

## FUGITIVE

A fugitive, a victim of legal persecution, is a man or a woman on the run. An outcast, he is perhaps the most abused of all humans. Those who betray or kill him are rewarded, while those who help him are punished.

Although his situation is difficult, the fugitive may survive. When World War II ended, for example, almost eight thousand Jews emerged from the rubble of Nazi Berlin. Most had escaped the Gestapo and the war by maintaining a low profile.

In some countries--in some circumstances--the fugitive may find confederates who will assist him. In Italy, according to Luigi Barzini, "The people's dislike of legal persecution and their kind hearts make them indiscriminately help all victims of the authorities: they feel irresistibly drawn to bandits, fugitives from justice, escaped convicts, as well as political refugees."

In most countries, however, the people eagerly betray the fugitive.

## FUGITIVE (DOGS AND)

To evade dogs, know their abilities and shortcomings.

Dogs see in monochrome. They have difficulty seeing over long distances, but they see movement. Their hearing and smell are acute.

These conditions help dogs track their prey: dense grass, wet ground, high humidity, light wind, rain or fog, still water (like a marsh), and a person's excess perspiration.

These things hinder a dog's scent: bad weather (high winds, snow, ice, or heavy rain), dry and dusty areas, sparse vegetation, hard surfaces (like roads, rock, or sand), and areas contaminated with chemicals (like oil, synthetic fertilizers in a field, and so forth).

To evade a dog, rub a heavy, obnoxious scent (such as ammonia or turpentine) on the soles of your shoes. Also, go in and out of streams and running water to create a false trail. Carry tacks, and throw them on the trail in short grass. If the tacks are dipped in nicotine, the dog that steps on them will be disabled in minutes.

## FUGITIVE, LONG-TERM STATUS OF

How long must the fugitive remain on the run?

In the case of major police organizations--such as the F.B.I. in America--the manhunt lasts only as long as the fugitive is newsworthy.

Remember, however, that there is no statute of limitations on major crimes. Leonard T. Fristoe, who received a life sentence in 1920 for killing two deputy sheriffs, served three years and escaped. He was ultimately caught, at age seventy-seven, after being a fugitive for forty-six years.

Also remember that most fugitives are not caught in a massive manhunt. They break minor laws and their fingerprints give them away during a routine arrest. So do not violate traffic laws, do not loiter, and do not carry guns, bomb manuals, or identification papers giving you different aliases.

Carry cash at all times so that you can post bail and escape before you are identified. One man arrested for a traffic violation could not post bail, and it cost him his life. Three days later, while still in jail, he was identified as a "terrorist," and he was ultimately executed.

For money, do not steal. An ideal job for a fugitive is a low-salary, manual-labor position, such as a dishwasher. Restaurants have difficulty hiring, so they do not ask questions.

Also, the dishwasher job keeps you out of the public eye, and you can eat for free.

#### FUGITIVE (RULES FOR)

Wherever he is, if a man is on the run, time is on his side. If a prisoner escapes and he covers five miles an hour, after one hour he could be anywhere in a circle with a radius of five miles, or area of seventy-eight square miles. If he covers ten miles in two hours, he could be anywhere in an area of 314 square miles.

If you are a fugitive, you must avoid your family, friends, and lovers. In standard police work, they will watch your home and interrogate your acquaintances.

The police will also try to track you--the fugitive--through your interests. For at least two years, you must not indulge in hobbies, favorite pastimes, or preferred activities.

As a fugitive, you must avoid all technology, especially computers, bank and credit-card machines, telephones, and cellular telephones. (Activated cellular telephones reveal location, and the Israelis have killed at least six Palestinian leaders by "locking in" on cellular phone signals.)

If--in an emergency--you must steal an automobile, you should steal one from a factory parking lot. The car will not be immediately missed.

Normally, however, the fugitive must avoid major roads and populated areas. If people see you, do not appear furtive. Be bold.

Avoid dwellings, open ground, and roads. If following a highway, walk on a parallel course one hundred to two hundred yards to the side. Use cover, such as hedges and trees. Cross open ground at the narrowest point. Do not cover grasslands during the day. Wrap your boots in cloth to make your prints appear old and blurred.

The safest way to move through mountains is to follow the biggest rivers. Contour hills at a point two-thirds up the slope. Always, avoid leaving tracks at the bottom of a hill and avoid being silhouetted at the top.

To cross foreign frontiers, use bleak, rugged, and uninhabited regions of wilderness. Mountains, swamps, desert, jungle, tundra, and heavy bush are geographical back doors to an otherwise well-defended country. The easiest way to enter America, for example, is via the Canadian tundra.

Of course, when moving through a wilderness you must plan for environmental stress, such as cold or heat, dryness or wetness.

In cold temperatures, layer your clothing. The layering system transfers

perspiration away from the body.

Always keep your head and extremities covered. Up to 40 percent of body heat may be lost through the head.

When it is colder, travel at night. Sleep during warmer day. Never lie on the bare ground, but use brush or grass if necessary. Lying on the ground will cause you to lose body heat.

In desert areas, wear light-colored, loose-fitting clothing. Understand that being naked in the desert kills a person faster than lack of water.

Wrap cloth around your shoes to keep out the sand. Sand can be abrasive on the feet.

In deserts, travel at night. In desert areas, the temperature range in one day can be 86 degrees Fahrenheit.

In hot, humid areas, wear loose clothing. Understand that mosquitoes--carriers of malaria and other illnesses--usually do not venture above 1200 meters.

Whatever the terrain, plan to use some time for sleep. Remember that a man can live without food longer than he can live without sleep.

A sleeping man is defenseless, so an overnight stop should offer concealment from the ground or the air. The spot selected should have a single approach route. It should have an escape lane if the "hide" is discovered.

If there is no opportunity for ordinary sleep, army research shows that a twenty to thirty-minute nap, with a similar period for waking up, can counter the effects of sleep deprivation. Elite units train for it.

If you have time to construct an evasion shelter, it should be small, survivable (offering adequate protection against cold and so forth), secluded, irregular in shape, low in height, and should blend into the surroundings.