



Cybertech Technological Survival Newsletter

Volume III, Number 4 - July/August, 2002

P.O. Box 641, Marion, CT 06444
Thomas Icom (Ticom), editor <ticom@ticom-tech.com>
<http://www.iirg.org/ticom/>

Copyright ©2002 by Cybertech Press. All Rights Reserved.

THOUGHTS FROM THE INTERZONE BY THOMAS ICOM/IIRG <ticom@iirg.org>

How much is your name worth?

I can recall Radio Shack asking for names to build their mailing list as far back as the mid 80s. My friends and I used to commonly give the name "Ward Christensen", who is the creator of the X-Modem protocol. On occasion, I'd use my hacker handle, and give them a random PO Box in some odd-sounding locale like North Pole, NY. (Yes, it exists.)

Recently, I was shopping at a local supermarket, and took notice of the difference between the "regular" price, and the one offered to "club members". There was almost a 50% difference. I wonder what's going on with these "discount clubs" that would prompt a corporation to offer such a discount just to get someone's name and address. If one takes a look at the typical behavior of a large corporation, it can't be all that benevolent. There's something going on here, and while we may never find out the truth, we can at least do something about it.

Data sabotage is nothing new, and everyone can join in the fun. The next time you are offered a discount card at a supermarket, choose an appropriate alias such as "Bud Green" or "Mary Janesfield". I have yet to be asked for any ID, since

these are not check cashing cards. If you are asked, claim you left your wallet or purse in the car. The worst they will do is ask you to get it. It should be noted that under Common Law, and individual can go under any name they choose, as long as there is no fraudulent intent. Considering the intelligence of the average supermarket employee, however, I'd say that bringing this legal matter up would probably require FAA clearance.

While on the topic of supermarkets, one in this area has decided they will now require ALL individuals purchasing alcohol to produce ID proving their are over 21 years of age. I want to see some World War II veteran reply with "Seig Heil! Where are your papers?" when some teenager one-sixth his age asks to see his ID. My sixty-three year old father in-law was more direct in his reply, "Fuck you."

What's wrong with this picture?

My wife works for an insurance company. Recently, out of 1000 people in her office, 700 were laid off. Said company also flat-out closed three offices nationwide, laying off the people in them. Meanwhile, the CEO received a 5.5 million dollar bonus. I know of at least four manufacturers in this area who have closed their doors. Two are local, and the other two were former employers of some gentlemen I attend technical school with. While this is

occurring, the media continues to laud the country's "economic recovery".

Interestingly enough, we are experiencing a slight construction boom in this area, as auctioned-off family farms are being dug up and turned into shopping centers. While this is happening, several pieces of prime retail real estate lay vacant as a result of tenant businesses going under. My wife has a question on this. "With everyone getting laid off and out of work, who is going to have the money to shop at all these new places to pay the store employees?"

The Department Store Survivalist

I was reading a book by Steven Hayes, in which he explained how the Ninja of medieval Japan modified their farming tools and equipment (most were farmers) into their Ninja tools and weapons. Indeed it is true that many Oriental martial arts weapons such as the nunchaku were adaptations of farm tools. Farming is a dying industry in this country, and I seriously doubt that a police officer will believe that your num-chucks are really for harvesting rice (unless you live in Louisiana).

Now you can go and mail/internet order all sorts of survivalist and martial arts gear in this country these days. Some places won't sell you certain things if you live in a place like Massachusetts, California,

or New York City, but there are ways around that for the creative operative. I was thinking however, "What would be the local equivalent for the modern day Ninja?" The answer is all those department stores that are being built on the sites of former farms.

Before all the anti-Mall Wart people start sending me hate mail, let it be known that I despise Wal-Mart and their ilk. By reducing local farmland, they have made the area more dependent on external sources for food. When an area is dependent on external food sources, it is vulnerable to terrorist disruptions of the transportation infrastructure that brings said food in. Does anyone remember what happened after the World Trade Center and Pentagon attacks of September 11th.? The US Government shut down all air traffic in the country. This is why I have to recommend that anyone who is into self-reliance move to a rural area so they can have the capability to maintain some livestock and a garden.

I used to maintain the telecommunications equipment of a few department stores, and from what I've seen while on site their management practices often border on that of a religious cult. Their hiring practices seem to be aimed at employing individuals who suffer from borderline mental retardation. Having worked retail recently, I'd say you would have to be either mentally retarded or relaxed almost to be point of being comatose in order to work in that environment. But I digress.

In spite of them being such vile establishments, the savvy survivalist or freedom fighter must recognize them as a potential supply depot. Like the Ninja of ancient Japan modifying their farming implements to go kick the Samurai's asses, Twenty-first century partisans can do the same to totalitarians and other criminals with stuff from their local department stores.

Here in the land of Nathan Hale, we have Wal-Mart (four within a 10-mile radius of Cybertech), K-Mart, Target, and Ames. We also have three shopping malls within reasonable driving distance.

Wal-Mart is the store that gets the most flack; especially due to the fact that they saturate an area with their stores and sell things so cheaply that they drive smaller retailers out of business. My tolerance for Wal-Mart is extremely low due since on the times I have shopped there I have found it impossible to get decent customer service. It seems that their employees consist of either the mentally ill/retarded, or teenaged to twenty-something clerks who get a power trip from the illusionary authority they are given. Ironically enough, Wal-Mart is the prime supply depot for the survivalist. A dedicated individual with the right knowledge can walk into a Wal-Mart with a few hundred dollars and walk away ready to start a revolution. Wal-Mart is also one of the few department stores that sell firearms. This last shard of political incorrectness is what keeps me from totally hating the place. At any rate, Wal-Mart has the widest selection of equipment, including tools, and sporting goods.

K-Mart is a distant second. They are in bankruptcy right now, and have closed down some of their stores. In spite of once having noted lesbian and neo-Nazi Rosie O'Donnell as their spokes-thing, they continue to sell firearms at most of their stores. Their selection, however, is more limited than that of Sam Walton's former baby. Again, I cut them a microscopic amount of slack since they do sell guns.

I did a telecom installation at a Target store once. The place reminded me of a Moonie commune. They get everyone out on the floor for meetings in which they do cheers and exercises. I fully expected someone to come up to me

and try to sell me a flower. Shopping at one has always been an entertaining experience as they are heavily into loss prevention and their store detectives appear to have watched one too many spy movies as part of their training. As a former loss prevention specialist myself, (I was 19, so consider it a youthful indiscretion.) I cannot resist the opportunity to play with these people as they attempt to keep their store safe from shoplifters whilst their own people are taking stuff out the back door.

Target has a good electronics selection. I've bought a lot of stuff that I have adapted for other purposes. When they decide clear something out of inventory they mark it down significantly. Gel-cell battery packs with 50 watt inverters for \$20. FRS radios for \$30/pair. Wireless camera systems for under \$100. They do, however, like to move their inventory rapidly. You have to keep a close eye on your local Target store, and move on something when you see it go on clearance.

Ames gets last place mention. Their selection is the worst of the four I have researched. They do have an electronics and sporting goods section, but it is significantly more limited than any of the other retailers. Despite Ames being in last place, a survivalist could put together a basic equipment package. If there's nothing else around and you're desperate... Other places that are worth keeping in mind are Radio Shack, formerly known as the hacker's friend. Their selection has gone downhill over the past twenty years, but they still have a decent inventory. Home improvement suppliers such as Home Depot and Lowes are a good source of tools and raw materials. Keep in mind that most of the stuff you'll find at these places will require a little kit-bashing, much like the Ninja's farming implements.

-Ticom

COVER, CONCEALMENT, AND CAMOUFLAGE

If the enemy can see you, he can hit you with his fire. So you must be concealed from enemy observation and have cover from enemy fire. When the terrain does not provide natural cover and concealment, you must prepare your cover and use natural and man-made materials to camouflage yourself, your equipment, and your position. This chapter provides guidance on the preparation and use of cover, concealment, and camouflage.

COVER

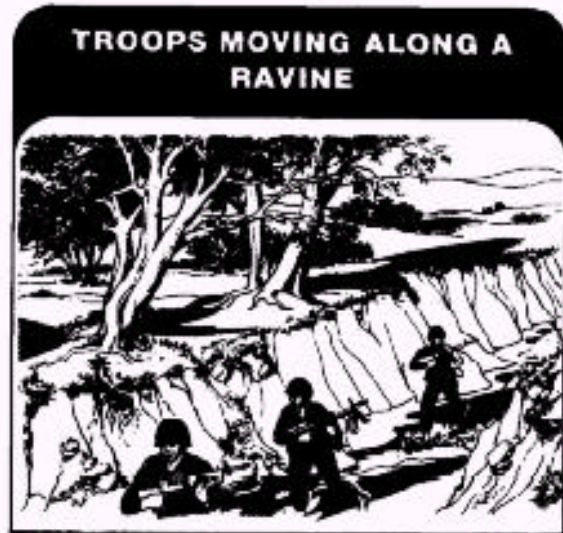
Cover gives protection from bullets, fragments of exploding rounds, flame, nuclear effects, and biological and chemical agents. Cover can also conceal you from enemy observation. Cover can be natural or man-made.

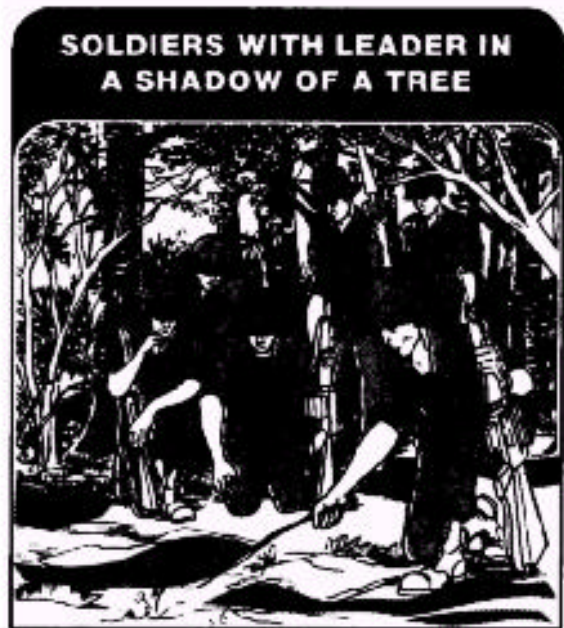
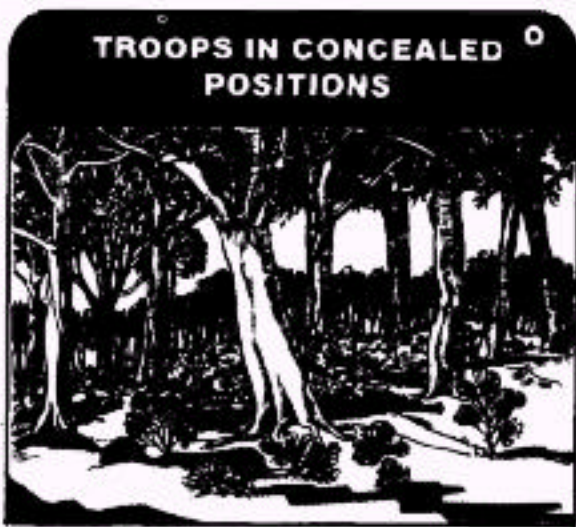
Natural cover includes such things as logs, trees, stumps, ravines, and hollows. Man-made cover includes such things as fighting positions, trenches, walls, rubble, and craters. Even the smallest depression or fold in the ground can give some cover. Look for and use every bit of cover the terrain offers. In combat, you need protection from enemy direct and indi-

rect fire.

To get this protection in the defense, build a fighting position (man-made cover) to add to the natural cover afforded by the terrain. To get protection from enemy fire in the offense or when moving, use routes that put cover between you and the places where the enemy is known or thought to be. Use ravines, gullies, hills, wooded areas, walls, and other cover to keep the enemy from seeing and firing at you. Avoid open areas, and do not skyline yourself on hilltops and ridges.

Natural cover includes such things as logs, rees, stumps, ravines, and hollows. Man-made cover includes such things as fighting positions, trenches, walls, rubble, and craters. Even the smallest depression or fold in the ground can give some cover. Look for and use every bit of cover the terrain offers. In combat, you need protection from enemy direct and





indirect fire. To get this protection in the defense, build a fighting position (man-made cover) to add to the natural cover afforded by the terrain.

CONCEALMENT

Concealment is anything that hides you from enemy observation. concealment does not protect you from enemy fire. Do not think that you are protected from the enemy's fire just because you are concealed. Concealment, like cover, can also be natural or man-made.

Natural concealment includes such things as bushes, grass, trees, and shadows. If possible, natural concealment should not be disturbed. Man-made concealment includes such things as battle-dress uniforms, camouflage nets, face paint, and natural material that has been moved from its original location. Man-made concealment must blend into the natural concealment provided by the terrain. Light discipline, noise discipline, movement discipline, and the use of camouflage contribute to concealment.

Light discipline is controlling the use of lights at night by such things as not smoking in the open, not walking around with a flashlight on, and not using vehicle headlights. Noise discipline is taking action to deflect sounds generated by your unit (such as operating equipment) away from the enemy and, when possible, using methods to communicate that do not generate sounds (arm-and-hand signals). Movement discipline is such things as not moving about fighting positions unless necessary, and not moving on routes that lack cover and concealment. In the defense, build a well-camouflaged fighting position and avoid moving about. In the offense, conceal yourself and your equipment with camouflage and move in woods or on terrain that gives concealment. Darkness cannot hide you from enemy observation in either offense or defense. The enemy's night vision devices and other detection means let them find you in both

daylight and darkness.



CAMOUFLAGE

Camouflage is anything you use to keep yourself, your equipment, and your position from looking like what they

are. Both natural and man-made material can be used for camouflage.

Change and improve your camouflage often. The time between changes and improvements depends on the weather and on the material used. Natural camouflage will often die, fade, or otherwise lose its effectiveness. Likewise, man-made camouflage may wear off or fade. When those things happen, you and your equipment or position may not blend with the surroundings. That may make it easy for the enemy to spot you.

CAMOUFLAGE CONSIDERATIONS

Movement draws attention. When you give arm-and-hand signals or walk about your position, your movement can be seen by the naked eye at long ranges. In the defense, stay low and move only when necessary. In the offense, move only on covered and concealed routes.

Positions must not be where the enemy expects to find them. Build positions on the side of a hill, away from road junctions or lone buildings, and in covered and concealed places. Avoid open areas.

Outlines and shadows may reveal your position or equipment to air or ground observers. Outlines and shadows can be broken up with camouflage. When moving, stay in the shadows when possible.

Shine may also attract the enemy's attention. In the dark, it may be a light such as a burning cigarette or flashlight. In daylight, it can be reflected light from polished surfaces such as shiny mess gear, a worn helmet, a wind-shield, a watch crystal and band, or exposed skin. A light, or its reflection, from a position may help the enemy detect the position. To reduce shine, cover your skin with clothing and face paint. However, in a nuclear attack, darkly painted skin can absorb more thermal energy and may burn more readily than bare skin. Also, dull the surfaces of equipment and vehicles with paint, mud, or some type of camouflage material.

Shape is outline or form. The shape of a helmet is easily recognized. A human body is also easily recognized.

Use camouflage and concealment to breakup shapes and blend them with their surroundings.



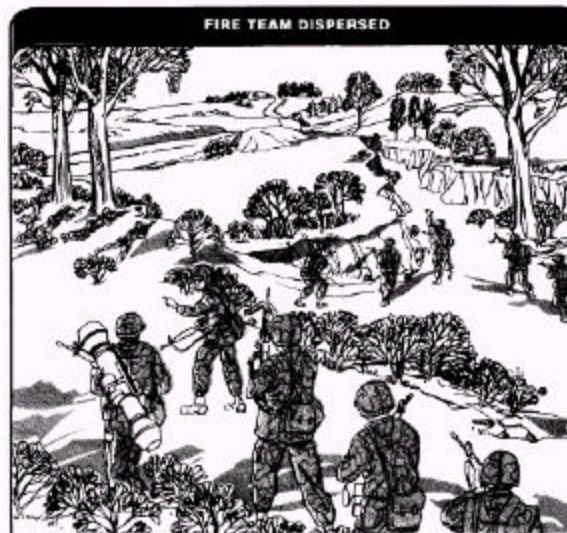
Be careful not to overdo it.

The colors of your skin, uniform, and equipment may help the enemy detect you if the colors contrast with the background. For example, a green uniform will contrast with snow-covered terrain. Camouflage yourself and your equipment to blend with the surroundings.

Dispersion is the spreading of men, vehicles, and equipment over a wide area. It is usually easier for the enemy to detect soldiers when they are bunched. So, spread out. The distance between you and your fellow soldier will vary with the terrain, degree of visibility, and enemy situation. Distances will normally be set by unit leaders or by a unit's standing operating procedure (SOP).

HOW TO CAMOUFLAGE

Before camouflaging, study the terrain and vegetation of the area in which you are operating. Then pick and use the camouflage material that best blends with that area. When moving from one area to another, change camouflage as needed to blend with the surroundings. Take grass, leaves, brush, and other material from your location and apply it to your uniform and equipment and put face paint on your skin.



Fighting Positions. When building a fighting position, camouflage it and the dirt taken from it. Camouflage the dirt used as frontal, flank, rear, and overhead cover. Also camouflage the bottom of the hole to prevent detection from the air. If necessary, take excess dirt away from the position (to the rear).

Do not overcamouflage. Too much camouflage material may actually disclose a position. Get your camouflage material from a wide area. An area stripped of all or most of its vegetation may draw attention. Do not wait until the position is complete to camouflage it. Camouflage the position as you build.

Do not leave shiny or light-colored objects lying about. Hide mess kits, mirrors, food containers, and white underwear and towels. Do not remove your shirt in the open. Your skin may shine and be seen. Never use fires where there is a chance that the flame will be seen or the smoke will be smelled by the enemy. Also, cover up tracks and other signs of movement.

When camouflage is complete, inspect the position from the enemy's side. This should be done from about 35 meters forward of the position. Then check the camouflage periodically to see that it stays natural-looking and conceals the position. When the camouflage becomes ineffective, change and improve it.

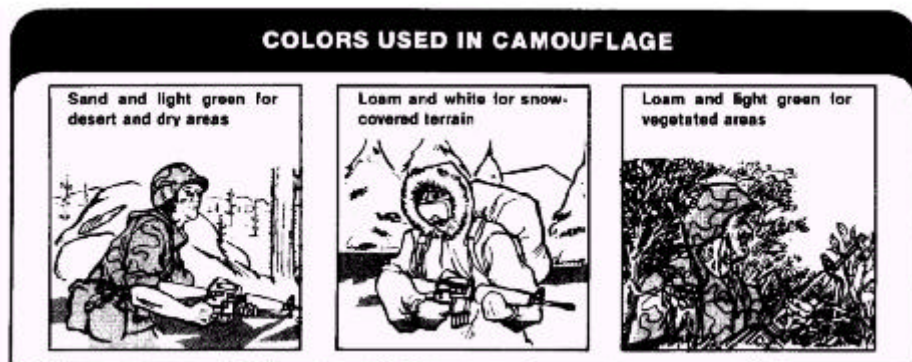
Helmets. Camouflage your helmet with the issue helmet cover or make a cover of cloth or burlap that is colored to blend with the terrain. The cover should fit loosely with the flaps folded under the helmet or left hanging. The hanging flaps may break up the helmet outline. Leaves, grass, or sticks can also be attached to the cover. Use camouflage bands, strings, burlap strips, or rubber bands to hold those in place. If there is no material for a helmet cover, disguise and dull helmet surface with irregular patterns of paint or mud.

Uniforms. Most uniforms come already camouflaged. However, it may be necessary to add more camouflage to make

the uniform blend better with the surroundings. To do this, put mud on the uniform or attach leaves, grass, or small branches to it. Too much camouflage, however, may draw attention.

When operating on snow-covered ground, wear overwhites (if issued) to help blend with the snow. If overwhites are not issued, use white cloth, such as white bedsheets, to get the same effect.

Skin. Exposed skin reflects light and may draw the enemy's attention. Even very dark skin, because of its natural oil, will reflect light. Use the following methods when applying camouflage face paint to camouflage the skin. When applying camouflage stick to your skin, work with a buddy (in pairs) and help each other. Apply a two-color combination of camouflage stick in an irregular pattern. Paint shiny areas (forehead, cheekbones, nose, ears, and chin) with a dark color. Paint shadow areas (around the eyes, under the nose, and under the chin) with a light color. In addition to the face, paint the exposed skin on the back of the neck, arms, and hands. Palms of hands are not normally camouflaged if arm-and-hand signals are to be used. Remove all jewelry to further reduce shine or reflection. When camouflage sticks are not issued, use burnt cork, bark, charcoal, lamp black, or light-colored mud.



CAMOUFLAGE MATERIAL	SKIN COLOR	SHINE AREAS	SHADOW AREAS
	LIGHT OR DARK	FOREHEAD, CHEEKBONES, EARS, NOSE AND CHIN	AROUND EYES, UNDER NOSE, AND UNDER CHIN
LOAM AND LIGHT GREEN STICK	ALL TROOPS USE IN AREAS WITH GREEN VEGETATION	USE LOAM	USE LIGHT GREEN
SAND AND LIGHT GREEN STICK	ALL TROOPS USE IN AREAS LACKING GREEN VEGETATION	USE LIGHT GREEN	USE SAND
LOAM AND WHITE	ALL TROOPS USE ONLY IN SNOW-COVERED TERRAIN	USE LOAM	USE WHITE
BURNT CORK, BARK CHARCOAL, OR LAMP BLACK	ALL TROOPS, IF CAMOUFLAGE STICKS NOT AVAILABLE	USE	DO NOT USE
LIGHT-COLOR MUD	ALL TROOPS, IF CAMOUFLAGE STICKS NOT AVAILABLE	DO NOT USE	USE