

## Cybertech

### Technological Survival Newsletter

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Happy Holidays from the crew at Cybertech! We've thrown in a couple extra pages as a little "seasons greetings" treat for all of you out there. Wildflower is with us this issue with a whole bunch of useful tips and tricks for self-reliance hobbyists. We have also continued the article series we started last issue, moving on to the topics of Observation, Combat Intelligence, and Counterintelligence. These three topics are all related, as you will discover when you read the article. We've actually gone a little out of order in that series due to the incidents in the DC area. The DC Shooter (He wasn't a sniper, and I won't call him one.) brought a new dimension to terrorism in this country, and I thought of countermeasures that an individual might be able to practice in order to keep from becoming a victim. The obvious one that came to mind was **observe**. Too many people go about their day-to-day business in a haze, totally unaware of their surroundings. (I especially love the people who use their cell phones while driving.) Such individuals are accidents waiting to happen, and ready-made victims. If you sound like this, then stop and take the time to look around and observe your surroundings. It may keep you from receiving a nasty surprise! I also received some email asking about electronic weapons. I'm actually researching them for the upcoming book (more on that later), but I found an "oldie but goodie" from the 1980s BBS scene that is easy to build, and should keep you entertained for a little while.

I am finishing work on my latest book, [Underground Electronics](#). It should be done by December. It'll contain all sorts of info on learning electronics, putting together a technical library, assembling a lab without spending a lot of money, clandestine telecommunications techniques and equipment, wireless video, signals intelligence (SIGINT) and electronic warfare, improvised electronic surveillance and counter surveillance, sensor and alarm systems, remote control devices, alternative power systems, hacking invisible worlds, and much more. As things progress, I'll let you know here in Cybertech, and on my web site at <http://www.geocities.com/ticom/>.

### Bugging Out - Observations While Hiking

With Autumn here, I'm out hiking on the various trails that Connecticut has to offer. My trusty GPS receiver says I average about three miles an hour, when I'm not taking my time exploring the woodlands. Since I'm not staying out overnight, I travel pretty light. This dove-tailed with a discussion I had recently about "bugging out" in the event TSHTF, and a recent accident that occurred on Interstate 84 during the morning rush hour a couple weeks ago. A tractor-trailer overturned on the highway, blocking all lanes of traffic. The end result was that traffic on all secondary roads in the area was at a standstill for a few hours until the State Police cleared the lane blockage. What makes it even more interesting is that the accident occurred in the Eastbound lane just after the Route 72 interchange. For those of you who are unfamiliar with Connecticut highways, Route 72 is just like an Interstate. It's a multiple-lane limited access highway that goes to Route 9. Route 9 will bring you back up on I-84 a little further Eastbound towards Hartford. Look at a Connecticut Road map if you need more clarification. Actually there is an excellent Connecticut road site at <http://www.kurumi.com/roads/ct/>. That's right, a convenient alternate freeway route around the accident, and still all the secondary roads were jammed.

Consider it to be a sample of what evacuees will have to deal with in the event of a real disaster. Other than the traffic accident, this was just a normal morning day. The drivers were just people trying to get to work. These weren't scared, desperate people who were trying to escape some threat, whether perceived or real. All the roads in the area were still jammed, however. I'm convinced that in a SHTF situation, individuals who plan on bugging out via vehicle are going to have to get a real early start, or wind up going to their second-stage means of transportation in short order. Now consider this: In a

*(Continued on page 7)*

## WILDFLOWER'S SURVIVAL NOTES

**"OH CLEAN, SWEET WATER":** Here in APRIL 2002, on the East Coast, many areas are in various stages of water shortage emergencies, because of the drought has lowered many a reservoir, along with drying lakes, ponds, and streams. Even those with deep wells, are finding lower levels, if not contaminated waters, at hand! In my local area, restrictions are now effective against car washing or lawn watering, amongst other items, all with stiff fines.

And if the drought continues, may even see special measures that will restrict households on what level per day in use with special meters that cutoff the flow if exceeded, along with heavier fines, even jail time for repeat offenders. Or just the water is off because the utilities cannot provide any more, because the system is bone dry!

Your whole civilization needs a supply of clean fresh water, from industrial to household needs, most times to water the lawns, flush the toilets, or washing the family car. Without it, no fresh veggies clean clothing, or for worse you stink more so, dying of thirst as your world comes to a screeching halt, collapses, and dies off forever. Amazing how one can waste water, including those toilets flushing three to six gallons per flush, the amount need to provide a fast food outlet burger, or for most real insanity to provide a plastic pint of spring water for you to purchase and sip!

To the simple minds out there, "when it is no longer available, one finally realizes how precious it was to have". In many areas this year, may see cases where the tap runs dry, till when it flows again?

**SURVIVING THE EXTREME DROUGHT:** First off, have the good sense not to panic. Was able to install a rain catcher tank system to store rainwater for my small garden needs. For extreme measures, investing in drip water filters for raw water, a minimal water use "campers portable toilets", and a few cases of baby wipes will get me by. Sand filtering dish and washer machine water; can be used for watering drying lawns or gardens too. Even practices like minimal showers, using disposable plates and cups, or the ability to use a "quarter cup" of hot water to wash and shave, then brush teeth; all conserves water waste to a minimum.

In the field, or at home, a solution of three quarters cup of hot water mixed with a quarter cup of rubbing alcohol, one can "sponge bathe" a smelly body clean. Airing clothing in a breeze, can extend wear time between washings, which can be done with a minimum of water and soap use by allowing longer soaking before wringing out by hand. One can even clean a car using a sponge and just a few quarts of water.

Yes you can survive a drought till better times, but if so, shall the "general public" at large have learned its very hard lesson not to waste it? Or will the silly bastards go waste it even faster again, like fossil fuels, into another emergency, into a fatal collapse for all?

**UNIVERSAL REPAIR ITEMS:** Be it at home, work, or out in the field somewhere; be it near or far, certain items have filled a "universal repair kit" that has allowed me to make critical fix-its till am able to find home, or a decent shop somewhere, and "do it better".

The following items are; DUCT TAPE, #14 STEEL WIRE, FAST SET EPOXY MIXES, PANTYHOSE, WIRE SCREEN, GOOP, #22 STEEL WIRE, SECTIONS OF RUBBER INNERTUBE, PARACHUTE CORD, SUPER GLUES, AND THIN STEEL SHEET METAL. Add hardware such as various nuts, bolts, washers, screws and nails; even muffler clamps, hose clamps, and plastic "zip ties".

Combined with a reasonably packed toolkit, one can "fix-it" or improvise most items about. It could also allow one to create needed improvised gear or tools needed about the home, or in the middle of "no where"! It may not look pretty, but if it works for whatever reason needed, so what?

And if the worse has occurred, those that can do simple repairs, or improvise as needed, will survive longer and better. After all, such a pre--prepared kit might make the crucial point between life and death in situations where having nothing at hand may doom you and those with you.

**AND PREHAPS THESE ITEMS TOO:** DRY RADIATOR SEALANT, WD-40 SPRAY, MOTOR OIL, KEROSENE, PLASTIC SHEETS, ROPE, CHAIN, BEARING GREASE, EMERGENCY FAN BELTS, ASSORTED PLASTIC PLUMBING PARTS, RIVITS, ODDS AND ENDS OF SCRAPS, SOLVENTS, QUICK SET CEMENT, EXTERIOR PAINT, HEAVY CARDBOARD BOXES, and whatever else

could make some crucial difference between success to failure, depending when or where one is. Remember, you may not have everything needed, but even a "little bit of" something can be more useful than nothing can at all!

**ON BOLTS AND NUTS:** For a long time, had purchased nuts and bolts in various sizes. Often was the real pain of needing more, and if the local stores be closed or the weather stormy, was then "out of luck"!

But by purchasing sections of threaded rod in various diameters, could cut to the length needed, the "bolt". I do admit at buying still bolts already made up, but now usually in bulk amounts of the most commonly used ones! But with the treaded rod, can cut custom lengths when needed.

Also purchase nuts in bulk. One end of a treaded rod bolt is dipped with fast set epoxy, nutted at end, then re-dipped in epoxy and let to set overnight to become the bolt head. Occasionally have needed a nut not found in stock. By purchasing lengths of bar stock, usually 3/8<sup>th</sup> thick by 1/2lf to 1 inches wide, one can drill, tap threads, and cut a "square nut" for the bolt.

And if needing washers, 1/8<sup>th</sup> to 1/4" inch thick sheet metal can be cut and drilled to bolt diameter needed!

**AND LAST:** A small notebook and pen. Jot down notes as you go along the job. Many a useful idea been lost forever because one's dear brains can forget certain details, or any solution, all too damn easy! When home, transfer the notes to a larger book, such as your daily records, so if notebook is lost, at least all is not lost!

If it was a dollar a pint to "make water", would one waste three to five gallons to flush a toilet? As more people, means more water to have on hand to use, just how long can the population grow till the entire system runs dry at the tap? These and still more questions are part of your real world now, and for the future. Start thinking now before it is too damn late!

- **WILDFLOWER of APRIL 2002 A.D.**

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## 80'S BBS ARCHIVE: AN OLDIE, BUT GOODIE!

This (edited) file is from the 1980's textfile archive at <http://www.textfiles.com/>. This was one of the first files I encountered when I first started calling BBSes. Unlike a lot of schematic files on BBSes at the time, this one actually worked. Since I have received some email asking about "electronic weapons", I decided to reprint it in Cybertech. -Ticom

### **Variable-pitched frequency generator**

Written By, Captain Quieg

This article will describe how to build a little device that will emit a very high frequency that is -extrememly- annoying to most people and it will wreck concentration and can cause some nasty headaches.

Parts needed:

R1: 100k ohm Trimmer potentiometer

R2: 47k ohm resistor (5% tolerance)

C1: 4.7 uF Polarized electrolytic capacitor

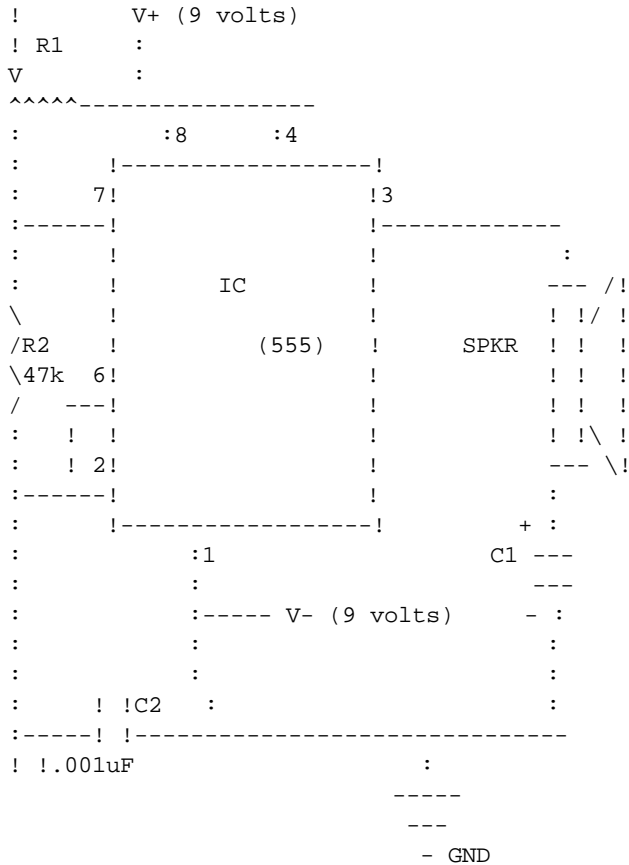
C2: small disc capacitor (.001 uF or less)

SP: 8 ohm speaker. Piezo buzzers work best but you can use most any speaker

for this job.

IC: 555 timer Integrated Circuit.. Available at Radio shack or any decent electronics store

Let's start with a schematic of the device..



Okay, now that we have the schematic out of the way we can discuss construction.. It's best to use an 8-pin socket for soldering before you put the IC in.. You can put it on a small PC board or perfboard.. Use R1 (the potentiometer) to adjust the frequency from a high whistle to an instant migraine. If you find that the frequency is not as high as desired use a smaller capacitor for C2. The Idea here is to bring the frequency just below the highest frequency that can be perceived by the human ear. You will definetly know when you have acheived this! Once finished mount it in a project case with an on/off switch and you're ready.

**Use**

One particularly nice thing about this device is that if you set it to a high enough frequency it is almost impossible to locate once hidden.. So once you've found a suitable location put it anywhere were it can't easily be seen and turn it on.. Guaranteed results! Anyone with a good set of ears will be driven crazy by it!! Including you if you place it in a room that you are planning to be in for any length of time.. So DONT. Have fun!

# OBSERVATION

During all types of operations, you will be looking for the enemy. However, there will be times when you will be posted in an observation post (OP) to watch for enemy activity. An OP is a position from which you watch an assigned sector of observation and report all activity seen or heard in your sector.

**HOW TO OBSERVE:** This section discusses the techniques you will use for day and night observation.

**DAY OBSERVATION:** In daylight, use the **visual search technique** to search terrain. **Do this in two steps:**

**Step 1.** Make a quick, overall search of the entire sector for obvious targets and unnatural colors, outlines, or movements. Look first at the area just in front of your position, and then quickly scan the entire area out to the maximum range you want to observe. If the sector is wide, divide it and search each subsector as in **Step 2.**

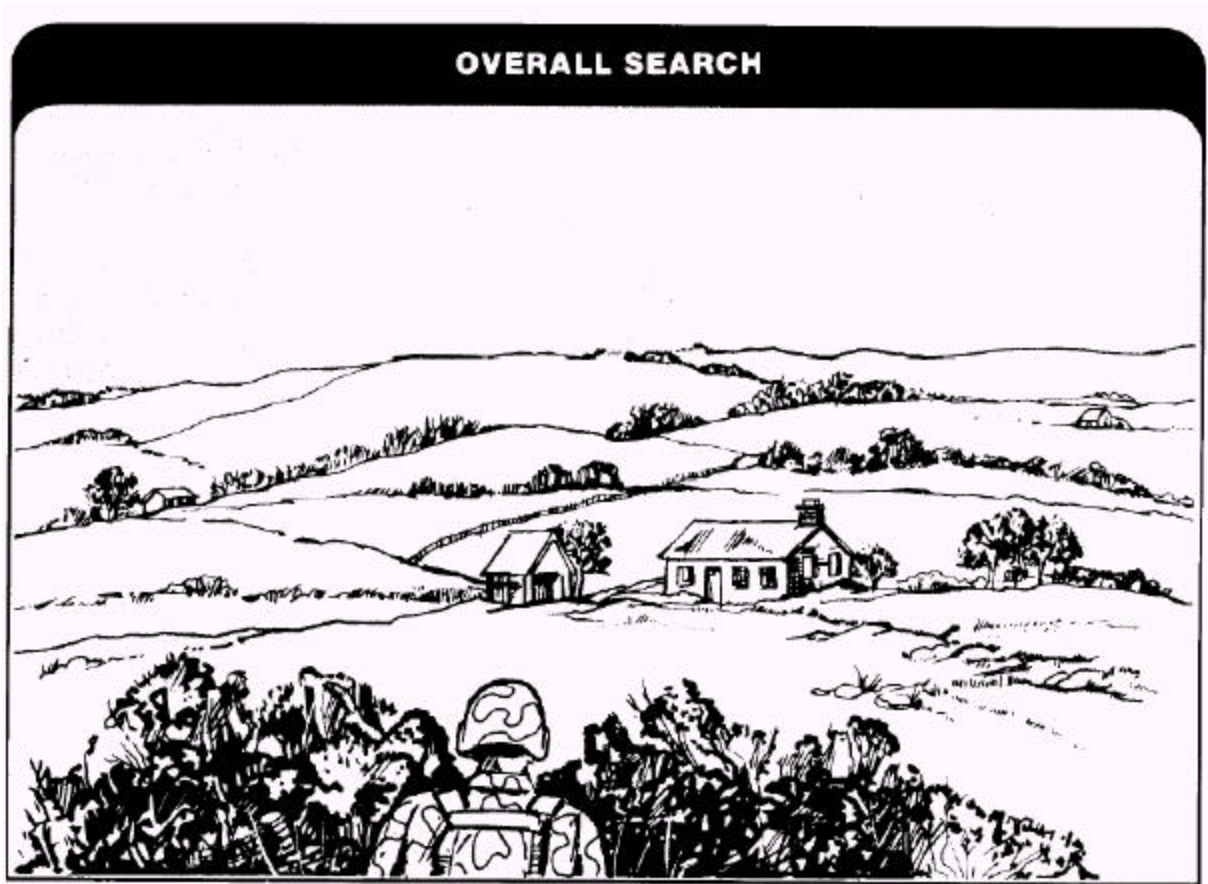
**Step 2.** Observe overlapping, 50-meter wide strips, alternating from left to right and right to left, until you have searched the entire sector. When you see a suspicious spot, search it well.

## NIGHT OBSERVATION

At night, use any one of three night observation techniques to search terrain.

**Dark Adaptation Technique.** First, let your eyes become adjusted to the darkness. Do so by staying either in a dark area for about 30 minutes, or in a red-lighted area for about 20 minutes followed by about 10 minutes in a dark area. The red-lighted method may save time by allowing you to get orders, check equipment, or do some other job before moving into darkness.

**Off-Center Vision Technique.** Focus your attention on an object but look slightly away from it. The object will be more visible this way than when you look straight at it.



**Scanning Technique.** Again focus your attention on an object, but do not look directly at it. Now move your eyes in short, abrupt, and irregular movements around it, pausing a few seconds after each move.

**THINGS TO LOOK AND LISTEN FOR**

In trying to find the enemy in a sector of observation, look and listen for **these signs of his presence:**

- Sounds.**
- Dust or vehicle exhaust.**
- Movement.**
- Positions.**
- Outlines or shadows.**
- Shine or glare.**
- Contrasting colors.**

**SOUNDS**

Listen for such things as footsteps, limbs or sticks breaking, leaves rustling, men coughing, and equipment or vehicle sounds. These may be hard to distinguish from other battlefield and animal sounds. Sounds can alert you to the direction or general location of the enemy. They may not pinpoint his exact location. However, if a sound alerts you, you are more apt to spot the enemy.

**DUST OR VEHICLE EXHAUST**

Moving foot soldiers or vehicles often raise dust. Vehicle exhaust smoke also rises. You can spot dust and vehicle smoke at long ranges.

**MOVEMENT**

Look for movement in your sector. Use the visual search technique.

**POSITIONS**

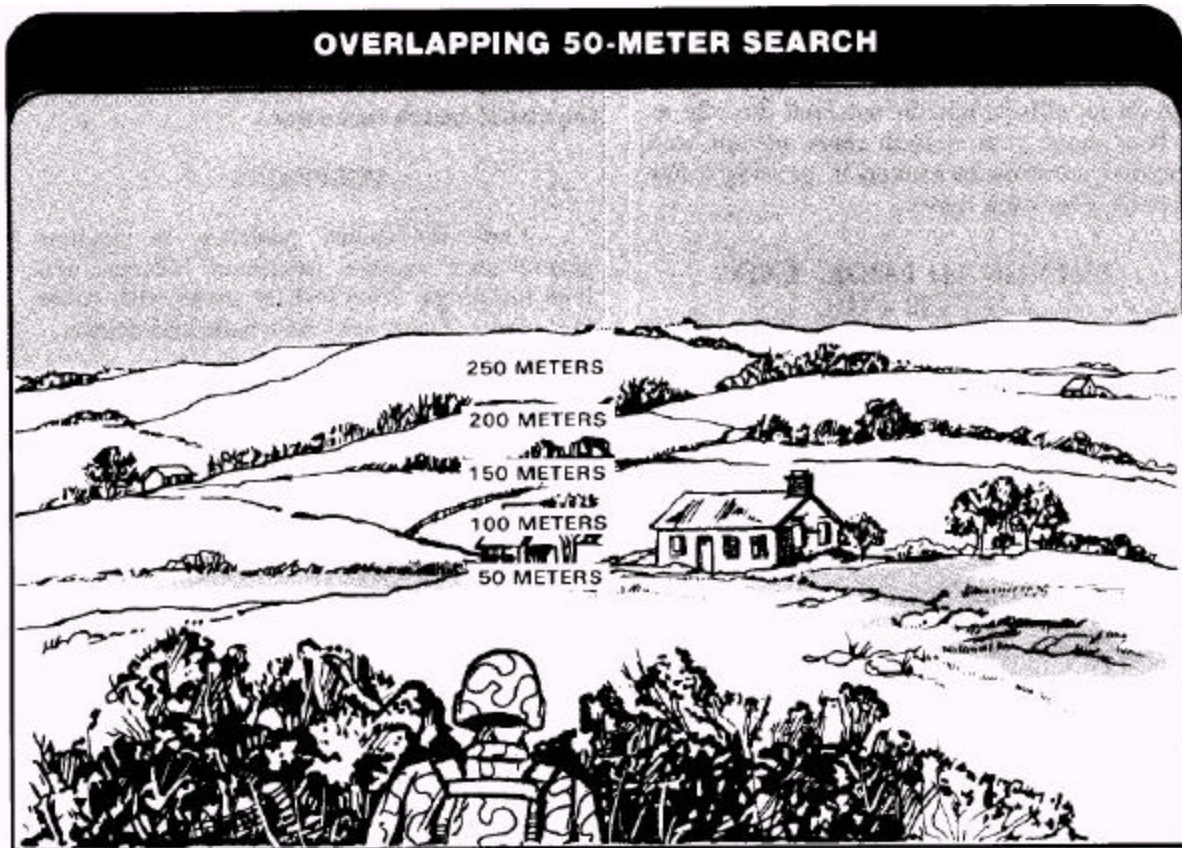
Look for enemy positions in obvious places, such as road junctions, hilltops, and lone buildings. Also look at areas with cover and concealment, such as woods and draws.

**OUTLINES OR SHADOWS**

Look for outlines or shadows of enemy soldiers, equipment, vehicles, or guns. The enemy may use the shadows of trees or buildings to hide himself and his equipment. Look for him in shaded areas.

**SHINE OR GLARE**

In darkness, look for light sources such as burning cigarettes, headlights, or flashlights. In daylight, look



for reflected light or glare from smooth, polished surfaces such as windshields, headlights, mess gear, watch crystals, or uncamoouflaged skin.

### **CONTRASTING COLORS**

Look for contrasts between background color and the colors of uniforms, equipment, and skin. For example, a soldier's T-shirt or towel may contrast with its background.

### **RANGE ESTIMATION**

You must often estimate ranges. Your estimates will be easier to make and more accurate if you use the 100-meter unit-of-measure method, the appearance-of-objects method, or the flash-and-sound method. This section discusses the use of these methods.

#### **100-METER UNIT-OF-MEASURE METHOD (DAYTIME)**

Picture a distance of 100 meters on the ground. For ranges up to 500 meters, count the number of 100-meter lengths between the two points you want to measure. Beyond 500 meters, pick a point halfway to the target, count the number of 100-meter lengths to the halfway point, and then double that number to get the range to the target. Sloping ground changes the appearance of 100-meter lengths. Ground that slopes upward makes them look longer than 100 meters, and ground that slopes downward makes them look shorter than 100 meters. Thus, the tendency is to underestimate 100-meter lengths on upslopes and overestimate them on downslopes. The accuracy of the 100-meter method depends on how much ground is visible. This is most true at long ranges. If a target is at a range of 500 meters or more, and you can only see part of the ground between yourself and the target, it is hard to use this method with accuracy.

#### **APPEARANCE-OF-OBJECTS METHOD (DAYTIME)**

This method is a way to estimate range by the apparent size and detail of an object. It is a common method that is used in everyday life. For example, a motorist trying to pass another car judges the distance of oncoming cars based on their apparent size. He is not interested in exact distances, but only in having enough room to safely pass the car in front of him. Suppose he knows that at a distance of 1 mile an oncoming car appears to be 1 inch wide and 2 inches high, with a half inch between the headlights. Then, any time he sees an oncoming car that fits those dimensions, he knows it is about 1 mile away. The same technique can be used to estimate ranges on the battlefield. If you know the

apparent size and detail of troops and equipment at known ranges, then you can compare those characteristics to similar objects at unknown ranges. When the characteristics match, the range does also. To use the appearance-of-objects method, you must be familiar with characteristic details of objects as they appear at various ranges. As you must be able to see those details to make the method work, anything that limits visibility (such as weather, smoke, or darkness) will limit the effectiveness of this method.

### **COMBINATION OF METHODS**

Battlefield conditions are not always ideal for estimating ranges. If the terrain limits the use of the 100-meter unit-of-measure method, and poor visibility limits the use of the appearance-of-objects method, you may have to use a combination of methods. For example, if you cannot see all of the terrain out to the target, you can still estimate distance from the apparent size and detail of the target itself. A haze may obscure the target details, but you may still be able to judge its size or use the 100-meter method. By using either one or both of the methods, you should arrive at a figure close to the true range.

#### **FLASH-AND-SOUND METHOD (BEST AT NIGHT)**

Sound travels through air at 300 meters (1,100 feet) per second. That makes it possible to estimate distance if you can both see and hear a sound-producing action. When you see the flash or smoke of a weapon, or the dust it raises, immediately start counting. Stop counting when you hear the sound associated with the action seen. The number at which you stop should be multiplied by three. This gives you the approximate distance to the weapon in hundreds of meters. If you stop at one, the distance is about 300 meters. If you stop at three, the distance is about 900 meters. When you must count higher than nine, start over again after counting nine (counting higher numbers throws the timing off).

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car or pickup truck you can go 55+ MPH ASSUMING no traffic, and carry a decent amount of equipment. A motorcycle or Enduro-type bike can go almost as fast, but is more limited in what equipment you can bring along. A bicycle can go maybe 20-30 MPH. If you're in decent shape, you can walk about 3 MPH. This should give some food for thought to those of you whose survival plans includes "bugging out" somewhere, especially if you live in a city.

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## COMBAT INTELLIGENCE AND COUNTERINTELLIGENCE

Using the observation techniques discussed in chapter 4, you must **collect** and **report** information about the **enemy, terrain, and weather**. That information becomes combat intelligence after it is interpreted. Your leaders need combat intelligence to help them plan operations. Your life and the lives of your fellow soldiers could depend on reporting what you see, hear, and smell.

You must also act to keep the enemy from gaining information about US operations. That action, called **counterintelligence, involves:**

- ◆ **Denying the enemy information about US plans, intentions, and activities.**
- ◆ **Detecting the enemy's efforts to get information.**
- ◆ **Deceiving the enemy as to US plans and intentions.**

### SOURCES OF INFORMATION

Commanders get information from many agencies, but **you** are their best agency. You can collect information from the **following sources:**

**Prisoners of war (PW)** are an immediate source of information. Turn captured soldiers over to your leader quickly. Also, tell him anything you learn from them.

**Captured documents** may contain valuable information about present or future enemy operations. Give such documents to your leader quickly.

**Enemy activity** (the things the enemy is doing) often indicates what he is going to do. Report everything you see the enemy do. Some things that may not seem important to you may be important to your commander.

**Local civilians** often have information about the enemy, terrain, and weather in an area. Report any information gained from civilians. However, you cannot be sure which side the civilians are trying to help, so be careful when acting on information obtained from them. Try to confirm that information by some other means.

### WHAT TO REPORT

Report all information about the enemy to your leader quickly, accurately, and completely. Such reports should answer the questions WHO? WHAT? WHERE? after "WHEN?" It is best to use the "SALUTE" format (size, activity, location, unit, time, and equipment) when reporting. To help you remember details, make notes and draw sketches.

**Size.** Report the number of soldiers and vehicles you saw. For example, report "10 enemy infantrymen" (not

"a rifle squad") or "3 enemy tanks" (not "an enemy tank platoon").

**Activity.** Report what you saw the enemy doing. For example, "emplacing mines in the road."

**Location.** Report where you saw the enemy. If you have a map, try to give an eight-digit coordinate, such as "GL 874461." If you do not have a map, relate the location to some key terrain, such as "on the Harm Road, 300 meters south of the Ken River Bridge."

**Unit.** Report the enemy's unit. If the unit is not known, report any distinctive features, such as bumper markings on trucks, or type of headgear. Some armies have distinctive uniforms and headgear, or colored tabs on their uniforms, to identify types of units. A unit's action may also indicate its type. The kind of equipment observed may be peculiar to a certain type of unit. For example, a BRDM may indicate a reconnaissance unit.

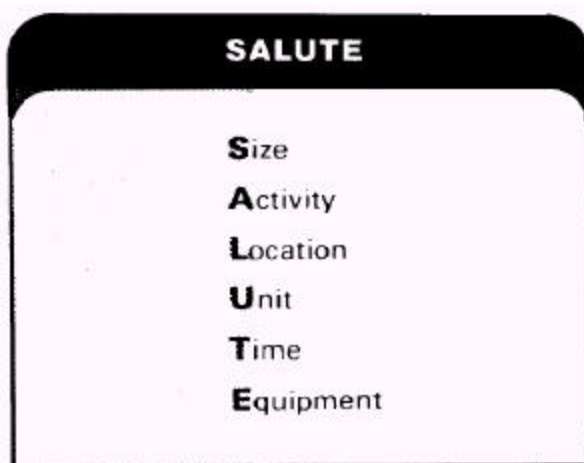
**Time.** Report the time you saw the enemy activity, not the time you report it. Always report local or Zulu (Z) time.

**Equipment.** Report all of the equipment the enemy is wearing or using. If you do not recognize an item of equipment or a type of vehicle, sketch it and submit the sketch with the report. The following is an example of a SALUTE report.

**FM: 1st Plt, C Co, 2d Bn, 1/73 Inf.**

**TO S2, 2d Bn, 1/73 Inf.**

*Combat OP sighted four enemy tanks moving west along secondary road at grid coordinates NB613397 at 241730Z. Tanks traveling at approximately 5 kilometers per hour. Hatches were open and visible enemy personnel were wearing protective masks.*





ment, his clothing.

**PRISONERS OF WAR AND CAPTURED DOCUMENTS**

PWs are a good source of information. They must be handled without breaking international law and without losing a chance to gain intelligence. Treat PWs humanely. Do not harm them, either physically or mentally. The senior soldier present is responsible for their care. If PWs cannot be evacuated in a reasonable time, give them food, water, and first aid. Do not give them cigarettes, candy, or other comfort items. PWs who receive favors or are mistreated are poor interrogation subjects.

**HANDLING PWs**

In handling PWs, follow the five S's:

**1. Search PWs** as soon as they are captured. Take their weapons and papers, except identification papers and protective masks. Give them a written receipt for any personal property and documents taken. Tag documents and personal property to show which PW had them. When searching a PW, have one man guard him while another searches him. (A searcher must not get between a PW and the guard.) To search a PW, have him spread-eagle against a tree or wall, or get into a pushup position with his knees on the ground. Search him, his equip-



<b>PW AND DOCUMENT OR EQUIPMENT TAG</b>	
<b>PW TAG</b>	
	DATE/TIME OF CAPTURE ..... PLACE OF CAPTURE ..... CAPTURING UNIT ..... CIRCUMSTANCES OF CAPTURE ..... (how it happened) .....
<b>DOCUMENT OR EQUIPMENT TAG</b>	
	TYPE DOCUMENT/EQUIPMENT ..... DATE/TIME CAPTURED ..... PLACE OF CAPTURE ..... (grid coordinates) ..... CAPTURING UNIT ..... CIRCUMSTANCES OF CAPTURE ..... (how it happened) ..... PW FROM WHOM TAKEN .....

**2. Segregate PWs** into groups by sex and into sub-groups such as enlisted personnel, civilians, and political figures. This keeps the leaders from promoting escape efforts. Keep the groups segregated as you move them to the rear.

**3. Silence PWs** and do not let them talk to each other. This keeps them from planning escape and cautioning each other on security. Report anything a PW says or does.

**4. Speed PWs** to the rear. Turn them over to your leader. He will assemble them and move them to the rear for questioning by the S2.

**5. Safeguard PWs** when taking them to the rear. Do not let anyone abuse them. Watch out for escape attempts. Do not let PWs bunch up, spread out too far, or start diversions. Such conditions may create a chance for escape. If a PW is wounded and cannot be evacuated through normal channels, turn him over to an aidman to be evacuated through medical channels. Before evacuating a PW, attach a tag to him. You can make these tags yourself.

#### **HANDLING CAPTURED DOCUMENTS AND EQUIPMENT**

Enemy documents and equipment are good sources of information. Documents may be official (maps, orders, records, photos) or personal (letters or diaries). If such items are not handled properly, the information in them may become lost or outdated. Give them to your leader quickly. Tag each item using the form shown above. If the item was found on a PW, put that PW's name on the tag.

#### **COUNTERINTELLIGENCE MEASURES**

The enemy must not get information about US operations. This means that you and your fellow soldiers must:

- ◆ **Practice camouflage principles and techniques.**
- ◆ **Practice noise and light discipline.**
- ◆ **Practice field sanitation.**
- ◆ **Use proper radiotelephone procedure.**
- ◆ **Use the challenge and password properly.**
- ◆ **Not take personal letters or pictures into combat areas.**
- ◆ **Not keep diaries in combat areas.**
- ◆ **Be careful when discussing military affairs (the enemy may be listening).**
- ◆ **Use only authorized codes.**
- ◆ **Abide by the Code of Conduct (if captured).**

- ◆ **Report any soldier or civilian who is believed to be serving or sympathetic with the enemy.**
- ◆ **Report anyone who tries to get information about US operations.**
- ◆ **Destroy all maps or important documents if capture is imminent.**
- ◆ **Not discuss military operations in public areas.**
- ◆ **Discuss military operations only with those persons having a need to know the information.**
- ◆ **Remind fellow soldiers of their counterintelligence responsibilities.**

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When we first moved back to Connecticut, it was to an apartment in one of Connecticut's smaller cities. One of my initial bug-out plans involved 200 miles of travel to the family farm in upstate New York. Under normal circumstances, it takes about three and a half hours of travel. I've done it as an extended day trip more than once; especially when "driving by radar". Taking a look at it from a survivalist standpoint, I saw that in order to get there we would have to go through two formidable obstacles; the city of Albany and the Hudson River. Now driving there takes 3 1/2 hours. How long would it take to ride a bicycle there? Assuming a constant speed of 25 MPH it would take eight hours, not including rest breaks. Walking at a speed of 3 MPH would take 66 1/2 hours of travel time, not including rest breaks. How about getting across the Hudson River? What if you needed to bypass Albany? Now in my scenario, I had a destination selected where a significant amount of supplies could be stored, would be secure until we could get there, and be adequate for a self-sufficient lifestyle. The problem was getting there. I know of a lot of "survivalists" who live in places where living self-sufficiently would be problematic. They plan to "bug-out" in the event TSHTF, but usually only have a vague idea of where they would go. Shelter is one of those survival essentials, and needs to be considered as carefully as any other self-reliance preparation. We'll be discussing more about shelters and "bugging out" in general in the next issue. Until then, I hope you and yours has a happy and safe holiday season. -Ticom

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