video cassettes, and software applications are core

businesses for Mafia gangs in the Russian republics. Other groups found a lucrative niche smuggling weapons and plundered art treasures to Europe and the Third World.

Excess inventories of counterfeited American products lining the shelves of Russian retail stores are frequently shipped to Turkey, Jordan, Syria, and Greece. The Microsoft Corporation estimates that 98% of its products in Russia are cheaply produced imitations. St. Petersburg and Moscow, where the greatest number of laboratories prostitutes, and Western tourists are located, form the hub of the flourishing drug trade. In 1992, over 70 laboratories producing cheap, synthetic narcotics were uncovered.

Until the dawning of perestroika (liberalization and democracy), prostitution was strictly suppressed, and narrowly viewed as a "Western vice." Nowadays, it is a buyer's market in post-communist Russia and many women choose to sell themselves while others are forced into the trade. The girls who comprise the "street corner traffic" retain only 20 per cent of their earnings. Corrupt police officials and the Mafia evenly divides the other 80 per cent. The fortunate few who work as high-priced call girls in the large urban centers manage a comfortable lifestyle. Airport taxi companies, which are controlled by the local Mafia, force cab drivers to charge customers double the going rate in order to pay the gangsters a "service charge." They also collect between 10 and 20 percent of the income from private shops, restaurants, and kiosks. "Few entrepreneurs can expect to remain in business for long without being asked to pay money or provide shares in their companies to gun-toting 'protectors,'" observed one insider. A movement to legalize prostitution inside Mother Russia failed, due to a conservative backlash and stepped up pressure from the Mafia who did not want to see this lucrative new venture taken over by government regulators. Every day, large quantities of copper, zinc, nickel, cobalt, weapons, and other "strategic materials" are shipped in unmarked trucks or military aircraft, from Central Russia to various Baltic ports. The nation's natural resources are being purchased at subsidized domestic prices and smuggled abroad for large profits. St. Petersburg, with close proximity to the West, has become the backdoor of Russian-European smuggling operations. It is under the thumb of the Tambov syndicate, led by Vladimir Gavrilencov.

Leaders of the Western democracies stood helplessly by as the Mafia tightened its grip over the distribution of profitable export commodities like aluminum and oil from Siberia. In 1995, the Mafia murdered four executives in order to wrest control of the aluminum industry. In Louisiana, far removed from the centers of Mafia power in the former Soviet bloc, U.S. Customs stopped a shipment of stolen American cars being smuggled to Russia for resale in the black market at huge mark-up prices.

The theft of automobiles for purposes of re-sale in Russia, Poland, and other areas of Eastern Europe, is common. In Chicago 40,000 vehicles disappear every year. Top of the line luxury cars manufactured in the U.S. and Germany but originally registered to Chicago owners,

traverse the streets of Moscow every day. They are frequent targets of armed hijackers.

There is strong evidence that the Russian Mafia has fostered ties with the Colombian drug cartels. In one brazen attempt at promoting criminal cooperation that defies all logic, one Russian gang tried to sell a Soviet-era submarine to the Colombians in order to help them smuggle dope into the U.S.

The truly frightening aspect to all this is that nothing seems to faze these gangsters; certainly not public outrage or governmental crackdowns. In August of 1993 Russian gangsters hijacked a T-90 tank, drove it into the local marketplace in Nizhni Tagli, and opened fire on a Muslim criminal group who had tried to take over the local marketplace. The Mafia accused the Muslim group of stealing protection money from the vendors they claimed "belonged" to them.

The problems confronting modern Russia as it struggles to free itself from the shackles of totalitarianism, crime, and corruption are hard fought battles paid for in blood, but with no easy solutions. Organized crime in the Western democracies is still mainly about satisfying public demand for illegal products and services like drugs, gambling, usurious loans, and prostitution. Gangsters regulate the Russian economy, by every indication, and the long overdue triumph of free market principles remains at best an empty illusion.

The Law Enforcement Response

During the Brezhnev era, the KGB kept a tight lid on the Mafia and often exploited the criminal groups for their own self-interests. During one particularly violent purge occurring between 1983 and 1987, Moscow agents systematically arrested and tried hundreds of high-ranking criminals in an attempt to destabilize organized crime. Many of these leaders were convicted, shot, or committed suicide.

After 1991, a number of leading KGB officials harboring strong resentments toward the government defected to the criminal organizations they once investigated. The understaffed and demoralized Russian Ministry of Internal Affairs (MIA) lacks the technology and necessary resources to cope with a myriad of problems, though the FBI and other Western law enforcement agencies have entered into cooperative relationships and have provided law enforcement field training to the host government in order to circumvent the spread of the Russian Mafia. In 1994, the Bureau opened its first branch office in Moscow.

In June of that same year, President Yeltsin initiated "Operation Hurricane," resulting in a 48-hour roundup of 2,200 known or suspected Mafiosi who were tossed in jails. It was a symbolic gesture designed to impress his Western allies but long-term efforts to stem the crime wave have not been very encouraging.

The city police (agencies of the MIA) are so poorly equipped that some uniformed officers are forced to pursue fleeing criminals by bus and taxi. The elite Berkut (Eagle) unit carries out highly publicized commando style

raids against the Mafia, but they rarely succeed in capturing the top bosses, or pakhans.

Young police recruits are paid just \$200 a month and older officers earning only slightly more, are vulnerable to bribery because the abysmal pay scale barely scrapes the cost of living. Guaranteed housing for police militias were taken away as an employee benefit after 1991, forcing these men to accept squalid communal flats in a grim struggle for survival in a country overrun with crime. Moreover, there is simply no money left in the treasury to purchase sophisticated electronic surveillance equipment, vehicles, or even functioning safety vests.

Lacking effective Western-style conspiracy laws like R.I.C.O., Russian prosecutors are powerless to convict and incarcerate top leadership for running a continuing criminal enterprise. In the years preceding the downfall of communism, the Soviet Union loosened travel restrictions for its citizens, in an effort to assuage decades of criticism from Western ecumenical leaders concerning the plight of Soviet Jews. Between 1971 and 1980, some 200,000 Russian citizens immigrated to the U.S. according to census data from the Immigration and Naturalization Service. Regrettably, a percentage of these refugees were former black market profiteers and hard-core criminals released by the KGB from the Soviet Gulag.

One of them was Marat Balagula a college-educated black market profiteer from Odessa, who earned a fortune by evading state and federal excise taxes on gasoline by running his profits through dummy corporations on the East Coast. Balagula's gasoline-tax scam, which made him millions of dollars by the mid-1980s, helped build the first successful alliance between the Russians and the Italian Mafia of New York.

Thus, as long as street taxes were paid and territorial boundaries respected, Russian criminals were allowed free access to neighborhood turf belonging to the traditional Mafia. The gangsters come from every strata of Russian society and their members move freely across international borders. The Odessa group gained early prominence in the U.S. under the leadership of Evsei Agron, a Soviet émigré who extorted tens of thousands of dollars from the Russian Jews of Brighton Beach before being gunned down outside his apartment on May 4, 1985. Agron was the first important "boss" of the Russian Mafia operating inside U.S. borders, and the first to be "hit." With the passage of the Lautenberg Amendment in 1989, 50,000 additional Russian refugees were permitted to enter the U.S. each year. Following the collapse of the Soviet system two years later, Russians, for the first time, were permitted to travel freely to other countries. Russian gangsters, posing as Jewish refugees poured into Israel to take advantage of liberal money transfer laws allowing them to launder revenues without undue fear of prosecution. In 1996, the Russians deposited between three and four billion dollars into Israeli bank accounts.

Russians who sought refuge in America, primarily settled in New York, California, Washington, Illinois, Pennsylvania, Massachusetts, Maryland, New Jersey, Ohio, and Oregon.

The existence of the Russian Mafia in the U.S. became a matter of public concern in 1975, when an unscrupulous gang of con artists from the Odessa region perpetrated a nationwide swindle against Russian immigrants. Law enforcement dubbed these scam artists the "Potato Bag Gang," because they attempted to sell bags of worthless potatoes in place of antique gold rubles, which they had initially promised to deliver to their buyers in exchange for currency.

By the mid-1980s, the Russian Mafia had attained higher levels of sophistication, and began to pose a far more lethal threat to American business than the "Gypsy cons" perfected by the Potato Bag Gang. In the first nine months of 1984, the American Express Company reported a loss of \$2.7 million dollars to Russian organized crime groups. More recently, Citibank lost \$10 million dollars through electronic money transfers traced back to Russian computer hackers. During those years, hundreds of millions of dollars of Russian money flowed into the U.S. banking system where it was "cleansed" and used to buy into legitimate businesses. The Russian Mafia, like their Sicilian counterparts, also understood the importance of its members penetrating American commerce.

Over the next few years, the FBI monitored 12 Russian Mafia gangs in New York City and Brooklyn. Greater numbers of immigrant Russians live in the Brighton Beach section of Brooklyn, where local gangsters belonging to the Odessa Mafia and Malina Organizatsia carried out acts of extortion, arson, murder, burglary, fuel tax fraud and narcotics trafficking primarily aimed at neighborhood residents.

Because immigrant Russian communities such as the one in Brighton Beach are cohesive, insulated, and mistrustful of local law enforcement, it is impossible to accurately assess the full extent of the problem, but law enforcement estimates that fuel tax scams in Brooklyn and California costs federal and state government \$2 billion dollars in lost tax revenues each year.

Federal law enforcement considers the Odessa Mafia to be the dominant group in the U.S., with satellite operations established in San Francisco and Los Angeles. Because the traditional West Coast Mafia crime families are so weak and poorly organized, Russian gangsters from the East Coast have settled in California to escape their onerous street tax obligations imposed upon them by the five families of New York. Armenian organized crime groups are active in the communities of Hollywood and Glendale, home of the largest Armenian community outside the Republic of Armenia. Hovsep Mikaelian, described as a Russian "Godfather," directs criminal operations and an expansive black market diesel fuel network throughout Southern California. The current strength of the gang is pegged at 450 members and associates.

Russian organized crime has found a sanctuary in 17 U.S. cities and 14 states. The FBI believes there are 15 separate organized crime groups and 4,000 hard-core Mafia criminals from the former Soviet Union at work in the U.S. They are engaged in money laundering, automobile theft, smuggling, contract murder, loan sharking, medical

insurance fraud, narcotics, and credit card and telecommunications fraud. The theft of electronic serial numbers from cellular phones and the duplication (cloning) of these PIN numbers have grown into a multi-million-dollar industry.

Hired assassins are flown in from Russia to carry out murder and other assorted acts of violence, extortion, and fraud, then conveniently disappear. Others are sent in to "shore up" criminal operations on an "as needed" basis.

Early in 1993, Vyatcheslav "Little Japanese" Ivankov, wanted for parole violations in his homeland, fled to the U.S. to stratify New York operations and unite the various ethnic gangs under one banner of unity. He settled among his friends in Brighton Beach, and within a few months had initiated contact with Russian mob figures in Miami, Los Angeles, Boston and Toronto. He was poised to become the first "Russian Godfather" until the Feds intervened. FBI Director Louis Freeh characterized Ivankov as a "very, very dangerous criminal leader, not just in the U.S. but worldwide."

In June 1995, the brainy gangster was roused from his mistress' bed and taken into custody by the FBI. He was charged with extortion after shaking down Summit International Corporation, a Russian-owned Wall Street investment firm to the tune of \$3.5 million dollars. Only later did the Feds learn about the full extent of his connections. In a former life, Ivankov ran "combat brigades" of ex-KGB officers assigned to collect kickbacks from the global marketplace. He was convicted in November 1997.

Crime Fighters Converge

On July 4, 1994, FBI Director Louis Freeh and then-Russian Interior Minister Viktor Yerin signed a protocol providing for joint law enforcement efforts. After opening an FBI attache office in Moscow and a tour which included a visit to the KGB's notorious Lubyanka Square headquarters, Freeh exulted, "We can honestly say that our two nations have more in common than ever before...." Sergei Stepashin, who heads the Federal Security Service (FSB, successor to the KGB), celebrated the pact by declaring, "Together, we're invincible."

Just as U.S.-Russian military cooperation is to be the foundation of UN-mandated "peacekeeping" missions in the new world order, the FBI's alliance with the FSB and the Russian Interior Ministry (MVD) is intended to be the basis for a new global order in law enforcement. Writing in the spring 1995 issue of *International Affairs*, the journal of the Russian Foreign Ministry, Viktor Yerin explained: "Russia fully supports the concrete and substantive steps [taken by the UN] to promote interaction between its members in fighting crime." Yerin recommended that the UN conduct "a codified review of national legislation and practice in this field [in order] to harmonize as far as possible the approach of countries to the fight against organized crime and ensure on this basis the inevitable punishment of persons involved in this activity irrespective of the place and country where they may have committed their crimes."

The Russian regime and the Clinton Administration are already acting in complete harmony in this regard. In testimony before the Senate Judiciary Committee on April 27, 1995, Ronald Noble, the Clinton Administration's Undersecretary of the Treasury for Enforcement, declared:

With the dissolution of the Soviet Union, and the end of its centralized control over nuclear materials and associated technologies, we anticipate increased terrorist problems. Weapons procurement networks are becoming more advanced and clandestine. To combat these problems, Treasury, through the U.S. Customs Service, is increasing its liaison with the U.S. intelligence community and foreign customs and other law enforcement agencies, particularly in eastern Europe and the former Soviet Union.

President Clinton touched upon the same developments in a speech to the United Nations General Assembly last October, calling for "an effective police partnership" at the global level to combat "the increasingly interconnected groups that traffic in terror, organized crime, drug smuggling, and the spread of weapons of mass destruction." In February, CIA and FBI agents stationed in Europe conducted a closed-door meeting at the U.S. embassy in Rome to continue work on the proposed global police partnership. According to the *Washington Post*, the Rome meeting was held to coordinate efforts to deal with the "post-Cold War threats" of "global organized crime, terrorism and international narcotics trafficking." The *Post* described the Rome meeting as part of a continuing effort "to iron out new, post-Cold War relationships to fight crime rather than communism."

One remarkable result of the "post-Cold War" struggle against international organized crime is the essential re-establishment of the Soviet Union's Cold War boundaries. On April 12th, a summit of representatives from the Commonwealth of Independent States (CIS), which includes all of the "ex"-Soviet Republics except for the Baltic states, approved a "Plan for Integrated Development of the Commonwealth" which envisions the essential restoration of the Soviet Union. The document calls for the re-establishment of a shared defense policy, common currency, and political integration. According to Reuters, this Soviet restoration is inspired, in large measure, by the need "to form a common front against organized crime."

"Organized crime," according to Senator John Kerry (D-MA), "is the new communism, the new monolithic threat." Actually, to a significant extent, organized crime in Russia and the former Soviet empire is the old communism, and its influence is being used to advance the traditional strategic objectives pursued by Soviet communism: Subversion of the West, enrichment of the party and the Russian military-industrial complex through Western foreign aid, and eventual convergence with the U.S. on terms favorable to world socialism.

"Mafiya" Threat

Since the "collapse" of the Soviet Union in 1991, oceans of ink have been poured into press coverage of the Russian Mafiya, and the subject has become a staple of Hollywood action fare. In his book *Comrade Criminal*:

Russia's New Mafiya, foreign correspondent Stephen Handleman describes the penetration of the Russian mob into western Europe and even the United States in recent years. "A sinister new figure [has] suddenly appeared on the police blotters of Western countries," Handleman warns, "the post-Communist gangster."

However, there is nothing novel about the activities or ambitions of the Russian mob. In an April 1994 interview published in the International Herald Tribune, Georgian mafia leader Otari Kvantrishvili boasted: "They write that I am the mafia's godfather. It was Vladimir Lenin who was the real organizer of the mafia and who set up the criminal state." In 1995, former Lithuanian Vice President Algirdas Katkus stated that although "Westerners believe that the mafia is the product of post-Communism ... in reality it is organized, staffed, and controlled by the KGB."

These observations are confirmed by Yuri Maltsev, a former senior adviser to Mikhail Gorbachev, who told THE NEW AMERICAN that "Russia has become the criminal capital of the world. In Russia today, the organized mafia and the government are one and the same thing. They're two hands of the same ruling elite." This state of affairs began with the founding of the Soviet state. "The Soviet state security apparatus was essentially staffed by criminals collected from Russian prisons," Maltsev recalls. "In short, you had a criminal state using criminals to enforce what it called the law."

One irony noted by Maltsev is that the Soviet state, like any totalitarian enterprise, "essentially prohibited any form of social or economic activity that didn't advance the interest of the state. In short, they criminalized everything." The "collapse" of the Soviet Union in 1991 brought "little, if any, change in the organization of the criminal justice system in Russia," Maltsev wrote in the December 1995 issue of The Freeman. "Russia's prisons, probably the worst in the world, are still filled with over 100,000 entrepreneurs, most of whom were convicted for commercial and business practices absolutely legal in civilized countries. Private production and exchange - the most natural of human activities - are still criminalized through a confiscatory tax system and monstrous regulatory mechanism."

With 111 different federal and local taxes, a tax code even more inscrutable than our own, and top rates which run as high as 140 percent of income, it should come as no surprise that there are more than 600,000 tax convictions each year in Russia. Furthermore, Maltsev points out that "ex-communists" still occupy more than 60 percent of local government and bureaucratic positions and 90 percent of all positions in the central government.

Accordingly, Russians still suffer beneath the basic conditions of totalitarianism: Complete insecurity of person and property, fear of summary arrest for ill-defined or undefined offenses, and an omnipresent sense of incipient violence. Lenin defined the governing philosophy of his state as "power without limit, resting directly upon force, restrained by no laws, absolutely unrestrained by rules." This remains the governing philosophy of "post-Soviet" Russia. Soviet analyst J. Michael Waller of the American Foreign Policy Council informed THE NEW AMERICAN

that "U.S. aid and trade policies with Russia have had the net effect of entrenching the nomenklatura and the KGB oligarchy at the expense of Russians sympathetic to the West." Joint U.S.-Russian law enforcement initiatives are used by the "ex"-communist elite to preserve this hegemony: "We're collaborating with the very people who created the problem of organized crime in the former Soviet Union. In part, this is because American policymakers tend to 'mirror-image' everything in our relationship with Russia. They look at Russian organized crime through the lens of our own experiences, and the Russians are only too happy to play along."

Frank Cilluffo, an adviser to a Senate task force on global organized crime, told THE NEW AMERICAN, "Most of the FBI's cooperative initiatives are conducted with the MVD, which is more or less their analogue in Russia." Although Cilluffo maintains that the MVD does not have significant connections to the Russian mafia, he acknowledges that "we can't exonerate any of the [Russian] services" because of Russia's "endemic corruption." As a result, "It's almost impossible to know when we're helping the criminals."

Writing in the December 1995 issue of the Journal of Contemporary Criminal Justice, Michael Waller and fellow Soviet analyst Victor J. Yasmann observed: "When analyzing the Russian government's approach to fighting organized crime ... it becomes apparent that the country's political, economic, security, and law enforcement elites fundamentally are part of the problem." This is not merely a result of runaway corruption, but rather a product of long-term strategic planning:

What is often seen as a "spontaneous" development of Russian organized crime ... in many instances is a process unleashed by the communist/state security oligarchy, and in many important aspects is guided by them....

KGB guidance virtually transformed the Russian Mafiya, which only a decade ago looked underdeveloped and provincial at best. KGB officers provided the criminal chiefs with the institutional and organizational experience, professional intelligence, and tradecraft, and later shared their contacts, first domestically and later internationally.

In addition to its efforts to strengthen the mob, the KGB also laid the groundwork for almost all post-Soviet joint economic ventures with the West. According to Waller and Yasmann, a KGB training and operations manual published in 1989 stated that in the era of perestroika, "'active reserve' or 'operational reserve' officers no longer needed to mask their identities when approaching foreigners; indeed, it was becoming an asset to announce one's 'former' career in the KGB because foreign businesses thought it attractive - chekists [secret policemen] could provide security and get things done like no one else." By 1992, an estimated 80 percent of all joint ventures in the Russian Federation had been infiltrated, or were controlled outright, by the KGB.

Similar measures were undertaken by the Communist Party of the Soviet Union (CPSU) to provide for its continued ascendancy even after it formally surrendered its legally mandated political monopoly in Russia. On

August 23, 1990, CPSU Administrative Director Nikolai Kruchin issued a document entitled "Emergency Measures to Organize Commercial and Foreign Economic Activity for the Party," which outlined the fashion in which the Soviet nomenklatura would supervise "privatization" efforts. According to Kruchin, "confidentiality will be required and in some cases anonymous firms will have to be used disguising the direct ties to the CPSU.

Obviously the final goal will be to systematically create structures of an 'invisible' party economy...."

Within the "invisible party economy," party members are subject to discipline and conspiratorial control as complete as any which prevailed during the Soviet era. Dissident Russian author Lev Timofeyev writes that every "ex"-communist in charge of a "private" venture is "bound hand and foot to his social class - the apparat, the military-industrial complex, and the KGB. He is dependent on that trinity in everything he does, because he obtains his property rights from them for a price: a silent oath of loyalty. If he breaks that oath, he will not remain a property owner for long."

Nor are genuine entrepreneurs spared the rigors of party loyalty. Russian businessman Konstantin Borovoi has described the shakedown tactics jointly employed by the KGB and the Russian mob: "First [comes] the racket, strong pressure, then a KGB proposal to 'help.'" The "help" comes in the form of "penetration of KGB officers into the top leadership of the company, or the leadership of the company [must establish] close contact with the KGB, and the company [must cease] to exist as an independent commercial organization."

Were the impact of the KGB-organized Russian mob confined to U.S.-Russian joint economic ventures, the case for disengagement would be compelling enough. However, given that the KGB's Russian mob continues to pursue traditional Soviet strategic objectives through its increasingly powerful connections in the global underworld, disengagement becomes an imperative.

Russian authors Georgy Podlesskikh and Andrei Tereshonok have documented that the KGB took the leading role in "advancing and consolidating the 'horrible mutant,' the modern professional underworld," on a global basis. This has provided a new strategic avenue for Marxist ambitions: "In contrast to the 'world proletariat,' about whom the Kremlin's adventurists dreamed, the criminal clans of all countries are indeed moving to the quickest unification."

Frank Cilluffo points out that "because the Russian mob has been controlled by elements of the Communist Party and the KGB, there's no question that they [the mob] have the tradecraft, techniques, contacts, and resources to pursue both personal enrichment and political designs in the post-Soviet era. The KGB's still got their active networks all over the world, including their sleeper networks. Nobody knows the extent to which those networks are involved in mob activity, or are carrying out strategic designs on behalf of the Russian state - and these objectives overlap, of course."

The case of Filipp Bobkov, the former First Deputy Chairman of the KGB, exemplifies the role of the mobbed-

up KGB networks. Bobkov was "cashiered" from the KGB for his role in the bloody KGB-Spetnaz crackdown on the Lithuanian capital of Vilnius in 1991. As a "private" citizen, Bobkov pursued the KGB-ordained strategy of marketing his services to Western investors, and quickly assumed control of a banking group in Moscow. Bobkov swiftly assembled a collection of KGB veterans who had been stationed in Burma, Cambodia, Laos, and Korea. This was the nucleus of what has become known as the "Moscow Narco-Group," which coordinates drug-running operations in Romania, Colombia, Peru, and Cuba. Its main base of operations is the Russian naval base at Cam Ranh Bay in Vietnam - a communist regime which is next in the queue for "joint ventures" and American foreign aid.

The "Moscow Narco-Group" is just one identifiable example of the role carried out by the KGB mob's global network. In her book *Thieves' World: The Threat of the New Global Network of Organized Crime*, the late Claire

Sterling observed: "As the old geopolitical frontiers fell away, the big crime syndicates drew together, put an end to wars over turf, and declared a pax mafiosa. The world has never seen a planetwide consortium like the one that came into being with the end of the communist era." By 1993, wrote Sterling, "The big syndicates of East and West were pooling services and personnel, rapidly colonizing Western Europe and the United States, running the drug traffic up to half a trillion dollars a year, laundering and reinvesting an estimated quarter of a trillion dollars a year in legitimate enterprise."

Perhaps the most shocking aspect of the KGB-created mob network's activities is the impunity with which it conducts its affairs. A remarkable account published in the January 22nd issue of *New York* magazine describes how over the past two years the Russian mob has received at least \$40 billion - all of it in uncirculated \$100 bills still in their Federal Reserve wrappers - via Delta Flight 30, which flies from New York City to Moscow five times a week. The Russian mob, reports *New York*, "has been using an unimpeded supply of freshly minted Federal Reserve notes to finance a vast and growing international crime syndicate.... The Russian mob's monstrous growth has been aided considerably by its ability to quickly and easily launder its dirty criminal proceeds into clean - and now supposedly counterfeit-proof - U.S. hundreds. Russian banks have been eager to assist, which is not surprising given that a good number are owned outright by Russian mobsters." An official at the federal Comptroller of the Currency office told *New York* that the laundered currency "is used to support organized crime; it's used to support black market operations.... Yet it appears that at least part of the federal government sees nothing wrong with it."

In some ways, the global organized crime network represents the consummation of age-old revolutionary designs. In his study *Terrorism*, Walter Laqueur observes, "In some of the [19th-century] secret societies of Central Europe, such as the 'League of the Just' (which later became the Communist League), the doctrine of terror was first discussed"; a key element of the "doctrine of terror" was the mobilization of street criminals. Wilhelm Weitling, a leader of the League, discussed various means

of "founding the kingdom of heaven by unleashing the furies of hell," one of which would be "to turn loose the 'thieving proletariat' on society. Weitzling thought he could mobilize some 20,000 'smart and courageous' murderers and thieves."

According to Laqueur, "The idea of the alliance between the revolutionary avant-garde and the criminal underworld was to reappear from time to time in the history of nineteenth-century terrorist movements...." It was not until the advent of the Bolshevik state in Soviet Russia, however, that this alliance was fully realized.

Stephen Handelman observes that the Vorovskoi Mir (Thieves' World), a thriving Russian underground which has existed since the 1600s, has always exhibited "a complex paramilitary structure whose exclusive rituals and codes of honor were often copied by the early Bolshevik conspirators...."

The nomenklatura's principal attributes - a paramilitary hierarchy, hostility toward outsiders, and a propensity for illegal behavior - established its similarity with the criminal societies of the old Russian underworld. The similarity was no coincidence. The organizational model that the Bolsheviks found so attractive in the Russian criminal bands ... was internalized in the modern Communist Party structure."

It was a common theme in Soviet propaganda that organized crime was an affliction to which socialist societies are immune. This illusion was disposed of in the era of perestroika in part to provide the KGB security organs with a new rationale: They were to defend "reforms" against the new "criminal element," a role that was defined in an order issued in October 1991 by then-KGB chief Vladimir Kryuchkov.

Many Russians, understandably terrified by the KGB-abetted rise of organized crime, support authoritarian measures to preserve some semblance of order and domestic tranquility. One Russian who understands the larger picture is author Yevgenia Albats. In her book *The State Within a State: The KGB and Its Hold on Russia - Past, Present, and Future*, Albats recalls:

At the height of Perestroika, in the winter of 1990-91, the KGB announced that it was going after the Mafia's economic stranglehold, whereupon Gorbachev issued a decree granting agents the right ... to "unimpeded entrance to the premises of businesses, offices, organizations" ... and production spaces used by citizens for enterprises of individual labor.

"The true aim of this campaign has been achieved," Albats records. "Our citizens have been reminded that whatever they do, whatever work they take up, the Chekists will be watching them." This is a particularly bitter realization for Albats. On the evening of August 21, 1991, Albats recalls, she and a few close friends held a quiet celebration as a crane removed the statue of KGB founder Felix Dzerzhinsky from its former place of prominence outside the organization's Lubyanka Square headquarters. "And yet," Albats ruefully records, "as God is my witness, on that night, we left worse Chekists in place."

The KGB-controlled Russian mob is thus used by the security organs to preserve the communist oligarchy's

control. Further, the threat of the global mob network is being used as a rationale for the consolidation of police authority in the United Nations. As British Sovietologist Christopher Story observes:

The "problem" of transnational crime and global terrorism is being "addressed" ever more intensively, as Governments respond to the perceived "need" for international cooperation in this area and even as the "former" Soviet Bloc states with which the West is seeking to cooperate ever more anxiously, intensify their global criminal operations. In all probability, many high-profile "international" terrorist incidents, culminating in a "nuclear accident," are planned. Urged on by agents of influence in the West and the United Nations, Western Governments are being "softened up" for "global solutions" to this "international crime" epidemic.

The Clinton Administration is eagerly advancing the most corrupt and dangerous of those "global solutions" - intimate cooperation between the FBI and the worst surviving elements of the Soviet security state coupled with relentless subsidy of KGB-controlled joint ventures. In this fashion the "strategic partnership" between the U.S. and Russia is used to construct a global "robbers' state."

Spheres of Influence and Criminal Activity

Moscow: Controlled by Russians Chechens and Georgians. Prostitution, Gambling, Drugs, Illegal financial transactions, Protection, Usury and Contraband.

Azerbaijan: Illegal drugs is the stock and trade of this group. Agricultural products and arms to Iran.

Chechnya: Obshina is one of the largest and most important groups of organized crime in the former Soviet Union. It's sphere of influence extends from Vladivostok to Vienna. Chechen gangsters are involved in all areas of crime from automobile theft, money laundering, the trafficking of Chinese immigrants to Japan, to the illegal sale of plutonium. Dealing in nuclear material of Russian origin.

Estonia: Uzbeki drug trafficking to Finland.

Kazakhstan: Bribery, smuggling and bank fraud. Drug trafficking, cement and scrap iron to China

St. Petersburg: Russian, Chechen and Uzbeki gangs divide prostitution, gambling, money changing, drug trafficking, protection, and parallel market of food.

Tambov: One of the most dangerous extortion gangs. The group is headquartered in Tambov, 200 miles from Moscow. Active in Moscow and St. Petersburg. Led by Vladimir Gavrilenko.

Tatarstan: Oil to Serbia. Artillery for the Balkan War.

The Thieves' Code

Thieves' Code of Conduct - There is a traditional code of conduct within this old style of organized crime in Russia called "Vory v Zakone," or thieves in law. This group existed throughout the Soviet era and continues today throughout the republics of the former Soviet Union. In this society the thieves in law live and obey the "Vorovskoy Zakon," the thieves' code. The members are bound by 18 codes and if they are broken, the transgression is punishable by death.

Law enforcement officials in the former Soviet Union indicate that most of the organized crime groups are well organized with sophisticated technical equipment, computers, transportation, financial support, and an excellent counterintelligence network. Those groups are involved in extortion, precious metal and raw material smuggling, money laundering, fraud, weapons smuggling, narcotics trafficking, and black marketing. A thief is bound by the Code to:

1. Forsake his relatives--mother, father, brothers, sisters...
2. Not have a family of his own -- no wife, no children; this does not however, preclude him from having a lover.
3. Never, under any circumstances work, no matter how much difficulty this brings-, live only on means gleaned from thievery.
4. Help other thieves -- both by moral and material support, utilizing the commune of thieves.
5. Keep secret information about the whereabouts of accomplices (i.e. dens, districts, hideouts, safe apartments, etc.)
6. In unavoidable situations (if a thief is under investigation) to take the blame for someone else's crime; this buys the other person time of freedom
7. Demand a convocation of inquiry for the purpose of resolving disputes in the event of a conflict between oneself and other thieves, or between thieves
8. If necessary, participate in such inquiries
9. Carry out the punishment of the offending thief as decided by the convocation
10. Not resist carrying out the decision of punishing the offending thief who is found guilty, with punishment determined by the convocation
11. Have good command of the thieves' jargon ("Fehnay")
12. Not gamble without being able to cover losses
13. Teach the trade to young beginners
14. Have, if possible, informants from the rank and file of thieves
15. Not lose your reasoning ability when using alcohol
16. Have nothing to do with the authorities (particularly with the ITU [Correctional Labor Authority]), not participate in public activities, nor join any community organizations
17. Not take weapons from the hands of authorities; not serve in the military
18. Make good on promises given to other thieves

Russian Street Slang

Akademiya - Russian word meaning academy; used to mean jail or prison, where the underworld receives its real education.

Babki - The name of a children's game similar to Pick-Up-Stix, but played with old soup bones. On the street it means money.

Blat - Originally used to describe someone in a prison camp who received protection because of personal ties to leading criminal figures. Now it means "clout."

Boyevik - Mafia Soldier.

Buks - Borrowed from the English language, it is used for convertible currency such as the U.S. dollar.

Fartsofshchik - From the Russian root word for "swap"; the term used for a black marketer.

Frayeri - Common folk; used to refer to someone as a sucker.

Kidali - Meaning "throwers"; Mob jargon for a confidence man whose job is the scam.

Krestnii Otets - Godfather

Lomshchiki - Translated as "breakers". These criminals specialize in the sleight-of-hand during money changing deals; known in the U.S. as "short-changing" someone.

Mafiya - Widely used in the 70's to describe the corrupt networks of party officials and black market bosses. To an average Russian citizen the word can be applied to petty hoodlums terrorizing shopkeepers, as well as, to the greedy shopkeepers themselves; to members of crime syndicates, as well as, to the corrupt government officials cracking down on them; to people who kill for a living, as well as, to those who make a killing on the market.

Organizatsiya - Means an organization. Used for the Russian Mafiya.

Razborka - The common word for clarification, distinction of choice; also slang for the means by which rival criminal groups settle their conflicts.

Shestyorka - Literally translated as "the sixth"; insider's lingo for a bag man, errand boy or other mob gofer, sort of an "associate".

Suka - The Russian word for a female dog; a derogatory term for a militia officer. In prison it refers to anyone who cooperates with the authorities.

Utyuzhit firmu - Literally translated as "to iron the firm". In street slang it refers to all foreigners, who are considered members of a "firm" in need of being "ironed", or straightened out. In American slang "to rip off".

Volk - Literally meaning "wolf", a respectful slang term for a police officer or investigator.

Vorovskoi obshak - The communal fund made up of tributes to the Godfather, paid by members of the mob family and assorted racketeers under his protection. The money is used to bribe politicians and police, support families of criminals sent to prison, and pay off prison guards so mobsters behind bars do not have to break their backs with hard labor.

Street Gangs

Origins

Gangs in one form or another have been around for hundreds of years. Pirates were probably some of the

original bad gangs. The groups that traditionally come to mind when one thinks of modern day gangs are the Crips and the Bloods from California. The origins of the Crips and Bloods can be traced to the late 60's, and the gang culture is so ingrained on the west coast that many families have three and even four generations of gangsters residing in the same residence. Depending on whose figures you listen to (government officials have a tendency to downsize the numbers), L.A. gangs number between 800 and 1000, with anywhere from 120,000 to 220,000 members. As of January, 1993, we have identified about 40 named street gangs in Pulaski County with 800 - 1000 identified members. These numbers are often debated, and depending on whose criteria is used to decide who is and is not a gangbanger. The figures could be considerably higher. African Americans have a 75 year history a street gang involvement in Los Angeles, younger than its Latino counterparts in Los Angeles, namely the Mexicans, who date back to as early as 1900. African-American gangs first appeared in Los Angeles in the 1920's in the downtown area of Los Angeles where they first settled. During the years to follow, African-Americans began to move southward from downtown Los Angeles, down Central Avenue towards Slauson Ave. Between Slauson Avenue and Firestone (Manchester), during the 20's and 30's was occupied primarily by white residents, but just south of Firestone, African-American populations were growing. In 1968, youths who were too young to participate in the movement with organizations like the Black Panther Party and US Organization, began to form their own organizations. Raymond Washington a 15 year old youth who attended Fremont High School, Locke High School and who frequented the area of Washington High School in Los Angeles got together a few youths and started a gang called the Baby Avenues. The Avenues was a gang of older youths who had been active since the early 1960's, and Raymond Washington, along with Stanley "Tookie" Williams looked-up to and admired the Avenue Boys. So in 1968 he created the baby Avenues, and to represent the new generation of this gang he called it the Avenue Crips, or Baby Avenues. The word Crip is a derivative of the word Crib, but how the use of Crip occurred is not clear according to the available literature, but I will discuss this more in depth in a future publication. By early 1972, the use of "Crip" had been entrenched into Los Angeles Gang culture. By 1980 there were 30,000 gangs members in Los Angeles County. Today there are over 300 Blood and Crip gangs in Los Angeles County. Around the nation they can also be found in over 100 American Cities. Some gang members have migrated to these cities from Los Angeles, and also youths from other cities have copied Los Angeles gang culture. There is an estimated 150,000 gang members in Los Angeles County.

Culture

In order to better understand the gang mentality, the following are considered the "Three R's" of gang culture:

(1) REPUTATION/REP. This is of critical concern to "gangbangers" (gang members). A rep extends not only to each individual, but to the gang as a whole. In some

groups, status (or rank) is gained within the gang by having the most "juice" based largely on one's reputation. While being "juiced" is very important, the manner by which the gang member gains the "juice" is just as important. Upon interview, many gang members embellish their past gang activities in an attempt to impress their conversation partner. Gang members freely admit crimes and it has been my experience that most in fact do embellish their stories to enhance their feeling of power. In many gangs, to become a member, you must be "jumped in" by members of the gang. This entails being "beaten down" until the leader calls for it to end. Afterwards, all gang members hug one another to further the "G thing". This action is meant to bond the members together as a family. Frequently, young gang members, whether hardcore or associate, will talk of fellowship and the feeling of sharing and belonging as their reason for joining a gang.

(2) RESPECT. This is something everyone wants and some gang members carry their desire for it to the extreme. Respect is sought for not only the individual, but also for one's set or gang, family, territory, and various other things, real or perceived in the mind of the "gangbanger". Some gangs require, by written or spoken regulation, that the gang member must always show disrespect to rival gang members. (Referred to in gang slang as dis). If a gang member witnesses a fellow member failing to dis a rival gang through hand signs, graffiti, or a simple "mad dog" or stare-down, they can issue a "violation" to their fellow posse member and he/she can actually be "beaten down" by their own gang as punishment. After dis has been issued, if it is witnessed, the third "R" will become evident.

(3) RETALIATION/REVENGE. It must be understood that in gang culture, no challenge goes unanswered. Many times, drive-by shootings and other acts of violence follow an event perceived as dis. A common occurrence is a confrontation between a gang set and single rival "gangbanger." Outnumbered, he departs the area and returns with his "homeboys" to complete the confrontation to keep his reputation intact. This may occur immediately or follow a delay for planning and obtaining the necessary equipment to complete the retaliatory strike. It must also be understood that many acts of violence are the result of bad drug deals or infringement on drug territory. Some question the authenticity of gang rivalry in shootings and other acts of violence. However, if a group of individuals are together committing either random or pre-planned violence, aren't they a gang? If the gang aspect is learned about, many crimes can be solved through the use of accurate intelligence gathering techniques by law enforcement agencies dealing with this problem. In gangbanging, today's witness is tomorrow's suspect, is the next day's victim

Hispanic Street Gangs

Hispanic gangs began forming in California during the early 1920s. They started as looseknit groups banding together for unity and socializing in the barrios (neighborhoods) where the same culture, customs, and

language prevailed. Gang members were male youths ranging from 14- to 20-years-old. Property crimes such as burglary, strong-arm robbery, and vandalism were their crimes of choice. These gangs had no formal structure nor leadership. They were very defensive of their barrio, and they would protect it with a vengeance. Gang fights occurred between rival gangs as a result of disputes, turf differences, or transgressions--whether real or imaginary. Often, their weapons included knives, zip guns, chains, clubs, rocks, and bottles. The commission of a crime became a way of gaining status within the gang. Imprisonment in the California Youth Authority or the California Department of Corrections earned a gang member great stature with other gang members. By the 1980s, these gangs began targeting their communities and surrounding neighborhoods for drive-by shootings, assaults, murders, and other felonious crimes. Violence became a way of life. The gangs developed some organization and structure, and leaders emerged from the ranks of older gang members who had been stabbed or shot in gang fights or released from the youth authority or prison. Known as "veteranos," these gang leaders began to recruit new members and train them in gang-related criminal activities. They continued to be turf oriented, and gang fights progressed to gang wars. The age span for gang members widened, encompassing male youths ranging from 12- to 25-years-old who were willing to fight and die for the gang. Most of the gangs required new members to commit a crime, such as stealing a car or committing a burglary or robbery, before becoming a gang member. As the Hispanic gang members evolved, they established unique trademarks such tattoos, hand signs, monikers, and graffiti. Elaborate tattoos depicting the initials or name of a gang symbolized loyalty to a particular gang. Hand signs formed the letters of the gang's initials. Monikers were names assumed by--or given to--gang members, and they were usually retained for life. Intricate graffiti--or placa--clearly marked the gang's territorial boundaries and served as a warning to rival gangs. Gang members used these distinguishing characteristics to demonstrate gang allegiance, strengthen gang participation, and challenge rival gangs.

The Department of Justice estimates there could be as many as 95,000 Hispanic gang members in California today. Located in all of the major metropolitan cities, these gangs vary in size from a few members to several hundred. The gang members range in age from 12- to 40-years-old, and many are second- or third-generation gang members. Adult Hispanic gang members recruit and use juvenile gang members to commit crimes or carry weapons because juveniles are subject to less severe sentences compared to adult penalties. Juvenile gang members are often arrested numerous times before actually serving time in jail or the California Youth Authority. Recruitment of new gang members often requires the prospective member to commit a drive-by shooting or some other form of felonious assault. Loyalty to their gang usually extends to their death. Reliance on tattoos, hand signs, and graffiti continues to dominate the gangs' characteristics. These symbols are frequently used

to threaten rival gangs besides endorsing allegiance to their own gang. Their criminal activities now range from robberies, burglaries, grand thefts, vehicle thefts, receiving stolen property to assaults, batteries, drive-by shootings, and murders. They are becoming involved as entrepreneurs in the selling of narcotics--particularly PCP, Mexican tar heroin, methamphetamine, and marijuana. The gangs' arsenals have expanded to large-caliber handguns, shotguns, and automatic weapons; and their crimes are becoming more violent. Hispanic gang members were responsible for approximately 80 gang-related drive-by shootings in Stockton, California, during 1991. Gang members will attack rival gangs in defense of their turf. The Eastside Longos--a Hispanic gang in Long Beach, California--has been involved in a gang war since October 1989 with the Tiny Rascal Gangsters--a Cambodian gang also located in Long Beach and in several other parts of the state including Fresno and San Diego. Drive-by shootings and assaults between these two gangs have resulted in 16 killings thus far. Law enforcement is an increasing target of gang violence. Hispanic gangs in the Los Angeles area, such as the Harbor City and the "Crazy," have attacked both on and off-duty officers. A few of the gangs are beginning to recruit non-Hispanic gang members, and some Hispanic gang members are joining different ethnic gangs. Various Hispanic gangs are aligning with other ethnic gangs, usually from the same neighborhood. This affiliation allows them more neighborhood protection from rival gangs. Hispanic female gangs are starting to evolve exclusive of the traditionally male-dominated Hispanic gangs. Some of the female gang members, such as the Fresno Bulldog Babes, are participating in drive-by shootings, auto thefts, and assaults.

African American Street Gangs

African American gangs began forming in California during the 1920s. They were not territorial; rather, they were loose associations, unorganized, and rarely violent. They did not identify with graffiti, monikers, or other gang characteristics. These early gangs consisted generally of family members and neighborhood friends who involved themselves in limited criminal activities designed to perpetrate a "tough guy" image and to provide an easy means of obtaining money. From 1955 to 1965, the African American gangs increased with larger memberships and operated primarily in south central Los Angeles and Compton. This was partly due to more African American youths bonding together for protection from rival gangs. It was not until the late 1960s when the Crips and Bloods--the two most violent and criminally active African American gangs--originated. The Crips began forming in southeast Los Angeles by terrorizing local neighborhoods and schools with assaults and strong-arm robberies. They developed a reputation for being the most fierce and feared gang in the Los Angeles area. Other African American gangs formed at about the same time to protect themselves from the Crips. One such gang was the Bloods, which originated in and around the Piru Street area in Compton, California; thus, some Bloods

gangs are referred to as Piru gangs. The Bloods, which were outnumbered at the time by the Crips three to one, became the second, most vicious African American gang in the Los Angeles area. Both the Crips and Bloods eventually divided into numerous, smaller gangs (or "sets") during the 1970s. They kept the Crips' and Bloods' (Piru) name, spread throughout Los Angeles County, and began to claim certain neighborhoods as their territory. Their gang rivalry became vicious and bloody. By 1980, there were approximately 15,000 Crips and Bloods gang members in and around the Los Angeles area. The gangs--or sets--ranged in size from a few gang members to several hundred and had little, if any, organized leadership. The typical age of a gang member varied from 14- to 24-years-old. Initiation into a gang required the prospective member to "jump in" and fight some of the members already in the gang. Another initiation rite required them to commit a crime within the neighborhood or an assault against rival gang members. They remained territorial and motivated to protect their neighborhoods from rival gang members. They established unique and basic trademarks such as colors, monikers, graffiti, and hand signs. The color blue was adopted by the Crips as a symbol of gang recognition; red became the color of the Bloods. Monikers--such as "Killer Dog," "12-Gauge," and "Cop Killer"--often reflected their criminal abilities or their ferociousness as gang members. Graffiti identified the gang and hand signs displayed symbols--usually letters--unique to the name of their gang. It was not unusual for members to "flash" hand signs at rival gang members as a challenge to fight. They took great pride in displaying their colors and defending them against rival gangs. They were willing to die for the gang, especially in defense of their colors and neighborhood. It was not until the early 1980s that the era of drive-by shootings began. They became involved in a variety of neighborhood crimes such as burglary; robbery; assault; and the selling of marijuana, LSD, and PCP. The issue of gang involvement in narcotics trafficking was generally considered to be of a minor nature prior to the 1980s. However, by 1983, African American Los Angeles gangs seized upon the availability of narcotics, particularly crack, as a means of income. Crack had supplemented cocaine as the most popular illicit drug of choice. Prime reasons for the widespread use of crack were its ease of conversion for smoking, the rapid onset of its effect on the user, and its comparatively inexpensive price. The migration of African American Los Angeles gang members during the 1980s to other United States cities, often for reasons other than some vast gang-inspired conspiracy, resulted in the spread of crack sales and an attendant wave of violence. This spread of crack sales can be traced back to the gang members' family ties in these cities and to the lure of quick profits. These two reasons provided most of the inspiration and motivation for the transplanted gang members.

Considerable diversity is displayed by Crips and Bloods gangs and their members in narcotics trafficking, which allows for different levels of involvement from narcotic selling by adolescents to the more important roles of directing narcotics trafficking activities. In the past, an

individual's age, physical structure, and arrest record were often principal factors in determining gang hierarchy; money derived from narcotic sales soon became the symbol which signified power and status.

Asian Street Gangs

Vietnamese, Laotian, and Cambodian gangs represent the bulk of the Asian criminal street gang problem in California. It was not until the late 1970s that Vietnamese gangs began to emerge, followed by Laotian and Cambodian gangs in the early 1980s. These gangs ranged in size from 5 to 200 gang members; and their crimes included residential and business robberies, auto thefts, and burglaries. Rarely were they involved in drive-by shootings. The gang members varied in age from 15- to 25-years-old, and the older gang members were usually the leaders. Early formation of Asian gangs was loose-knit, and the gang members did not associate with each other on a continuous basis. They had little, if any, loyalty to a particular gang. Unlike Hispanic and African American gangs, Asian gangs began with no unique characteristics such as tattoos, hand signs, or graffiti. They had no names for their gangs, nor were they organized or turf oriented. There were no female Asian gangs and few female Asian gang members. By 1985, the Vietnamese gangs were committing organized auto thefts, extortions, firearms violations, home-invasion robberies, witness intimidations, assaults, and murders. They frequently used some type of weapon during the commission of their crimes. Vietnamese gang members began targeting their own communities with ruthless and vicious crimes and would often travel to various Vietnamese communities throughout the country to commit these crimes. The Laotian and Cambodian gangs remained predatory. They became turf oriented, and their crimes were random property crimes--usually involving some form of robbery or burglary. The Department of Justice estimates there could be as many as 15,000 Asian gang members in California today. They are still principally representative of Vietnamese, Laotian, and Cambodian gangs; and their gang members vary in age from 13- to 35-years-old. They continue to terrorize and prey upon their communities with violent crimes, occasionally resulting in murders. They have increased their traveling patterns from coast to coast committing these crimes. Their growing level of mobility and violence has made them a national crime problem.

White Street Gangs

White gangs have been forming in California for decades. Early white gangs were oriented around motorcycle gangs like the Hells Angels. Today's outlaw motorcycle gangs are not considered street gangs but, rather, organized crime groups. It was not until the late 1980s that the Skinheads were identified as the primary source of white street gang violence in this state. They were characterized by their shaven heads and white-supremacy philosophy and, for the most part, were factionalized and unorganized. Skinheads formed as racist gangs and were not turf oriented nor profit motivated. Their crimes ranged from vandalism and assaults to

murders. Generally, targets of their crimes included non-white, Jewish, homeless, and homosexual individuals. Confrontations between the Skinheads and their targeted victims were often random, but they usually culminated in serious injury or death to the victim. The age of the Skinhead gang members varied from early teens to mid-20s. Both males and females belonged to the gang; and their weapons included baseball bats, knives, fists, and steel-toed boots. Similar to other gangs, Skinheads resort to graffiti, hand signs, and tattoos as typical gang characteristics. Common graffiti includes swastikas and lightning bolts. Most of the graffiti is used to deface property rather than indicate gang territory. Hand signs include both the Nazi salute and formation of the letters "W" and "P" for White Power. Tattoos include swastikas, Nazi flags, hooded Ku Klux Klansmen, and the letters SWP for Supreme White Power and WAR for White Aryan Resistance. Skinheads began to establish associations with some of the more traditional white supremacy groups--such as the Ku Klux Klan (KKK) and the White Aryan Resistance (WAR). Gang members would travel throughout California and other parts of the country to attend KKK and WAR rallies, marches, and demonstrations. Skinheads have participated in cross-burnings and become members of the American Klan in Modesto. Skinheads have attended the annual meeting of the Aryan Nations' Church, a Neo-Nazi organization in Idaho linked to The Order--a former domestic terrorist organization. Skinhead gang members identify with the imprisoned and deceased Order members as "prisoners of war" and "martyrs" in the white-supremacist movement. Skinheads from California were residing with Skinheads in Portland, Oregon, during December 1988 when the Portland Skinheads used a baseball bat to beat an Ethiopian immigrant to death. The Oregon Skinheads were arrested and convicted for the murder, and the San Diego leader of WAR was indicted by a federal grand jury and found guilty of inciting violence by encouraging them to commit the murder. He had sent Skinheads from California to teach the Skinheads in Oregon how to commit crimes of violence against minorities. The California Department of Justice estimates there could be as many as 5,000 white gang members in California today. The Skinheads, with approximately 400 members, remain the most violent of the white gangs. Although small in numbers when compared to other criminal street gangs, their potential for violence is significant. Skinheads remain racially motivated instead of being territorial or inspired to commit crimes for profit. They are still loose-knit and unorganized, but there is some evidence that a few of the gangs have developed an internal gang structure. Some have printed and distributed membership applications, collected dues, established rules and regulations, and conducted meetings with formal minutes. The application for the American Front Skinhead gang implies that if a member betrays the organization, the punishment is "death by crucifixion." Some of the gangs have established phone hot lines, post office boxes, and their own publications intended to recruit new members.

The Look

The advent of teens wearing baggies and the gang-banger look, and more recently--the junkie look, does not necessarily mean that gangs have arrived in a particular neighborhood. Neither do graffiti, code words, and symbols automatically translate into gang activity. A number of other studies agree (Clay and Frank 1994) (Also see "Taggers" above). A good deal of the literature suggests that "Clothing is a primary form of gang member identification." It further suggests that where gang activity threatens the school environment, school boards are pressured to respond to the gang-fashion so popular nowadays (Lane et al 1994:64). School personnel may be overreacting as a result. Instead, school and police should look for the escalation of crime. The gang attire in and of itself does not mean that more crimes are also being committed. However, on the opposite side of this coin is the fact that, if gangs are present in an area, the crime rate will certainly escalate. Growing out of the "grunge" look and with the adulation of the hip-hop culture with its "attitude," baggies and shaved heads, or gang attire, has become popular nation-wide among teens including upper and middle-class white adolescents as well. Gang attire is displayed everywhere as the chic fashion statement for young people. It is shown all over MTV and other teen videos. Of course, teens have for many years adopted the dress of one another, particularly in ways found offensive to teachers, parents, and other authority figures--nothing is new about that. Today, however, gang attire is displayed with fanfare; it is widespread even among the wares of some of the very posh, expensive designers. But in the wrong neighborhood, gang attire can get a youth in a lot of trouble and maybe even shot! On the other hand, white teens in upper and middle class white suburbia who sport the look will probably not be rounded up in "sweeps. In addition, focusing too much on attire as a tool for gang identification clearly leads to outright discrimination giving authorities license to apprehend and investigate young people when there is no rational basis for either inquiry or arrest. The community must act as the vanguard ever watchful of its constitutional guarantees.

A case in point occurred in 1985. In the midst of public outcry for protection, Chief of Police Gates, in Los Angeles proposed civil sanctions against suspected offenders who wore gang attire. The proposal was quietly dropped. Obviously, imposing legal sanctions based on the way people dress is inconceivable under our system of government. Quite a stir arose as a result, and an outraged and justifiable protest came from the Latino as well as from the Black communities. Of course, all the wannabes and peewees wear the gang look although many are not yet involved in drug dealing and other criminal activity. In the peewee age group, shopping for clothes is still done with Mom, but it would seem that even she is willingly to buy the "in" look, the very clothes that could get her youngster shot! By the same token, many hardcore members have adopted designer labels or insignias of sports teams to wear with their baggies. Hence we have an odd admixture today, a crossover

between the sports fan and gang attire. And marketing and merchandising strategies have grabbed the look and taken off with it in advertising gimmicks featuring gang and junkie themes to sell their fashions.

Efforts to mandate clothing standards by school personnel have failed miserably short of going to a school-wide uniform. In *Bannister v Paradis* (1970) a lower court ruled that the prohibition of clothing because of style and taste was unconstitutional unless such clothing imposed a danger to the health and safety of others or caused a disturbance or other disruption (Lane et al. 1994:64). There have been numerous other cases dealing with clothes: one arguing about skirt length -- *Wallace V. Ford* (1972), and another one dealing directly with the issue of gang attire *Olesen v. Board of Education of School District No. 228* (1987). On the other hand, school uniforms have served some schools well in dealing with the gang problem. MacClay Junior High, situated in the midst of gang infested projects, in Pacoima, California--a Los Angeles barrio suburb, applauds the uniform established on their campus in the last few years. School administrators and teachers like the idea of everyone looking the same. Whether or not the uniform has done anything to ameliorate the gang problem is not clear, but at least on campus, there is no longer a gang banger image.

Graffiti

Urban street gang graffiti is the most common way for gangs to communicate their message. Organized graffiti is one of the first signs that street gangs are taking hold in your neighborhood and is also an excellent way to track gang growth, affiliation, and sometimes even provides membership information.

Graffiti serves several purposes, all of which is understood by other "gangbangers," even members of rival sets. Graffiti has been called the newspaper or bulletin boards for gangs and communicates many messages, including challenges, warnings, and pronouncements of deeds accomplished or about to occur. Local authorities should establish procedures to deal with this public eyesore. This is an area where the community can band together to show gangs they will not be tolerated. Graffiti should be removed or painted over after it is documented and investigated by the police. Some graffiti is nothing more than "tagging." An example of this is "Johnny loves Mary". Police departments and school officials should be sure someone within their respective departments develops an expertise in reading and understanding graffiti.

This is considered gang "knowledge" and is only a small part of what gang members must learn. In fact, many gang sets have extensive books, usually handwritten, of rules and regulations and gang history. These rules must be memorized. Often, gangs have set meeting dates and read from their "Book", and discuss gang business. In a strange sort of way, these meetings resemble fraternity or civic meetings. Many gang members have told of being "violated" for not knowing certain portions of their knowledge when called upon by a gang leader to recite it.

Other gangs use other codes and alphabets which may be broken locally. It should be understood that gangs may adopt other types of graffiti or make up their own. That once again illustrates the importance of developing local intelligence about groups by exercising cooperation among law enforcement officials, school authorities, and the general public. Gangs are certainly a community problem, and the community must galvanize to properly respond by dealing with those already involved and offering alternatives to those who accept.

While these illustrate gang activity in the Little Rock area, many of the same or similar markings will be found throughout the state and region. Roll call, "RIP", graffiti for a Little Rock Blood gang member killed in a shooting was recently found in a small community three hours away. While many gang members wear certain types of clothing, one must be very careful in assuming that a young person is a "banger" simply because they are wearing a Colorado Rockies or Los Angeles Raiders cap or jacket. Many other criteria are required. Some gang members have said that they joined up because it was trendy and cool while others are intimidated into joining for protection. Other kids who exhibit gang style are, in fact, only "being cool" by dressing the part.

Gang members are not all black. Indeed, one of the largest street gangs in the Little Rock area has only a few black members. Several members of this gang were recently arrested for attempted murder after fire-bombing a home in an attempt at retaliation. We have also identified several all female gangs who have their own reputations that are as ferocious as any of the male gangs. Male gang members privately have even expressed fear of several of the ladies of the female gangs.

There are also many white teens who are joining hate groups and various other groups who promote racial disharmony. These groups appear to be growing in number and may have organized recruitment efforts planned for your area. Recently while speaking to a parent/teacher group, I was told by a mother of her son's activity burning crosses and wearing white robes and hoods. When asked why she allowed this activity, she said she was afraid of her son and would not intervene. Any activity by or information about these groups should be passed along to your local police authorities

Triads

The Tongs and Triad (Chinese Mafia) have been involved in business extortion, alien trafficking (with Mexico), the underground garlic trade (in Taiwan), software piracy, and of course, the more traditional drugs, gambling, and prostitution in Chinatowns across the world. The Tongs are an old secret society, going back to the mid-1800s. They operate behind immigrant protection associations, but have many of the characteristics of traditional organized gangs. The Triads are what the British called them because of their fascination with numerology, the importance of the number three, and their mystical initiation ceremonies. They believe it is their destiny to control all vice activity.

Triads have creamed off billions of dollars from infrastructure projects in the 1990s. The government has launched a high-profile crackdown. Corporate Taiwan will be more impressed when corrupt high-level legislators start going to jail.

The phone call woke Regis Chen at 2 a.m. Chen, the chairman of Taiwan's state-owned BES Engineering Corp., drowsily heard a monotone voice on the line. "Mr. Chen? It's time you bought coffins for yourself, your wife and your children. We offer the best coffins in Taiwan. Would you like to see them?"

Jolted awake, the businessman yelled: "Who are you?" The line clicked dead. Chen had few doubts about why he was being menaced that January 1994 morning.

BES was bidding to build a \$4 billion freeway in Hsiping, northern Taiwan. Its main rival was Chun Kuo Group, owned by Chen Ti-kuo, a politically connected tycoon known to be affiliated with the United Bamboo triad, Taiwan's largest and most feared secret society.

Chun Kuo wanted to make an unchallenged bid for the project, and thus set its own high price. But Regis Chen, a stubborn man with Buddhist ideals, wouldn't make way. "I refused to cooperate," he says. "Who pays [for inflated bids]? The country pays. So do the people."

His stand led to an 18-month blitz of intimidation. Only the day before the phone threat, a muscular young man had strutted into his office without an appointment. "A certain gang doesn't like you, Mr. Chen," snarled the tough.

"They know your habits, your routines, where your wife works, where your children go to school. We can take care of all of you in 15 minutes."

Chen was forced to engage private bodyguards round the clock, and a couple of times sought police protection. He was especially distraught when he discovered that his subordinates were secretly cooperating with Chun Kuo. Chen eventually decided he was fighting a war he couldn't win and quit BES Engineering in July 1995.

Without any rival bids to contend with, Chun Kuo was awarded the freeway contract. Yet Chen Ti-kuo's victory was to prove his undoing. Parts of a tunnel on the Hsiping expressway collapsed in January 1996, leading to a government investigation into allegations that Chun Kuo had skimmed on construction costs and bribed government officials. Chen was extradited in November from Singapore, where he had fled, and now is in jail.

Chen Ti-kuo's arrest was part of a high-profile campaign code-named Operation Chih Ping (Operation Clean Sweep) that authorities launched to flush out organized crime. Within a few months, the screws were tightened further with the passing of an Organized Crime Prevention Statute and an Anti-Hooligan Law.

At stake, says Minister of Justice Liao Cheng-hao, is Taiwan's political and economic future: "Our goal is to destroy the organized criminals. We must succeed. If we don't, Taiwan will have no hope."

The United Bamboo is scuttling for cover, with many of its foot-soldiers either arrested or giving themselves up to police and its leaders in hiding in China, Hong Kong and Macau. Zhang An-lo (aka White Wolf), honorary godfather

of the triad, lambasts the government's campaign. "These brothers may not use conventional or legal methods in the construction industry," Zhang admitted in an exclusive interview with Asia, Inc. in a five-star hotel suite in China. "But politicians involved in construction also rig bids. So why sweep the brothers out?"

Battle lines have been drawn. On one side is the Kuomintang (KMT), which has ruled Taiwan since Generalissimo Chiang Kai-shek's army fled there from mainland China in 1949. It is trying to discard its short, mainly shabby history in the island state and reinvent itself under President Lee Teng-hui as a model democratic party. On the other side are secret societies that have grown from often-honorable roots into parasitical billion-dollar empires. To many of the KMT's critics, however, the anti-gang crackdown is purely cosmetic. The ruling party, they say, is too heavily indebted to the triads -- and has too many of them in its own ranks. Until recently, it needed them to mobilize votes. In return, the secret societies grew rich from gambling, loan-sharking and prostitution.

Even more lucrative were the rake-offs from infrastructure projects, where the web of political and business corruption is spun most thickly. United Bamboo's Zhang, who left Taiwan last December, alleges that politicians and construction conglomerates were rigging bids on public-works projects long before triads came on the scene, adding: "They're sweeping out the brothers while covering up their own crimes."

According to some estimates, Taiwan's triads and crooked officials and politicians together have siphoned off \$26 billion in the past six years from public-works projects, around 30 percent of \$87 billion spent by the government.

Awash with cash, the secret societies have barged into other areas of Taiwan's business life. Last year, gunfire was exchanged by rival gangsters at a shareholders' meeting of Taiwan Pineapple Group, a major canned-food producer. Some companies also use triads to arbitrate disputes, rather than depend on a slow judicial process. As a result, the rule of triads has become almost as powerful as the rule of law in corporate Taiwan. In the construction industry, businessmen not prepared to pay kickbacks lose out on contracts, or they end up working as subcontractors on thin margins. Sometimes, with public-works projects, so little money is left that quality and safety standards are seriously compromised.

Paul Kung, vice president of Pacific Construction, Taiwan's largest private-sector builder, says his company was regularly nudged out of the bidding for public-works projects by rivals controlled by the United Bamboo. "Our principle now is that if we believe the triads are involved, we don't want to be involved," says Kung. "We don't see this as a difficult principle, but as the right principle. We'd rather not be involved than cooperate with the triads."

While Kung welcomes Operation Chih Ping, others point out that the dragnet has failed to trawl in any national legislators with suspected underworld ties. Yet even by the government's own conservative estimates, 10 percent of the members of the national legislature have criminal links. (That figure rises to 20 percent for provincial legislators

and up to 33 percent for all elected officials at county level.)

Lin Kuo-tung, the deputy commissioner of criminal investigation at the Bureau of Taiwan's National Police Administration, insists that nobody is being protected. His message to the triads: "We don't care what background you have, whether you're a KMT member or what -- if you've got a criminal background and we have evidence of it, we'll arrest you."

Corruption has been especially rampant at the county level, where ge tous have ruled with an iron fist. Particularly notorious was Cheng Tai-chi, council speaker for Pingtung county in southern Taiwan. Cheng and another councilor, Huang Ching-ping, shot dead a rival gangster. The pair were convicted in 1995, and are on Death Row awaiting the result of an appeal. Before the murder, Cheng had terrorized Pingtung county with his "baseball" team, a group of bat-wielding thugs who attacked anybody who irked their paymaster. When police began to investigate a drug factory owned by Cheng, according to sources, he ordered the local police chief to his office and struck him in the face.

Taoyuan County Commissioner Liu Pang-you, though not a triad member, was equally rapacious, according to underworld sources, demanding a 5 percent kickback on all projects in his prosperous bailiwick. Along the way, he made some murderous enemies. At 8:20 a.m. two masked gunmen broke into Liu's mansion.

They blindfolded Liu, three guests and five members of his household, tied their hands behind their backs and shot them. Only one survived.

Origins

Triads are secret societies and are declared unlawful under the Laws of Hong Kong. The history of Triad Societies goes back to 1674 when secret societies were formed for patriotic reasons to overthrow the Manchurians.

With the passage of time, they turned into criminal groups. The word 'Triad' is an English designation for the sacred symbol of the societies, a triangle enclosing a secret sign derived from the Chinese character

HUNG. The resulting symbol represents the triangular union of heaven, earth and man. The character Hung can also be translated into the English word RED. The first secret societies or 'Triads' were known as the HUNG.

MUN (Hung Association) or Hung Sect. These secret societies have also been known as the Heaven and Earth Association or Sam Hop Wui and, more commonly, the Black Society Association or Hak She Wui. This latter term is now generally used to describe all Triads, and represents the public feeling that Triads are sinister and evil rather than a mystic brotherhood. As a result of distortion and of exaggerated reporting by the media as well as sensational stories featured in movies, there are many myths about what Triads are and how they operate in Hong Kong.

During Mao Tse Tung's era, there was no organized crime problem, I mean before the 1980s, because society was largely controlled by the Communist party. Actually in 1964, China officially announced that they had no problem

with sexually transmitted diseases. This means that they had no problem with prostitution. Also, they said they had no drug addiction problems. It also meant that they had no drug related problems. Why?

Because under Mao's rule, people in the cities were put in a 'dan wai' (work unit) and in the rural areas, they were put in communes. So you just stayed there and you could not move freely, unless you got permission, everything was supplied by the 'dan wai' or the commune. Money was not important. If you wanted to buy something, you needed to have coupons. If you wanted to go to some other unit, you had to ask your superior's permission. So if you wanted to commit a crime, you had no chance to do it. Even if you did, it would be hard for you to escape, because you were under the control of your 'dan wai' or commune.

The Communist party was in control of government and had a strong belief in society as a great civil society and during the Cultural Revolution, even the family system was destroyed. So it was very hard for organized crime or any crime to develop. In this case, because crime was not taken seriously, and there was actually, very little of it in communist China, the police force was not professional at all. I can tell you that before 1992, the police force in China, had 1.2 million police officers with no ranking system. They had no superintendent, inspector or any of these things. So you can see that they were not professional and they didn't need a professional force.

Now we come to 'Den Xiao Ping'. Things changed in 1978 when Deng came to power and implemented his reforms. If you go to China now and go out onto the streets you will find a lot of interesting things. On a street advertising poster, it advertises medical services for treating sexually transmitted diseases. It means that now, they have this problem. Why ? Why has organized crime been revived in 'Deng's' China? Or why after 1978?

The reason is because Deng implemented dramatic reforms changing the economy from a planned economy to a market economy. It means that now China has a lot more money and you can go and buy goods. Money is getting more and more important. People can go around without restrictions. And they can communicate with other people. Also, the amount of private properties is increasing and a lot of Chinese and foreign investors come to China. I mean, there is the relaxation of social control. That's why criminals have appeared there. I can give you some indicators. China has a population of 1.2 billion. Do you know how many people are eligible to vote? Do you know how many? I think it's about 100 million. And most of those come from Middle China provinces, they want to get to coastal provinces because there are a lot of factories over there. Like the shoe factories in Dung Kwun.

A lot of workers who come from other provinces in China have now moved to the Guang dong area, and the situation is quite bad. Actually not too many people can get a job, so if people run out of money, they stay in that area and are stationed there. The development of organized crime in the area in the last ten years, can be roughly divided into three categories. The first is in the 1980s, when most crime is localized. The second is starting from

1985, when there is more inter-provincial crime. Criminals are now moving around to commit crimes. The third is from 1990 to the present where more inter-regional and transnational crime criminals are also involved in Hong Kong, Macau and China or overseas communities.

Some examples of localized organized crime in the early 1980s are the 'lau man' in China, well in Western society they are similar to bandits. Actually they are called street gangs in HK or in Western society they are thought of as a group of young people that create public disorders, eat in restaurants without paying as well as other such things.

If some families have connections to local government officials or police, they become powerful and become local tyrants, the so called 'ngo ba'. They run underground casinos, loan-sharking businesses and victimize local people. Also, they have bandit gangs in rural China. Actually most of those are farmers and peasants, they find it hard to get rich, so they go to the railway or the road seeking opportunities.

In the case of inter-provincial organized crime, in the last 10 years it has become a very large criminal organization in China as they move around the country. After committing crimes such as stealing money, or obtaining stolen properties, they then move on to other provinces. In China they call these groups the mobile criminal gangs, or the 'lau shu fan tsui'.

Furthermore, I think it is very interesting that they are now robbing drivers. Why? I don't know whether you have observed that taxis in China are different from that of Hong Kong. They have a so called 'anti-violence' net installed in the taxis. They also have a sign mentioning that the front seat is for children and women only. If you are a man, you cannot sit in the front. Why? Because there are a lot of robberies. Why? You can ask, there are also taxi robberies in Hong Kong, although the number is not very large and the robbers are only interested in stealing money from the taxi drivers. But in China, they kill the taxi driver. That is because they are not only interested in the money, but they are also interested in the car. They will kill you and then steal your car and get big money for it. If they don't kill you, you could report them to the police and they will be in trouble. So we find that in many cases, taxi drivers are killed, especially when they drive nice, brand new taxis.

In the last ten years, a lot of highways have been built in China. One of them is the one from Shenzhen to Canton and another one is from Shenzhen to Santau. A lot of lorries and coaches have been robbed by criminal gangs on these highways. They use all means to stop you and then they rob you clean. And so something interesting is happening here. Some of the coaches from Shenzhen to Canton, have been robbed frequently, so now if you take the coach and if you are a resident of Shenzhen, when you sit down, the staff will come and take down your Will ! And then just in case something happens, they will check against their records for you. So you can see that the situation is getting worse.

The abduction of women. Would you like to know why they abduct women? For prostitution? Wrong! Marriage.

They abduct women and then sell them to local farmers. Why do farmers or peasants want to buy wives? Maybe not enough women, but we have got a lot of women in Shenzhen! The first thing is that if you want to get a wife through the formal channels, you would have to pay HKD \$8000. But if you bought one through the black market, it would only cost you HKD \$3000. The second thing, is that even if you wanted to get a wife through the formal channels, in some places in China there is no electricity, no water, and the girls now want to go to big cities, like Hong Kong and Shenzhen. They don't want to go to rural areas and be a farmer's wife. So if you want to get a wife, it's hard to get one through the formal channels. In some rural areas, there are rich old men, bachelors, they call them 'kwan tsuen'. So in their middle age, they make a decision to save money to buy girls from the outside through human smugglers. So I mean, who are the victims? The smugglers will abduct the girls, mainly at the railway stations. Because most of the girls who would like to get a job in the city, are from rural areas, they hang around the railway stations waiting for jobs such as factory work. The smugglers abduct them by telling them that they can get them jobs in factories and then they transport them to rural areas and sell them. But you can ask, why don't they escape? The point is that the victims, most of them from rural areas, have left their home town for the first time in their life. They are usually sold in a very remote area. The girl doesn't know where she is, she has no money, and she doesn't know how to manage. We say that this is a very evil business, right? But in some cases, when the girls get married, their husbands do not treat them badly. Maybe some of them are treated very nicely, so they just settle down there. That's the problem.

Some police officers go and question the girls and ask them if they want to leave. They say, no, I don't want to leave, because I have got a husband and also sons or daughters as well. Is this a crime or a business and market problem?

Prostitutes. The Chinese government in the past always avoided this problem. But in 1977, 1978, they officially admitted that they had a problem with prostitution. The figure is 420,000. But I think the actual figure is three or four million. I don't know if any of the gentlemen here have visited... Actually I was just there, to do some observations... They have girls from different provinces, they have even got girls from Vietnam. I can tell you, you cannot get any hair cut inside, because they have got no scissors. If you like the girl, you can buy her out and do what you want. It's some sort of human market.

Then there are the nightclubs or karaokes. If you go to these clubs or karaokes, outside there is usually a large group of pretty girls waiting around, if you get inside, you can ask the leader, 'mamasan', or the 'mother' for one of the girls. Our question here is that, are they forced into prostitution or is it voluntary on their part? What do you think?

Voluntary? I agree. The thing to know is that there is an oversupply of girls. There are too many girls who want to get rich through this business. The other thing to know is that the pimp (the Triads call him the middle-chicken) is

not well regarded. If prostitutes are controlled by a pimp, it suggests that the girls are forced into this business. The Chinese Government severely punish pimps. Why? In Hong Kong, they'd say, so I live off the prostitutes, so what? Are you going to put me in jail?

That's it. But in China, if you are on the organizing side of this business, especially if you are forcing the girls into prostitution, you will be seriously penalized. The reason is that you are insulting their socialist ideology. That is you are exploiting pure working class girls.

That's why in the past, there were very few so-called chick-heads who would enter this sort of business and all did so on a voluntary basis. However, in the last two years, I have found out about some of the organizers of this business, especially the ones that export the girls to Hong Kong, Taiwan, or South East Asia. But still, it's a very sensitive issue in China.

The sad situation here, is the issue of Hong Kong pornography, right? Maybe you have read about it before. But I would like to ask you, especially the gentlemen here, have you had a chance to read the pornography produced in China? No? I am an expert in this field. In Hong Kong, if you produce pornography you can put me in jail, it's not a big deal. In China, it is very hard for printing companies to get licenses.

The other thing is, that if the Government ever found out that you were producing pornography, there would be a very heavy penalty. But also in China, there is a big market, a lot of men, you know, want to read pornography. Where can they get it? All or most of them come from Hong Kong. That's why, when you finish reading your pornographic material, don't waste it. There is a large second hand market in China. In Sham Shui Po, some people use containers to collect all second hand pornography and they ship it back to China to sell them. In China, if you buy pornography, that's fine, there is no problem. Even if you sell it second hand from HK, you would usually ask a kid in Shenzhen, they have a lot of pornography there, to sell it on your behalf. If the police question him, he would just say, I am only a kid. So there is a black market in second hand pornography in China. But still, there is no locally produced pornography in China.

So the third case is inter-regional and trans-national crime. I am running out of time, so I will just note other trends such as vehicle crime. In HK in the period between 1990-1991, we had a serious problem with motor vehicle crime. Actually, the thieves were very professional. If your car was stolen, in a few hours time, it would be in China. This was a very professional and serious crime. Also in 1990 up to 1991, HK suffered a lot from armed robberies, especially gold shops. This was a joint venture where HK criminals arranged for criminals from China to come over the border to HK, commit the robbery and then go back to China. So I would like to think that this is a joint venture. We always blame the mainland Chinese saying that they are bad, they come to HK to rob us, but we have to understand that without the HK criminal who organized these matters, how could they manage it on their own? This is a joint out venture.

Drug-trafficking. This is the golden triangle, the triangle between Burma, Thailand and Laos. Traditionally, the drug trafficker went to northern Thailand, instead of Bangkok to obtain heroin, and then ship it back to HK for local use or as a point to ship it out. This was the traditional way. But in the last ten years, we've found that half of the heroin now is up to the 70s or 80s. They go back to Yuennan or GuangXi and then from Yuennan, we call it Asia Miami, just like the drugs from South America to North America and then from Yuennan to Guangdong. Then Hong Kong smugglers come to buy it Guangdong where it goes anywhere, sometimes, to Shani. Recently, drug traffickers have come to use indirect routes, maybe they'll go to Lan Chow and then come to Shan Hi and Guangdong. I want to say here, that HK played a significant role in drug trafficking before, right? But now, if a Hong Kong criminal wants to make money from drugs, they have to go to China, make a connection and then get the drugs. I'll show you something. This is Yuennan, Burma and this is Laos. In some of the small towns near Burma, a lot of Chinese are not interested in farming. They just want to smuggle drugs. So now you will find that some people are very rich near the border and live in very big houses. OK?

That's because they are involved in drug trafficking. China used to be a drug free country but now it's a drug consuming country. China now officially admits that it's a drug consuming country. But even now, some police officers have told me that in Mongolia and in Xin Jiang, some farmers are starting to plant marijuana, but it is still not in very large quantities. China also deals in soft drugs such as amphetamines as there are the raw materials for production in China. So some Hong Kong and Taiwanese criminals, arrange for soft drugs namely amphetamines to be made in China. Actually, China now, in a sense is a drug producing country.

Time is limited and in conclusion, I just want to say that many people say that Hong Kong Triads moved into the West before 1997, but in my opinion they have concentrated on the Chinese market. In China they can make money, that is if they don't get arrested. How does the Chinese government deal with organized crime? Just one way: killing. Criminologists and police have told me that the Government has to keep killing more and more criminals. Actually the people wanted the government to do it. White Wolf Zhang says the clock can't be turned back. "Many brothers are now in the stock, finance and construction industries," says the honorary godfather, who holds five bachelor's degrees, three from American universities and two earned while he served a 10-year sentence at the U.S. federal penitentiary at Fort Leavenworth, Kansas, for conspiring to buy heroin. "Many are now doing legitimate business. Where do you want them to go back to? To prostitution, to gambling and to numbers rackets?"

The United Bamboo was founded 40 years ago by a handful of teen-aged sons of senior officers in Chiang Kai-shek's KMT army who had encamped in Taiwan rather than be crushed by Mao Zedong's advancing Communists. Disenchanted by the humiliation of their fathers, the young

rebels joined forces to fight other gangs along Bamboo Forest Road on the outskirts of Taipei.

During martial law imposed by President Chiang Kai-shek, and continued by his son Chiang Ching-kuo, the United Bamboo faced little official trouble as it branched into gambling dens and loan-sharking. A one-time leader, Chen Chi-li (aka Dry Duck), socialized with the sons of Chiang Ching-kuo, and earned the triad international infamy when he assassinated Taiwanese dissident Henry Liu in San Francisco in 1984. Underworld sources say Chen was trying to curry favor with the KMT and Taiwan's intelligence services and was not on United Bamboo business.

As the United Bamboo moved into construction projects in the 1990s, the sight of its foot-soldiers in their signature outfit of black suit, white shirt, black tie and sunglasses was enough to scare off many legitimate builders. At its peak in the early 1980s, United Bamboo had up to 40,000 members in Taiwan, but intermittent police crackdowns have cut the numbers to 10,000. Overseas cells operate in the U.S., Canada, Australia and Europe, and throughout Asia.

Unlike Japan's yakuza or Italy's Mafia, the United Bamboo does not have a strict rank-and-file. Twenty-four tongs are each led by a da ge or "big brother," with membership comprising gangland enforcers and individual businessmen. "In Taiwan, brothers may be businessmen," says Zhang. "Businessmen may be brothers." Many went to the same schools, learned from the same martial arts master, and ended up marrying each other's sisters. Mutual benefits and obligations underpin these relationships. Brothers and businessmen may or may not do business with each other but they turn to each other in times of crisis. All pay homage to Zhang, who was "recognized" by Taiwan's triads as their "opinion leader" in 1995. In fact, he is held in such esteem that businessmen ask him to help settle disputes. To show their respect, many restaurants in Taichung in central Taiwan and in Taipei serve whiskies named "Dances with Wolves" and "Wolf Legend."

With his Italian silk-cut suits and ties, Zhang, 48, oozes sophisticated charm, switching between Chinese and English with an easy fluency. Only his business card suggests anything out of the ordinary: The silhouette of a wolf accompanies the legend "Wolf Zhang, president." President not of United Bamboo, that is, but of the Taiwan-based Strategy Group, an investment company with many ventures, including one in construction.

Before he left Taiwan, White Wolf was a popular figure on TV talk shows and in newspapers and magazines, acting as an advocate for all of Taiwan's secret societies. Now, under the Anti-Hooligan Law passed last December, anyone who is a member of a so-called hai dao bang pai (black society) can be arrested. "You shouldn't say that just because I'm a brother, I'm a criminal," says Zhang. "If I didn't commit a crime, I'm not a criminal." Secret societies have been a tradition in Chinese culture for thousands of years, Zhang says, and Taiwan will never succeed in wiping them out.

Neighborhoods are kept clean of petty crime, he continues, with violence meted out selectively, to deserving targets and not to ordinary members of the public.

Nor will he accept that Taiwan's triads can be compared to the Mafia as it operates in the U.S. or Italy. For a start, they do not deal in drugs, the godfather says, insisting that he was innocent of the heroin charges that landed him in jail. Zhang's associates say he was targeted by Taiwanese intelligence agents, aided by the U.S. Federal Bureau of Investigation, for forcing the KMT to admit its role in the slaying of Henry Liu. "Yes, secret societies have been a part of Chinese history," says Taiwan's popular Minister of State Ma Ying-jeou. "They have their own justice. But that type of justice is part of an agricultural society. We are an industrial, commercial society today. You can't take justice into your own hands. The days of Robin Hood are over."

Taiwan's secret societies, according to Zhang, now are being made scapegoats by President Lee, though he had relied on them to help him to power in 1987 on Chiang Ching-kuo's death. Chao Yung-mau, a professor of political science at the National Taiwan University, agrees that Lee initially was indebted to the triads, but says he needed such allies when he inherited a party still dominated by the sons of mainlanders. Lee, an indigenous Taiwanese, like 85 percent of the population of 21 million, swept away much of the Chiangs' repressive state apparatus and purged many family loyalists as part of a reform process that led to multi-party democracy. However, the KMT was more practiced in avoiding or rigging elections than it was in commanding popular support. To stave off a mounting challenge from the newly formed Democratic Progressive Party, the KMT enlisted bosses of indigenous Taiwanese triads (known as ge tous) who through bribery and intimidation could deliver the votes at precinct level.

In exchange for the allegiance of the secret societies, underworld sources say, Lee allowed them to get rich off public-works projects and land rezoning -- with much of the money recycled back to corrupt officials and politicians. But the United Bamboo itself started to become a political force, according to Zhang, rallying opposition to Lee's supposed backsliding on the once-hallowed goal of unification with the mainland. The attitude of KMT politicians was, he claims: "You can help me get elected. But if you run for elections, I don't like that." Until the government's anti-triad campaign, Zhang himself had been urged by his followers to run for Taiwan's legislature.

Joe Motheral, vice president of Parsons Overseas Co., a U.S.-based engineering consultancy with annual revenue worldwide of \$1.5 billion, says corruption was much less of a problem when he arrived in Taiwan 16 years ago. "I thought the business environment was good then," says Motheral, who was involved in building the North-South Freeway, Taiwan's biggest road project of the time. Although he lauds Taiwan's shift to democracy, he says ruefully: "Decision-making was probably clear with an authoritarian government."

Minister of State Ma admits that many politicians take money from tainted sources. "I believe in any democratic country you can't separate money and politics," he says. "If you want to be elected you need money." So much money is required to win public office that candidates are financially obligated to their backers. "They get elected and as a result they have IOUs," he says. "Not every elected official is this way. We have many good elected officials. Our goal is to sift out the bad elements."

Many voters came to expect hundreds of dollars, as well as being wined and dined, for casting their vote for the "right" candidate, who usually (though not always) stood on the KMT ticket. Triads soon padded their bank accounts from the commissions they received for distributing the largesse and mobilizing the vote, earning up to \$4 million per county per election.

By the early 1990s, many triad leaders were keen to run for election themselves. The reasons were obvious. According to Justice Minister Liao, "buying" a county commissioner's seat sometimes generates better returns than playing the stock market. To win such a seat often requires giving away a lot of cash, sometimes up to \$12 million, but the returns can be threefold. Once a commissioner takes office, he and his backers can dole out infrastructure contracts at any price they like, in return for big inducements. An even more lucrative avenue is land rezoning. For instance, one ping (3.3 square meters) of industrial or mixed-use land in rural Taiwan could rise in value from \$370 to \$3,700 if re-labeled for residential development. In Taipei, land values could skyrocket from \$111/ping to \$15,000/ping on rezoning.

Justice Minister Liao says he is determined to crack down on vote buying. "Most voters have no notion that getting NT\$500 or NT\$1,000 is wrong," he says with frustration in his spacious guest room in the Ministry of Justice in Taipei. "We tried to arrest many voters. Now we realize we must catch the offending political candidates. We must seize their assets."

Asia, Inc. has learned that all PLA business in Shanghai, both over and under-the-table, is controlled by the Guard Army of Shanghai Garrison Headquarters (Shanghai Kan Shou Jingbei Si Ling Bu), headed by Senior Colonel Gu Siren. His men control the wholly owned PLA clubs as well as the joint venture operations and collect rent from every vice operation in the city. The only other military group believed to share in the vice income is the well-connected Nanjing Military District Office, which reportedly collects commissions on under-the-table arms shipments and goods smuggled in and out of Shanghai ports. Shanghai's corruption problem stems in part from Beijing's directive that government agencies should become more financially self-sufficient. An aide to Colonel Gu readily confirmed in a phone interview that the PLA owns Shanghai clubs, restaurants and other commercial ventures. "Of course we earn a lot of money," he said. "With this money we can treat the army better."

The PLA's myriad commercial enterprises -- from publishing to manufacturing to organizing exhibitions -- added some \$ 27 billion to its \$ 57 billion 1993 budget, according to John Frankenstein, senior lecturer at Hong

Kong University and author of a recent study on Chinese defense production. He believes the PLA splits its profits between commercial ventures, infrastructure upgrades, offshore investments and the purchase of high-tech hardware. Says Frankenstein: "They've realized since the Gulf War that they need to upgrade their technology. And the budget allocated to them by the government isn't enough to cover the purchases they're looking at." The military's costly shopping list, and the desperation of the less-entrepreneurial PSB, means any profitable business is good business. And karaoke brothels are great business -- customers consistently drop from \$ 5,000 to upwards of \$ 25,000 a night for whisky, women and watermelon.

The PSB concentrates mainly on small and medium-sized brothels, opening them in obscure locations ranging from the Shanghai Province No. 9 Shop of 100 Things to the Public Security Reporting Station on Yanan Road. They've opened just two exclusive brothels, the Moon Club and the Huashan Bao Mi. The PLA and the city government, on the other hand, operate at the high end of the price scale. They prefer joint-venture partnerships with Hong Kong's Sun Yee On triad and Taiwan's Four Seas and Bamboo Gang triads.

While the PLA plays an active role in providing management and security, the PSB tends to favor so-called "flip over" companies. For these, the city government donates the land, "flips over," or transfers, its privileges and claims half the revenue. "Joint ventures allow the PLA and the state to make money in clubs they couldn't possibly afford to build. At the same time, it makes them feel in control of vice operations," notes the diplomatic source. "What do the triads get out of it? Well, a relationship with the forces that control Shanghai. And a foothold within the People's Republic before China took over Hong Kong in 1997, with a chance to recruit members from the police and party cadre ranks."

The Sun Yee On has set up a number of nightclubs with the PLA on the stretch of Yanan Road approaching Hongqiao Airport; on Beijing Road in the area of the Portman Shangri-La Hotel and on Nanjing Road near People's Park. Taiwanese triads have so far confined themselves to the "Taiwan ghetto" area of Siping Road in Hongkou. Siping Road's rebirth as a dodgy area is credited to the Taiwan-based Bamboo Gang.

A door pass to the Ming Ren (Famous People) brothel at 240 Beijing Road, ensuring nothing more than entry, costs 5,000 to 10,000 renminbi (\$ 865-\$ 1,725) -- depending on your guanxi. As its name brazenly implies, the Ming Ren caters to high-ranking cadres. One of the few non-party officials to have gained access to the club laughingly describes its non-egalitarian nature: "You enter the Ming Ren foyer, and in front of you is a very heavy door. In front of that is a beautiful hostess at a desk and on either side, guards wearing pith helmets with feathers in them. The few people you see outside the private rooms look at you in this conspiratorial way. The exclusivity makes them feel special, and that feeling is addictive. They think they can control it (vice), but it's going to end up controlling them."

The ge ti hu (small businessmen) running independent bars and restaurants claim that financial squeezing by the PSB, PLA and triads have them coughing up 40 to 60 percent of their profits. Tom Yang, owner of Tom's Famous Grouse Bar behind the Hilton Hotel, complains that aside from their monthly kickback, the PSB now arbitrarily issues fines. "They'll come and say, 'Oh, your light is too dim today, needs to be very bright, 50 renminbi fine,' " he grumbles. "The next day they say, 'Oh, your light too bright today, 75 renminbi fine.' They can't be satisfied anymore." Tommi Chan, manager of the Galaxy Entertainment Club, says he's getting it from all sides. Chan and seven other people, including disc jockey Ali Wong, were brought over from Hong Kong last year to staff the \$ 2 million club. Chan says the PSB is a partner in the club. But although the police still collect their share of the profits, they stopped giving the club protection after being paid off by wealthy Hong Kong gangsters, who took a liking to it. Without protection, the club is up for grabs.

Says Chan: "We have a big security problem. Local (Chinese) street gangs come and ask for a discount, free drinks and threaten trouble. Then the Taiwanese gangs come and say, 'Hey, you have trouble, pay us to fix it.' "

Now, Wong adds, pacing angrily about and stamping his silver-tipped boots, the PLA wants money to ignore the prostitutes who come in. "And recently I see the same triad gangs I saw in Hong Kong. They come in with choppers and guns and act the way they do in the clubs they control in Kowloon. They're the most scary."

The bartender at another PSB joint-venture nightclub concurs. "Chinese gangs are dangerous, but most trouble is coming from outside (Hong Kong and Taiwan) gangs," he explains. "The rule is, anyone who is not your partner is probably going to give you trouble because everyone is trying to expand their area of control. So you would be foolish to open a club without PSB, PLA, city government or a strong gang as a partner." Foolish and, according to some Shanghai sources, needlessly moralistic.

"Really, it's a knee-jerk Western reaction to gasp in horror at the whole thing," complains a long-time Western resident of Shanghai. "First, kickbacks are a part of life in China. Second, if you're going to have vice, who better to run and control it than the police? This allows the government to monitor triads moving into China."

But others hold that the triads control the mainlanders, blinding them with cash. One notable example occurred in 1991, when the Hong Kong film industry's triad-controlled sector raised millions of dollars for victims of China's floods. "Taking the money to Beijing gave triads a heaven-sent opportunity to make guanxi," says a Hong Kong-based intelligence source. In a startling admission at a Beijing conference last April, Public Security Minister Tao Siju revealed that a Hong Kong triad group "dispatched 800 of its members to guard our state leader against danger," a reference to an unidentified top cadre's overseas trip. The revelation that Siju met repeatedly with key Sun Yee On members in China last year -- followed by his startling comments about Beijing's willingness to work with Hong Kong-based "patriotic triads"-- struck fear in those who expect criminal societies to gain in power after

1997. "At this point I'm sure there are top people in each branch of the (Hong Kong) government tied to triads," observes the intelligence source.

Such social deterioration in Shanghai, however, means that China once again risks alienating the city's poor and the intelligentsia. Our diplomatic source suggests that growing vice and corruption put the working classes in a 1989 state of mind: "It's the same sort of anger and frustration that fed Tiananmen. Continuing corruption could lead to an economic situation that would lead to a people's rebellion that could cause a central crackdown."

In a recent essay in *The Economist*, Singapore Senior Minister Lee Kuan Yew predicted a time could come when "freer economic and social conditions in the coastal provinces" could cause "much disorder." The result could be a political reaction, in which "Beijing reasserted its central authority and conducted a blitz."

The current Shanghai situation, echoes the diplomat, puts Beijing's hard-liners, who have blamed corruption in China on triad infiltration and entrepreneurship within the party and police, in a 1949 state of mind: "If Deng were to pass away, and a hard-liner -- someone who feels the principles of socialism are being betrayed -- were to establish a power base, then yes, I think the city would become the focal point of reform policy. Shanghai could become an example again."

Structure

The traditional structure of a Triad Society is very well organized. When they first formed 300 years ago, it was for political motives with the ultimate aim of overthrowing the government of the time. In modern terms, they can be described as guerrillas or terrorists. The present day structure of Triad Society is a more simplified version of that which formerly existed and this modified version is now common to the majority of the societies today. The three principal officials in a Triad Society are the Chairman, Treasurer and the individual group leaders.

Today's Triad office bearers will normally all be of the 'Red Pole' (426) rank, other ranks of office bearer status having fallen into disuse. The Chairman is often elected at an annual or bi-annual meeting and may be any office bearer of '426' rank or above. Usually the most influential office bearer with the largest group of followers or the most wealthy, will be successful. The Treasurer will also be elected at the same meeting and can also be an office bearer. This position is often of equal importance to that of the Chairman. In most Triad societies, the Chairman and Treasurer are also the same person.

At present, there are over 50 known Triad societies in Hong Kong, of which 15 to 20 of them regularly come to the attention of the Police by their involvement in crime. This of course does not mean that the remaining societies whose names do not surface frequently are inactive, but possibly only that their activities go unreported for a variety of reasons. The clandestine nature of the Triad movement precludes an accurate assessment of the total number of Triad members and society membership ranges in size by considerable degrees.

Triad societies are in fact a collection of loose-knit groups or gangs rather than a monolithic criminal organization, such as the Mafia and Boryokudan whose power is diffused from a central core through an organized chain of command. The table below gives a comparison between the Triads and the Mafia.

Despite the fact that today's Triad members do not belong to one gigantic organization, some of them however, continue to use Triad jargon, rank structure etc. This convinces a new recruit that he has indeed joined an awesome elite and this is used to instill fear into members of the public.

Triad groups are horizontal organizations, a network of criminals who co-operate in criminal activities based on personal introductions and mutual interests. Triad leaders do not usually direct or become directly involved in the criminal activities of their gang members, nor do they dictate to their members what criminal activities they should or should not get involved in. However, there is some difficulty in separating reality from the media myth.

The best description about Triads was illustrated by the testimony of a Hong Kong villain before a US Congressional Hearing on Asian Organized Crime. He said "Triad members do favours for each other, protect each other, provide introductions and assistance to each other, and engage in criminal schemes with one another, but Triads generally do not have the kind of strictly disciplined organizational structure that some other criminal groups have. For example, a Triad member would not necessarily be required to get permission from the head of his particular Triad in order to engage in a particular criminal undertaking, even if this particular deal involved an outsider or even a member of another Triad".

His description is spot on. Most Triad societies are really just fraternities. Within a particular Triad fraternity there are several gangs that are usually dominated by a particular individual and are often territorially based. The leader will not generally derive any share of the profits from his members' activities. His role is to provide an environment where crime can flourish and to mediate in disputes. It is not unusual for the different Triad groups, both in Hong Kong and overseas, to work together where there is a specific opportunity to make money. However, it is important to understand that there is no international Triad network or centralized control over cross-border Triad activities. Triad membership is merely a 'lubricant' which facilitates personal contacts and co-operation between different Triad groups or individuals.

Romanticized legends and the patriotic aims of old secret societies in ancient China are far removed from the present day realities in Hong Kong. Triads are cowardly thugs who prey on the weak, the innocent and the foolish. By using the reputation of the old-style Triad societies and by spreading the myth of one invisible, indivisible and all powerful organization, Triad gangs know that they can instill fear into their victims. This reduces the chance of resistance, averts retaliation and terrifies them into silence.

Triad recruitment of students remains a problem, however, there is no indication of an organized Triad campaign to enter schools for recruitment, and most

recruitment of students probably occurs outside schools. In recent years, the more sophisticated Triad members, referred to as second-generation Triads, have received their higher education paid for by monies generated through illegal means. Such persons are now involved in white-collar crimes.

Street Gangs, Youth Gangs and The Triads

Triads most often come to police attention at the lower levels of their activities where their involvement in criminal activity is primarily through youth and street gangs. Youth gang members are of school age, between 12 and 18 years old. They are influenced by their elders and join gangs as a form of identity. They are basically juvenile delinquents who bully other kids and are a nuisance to their neighborhood. Some of them will leave their gang as they change school, move home or take up employment, but others will, after joining a Triad society, eventually graduate into a street gang and then pursue a life of crime. Street gang members are slightly older, normally aged between 18 and 25.

The majority will become members of a Triad society. Some have regular jobs but others are unemployed. The leaders of these gangs will often be Triad office-bearers and their activities will be more organized and directed towards street-level crime and extortion of various kinds in their own territory. These gangs, due to the nature of their activities, are more inclined to use violence to enforce their demands and to fight other rival gangs. A few of the more successful street gang leaders, as they accumulate more assets, will either start their own syndicate or join an existing one, thus graduating into the upper levels of organized crime activity.

The major difference between a youth gang and a street gang is that the former does not lay claims to any territory whereas the latter normally asserts control over a certain area, e.g. a street block, a park or a housing block.

Triad Activities

Triad gang activities are mainly territorial and fall into one or more of the following categories:

- (a) Extortion and protection racketeering of shops, small businesses, hawkers, construction sites, car valet services, and places of public entertainment such as bars, billiard halls etc
- (b) Monopolizing control of non-franchised public transport routes
- (c) Monopolizing control of decoration companies
- (d) Street-level dangerous drug trafficking
- (e) Illegal gambling, such as casino operations
- (f) Prostitution and Pornography

Whilst the range of criminal activity sounds awesome, an analysis of all detected crime in Hong Kong indicates that only about 5% to 10% of all detected crime is connected with Triads. This includes gang fights arising from inter-gang conflicts, intimidation, serious assaults etc. One unfortunate development however, is that in recent years, Triads have gained access to firearms and are

prepared to use them to settle disputes, which was rarely the case a few years ago.

Organized crime in Hong Kong

At the highest level of criminal activity, some organized crime syndicates have Triad members in their ranks. Others do not, or if they do, Triad membership is merely incidental and is not a qualification for being accepted by the syndicate. There is a commonly held misconception that the illegal drug trade in Hong Kong and in other countries that involve Hong Kong Chinese, is monopolized by Hong Kong Triads. This makes sensational news but is simply not true. Triad membership is not a prerequisite for joining a drug syndicate; it is experience, expertise, coronets or money that counts. Whilst it may be true that many drug traffickers have Triad connections, Triad membership itself does not organize crime syndicates that specialize in such activities as loan sharking, smuggling, credit card fraud and counterfeiting. Therefore, it should not be assumed that when a 14K Triad member is arrested for a drug offense that it is the work of the 14K Triad Society.

Organized crime activities in Hong Kong follow the same pattern as in many other countries. Syndicates will endeavor to become involved in commercial activities that are ostensibly legal. This activity is used as a front to disguise contacts and wealth and can be very profitable if free market forces can be manipulated by using fear or favor in an unacceptable manner. These criminal organizations also attempt to create an environment which is favorable for their activities. They may wish to give themselves an aura of respectability by mixing with credible social figures or by receiving endorsement, sometimes unknowingly, from government officials.

Illegal acts committed by members of an organized crime syndicate will be perpetrated normally through the use of deception, fear and violence. The persons actually committing acts of violence will usually be on the lower rungs of the ladder. They may well be prosecuted. But those who ordered the acts are so far removed as to make prosecution using normal procedures very difficult.

The Liu bloodbath -- for which investigators have yet to find a motive -- raised the stakes in the crackdown on political corruption. Two days afterward, the national assembly passed the Organized Crime Prevention Statute, which debarred anyone convicted of a gang-related crime from running for public office. Under the law, political parties face fines of up to \$1.9 million if their candidates or elected officials are charged with gang-related offenses.

Already under way was Operation Chih Ping, launched on Aug. 30 with a pre-dawn raid on the home of Tsai Kuan-lun, leader of a notorious triad, the Four Seas Gang. As Tsai and a group of his bodyguards were being whisked by helicopter to Taiwan's Green Island prison, news footage of his arrest was played over and over on national TV. In the ensuing weeks, police hauled in other suspected gangsters, while the government shut down massage parlors and brothels on Taipei's Lin Sen North Road, the city's red-light district.

The campaign moved up a gear on Jan. 17, when more than 5,000 police officers made 420 arrests, swooping on triad members and other criminals. Deputy Commissioner Lin followed the day's developments from the National Police Administration's headquarters in Taipei. "The [triads] have lots of money," he told Asia, Inc. that day as he sipped oolong tea. "They use a company's name to bid for projects, to provide security and to control the construction industry in Taiwan." When a lieutenant rushed in with a list of those arrested, Lin beamed with satisfaction and patted the younger man on the back.

Other triad members were promised an amnesty if they turned themselves in by Feb. 12. Among the 1,300 brothers who have voluntarily renounced gangland ties were dozens of members of the United Bamboo, including the big brothers of the "Hsiao" (or Filial Piety) tong and the "Heaven" tong, both of which were active in construction bid-rigging.

Paul Lee, president of Global Construction International, is not impressed. "All the government is doing is grabbing a few people and saying the problem is fixed," says Lee, who returned to his native Taiwan in 1993 after studying and working in the U.S. "They are just putting on a show." He says it is not uncommon for winning bids for Taiwanese public-works projects to have a 50-percent built-in profit margin, compared with an average of 5 percent in the U.S.

Taiwan needs to award public construction projects on the basis of open, competitive bidding, says Lee, with both local and foreign builders invited to participate. Currently, foreign contractors are barred from bidding for most government projects and are limited to a few "international tenders." Lee insists: "To not change the system and just arrest these people -- you're not finding the root of the problem." Michael Wang, vice president of Taiwan Pineapple, says some Taiwanese businessmen turn to the triads because they see them as being more effective at collecting debts than a civil court. "If we rely on the law, it'll take too long," Wang says. Even businessmen who would prefer to go to the police find themselves turning to the triads because the line between the two has become blurred, he says.

"Why do we rely on certain brothers?" Wang says. "Because we often are threatened by other brothers. That's the main reason companies in Taiwan need to rely on triads." Taiwan Pineapple created headlines in September 1996 when gangsters hired by shareholders on opposing sides of a proxy fight exchanged gunfire during an annual meeting. No one was injured, according to Wang.

Taiwan's respected Business Weekly magazine has documented 16 publicly listed companies that have recently turned to a "big brother" for protection in business disputes. Publisher James Jin says listed companies commonly enlist triads to help them gather the necessary votes in proxy fights. Even more companies, however, turn to the KMT or its legislators to arbitrate disputes, for a hefty fee. "In this environment, a normal businessman cannot do business," says Jin.

Regulators can do little to halt the infiltration of triads into listed companies, admits Pang Hsu-yung, deputy chairman of the Taiwan Securities and Exchange Commission. "If a triad uses a legal way to buy stock, we can't do anything about it," he says. "We can't stop them." Many listed companies, for instance, are turning to triad-owned security-guard services to ensure trouble is avoided at annual meetings. "The service the brothers offer may not be that bad," says Pang. "It allows meetings to run smoothly."

Just how serious is the government's anti-organized-crime campaign and will it succeed in cleaning up Taiwan? In his posh hotel suite in China, White Wolf Zhang is adamant: "They can't possibly succeed. If they really want to clean house, they'll have to sweep out their own people first."

They can't do that."

Look at the level of people being arrested, says publisher Jin of Business Weekly. No national legislators, not even those with well-known triad ties, have been incriminated, though government officials say they are still gathering evidence. "They take who they can't control, those who have little connection with Lee Teng-hui, and sweep them aside and make them scapegoats," says Jin. "They hope this will decrease their burden -- of having a corrupt past -- for the next election."

BES Engineering's former chairman Regis Chen agrees: "The triads will be around for a long time." Now the chairman of Taipei Rapid Transit Corp, Taiwan's largest public-works project with contracts worth billions of dollars, Chen adds wryly: "That's why I own two bullet-proof vests." Triads? Prostitution? Chinese officialdom involved in vice? In the People's Republic? Wasn't China's bloody revolution, especially in Shanghai, expressly intended to sweep away all such plagues? "Goodbye to all that," wrote Edgar Snow, Mao Zedong's Western journalist friend in 1960, a decade after revolutionaries had allegedly purged this "paradise for adventurers" of its notorious excesses. "Goodbye to all the night life: the gilded singing girl in her enameled hair-do, her stage makeup, her tight-fitting gown with its slit skirt breaking at the silk-clad hip . . . the hundred dance halls and the thousands of taxi dollars; the opium dens and gambling halls . . . the sailors in their smelly bars and friendly brothels on Sichuan Road; the myriad short-time whores and pimps busily darting in and out of the alleyways . . . gone the wickedest and most colorful city of the old Orient: goodbye to all that."

But Snow spoke too soon. Nowadays visitors to Siping Road, in Shanghai's northeast quarter, will come to a blue glass, neon-crowned tower called Shanghai Taiwan City. Here the decadence, rapacity, the crowing vulgarity of old Shanghai has been reborn: high-slit cheongsam dresses, dimly lit karaoke rooms, male and female masseuses, higher-slit cheongsams, scarlet bathtubs built for two, taxi girls, drinks girls too young to know the characters for cheongsam but available for 580 renminbi (\$ 100) or more a night.

"Pre-liberation behavior has returned," smiles a wealthy tai zi (or "princeling," a term for cadre's sons), sipping whiskey and smiling from the depths of a plush

sofa at a disco elsewhere in the city owned by Hong Kong's Sun Yee On (New Righteousness and Peace) triad. Vice is back with a vengeance in Shanghai, perhaps without the style but with all the invincible swagger of the 1920s. Prostitution, bribery, gambling, extortion have all resurfaced. Old Shanghai's red-light district of Fuzhou Road has reappeared on Maoming Road, 30 blocks to the southwest. The thuggery of Blood Alley (the sailors' haunt mentioned by Snow) has moved 15 blocks west to chrome-drenched Zhapu Road. Bathhouses are popping up on Shanghai Dainty Delicacies Street (a most precise translation). It's difficult to find an opium den -- though they're said to exist -- but easy to buy opium and a silver pipe to smoke it in. Re-emerging, too, are the powerful old alliances among organized crime, the law and the government. As in the days when Du Yuesheng, chief of Shanghai's Qing Bang (Green Gang), ran narcotics, gambling and prostitution rackets from his desk at the Opium Suppression Bureau, police, PLA and party members are opening their own nightclubs and brothels and signing joint-venture agreements, often with criminal organizations from overseas.

For companies doing business in China, all this may seem a harmless enough repetition of the after-hours scene in any Asian city. But despite its current obsession with markets in all their forms, China's political system has puritan-messianic origins. The purge of old Shanghai was widely welcomed for reasons perhaps best known to Snow's "gilded singing girl."

The return of capitalism's excesses strengthens those arguments and invites the return of people who are ferociously anti-business -- China's many remaining communist diehards.

Nonetheless, the rot continues. "The money to be made through illegal rackets has proven irresistible to many (military and police officers)," observes a Western diplomat whose department tracks Shanghai's corruption.

"For the Hong Kong and Taiwanese triads and Japanese yakuza, this is a chance to launder money and cozy up to the mainland government. If the PLA is a partner in your brothel, or the PSB shares the girls from your karaoke bar, who's going to crack down on you?"

No one, from the looks of the action on a recent Shanghai weekend. Some snapshots of the city after dark: At the Dedo Club in the Bailemen Hotel, manager Bright Yan shouts through the reverberating bass: "You need a good partner to run a club in China, and the Public Security is a good partner." This pitch-dark, Berlin-inspired club was opened as a joint venture between the PSB and a consortium of Taiwanese businessmen. An anonymous Japanese group then officially bought out the Taiwanese. Yan formerly managed a nightclub at a PLA-owned hotel nearby; he was tapped to create the same atmosphere at the Dedo: lots of beeper-equipped, available women and free-spending businessmen.

"You have to have the women here," says Yan. "Look, I have a policy. The first time such a woman comes in, I treat her as a guest. The second time, if she behaves legally, I leave her alone. If she behaves illegally, I try to persuade her to leave. The third time, if she behaves

illegally, I make her leave." What defines illegal behavior? "Well, doing P.R. work for herself is okay, but she should not overly harass my customers. Public Security wants this to look like a cultural place, not a red-light zone."

At the Shanghai Moon Club, Zhang Qing and other PSB-employed girls are so certain of their invincibility that they have no qualms about being photographed or interviewed. The club is a textbook example of the bureau's niche in the world of Shanghai vice. A medium-sized brothel, the Moon caters to top-level PSB officers, mid-level cadres, tai zi and wealthy Hong Kong and Taiwanese businessmen. The bureau allows its club employees to keep all the money they receive from clients; how much the ladies make depends on how fully they fill the old sing-song girl's role as hostess, escort, geisha, artiste, whore. The PSB makes its money by charging outrageous prices for private rooms, beverages and platters of mixed fruit. However, they will gladly provide receipts bearing the chop of the Shanghai Moon Bay Big Restaurant -- presumably more acceptable on a cadre's expense report. Meanwhile on Hong Kong's crowded Nathan Road, as on other Asian thoroughfares, U.S. dollars, both fake and real, circulate through a chaotic chain of use. Seated in a cramped money-exchange booth in Tsimshatsui, money-changer Choi Chun Ming contemplates his position on the front line in the war against counterfeiting. "We usually know who to look out for. There are a lot of bad people in this part of Hong Kong -- traders from China mostly," says Choi, looking at the crowds outside his booth. A wise smile crosses his face. "But really, you have to watch everyone."

Hundreds of Taiwan Gangsters Surrender Under an Amnesty Program, but the Triads Remain Powerful.

The Heaven Division doesn't fool anyone. Despite its pleasant moniker, the 30-member battalion is considered the most ferocious and lethal unit in Taiwan's preeminent triad, the Bamboo Union. So one could be forgiven a measure of skepticism over the recent plight of the man widely considered to be the division's kingpin, Wang Kuo-ching. "Many business people won't associate with me. Although I'm doing legitimate business, many think I'm doing something illegal and look at me with discriminatory eyes," said Wang after surrendering to Taipei authorities in January. "I just want to stop bearing the cross of being a gang member and be a normal businessman."

Wang's words may seem like crocodile tears, but his actions contributed to a powerful drama: as part of Operation Self-Renewal, a 60-day amnesty program that came to a close last month, one in seven Taiwanese mobsters turned themselves in to police and renounced their lives of crime. Gangs looking to avoid prosecution under the tough new Organized Crime Prevention Act filed into precinct houses en masse. Among the 1,528 converts were such heavyweights as Wang and two others thought to be Bamboo Union chieftains, Hua Chi-chung and Feng Tsai-tsao. The alleged No. 2 of the Four Seas triad, Tung Ke-chen, voluntarily disbanded the country's second-largest gang reportedly under orders from the man who is thought to head the group, U.S.-based Chao Ching-hua. In fact, authorities claim that one-third of Taiwan's more than

1,200 known "black societies" were dissolved during the amnesty.

What impact the defections will have on Taiwan's influential underworld is unclear. Statutes of limitations had already expired on charges against many of the crooks, who now cannot be prosecuted for gang membership either. Nearly one-third of those who relinquished triad ties were already in custody. Some reputed mafiosi, like Chao, bought goodwill without limiting their options abroad (triads remain active elsewhere in Asia and in the West). And the handful of guns surrendered by ostensibly repentant thugs has not impressed Taiwanese police. "We are suspicious about whether all the people who turned themselves in will start a new life," says Kao Cheng-sheng, director of the Criminal Investigation Bureau's Hooligans Control Division. "But we'd rather believe in them."

Crime experts fear the amnesty will merely free triad figures to continue their unsavory ways in a legal guise. Already a rash of scandals has spotlighted the gangs' penetration of civil society. According to police, triad-affiliated companies won the multimillion-dollar bidding to develop a second terminal at Taipei's international airport, and others allegedly squeezed kickbacks from a \$40 million road project. (Both undertakings have since been halted.) According to Justice Minister Liao Cheng-hao, one-third of local assemblymen elected two years ago have mob ties or criminal records. And, perhaps most scandalously on this sports-crazy island, several baseball players have admitted accepting triad bribes to throw games.

Such revelations, and bloodier incidents like last November's gangland-style execution of eight local government officials in Taoyuan, prompted President Lee Teng-hui to press on with the anti-triad crackdown. Since it began last year, authorities have arrested 74 prominent gangsters (and 22 elected officials), while hundreds more have fled for China and other Asian countries. The most recent sweep netted several provincial officials, as well as a member of the National Assembly, Tsai Yung-chang.

The stick now wielded by the government is further incentive to go straight: under the law that went into effect last month, gang leaders would receive sentences of up to seven years and fines that could total \$4 million. And the law allows prosecutors to move against any group of more than three people believed to be associating for criminal purposes. Many worry that the statute, which lowers burden-of-proof standards, could also be leveled against political foes.

The big question is whether the latest campaign will be any more successful than earlier ones. In 1984, some 3,000 mobsters were jailed. Taiwan's third-largest triad, the Heavenly Justice Alliance, was actually born in jail after that sweep. Today its self-proclaimed "spiritual leader," Lo Fu-chu, sits in the National Assembly, where he was recently elected to the Justice Committee. Another legislator has accused Lo of kidnapping and imprisoning him in a dog cage last year. Lo, who denies the charge, said upon accepting the Justice post, "I'm going to teach the law enforcement authorities how to crack down on the underworld." Says one prosecutor: "It's like the head of the

Mafia controlling the fbi's budget. It's a big joke." Successes like Operation Self-Renewal may divert such criticism temporarily, but authorities aren't all that optimistic. "The law is not going to eliminate organized crime in Taiwan," says Kao. "What we hope to achieve is to control crime to a level people can accept."

A joke circulates among the cynical inhabitants of Portugal's colony on the mouth of the Pearl River: Casino czar Stanley Ho sits on the right hand side of the governor, they say, and a senior representative from China sits on the left. "When the governor needs money he turns to his right," explains Paulo Jorge Reis, former deputy director of Macau Government Information Services. "Then he turns left and asks permission to spend it."

In reality, this joke accurately reflects the way Macau has been run since the mid-1970s, when a newly democratized Portugal unsuccessfully tried to give the 440-year-old colony back to China.

The Chinese Communist Party hierarchy preferred to leave the Portuguese as closely monitored tenant-managers. A reluctant Portugal was content to let Ho fill his and the colony's coffers with profits from his monopoly franchise to run the port city's 24-hour, 7-day-week gambling operations.

The cozy arrangement has made Hong Kong-born Ho a \$2 billion fortune and hugely enriched and rejuvenated what was a crumbling, cash-starved outpost of an impoverished Mediterranean country. In 1996 alone, Macau collected \$630 million from Ho's Sociedade de Turismo e Diversoes de Macau (STDM) -- more than 40 percent of government revenues. In the same year, the STDM had revenues of more than \$2.1 billion -- roughly 27 percent of Macau's \$7.7 billion GDP.

But with the date for Macau's return to China drawing close, life is getting more complicated as aggressive outsiders jostle for position and power.

China takes control of Macau on Dec. 20, 1999, and Ho's franchise expires in 2001. He will then be 78 and is not expected to seek renewal.

The lucrative revenues from gambling and its less savory spin-offs lie at the heart of recent turbulence in tiny Macau, population 460,000. Although officially it is the colony's tax department and Ho and his STDM associates who collect money from the nine casinos, triad gangs have long garnered their share too. However, this is being nibbled at by the outsiders who have muscled in.

Since the beginning of this year, at least 15 people have been killed and dozens injured in triad-related violence that has rocked confidence in Macau -- in particular frightening away large numbers of gamblers. Visits from Hong Kong dropped by 175,800 -- or 10 percent -- in the first four months of this year compared with 1996, says the Macau Immigration Department.

Such a slump is also affecting Far-East Jetfoil Co., a subsidiary of Ho's Hong Kong-listed Shun Tak Holdings Ltd., whose earnings fell 38 percent in the first half of 1996 and did not recover in the second half, according to a report from Hong Kong brokerage house Indosuez W.I. Carr Securities Ltd. "Passenger traffic on the route eased by 6 percent as punters shied away from Macau because

of several violent shootings," says Carr analyst Alan Wong.

Worse, the gang warfare has turned on the authorities and exposed their tenuous hold on law and order. The director of Macau's gambling inspectorate -- a veteran of guerrilla warfare in Portugal's former African colonies -- Lt.-Col. Manuel Antonio Apolinario, has been virtually driven out. After surviving a murder attempt that left him with bullet wounds to the head, he needed 24-hour protection. Though government officials say Apolinario has returned to Portugal temporarily for health reasons, Macau historian Manuel Teixeira says the tough ex-soldier was forced back to Portugal earlier this year because of concerns for his safety. "He could not go anywhere without protection," says Teixeira, who helped nurse Apolinario when he was wounded. "There are more than 4,000 people in triads in Macau. They are stronger than the police."

The power of the two main triad groups -- the 14K and Soi Fong (Water Room) -- is so great that police chiefs admit their ranks have been infiltrated. Commanders now confiscate the mobile phones of police officers prior to crime-busting raids for fear of tipping off the gangsters.

The triad muscle-flexing has brought into question the future direction Macau will take. China has indicated it will permit the casinos to continue operating after 1999, but it is unclear who will be in charge of them. With Ho probably out of the frame, some people are suggesting that Macau's gambling could be run as a non-profit charity similar to Hong Kong's money-spinning gambling equivalent -- the Hong Kong Jockey Club. This idea has been publicly supported by STDM's largest single shareholder, Henry Fok, an old friend and business associate of Ho. Fok also has influential friends in Beijing. He was a leading backer of Hong Kong's Beijing-approved chief executive, Tung Chee Hwa. Ho does not have the same good connections in China these days. He is known to have insulted Beijing when he spoke out in Hong Kong after the Tiananmen Square massacre in 1989, according to senior Macau government officials.

Ho proposed that the United Nations take over Hong Kong, creating a neutral, independent "Switzerland of Asia." Though supported by various politicians in Hong Kong, the idea was rejected by both Britain and China. "I know the possibility is extremely remote, but as a citizen of Hong Kong, I thought I ought to try to do something to help," Ho said at the time. "Thousands of people are leaving Hong Kong and taking their money with them. We must find ways to restore confidence in our future." It may have been well-intentioned, but Ho has suffered for espousing the idea.

In June, the Sino-Portuguese Joint Liaison Group agreed to confirm Ho's casino monopoly until 2001 -- in return for raising taxation on the STDM's gross casino earnings from 30 percent to 31.8 percent. Until this agreement, Beijing had the option to end Ho's monopoly in 1999. As part of the deal, the STDM will stop funding a controversial Lisbon-based Orient Foundation. The Foundation was supposedly to promote cultural programs in Macau, but Beijing claimed some of the STDM money

was being used for other purposes within Portugal. Instead, the STDM will pay a levy into a Macau-based Development Foundation.

Macau security chiefs blame Ho's loosened grip on the casinos -- which he has monopolized since 1962 -- for the triad warfare and air of uncertainty pervading the colony. Beijing, which wields a powerful influence in Macau when it chooses, is understood to have told the warring factions to curb the violence, although it's thought likely that another triad-linked activity, prostitution, is actively condoned by the mainland authorities. The gang warfare is linked to a fundamental shift in the management of the casinos' highly profitable VIP rooms, which is damaging the triads' income. Until two years ago, the STDM leased out the VIP rooms to local tour groups. These groups pay handsomely to lure rich Asian gamblers on packaged tours to Macau, with the prospects of easy wins and attractive hostesses. The tour operators pay a monthly fee of up to \$1.3 million for the use of just one VIP room.

But police and government sources say the STDM is now inviting tour operators from outside Hong Kong and Macau to bid for the VIP rooms. And these groups -- mainly from Taiwan, China and Thailand -- have brought in outside triads. Police say it is this diversification that has broken down the old balance of power between the two dominant triads in Macau, which have traditionally had a hand in the VIP rooms, albeit illegally.

The changes have come about as close Ho friend Angela Liang Anqi, 35, a former mainland-Chinese ballet dancer, has become increasingly involved in the STDM's operations. According to STDM officials, these rooms produce up to half of all revenues every year. A minimum bet in a VIP room is HK\$1,000 (\$130) compared with HK\$50 (\$6.50) on the casino floor. The maximum bet in a VIP room is HK\$1.8 million (\$232,560).

The 14K and Soi Fong are now competing with each other for a bigger share of the cigarette-smuggling trade into China to make up for their reduced revenues from casinos, say police. Their intense rivalry triggered the gang warfare -- the most bloody of which was the murder of three dai goh or "big brothers" of the 14K in broad daylight on May 4, near Ho's flagship casino in the Hotel Lisboa. Ho declined to be interviewed by Asia, Inc., but he stated recently that he had full confidence in the police and expected that "everything will be normal again very soon." His press spokeswoman, Julie de Senna Fernandes, insists that triads have never been involved in any of the STDM's nine casinos. "When people have nothing to write about, they have to find something," she responds angrily, blaming the media for recent bad publicity.

The upsurge in lawlessness in Macau has also led to more visible prostitution. Some observers point to the flooding of the waterfront Hotel Lisboa with mainland girls as further proof that events are moving out of Ho's control. The hookers now parade brazenly in the hotel lobby, the basement shopping arcade and the casino hallways. In the past, prostitutes -- legal in the colony -- discreetly plied their trade in clubs, saunas and bars. Today's girls visit Macau on 10-day tourist visas and have the cash to book into the Lisboa. There are dark hints that the cross-border

trade is controlled by China's security organization, the Public Security Bureau. The Lisboa's general manager and president of the Macau Hotel Association, Johnson Chan, says there is little he can do. "We do tell our guards to kick them out," he says. "We do it regularly. But they keep coming back. They come with valid tourist visas."

Macau has for years tried to diversify away from gambling and its associated vices, loan sharking and prostitution. But the lure of easy money has proved too strong. Government proceeds from the STDM have risen more than seven-fold from \$82 million in 1984 to \$630 million in 1996. Weighing down on the government's efforts is a massively overbuilt real estate market. Some 30,000 residential flats and 600,000 square meters of commercial buildings are vacant. The oversupply is the result of speculative money from China in the early 1990s and government officials who handed out building permits without considering the limited market demand. Critics say some government officials may have acted corruptly.

Today, stagnant economic conditions combined with a shrinking number of tourists from Hong Kong -- who made up more than 60 percent of Macau's 8.2 million visitors last year -- have further helped fuel triad trouble, says Anthony Frazer, chief executive officer of the Hongkong Bank in Macau. Business leaders agree that Macau must diversify or forever be prone to triad influences. "Macau is more than a casino city," says Eric Yeung, managing director of Perfekta Toys Ltd., one of Macau's largest manufacturers, and the vice president of the Macau Government Economic Council. "It's a misperception because the tourism sector has positioned Macau so that everybody knows it only for casinos. But they are only 40 percent of the economy. I think Macau is at a stage where it should upgrade into many other areas."

Yeung is a leader among Macau's younger entrepreneurial class. Perfekta Toys, which employs 1,200 people, manufactures and exports high-quality model toys and electronic components. "Yes, tourism is important, but it is only one of the pillars," says Yeung, who nevertheless concedes that manufacturing in Macau has dropped from 30 percent of GDP to 20 percent during the last 20 years.

Yeung, who is also chairman of the Macau Productivity and Technology Transfer Center, believes Macau has many advantages, including low wages, real-estate prices one-tenth of Hong Kong's, reliable telecommunications and a new 24-hour international airport. Fourteen foreign manufacturers and service companies invested \$151 million in Macau last year, according to the Macau Trade and Investment Promotion Institute. Plans are being drawn up for a third international school in Macau, making it more attractive for foreign companies to establish offices there. And a project that will help Macau attract more families, says Yeung, is a \$150 million, 16-hectare marine park being developed by a consortium that includes the STDM and the Far East International Group. It is due to be completed by 1999. "Most tourists coming to Macau stay for only 1.3 days," says Jose Cheong, president of the Far East International Group. "We want them to stay at least two days."

Other schemes to attract more family tourism include a museum retracing Macau's history. Also under construction is the Macau Convention and Exhibition Center to encourage trade shows. "We see signs that it is changing," says a confident Yeung. "The restructuring of the economy has already begun."

Whether or not Ho remains much longer at the helm of the gambling monopoly, few would disagree that he has been the single most important business influence on Macau over the last 30 years.

Before Ho established the STDM, Macau was a poor backwater, says historian Teixeira. Buildings were falling apart, water was undrinkable and people were hungry, he recalls. "Stanley Ho is a very good friend of Macau," says Teixeira, whose Catholic welfare charity receives \$2,600 from Ho every Christmas. Ho fled to Macau from the advancing Japanese armies in 1941. Although he came from the wealthy Shanghainese-Eurasian Hotung family, he landed in Macau with just a few coins in his pocket. But as a dashing young man he quickly established himself as a darling of the Macanese belles -- daughters of rich Chinese-Portuguese mixed marriages. Ho eventually married Clementina Leitao, daughter of one of Macau's wealthiest men. And it was through Leitao family connections that he later met the Fu family, which controlled Macau's gambling monopoly from the 1930s until he took over.

Ho's connections brought him close to the ruling Portuguese and he succeeded in wresting the franchise away from the Fu family in 1962 -- with the help of several friends. These included Henry Fok -- who broke the U.S. trade embargo on China in the 1950s -- Ho's brother-in-law Teddy Ip and renowned gambler Yip Hon.

Ho is no stranger to the underworld turbulence now rocking Macau. His earlier, more swashbuckling days in Macau are recalled in the 1992 Hong Kong film *Casino Tycoon*, starring singer Andy Lau. The movie portrays Ho as a tough but righteous man who was not afraid to challenge gangsters on their own turf, playing by their rules with guns and knives. Ho even has a nickname on Macau's mean streets: He's known as Sun Goh (New Brother). He may be an avid ballroom dancer today, but Ho was better known in the past for fighting skills that won him much respect in the underworld. There is no suggestion that Ho is a triad member, but his friend the late Yip Hon, a former STDM founding director, was a member of Hong Kong's Hung Mun Triad, according to the U.S. government. It was Ho and Yip's early alliance that built STDM's success.

Ho has invested heavily in Macau beyond the casino world, and has said his business interests will stay put after the handover. He has contributed 25 percent of the \$1.4 billion cost of the Nam Van Lakes Project, which when completed early next decade will have converted part of the harbor into two inland lakes surrounded by a ring road, hotels, resorts and parks. And his Macau International Airport Co. controls the new \$1.2 billion airport which opened in 1995 and last year brought in 1.3 million new tourists, mostly from Taiwan, Thailand and Southeast Asia. His various Macau businesses are

estimated to account for 50 percent of government income. But not everyone in Macau is enthusiastic about his achievements in the colony. A senior Portuguese official shakes his head in disapproval: "We should never have vested so much power in the hands of a few. Henry Fok's idea of returning the casino franchise to a non-profit company is a good one."

Perhaps the real clue to Macau's future is the executive director of the territory's Tai Fung Bank, Edmund Ho. He holds the distinction of being vice president of Macau's Legislative Assembly and a standing member of the National People's Congress of China. While Stanley Ho (no relation) steadfastly built up his business empire, Edmund Ho, 42, garnered political capital. It was a task made easier because his father, Ho Yin, who founded the Tai Fung Bank, had good *guanxi* (connections) with Beijing.

United States Activities

Chinese emigrants are desperate for a shot at riches in America - but many end up being explained by criminal gangs. The main U.S. federal detention center for illegal aliens in California sits on an unimposing spit of land in Los Angeles harbor called Terminal Island. It was built several years ago to hold some of the 1.4 million Hispanics who dart across the Mexican border each year. But today its halls echo a dialect spoken mainly in Fujian province, China.

Men here live 80 to a room amid a forest of metal bunk beds. Beyond the bulletproof windows, the lights of downtown Long Beach glimmer faintly on the horizon. The American Dream may be just meters away, but the men inside might as well be in isolation, since they speak no English and their guards no Chinese. For them, each day is an exercise in tedium that slowly unravels as they mutely watch U.S. television and wait for rice to arrive from a kitchen designed to turn out tortillas.

The Chinese of Terminal Island have no complaints about their accommodations. Their odyssey began months before, when a triad smuggler (or "snakehead") in Fujian herded them into a muck-filled pig sty to wait for their ship's arrival. "That morning, after the snakehead locked the gate, he laughed and said he'd return when the boat was ready to leave," remembers Chen Jinling, an 18-year-old factory worker from a village in Fujian. "It was impossible to sit down. Those who collapsed were kept standing by the crush of neighboring bodies."

At 2 a.m. the group was driven to the Fuzhou waterfront and loaded aboard a departing trawler. "It was a tense moment," whispers Chen. "Several boats before ours had been caught, and some of the people sent back committed suicide because they had paid all their money." But at 6 p.m. the following day the crowded boat pulled alongside the Taiwanese freighter *San Tai No. 1*. Chen joined a group of 160 Chinese for a voyage that would end 43 days later when the U.S. Coast Guard plucked them from a sinking ship 200 miles off the California coast.

All of the passengers aboard the *San Tai No. 1* have applied for asylum, and each, in time, will get it. But the prospect of freedom does little to ease his worries. "I'm

afraid of what will happen once we get out and the snakeheads find us," frets Chen. "These people are incredibly cruel."

All across the U.S., detention facilities are full of Chinese who agreed to pay a minimum of \$30,000 to be smuggled into America. Most are poor Fujianese who pay smugglers in China a down payment of \$3,000 and promise the balance on arrival in New York City. The wave of emigrants has overwhelmed the U.S. Immigration and Naturalization Service (INS) and in the past four years has doubled the population of New York's Chinatown, where up to 20 percent of the people now sleep in shifts in communal apartments called gong si fong.

INS agents with Operation Dragon, a special task force charged with curtailing the flow, believe that more than 5 percent of the people arriving may be triad soldiers. But their greatest concern is that the fees paid to gangs could be used to fund an expansion of organized crime. Smugglers already collect more than \$250 million a month, according to U.S. Senate testimony, making the illegal transport of Chinese aliens a \$3 billion-a-year business -- nearly as large, for example, as Hong Kong's \$4.7 billion watch and clock industry.

The emergence of this new generation of boat people is the result of major changes in the two countries involved. China's Fujian province is booming, thanks largely to investments by overseas Chinese living in Hong Kong, Taiwan and elsewhere. But with exports from Fujian running at \$3 billion annually, the growing disparity between rich and poor has exacerbated social tensions and fueled dreams of success. To many poor villagers, the idea of going to America and getting rich has great appeal. While economic discontent has fueled Chinese hopes for a better life, changes in U.S. law provided Chinese the opportunity. In the wake of the June 1989 Tiananmen Square massacre, many Chinese students in the U.S. asked for asylum. Their pleas fell on sympathetic ears in the U.S. Congress, which voted to punish Beijing by imposing trade sanctions.

Scrambling to save China's most-favored-nation (MFN) trading status and, possibly, the livelihood of his brother Prescott, a consultant to businesses trading with Beijing, U.S. President George Bush proposed a compromise. If Congress left China's MFN status intact, Bush would permit all Chinese with a legitimate fear of persecution to remain in the U.S. until January 1994.

The result, an executive order issued in April 1990, was viewed more as symbol than substance. However, it explicitly encouraged U.S. judges to grant asylum to Chinese aliens who claimed they were persecuted by Beijing's family planning policy limiting most couples to one child. Bush's executive order, in effect, made asylum a sure thing for virtually anyone who could reach the U.S. and claim they were victims of coercive family planning.

In Chinatowns throughout North America, criminal organizations began maneuvering for advantage. New York gangs like the Flying Dragons and Fuk Ching began to challenge established groups. In Canada, where four out of every 10 Chinese admitted for residency eventually paid to be smuggled into the U.S., the Kung Lok and 14K

gangs were overwhelmed by the far more sophisticated Dai Huen Jai (Big Circle Boys) from Guangdong, who had access to stolen passports, Chinese weaponry and counterfeiters who could duplicate watermarks and holograms.

Perhaps the most violent struggle occurred in San Francisco, where suspected Wo Hop To leader Peter Chong ordered 300 bulletproof vests, then declared war on the Wah Ching, a triad that had controlled the Bay Area for 20 years. Throughout most of 1991 the battle raged. At least five people on both sides were gunned down on city streets before the Wah Ching finally broke under the pressure. "Triads realized they could turn Chinese desire for a better life into easy money," says Sgt. Harry Hu, 36, the Hong Kong-born head of the Oakland Police Department's gang unit. "Profit was \$25,000 to \$35,000 per person, more if women could be turned to prostitution. Moreover, the people were easy to control because they spoke no English and knew nothing about America."

Before 1990, most Chinese illegally entering the U.S. paid \$18,000 to be brought in through Canada or Central America. But after the executive order, the number of people leaving China and the amount each was willing to pay increased dramatically. People began spending up to \$30,000 for forged passports. According to Chinese clients of a leading U.S. immigration attorney, one smuggler in 1991 earned \$4.6 million in a single day when he successfully packed 153 Chinese on a 373-seat plane bound for New York's JFK airport.

The greatest attraction of the people-smuggling business is its low risk factor. A smuggler bringing in 100 Chinese risks a maximum jail term of 18 months against a potential profit of \$3 million. Being caught with \$3 million in heroin, however, draws a mandatory sentence of 16 to 20 years that can climb to 27 years if the smuggler is arrested with a firearm. Says Mike Zweiback, an Assistant U.S. Attorney with the Organized Crime Strike Force in Los Angeles: "Our sentencing guidelines don't pose much of a deterrent. People in this business have no fear of going to jail for 18 months."

By late 1991 the number of people wanting to leave Fujian began to exceed the number of forged or stolen passports available. In the past, shortages were resolved by buying travel documents from Fuzhou officials. But when the price of a passport increased, smugglers started moving emigrants in ships.

For INS senior special agent Jeannette Chu, a Taiwanese-American in charge of Operation Dragon, the increased use of ships confirmed her suspicion that the organization behind the smuggling was not a conventional triad but a crime network composed of elements from different gangs. "The people behind the smuggling are criminal entrepreneurs who can locate cargo vessels, hire crews and reconfigure a hold to accommodate hundreds of people," she says. "These aren't triad goons who collect mahjong debts with a club."

In 1992 an armada of gnarled fishing trawlers packed with Chinese began appearing in U.S. waters. Subtlety was not always a requirement for success. The Taiwanese trawler Yun Fong Seong No. 303 entered Honolulu harbor

in February 1992 at full speed and crashed into the main dock, whereupon 93 Chinese quickly jumped ashore and proclaimed themselves victims of coercive family planning. Trawlers gave way to freighters which often picked up passengers in Bangkok or Singapore and occasionally sailed around Africa to the Atlantic Coast.

Cracking the smuggling rings is no easy task. "It's difficult to know who they are," admits Kwok Cho-Kuen, the senior superintendent who heads Hong Kong's Organized Crime and Triad Bureau. "Cash flow, not triad loyalty, appears to hold these organizations together." Taiwanese immigrant Peter Kwong, 50, a political science professor at the State University of New York and an expert on triad crime, believes the revenue is funding a global crime network of unprecedented sophistication. "Triads used to be easily identifiable because their preferred sources of revenue, extortion and prostitution, required intimidation and territorial control," says Kwong. "But international smuggling relies on networking and anonymity and is organized not by triads but by criminals who have triad affiliations. These gangs are almost impossible to infiltrate because, unlike the Mafia, they aren't monolithic."

One aspect common to all smuggling ventures, however, is indifference to the welfare of people being transported. When the Manyoshi Maru limped into San Francisco last December, the 170 people aboard were ankle deep in feces and completely out of water. Several ships were breeding grounds for Hepatitis B. When the Chin Wing 18 developed engine trouble off the North Carolina coast last September, most of the 151 Chinese aboard were infected by a mutant strain of German measles.

Delivering human cargo to New York is not a major worry for the smugglers. Less than 4 percent of the Chinese who enter the U.S. illegally are caught. Those who are have the right to petition for asylum. If asylum is denied they can appeal. Because detention facilities are limited, all but known criminals are released on bond. Since the Executive Office of Immigration Review has only 85 judges, and a backlog of 500,000 cases, it can take years to set a trial date. Fewer than 40 percent of the Chinese released on bond appear for their day in court. Should they be apprehended in a subsequent INS sweep, they face no penalty for failing to appear. They can apply for asylum and start the entire process all over again. The result is that only about 3,000 of the more than 80,000 Chinese who entered the U.S. illegally in 1992 were apprehended at airports or taken off ships. Total deportations for the year: 15.

Once released, emigrants must pay the balance of their smuggling fee. Those who can't are sometimes tortured or killed. Last January, gunmen killed two illegal aliens in New York's Chinatown who had failed to repay the money advanced for their passage. Three months earlier another Chinatown assassin pumped 13 bullets into a man with a delinquent account.

Some Chinese would just as soon stay in detention, but attorneys who appear in their defense -- often within hours of a boat's arrival -- seldom let that happen. "How

can these poor people afford private attorneys flown in from New York?" asks Henry Der, executive director of Chinese for Affirmative Action, a San Francisco advocacy group. "The issue is very complicated, but it seems these people are indentured servants brought over as cheap labor for sweatshops." On Terminal Island, fear of the triad smugglers seems almost palpable. "I've already been to court twice, and I'm afraid I'll be released the next time," says Zhou Xiaoqi, a 28-year-old from a village in Fujian. "If we could be released in a group a few of us might be able to escape, but our attorney is very powerful so we are turned over to him one at a time."

When a group of fellow prisoners approaches, Zhou falls silent. Of the more than 100 people on his boat he trusts only three. We walk slowly toward a sound-proofed room used for interrogations. "The attorney has influence even inside these walls," Zhou explains as the room's heavy metal door clangs shut. "Please, please don't let the attorney get me." Zhou's lawyer does not look threatening. On the contrary, the amiable attorney appears almost cherubic. But according to confidential documents circulating among law enforcement agencies, this attorney is suspected of being a gangland adviser linked with the most vicious gangs in the U.S. The attorney lives well. From the window of his Los Angeles office, he has a panoramic view of the Hollywood Hills, which soar above a sea of gently swaying palm trees. He dismisses the allegation that he's a triad mouthpiece. "My clients are families who pay to get their relatives released," he says. "I'm very successful, so I get a lot of referrals."

The world better get used to the idea of Chinese emigration, the attorney advises: "Beijing certainly is not going to do anything to stop the flow. The PRC regards this as a natural migration that produces hard currency."

Between the attorney's office tower and the crest of the Hollywood Hills, the Chinese consulate sits hidden beneath the palms. It is a tranquil place that remains aloof from the hundreds of Fujianese filtering through the city. And that's the way it will stay, insists political affairs consul Lan Lijun, since Washington, and Washington alone, is responsible for the torrent of migrants.

Indeed, Washington's pro-refugee stance was reiterated last October with passage of the Chinese Student Protection Act, which effectively -- and indefinitely -- extends coverage of Bush's 1990 executive order. For the 80,000 Chinese legally residing in the U.S. on April 11, 1990, Congress's decision means they may become eligible for permanent residency. But for Chinese illegally emigrating today, it will have little effect. Most will simply disappear into the gong si fong of New York's Chinatown. The lucky few who become waiters may earn as much as \$20,000 a year. But most will end up in one of 600 garment factories earning less than \$9,500 a year.

Perhaps surprisingly, U.S. immigration officials battling the tidal wave of emigration have found a rhetorical ally in the man who represents the country the emigrants are fleeing. "How can every man on a boat, even 18-year-olds too young to marry, claim to be a victim of family planning?" asks Lan. While China may be the source of the refugee flow, Lan says only one nation is to blame.

"This entire problem," he says, "is caused by laws passed by the U.S. government.

For more than a century, Hong Kong has been a conduit for cash flowing in and out of China, and colony bankers rarely bat an eye when presented with bundles of banknotes. But late last June a veteran teller in the Hong Kong branch of the Republic National Bank of New York sensed something was amiss when \$100,000 worth of U.S.\$100 bills from Macau caught his eye. The notes had passed through several hands -- certainly the paper and ink looked genuine. But further examination revealed minute flaws on half the bills.

Counterfeiting is relatively common in Hong Kong. Less than six months earlier, the colony's Independent Commission Against Corruption and the Commercial Crime Bureau seized \$900,000 in fake U.S. dollars from a printing company in the Chai Wan district that had been selling bogus bills at bargain prices. Some forging attempts have been downright comical: Wrong pictures or misspellings have appeared on bills. But no one is laughing at the newest funny money now in circulation. The Republic National Bank discovery set alarm bells ringing around the world because it marked the long-dreaded arrival of a "super bill" largely indistinguishable from a legitimate one. The entrance of such high-quality forgeries on the market could undermine confidence in the U.S. greenback, says University of Wisconsin economist Edgar Feige. "It's the psychological perception of the quality of the dollar that's crucial," says Feige, who studies how underground economic factors such as crime affect the economy. "If people perceive bogus notes to be widespread, then the value of the currency could be threatened."

Within hours of the Hong Kong discovery, special agents from the U.S. Secret Service, the organization responsible for catching counterfeiters, were on a speedy jetfoil to Macau. Their first stop: Banco Delta Asia, the modest financial establishment through which the notes had passed. There they learned that the money in question had come from the local North Korean community, which is extensive in Macau because Lisbon permits Pyongyang to use the Portuguese enclave as a trading base. Was the incident an isolated one? Not likely, the agents concluded when they discovered an additional \$200,000 worth of counterfeit hundreds on deposit at the Bank of China.

That night officers from Macau's Judicial Police raided a number of apartments belonging to North Koreans. By the end of the week five people were in temporary custody. The investigation stalled, however, when the alleged North Korean ringleader fled across the border to Zhuhai, and Beijing refused to give assistance. None of the North Koreans were charged and the case was dropped. What's worse, the origin of the super bills remains a mystery.

For law-enforcement officials, the presence of counterfeit bills that slip by less-vigilant bank tellers every day is a continuing source of concern. Sighs Jose Dias Azedo, head of the Macau Judicial Police counterfeit and

fraud detail: "Only a forensic expert with special equipment can distinguish between these fakes and real bills."

Ever since 1944, when the Bretton Woods Conference established the primacy of American currency, the U.S. dollar has been the recognized monetary unit that international banks use to measure economic activity. From the steppes of Central Asia to the mountains of Peru, it is the favored medium of exchange in countries with inefficient banking systems. Traveling executives carry U.S. notes because their unspent dollars retain value between business trips. Roughly 55 percent of the \$360 billion presently in circulation is held by people outside the U.S. And demand is increasing as more developing nations embrace capitalism. Indeed, according to Richard Porter, deputy associate director for monetary affairs at the Federal Reserve Board in Washington, up to 70 percent of newly printed U.S. banknotes go directly overseas.

The sheer ubiquity of U.S. currency, which has had essentially the same size, color and configuration since 1929, makes it a primary target for counterfeiters. Nearly \$135 million worth of bogus bills were confiscated outside the U.S. in 1994, up from just \$30 million two years earlier. The problem is especially severe in Asian cities like Hong Kong, where seizures have increased four-fold since 1990. The \$100 bill accounts for 60 percent of the U.S. currency in circulation, so invariably it is the note counterfeiters choose to reproduce.

Counterfeiting's real victims, of course, are people in the retail, hospitality and service industries who must instantly decide whether to accept a seemingly genuine banknote. In Phnom Penh, merchants who can ill afford cash registers are investing in counterfeit-detection equipment. But with more than \$10 billion worth of phony bills estimated to be in circulation, the likelihood of being stuck with worthless paper is greater than ever.

In the past, counterfeiting rarely affected the value of money because even excellent forgeries were quickly identified. Since all the phony money was printed off a single engraved plate, each bill ended up with the same serial number. Today, technology is tipping the balance in favor of the criminal. Color copiers, laser printers and sophisticated graphics software make banknotes easier to copy, and computer programs can be written to generate random or sequential serial numbers.

The new age of counterfeiting began a year ago when randomly numbered \$100 bills began appearing throughout the Pacific Rim. Those passed in Macau may be the best counterfeits ever, since their intaglio printing -- a process by which ink from incised lines etched into a metal plate leaves a raised impression on paper -- makes them feel like the genuine article. A U.S. congressional task force says the bills are printed by Iranians using U.S. equipment and American-trained engravers and printers. The Iranian-printed cash is supposedly taken to Syria where it is divvied up and sent around the world, claims the House Republican Research Committee's Task Force on Terrorism and Unconventional Warfare. Such notes are said to be used by North Korean diplomats and, on occasion, make their way into the hands of Chinese

political operatives working outside the mainland. "We can speculate about China's involvement, but we don't know anything for sure," says Albert Joaquin, the special agent in charge of the Secret Service in Asia. "Only one thing is certain: If we don't curb this problem now, there could be extensive damage in the future."

Even more disturbing is a second series of notes from Montreal. The offset printing method used to make these bills does not create the embossed feel of those produced in the Middle East, but the rate of production and distribution network used are such that they have the potential to devalue U.S. currency. Purchased in the Canadian city for about \$25 each, the \$100 notes normally change hands in Toronto, where they are resold for half their face value. From there the fakes are sent directly to Asia and South America or allowed to percolate south across the lightly guarded U.S. border. Masterminding the distribution are the Big Circle Boys (a.k.a. Dai Huen Jai), a loose association made up mostly of former Chinese Red Guards that police in North America grudgingly concede to be "criminally brilliant."

The name Big Circle Boys (BCB) refers to Chinese-made maps that use a dot inside a circle to mark metropolitan areas. When the uneducated veterans of China's Cultural Revolution descended on Hong Kong in the late 1970s, earlier Cantonese immigrants dismissed them as rural hicks. "Not so," said the young criminals. "We're Big Circle Boys." Rejected by the locals, the young criminals found solace in solidarity. Bound by language and a love of military weaponry, the BCB is not a conventional triad. Today many of its members, who number about 1,000 in Canada, resemble avuncular commodity traders whose products -- heroin, prostitution, fake credit cards and now counterfeit money -- just happen to be illegal.

The BCB's logistical skills became apparent last March when a civilian informant working for a special task force of Toronto's 14th Police Division arranged to purchase \$250,000 worth of illegal currency. The goal of the sting was to destroy the Montreal counterfeiting organization, or at least cripple its distribution network. But after three months of work the only people apprehended along with the money were a pair of lowly street hoods.

"There was no centralized gang to break up," explains Peter Yuen, a Hong Kong-born detective with the Toronto Police Department. "The courier from Montreal, the delivery boy in Toronto, the person who accepted the introduction and the men who delivered the money were all different people. Their planning was meticulous. They even did surveillance on us. As a criminal group it's impossible to infiltrate because the personal relationships go back more than 25 years."

By last summer, briefcase-loads of BCB-forged \$100 bills were popping up all across America. In late July, three Vietnamese high rollers checked into Harrah's Casino and Hotel at Lake Tahoe, Nevada, and immediately began playing pai gow poker. On their second day at the tables, a casino pit boss noticed that the three were surprisingly sanguine about their losses and called the Secret Service in Reno. When an agent arrived later that day he found a

duffel bag containing 250 bogus hundreds in a room occupied by suspected gangster Tony Lai. "The Secret Service agent was quite concerned," remembers John Babcock, Harrah's director of security. "I believe he said the bills that turned up here were from Canada."

In August, the Secret Service sent a formal notice to casino cashiers across Nevada, warning them that 11 permutations of a near-perfect \$100 bill were flooding the state. But the increased vigilance in the western U.S. didn't bother the Flying Dragons, a Chinese gang selling fake bills on the streets of New York City. Four of its members simply headed for Mississippi, a southern state with less-experienced croupiers, where they partied for four days before being arrested. By October the flow of funny money, estimated by the Royal Canadian Mounted Police to exceed \$5 million a week, was inundating Secret Service agents like Dale Pupillo in Detroit. "The images are sharp and the ink is perfect on these bills," he says. "These people know what they're doing. No clerk in America could spot this stuff as counterfeit."

The degree to which counterfeit money subsidizes organized crime is open to debate. Many investigators persuasively argue that organizations that print and distribute quality fakes have a vested interest in controlling them so they won't get burned by their own bogus bills. Individuals desiring counterfeit banknotes from the BCB must buy a minimum of \$100,000 and agree to immediately move the stash out of Canada. It's a logical request, since BCB's old-boy network controls much of Canada's illegal gambling. "Big Circle Boys are criminals, but they're also the world's greatest capitalists," says Toronto Police Detective Ken Yates, one of Canada's leading authorities on Asian organized crime.

An intriguing link between counterfeiting and the smuggling of Asian aliens into North America was established inadvertently last June when police in Windsor, Ontario, interrupted what they thought was a midnight narcotics buy only to find that the paper bag passed between two parked cars contained \$104,000 in counterfeit \$100 bills. For what was the money intended? Neither Leung Tak On, a known narcotics trafficker, nor counterfeit credit card dealer Yao Junmin would say. But when the two men were taken to jail and searched, police found a telephone bill listing more than 2,000 brief calls to four telephone numbers.

"Three of the numbers are in Tokyo, Fujian (China) and the Netherlands," says Willard Myers, director of the Center for the Study of Asian Organized Crime. "The fourth, in New Jersey, belongs to Cheng Chui Peng, an infamous smuggler who rebounded from an 1989 arrest and today owns at least one building in Manhattan." A Fujianese who goes by the nickname "Big Sister," Cheng is a master at finding loopholes in U.S. law and is suspected of using bogus bills from Canada to finance her smuggling operations.

In the early 1980s, the U.S. Senate amended the immigration code to allow foreigners who worked 90 days in agriculture to obtain a green card and remain in the U.S. legally. The intention was to ensure a permanent supply of cheap Latino labor for California. But Cheng seized the

moment and bought a New Jersey farm, which she used as a safe house for smuggled Fujianese destined for the sweatshops of New York. Today Cheng has three farms, which supply much of Chinatown's produce. Within a few days of the Windsor arrest Big Sister was on a plane to China where, in the space of a month, she was arrested in Fuzhou, bribed her way out of prison and escaped to Hong Kong.

One result of counterfeiting is that a growing number of countries are imbedding security devices in their currency. In 1988, Australia began printing plastic banknotes. Japan's 1,000 and 10,000 yen bills are printed with a special ink that commercially available copiers can't reproduce. Singapore and others have woven plastic fibers into some of their large-denomination bills.

After decades of delay, the U.S. finally will begin issuing tamper-resistant bills in 1996, starting with the \$100 note. Among the 14 features incorporated into the new design will be an enlarged portrait of Benjamin Franklin, a polyester security thread running through the paper, iridescent windows, a translucent watermark and new inks that change color when viewed from different angles. Federal prosecutors applaud the changes but doubt they will eliminate counterfeiting. Because of lenient sentencing guidelines, a person caught with more than \$120,000 rarely draws more than 12 to 18 months in jail. First-time offenders with \$2,000 or less could be released after four months. "It's easy to flip a drug courier (have him testify against co-conspirators) because if he's caught with more than a kilogram of heroin he's looking at a minimum of 10 years," says Christopher Johnson, an assistant U.S. attorney with the Organized Crime Strike Force in Los Angeles. "There's no impetus to cooperate if you're looking at only 18 months. These guys know that if they just keep their mouths shut they'll be rewarded with greater responsibility when they get out."

Because the average life of a \$100 note is nine years, counterfeiters in theory can continue copying the existing bills for at least another decade. Recalling the old bills upon release of the new ones would stop counterfeiters cold, but Washington insists this will not happen. "A recall would inconvenience people who use dollars legitimately and possibly threaten the savings of those who can't exchange their currency easily," explains Darcy Bradbury, the U.S. Treasury's deputy assistant secretary for federal finance. "Asians who save dollars should know that those dollars will always be good. The U.S. has never recalled its currency and has no plans to do so."

Maintaining the dollar's desirability makes fiscal sense. "If people no longer wanted dollars, Washington would have to borrow another currency to pay for its imports," explains economist Feige. "The American taxpayer would pay the interest on that loan. The global acceptance of dollars means taxpayers each year save \$15 billion in taxes because no loan is necessary."

U.S. prosperity depends on continued global demand for the dollar. "The nation that can establish its currency as the world standard has a great advantage when it comes to acquiring resources cheaply," says Feige. The prospect of Asian entrepreneurs rejecting the dollar because of its

suspect value is a nightmare that few Americans wish to contemplate. To ensure the dollar's primacy, the Secret Service soon will receive an additional \$5 million to pursue counterfeiters. The U.S. Treasury also plans to elevate its obscure Financial Crimes Enforcement Network to a full-fledged governmental agency with responsibility for curtailing financial crime outside the U.S. "There's a natural reluctance to create a new bureaucracy, but if something's not done now, counterfeiting and other financial crimes will cripple our economy," says Cordell Hart, the network's Mandarin-speaking director of Asia-Pacific affairs. "America's tired of being a financial target. This cow's been milked too long."

But one of the region's leading economists says the U.S. dollar faces bigger problems. "Asians may want to change from U.S. dollars because of the worry that they may decline further in value, not so much from counterfeiting," says C.H. Kwan, senior economist at Nomura Research Institute in Tokyo. "There will be a day when the U.S. dollar is not the dominant currency in Asia, but it will probably take decades. It won't be in the next five years."

United Bamboo Members' Code of Ethics

Harmony with the people is the first priority. We have to establish good social and personal connections so as not to create enemies. We have to seek special favors and help from uncommitted gang members by emphasizing our relationships with outside people. Let them publicize us. Gambling is our main financial source. We have to be careful how we handle it.

Do not take it upon yourself to start things and make decisions you are not authorized to make. You are to discuss and plan all matters with the group and the elder brother first.

Everyone has their assigned responsibility. Do not create confusion! We must not divulge our plans and affairs to outsiders, for example to our wives, girlfriends, etc. This is for our own safety. We have to be united with all our brothers and obey our elder brother's orders.

All money earned outside the group must be turned over to the group. You must not keep any of it for yourself. Let the elder brother decide. When targeting wealthy prospects do not act hastily. Furthermore, do not harass or threaten them. Act to prevent suspicion and fear upon their part. If anything unexpected happens, do not abandon your brothers. If arrested, shoulder all responsibility and blame. Do not involve your brothers.

Legislation

Hong Kong has two main legislative weapons to tackle Triad members and organized crime personalities, namely the Societies Ordinance, which is aimed at the individuals themselves and second the Organized & Serious Crimes Ordinance which is designed to combat what these personalities actually do.

The Societies Ordinance

Under the Societies Ordinance, which was enacted in 1949 with subsequent amendments, all Triad societies are

deemed to be unlawful societies in Hong Kong. The ordinance includes a series of criminal offences relating to Triad memberships, recruitment and activities. Any person convicted of professing or claiming to be an office bearer or managing or assisting in the management of a Triad society is liable to a maximum fine of HK\$1 million and to imprisonment for 15 years. Membership of a Triad society is itself an offence and upon conviction, may be fined from HK\$ 100,000 to HK\$250,000 and to imprisonment for 3 to 7 years.

The Organized and Serious Crimes Ordinance

The Organized and Serious Crimes Ordinance was enacted in Hong Kong in October 1994, targeting in particular those powerful, previously untouchable, criminal masterminds of organized crime syndicates. The main provisions of the Ordinance were:

(a) to provide the Police with special investigative powers which would enable them to more effectively obtain evidence against criminals involved in persistent offences such as extortion, to trace the victims of organized crime and to identify the financial resources of the syndicates involved.

(b) to provide heavier custodial sentences for organized crime activities.

(c) to empower the Courts and confiscate the proceeds of the participants in organized crime

Vietnamese Gangs

Gangs of Vietnamese origin (e.g. Born to Kill) are of growing concern to U.S. authorities, compared to other gangs. They are considered by many to be the most ruthless of the Asian gangs.

Origin

Before 1975, Asian gangs were largely limited to disaffected Chinese youth living in the “Chinatown” of larger cities. Such youth, alienated from the greater community, were also largely marginalized within the Chinese community itself due to a variety of social and economic conditions.

Prior to the departure of American forces from Viet Nam in 1975, the stereotypical American concept of Asian gangs derived largely from the image of San Francisco tongs or triads of an earlier era. Since that time, the image of Asian gangs has changed to include new immigrant groups, such as Vietnamese, Vietnamese-Chinese, Laotian, Cambodian and Hmong gangs, which can now be found in communities across the nation where recent Southeast Asian immigrants have settled.

Triads are enduring, secret societies born of the political turmoil in China during the 1600s. Modern-day triads are generally viewed by law enforcement as criminal organizations. Conversely, tongs or family associations are primarily legitimate organizations, which formed in America during the 1800s to provide social and financial support systems to Chinese immigrant communities.

Structure

The path toward development and evolution of youth gangs within Hmong, Laotian and Cambodian cultures—and to a lesser extent, some current Vietnamese and Chinese independent youth gangs—closely parallels the development of ethnic gangs of an earlier era. Early Italian, Jewish and Irish ethnic gangs in America, to cite a few, were born of the same isolating forces now experienced by this latest immigrant group.

Racial and language isolation are common for recent immigrant groups, both for reasons of self-selection and rejection by the community in which they settle. Some adults dream of a return to their homeland, and intentionally limit their acculturation. Language-isolated immigrant adults who do not learn the predominant language and customs of their new homeland often find themselves estranged from their own English-speaking children and separated from the greater community. Thus, a generation gap often expands within a single family and between the immigrant and the greater community as well.

Other immigrant adults develop a true bicultural orientation. A few totally adopt the language and mores of their new country. In any case, although their elders may not quickly assimilate, most youthful immigrants do. They learn English, adapt to the common youth culture, and generally respond to their parents’ cultural orientation in positive and productive ways. Relatively few such youth develop such maladaptive social responses, which may include joining a youth gang. Nonetheless, it is imperative to recognize the negative influence of the racial and linguistic isolation that many Asian youth face in school.

It is critical to remember that gang membership for school-age youth is usually limited to only a small percentage of age-eligible youth, regardless of prevailing social conditions. While in some highly isolated neighborhoods or in particular schools gang membership may be high, it is estimated that typically less than 1 percent and rarely more than 3 percent of age-eligible Asian youth in a given community are involved in gangs. Gang-involved youth tend to be those who feel only marginally related to their own community and to the greater community. Some gang-involved youth come from reasonably stable homes, are good students, and are generally respectful and well-behaved in supervised settings. Such youth often hide gang membership from their parents. More commonly, however, gang-involved youth are often poorly supervised, frequently truant or tardy students who are in conflict at home, at school, and in the community. Younger gang members may be only marginally gang-affiliated, and thus are highly amenable to retrieval from gang life. Others may participate in delinquent gang activity and move inexorably into a life of crime and participation in organized, gang-directed criminal activity.

Asian youth can be influenced to engage in criminal and gang activity if gang-generating and –maintaining forces exist in the communities where the youth live. Despite the historically low levels of Asian youths’ criminal involvement, recent trends in several American cities

suggest dramatically rising arrest levels for some youth, primarily due to gang-related criminal activity. The presence of divisive forces, such as social, economic and racial sequestration in a context of misunderstanding and intolerance of other cultures is as sure to support gang presence in gang communities as it is in other communities.

The social group to which the gang belongs may determine gang structure and significance. Gangs may arise and form their structure either as an accepted or as an unofficial subset of established community groups. For example, youth who join soccer teams, community associations or church groups may form gangs within such groups with or without the knowledge of supervising adults. In some instances, criminally involved adults affiliated with a generally legitimate social organization may influence and provide support for youth gang development within the structure of the organization. Though generally not sanctioned by the community elders, such gangs may nonetheless derive some support from acceptance or tolerance within the sponsoring group. Therefore, legitimate social structures may provide the converging and cohesive forces necessary to allow a gang to form.

For other Asian gangs, formations may be independent of any recognized social structure in the community, and may even be formally rejected by the community. Gang members may be viewed as outcasts or "lost boys" within both the immediate and the greater communities. As with other ethnic gangs that are an illicit part of their larger community, so are some gangs within the greater Chinese American community. The number of these illicit gangs escalated in the 1960s. While some Chinese youth gangs are largely independent street gangs, others are associated with influential members of criminally involved tongs, especially those involved with illegal gambling enterprises. The role of tongs or of individual members of the tongs in maintaining youth gangs varies. (Most tongs are legitimate business and social enterprises, long established in Chinese communities across North America). Some Chinese gangs are involved with Hong Kong-based criminal triads. It is estimated that several thousand high school youth are recruited into the triad youth contingents each year in Hong Kong. In some cities, youth gangs maintain a formal but variable relationship with criminally influenced tongs or Hong Kong-based triads. These gangs may engage in both tong-related and independent criminal activity, especially extortion and robbery. Responding to stepped-up law enforcement pressure, Chinese youth gangs in other cities are increasingly separate and independent of tong influence or shelter.

Ethnic Vietnamese or ethnic Chinese-Vietnamese gangs are also a known, recent illicit subculture within their greater communities. Vietnamese youth gangs may develop independently of adult influence, or may arise when adults within the community develop influence over youth gang members, introducing them to more organized criminal activity. For example, within Vietnamese communities, a new form of gang is becoming well-known.

It is called the "hasty gang"—a loose, quickly formed, mobile, nomadic gang that forms and disbands following a brief crime spree such as home invasions or burglaries of occupied dwellings. These gangs commonly lack adult leadership or organization.

Conversely, ethnic Hmong, Laotian and Cambodian gangs were largely unknown in their homelands prior to such ethnic groups' relocation in the United States following the Vietnam War. No history of development or maintenance of modern youth gangs in these cultures has yet been documented.

Many Asian gangs originally formed in American cities as protection or fighting gangs. The reasons for their formation in the absence of any historical or cultural basis include racial, geographic, economic and linguistic isolation as well as direct rejection by established community groups where the recent immigrants settled. Simple imitation of gang behavior present in other ethnic communities is the most likely explanation for the visible identifiers of gang life which have been adopted by Southeast Asian youth. For example, Cambodian and Hmong gang members in several American cities have adopted the dress, slang, nicknames, handsigns and names of Black and Hispanic gangs of the West Coast and Midwest. Many Hmong, Laotian and Cambodian gang members tell of forming self-defense groups following assaults or intimidation by other ethnic gang members. Groups have clashed when competing for space and status in public housing complexes in several American cities. Other Southeast Asian gang youth report joining protective gangs to allow safe travel to community areas where they might be victimized. Still others who live in locations remote from urban centers elect to join ethnic affinity groups or form gangs or "proto-gangs." They then may choose common identifiers initially for no other reason than to be together with friends having similar backgrounds and experience.

Even in 1996, it is common for educators to assume that all gangs, including Asian gangs, are basically the same. However, Asian gang structure, activities, status in the ethnic community and greater community, relationships with other ethnic gangs and roles in the schools vary according to several factors. These variables include the following: degree of social isolation, such as living in public housing, in "Chinatowns" or in newly formed "Asia Towns"; rejection and mistreatment of Asians by proximate populations acceptance or rejection in schools exposure to gang-organizing forces lack of access to culturally appropriate social and recreational opportunities employment policies discriminatory against Asians; and the presence of other gangs in the neighborhoods surrounding Asian enclaves.

A general American stereotype is that all Asian youth and communities are the same. Unfortunately, this invalid assumption is widely held and is extremely detrimental to understanding and interacting with Asian youth and their families. Other common stereotypes of Asian gangs are that their gang members are more "vicious" than other ethnic gang members, or that Asians are "all the same" and that they "do not have the respect for life" which

Westerners have. These concepts are inaccurate and demeaning. Such beliefs communicate an extremely pejorative view of Asians in general. The fact that Asian family roles, values and religious beliefs often differ from some Western archetype of acceptability does not justify making such generalizations and judgments. In addition, available information suggests that an extremely small number of gang members commit most of the conspicuous violent acts attributed to Asian gangs.

The perception that frequent, extreme violence among Asian gang members is the norm may be due to the publicizing of some of the more violent episodes. These highly publicized violent crimes committed by some Asian gang members present a marked contrast to another public perception, that of Asian youth as quiet, respectful, academically high-achieving students.

It is perceived that the strong family bonds within the Asian community provide a protective factor which largely inhibits marginal gang affiliation among Asian youth. Thus, age-eligible youth are seen as either avoiding gangs completely or as characteristically making a break with the traditional family structure and establishing a primary affiliation with a gang.

Many influences, including positive and negative stereotypes, have contributed to the rise of Asian youth gangs in the United States, not the least of which is the numbing of emotional responsiveness which can be seen in many recent immigrant youth. This dulling of personal affect may result in part from childhoods spent in border camps in Thailand or from horrific experiences in escaping Laos, Cambodia, China or Viet Nam. Such trauma can have significant and long-lasting effects for the youth and their families. Even children born of immigrants in America who have not personally experienced the effects of war or life in relocation and refugee camps nonetheless may suffer indirectly from the effects of such events upon their parents, older siblings, and other relatives. The experiential and cultural complexities underlying the observable behavior of ethnic youth within a given school district must be discovered and understood in order to respond effectively to the needs of such youth.

As with virtually every racial/ethnic/cultural community, there are elements of that community that make its members very proud. Conversely, there can also be many elements that represent shame, embarrassment, and fear. Crime, specifically in the form of Asian gangs and organized crime, is one such cultural element that continues to plague many Asian communities.

Actually, their origins are not unique. Like many immigrant or "minority" groups before them, many Asians struggle to adapt to a new country, a new social environment, new norms, and new challenges of making a living. Like their Italian, Irish, and Jewish counterparts who came to the U.S. earlier this century, it's very common for many Asian immigrants to feel overwhelmed, lost, frustrated, depressed, and even angry as they try to adjust to living in the U.S. Many times they don't have enough job skills or English fluency to find steady and meaningful work. This is especially common among many

Vietnamese, Amerasian Vietnamese, Cambodian, and Laotian immigrants.

Many younger Asian immigrants may also feel alienated from their parents, family, schools, and ethnic community. They may feel misunderstood, underappreciated, or they may be asserting their new sense of American-style individualism and personal independence. They may also feel that they are victims of racial/ethnic prejudice and discrimination on the part of the larger American society, similar to what many in the Black and Latino communities feel. That is, they fatalistically accept that despite their best efforts, there are just too many institutional barriers that prevent them from achieving the "American dream" -- at least through conventional methods

In this situation, it's almost inevitable that someone will try to find some kind of social group that includes many who are in the same position and that will give him/her mutual support and understanding. In other words, s/he finds a new "family" where s/he feels accepted and comfortable. Unfortunately, many of these groups are based on the belief that the only way for them to achieve "respect" or "success" in American society is to accomplish those goals through "unconventional" methods -- i.e., crime.

Asian street gangs may start out as just a social group of friends and acquaintances. But more commonly, larger and more established gangs actively recruit new members into their ranks. Once the new member finds a sense of belonging and acceptance, not to mention sex, drugs, and other "perks" of gang life, it's often very hard for him/her to give it up. It's also common for many Asian gangs to have connections to, or even be controlled by larger and more formal Asian organized crime groups who themselves manage elaborate prostitution, gambling, extortion, and other gang activities around the world (i.e., Chinese "triads"). Most Asian gangs also engage in drug trafficking, prostitution, and extortion. It's also common for Asian gangs to compete with Black and Latino gangs for turf. But their speciality, for which they've received a lot of media and law enforcement attention, is a type of robbery called a "home invasion." Home invasions occur when the gang breaks into the home of a family when they are at home or family-owned business, tie up all the family members, and terrorize them until the family produces valuables or money. Common tactics include beatings, torture, and the raping of female family members.

Asian gangs almost always target Asian families because they are much less likely to report such crimes to the police. This is because many recent immigrant families come from Asian countries where the police were seen either as completely corrupt and ineffective or even working in conjunction with gangs. Such publicity would also bring "shame" to their community, which goes against the families' social conditioning. The family may also fear retaliation and even worse repercussions from the gang if they report it to the authorities.

Second, recent Asian immigrants are more likely to keep their valuables and money hidden somewhere in their house or business instead of keeping them in a bank.

Again, they may not be knowledgeable about the concept of banking and trusting your money to strangers or because of past experiences with corrupt financial institutions in their home country. Either way, Asian gangs exploit these cultural elements to victimize their own community

In response to these crimes, law enforcement authorities have implemented some very effective and ineffective strategies. Many police departments in cities that have large Asian communities have actively recruited more bilingual police officers from the community and have stepped up their efforts to educate the community about American law enforcement and the legal system. This greater understanding can lead to less fear of enlisting the help of the police and also makes it easier for the police to get leads and tips from the Asian community about future gang activities.

Nonetheless, many elements within the law enforcement community are still virtually clueless about Asian gangs and the Asian American community. For example, many police stereotypically believe that "all Asians are the same" and that Asian gangs are especially viscous and have absolutely no respect for life. While Asian gangs can indeed be very violent and certainly need to be stopped, it's very easy for these extreme beliefs about Asian gangs to be transferred onto the entire Asian community.

Specifically, several years ago, many police departments in southern California began harassing any group of young Asian Americans who they thought might be affiliated with gangs. These police departments would also take "mugshot" photographs of these Asian Americans, without their consent, as if they were in a police lineup and keep these photos on file as "possible" gang members. The police justified these actions by claiming that it was very hard to differentiate and distinguish between Asians -- itself a very ignorant and blatantly racist statement. This was racial profiling at its worst and completely dehumanizing and humiliating for these young Asian Americans who were being harassed. The actions of a few individuals were again being projected onto an entire community and innocent Asian Americans were again being judged and discriminated against just because they happened to be Asian. Fortunately, these activities led to a storm of protest, several lawsuits, and criminal investigations for civil rights violations against these police departments. These tactics have since been ruled unconstitutional and thankfully have been stopped.

As with everything else, there needs to be a balance in regard to dealing with Asian gangs. In terms of prevention, there needs to be much more outreach to young Asian Americans who may be inclined to join a gang. These efforts need to be culturally competent -- that is, they need to recognize the unique ethnic and cultural issues that these Asian Americans face, not just subject them to the usual regiment of programs that were designed for another group entirely. There also needs to be efforts to help Asian families interact more effectively with their children to

bridge the generation gap that almost magnifies and escalates other challenges and tensions.

Regarding intervention and law enforcement, authorities need to work with the Asian community, not against it. That starts with a better understanding of Asian culture and history in order to gain the trust and respect of Asian families. And I wouldn't be a true liberal if I didn't urge the legal system to also work with young offenders with understanding and compassion to try to change their life around rather than punitively placing them in institutions where their physical safety and self-esteem take a further beating and where they learn the skills to become hardened career criminals.

Activities

Vietnamese youth gangs are mainly involved in property crimes such as theft, robbery of homes, and extortion; their usual targets are other Vietnamese. They steal anything but specialize in cars and dispose of them through chop-shops. They are known for their incredible viciousness and violence. High caliber handguns are the weapons of choice. Unlike other gangs they are willing to enter into armed conflict with law enforcement officials.

The Yakuza

The Yakuza (origins: 7th century) have always been at the center of Asian organized crime action, and are a persistent source of irritation to Japanese authorities. They do, however, pose some threats to the United States (in California and Hawaii) in terms of money laundering and weapons smuggling, which are their primary international sources of revenue. Their legitimate activities include banking and real estate. They have a highly structured hierarchy.

Introduction

Italy has the La Cosa Nostra. America has the Mafia. The Irish and Jews have their own crime organizations in America. Southeast Asia has the Triads. China, Hong Kong and Taiwan have the Tong.

However, there is one organization that was not mentioned in the above list, a group that has been around for over 300 years. A group that has as much honor and principle as the Mafia, and is just as strong, if not stronger.

The group is yakuza.

History of the Yakuza --- Feudal Japan

The yakuza can trace its origins back to as early as 1612, when people known as kabuki-mono ("crazy ones"), began to attract the attention of local officials. Their odd clothing and haircuts and behavior, along with carrying long swords at their sides, made them quite noticeable. Kabuki-mono made a habit of antagonizing and terrorizing anyone at their leisure, even to the point of cutting one down just for sheer pleasure. The kabuki-mono were eccentric samurai, taking outrageous names for their bands and speaking heavily in slang. Their loyalty to one another was remarkable. They would protect each other from any threat, including against their own families. In fact, the kabuki-mono were servants of the shogun, also

taking the name of hatamoto-yakko ("Servants of the shogun").

The groups were comprised of nearly 500,000 samurai that were forced into unemployment during the time of peace during the Tokugawa era, forcing them to become ronin ("Wave man," a masterless samurai). Many had turned into bandits, looting towns and villages as they wandered throughout Japan.

The hatamoto-yakko cannot truly be seen as the forebears of that yakuza. Instead, the yakuza see the machi-yokko ("Servants of the town") as their ancestors. These people were the ones who took up arms and defended the villages and towns from the hatamoto-yokko. These people consisted of such occupations as clerks, shopkeepers, innkeepers, laborers, homeless warriors and other ronin. Everyone who was part of the machi-yakko was an adept gambler, which helped them develop a closely-knit relationship with each other and their leaders, much like today's yakuza.

The machi-yakko soon became folk heroes, praised by the townspeople for their actions against the hatamoto-yakko, though they were, for the most part, untrained and weaker than the hatamoto-yakko. They were very similar to England's Robin Hood. Some of the machi-yakko were even subjects of stories and plays.

The early yakuza did not surface until the middle to late 1700's. These members include the bakuto (traditional gamblers) and the tekiya (street peddlers). These terms are still used today to describe yakuza members today, although a third group, gurentai (hoodlums) has been added in the post World War II era. Everyone in those groups came from the same background: poor, landless, delinquents and misfits. The groups stuck closely in the same small areas without problems, as the bakuto remained mostly along the highways and towns, and the tekiya operated in the markets and fairs of Japan.

The yakuza began organizing into families, adopting a relationship known as oyabun-kobun (father-role/child-role). The oyabun was the "father," providing advice, protection and help; the kobun acted as the "child," swearing unswerving loyalty and service whenever the oyabun needed it. The initiation ceremony for the yakuza also developed in this period of time. Instead of the actual bloodletting that was practiced by the Mafia and the Triads, the yakuza exchanged sake cups to symbolize the entrance into the yakuza and the oyabun-kobun relationship. The amounts of sake poured into each cup depended upon one's status, whether the participants were father-son, brother-brother, elder-younger, etc. The ceremony was usually performed in front of a Shinto altar, giving it religious significance.

Tekiya

The tekiya's history is still widely debated. The most widely accepted theory was that the tekiya came from yashi, an earlier word meaning peddler. The yashi were travelling merchants of medicine, much similar to the American West's snake oil merchants. Over time, yashi became a catch-all for all merchants and peddlers.

They tekiya united with each other for protection and mutual interest from the Tokugawa regime. They began to control the booths at fairs and markets. Their reputation for shoddy merchandise was well known and well-deserved. Their salesmanship was deceptive. They lied about origins and quality of products. They would act drunk and make a show of selling their wares cheaply, so it would appear that they were unaware of what they were doing. They would delude the customer.

The tekiya followed the usual yakuza organization: oyabun, underboss, officers, enlisted and apprentices. The oyabun controlled the kobun and the allocation of stalls along with the availability of the goods. He also collected rents and protection money, and would pocket the difference between the two. Everything they did was legal work. In the middle 1700's, the feudal authorities recognised and therefore increased the power of the tekiya. Oyabun were given the authority of supervisor, now being able to have a surname and carry two swords similar to samurai, in order to reduce the threat of turf wars due to widespread fraud. However, the tekiya still embraced some criminal traits, such as protection rackets, the harboring of fugitives and known criminals, and brawling with other tekiya and gangs.

Bakuto --- the Gamblers

The bakuto were first recognized during the Tokugawa era, when the government hired them to gamble with contraction and irrigation workers in order to regain a portion of the substantial wages the workers received.

The bakuto contributed to Japan's tradition of gambling, as well as the yakuza's traditional "finger-cutting," and the origin of the word "yakuza."

The word comes from a hand in a card game called hanafuda (flower cards), similar to blackjack. Three cards are dealt per player, and the last digit of the total counts as the number of the hand. A hand of 20, the worst score, gives the score of zero. One such losing combination is 8-9-3, or ya-ku-sa, which began to be widely used to denote something useless. This term began to be used about bakuto, as they were, on the whole, useless to society.

Yubitsume, the custom of finger-cutting, was introduced by the bakuto. The top joint of the little finger is ceremoniously severed, signifying a weakening of the hand, which meant that the gambler could not hold his sword as firmly. Yubitsume was performed was usually performed as an act of apology to the oyabun. Further infractions would either mean the severing of the next joint or the top section of another finger. It is also used as a lasting punishment just before expulsion.

The use of tattoos also came from the criminal aspect of the bakuto. Criminals were usually tattooed with a black ring around an arm for each offense he had committed. However, the tattoos soon became a test of strength, as they were applied by undergoing 100 hours for a complete back tattoo. The tattoo also marked a misfit, always unwilling to adapt themselves to society.

The Restoration Years

The Meiji Restoration, starting in 1867, gave Japan a rebirth and its first of many transformations into an industrial nation. Political parties and a parliament were created, as well as a powerful military. The yakuza also began to modernize, keeping in pace with a rapidly changing Japan. They recruited members from construction jobs and dock workings. They even began to control the rickshaw business. Gambling, however, had to be even more covert, as police were cracking down on bakuto gangs. The tekiya, unlike the bakuto, thrived and expanded as their activities were not illegal, at least not on the surface.

The yakuza began to dabble in politics, taking sides with certain politicians and officials. They cooperated with the government so they could get official sanction, or at least some freedom from harassment.

The government did find a use for the yakuza --- as aid to ultra nationalists, who took a militaristic role in Japan's adaption into democracy. Various secret societies were created and trained militarily, trained in languages, assassination, blackmail, etc. The ultra nationalist reign of terror lasted into the 1930's, consisting of several coups d'etat, the assassination of two prime ministers and two finance ministers, and repeated attacks on politicians and industrialists. The yakuza provided muscle and men to the cause and participated in "land development" programs in occupied Manchuria or China. Things changed, however, when Pearl Harbor was bombed. The government no longer needed the ultra nationalists or the yakuza. Members of these groups either worked with the government, put on a uniform, or were put into jail.

The Occupation Years

The American occupation forces in post-war Japan saw the yakuza as a primary threat to their work. They began investigations into yakuza activities. In 1948, their work stopped, as the forces thought their investigation was over and the threat was at an end, or at least diminished.

However, the forces had rationed food, thereby giving the black market business to keep the gangs in wealth and power. The gangs were able to act unhindered since the civil police was unarmed. Some occupation officials even aided the yakuza.

The gurentai began to form during the occupation, as there was a power vacuum in the government, as the occupation swept away the topmost layer of control in government and business. The gurentai could be seen upon as Japan's version of the Mob, its leader similar to what Al Capone was to the Mob. They dealt in black marketeering, for the most part, but also they went so far as to use threat, extortion and violence in their activities. Their members were the unemployed and the repatriated. The government used one gurentai as a controller of Korean labor, even though he was apprehended with criminal items.

The occupation forces soon saw that the yakuza was well organized and continuing to operate under two oyabun supported by unidentified high-level government

officials. They admitted defeat in 1950, as they realized that they could not protect the Japanese people from the yakuza. In the post-war years, the yakuza became more violent, both on the individual and collective scales. Swords had become a thing of the past, and guns were now becoming the new weapon of choice. They chose ordinary citizens, not just the other vendors or gamblers or specific group targets anymore, as their targets for shakedowns and robberies.

Their appearances also changed, taking American movie gangsters (a la Guys and Dolls) as their influence. They started wearing sunglasses, dark suits and ties with white shirts, and began to sport crewcuts. Between the years of 1958 and 1963, the number of yakuza members rose by over 150%, to 184,000 members, more than the Japanese Army. There were some 5200 gangs operating throughout Japan. Yakuza gangs began to stake out their territories, and bloody and violent wars began to break out between them.

Kodama

The man who brought peace between many of the yakuza factions was named Yoshio Kodama. Kodama was in jail for the early part of the occupation, placed in the same section as cabinet officers, military, and ultra nationalists. He himself was part of the ultra nationalist group Kenkoku-kai (Association of the Founding of the Nation). In the late 1930's and early 1940's he worked as an espionage agent for the Japanese government, touring East Asia. He worked on a major operation to obtain strategic materiel needed for the Japanese war effort.

By the end of the war, he had obtained the rank of rear admiral (an impressive feat at the age of thirty-four), and was advisor to the prime minister. He was rounded up with other government officials in 1946 and placed in Sugamo Prison to await trial. The occupation forces saw Kodama as a high security risk, should he ever be released, due to his fanaticism with the ultra nationalists. Kodama had made a deal with the occupation forces G-2 section, and upon his release, was working for the intelligence branch of G-2. He was the principal go-between for G-2 and the yakuza by 1950.

In the early 60's, Kodama wanted the yakuza gangs, who were now fighting one another, to join together into one giant coalition. He deplored the warfare, seeing it as a threat to anticommunist unity. He used many of his connections to secure a truce between the gangs. He made a fast alliance between Kazuo Taoka, oyabun of the Yamaguchi-gumi faction, and Hisayuki Machii, a Korean crimeboss in charge of Tosei-kai. The alliance broke the Kanto-kai faction for good. Kodama continued to use his influence to mediate the alliance between the Inagawa-kai and its Kanto allies and Yamaguchi-gumi. The truce that Kodama had envisioned was now at hand.

Yoshio Kodama was then referred to as the Japanese underworld's visionary godfather.

Yamaguchi-gumi

The oyabun to the Yamaguchi-gumi from the mid 1940's until his death in 1981 was Kazuo Taoka. He was

the third oyabun of the faction. Taoka had survived many assassination attempts, including one in 1978, when he was shot in the neck by a member of the Matsuda (a rival yakuza clan who had sworn vengeance on the Yamaguchi-gumi for the death of their oyabun) during a limbo dance exhibition at the Yamaguchi-gumi household.

The Yamaguchi-gumi is Japan's most powerful syndicate. Their symbol is a rhombus-shaped pin worn on the lapel of their suits. The combination of the pin plus the showing of their tattoos could get them anything they wanted. However, the pin was not always as powerful as they seemed. In 1980, when the Yamaguchi-gumi attempted to expand their territory into Hokkaido, they were met at the Sapporo airport by 800 members of local gangs who united to keep the Yamaguchi-gumi out of their area. Nearly 2000 anti-riot-equipped police kept the two groups apart. The Yamaguchi-gumi were prevented from opening their headquarters in Sapporo.

In July 1981, Taoka suffered and died from a heart attack, ending his 35-year rule as oyabun. His death was celebrated by his yakuza underlings in the finest yakuza style. Police raided Yamaguchi-gumi homes and offices across Japan, arresting 900 members, and taking such contraband as firearms, swords, and amphetamines. The funeral was grand indeed, bringing in members from nearly 200 gangs, singers, actors, musicians, and even the police (who attended dressed in riot gear).

Taoka's successor was to be his number-two man, Yakamen. However, he was in prison and was not due to be released until late 1982. During the absence of Yakamen, everyone (including the police) was surprised to see that the new temporary leader was Taoka's widow, Fumiko. However, Yakamen did not succeed Taoka, for he died of cirrhosis of the liver. The entire structure of Yamaguchi-gumi was now in chaos.

The Yamaguchi-gumi controlled over 2500 businesses, sophisticated gambling and loan-sharking, and invested heavily in sports and other entertainment under Taoka's 35-year rule as oyabun. They operated under the same patterns that had existed for the yakuza for over 300 years, basically depending upon the oyabun-kobun relationship that controlled the day-to-day management of the syndicate. The syndicate was grossing well over \$460 million per year. Their management style was envied by such organizations as the Mafia and General Motors.

The Yamaguchi-gumi had 103 bosses or various rank from well over 500 gangs. Each of these bosses fared well, making over \$130,000 annually. A syndicate head would make \$43,000 per month (\$360,000 annually after deducting \$13,000 per month for entertainment and office expenses).

Of course, this would depend upon the number of soldiers the boss had under him. The Yamaguchi-gumi began to deal in narcotics now, primarily amphetamines. Other fields of choice brought in a high capital: moneylending, smuggling, and pornography (hard pornography is illegal in Japan). Rigging baseball games, horse races, and public property auctions were commonplace for yakuza. Seizing real estate,

entertainment halls, hospitals, and English schools were also done by the yakuza.

During Fumiko Taoka's rule, the membership of Yamaguchi-gumi rose to 13,346 members from 587 gangs by the end of 1983. Their control stretched to 36 of Japan's 47 prefectures. A council of eight high-ranking bosses took control, under the guidance of Fumiko Taoka, in 1983. However, the syndicate had to select a new godfather. Masahisa Takenaka became the new oyabun, as everyone preferred his militant style over Hiroshi Yamamoto's (his opponent) interi (intellectual) yakuza.

Yamamoto, in a fit of anger after losing, took 13,000 men from the Yamaguchi-gumi and created the Ichiwa-kai, one of Japan's top three syndicates. In 1985, Ichiwa-kai assassins slaughtered Takenaka, creating a bloody gang war. Kazuo Nakanishi became the new oyabun for Yamaguchi-gumi and declared war on the Ichiwa-kai. Police interfered and arrested nearly a thousand mobsters and confiscated many weapons. The Yamaguchi-gumi was desperate to win, so they turned to operations in the US to fund their war. They had obtained many highly illegal weaponry, including rocket launchers and machine guns, in exchange for narcotics, however the conspirators were arrested, including Masashi Takenaka, Masahisa's brother, and Hideomi Oda, the syndicate's financial controller. The Yamaguchi-gumi was thrown back into chaos

Today's Yakuza

Today's Japan does not appreciate the "noble" workings of the yakuza. In fact, on March 1, 1992, the Japanese government passed the Act for Prevention of Unlawful Activities by Boryokudan (yakuza or criminal gangs) Members. This act designates the term boryokudan as a group with more than a certain percentage of membership having a criminal record. It also identifies organizations with strong violent or criminal tendencies.

The act mainly prohibits the boryokudans from realizing profits made from forms of extortion not covered in previous existing laws, i.e., protection rackets. The yakuza is avoiding being called a boryokudan, mostly by trying to hide behind actual businesses they use as fronts. They have also published a book as of late, entitled "How to Evade the Law," which was distributed among the members of the Yamaguchi-gumi. In fact, 77 gangs affiliated with the Yamaguchi-gumi are registered as businesses or religious organizations.

In March of 1992, wives and daughters of yakuza members marched in protest of the new laws through the Ginza. The following month, high-ranking yakuza argued that they are not truly evil; their code of chivalry (similar to bushido, the Way of the Warrior) and samurai values calls upon them to defend the interests of society's weaker members, and their conduct expresses their noble values, not violence. However, these arguments were proven wrong in the public eye, when members of the yakuza ambushed and stabbed filmmaker Itami Juzo over an anti-yakuza movie entitled "Minbo no Onna" (A Woman Yakuza Fighter). A boryokudan defector commented on the attack,

and was later found shot in the leg. Even outsiders of the yakuza have protested the new laws against them. Over 130 lawyers, professors, and Christian ministers proclaimed that the yakuza countermeasures were unconstitutional, basically on the grounds that they infringed basic rights, such as the freedom of assembly, the choice of occupation, and the ownership of property. In fact, even ordinary citizens are against the yakuza.

Citizens of the neighborhood of Ebisuka, a neighborhood of Hamamatsu, 130 miles SW of Tokyo, did not want yakuza activity in their backyard. The yakuza were operating out of a green building, that the neighbors quickly termed as burakku biru ("black building"). The citizens videotaped everyone who went in and out of the building, noting specifically the ones wearing flashy suits, dark glasses, short hair and hints of tattoos on their arms. The yakuza retaliated against the citizens, smashing windows of the local garage mechanic, stabbing the town's lawyer in the lung, and slashing another activist in the throat.

However, after police arresting half of the gang, the Ichiri Ikka, led by Tetsuya Aono, abandoned the burakku biru in an out-of-court settlement, as they did not want to stir up trouble for gangsters elsewhere.

Yakuza strength rises and falls according to the tides of Japanese society, with estimates of core membership ranging from 80,000 to more than 110,000 in the years from 1945 to 1996. Some authorities believe Japan's National Police routinely undercount the Yakuza, numbering only those names found in confiscated membership rolls, or recorded from routine police intelligence reports.

In the late 1960s or early 1970s the Yakuza moved into the lucrative narcotics trade and in recent years have stepped up their trade in firearms and other contraband. According to various sources, Yakuza have formed alliances and working relationships with Chinese Triads, Sicilian and American Mafia, Columbian drug cartels, Jamaican Posses, and assorted other criminal organizations throughout the world. Because of their unique role in Japan's history and popular culture, and their usefulness in providing muscle to control labour unions, and providing anonymous services to the public for a variety of typical underworld products in vice and contraband -- accommodations between Yakuza, police, ultra nationalists, government, political parties, and secret societies seems to be an accepted fact of life in Japan.

Yakuza are active worldwide, wherever criminal enterprises flourish. In addition, Yakuza will be encountered in larger numbers and wield greater influence wherever large communities of overseas Japan reside for work and study. The Yakuza have been very skillful in the employment of intermediaries and the absence of Japanese within a community does not mean an absence of Yakuza.

Yakuza Structure

For the yakuza it doesn't matter where you come from, which country or from which class of society you belong to, you can become a member anyway. The Yakuza takes

care of the misfits in society. Yakuza members can be youth that have been abandoned by their parents, youths that have not coped with high pressure from the school, refugees from Korea, China etc. Their nearest boss becomes like their father and their comrades as brothers. The Yakuza offers not just companionship but also money, status and authority. A part of a group where you feel useful and needed much like the gangs in the USA suburbs. There are no thresholds or requirements in order to become a member. But once inside there must be obedience to one's superiors

The yakuza sees himself, as Machi-yakko, the people's rescuer and helper. Long before any working courts existed in Japan the yakuza existed. If your clans chief couldn't or wouldn't help at a dispute that you had with someone you could turn to the local yakuza for help. They solved the problem in return for an amount of money. Today you can also apply to the yakuza for help. The problem however is frequently solved in a more brutal manner than if you would turn to the police.

There exists two types of yakuza, clan- yakuza and freelance yakuza.

Freelance yakuza

Freelancing yakuza are a yakuza that do not commit any large crimes and belong to a little group of hustlers. They however have some difficulties in surviving or not being jailed, because the clan- yakuza does not allow anyone else to operate within their territories. Clan-yakuza can tip off the police about crimes that the freelance yakuza are committing. If the freelance- yakuza earns too much money, the clan- yakuza will kill the freelancing- yakuza or make them disappear without a trace. Clan- yakuza do however have certain uses for freelance yakuza. If the clan- yakuza wish do something that they don't want the clan to be associated with, they can turn to a freelancing yakuza, who for a sum of money will do the job for them. A freelance- yakuza can also be used as a scapegoat for clan crimes. If a freelancer is truly a genius he can manage to start his own clan. Usually a freelance- yakuza eventually becomes a member of a clan, if they aren't killed first

Clan-yakuza

The clan can be compared with the Sicilian mafias "family". The clan are structured as a common family in traditional Japan and have a hierarchical structure. The clans head chief is called Oyabun, which means Father. Beneath him are his children (Wakashu) and brothers (Kyodai). All the members in the clan obey the Oyabun and in return he protects them against all dangers. The Oyabun is almighty within the clan and his word is law. All obey him without hesitation even if it means danger to his own life. Beneath him, the Oyabun has an adviser known as Saiko-komon who also has a staff of advocates, accountants, secretaries and advisers. Saiko-mono have their own gangs.

The children's (Wakashu) boss is called Waka-gashira. He is number two in the clan after the Oyabun, not in rank but in authority. He act as an middleman to see that the oyabun's orders are carried out. The children can also be leaders over their own gangs and the children in

the gangs can be a boss over one in his turn and so on. In that way the clan can have several sub-families

The oyabun "brothers", Kyodai, are called Shatei-gashira. Shatei-gashira are of higher rank than the Waka-gashira but don't have more authority. "The Brothers" have their own "children" or "younger brothers" (Shatei). Everyone obeys their gangleader, but it's always the oyabun's word that counts.

The oyabun, Yoshinori Watanabe, is the head of the clan, residing at the Yamaguchi-gumi headquarters in Kobe. He obtained the position of the fifth oyabun (or kumicho, supreme boss) in 1989. His original gang was the Kobe-based Yamaken-gumi.

Kazuo Nakanishi remains as a saiko komon, or a senior advisor. He resides in Osaka, with 15 sub-gangs under his control, giving him 439 members. Saizo Kishimoto is the so-honbucho, the headquarters chief, with 6 gangs (108) members under his control in Kobe.

Masaru Takumi is the wakagashira, or number-two man. He controls 941 members in 41 gangs in Osaka.

Testuo Nogami is the fuku-honbucho, an assistant, with 8 gangs (164 members) in Osaka.

Under the kumicho are various komon (advisors), Shingijin (counselors), kumicho hisho (kumicho's secretaries), kaikei (accountants), and wakagashira-hosa (underlings of the second-in-command).

Keisuke Masuda is the number three man (shateigashira), residing in Nagoya with 4 gangs consisting of 111 members under his care. He also has several shateigashira-hosa to aid him.

There are 102 senior bosses (shatei, "younger brothers") and numerous junior leaders (wakashu, "young men"), making up then 750 gangs with 31,000 members in the Yamaguchi-gumi.

Yakuza in Business and Politics

The yakuza has always been involved in politics and business right from the start. The groups are always hungry for more power and money, wherever they can find it.

In 1987, Noboru Takeshita was elected prime minister in Japan. There were always suspicions of gangster ties in the election. When questioned on the accusations in 1992, Takeshita denied knowing at the time that the yakuza were involved.

What happened was this: during one of his speeches, a group was blaring comments against Takeshita. Some other group of people had silenced the commentators. The Liberal Democratic Party kingmaker was made to resign from politics in October 1992 when he admitted to receiving Y500m ({\$4}m) from a delivery firm, Sagawa Kyubin. The owner of the firm, Hiroyasu Watanabe, paid the kingmaker for trying to help save his business. Watanabe admitted to asking Ishii Susumu, the late head of the Inagawa-kai, to silence the group. Susumu called in a gang from Kyoto, the Aizu Kotetsu, to do the job. Aizu Kotetsu had a grudge against Takeshita due to a confidence job (paying Y4 billion for a Y500m gold screen). Takeshita denied the screen deal, although money from it was given to his secretary. Shigeaki Isaka,

who was very close to the leader of Aizu Kotetsu, would help Takeshita win the election, in order to have a hold over him, possibly for future blackmail. There is another yakuza incident that hits closer to home. West Tsusho, a Tokyo-based real estate firm, bought two American companies with help from none other than Prescott Bush, Jr, President Bush's elder brother. What wasn't known at the time was that West Tsusho is an arm of the a company run by the Inagawa-kai's leader, Ishii Susumu. Tsusho purchased Quantum Access, a Houston-based software firm) and Asset Management International Financing & Settlement, a New York City-based company.

Bush received a {\$250,000} finder's fee for Asset Management, as was promised another {\$250,000} per year for three years in consulting fees. Bush was unaware at the time that he was being a middleman for mob activity.

With the anti-yakuza countermeasure act in place, the future for the yakuza seems bleak, at least in Japan. The North American expansion could do very well, as they channel nearly {\$10} billion into legitimate investments not only in the US, but in Europe as well.

The FBI is gearing up to handle the new threat from the yakuza, now that their handling of the Mafia is nearly complete. However, their investigations will be difficult, as they can operate through shell corporations without the close scrutiny that hampers crooks in other companies. Also, money laundering is not a crime in Japan, so the investigations into the money angles of the yakuza will be extremely difficult. However, yakuza in Japan are already seeing their future weaken. Between April 21 and May 25 of 1992, police stations in many prefectures received nearly 145 calls from gangsters and their families asking advice on how to leave the gangs and go legitimate.

In response to this, over 60 companies in Japan offered to take in reformed yakuza as employees. The future for the yakuza as of right now is uncertain. Perhaps the gangs will still survive in Japan, moving back into the underground where they hid during the occupation. Perhaps they will just move their operations elsewhere, amongst the Triads of southeast Asia, with whom they have had good relationships and business. Despite not hoisting a family crest that is the billboard of Japanese gangsters, many mobsters related to Yamaguchi-gumi, Japan's largest yakuza organization with its headquarters in Kobe (western Japan), have advanced into the Kanto district (eastern Japan). The number of these gangsters greatly increased during the bubble economy. As of now, these yakuza entrepreneurs (businesses invested in by the Japanese mafia) are related to those business types easily penetrated by the underground, such as finance, real estate and the investment banking system. The yakuza have advanced into legitimate society from the underworld, and their companies most certainly support a certain part of the Japanese economy. The Tokyo Metropolitan Police Department, which has been concerned about this situation, believes this tendency will further intensify because the bosses of Inagawa-kai, the largest yakuza group in Kanto, and Yamaguchi-gumi from Kansai have entered into so-called matrimonial relationship as of the end of November 1996, with each

pledging their support over cups of sake. Therefore, in the coming year, the police seem determined to strengthen supervision and regulation of the movement of these gangsters. An executive of the Tokyo Metropolitan Police Department who prefers to remain anonymous said, "The world of yakuza shows a notable 'the-whole-world-becomes-the-ruling-party' syndrome, as supported by Yamaguchi-gumi. This means that there will be fewer angry fights between the yakuza groups, thus less opportunity for us to prosecute them. We are going to concentrate on exposing crimes by Yamaguchi-gumi-related people who wear the suits of business enterprise through utilizing the Boryokudan Countermeasure Law."

Tattoos

It's usual within yakuza circuits to tattoo themselves, usually is it their clan's badge that they tattoos in all over their body. The origin to why the yakuza tattooed himself comes from Bakuto. They usually tattooed in a black ring around the arm for each crime they committed. Finally it became an evidence of strength, when it could take over 100 hours to do a back tattoo. The tattoo was to illustrate you were unwilling to accommodate yourself to societies rules and norms. Now is it to illustrate your clan belonging.

Yubitsume

Yubitsume is when you cut of one of your fingers and send it to the Kumicho. This is done as an apology for disobedience. It can be done to expiate a wrongdoing but can also be done to spare one of your "children". When you have done something that your Kumicho dislikes you take a sharp item, cut of a fingertip, wrap it in paper and send it to the Kumicho and begs for his forgiveness.

If it's the first time you cut of the little- fingertip there after it becomes the next little-finger and so on. Because of that you see yakuza- members that are without several of his fingers. This helps often at wrongdoings, but if you done something all to seriously, as e.g. betray the entire clan, there's nothing that helps you from to become executed. The manner comes originally from Bakuto. If a gambler couldn't pay back a debt or something alike, the persons tip of the little- finger got cut off, which damage the hand somewhat. This did in its turn that the person in question not could hold his sword equally well as before. In that way other people could see if a person haven't paid a debt, which could bring certain problems, since gambling always been prohibited in Japan.

Speed Tribes

The bosozoku -- speed tribes -- are Japan's discontented youth. A little under one half of them are from broken homes. They revel in noise and spectacle and disturbing the pure and orderly operation of Japanese society. But they are more than gangs of delinquents. They are proving grounds for the Yakuza.

CHAPTER 6: Real Terrorist Organizations

Say something interesting here!!!!

Abu Nidal Organization

a.k.a. Fatah Revolutionary Council, Arab Revolutionary Council, Arab Revolutionary Brigades, Black September, and Revolutionary Organization of Socialist Muslims.

International terrorist organization led by Sabri al-Banna. Split from PLO in 1974. Made up of various functional committees; including political, military, and financial.

Activities

Has carried out terrorist attacks in 20 countries, killing or injuring almost 900 persons. Targets include the United States, the United Kingdom, France, Israel, moderate Palestinians, the PLO, and various Arab countries. Major attacks included the Rome and Vienna airports in December 1985, the Neve Shalom synagogue in Istanbul and the Pan Am Flight 73 hijacking in Karachi in September 1986, and the City of Poros day-excursion ship attack in July 1988 in Greece. Suspected of assassinating PLO deputy chief Abu Iyad and PLO security chief Abu Hul in Tunis in January 1991. ANO assassinated a Jordanian diplomat in Lebanon in January 1994 and has been linked to the killing of the PLO representative there. Has not attacked Western targets since the late 1980s.

Strength

Several hundred plus militia in Lebanon and limited overseas support structure.

Location/Area of Operation

Al-Banna may have relocated to Iraq in December 1998, where the group maintains a presence. Has an operational presence in Lebanon in the Bekaa Valley and several Palestinian refugee camps in coastal areas of Lebanon. Also has a presence in Sudan and Syria, among others. Has demonstrated ability to operate over wide area, including the Middle East, Asia, and Europe.

External Aid

Has received considerable support including safehaven, training, logistic assistance, and financial aid from Iraq, Libya, and Syria (until 1987), in addition to close support for selected operations.

Abu Sayyaf Group

Smallest and most radical of the Islamic separatist groups operating in the southern Philippines. Split from the Moro National Liberation Front in 1991 under the leadership of Abdurajik Abubakar Janjalani, who was killed in a clash with Philippine police on 18 December 1998. Some members have studied or worked in the Middle East

and developed ties to Arab mujahidin while fighting and training in Afghanistan.

Activities

Uses bombs, assassinations, kidnappings, and extortion payments to promote an independent Islamic state in western Mindanao, and the Sulu Archipelago. Areas in the southern Philippines heavily populated by Muslims. Raided the town of Ipil in Mindanao in April 1995; the group's first large-scale action. Suspected of several small-scale bombings and kidnappings in 1998.

Strength

Unknown, but believed to have about 200 members.

Location/Area of Operation

The ASG operates in the southern Philippines and occasionally in Manila.

External Aid

Probably receives support from Islamic extremists in the Middle East and South Asia.

Alex Boncayao Brigade

Activities

The ABB, the urban hit squad of the Communist Party of the Philippines, was formed in the mid-1980s. Responsible for more than 100 murders and believed to have been involved in the 1989 murder of US Army Col. James Rowe in the Philippines. Although reportedly decimated by a series of arrests in late 1995, the murder in June 1996 of a former high-ranking Philippine official, claimed by the group, demonstrates that it still maintains terrorist capabilities. In March 1997 the group announced that it had formed an alliance with another armed group, the Revolutionary Proletarian Army.

Strength

Approximately 500.

Location/Area of Operation

Operates exclusively in Manila.

al-Jihad

a.k.a. Jihad Group, Islamic Jihad, Vanguard of Conquest, Talaa' al-Fateh,

Egyptian Islamic extremist group active since the late 1970s. Appears to be divided into two factions: one led by Ayman al-Zawahiri--who currently is in Afghanistan and is a key leader in terrorist financier Usama Bin Laden's new World Islamic Front--and the Vanguard of Conquest (Talaa' al-Fateh) led by Ahmad Husayn Agiza. Abbud al-Zumar, leader of the original Jihad, is imprisoned in Egypt and recently joined the group's jailed spiritual leader, Shaykh Umar Abd al-Rahman, in a call for a "peaceful front." Primary goal is to overthrow the Egyptian Government and replace it with an Islamic state. Increasingly willing to target US interests in Egypt.

Activities

Specializes in armed attacks against high-level Egyptian Government officials. The original Jihad was responsible for the assassination in 1981 of Egyptian President Anwar Sadat. Appears to concentrate on high-level, high-profile Egyptian Government officials, including cabinet ministers. Claimed responsibility for the attempted assassinations of Interior Minister Hassan al-Alfi in August 1993 and Prime Minister Atef Sedky in November 1993. Has not conducted an attack inside Egypt since 1993 and never has targeted foreign tourists there. Has threatened to retaliate against the United States, however, for its incarceration of Shaykh Umar Abd al-Rahman and, more recently, for the arrests of its members in Albania, Azerbaijan, and the United Kingdom.

Strength

Not known, but probably several thousand hardcore members and another several thousand sympathizers among the various factions.

Location/Area of Operation

Operates in the Cairo area. Has a network outside Egypt, including Afghanistan, Pakistan, the United Kingdom, and Sudan.

External Aid

Not known. The Egyptian Government claims that Iran, Sudan, and militant Islamic groups in Afghanistan--including Usama Bin Laden--support the Jihad factions. Also may obtain some funding through various Islamic nongovernmental organizations.

al-Qaida

Established by Osama Bin Laden about 1990 to bring together Arabs who fought in Afghanistan against the Soviet invasion. Helped finance, recruit, transport, and train Sunni Islamic extremists for the Afghan resistance. Current goal is to "reestablish the Muslim State" throughout the world. Works with allied Islamic extremist groups to overthrow regimes it deems "non-Islamic" and remove Westerners from Muslim countries. Issued statement under banner of "The World Islamic Front for Jihad Against The Jews and Crusaders" in February 1998, saying it was the duty of all Muslims to kill US citizens, civilian or military, and their allies everywhere. The organization's primary goal is the overthrow of what it sees as the corrupt and heretical governments of Muslim states, and their replacement with the rule of Sharia (Islamic law). Al-Qaida is intensely anti-Western, and views the United States in particular as the prime enemy of Islam. Bin Laden has issued three "fatwahs" or religious rulings calling upon Muslims to take up arms against the United States.

History

Osama bin Laden entered on his current path of holy warrior in 1979, the year Soviet troops invaded

Afghanistan. He transferred his business to Afghanistan including several hundred loyal workmen and heavy construction tools and set out to liberate the land from the infidel invader.

Recognizing at once that the Afghans were lacking both infrastructure and manpower to fight a protracted conflict, he set about solving both problems at once. The first step was to set up an organized program of conscription. Together with Palestinian Muslim Brotherhood leader Abdallah Azzam, he organized a recruiting office Maktab al-Khidamat.

MAK advertised all over the Arab world for young Muslims to come fight in Afghanistan and set up branch recruiting offices all over the world, including in the U.S. and Europe. Bin Laden paid for the transportation of the new recruits to Afghanistan, and set up facilities to train them. The Afghan government donated land and resources, while bin Laden brought in experts from all over the world on guerilla warfare, sabotage, and covert operations. Within a little over a year he had thousands of volunteers in training in his private bootcamps. It is estimated that as many as 10,000 fighters received training and combat experience in Afghanistan, with only a fraction coming from the native Afghan population. Nearly half of the fighting force came from bin Laden's native Saudi Arabia. Others came from Algeria (roughly 3,000), from Egypt (2,000), with thousands more coming from other Muslim countries such as Yemen, Pakistan and the Sudan.

The war in Afghanistan was the stage for one of the last major stand-offs between the two superpowers, the United States and the Soviet Union. The Americans at that time had the same goals as bin Laden's mujahedin the ousting of Soviet troops from Afghanistan. In what was hailed at the time as one of its most successful covert operations, America's Central Intelligence Agency launched a \$500 million per year campaign to arm and train the impoverished and outgunned mujahedin guerrillas to fight the Soviet Union. The most promising guerilla leaders were sought out and sponsored by the CIA. U.S. official sources are understandably vague on the question of whether Osama bin Laden was one of the CIA's chosen at that time. Bin Laden's group was one of seven main mujahedin factions. It is estimated that a significant quantity of high tech American weapons, including stinger anti aircraft missiles, made their way into his arsenal.

The majority of them are reported to be still there. The Mujahedin were wildly successful. In ten years of savage fighting they vanquished the Soviet Union. What had begun as a fragmented army of tribal warriors ended up a well organized and equipped modern army, one capable of beating a super power. The departing Soviet troops left behind an Afghanistan with a huge arsenal of sophisticated weapons and thousands of seasoned Islamic warriors from a variety of countries.

Some of these veterans returned to their own countries and got on with their lives. Others returned to their own countries steeped in Islamic fundamentalism and a will to topple "western-influenced, infidel governments" in favor of Islamic regimes. They used the knowledge

gleaned in the Afghan war to set up guerilla and terror cells. In Egypt and Algeria, the "Afghan Veterans," as they came to be called, aided Islamic extremists in their fight against the secular governments. In most Arab countries, the veterans were not at all welcome, and the governments kept a close eye on their doings. However, in some countries the Afghan veterans were accorded a warm welcome. Such was the case in Sudan, where the government gave them jobs, helped them to set up training camps, and appointed some of them to government posts. In addition to these facilities established in "friendly" Arab countries, the majority of the mujahedin training camps in Afghanistan continued to operate, supplying Islamic mercenaries to conflicts in a number of countries. Afghanistan was still seen as the hearth-stone of the mujahedin, from whence trained fighters could be sent out to fight wherever they were needed. Mujahedin veterans began showing up in Islamic struggles in such places as Somalia, Bosnia, Kosovo, and Chechnya.

Toward the end of the war in Afghanistan, bin Laden split with MAK cofounder Azzam in the late 1980s, and in 1988 formed al-Qaida to continue the work of the Jihad. While Azzam continued to focus on support to Muslims in Afghanistan, bin Laden turned his attention to carrying the war to other countries. In late 1989 Abdallah Azzam died in the explosion of a car bomb, generally blamed on a rival Afghan faction. Several rumours circulating at the time blamed bin Laden himself for the attack. After the victory in Afghanistan, Osama bin Laden returned to his native Saudi Arabia to take up the fight against the infidel government there. The Saudis were not disposed to tolerate his calls to insurrection, and quickly acted against him. In April 1994, his Saudi citizenship was revoked for irresponsible behavior and he was expelled from the country.

Together with his family and a large band of followers, Bin Laden moved to Khartoum in Sudan. There he set up factories and farms, some of which were established solely for the purpose of supplying jobs to out-of-work mujahedin. He built roads and infrastructure for the Sudanese government and training camps for the Afghan Veterans. Among bin Laden's numerous Sudanese commercial interests are: a factory to process goat skins, a construction company, a bank, a sunflower plantation, and an import-export operation.

His construction company el-Hijrah for Construction and Development Ltd. in partnership with the National Islamic Front and the Sudanese military built the new airport at Port Sudan, as well as a 1200km long highway linking Khartoum to Port Sudan. Another company reputed to be owned by bin Laden is the Wadi al-Aqiq Company, an export-import firm. He also runs the Taba Investment Company Ltd. and the el-Shamal Islamic Bank in Khartoum, a joint effort with the NIF, in which bin Laden is said to have invested \$50 million. For many years, bin Laden lived in Khartoum, in a residence guarded by the local security forces, while he was arranging for many of the Afghan veterans to move to Sudan. Bin Laden is said to be close to Sudanese leader Omar Albashir, and to

Hassan Turabi, the head of the National Islamic Front (NIF) in Sudan. However, Sudan long on the U.S. State Department's list of state sponsors of terrorism in recent years began to thaw toward the West. As a gesture toward the United States, the Sudanese government requested that bin Laden depart. In May 1996, he moved to Afghanistan, leaving behind him in Sudan a network of Afghan Veterans and several successful factories and corporations. Several major companies in Sudan are linked to him, and are believed to be doing double duty as logistics support for bin Laden's network.

In February 1998, bin Laden announced the formation of an umbrella organization called The Islamic World Front for the struggle against the Jews and the Crusaders (Al-Jabhah al-Islamiyyah al-'Alamiyyah li-Qital al-Yahud wal-Salibiyyin) Among the members of this organization are the Egyptian al-Gama'a al-Islamiyya and the Egyptian al-Jihad. Both of these groups were have been active in terrorism over the past decade. The founder members of the Front include, besides bin Laden; Dr. Ayman al-Zawahiri, leader of the Egyptian Jihad; Rifa'i Ahmad Taha, a leader of the Islamic Group. The Islamic Group is linked with the al-Dir al-Bahri massacre in Luxor in November 1997, which claimed the lives of 58 tourists; and some leaders of extremist fundamentalist movements in Pakistan. On May 28, 1998 the Islamabad daily, The News reported that Osama bin Laden had announced the formation of an International Islamic Front for Jihad against America and Israel. Talking to a group of journalists who had traveled from Pakistan to meet him at his base in Khost in southern Afghanistan, he said leaders of Islamic movements in several countries, including Pakistan had evinced interest in joining the front. He stated that Dr Aiman Al-Zawahiri, leader of the Jamaat-ul-Jihad in Egypt who was present at the time, had played a crucial role in launching the front.

Bin Laden justified the formation of the anti-American and anti-Israeli front by arguing that Muslims everywhere in the world were suffering at the hands of the U.S. and Israel. He said the Muslims must wage holy war against their real enemies not only to rid themselves of unpopular regimes backed by the Americans and Israelis but also protect their faith. When a reporter maintained that bin Laden and his colleagues could not possibly take on the world's only superpower, bin Laden contended that the US was vulnerable and could be defeated in war. This would happen in the same way as the USSR suffered humiliation at the hands of the Afghan and Arab mujahideen in Afghanistan and was eventually dismembered. On 14 May 1998.

The London Al-Quds al-'Arabi published an article to the effect that clerics in Afghanistan had issued a fatwa stipulating the necessity to move U.S. forces out of the Gulf region. Addressing Muslims the world-over, the Afghan ulema said: "The enemies of Islam are not limited to a certain group or party; all atheists are enemies of Islam, and they take one another as friends." The Afghan ulema declared jihad based on the rules of the Shari'ah against the United States and its followers. They urged Islamic governments to perform the duty of armed jihad

against the enemies of Islam, pointing out that if Muslims are lax in their responsibility, the enemies of Islam will occupy the two holy mosques as well, just as they occupied the al- Aqsa Mosque. They stressed, in a statement attached to the fatwa, that: "This fatwa with the evidence and the rulings issued by early and current ulema, on which it is based is not merely a fatwa issued by the ulema of a Muslim country, but rather a religious fatwa that every Muslim should adopt and work under.

There are probably a few hundred Arab volunteers still living in Afghanistan. They are the leftovers of the several thousand Arabs who came to Afghanistan via Pakistan in the 1980s to take part in the jihad against the USSR's Red Army and the Afghan communists. Those left behind have nowhere else to go because they risk being caught should they venture to return home. No other country would be willing to accept them. In any case, present day Afghanistan continues to be their safest hideaway. The ones who have returned to their countries have mostly joined the political and military struggle aimed at bringing an Islamic change there. Known as Arab-Afghans, these battle-hardened Islamists have come to be known as the most radical and dangerous of the fighters who have taken up arms against the Algerian and Egyptian governments. The Paris al-Watan al-'Arabi estimated on 26 June 1998, that the fact that bin-Laden has shown up again in the press clearly indicates his emergence as a leader of the revolutionary council that was eventually established. According to the newspaper, a Dutch official who closely follows developments in the new Islamic Front, in cooperation with European organs, believes that relations were actually reorganized among the organizations which used to cooperate and coordinate with each other on the organizational and logistical levels on a new basis that gives an organizational working configuration to past relations. This is a new and important development.

According to the Dutch official, this confirms the seriousness of this event, which requires larger and more accurate coordination between the European and U.S. authorities. It also calls for cooperation by some of the Middle Eastern authorities.

The organizations whose membership in the Islamic Front was announced are the Egyptian Jihad, the Egyptian Armed Group, the Pakistan Scholars Society, the Partisans Movement in Kashmir, the Jihad Movement in Bangladesh, and the Afghan military wing of the Advice and Reform commission led by Osama bin Laden. All these organizations once cooperated and coordinated with one another, but without any specific configuration or mechanism for such cooperation. Moreover, each of these organizations had freedom of action, and they determined their own objectives independently. Cooperation among these organizations was only at the level of those who carry arms, which is one of the organizational levels of each organization. There were no means of cooperation and coordination among the people of the call, another of the organizational levels. This is due to the fact that Afghanistan enhanced relations among the carriers of arms and created a kind of interpersonal cohesion. According to this evaluation, the threat posed by this new

front is due to the fact that it combines all the organizational levels, by establishing a shura [consultative] council. According to most assessments, this council is led by Osama Bin Laden. This increases the front's effectiveness. It can be said that the Islamic Front has now moved from the constituent and organizational phase to the operational phase.

Activities

Conducted the bombings of the US Embassies in Nairobi, Kenya and Dar es Salaam, Tanzania, on 7 August that killed at least 301 persons and injured more than 5,000 others. Claims to have shot down US helicopters and killed US servicemen in Somalia in 1993 and to have conducted three bombings targeted against the US troop presence in Aden, Yemen in December 1992.

Linked to plans for attempted terrorist operations, including the assassination of the Pope during his visit to Manila in late 1994; simultaneous bombings of the US and Israeli Embassies in Manila and other Asian capitals in late 1994; the midair bombing of a dozen US trans-Pacific flights in 1995; and a plan to kill President Clinton during a visit to the Philippines in early 1995. Continues to train, finance, and provide logistic support to terrorist groups that support these goals.

Also responsible for the 2001 air attack on the twin towers in New York. The following list of American grievances against bin Laden and his network was taken from a U.S. State Department Fact Sheet: Bin Laden's followers conspired to kill US servicemen in Yemen who were on their way to participate in the humanitarian mission "Operation Restore Hope" in Somalia in 1992, and plotted the deaths of American and other peacekeepers in Somalia who were there to deliver food to starving Muslim people.

Bin Laden's network assisted Egyptian terrorists who tried to assassinate Egyptian President Mubarak in 1995 and who have killed dozens of tourists in Egypt in recent years.

The Egyptian Islamic Jihad, one of the key groups in the network, conducted a car bombing against the Egyptian embassy in Pakistan in 1995 that killed over 20 Egyptians and Pakistanis.

Members of bin Laden's network plotted to blow up US airliners in the Pacific and separately conspired to kill the Pope. His followers bombed a joint US and Saudi military training mission in Riyadh, Saudi Arabia in 1995.

Bin Laden's network has publicly and repeatedly articulated a clear and violent anti-US agenda: In August 1996, bin Laden issued a "declaration of war" against the United States.

In February 1998, bin Laden stated "If someone can kill an American soldier, it is better than wasting time on other matters."

In February 1998, the bin Laden network's World Islamic Front for Jihad Against the Jews and Crusaders declared its intention to attack Americans and our allies, including civilians, anywhere in the world.

In May 1998, bin Laden stated at a press conference in Afghanistan that we would see the results of his threats "in a few weeks."

Bali 2002: For months the Indonesian government had denied allegations that al-Qaida militants were setting up shop in the country. When Singapore's investigation into a plot to bomb Western interests pointed to the involvement of Indonesian operatives, Indonesia refused even to entertain the possibility. Now, in the wake of what is being called the worst terrorist act in Indonesian history, these denials appear not only preposterous, but criminally remiss. There can be little doubt that the bombing of Bali's popular nightclub district was aimed at the throngs of Western tourists who frequent the island's nightspots. Nor do many doubt that Islamic militants linked to al-Qaida were ultimately behind the attack, which came on the second anniversary of the bombing of the USS Cole. What is in doubt is whether the lesson has been learned. The attack on foreign visitors to Bali was only the latest and the most deadly attack on foreign visitors in Asia. This atrocity was preceded by attacks on French engineers, foreign diplomats, and Christian aid workers in Pakistan; by bombings targeting American forces in the Philippines; and by shooting attacks on American soldiers in Kuwait. Nor was this by any means the first attack against non Muslims in Indonesian cities; in December 2000, a series of well coordinated blasts targeted churches in Jakarta and elsewhere, killing more than 20 people. To say that the writing was on the wall would be a considerable understatement.

Al-Qaida's influence on the Islamic militant culture of Southeast Asia runs deep perhaps even deeper than anyone had previously suspected. Only since the September 11 attacks in the United States has the full extent of al-Qaida involvement in the region begun to emerge. What at first appeared to be a ragtag assortment of unrelated militant groups has now been revealed as an intricate web of mutual operational support, based on personal connections and shared ideology. While al-Qaida's influence has extended to virtually every part of Southeast Asia, Indonesia has provided particularly fertile ground, due to the current lack of a stable government and a recent history of brutal repression. Ironically, it was the Suharto government's suppression of Muslim religious groups that gave al-Qaida a foothold in Indonesia. In a region where the line between political activism and militant terrorism is a thin one, Suharto's attempt to wipe out his political adversaries pushed many Muslim fundamentalists across the line, straight into the arms of al-Qaida. Denied a chance to play a role in Indonesian politics, many Indonesian Islamists cultivated the dream of "Daulah Islamiah Raya," an Islamic super-state that would include all of Indonesia, Malaysia, Singapore, the Sultanate of Brunei, and parts of the southern Philippines, Thailand and even Cambodia. This notion of a global, or at least regional, Islamic nation was shared by the Wahhabi fundamentalists who eventually formed the Taliban, and by Osama bin Laden's network for global jihad. Always seeking to extend his influence, Osama bin Laden reached out to the disparate local extremist groups, offering

financial and operational assistance. In return, he won new recruits to his cause of liberating Muslim lands from Western influence.

On Christmas Eve, 2000, twenty bombs tore through Christian churches in Jakarta and eight other Indonesian cities. Twenty-two people were killed and nearly a hundred wounded. Dozens of other churches narrowly missed destruction because the bombs were defused or failed to explode. Two would-be attackers were killed when the bombs they were assembling exploded prematurely. A similar accident led Indonesian police to Iqbal Uzzaman, a Veteran of the Afghan war who had recruited at least 12 of the bombers. Uzzaman told interrogators that the attacks had been the brainchild of a man known as Hambali who he said had arrived in the city of Bandung with plans for 30 simultaneous attacks on "infidel targets."

Hambali had access to plenty of money, and brought along two assistants to build the bombs. Uzzaman was to provide the foot soldiers and Hambali would provide the wherewithal to carry out the attacks. While Uzzaman and nine of his recruits are currently serving time in Indonesian prisons, Hambali has disappeared without a trace. Six days after the church bombings, five nearly simultaneous explosions rocked the Philippine capital of Manila, killing another 22 people. More than a year later, Philippines police arrested an Indonesian citizen, Fathur Rohman al-Ghozi, who had once worked as an explosives expert for the Moro Islamic Liberation Front (MILF). The new bombings were not the work of the MILF; a check of al-Ghozi's cell-phone records revealed that immediately before and after the Manila bombings he had called a number belonging to Hambali.

Al-Ghozi said that Hambali, who had visited Manila a short time before, had funded and coordinated the bombings. Al-Ghozi also led police to a cache in General Santos City on the island of Mindanao containing a tonne of Anzomex explosive, 300 detonators, six 400-meter rolls of detonating cord and 17 M16 assault rifles.

That al-Ghozi's arrest was able to throw light on the Manila blasts was pure serendipity, since he was arrested in connection with a totally different incident. In December 2001, Singaporean authorities arrested 13 members of a cell planning attacks on Western interests in that country.

Al-Ghozi had acquired the explosives uncovered on Mindanao as part of this cell's plan. According to Singapore's Home Affairs Minister, the explosives were "destined to be smuggled from Mindanao to Indonesia, and then to Malaysia and finally to Singapore." The Mindanao cache was only part of the picture: Singaporean investigators eventually concluded that the cell had intended to blow up seven targets on the island with trucks, each carrying three times as much explosives as that used to level the Federal Building in Oklahoma City in 1995. Eight of the men arrested in Singapore had trained at al-Qaidah camps in Afghanistan. The cell consisted of local Muslims belonging to Jemaah Islamiah, a clandestine Islamist group with ties to similar groups in Malaysia and Indonesia. Several of the men were reported to be members of Singapore's armed forces. The cell, which was formed as far back as 1993, followed a classic al-

Qaida pattern: Local militants formed cells of between three and four men, who were then provided with instruction and aid by al-Qaida "consultants." Members of the Singaporean cell knew these "foreign experts" only as "Mike" and "Sammy." Both men were experts in explosives and undercover work, and met with the cell several times during October 2001.

The plan they helped develop required the cell's local members to scout out and videotape potential targets, arrange for travel documents, and acquire the explosives to be used in the attacks. Mike reportedly instructed members of the cell to purchase some 20 tonnes of ammonium nitrate fertilizer. The actual attacks would be carried out by suicide bombers brought in by Sammy by which time the local cell members were to have left the country. The plan's targets included the American, Australian and Israeli embassies in Singapore, as well as American ships in Singapore's harbor. The plot, code named Operation Jibril, was apparently known to Singaporean authorities as early as October 2000. Singapore government sources said the arrest of the local members of the cell thwarted a serious effort to launch attacks. However, the two al-Qaida experts managed to slip out of the country some time in late December. The arrest of Fathur Rohman al-Ghozi in mid-January in the Philippines was based on information provided by Singapore. Al-Ghozi, it turned out, was the explosives expert known to the Singaporean cell as "Mike." The second al-Qaida consultant was later picked up by United States security agents in Oman. Sammy turned out to be Jabarah Mohammed Mansour, a Canadian citizen of Kuwaiti descent. Mansour proved extremely cooperative in answering questions about al-Qaida, and reportedly provided his interrogators with details about the network's training methods and operational techniques, including means of blending in with the local population while planning an attack.

But it was the interrogation Rohman al-Ghozi and the other members of the Singapore cell that provided the most information about al-Qaida's Southeast Asian cells. Among the information al-Ghozi provided was the name of the brains behind the Singapore operation. According to his affidavit, al-Ghozi had been working under the orders of Hambali, whom he described as the operational commander of Jemaah Islamiah. However, the name Hambali, which now appeared to be connected with virtually every major terror attack in Southeast Asia, was also connected with al-Qaida.

It was Hambali who ordered a member of the Singapore cell to videotape possible targets on the island; and when police arrested the cell members in December 2001, they discovered a copy of the tape. A second copy had been sent by courier to bin Laden's operations chief, Mohammed Atef reportedly to get final approval for the planned attack. The tape, which was found in Atef's house in Kabul, Afghanistan, after his death, shows scenes of a bus stop, a Mass Rapid Transport (MRT) underground railway station, and an area where U.S. personnel congregate. There was also footage of a line of bicycles with carry-boxes strapped to them, which the narrator

suggested could be used to carry explosives to a target. The tape provided the first direct link between the Jemaah Islamiah group and the al-Qaida leadership in Afghanistan. Hambali reportedly paid for the delivery of the tape to Atef, as well as training in Afghanistan for at least seven members of the Singapore cell.

The plot to bomb Western targets in Singapore dates back to 1993, when Ibrahim Maidin visited Afghanistan. On his return to Singapore he began recruiting like-minded Muslims to attend private classes on Islam. He also founded Jemaah Islamiah's first Singapore cell, coordinating meetings with Hambali, who directed the organization's regional operations from his base in Kuala Lumpur. In 1994, Maidin began sending recruits for religious and military training in Malaysia. There, Hambali chose some of the more promising trainees to be sent on for further training at al-Qaida camps in Afghanistan. There they received training in the use of AK-47 assault rifles, mortars, and military tactics. An encrypted diskette recently seized by authorities showed a letter nominating two cell members for special training in ambush, assassination, sniper operations and field engineering. By 1997, the Fiah Ayab cell, the first of four Singapore Jemaah Islamiah cells was ready for action. The cell had contacts, through Hambali, with the central al-Qaida leadership, but for reasons unknown, the attacks which the cell was to have carried out never materialized.

Al-Qaida's leadership was at the time busy with the final stages of the bombings of the American embassies in East Africa and this may have caused the Singapore plot to have been put on hold. Whatever the reason, it was not until 2001, that the network's second cell, Fiah Musa, became operational. This cell was coordinated by Faiz bin Abu Bakar Bafana, a 39-year-old Singaporean businessman who served with Hambali on the Jemaah Islamiah's regional operations council in Malaysia. It was Bafana who arranged for the two al-Qaida experts, al-Ghozi and Mansour, to visit Singapore.

Meanwhile, Hambali was arranging to procure the explosives needed by the group. He contacted Yazid Sufaat, a Malaysian businessman and former military officer, and directed him to order four tonnes of ammonium nitrate. Sufaat placed the order through his company, Green Laboratory Medicine, and, according to Malaysian authorities, stashed the material at the port town of Muar on the West Coast of Malaysia. Al-Ghozi had advised the members of the Singapore cell that they would need some 21 tonnes of ammonium nitrate to carry out the planned attacks, and instructed the cell members to acquire the material from local suppliers. It was this that proved their undoing; members of the cell placed an order for seventeen tonnes of ammonium nitrate with a local company, which immediately alerted Singapore's security agency, the ISD. The ISD launched an investigation, working on the assumption that foreign members of Jemaah Islamiah were seeking to infiltrate Singapore. However in November 2001, Mohammed Aslam bin Yar Ali Khan, a Singaporean of Pakistani descent and believed to have links to al-Qaida was captured in Afghanistan. It turned out that he had links to the local cell, whose

existence the ISD had not hitherto suspected. Ali Khan's arrest led the ISD directly to other cell members, and their interrogations eventually led to the capture of al-Ghozi and Mansour.

Yazid Sufaat, the Malaysian businessman who had procured the explosives for the cell, was arrested in December 2001, upon returning home from a visit to Afghanistan. Investigators soon connected him with two of the September 11 hijackers, Khalid Almihdhar and Nawaf Alhazmi, who had stayed with Sufaat while attending a crucial January 2001 planning meeting in Kuala Lumpur. Then, in August 2001, FBI agents raided the Minneapolis of Zacarias Moussaoui, believed to be the "missing" 20th hijacker in the September 11 attacks. Among Moussaoui's papers, the agents discovered letters from a Malaysian company called Infocus Tech. The letters, identifying Moussaoui as the company's "marketing consultant" for the United States, Britain and Europe, were signed "Yazid Sufaat, Managing Director." According to FBI sources quoted by Newsweek magazine, Sufaat had also agreed to pay Moussaoui \$2,500 a month during his stay in the United States, along with a lump sum of \$35,000 to get him started. Sufaat told interrogators that he had made these arrangements on the orders of Hambali and of Jemaah Islamiah's spiritual leader Abu Bakar Ba'asyir.

Hambali, meanwhile, had once more managed to disappear without a trace. What's more, so did the explosives stored at Muar. Hambali's links to international terrorism did not start with the Singapore plot. He had in fact been involved in high-profile attacks against the United States long before anyone had heard of al-Qaida. Much of what is known of Hambali's involvement in international terrorism has emerged since September 11, 2001. What is disquieting is how little was previously known; for nearly a decade, he had been a pivotal figure in Islamic extremist terrorism, and yet had managed to remain virtually unknown. The picture that has emerged September 11 is of terrorist mastermind who has already served as coordinator for dozens of high-profile attacks. Police and security officials around the region suspect he may have set in motion other elaborate, and as yet undiscovered, terror plots before disappearing in January of 2001, apparently headed for Pakistan. As police investigations continue, each passing week uncovers more of what is now clearly an elaborate umbrella organization for al-Qaida linked terrorist activity in Southeast Asia, virtually all of which is coordinated by Hambali. Hambali Riduan Issamudin, now 37 fought alongside thousands of other young Muslims from around the world in the Afghan war against the Soviet Union. Upon his return from Afghanistan, he married a Chinese Malaysian woman and gave every impression of settling down to a modest life in Kuala Lumpur.

However, in the background he organized classes for the teaching of Jihad, together with an Indonesian cleric named Abu Bakar Ba'asyir. This was a partnership that would last up to the present. Today, both men are instrumental in the running of Jemaah Islamiah, with Hambali providing the practical know-how and tactical experience and Abu Bakar serving as the organization's

ideologue. The fundamental doctrine of the group is "Daulah Islamiah Raya," the ideal of creating Islamic state in Southeast Asia that would include Indonesia, Malaysia, Singapore, the Sultanate of Brunei, the South Philippines, Thailand and Cambodia. Most of these countries now have terrorist and tribal groups all seeking the same objective, which greatly facilitated the formation of regional ties by Jemaah Islamiah. But Hambali's aspirations did not stop with Southeast Asia; he is now known to have been intimately involved in planning and carrying out attacks against American interests, including the first World Trade Center bombing in February 1993. Together with Wali Khan Amin Shah, one of those eventually jailed in the bombing, Hambali established a company called Konsojaya. The company's ostensible business was exporting palm oil from Malaysia to Afghanistan; however, it also served as a conduit for the funding of Jihad. After the World Trade Center bombing, Hambali used the company to supply Wali Kahn and Ramzi Yousef with cash to escape to the Philippines.

Hambali has also been implicated in Operation "Bojinka" a plot to blow up twelve American airliners over the Pacific. Wali Khan was eventually jailed for the bombing of a Philippine Airlines plane in December 1994 that killed a Japanese businessman. The bombing is believed to have been a dry run for Operation Bojinka. This operation too, is believed to have been the brainchild of Hambali. The Philippines cell that was to have carried it out was funded by Hambali's company Konsojaya. Hambali is also thought to have raised funds, bought arms and recruited fighters for a jihad against Indonesian and Filipino Christians.

An investigation into the company provided investigators with the first clear indications of Hambali's links to al-Qaida's Afghanistan-based leadership. Phone taps by Philippine police showed that frequent calls were made from the Konsojaya offices in Malaysia to the Manila offices of Mohammed Khalifa, bin Laden's brother-in-law, who runs a charity organization for al-Qaida. In addition to coordinating Jemaah Islamiah's local groups, Hambali is the chief Southeast Asian representative and logistical coordinator for al-Qaida. He organized travel itineraries, accommodation and welcome dinners for hijackers Khalid al-Midhar and Nawaf Alhazmi, and a suspect in the bombing of the U.S.S. Cole, and met with Zacarias Moussaoui. Intelligence officials in the region say they believe that Hambali was instrumental in setting up the meeting in Kuala Lumpur during which plans for the September 11 attacks were finalized. Some even believe that Hambali was one of the chief architects of the attacks, perhaps using the 1995 plot as a blueprint. Hambali's whereabouts today are unknown. He reportedly left Malaysia on February 23 of this year for Indonesia. Two days later, he left Indonesia for an unknown location.

While the whereabouts of Hambali are unknown, the location of his partner in the Jemaah Islamiah leadership, Abu Bakar Ba'asyir, has never been in doubt; he still lives and teaches quite openly on the Indonesian island of Java. An Islamic cleric of Yemeni origin, Abu Bakar, now 64, heads the Mujahidin Council of Indonesia. He is also

believed to be a key figure in the Kumpulan Mujahideen Malaysia (KMM), an Islamic militant group that advocates the overthrow of the Malaysian government. Since last August, Malaysia has detained dozens members of the KMM. More importantly, Abu Bakar has been identified as the amir, or supreme leader of Jemaah Islamiah by several members of the group's Singapore cells. Both Singapore and Malaysia have urged Indonesia to arrest Abu Bakar Ba'asyir, saying that his continued freedom of action undermines peace in the region. However, Indonesian officials say that there is insufficient evidence against him; after all, he has not broken any Indonesian laws. Singapore countered by offering to allow Indonesian authorities access to imprisoned members of Jemaah Islamiah. The offer was made after Indonesia sent a letter to Singapore Senior Minister Lee Kuan Yew demanding he clarify his controversial statement that leaders of extremist cells were at large in Indonesia. Indonesia denounced Lee's claim as provocative and unsubstantiated, but the Singapore foreign ministry said that proof could easily be provided. Indonesia's reluctance to act against Abu Bakar and other militant preachers is part and parcel of the country's unstable political situation. Ba'asyir is an unapologetic admirer of Osama bin Laden, and openly expresses a loathing of American leaders and Jews. But he has steadfastly denied that he is involved in any terrorist activities. However, the recent interrogation of an al-Qaida militant have begun to provide what American officials say as conclusive evidence that Ba'asyir is more than just a rabble-rouser. The prisoner, Omar al-Farouq, served as a liaison between Jemaah Islamiah to al-Qaida's senior leadership. His interrogation has provided a clearer picture of Jemaah Islamiyah. Al-Farouq said Ba'asyir had provided resources and logistical support for the planned attack on the American Embassy. The evidence provided by al-Farouq has led Washington to increase its pressure on Indonesia to arrest Abu Bakar Ba'asyir. Yet the Indonesian government, wary of a backlash by the country's religious Muslims, has done little more than call Abu Bakar in for questioning. Some Indonesian Muslims see Abu Bakar as a legitimate Islamic cleric, albeit one with militant views, and America's war on terrorism as a war on Islam. Meanwhile, Abu Bakar continues to live his normal life, teaching at the same school.

However, Indonesian military sources quoted by TIME magazine said privately that they believed Abu Bakar to be a key link in the network of regional terrorist cells. Nor is Abu Bakar and his ilk Indonesia's only terrorist problem. Indonesia has been plagued by a sectarian conflict in the Moluccas islands, where for three years Muslim militants have been waging a jihad against Christian villagers. The jihad groups have kept the fires of sectarian violence raging in the Moluccas, and are vocal in their calls to eradicate Christianity from the Islands. This conflict has drawn Islamic militants from all over the region to take part, playing much the same role in Southeast Asia that the Afghan conflict did a generation earlier. Foreign trainees have flocked to the Islands, bringing with them arms and explosives. They leave with a stronger

connection to militant Islam, as well as valuable fighting experience. The central government has thus far been either unable or unwilling to come to grips with the problem, even as evidence mounts that foreign terrorist groups are exploiting the conflict to gain a foothold in Indonesia. Those efforts that have been made have been hampered by sympathy for the militant groups on the part of some elements of the Indonesian military.

Indonesian police and military officials have publicly denied that foreign terrorist groups have set up training camps in the country. However, members of an al-Qaida cell arrested in Spain last year told investigators that they had trained in a makeshift training facility on the island of Sulawesi. The camp, officials said, was located in dense jungle near the port city of Poso. Sulawesi has been the scene of some of the area's most intense fighting between Muslims and Christians which has claimed more than 1,000 lives to date. Indonesian military sources have hinted that al-Qaida militants may have been behind some of the fighting. The officials said the Poso camp was operated by al-Qaida members with the assistance of local Muslim militants. Unlike other paramilitary training facilities in Indonesia, a country where political groups often have armed wings, this camp was a well-kept secret. Indonesian intelligence officials estimated that over the past year several hundred people, many of them from Europe, Pakistan and the Middle East, entered the country posing as aid workers to reach the camp. The officials said that in August and October of 2000, police briefly detained several non-Indonesians traveling in the Poso area, but they were released after showing local officials a letter from a Muslim charity based in southern Sulawesi stating they were going to Poso to help rebuild mosques. A senior Indonesian intelligence official said investigators subsequently discovered that the charity, known as the "Crisis Prevention Committee," had connections to Osama bin Laden and al-Qaida. Police have concluded the foreigners were probably going to or from the camp when they were detained.

The Bali attack has shown the folly of the government's continued refusal to deal with this trend; Indonesia now has no choice but to crack down on Islamist terrorists. But this will not be easy, as the country has still not fully recovered economically or politically from the harsh Suharto regime. Most Indonesians are loath to return to the years when even peaceful Islamic political activists were routinely jailed. At the same time, the country's military and law enforcement agencies are not equipped to deal with the challenges of battling al-Qaida. For years Indonesia's intelligence services, distracted by separatist rebellions and almost four years of political turmoil in the capital, had their hands too full to collect information on Islamist groups. What little intelligence gathering they attempted was hampered by chronic lack of funds; equipment that is standard in many countries, including devices to monitor cellular phones, are a luxury to Indonesia's intelligence services. Nor will the Indonesian government be able, even if it is willing, to seek immediate help from the United States. A U.S. law, passed in the wake of the Indonesian army's human-rights

abuses in East Timor, prohibits American military assistance to Indonesia. This law may soon be rescinded, as the war on terrorism overshadows human-rights issues. Meanwhile, Washington has quietly expanded the scope of intelligence cooperation with Indonesia on terrorist-related issues, in the hope that this could spur law enforcement agencies to take more aggressive steps against extremist groups. But the effort has so far received a mixed reception.

Ironically, the Indonesian government's attempts to avoid offending the country's moderate Muslims may well have created the need for an unprecedented and harsh crackdown on Islamist groups. There is no question that if Indonesia continues to ignore the presence of international terrorists in its territory, it will face serious risks: not only the likelihood of further attacks, but also escalating conflict with its neighbors, including Malaysia and Singapore, and now Australia as well. These countries have problems of their own, and are unlikely to tolerate the risk of the epidemic of global jihad spreading from Indonesia to their own territories.

Strength

May have from several hundred to several thousand members. Also serves as the core of a loose umbrella organization that includes many Sunni Islamic extremist groups, including factions of the Egyptian Islamic Jihad, the Gama'at al-Islamiyya, and the Harakat ul-Mujahidin

Location/Area of Operation

The Embassy bombings in Nairobi and Dar es Salaam underscore al-Qaida's global reach. Bin Laden and his key lieutenants reside in Afghanistan, and the group maintains terrorist training camps there.

External Aid

Bin Laden, son of a billionaire Saudi family, is said to have inherited around \$300 million that he uses to finance the group. Al-Qaida also maintains money-making businesses, collects donations from like-minded supporters, and illicitly siphons funds from donations to Muslim charitable organizations.

Armed Islamic Group (GIA)

An Islamic extremist group, the GIA aims to overthrow the secular Algerian regime and replace it with an Islamic state. The GIA began its violent activities in early 1992 after Algiers voided the victory of the Islamic Salvation Front (FIS)--the largest Islamic party--in the first round of legislative elections in December 1991.

Activities

Frequent attacks against civilians, journalists, and foreign residents. In the last several years the GIA has conducted a terrorist campaign of civilian massacres, sometimes wiping out entire villages in its area of operations and frequently killing hundreds of civilians. Since announcing its terrorist campaign against foreigners living in Algeria in September 1993, the GIA has killed

more than 100 expatriate men and women--mostly Europeans--in the country. Uses assassinations and bombings, including car bombs, and it is known to favor kidnapping victims and slitting their throats. The GIA hijacked an Air France flight to Algiers in December 1994, and suspicions centered on the group for a series of bombings in France in 1995.

Strength

Unknown, several hundred to several thousand.

Location/Area of Operation

Algeria.

External Aid

Algerian expatriates and GIA members abroad, many of whom reside in Western Europe, provide some financial and logistic support. In addition, the Algerian Government has accused Iran and Sudan of supporting Algerian extremists and severed diplomatic relations with Iran in March 1993.

Aum Supreme Truth

a.k.a. Aum Shinrikyo.

A cult established in 1987 by Shoko Asahara, Aum aims to take over Japan and then the world. Its organizational structure mimicks that of a nation-state, with "finance," "construction," and "science and technology" ministries. Approved as a religious entity in 1989 under Japanese law, the group ran candidates in a Japanese parliamentary election in 1990. Over time, the cult began to emphasize the imminence of the end of the world and stated that the United States would initiate "Armageddon" by starting World War III with Japan. The Japanese Government revoked its recognition of Aum as a religious organization in October 1995, but in 1997 a government panel decided not to invoke the Anti-Subversive Law against the group, which would have outlawed the cult.

Activities

On 20 March 1995 Aum members simultaneously released sarin nerve gas on several Tokyo subway trains, killing 12 persons and injuring up to 6,000. The group was responsible for other mysterious chemical incidents in Japan in 1994. Its efforts to conduct attacks using biological agents have been unsuccessful. Japanese police arrested Asahara in May 1995, and he remained on trial facing seventeen counts of murder at the end of 1998. In 1997 and 1998 the cult resumed its recruiting activities in Japan and opened several commercial businesses. Maintains an Internet homepage that indicates Armageddon and anti-US sentiment remain a part of the cult's world view.

Strength

At the time of the Tokyo subway attack, the group claimed to have 9,000 members in Japan and up to 40,000 worldwide. Its current strength is unknown.

Location/Area of Operation

Operates in Japan, but previously had a presence in Australia, Russia, Ukraine, Germany, Taiwan, Sri Lanka, the former Yugoslavia, and the United States.

Basque Fatherland and Liberty

a.k.a. Euzkadi Ta Askatasuna (ETA).

Founded in 1959 with the aim of establishing an independent homeland based on Marxist principles in Spain's Basque region and the southwestern French provinces of Labourd, Basse-Navarra, and Soule

Activities

Primarily bombings and assassinations of Spanish Government officials, especially security and military forces, politicians, and judicial figures. In response to French operations against the group, ETA also has targeted French interests. Finances its activities through kidnappings, robberies, and extortion. Has killed more than 800 persons since it began lethal attacks in the early 1960s; responsible for murdering 6 persons in 1998. ETA declared a "unilateral and indefinite" cease-fire on 17 September 1998. They broke it in 2001 renewing their bombing campaign. While popular in Basque they are hated by all other Spaniards.

Strength

Unknown; may have hundreds of members, plus supporters.

Location/Area of Operation

Operates primarily in the Basque autonomous regions of northern Spain and southwestern France, but also has bombed Spanish and French interests elsewhere.

External Aid

Has received training at various times in the past in Libya, Lebanon, and Nicaragua. Some ETA members allegedly have received sanctuary in Cuba. Also appears to have ties to the Irish Republican Army through the two groups' legal political wings.

Devrimci Sol (Revolutionary Left)

a.k.a. Dev Sol (see Revolutionary People's Liberation Party/Front, DHKP/C).

Egypt's largest militant group, active since the late 1970s; appears to be loosely organized. Has an external wing with a worldwide presence. Signed Osama Bin Laden's fatwa in February 1998 calling for attacks against US civilians but publicly has denied that it supports Bin Laden. Shaykh Umar Abd al-Rahman is al-Gama'at's preeminent spiritual leader, and the group publicly has threatened to retaliate against US interests for his incarceration. Primary goal is to overthrow the Egyptian Government and replace it with an Islamic state.

Activities

Armed attacks against Egyptian security and other government officials, Coptic Christians, and Egyptian opponents of Islamic extremism. Al-Gama'at has launched attacks on tourists in Egypt since 1992, most notably the attack in November 1997 at Luxor that killed 58 foreign tourists. Also claimed responsibility for the attempt in June 1995 to assassinate Egyptian President Hosni Mubarak in Addis Ababa, Ethiopia.

Strength

Unknown, but probably several thousand hardcore members and another several thousand sympathizers.

Location/Area of Operation

Operates mainly in the Al Minya, Asyu't, Qina, and Soha Governorates of southern Egypt. Also appears to have support in Cairo, Alexandria, and other urban locations, particularly among unemployed graduates and students. Has a worldwide presence, including in the United Kingdom, Afghanistan, and Austria.

External Aid

Unknown. The Egyptian Government believes that Iranian, Sudanese, and Afghan militant groups support the IG.

Democratic Front for the Liberation of Palestine

Marxist-Leninist organization founded in 1969 when it split from the Popular Front for the Liberation of Palestine (PFLP). Believes Palestinian national goals can be achieved only through revolution of the masses. In early 1980s occupied political stance midway between Arafat and the rejectionists. Split into two factions in 1991; Nayif Hawatmah leads the majority and more hardline faction, which continues to dominate the group. Joined with other rejectionist groups to form the Alliance of Palestinian Forces (APF) to oppose the Declaration of Principles signed in 1993. Broke from the APF--along with the Popular Front for the Liberation of Palestine (PFLP)--over ideological differences. Has made limited moves toward merging with the PFLP since the mid-1990s.

Activities

In the 1970s conducted numerous small bombings and minor assaults and some more spectacular operations in Israel and the occupied territories, concentrating on Israeli targets. Involved only in border raids since 1988, but continues to oppose the Israel-PLO peace agreement.

Strength

Estimated at 500 (total for both factions).

Location/Area of Operation

Syria, Lebanon, and the Israeli-occupied territories; terrorist attacks have taken place entirely in Israel and the

occupied territories. Conducts occasional guerrilla operations in southern Lebanon.

External Aid

Receives limited financial and military aid from Syria.

Harakat ul-Mujahidin

Formerly the Harakat ul-Ansar, which was designated a foreign terrorist organization in October 1997. HUM is an Islamic militant group based in Pakistan that operates primarily in Kashmir. Leader Fazlur Rehman Khalil has been linked to Bin Laden and signed his fatwa in February 1998 calling for attacks on US and Western interests. Operates terrorist training camps in eastern Afghanistan and suffered casualties in the US missile strikes on Bin Laden-associated training camps in Khowst in August 1998. Fazlur Rehman Khalil subsequently said that HUM would take revenge on the United States.

Activities

Has conducted a number of operations against Indian troops and civilian targets in Kashmir. Linked to the Kashmiri militant group al-Faran that kidnapped five Western tourists in Kashmir in July 1995; one was killed in August 1995, and the other four reportedly were killed in December of the same year.

Strength

Has several thousand armed supporters located in Azad Kashmir, Pakistan, and India's southern Kashmir and Doda regions. Supporters are mostly Pakistanis and Kashmiris, and also include Afghans and Arab veterans of the Afghan war. Uses light and heavy machineguns, assault rifles, mortars, explosives, and rockets.

Location/Area of Operation

Based in Muzaffarabad, Pakistan, but members conduct insurgent and terrorist activities primarily in Kashmir. The HUM trains its militants in Afghanistan and Pakistan.

External Aid

Collects donations from Saudi Arabia and other Gulf and Islamic states and from Pakistanis and Kashmiris. The source and amount of HUA's military funding are unknown.

Jamaat ul-Fuqra

Islamic sect that seeks to purify Islam through violence. Led by Pakistani cleric Shaykh Mubarak Ali Gilani, who established the organization in the early 1980s. Gilani now resides in Pakistan, but most cells are located in North America and the Caribbean. Members have purchased isolated rural compounds in North America to live communally, practice their faith, and insulate themselves from Western culture.

Activities

Fuqra members have attacked a variety of targets that they view as enemies of Islam, including Muslims they

regards as heretics and Hindus. Attacks during the 1980s included assassinations and firebombings across the United States. Fuqra members in the United States have been convicted of criminal violations, including murder and fraud.

Strength

Unknown.

Location/Area of Operation

North America, Pakistan.

Japanese Red Army (JRA)

a.k.a. Anti-Imperialist International Brigade (AIIB).

An international terrorist group formed around 1970 after breaking away from Japanese Communist League-Red Army Faction. Led by Fusako Shigenobu, believed to be in Syrian-garrisoned area of Lebanon's Bekaa Valley. Stated goals are to overthrow Japanese Government and monarchy and help foment world revolution. Organization unclear but may control or at least have ties to Anti-Imperialist International Brigade (AIIB). Also may have links to Antiwar Democratic Front, an overt leftist political organization in Japan. Details released following arrest in November 1987 of leader Osamu Maruoka indicate that JRA may be organizing cells in Asian cities, such as Manila and Singapore. Has had close and longstanding relations with Palestinian terrorist groups--based and operating outside Japan--since its inception.

Activities

During the 1970s JRA conducted a series of attacks around the world, including the massacre in 1972 at Lod Airport in Israel, two Japanese airliner hijackings, and an attempted takeover of the US Embassy in Kuala Lumpur. In April 1988, JRA operative Yu Kikumura was arrested with explosives on the New Jersey Turnpike, apparently planning an attack to coincide with the bombing of a USO club in Naples and a suspected JRA operation that killed five, including a US servicewoman. Kikumura was convicted of these charges and is serving a lengthy prison sentence in the United States. In March 1995, Ekita Yukiko, a longtime JRA activist, was arrested in Romania and subsequently deported to Japan. Eight others have been arrested since 1996, but leader Shigenobu remains at large.

Strength

About eight hardcore members; undetermined number of sympathizers.

Location/Area of Operation

Location unknown, but possibly based in Syrian-controlled areas of Lebanon.

Kach and Kahane Chai

Stated goal is to restore the biblical state of Israel. Kach (founded by radical Israeli-American rabbi Meir Kahane) and its offshoot Kahane Chai, which means

"Kahane Lives," (founded by Meir Kahane's son Binyamin following his father's assassination in the United States) were declared to be terrorist organizations in March 1994 by the Israeli Cabinet under the 1948 Terrorism Law. This followed the groups' statements in support of Dr. Baruch Goldstein's attack in February 1994 on the al-Ibrahimi Mosque--Goldstein was affiliated with Kach--and their verbal attacks on the Israeli Government.

Activities

Organize protests against the Israeli Government. Harass and threaten Palestinians in Hebron and the West Bank. Have threatened to attack Arabs, Palestinians, and Israeli Government officials. Claimed responsibility for several shootings of West Bank Palestinians that killed four persons and wounded two in 1993.

Strength

Unknown.

Location/Area of Operation

Israel and West Bank settlements, particularly Qiryat Arba' in Hebron.

External Aid

Receives support from sympathizers in the United States and Europe.

Liberation Tigers of Tamil Eelam

Known front organizations: World Tamil Association (WTA), World Tamil Movement (WTM), the Federation of Associations of Canadian Tamils (FACT), the Ellalan Force, the Sangillan Force. The most powerful Tamil group in Sri Lanka, founded in 1976. Uses overt and illegal methods to raise funds, acquire weapons, and publicize its cause of establishing an independent Tamil state. Began its armed conflict with the Sri Lankan Government in 1983 and relies on a guerrilla strategy that includes the use of terrorist tactics.

Activities

Has integrated a battlefield insurgent strategy with a terrorist program that targets not only key government personnel in the countryside but also senior Sri Lankan political and military leaders in Colombo. LTTE political assassinations and bombings have become commonplace, including suicide attacks against Sri Lankan President Ranasinghe Premadasa in 1993 and Indian Prime Minister Rajiv Gandhi in 1991. Has refrained from targeting Western tourists out of fear that foreign governments would crack down on Tamil expatriates involved in fundraising activities abroad. Prefer to attack vulnerable government facilities and withdraw before reinforcements arrive.

The LTTE has detonated two massive truck bombs directed against the Sri Lankan economy, one at the Central Bank in January 1996 and another at the Colombo World Trade Center in October 1997. The LTTE also has attacked several ships in Sri Lankan waters, including

foreign commercial vessels and infrastructure targets such as commuter trains, buses, oil tanks, and power stations. The LTTE prefers to attack vulnerable government facilities then withdraw before reinforcements arrive, or to time its attacks to take advantage of security lapses on holidays, at night, or in the early morning. In the past several years, the LTTE has also attacked several commercial ships flying foreign flags in the waters off the north and east of the country. In 1998, threats were directed at domestic air carriers flying between Colombo and Jaffna, and in September of that year, a domestic civilian aircraft flying from Colombo to Jaffna crashed, killing everyone on board. The cause of the accident is still unknown.

Bomb attacks remain the greatest terrorist hazard. The LTTE has attempted or carried out numerous political assassinations or attempts. In 1999, suicide bombings resulted in the death of 30 persons and injury to 143 others in Colombo, Trincomalee, Batticaloa, Jaffna and Medawachchi. In January 2000, a suicide bomber killed more than a dozen and wounded several passers-by when she detonated her bomb outside the Prime Minister's Office after being detected by security personnel. In March 2000, as many as eight LTTE terrorists attacked a government motorcade traveling on a major Colombo thoroughfare, killing 25 people and wounding many others. In June 2000, a suicide bomber assassinated the Minister for Industrial Development in a Colombo suburb. Twenty-one others were killed and 60 people were injured in the attack. In October 2000, two American and one British women and their Sri Lankan driver were seriously injured in their vehicle in Central Colombo when an LTTE suicide bomber confronted by police exploded his device rather than surrender. Three policemen were killed. In October 2001, an LTTE suicide bomber stopped by police in the vicinity of an election rally in Colombo detonated his device rather than surrender, killing five people and injuring 16 others. In addition to individual suicide bombers, vehicle-mounted bombs have been used by the LTTE. Major hotels have been directly affected by terrorist activities and could be again because of their proximity to likely economic, government and military targets.

In January 1998, the Temple of the Tooth, an important religious and tourist site in Kandy, was subjected to a truck bomb; eight people were killed, and the temple, nearby businesses and an historic hotel were damaged. Small bombs have frequently been placed against infrastructure targets such as telephone switchgear or electrical power transformers.

Public buses have also been the targets of terrorist attacks. In September 1999, bombs were detonated in buses in separate incidents in Negombo and Badula. In one week in February 2000, seven separate explosions of bombs left on public buses in Colombo and other cities killed three and wounded over 140 people. Bombs have also been found on trains and on train roadbeds, resulting in one death and injuries to over 50 people. In May 2000, the Sri Lankan Government activated provisions of the Public Security Ordinance, giving certain government authorities sweeping powers to deal with threats to

national security. The next month the LTTE gained a significant victory in taking the Elephant pass army garrison, located in a town on the Jaffna Peninsula. In February 2002 the LTTE and the Sri Lankan government signed a ceasefire agreement brokered by Norway. As of June 2003 the agreement appears to be dissolving. The LTTE claims the government has done little to address rebel concerns and deliver on the promises made during the six rounds of peace talks. The LTTE wanted to draft an independent Tamil administration, while the Sri Lankan government was willing to go only as far as granting financial autonomy. The impasse came as involved parties planned to meet in Tokyo for a Sri Lankan financial aid conference. The LTTE planned boycott the event.

Strength

Approximately 10,000 armed combatants in Sri Lanka; about 3,000 to 6,000 form a trained cadre of fighters. The LTTE also has a significant overseas support structure for fundraising, weapons procurement, and propaganda activities.

Location/Area of Operation

Controls most of the northern and eastern coastal areas of Sri Lanka and has conducted operations throughout the island. Headquartered in the Jaffna peninsula, LTTE leader Velupillai Prabhakaran has established an extensive network of checkpoints and informants to keep track of any outsiders who enter the group's area of control.

External Aid

The LTTE's overt organizations support Tamil separatism by lobbying foreign governments and the United Nations. Also uses its international contacts to procure weapons, communications, and bomb making equipment. Exploits large Tamil communities in North America, Europe, and Asia to obtain funds and supplies for its fighters in Sri Lanka. Some Tamil communities in Europe also are involved in narcotics smuggling.

Loyalist Volunteer Force (LVF)

Extremist terrorist group formed in 1996 as a splinter of the mainstream loyalist Ulster Volunteer Force (UVF). Seeks to subvert a political settlement with Irish nationalists in Northern Ireland by attacking Catholic politicians, civilians, and Protestant politicians who endorse the Northern Ireland peace process. Composed of hardliners formerly associated with the UVF. Mark "Swinger" Fulton now leads the LVF following the assassination in December 1997 of LVF founder Billy "King Rat" Wright.

Announced a unilateral cease-fire on 15 May and, in a move unprecedented among Ulster terrorist groups, decommissioned a small but significant amount of weapons on 18 December 1998.

Activities

Bombings, kidnappings, and close-quarter shooting attacks. LVF bombs often have contained Powergel commercial explosives, typical of many loyalist groups. LVF attacks have been particularly vicious: LVF terrorists killed an 18-year old Catholic girl in July 1997 because she had a Protestant boyfriend. Murdered numerous Catholic civilians with no political or terrorist affiliations following Billy Wright's assassination. Also has conducted successful attacks against Irish targets in Irish border towns.

Strength

British press speculates about 500 activists.

Location/Area of Operation

Northern Ireland, Ireland.

Mujahedin-e Khalq Organization

a.k.a. The National Liberation Army of Iran (NLA, the militant wing of the MEK), the People's Mujahidin of Iran (PMOI), National Council of Resistance (NCR), Muslim Iranian Student's Society (front organization used to garner financial support).

Formed in the 1960s by the college-educated children of Iranian merchants, the MEK sought to counter what it perceived as excessive Western influence in the Shah's regime. Following a philosophy that mixes Marxism and Islam, has developed into the largest and most active armed Iranian dissident group. Its history is studded with anti-Western activity, and, most recently, attacks on the interests of the clerical regime in Iran and abroad.

Activities

Worldwide campaign against the Iranian Government stresses propaganda and occasionally uses terrorist violence. During the 1970s the MEK staged terrorist attacks inside Iran and killed several US military personnel and civilians working on defense projects in Tehran. Supported the takeover in 1979 of the US Embassy in Tehran. In April 1992 conducted attacks on Iranian embassies in 13 different countries, demonstrating the group's ability to mount large-scale operations overseas. Recent attacks in Iran include three explosions in Tehran in June 1998 that killed three persons and the assassination of Asadollah Lajevardi, the former director of the Evin Prison.

Strength

Several thousand fighters based in Iraq with an extensive overseas support structure. Most of the fighters are organized in the MEK's National Liberation Army (NLA).

Location/Area of Operation

In the 1980s the MEK's leaders were forced by Iranian security forces to flee to France. Most resettled in Iraq by 1987. In the mid-1980s did not mount terrorist operations

in Iran at a level similar to its activities in the 1970s. In recent years has claimed credit for a number of operations in Iran.

External Aid

Beyond support from Iraq, the MEK uses front organizations to solicit contributions from expatriate Iranian communities.

National Liberation Army (ELN)

Pro-Cuban, anti-US guerrilla group formed in January 1965. Primarily rural based, although has several urban fronts, particularly in the Magdalena Medio region. Entered peace talks with Colombian Civil Society in mid-1998 and was preparing to participate in a national convention in early 1999.

Activities

Conducted weekly assaults on oil infrastructure (typically pipeline bombings) and has inflicted massive oil spills. Extortion and bombings against US and other foreign businesses, especially the petroleum industry. Annually conducts several hundred kidnappings for profit, including foreign employees of large corporations. Forces coca and opium poppy cultivators to pay protection money and attacks government efforts to eradicate these crops.

Strength

Approximately 3,000-5,000 armed combatants and an unknown number of active supporters.

Location/Area of Operations

Colombia, border regions of Venezuela.

New People's Army (NPA)

The guerrilla arm of the Communist Party of the Philippines (CPP), NPA is an avowedly Maoist group formed in December 1969 with the aim of overthrowing the government through protracted guerrilla warfare. Although primarily a rural-based guerrilla group, the NPA has an active urban infrastructure to conduct terrorism and uses city-based assassination squads called sparrow units. Derives most of its funding from contributions of supporters and so-called revolutionary taxes extorted from local businesses.

Activities

Has suffered setbacks since the late 1980s because of splits within the CPP, lack of money, and successful government operations. The NPA primarily targets Philippine security forces, corrupt politicians, and drug traffickers. Opposes any US military presence in the Philippines and attacked US military interests before the US base closures in 1992.

Strength

Estimated between 6000 to 8000.

Location/Area of Operations

Operates in rural Luzon, Visayas, and parts of Mindanao. Has cells in Manila and other metropolitan centers.

Qibla and People Against Gangsterism and Drugs

Qibla is a small radical Islamic group led by Achmad Cassiem, who was inspired by Iran's Ayatollah Khomeini. Cassiem founded Qibla in the 1980s, seeking to establish an Islamic state in South Africa. PAGAD began in 1996 as a community anticrime group fighting drug lords in Cape Town's Cape Flats section. PAGAD now shares Qibla's anti-Western stance as well as some members and leadership. Though distinct, the media often treat the two groups as one.

Activities

Qibla routinely protests US policies toward the Muslim world and uses radio station 786 to promote its message and mobilize Muslims. PAGAD is suspected of conducting 170 bombings and 18 other violent actions in 1998 alone. Qibla and PAGAD may have masterminded the bombing on 15 August of the Cape Town Planet Hollywood. Often use the front names Muslims Against Global Oppression (MAGO) and Muslims Against Illegitimate Leaders (MAIL) when anti-Western campaigns are launched.

Strength

Qibla is estimated at 250 members. Police estimate there are at least 50 gunmen in PAGAD, and the size of PAGAD-organized demonstrations suggests it has considerably more adherents than Qibla.

Location/Area of Operation

Operate mainly in the CapeTown area, South Africa's foremost tourist venue.

Real IRA (RIRA)

a.k.a True IRA..

Formed in February-March 1998 as clandestine armed wing of the 32-County Sovereignty Movement, a "political pressure group" dedicated to removing British forces from Northern Ireland and unifying Ireland. The 32-County Sovereignty Movement opposed Sinn Fein's adoption in September 1997 of the Mitchell principles of democracy and nonviolence and opposed the amendment in May 1998 of Articles 2 and 3 of the Irish Constitution, which lay claim to Northern Ireland. Former IRA "quartermaster general" Mickey McKevitt leads the group; Bernadette Sands-McKevitt, his common-law wife, is the vice-chair of the 32-County Sovereignty Movement.

Activities

Bombings, assassinations, and robberies. Most Real IRA activists are former IRA members; the group has inherited a wealth of experience in terrorist tactics and

bombmaking. Targets include British military and police in Northern Ireland and Northern Irish Protestant communities. Claimed responsibility for the car bomb attack in Omagh, Northern Ireland on 15 August, which killed 29 and injured 220 persons. Announced a cease-fire after that bombing. Has attempted several unsuccessful bomb attacks on the UK mainland.

Strength

About 70, plus limited support from IRA hardliners dissatisfied with the current IRA cease-fire and other republican sympathizers.

Location/Area of Operation

Northern Ireland, Ireland, Great Britain.

External Aid

Suspected of receiving funds from sympathizers in the United States. Press reports claim Real IRA leaders also have sought support from Libya.

Revolutionary Armed Forces of Colombia (FARC)

The largest, best-trained, and best-equipped insurgent organization in Colombia. Established in 1964 as a rural-based, pro-Soviet guerrilla army.

Organized along military lines and includes several urban fronts. Has been anti-United States since its inception. The FARC agreed in 1998 to enter into preliminary peace talks with the Colombian Government. The Pastrana administration demilitarized five large rural municipalities to meet FARC conditions for peace talks. (President Pastrana traveled to this area on 7 January 1999 to inaugurate peace talks with guerrilla leaders, although the FARC's senior-most leader failed to attend).

Activities

Armed attacks against Colombian political, economic, military, and police targets. Many members pursue criminal activities, carrying out hundreds of kidnappings for profit annually. Foreign citizens often are targets of FARC kidnappings. Group has well-documented ties to narcotics traffickers, principally through the provision of armed protection for coca and poppy cultivation and narcotics production facilities, as well as through attacks on government narcotics eradication efforts. Also began in 1998 a bombing campaign against oil pipelines.

Strength

Approximately 8,000-12,000 armed combatants and an unknown number of supporters, mostly in rural areas.

Location/Area of Operation

Colombia, with occasional operations in border areas of Venezuela, Panama, Peru, Brazil, and Ecuador.

Revolutionary Organization 17 November

Radical leftist group established in 1975 and named for the student uprising in Greece in November 1973 that protested the military regime. Anti-Greek establishment, anti-US, anti-Turkey, anti-NATO, and committed to the ouster of US bases, removal of Turkish military presence from Cyprus, and severing of Greece's ties to NATO and the European Union (EU). Possibly affiliated with other Greek terrorist groups.

Activities

Initial attacks were assassinations of senior US officials and Greek public figures. Added bombings in 1980s. Since 1990 has expanded targets to include EU facilities and foreign firms investing in Greece and has added improvised rocket attacks to its methods.

Strength

Unknown, but presumed to be small.

Location/Area of Operation

Athens, Greece.

Revolutionary People's Liberation Party/Front

a.k.a. Devrimci Sol (Revolutionary Left).

Dev Sol. Originally formed in 1978 as Devrimci Sol, or Dev Sol, a splinter faction of the Turkish People's Liberation Party/Front. Renamed in 1994 after factional infighting, it espouses a Marxist ideology and is virulently anti-US and anti-NATO. Finances its activities chiefly through armed robberies and extortion.

Activities

Since the late 1980s has concentrated attacks against current and retired Turkish security and military officials. Began a new campaign against foreign interests in 1990. Assassinated two US military contractors and wounded a US Air Force officer to protest the Gulf war. Launched rockets at US Consulate in Istanbul in 1992. Assassinated prominent Turkish businessman in early 1996, its first significant terrorist act as DHKP/C.

Strength

Unknown.

Location/Area of Operation

Conducts attacks in Turkey--primarily in Istanbul--Ankara, Izmir, and Adana. Raises funds in Western Europe.

Revolutionary People's Struggle (ELA)

Extreme leftist group that developed from opposition to the military junta that ruled Greece from 1967 to 1974. Formed in 1971, ELA is a self-described revolutionary, anti-capitalist, and anti-imperialist group that has declared its opposition to "imperialist domination, exploitation, and oppression." Strongly anti-US and seeks the removal of US military forces from Greece.

Activities

Since 1974 has conducted bombings against Greek Government and economic targets as well as US military and business facilities. In 1986 stepped up attacks on Greek Government and commercial interests. Raid on a safehouse in 1990 revealed a weapons cache and direct contacts with other Greek terrorist groups, including 1 May and Revolutionary Solidarity. In 1991, ELA and 1 May claimed joint responsibility for over 20 bombings. Greek police believe they have established a link between the ELA and the Revolutionary Organization 17 November. Has not claimed responsibility for a terrorist attack since January 1995.

Strength

Unknown.

Location/Area of Operation

Greece.

Sikh Terrorism

Sikh terrorism is sponsored by expatriate and Indian Sikh groups who want to carve out an independent Sikh state called Khalistan (Land of the Pure) from Indian territory. Active groups include Babbar Khalsa, International Sikh Youth Federation, Dal Khalsa, Bhinderanwala Tiger Force. A previously unknown group, the Saheed Khalsa Force, claimed credit for the marketplace bombings in New Delhi in 1997.

Activities

Attacks in India are mounted against Indian officials and facilities, other Sikhs, and Hindus; they include assassinations, bombings, and kidnappings. Attacks have dropped markedly since 1992, as Indian security forces have killed or captured numerous senior Sikh militant leaders and have conducted successful army, paramilitary, and police operations. Many low-intensity bombings that might be attributable to Sikh extremists now occur without claims of credit.

Strength

Unknown.

Location/Area of Operation

Northern India, western Europe, Southeast Asia, and North America.

External Aid

Militant cells are active internationally and extremists gather funds from overseas Sikh communities. Sikh expatriates have formed a variety of international organizations that lobby for the Sikh cause overseas. Most prominent are the World Sikh Organization and the International Sikh Youth Federation.

Sendero Luminoso (Shining Path)

Larger of Peru's two insurgencies, SL is among the world's most ruthless guerrilla organizations. Formed in the late 1960s by then university professor Abimael Guzman. Stated goal is to destroy existing Peruvian institutions and replace them with peasant revolutionary regime. Also wants to rid Peru of foreign influences. Guzman's capture in September 1992 was a major blow, as were arrests of other SL leaders in 1995, defections, and Peruvian President Fujimori's amnesty program for repentant terrorists.

Activities

Has engaged in particularly brutal forms of terrorism, including the indiscriminate use of bombs. Conducted fewer attacks in 1998, generally limited to rural areas. Almost every institution in Peru has been a target of SL violence. Has bombed diplomatic missions of several countries in Peru, including the US Embassy. Conducts bombing campaigns and selective assassinations. Has attacked US businesses since its inception. Involved in cocaine trade.

Strength

Approximately 1,500 to 2,500 armed militants; larger number of supporters, mostly in rural areas.

Location/Area of Operation

Rural based, with few violent attacks in the capital.

Zviadists

Extremist supporters of deceased former Georgian President Zviad Gamsakhurdia. Following Gamsakhurdia's ouster in 1991, his supporters launched a revolt against his successor, Eduard Shevardnadze. Suppressed in late 1993, and Gamsakhurdia committed suicide in January 1994. Some Gamsakhurdia sympathizers have formed a weak legal opposition in Georgia, but others remain violently opposed to Shevardnadze's rule and seek to overthrow him. Some Gamsakhurdia government officials fled to Russia following Gamsakhurdia's ouster and now use Russia as a base of operations to bankroll anti-Shevardnadze activities.

Activities

Bombings and kidnappings. Attempted two assassinations against Shevardnadze in August 1995 and February 1998. Took UN personnel hostage following the February 1998 attempt, but released the hostages unharmed.

Strength

Unknown.

Location/Area of Operation

Georgia, especially Mingrelia, and Russia.

External Aid

May have received support and training in Chechen terrorist training camps. Chechen mercenaries participated in the assassination attempt against Shevardnadze in February 1998.

CHAPTER 7:

Villainous Deeds

Say something interesting here!!!!

Villains Methods

These are some of the paths a villain may take to achieve his or her goal.

Extortion

The villain has power over some person or agency, and will use it unless the victim pays up by a given deadline. Usually an urgent summons by the victim brings the heroes into the adventure, but sometimes the flashier villains make their threat known over public airwaves.

Kidnap and Ransom

The victim can be any person of wealth or relative of such a person, but it can instead be a valuable object, such as an objet d'art, a rare chemical isotope, or urgently needed medicine. This scheme has special emotional significance if the heroes desperately need the person or object in question to satisfy another goal. For example, a hero might need medicine to save a dying NPC.

Manipulation

The villain does not care to soil his or her own hands doing the deed, and instead enlists some third party, perhaps an unwitting or mind-controlled dupe. It can send the heroes on a wild goose chase for the longest time. By the time they find out who is really behind the scheme, they should be ready to thrash the villain soundly.

Mass Destruction

Especially suitable for insane or vengeful villains, this method demands extreme power. The source of power can be a giant monster or robot, a nuclear reactor, or that old standby, the atomic bomb. The heroes learn about the scheme just hours or days before it will occur, and the tension builds as they try to find the villain's headquarters or destructive machine and destroy it, or stop the monster before it achieves widespread destruction.

Murder

Direct and to the point. The motives for murder coincide with those of mass destruction (above), but this is suitable for less powerful villains.

Provocation

The villain tries to achieve his or her ends—a war, perhaps, or a battle between two equally despised heroes by arranging a fraud. The fraudulent scheme lays blame on one innocent party for an attack on another's interests.

The heroes often are too late to prevent the scheme itself from being activated. But they can search for evidence to implicate the villain, or find the villain and force him to confess, just moments before the provocation leads to ultimate disaster.

Theft

The standard villain scheme. An early adventure in every campaign is the bank robbery, and attempted thefts of valuables continue on a regular basis thereafter. The players understand their goal and have no trouble telling right from wrong. And virtually no villain is above an ordinary burglary or robbery.

Vice Peddling

The standard method of the corruption-motivated villain. Gambling, racism, envy, lechery—the usual catalogue of sins are all profitable to the criminal element. The heroes may believe the villain's goal is mere wealth... until a more sinister pattern emerges.

CHAPTER 8:

Judges Tips and Tools

Mmm

How to Make a Comic Book Rogues' Gallery

A hero's enemies are extremely pivotal to a series.

But why? There's obviously the reason that they entertain us, that a good villain is often more appealing than the hero himself. Villains tend to be more stylish, flamboyant, and menacing in tone than super-heroes--they add a lot of energy to a plot, and nothing can sap the juice out of a story faster than a weak or boring villain. Still, there's more to it than this. I think all great stories are about characters; for every plot, for every adventure, it's people we're interested in. Now, defining a hero with a strong origin story is one piece of the puzzle for fleshing out our title character, but creating an appropriate rogues' gallery is another. Like any great tale, characters are defined by their relationships with other characters, and this is doubly true for heroes. The nature, style, and potency of a hero's enemies reflect upon the hero.

I'm going to stick with whom I consider the main four classic heroes--Superman, Spider-Man, Batman, and Hulk--and add quite a few others to make some general points about villains. Once again, I'm not trying to reduce character creation to simple formulae, but show that there are patterns for success--and failure--which tried and true comic book greats prove time and time again.

Stay in Concept

I've said it before and I'll say it again: every hero needs a concept. There needs to be a world, an atmosphere in which the hero belongs. Batman, for example, inhabits the dark urban Gotham, while Daredevil dukes it out in the gritty Hell's Kitchen. Captain America must continue to face national threats and treat basic ethical dilemmas, while a group of what are essentially scientific explorers like the Fantastic Four face dimensional and intergalactic entities. There's a vibe resonating in each of the great series, and every hero ought to claim their niche on concept, mood, and scope.

Villains must stay within bounds of this concept. They must live within the world of the hero in some fashion, with some exceptions I'll describe later. What if someone like Doctor Strange confronted an alien invasion? It just doesn't make sense. What if Batman took on Sinestro? Catwoman took on Red Skull? Venom took on Doomsday? These heroes and villains are just out of sync with each other. In general, villains ought to match the scope and concept of the hero whenever possible in order to present a healthy challenge which fleshes out the environment and the nature of the hero.

So to begin with, I think that when you make a villain, you always ought to keep a hero in mind, or at least match that villain up with the right character. Let's start with the greatest rogues' gallery in all comic books to show what I

mean: Batman's. Batman consistently fights interesting, entertaining enemies precisely because his foes match Batman's scope and concept. Bruce Wayne is a psychologically disturbed man--his obsession, guilt, and search for revenge fuels his vigilantism. Also, Batman is great because he is just a man, no powers at his disposal. He relies on discipline, cunning, and intelligence to get the job done, and it's why we love the character so much.

His villains ought to match, therefore, Batman's scope of power (no superhuman powers, and if they have them, keep them weaker) and concept (urban, psychologically disturbed, intense, cunning). That's exactly what we get, smart villains who highlight the neuroses of human psychology. Joker is your Pan-ic madman, Two Face your split personality victim, Scarecrow feeds off fear, Mr. Freeze is psychologically cold, etc. They're all somewhat, if not outright, crazy . . . just like Batman. In fact, creators have almost purposefully kept the origin stories of these adversaries sympathetic as if to show that a mere hair's breadth separates a hero like Batman from a villain like the Joker (which was Moore's point in "The Killing Joke;" both men became what they became do to "one bad day" that just happened to turn out differently).

One of Batman's villains whom I have always disliked, however, is the Penguin. He's not crazy; he's not urban or intense; he's just very, very flat. He doesn't add anything to Batman as a character, and he simply doesn't seem to fit into Gotham in general. He would be a better match for Robin or Green Arrow, lower ante, hoodlum-fighting young heroes.

It's harder to pin down appropriate villains for heroes like Superman and Hulk primarily because these characters have looser, less-defined concepts. I've always complained, though, that Superman is a hero who never should have been bound to one city. Sure, it's become an integral part of his world, but he's an intergalactic force . . . with his speed and strength, he ought to be protecting the Earth and getting away from guarding just Metropolis the majority of the time. He fights bank robbers far too much, and he's an example of villains not matching a hero's scope. Likewise, somebody like the Toyman just doesn't fit in anywhere; he's no match for Superman, really, and doesn't illuminate anything interesting about the Man of Steel. And just considering the man heroes of the DC and Marvel Universes, I would have to declare the silver age Flash's Rogues' Gallery the worst. Boomerang? Weather Wizard? Mirror Master? What nonsense!

But let me start getting more specific about villain types which really seem to work with any given character.

The Dark Half

Sounds generic, but it's a classical archetype--the grim doppelganger who shows the darker half of our hero is a sure thing. This doesn't always literally mean a dark twin of some kind, but some enemy who is extremely similar to our hero, only evil. Superman, for example, has Bizarro. Though Bizarro began his career as a comic figure, I like what the animated series has done with him . . . he has all of Superman's powers and memories, only twisted. Someone like the Flash has Reverse Flash, a bit too literal

a dark half, but consider better examples from the pages of Spider-Man and Hulk. Spider-Man faced a very interesting threat in the form of Venom and then Carnage, primarily because their powers are so similar. Venom is a violent, stronger version of Spider-Man, someone who defines Parker's nobility by being so rash. And Carnage just takes that contrast and cubes it. Hulk has an ever better example in Maestro. Here Hulk confronts his literal dark half in the form of a future incarnation of himself.

I like the idea of an enemy who is 99% our hero, but has this germ of evil, this 1% of spirit which turns them completely to the side of evil. Such an enemy matches our hero's scope immediately, first of all, but more importantly, it shows what could have been--even what could yet be--if our hero falls on the other side of the thin line he walks. In this sense, most of Batman's villains can be seen as mild variations of himself--after all, it wouldn't take much to knock Batman over the edge and be committed to Arkham with everybody else.

The Antithesis

While the dark half resembles the hero a great deal, the antithesis type of enemy is the hero's opposite in some regard. What makes them opposite can be concept or scope, which is an exception to my earlier rule. For example, who is Superman's foremost foe? Lex Luthor, a mere mortal. I'm no fan of Luthor overall, actually--I still feel he's too lowly for Superman's power level--but he is definitely Superman's antithesis. Luthor's savvy cunning contradicts Clark Kent's farmboy ethics; Luthor's worldly wealth counters Superman's otherworldly might. It's an interesting opposition, to be sure. But consider the Hulk again.

What is the Hulk's primary power? Strength. What's the antithesis of strength? Intelligence. Enter the Leader, someone who was also bombarded with gamma radiation.

Sometimes the antithesis is even more straightforward. Captain America defends the United States and its politics, so naturally a Nazi like Red Skull or fascist like Baron Zemo are decent archenemies. How about Daredevil, the "man without fear"? How about someone like Mister Fear. Seems simplistic, but it's a way of challenging our hero's concept, of testing its mettle with a direct contradictory force.

The Epic Threat

Every hero ought to have one foe, or team, or organization, or even an entire planet which poses an epic, destroy-the-world threat. These are the big guns, the ones far above and beyond the average villain. The effect is to make the hero an underdog, someone who must risk it all and dare to attempt to impossible to thwart something with disastrous effects for, potentially, the entire world. I am a bit wary of such a threat, though, for a few different reasons. First of all, if you have too many epic threats, you dilute their meaning. They ought to be more rare than they've been in comics lately, and they most certainly ought to come in greater varieties than yet ANOTHER alien invasion. Secondly, there ought to be villains specific to this epic threat, not an average enemy with high

ambitions. Darkseid, for example, is inherently epic; whatever he does threatens the entire Earth. But what if Joker decided to try to conquer the planet? Forget it. Keep epic threats in the hands of epic characters. There are plenty of examples to go around, too . . . Darkseid, Apocalypse, Thanos, Dark Phoenix, you name it. Even Batman has a relatively epic threat in the form of Rhas Al Ghul, someone who consistently guns to wreak havoc on the planet.

Power, Concept, and Trait Specific Enemies

Beyond the archenemies and the long story-arc villains, it helps to have lower level foes, just for those one-issue adventures or just to keep things lighter, to mix it up. The goal, however, remains to contrast something with our hero to define him better. One way to kill both birds with one stone is target one trait of our hero--one power, one aspect of his concept, or one of his personality traits--and build a villain to counter or challenge it.

Power specific enemies are the easiest and most common. If, for example, you have someone super strong like the Hulk, pitting other strongmen against him will only be interesting for so long. It helps to work off Hulk's weaknesses, or work around his powers to make strength less of an advantage for him. Hulk can't exactly connect a blow with ZZZax, for instance, since he's pure electricity, and throwing him against someone ultra-fast--someone who doesn't stand still long enough to get punched--throws someone like the Hulk off. Similarly, Superman is extremely powerful, but that's why Parasite poses such a threat . . . he can take that power away, even use it against him. Concept specific foes are a bit more valuable, though. Take one detail of the hero's environment or concept and accentuate it with a villain who targets that detail. For example, Batman resides in an urban environment . . . his enemy Killer Croc represents that dark underbelly of the streets and sewer systems, the infamous crocodiles running around the drainage system which is part of a well-known urban myth. Part of Hulk's concept is the fact that he is an outcast, so perhaps a writer could emphasize this fact with a very publicly popular enemy who's trying to bring the Hulk in. Superman benefits from enemies related to Krypton, an often neglected aspect of his origin, too.

Personality trait specific villains may seem even more rare, but could be the most useful of all and actually happen all the time. Again, contrast is the key; the beauty of Joker facing Batman, after all, is seeing someone so jokey and light-hearted contrasting with the mirthless Dark Knight. These personality contrasts also challenge the hero to play a different game than they're used to. For example, what if you placed Kyle Rayner, the new Green Lantern, against someone who countered his youthful creativity with someone older, wiser, and no nonsense? How about Flash against someone ultra-patient, extremely careful and low key? Spider-Man against someone completely cold, completely unaffected by his humor and taunts?

Another way to target these specific details about the hero other than contrast is by exaggerating the trait . . .

someone who's faster, more agile, and even more witty than Spider-Man would really keep Peter Parker in check. And of course, you can combine any number of these detail specific elements and build a foe accordingly. The point is, it always ought to add something to the hero. The hero ought to benefit from defeating the villain, or as the audience, we at least ought to understand and respect the hero's abilities, character, and weaknesses.

In conclusion, I am a proponent of one-issue long storylines and lighter adventures mixed in with the more serious, multi-part story arcs. I think writers ought to take their time, flesh their character out carefully and patiently. In some characters, I feel development comes too slowly--how long can Kyle Rayner keep being the rookie, for example? Isn't he getting at least a little more experienced yet? By the same token, other writers shake things much too often . . . changing powers, costumes, killing off supporting cast, and things like risk demolishing the foundation for the character's quality. If a hero is treated like a complex character--like someone with an extensive past, someone who's coping with the present, someone with flaws, talents, and many things to learn--then the number of available stories is virtually endless.

Radically changing a hero seems like reckless desperation to me. But everybody seems to love seeing some new, kick-ass villain step up to the plate and wreak irreparable havoc on the hero's life, like a Doomsday, a Bane, or a Jackal (for Spider-Man's clone saga). The question is, why do these foes stay on the back burner while classic foes like Lex Luthor, Joker, and Green Goblin return again and again? Because they aren't here-goes-everything, "let's throw caution to the wind!" destroyers . . . like the heroes they fight, they too are complex characters with stable ambitions and schemes. Pitting heroes against these fly-by-night anarchist destroyers is cheap entertainment upon which comics with inferior writing, such as those by Image, rely too much. Let villains be part of the cast, steadier personalities with whom a reader can identify. Who knows? If they're interesting enough, they may, like Catwoman and Venom and Punisher, be worth showcasing in their own title.

How to Run a Good Bad Guy

Sometimes we DMs get so busy counting turns, rolling dice, and keeping track of our monsters' hit points and spells that we forget to act, which is a pity, because acting's a big part of the fun of being DM. Some of my favorite times as a DM are when I get to play the obstructive secretary, the blustering father-in-law, the arrogant aristocrat, or—my favorite—the shifty villain. I love villains. I'm the kind who tends to cheer for the bad guys to win. And I think that a good, er, well-played archvillain can make or break any campaign.

Darth Vader or Moff Tarkin?

The first thing you have to decide is whether your villain is major or minor. A major villain—an archvillain—is one you're hoping to keep around for a while. A minor villain is just a cameo role, a one-adventure baddie. Major

villains deserve to have some work put into them, to be given personality and depth. Minor villains don't need to have much attention paid to them—you'll have plenty of fun just using an instantly recognizable cliché (e.g., the dumb thug, the sleazy weasel, the bragging windbag, the grim killer, the knock'em'dead vamp, the psycho loon). They're relatively simple to roleplay. But the archvillain—now, that's a challenge. This essay will address how to create major villains—the kind your characters will swiftly learn to swear at and blame for all of their misfortunes, regardless of whether the villain was actually involved.

Nemesis or Hidden Mastermind?

Your major villain is either somebody who will (you hope) plague the characters for levels and levels until The Final Showdown, or somebody who has been operating behind the scenes throughout the campaign and has just been unmasked.

Nemesis: The Nemesis is hard to run, because this villain must escape justice every time s/he has a run-in with the adventurers. This is a comic-book cliché that can be very frustrating for the players if handled poorly but a lot of fun if engineered to seem natural. A good DM should be willing to sacrifice the Nemesis if there's no way to weasel out of it, but should try hard to keep the Nemesis one step ahead of the characters whenever possible. Moreover, there should be only one Nemesis in a given campaign, although it's OK to create a new Nemesis if, despite all your planning, the previous Nemesis is killed (in this case, it's a time-honored tradition that the new Nemesis be a lover, spouse, friend, or relation of the slain Nemesis, and that s/he now specifically seek revenge against the player characters).

If the Nemesis is captured, do your best to convince the characters to "do the right thing" and send the villain to jail. That gives the villain a number of opportunities to escape—on the way to trial, in the middle of the courtroom, on the way back from trial, out of jail, or right before the execution. You'll only get a chance to do this once—after that, the characters will be likely to kill the villain the next time they get a chance—but it's always fun that one time, and it's guaranteed to elicit a round of groans and thrown dice from your players.

Other ways to keep the Nemesis alive is to give the players the option of either capturing the villain or saving an innocent (preferably one of the character's family members or friends); of capturing the villain or capturing an even worse threat (or at least one who poses a more immediate danger to society); of letting the villain bargain free by offering to swap vital information for his liberty; or resorting to less satisfactory methods, such as having the slain villain melt away into a puddle of icewater ("Argh! A simulacrum!") or having a Contingency Teleport activate just as the sword blade touches the villain's neck.

The Nemesis should start at a slightly higher level than the characters—no more than two or three levels higher, though—and should keep going up in level as the characters go up. Ideally, the Nemesis should be seen or alluded to about every fourth or fifth adventure. Remember, the Nemesis doesn't always need to make a

personal appearance. Just a note with the villain's name mentioned in it, a familiar seal on a discarded envelope, a whiff of the villain's favorite perfume or cologne, a business record mentioning that the shop is partially owned by the villain, or a trademark mutilation on a dead body should be enough to make the characters gnash their teeth and swear undying revenge.

Hidden Mastermind: The Mastermind is the one who's been behind all the minor villains in the course of the campaign, the evil genius who has been manipulating the players as though they were pawns on a chess board. (The Mastermind can be behind the Nemesis if you really want to make your campaign complex, but this may be too much of a good thing.) The Mastermind is a much easier villain to throw into a campaign, but does require a bit of preparation. You should plan on introducing the Mastermind toward the end of your campaign, if it's naturally winding down, or when the characters are beginning to reach a point where dungeon-bashing for gold is starting to bore them. It's best if you make up your mind to include a Mastermind when you first start your campaign, because it's easier to weave plots together if you're doing it from the git-go, but it's not too hard to bring the Mastermind in later if you're willing to take some time to set up the scene.

First, you'll need to look at all of your previous adventures and decide how many you can possibly link together. Maybe this unrelated kidnapping really had to do with that robbery and the presence of that monster in that mountain range yonder ... but how and why? That's what you have to decide—and then let the players figure out. I often sketch out a sloppy diagram with arrows pointing from NPC to NPC and notes jotted on the margin when I'm at this stage. Don't be afraid to get a little crazy with your initial ideas—you can always go back and smooth out the rough edges and add a little more logic later. Any NPCs, including intelligent monsters, who have escaped in previous adventures should be placed into future adventures, creating definite links between the events (as hirelings of the Mastermind, they are naturally involved in the Mastermind's other plots and criminal activities). Some of these can become mini-Nemeses, if they keep surviving from one adventure to the next!

The second step is to start building this information into your campaign. Slowly but surely the characters should realize that there are links between what they're currently doing and what they've done in the past. If you can show how their past actions actually helped a criminal in some way, all the better ("The 'innocent little orphan' you saved from the kidnappers and placed with a fine, upstanding aristocratic family just revealed herself to be a polymorphed archmage who kidnapped the family's only heir!"). Make the characters angry—make them feel like they've been manipulated. Make them paranoid. And then listen carefully. Once the players realize there's some kind of master plan in the air, they'll start trying to second-guess you, and at that point their combined imaginations will begin to spin webs of paranoid delusion that will leave your ideas in the dust. Take notes. If they come up with some twist that you like, use it. They'll never know that you

hadn't planned it that way all along, and when they find out they were right, they'll be that much more satisfied with themselves and the game.

The third step is figuring out how to finesse the inevitable Unmasking. Who is the Mastermind? In some campaigns the characters may already know who the Mastermind is—for example, if they live in Ravenloft, they won't be surprised to find out that the Lord of their Domain is behind all the evil in the area. But I think that's too easy. Your players deserve more of a challenge. Make the Mastermind somebody the characters know and trust. Is it a family member? A trusted mentor? Their most valued NPC friend? The king or queen they've served faithfully for years? The DM has two options at this point—make the characters suspect their best friend and find out they're wrong—or find out they're right. A truly nasty Mastermind might frame somebody else, who will only be proven innocent at the last minute in front of a Detect Truth spell in court....

Making the Mastermind somebody the characters love and trust provides the maximum of angst and roleplaying opportunity. However, I suggest you don't make it somebody too important to the characters—for example, probably not a husband or wife. The goal of the game is for the players to have fun, and completely devastating their characters' chances at a "happily ever after" ending is unlikely to be much fun for them. But you know your players best. Choose a Mastermind who will provide the most emotional impact without souring the game. And remember, the Mastermind is an evil genius. Just because the characters finally realize who it is doesn't mean the Mastermind won't have long since vanished to a secret hideout in preparation for The Final Showdown.

Scum of the Earth or Tragic Antihero?

Is the villain redeemable or irredeemable? Does the villain "just need killin'," or can s/he be convinced of the evil of his or her ways? Some villains—demons and devils, for example—may be evil because they were created evil and have no free will to change their alignment. I don't find those kinds of villains to be worthy of archvillain status, though. Too shallow, too unidimensional. For example, take a look at TSR's AD&D novels. All of the most interesting villains in them are multifaceted characters with complex histories—Lord Soth, Raistlin, Strahd. They all had reasons for becoming villains. That's the kind of archvillain you want.

Motivation

To decide whether or not your villain is redeemable, you must first determine the villain's motivation. Why is the villain doing whatever s/he's doing? There are three classic motivations for villainy: culture, psychology/history, and misguided ideals. All three motivations can lead to the villain either being scum of the earth or a tragic antihero, depending on the villain's personality. However, you'll find that it's harder to hate somebody whose motivations you understand (I, for example, instantly forgave The Smoking Man for his crimes in X-Files as soon as I learned he was a frustrated novelist). As a result, it's always a nice touch if

the DM manages to reveal the archvillain's motivations to the characters before The Final Showdown. Try to avoid those longwinded James-Bond-movie diatribes from the villain, though. Leave the cheap theatrics for the minor villains. Far better if the characters learn the archvillain's motives from the archvillain's spouse, child, parent, ex-lover, best friend, mentor, trusted servant, or personal diary. Archvillains should never whine or seek to explain themselves to others.

Archvillains have confidence. They're cool. They don't ask permission to be evil.

Culture

This is a pretty uncommon motivation, but it can provide an interesting ethical twist to the game. This villain comes from a culture or has a personal background that provides good reasons for doing what is considered criminal in the player characters' cultures. White Wolf's Vampire: The Masquerade campaign is a perfect example; in that game, the vampire characters may not have chosen to be vampires, and they may be doing all they can to promote good, but like it or not, they have to drink blood to survive and they have to obey the rules of the Masquerade or be hunted down and killed. They're victims of circumstance; victims of their natures; and victims of the vampiric culture. As another example, a villain might come from a culture where all elves have sworn their souls to evil, and it's considered a good and holy act to kill the pointy-eared little demon-worshippers. But now the villain has come to the player characters' culture and is still killing elves, not realizing that the elves in this land have never made such an unholy pact. The villain's not intrinsically evil—just misinformed or unable to break out of his or her cultural assumptions. Culture can also be blamed for a villain's racism, sexism, or other forms of prejudice. Good players should realize that they may be able to change the villain's cultural beliefs without resorting to violence—whether it works or not will depend on their powers of persuasion and the DM's plans for the villain.

Psychology/History

We all know enough pseudo-Freudian clichés to come up with psychological motivations for villainy. These motivations tend to be a little gritty, though, and the DM should make sure to find one that won't offend the players. The villain was abandoned as a child, abused in a series of foster homes, finally found a "family" in the local street gangs, and the rest is history. The villain was molested by her father and has grown up hating all men, especially those in positions of authority.

The villain suffered a series of terrible life crises, turned to drugs for comfort, and now commits crimes to support the habit. The villain was mocked as a child for being (choose your minority social category of preference—race, gender, religion, sexual preference, physical difference from the norm) and now seeks to prove he's just as good or better than anybody else. The villain had trained for years to become a paladin (a cleric, a mage, a fighter) but, when it came down to the crunch,

failed to live up to her ideals—and, as a result, has abandoned them completely.

There are thousands of possibilities here.

The DM may need to decide whether such a psychologically motivated villain can be "cured" of his or her social maladjustment by magic. I feel that it's ridiculous to argue that villains who are motivated by past mishaps in their life are insane, but if there's a high-level priest with a Cure Insanity in the party, a thoughtful DM may want to decide where "sanity" ends and "insanity" begins before the question comes up in the game.

Misguided Ideals

In this case, the villain is completely convinced that what s/he's doing will better the world — that the ends justify the means, no matter how terrible the means may be. In this category can be found the villain who says "no woman has ever started a war in this realm, so I'm going to kill all the male heirs to the throne until they have to put a woman in the seat of power" ... the grown-up survivor of abuse who murders abusive parents and takes in their abused children, promising the kids that they'll never be hurt again ... the vigilante who will kill any number of innocent bystanders to take out that single corrupt king ... the drug smuggler who channels all proceeds into the campaign funds of some politician s/he feels will really make a difference if elected. Misguided villains may or may not be able to be reasoned with, and good characters may feel some qualms about killing them out of hand.

After you determine the villain's motivation, you have to decide whether the character can be convinced of the error of his or her ways. Keep your decision loose—the characters' actions are likely to affect the villain's attitude. Cold, callous characters may make the formerly redeemable villain irredeemable; reasonable, sympathetic characters may make the irredeemable villain do a little soul-searching. You should have an idea of how you'd like the adventure to play out (e.g., the characters finally kill the villain, the characters convince the villain of the error of her ways, characters and villain both team up at the last minute to save the city/kingdom/world against a greater evil), but you should always remain flexible.

I find redeemable villains to be the most interesting to roleplay, but over the course of five or six campaigns, I've thrown in one or two archvillains who were just bad to the bone. A DM shouldn't become predictable, after all! However, if I decide to make a villain redeemable, and drop plenty of hints to the players that the villain isn't completely heartless or evil, and the players don't try to negotiate with the villain ... well, then I'm afraid I start docking experience points. In my opinion — and in my games — there's far more merit in redeeming the bad guys than in killing them.

Personality:

The Riddler or Keyser Soze?

After figuring out the villain's motivations and likelihood of redemption, you probably already have an idea of the

villain's personality. Still, there are a few considerations remaining.

For example, does the villain have a trademark, like The Riddler, or is the villain known for being untraceable, like Keyser Soze from the movie *The Usual Suspects*?

The Riddler: The villain with a trademark can be either the Nemesis or the Hidden Mastermind. Trademarks can be left intentionally (riddles, origami birds, a "Z") or unintentionally (the smell of cigarette smoke, a particular weapon always used when killing, an odd-looking footprint). Intentional trademarks may indicate that the villain is confident, playing with the characters, and/or subconsciously wants to get caught.

Unintentional trademarks may indicate that the villain is a little careless, unable to avoid leaving certain marks, and/or subconsciously wants to get caught. You decide.

Keyser Soze: The villain who is perfect and never leaves any clues behind works best as the Hidden Mastermind — after all, the whole point of the Nemesis is that s/he keeps showing up over and over! A Keyser Soze is a little tricky for the DM to handle, though, because the perfect Hidden Mastermind will never be Unmasked. The DM must assume that at some point or another this "perfect" villain makes a mistake or is betrayed. Put some thought into this one — the more interesting you can make the villain's misjudgment, the better.

There are a few other personality traits to consider, too. Does the villain have a fatal flaw that the characters can exploit? (Overconfidence, underconfidence, weakness for the opposite sex, a hot temper, a hobby, a loved one?) Does the villain have any likable traits in an otherwise unlikable personality? (Never harms children, paints roses, composes beautiful music?) These and other traits will give the villain some depth and possibly provide hooks for the characters to build a plan around.

I believe that the best villains are the ones the characters end up liking or admiring despite themselves. If you can create an archvillain who touches the characters at some level, then whether or not they finally ending up killing the villain, you can be certain that your players will be talking about the adventure or campaign for years to come.

The Final Showdown

The Final Showdown should be the culmination of a series of adventures; possibly months or even years of real-time gaming sessions. You should plan the Final Showdown out in perfect detail — this is too important an adventure to run by the seat of your pants. Your players are going to sit down to the Final Showdown session with bloodthirsty, anticipatory grins, and you'd better be ready to give them what they want — action, drama, and the ever-present threat of death.

The ideal Final Showdown is one in which the archvillain knows the characters are coming, and the characters know the archvillain knows, and both know that one side or the other isn't going to survive to see the next sunrise. If the characters have managed to sneak up on the archvillain unseen, then the archvillain doesn't deserve the title. There's no excuse for allowing the characters to

surprise a Mastermind, and a Nemesis always expects to run into the characters, just as they've come to always expect to run into their Nemesis. If the characters are completely brilliant, you may have to scramble a little, but the DM is always permitted to cheat to enhance the story ... and this is a good time for it. In this situation you may need to suddenly decide to make one of the party's henchmen or NPCs a traitor (willing or unwilling, knowing or unknowing) in order to explain how the villain is alerted, but the villain should be alerted! Don't tell the characters this, though — let them find out later that the reason the villain knew they were coming despite all their care was that their trusted henchman spilled the beans to protect his infant daughter's life...

The Setting

The classic Final Showdown occurs in the archvillain's personal stronghold. Players expect this cliché — that's why it's survived so long in books, movies, and TV. You can buck the trend, but if you do, try to come up with an equally interesting and dangerous setting. There may be some value in setting the Final Showdown in a dungeon that poses a threat to both sides, especially if you're planning to force characters and villain to fight side-by-side for a while against a mutual threat and then, after being "softened up" by their mutual foe, face each other to fight over the ultimate prize. Just don't let either side use the third-party intervention as an excuse to run away from the conflict — it's not a Final Showdown unless characters and archvillain finally face each other and work out their differences in combat or negotiation.

If the Final Showdown takes place in the villain's stronghold, make certain there are plenty of alarms, both audible and inaudible, for the characters to trigger. You want the villain to have time to prepare the troops! Besides, nothing crushes the characters' morale better— or makes them more likely to go charging in without thinking—than realizing that the alarm's gone off and the bad guys are alerted.

The Villains

Of course the archvillain has to be involved in the Final Showdown, but don't stop there. It's time to pull out the stops. Virtually each and every villain or monster who has ever managed to elude the characters or who can be feasibly sprung from jail by the archvillain should be here, ready and waiting. If they specialize in a particular weapon or spell, they should be armed and ready, with spares or scrolls to hand. Make sure all the villains are protected by the same kinds of defensive spells the characters have up—fair's fair, after all. I've learned that it's usually wise to make the villains a little more powerful than the characters. You might think that this would mean the characters would always lose, but players are a crafty lot. They never shine so brightly as in that moment where it looks like their characters are all about to be destroyed for good. After all, it's one brain (yours) against many (the players'), and no matter how crafty you are, your players are going to out-think you when their characters' lives are on the line. So give your villains a little edge by boosting their power level.

You wouldn't want to make it easy on the heroes, would you?

The archvillain should be around, of course, but s/he shouldn't appear until the characters have been softened up by all the lesser villains, agents, and lackeys. Again, the players expect this—they know that they're not going to see any trace of the person they've come for until they're down to the dregs of their hit points, spells, and magic-item charges. Why disappoint them?

The End

When the archvillain appears on the scene, the long, winding plotline that has led up to this encounter is finally coming to an end. The DM should have a pretty good idea of what the characters are going to do, from listening in to their planning sessions and simply being familiar with their strategies and personalities. If the characters going to try to negotiate (and still plan to negotiate even after fighting their way through the stronghold), the DM should already have an idea of how the archvillain will respond. This is a tricky situation because it can be anticlimactic — the characters nearly die in a huge fight, then offer the villain a deal and walk off? Something seems to be missing.... There are two ways to avoid this.

The first way is to milk the scene for every ounce of melodrama possible. Ham it up. Roleplay it to the hilt and encourage your players to roleplay it, too (if they see you going into full emotive swing, chances are they'll get into the spirit pretty quickly). Act. If you provide the players with a strong enough performance and milk the same out of them, they'll end up feeling just as exhausted as if they'd actually been in combat. This is a big demand to make of yourself and your players, and I've only seen it done on a few occasions by particularly fine gamers, but it's always memorable.

The second way is to carry out the negotiation but then throw both the characters and the archvillain into danger. If you're going to do this, try to plan it ahead of time so you can foreshadow the possibility. For example, if they've been fighting in a cavern, have bits of rock fall off during combat ... maybe a small earth tremor as they begin to negotiate ... and then have the roof start to cave in as they near some kind of agreement. If they've interrupted the villain in the middle of a grand ritual, have the spell still crackling in the background, and then a henchman break the circle, or blood run over an important line, or the spell energies surge out of control, conjuring up that ethereal juggernaut that the villain had been trying to summon before the negotiation started. If there's a third party of villains you can bring in, have them teleport in and attack right as the negotiation starts to go well. In other words — give the characters a fight of some sort, even if it's not with the person they'd been expecting to fight.

If the characters are going to try to fight the archvillain, the DM should already know what the archvillain's tactics are — and what the archvillain intends to do if the characters lose. This is important, because although the ideal is for the characters to emerge bloody but triumphant, sometimes not even the most skillful fudging of dice rolls on the DM's part will be able to give the

characters the edge they need. The dice inject an element of randomness that can sometimes tip the balance so far against the characters that there's no way to save them. The DM should have planned for this contingency: Does the villain kill the characters? Imprison them? Enslave them? Bind them in some way so that they are no longer a threat (say, by a geas) and then set them free? Or are the characters saved by some unlikely *deus ex machina*? I don't like last-minute divine intervention —

I feel it robs the glory from the characters — but if it makes sense in your game, and especially if it can be done in a way that still gives the characters some glory, then plan for the possibility. And be sure to plan it in such a way that the characters are indebted to their rescuer, so you can exploit the debt later.

Once the archvillain has either been captured, killed, or has undergone a change of heart, the characters will probably collect their booty and drag their dead, dying, and walking wounded out of the conflict. This is the decompression stage, and it's best not to throw anything more at the characters. Assume the rest of the minor villains or monsters have fled (hey, you can always use them later for the next major plotline) and gloss quickly over the treasure-gathering and return to normality. There's little point in staging any important scenes after The Final Showdown—they'll detract from the moment. Your next step should be to let the players do their bookkeeping (healing up, counting gold, divvying treasure, figuring out how to raise the dead, and so forth) while you either figure experience points or decide what the repercussions are going to be. Are there authorities who must be reported to? If the villain is still alive, what next? Let the game wind down with record-keeping and wrapping-up-the-loose-ends roleplaying. Give yourself and your players a rest—you'll both need it. Because after this game, you're going to have to figure out what to run next ... and The Final Showdown with the campaign's archvillain is a tough act to follow!

To Live Another Day

Despite what some people may think not all villains will attempt to kill every hero they meet. There are a number of differing reasons for this;

- 1) **Hunted:** There was an issue of Batman where he was fighting the new Checkmate. One of the Checkmate operatives asks the head why they don't just kill Batman. Their leader replies "Because Batman has friends, a whole league of them, some of whom can destroy mountains with their bare hands. Do you really want people like that coming after us for revenge?" So then here is the first reason for why not to kill a hero; other masks will hunt you down. And if the hero was popular then law enforcement agencies may join in too, and it will be relentless. Not good if you're trying to run a secret organisation.
- 2) **Live to fight another day:** There was an issue of the Punisher which was entirely about a group of thugs who were trying to escape

him. In their desperation they kept trying to find Spiderman in order to surrender to him, because they knew Spiderman wouldn't kill them. They kept missing him and the Punisher eventually killed them all. Thus the second reason; by not killing a non lethal hero you can always surrender and escape later. Bump off all the normal heroes and you may be left with only killer ones or may traumatise the remainder into becoming killer types, thinking its the only way for them to survive.

- 3) **The Challenge:** Some villains thrive on the challenge of coming up with evil plots and watching as the heroes scramble to defeat them. They enjoy having outwitting the hero and proving their mental superiority.
- 4) **Unwitting helper:** The hero is doing a damn good job of putting all the villain's rivals into the jail. In effect the hero eliminates the villain's competition without him having to do anything.
- 5) **Honour:** Some villains have a code of honour and will not kill a helpless opponent. Indeed they may not kill period, seeing it as beneath them.
- 6) **Lighter Sentence:** The villain may be in it just for the money and doesn't want to get the chair if caught. Now this certainly does not apply to people like street gangs or the Mexican mafia who have no regard for any life, and see life as being 'live fast, die young'. They may even see it as a major feat to have killed a hero and expect to go out in a glorious battle.

But for most supervillains, especially masterminds lethality would probably be avoided.

The Adventure Hook

The adventure hook, sometimes known by Alfred Hitchcock's term of the "maguffin," is the plot device you use to introduce your scenario's goal and involve the heroes in achieving it.

You grab your players' interest in an adventure by appealing to the psychology of their characters. For instance, a character obsessed with locating his or her true parents will obviously respond well to an enigmatic note found in the attic of the hero's ancestral home.

If you involve one hero in the scenario, the rest of the group will probably tag along just to be friendly. But beware of activating their own contrary psychological traits (in the example above, a hero who says, "I refuse to help you dredge up past scandals!").

Here are a few tried-and-true adventure hooks:

Challenge

A remote-controlled plane writes smoky letters in the sky above Manhattan: "TRICKERY CANNOT HELP THIS TIME, (name of hero group). MEET TONITE AT OUR LAST BATTLE SITE OR ADMIT YOUR COWARDICE"—

and, of course, the skywritten note is signed by your archvillain.

The challenge leads all the evening newscasts and makes the front page of the *Bugle's* evening edition. Maybe the heroes don't feel like walking into a trap just at that moment, so they pass up the challenge. But the next day the skywriting challenge gets nastier. And the day after that ...

The heroes become laughingstocks. Sooner or later they get fed up with the humiliation, and they launch themselves into your scenario, ready to pummel the taunting villain.

Obviously, the challenge can take some form besides skywriting. Each form varies in its public exposure, nastiness, and allure. Aim for the dramatic.

Dying Delivery

A hero is on patrol, appearing at a posh charity function, or just lounging around the public HQ. In stammers a mysterious figure. The man (or woman or child or alien) mumbles a few words, hands the hero a clue, and perishes.

The clue or dying words should tell the hero where to start investigating this mystery. The victim may have named his or her killer, or the assassin's employer, or maybe a loved one who should be informed of the death.

For a twist, the victim might have a completely wrong idea of the killer's identity. This leads the hero on a wild goose chase to the wrong villain, but the chase uncovers another evil scheme. By defeating that scheme, the hero group somehow uncovers evidence that points to the victim's true killer.

Complicating the investigation, whoever killed the victim now wants the clue in the hero's possession. Naturally, he or she will stop at nothing to get it....

Enigmatic Figure

Create an NPC who is sure to fascinate your heroes. The NPC shows up from time to time (perhaps in earlier adventures) for no apparent reason, manifesting strange powers—perhaps powers identical to a hero's! The hero group, intrigued, looks into the mystery and discovers a villain's plot.

Who is the NPC? Some ideas:

1. The villain's agent, luring the heroes to their doom. Heroes should become suspicious of the NPC's actions before that doom strikes.

2. The villain's hostage, who keeps escaping-but never quite long enough to get to the heroes.

3. A freelance hero, fighting against the villain and trying to warn the hero group about the scheme.

4. The ghost of one of the villain's victims. This option is best suited to heroes who have psychic or magic powers.

5. The villain's ally or dependent, who is caught between love or duty and worry over the villain's scheme. This character either dies at the villain's hands by the grand finale or is rescued by the heroes and becomes a dangling subplot for future adventures.

Evidence Uncovered

After some lengthy time, new evidence in an important criminal case has appeared, or a key witness has blown back into town. The statute of limitations runs out in an absurdly brief time, so contacts in law enforcement enlist the heroes' aid to locate

and protect the witness or evidence. It goes without saying that some evildoer has also learned of the new evidence and works to prevent the heroes from achieving their goal.

One way to give this hook some emotional momentum is to make the evidence capable of freeing a hero's longtime friend or childhood buddy from unjust imprisonment. Conversely, the evidence might put away a hero's longtime foe for good.

Friend Imperiled

This adventure hook resembles the "Help Friend or Ally" in the Goals section. Here the friend's predicament is easily handled, but proves to be a lead-in to a larger plot.

In campaign terms, this hook gives you an excuse to bring in a recurring NPC, perhaps to foreshadow a major later development.

Grim Necessity

"Get involved or die!" A longtime foe has poisoned the heroes, cursed them, or framed them. If they don't achieve the adventure's goal, it's curtains for the heroes and maybe the free world.

An example: The Hobgoblin once poisoned Spider-Man and his friend Harry Osborn with a slow-acting venom. He promised them the antidote if Spider-Man would steal valuable notebooks from the Kingpin. But Spidey instead negotiated with the Kingpin for the poison's antidote, in return for capturing the Hobgoblin. It turned out, as one might expect, that the Hobgoblin never had an antidote in the first place.

Heroes for Hire

Taking a leaf from the book of Power Man and Iron Fist, the heroes may be employed to prevent the villain's plot, or working a job that is directly endangered when the scheme is sprung.

Most hero groups don't need to take odd jobs to make ends meet. But your heroes may be willing to take on a particular job for reasons besides money. For example:

Compassion. The heroes must carry a vital donor organ to a dying patient far away. Nobody but the heroes can make the journey fast enough.

Prestige. An extremely high-brow embassy party will attract the movers

and shakers of world government. The heroes may volunteer to guard against terrorists just so they can make connections with partygoers and get their pictures on the Daily Bugle's society pages.

Glamour or recreation. The heroes might play bodyguards to rock star Lila Cheney or another celebrity on a world tour. Who wouldn't take a job like that? Similarly, many high security courier jobs take the heroes

to the world's most luxurious watering holes. This is a good hook if you want to take your players to some exotic foreign locale.

Social duty. Suppose a touring exhibition of priceless artwork is arriving at the Met or another museum. Somebody has to guard them while the exhibits are set up. Can your heroes refuse a heartfelt request from the museum's curator?

Mistaken Identity

In this classic adventure hook, the hero is seen robbing banks, mugging old ladies, sabotaging public events, and acting generally discreditable. Of course, the real miscreant is an impostor, and the impersonation is all part of an evil plot. But no one believes it except the hero's group.

The hero gets a lead when someone in the villain's employ mistakes the hero for the impostor (confused?). The henchman drops a clue to the hero, and that is the avenue into the adventure.

The villain often turns out to be the hero's oldest enemy. By ruining the hero's public image, the villain takes gloating revenge for past defeats.

And who is the impostor? Perhaps a robot. Perhaps an ordinary agent with high-tech gadgetry that simulates the hero's powers. Perhaps another hero with similar powers, whom the villain has kidnapped and brainwashed.

Pushing Buttons

When all else fails, bluntly manipulate the heroes' beliefs and emotions. Find out what one of the PC heroes hates above all else—killing innocents, for example, or persecuting mutants, or beating children. Then have a villain do that very thing, right before the hero's eyes. Inevitably the hero pursues the villain right into the adventure.

Crime Generator

So your PCs villain is about to turn up. where?, when?, how many criminals?, where are the PCs and how much do they know, has the crime already occurred or is this a tip off?

Step 1: Where in the world?

Travel for the discerning master villain (2d6).

- 2 Africa.
- 3 Near Space (orbital).
- 4 Far Space.
- 5 Western Europe.
- 6 North America (Not USA).
- 7 Local (Home Town).
- 8 USA.
- 9 Eastern Europe.
- 10 Asia and the Pacific.
- 11 South America and Australia.
- 12 Other Dimensions, Time Travel and Tibet.

Step 2: What's the scenery like?

The general surroundings of the crime scene (2d6).

- 2 Isolated habitation - wind swept farm, sea base etc., nearest town 1d6 days away.
- 3 Wilderness - trackless woodland, tundra, glaciers, deserts etc. nearest town 1d6 weeks away.
- 4 Suburb - middle income, kids playing in the street etc. 1d6 minutes away.
- 5 Settlement - town 1d6 hours away.
- 6 City - Downtown 1d6 minutes away.
- 7 Industrial - labs, warehouses, chemical plants, 1d6 minutes/hours/days away.
- 8 Suburb - low income, high crime, 1d6 minutes away.
- 9 Suburb - high income, high security, exotic personalities 1d6 minutes away.
- 10 Small Settlement - village, secure facility, large scientific base 1d6 hours away.
- 11 Wilderness - trackless woodland, tundra, glaciers, deserts etc. nearest town 1d6 weeks away.
- 12 Wilderness - trackless woodland, tundra, glaciers, deserts etc. nearest town 1d6 weeks away.

Step 3: The scene of the crime.

The exact location of the crime. (3d6).

- 3-5 In transit - planes, trains and automobiles.
- 6-8 Place of Entertainment - Cinema, Opera, Superbowl, the mall.
- 9-11 Workplace - office, factory, chain gang.
- 12-14 Home, Residence, Apartment.
- 15-17 Meeting - conferences, trade shows, religious stuff.
- 18 Unusual - Champions HQ, the White House etc.

Step 4: They're going to what?!

What the Criminal intends to do (3d6).

- 3 Invasion - The Fomori are BACK Ireland beware!
- 4-6 Assassination - Scheduled for termination. STEP 5.
- 7-8 Kidnapping - For money or just a demonic sacrifice. STEP 5.
- 9-12 Robbery - Theft, blagging, ram raiding etc. STEP 6.
- 13-14 Terrorists - What do we blow up today? STEP 7.
- 15-17 Extortion/fraud - We know who you really are.... STEP 5.
- 18 Vendetta - He shot my Pa. STEP 5.

Step 5: Who's the victim?

Person who is being kidnapped, extorted, etc. (3d6).

- 3-5 Investigator - Police, PI, bounty hunter, FBI Agent, Taxman.
- 6-8 Military - Army, Navy, The Guard, UNTIL.
- 9-11 Businessman - Executive, bank clerk, shopworker.
- 12-14 Politician - Presidents, Senators, Governors, and other criminals.
- 15-17 Scientist - Normal, mad or just eccentric.
- 18 Player character(s).

Step 6: What's being stolen?

Category of stolen object. (2d6).

- 2-6 Wealth object - GOTO STEP 6A.
- 7-8 Scientific object - GOTO STEP 6B.
- 9-10 Political object - GOTO STEP 6C.
- 11-12 Personal object - GOTO STEP 6D.

Step 6A: Valuable merchandise

Objects valued for what they are. (3d6).

- 3-5 Art Object.
- 6-8 Narcotics.
- 9-11 Money.
- 12-14 Jewellery.
- 15-17 Bullion.
- 18 Alien Artifact (pretty but non-functional).

Step 6B: Gizmos and doohickeys

Objects valued for what they do. (3d6).

- 3-5 Mysterious device (function not known to PCs).
- 6-8 Chemical or biological sample.
- 9-11 Non military hardware.
- 12-14 Information - lab notes, floppy discs or Internet.
- 15-17 Military hardware.
- 18 Alien Artefact (functional).

Step 6C: Crowns and symbols

Objects of value to politicians. (3d6).

- 3-5 Symbol of Authority - The Liberty Bell, The Constitution Manuscript, The Crown Jewels.
- 6-8 Physical evidence of a crime - The Senator still has the gun he used.
- 9-11 Illegal activity data - Watergate was nothing compared to.....
- 12-14 Secure data - Government secrets.
- 15-17 Ultimate secure data - Military secrets.
- 18 Presidential secure data - Eyes only.

Step 6D: Sentimental value

Common objects. (3d6).

- 3-5 Life's work - twenty years to build.
- 6-8 Vehicle - Everyone remember where we parked
- 9-11 Sentimental value - wedding ring, teddy, signed baseball.
- 12-13 Petty vandalism - Kilroy was ere.
- 14-15 Planting incriminating evidence - wot's this in here then?
- 16-18 House contents - they even took the kitchen sink...

Step 7: Death to capitalist aggressors

Terrorist plots. (3d6).

- 3-7 Arson - can you smell petrol?
- 8-11 Explosion - It's a bomb!, red wire or blue?
- 12-14 Hostages - 1D6x1D6 normals and a competent die hard (optional extra).
- 15-16 Riot - 1d6x100 protesters, terrorists attempt to provoke massacre.
- 17-18 Martyr - wants to die for the cause.

Step 8: How many criminals?

- 1-2 One Super Criminal (or 2 agents) per Two PCs.
- 3-4 One Super Criminal (or 3 agents) per PC.
- 5 Two Super Criminals (or 3 agents and one heavy weapon) per PC.
- 6 More Criminals than you can shake a stick at.

Step 9: Where are the heroes?

What are the heroes doing when it hits the fan? (2d6).

- 2 HQ Duty - Training, monitoring police band radio, PR, backup for others.
- 3 Covert action - non legal activity PCs are the "criminals" the target is untouchable villain.
- 4 Interdiction - Patrolling destroyed villain bases.
- 5 Strike Mission - Legal target PCs are the "Criminals" target is a wanted villain.
- 6 Patrol - General wandering around looking for trouble.
- 7 Off Duty. At home, relatives, friends.
- 8 Patrol - General wandering around looking for trouble.
- 9 HQ Duty - Training, monitoring police band radio, PR, backup for others.
- 10 Investigation - talking to informants, word on the street.
- 11 Off Duty. Shopping, relaxing, hobbies, traveling.
- 12 Campaign - preparing for an extended duration mission.

Step 10: The tip off

The next step is to determine when the PCs find out about the crime. Has the crime occurred? Is it happening now or is it a tip off? In the case of a tip off how accurate is your source and how much does he know. (3d6).

- 3-4 Full information tip off - the PCs know ahead of time exactly what will happen.
- 5 Full information rumour - The PCs have all the facts but how accurate?
- 6 Four fact rumour - who, when, where, what target.
- 7 Three fact rumour - any three of above.
- 8 Two fact rumour - any two of above.
- 9 One fact rumour - any one of above.
- 10-14 Crime in progress.
- 15-18 Abandoned crime scene - to late they've already committed the crime.

Step 10A: Rumour accuracy

There are generally four things that the PCs can find out Who? Where? When? What Target? But are the rumours accurate and what happens if the PCs get a part of the puzzle wrong and stake out the wrong bank. (3d6).

- 3-8 Accurate up to 25%.
- 9-13 Accurate, 26% to 74%.
- 14-18 Accurate, over 75%.

The PCs should be allowed to detect the accuracy level with a successful streetwise roll.

And finally

Here is an example of how it works (roll 8) USA, (roll 7) Industrial, (roll 11) Workplace, (roll 7) Kidnap, (roll 10) Businessman, (roll 4) One Supervillain per PC, (roll 9) HQ Duty (roll 7)3 fact rumour,(roll 8) Accuracy 8- (roll 12) false, (roll 10) Accuracy 11- (roll 8) true, (roll 12) Accuracy 11-, (roll 15) false, One fact unknown. How that translates.

The Eurostar Agenda

HQ Duty log 10pm: A ragged looking individual staggered into reception, rain dripping from a ripped and soiled dinner jacket and gasped a name that would guarantee my immediate attention.

"Eurostar"

HQ Briefing 10.15pm: "His name is Arnold Fienbaum and he's lucky to be alive, Bora and Le Sone snatched him on his way to the opera this evening. They took him to somewhere near the docks and tied him up while they waited for Fenris. What exactly they wanted is a bit of a mystery, Arnold managed to undo the knot they used and escaped through a window, before Fenris turned up. It's also possible that they've slipped up big time. Bora and Le Sone were speaking French, It just so happens that Arnold was able to make out a few words."

"In short people, thanks to Bora and Le Sone we know that Eurostar are planning Something Big, in the downtown area late tomorrow afternoon."

The GM Version

Fenris is planning to kidnap and ransom the famed scientist and industrialist Dr Jason Wilder (C-NM Alliances p74) from the Odyssey Industries electronics factory, tomorrow morning. Anticipating trouble he will use his full team.

Arnold was detained solely so that he could "overhear" Bora and Le Sone, He didn't even escape, Mentalla tampered with his memory. There are several holes in Arnold's story, firstly he is totally unable to speak French, secondly he will be unable to show the PCs where he was held captive and finally Mentalla's influence is still detectable.

CHAPTER 9: Credits

Say something interesting here!!!!

Compilation and Editing

Graham Priestley.

Careers for the Evil Doer

Evil Henchmen – which one is right for you?

Fashion for the Evil Doer

The Forces of Darkness

Locations for your Lair

Some Things Every Evil Person Should Know

Villains Objectives

Neil Zawacki.

Real Criminal Organizations

Real Terrorist Organizations

To Live Another Day

Marco Ferraro.

How to Make a Comic Book Rogues' Gallery

Paul O'Brien

Guidelines for Villains

How to run a good bad guy

Dru Pagliassotti.

The Adventure Hook

Diferent Types of Death Traps

Telling Stories

Villains Methods

Villains Motives

TSR Deluxe City Campaign.

Crime Generator

A. Bigwood.