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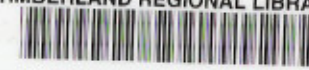
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LONG LIVE MUTINY! PIRATE TACTICS



Though you are a sneaking puppy, and so are all those who will submit to be governed by laws which rich men have made for their own security; for the cowardly whelps have not the courage otherwise to defend what they get by knavery; but damn ye altogether; damn them for a pack of crafty rascals, and you, who serve them, for a parcel of hen-hearted numskulls. They vilify us, the scoundrels do, when there is only this difference, they rob the poor under the cover of law, forsooth, and we plunder the rich under the protection of our own courage. Had you not better make then one of us, than sneak after these villains for employment?
—Pirate Captain Bellamy to a Captain of a merchant vessel.

*Pirates fuck shit up! Pirates don't get caught!
—Modern day pirate chant*

There is a growing dissatisfaction among many anarchists with the tactics and organization of the protests since Seattle. Many militant anarchists/anti-capitalists feel that the black-bloc form has "run its course" or at least needs to be supplemented by a new homegrown form of radical anarchist activism. Over the past year and a half, there have been many critiques both from within and outside the anarchist community about black bloc tactics and organization. Thus, this pamphlet will not rehash old territory but suggest an alternative (not a substitute) for contemporary anarchist tactics by expanding the idea of "Radical Defense". This new approach (called **Mutiny**) borrows many ideas from recent U.S. black blocs as well as other radical direct action groups (such as Ya Bastal) while adding new methods of organizing and new short-term goals. In the end, Pirates by using the articles and ideas of Mutiny seek the same goal, as shared by most anarchists, a stateless community. The end is the same but the means, and organizing principles, are quite different.

(This version of "Long Live Mutiny" compiled and pirated by Cap'n Mayhem of the Drunken Boat Crew)

What is a Mutiny?

Pirates use the common definition of mutiny, "*Open revolt against lawful authority*". In this short definition there are two key ideas that make up the cornerstone of pirate tactics and organization. The first is the concept of open revolt and the second is the attack against lawful authority.

Mates should not give their names/action names/ nicknames, only the name of the pirate crew they belong to. The proper etiquette requires people to address each other by crew name, "The Mate from the Titanic" or "The Titanic believes...". One should also refrain from saying where they are from, the number in their crew, affinity names, etc.

Crews should protect the privacy of other crews by not mentioning the names of crews after the swagger to other pirate crews or non-pirates.

All conversations should be left until after the official end of the swagger.

Each crew should send only 1 pirate to a swagger. It is proper for a Bey or any other mate to ask two or more pirates from a single crew to pick just one and for the others to wait elsewhere during the short swagger.

All Beys are subject to Mutiny after the check-in. The reason mutinies should wait until after the check-in is to make sure mates are really pirates and not agent provocateurs. Any mate can start a mutiny by spitting on the floor. If another mate spits than the first spitter becomes the new Bey (obviously that Bey can be mutinied against in the same way). This important to make sure a Bey doesn't try to exert any power over the autonomous crews in the swagger.

Pirates may be shocked at the intense amount of security involved in the swagger, but it is important for people to feel secure. It must also be remembered that this security paranoia is only for a very short period of time (during the course of the swagger). Ideally a swagger should be a very short meeting (less than an hour with proper preparation by mates and the Bey) in a secure location. Invites to a swagger should be made to crews you know. Never publicize the time and location of a swagger on list-serves, web sites or other insecure mediums. Crews are encouraged to hold other meetings (mini-swaggers) with other crews if need be, to coordinate actions/activities outside of the swagger meeting itself.

► *Polly Says...*

Long Live Mutiny



the mate on the Bey's left). In rare cases of a disagreement a simple consensus process can be used.

Maps

"Sharing the Maps" is the last area of business at a swagger. The Bey should have brought to the swagger some pieces of paper (or ideally xeroxes of local maps) and pens all of the same color. The reason for same paper and color pens is that each map could have been written by any mate at the swagger and protects their identity and any inferences that could be made from the location or type of loot others may try to make. Basically, its good security culture. Each mate in the swagger then takes a few minutes to write down where they have dropped loot (using the Cant when possible). The Bey then collects all the "maps" (or pieces of paper with descriptions) and shuffles them. The Bey either reads them out

with the other mates writing down the info they think is important; or lays out the shuffled maps and everyone writes down the info they want. If there is a question about a map, they should be asked aloud, no one needs to answer (it is up to the mate).

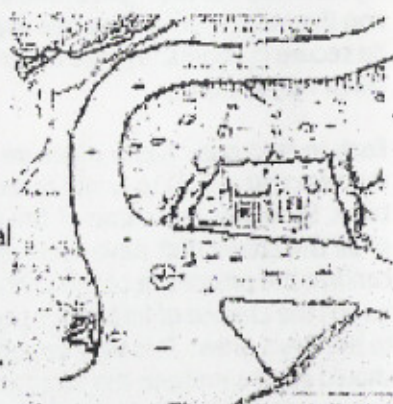
After the swagger, the mate who wrote the map may secretly fill in the map's question marks with info that the crew may use. After everyone is done copying the loot maps, the Bey gathers the papers turned in and destroys them in front of the other mates. In traditional times a swagger was ended by a passing of a bottle of rum (any drink would obviously do). When the bottle returns to the Bey, this symbolically ends the swagger— **Long Live Mutiny!**

Swagger Etiquette

(It would be ideal for the Bey to read this before the swagger or make it available somehow):

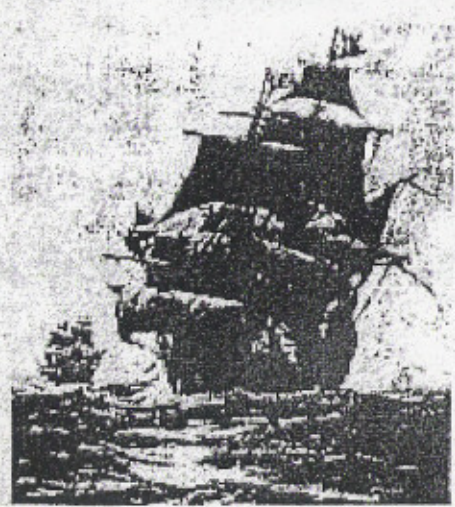
It is never appropriate to ask a mate what their crew is planning during a swagger or details about the action they may engage in during the demonstration.

Mates should take necessary precautions in maintaining the security of the cant.



Mutineers (Pirates) seek to create an open revolt during demonstrations/protests as well as other times not associated with traditional protests (see the "Culture of Theft" article). That is, mutineers reject any reforms or "half-way" measures common to most activist sound bites. They do not seek to recruit, spin a particular message, or bring attention to some particular/Insular Injustice. Open revolt is not concerned with "messaging" the public but challenging specific authority in the street. While some activists shy away from the chaos of demonstrations, pirates thrive. Mutiny is not an abstract struggle but a skirmish played out in the real world.

The open revolt is focused not on some abstract entity but on a concrete enemy—Lawful Authority. Just as historical pirates attacked both commercial and military ships, so are we in revolt against capitalists and the concrete powers of the state. We have no target audience or message other than a complete revolt against authority. We, as anarchists, reject the legitimacy of cops or others who seek to restrain our autonomy. Pirates acknowledge that complete resistance to (and overthrow of lawful authority), even if it is temporary, is our goal in any mutiny.



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The Articles of Mutiny



Pirates are in Mutiny against all states and capitalists:

Pirates reserve the right to mutiny against all forms of authority.

Pirate crews engage in radical defense of their autonomy.

Pirates support the concept of mutual aid but never relinquish their autonomy in the name of "coalitions", "solidarity" or other such constructs that seek to limit autonomy.

Pirates reject the Left's "culture of meetings" believing that affinity is primarily a product of socializing and working together.

Mutinies are open revolts not media events or reformist campaigns.

Pirates fuck shit up. Pirates don't get caught!

represented but the mate of the inviting crew doesn't know about the invitation the mate should leave the swagger. The check-in is crucial for mates to be secure in conducting the other business of the swagger and should be taken very seriously.

Each invited crew has a measure of responsibility; the mate they send to the swagger needs to know three things: Firstly, the name of their own crew. Secondly, the name of the crew that invited them. Lastly, the names of all the crews that have received invites from his/her crew (in order to confirm the presence of the invited mates). These precautions are taken to lessen the chance of infiltration: each crew should be able to trace their invite to the Bey's crew. It is very important that every crew making its own invites should send a mate to the swagger! Failing to send a mate (or missing the swagger/being late) will doom the opportunity of any crews invited by the missing crew.

The check-in should take no more than a few minutes depending on the number of crew-mates attending a swagger. It is best for the swagger to decide a policy about what to do if a mate shows up late after the check-in.

Intelligence

The "Bey" will ask each mate if they have any intelligence they wish to share with the swagger starting again with his/her left. Each mate can speak for as long as they wish, about anything they know that may aid other crews. When they are done talking the "Bey" will ask if there are any questions for the mate. Each question will be asked and answered in a dialogue fashion between mates. The "Bey" may wish to set a time limit on question and answer section. Each mate has a chance to share intelligence and ask questions. A good rule of security culture (and pirate culture is security culture) is to speak in hypotheticals.

Example:

The use of a "Bird heard, saw, found a memo, etc." is a good uncomplicated way to ensure this and avoid names and other identifying info. Examples of the type of intelligence may be "A bird said the Police will be using channel 12.8 for their scanners"; "A bird said there is an unguarded entrance to the hotel through the garage"; "A bird said that a group is planning a lock-down on highway 17 near Junction 9".

The Bey will present a pirate code (or called a "cant" by historical pirates) for using communications. After a reasonable time for the mates to look over the cant, each mate will have an opportunity to add or offer a change for the cant (again starting with

A swagger is also much shorter than spokes and has a slender agenda of three items. The swagger should be facilitated by a "Bey" (a Barbary Pirate term for temporary captain of a fleet), a member of the crew that called for the swagger.

What is the SWAGGER agenda?

There are only three items that make up a swagger (though of course it is possible to add items to any agenda, it must be done with extreme caution).

The advantage of having a pre-set agenda is that it allows all parties involved in the swagger to know ahead of time what will be discussed in what order. It also serves to speed the process of the meeting because there will be no 20 item agendas, or endless wrangling about what should be on an agenda or where it should be placed on the agenda. Remember a swagger is not a coordinating or decision making body and thus is unlike most other types of meetings.

The first item is the "Check In". The second is "Intelligence sharing and Code making/ The Cant". The last item is the "Sharing of Maps".

Check-In

Check-In should be the very first business conducted during a swagger. (It is possible and preferable, that a swagger may use some form of pre-meeting security such as a password or written invitation which technically would occur before the check-in.)

The Check-In is made up of 2 quick parts. The Bey begins by introducing which crew he is part of and welcoming the other crews to the swagger. The Bey then starts the check-in by shaking the hand of the person to his left (this gesture is followed until the last mate shakes the Bey's hand and thus ends the check-in).

The check-in is simply each "mate" (a person attending a swagger) saying what pirate crew they are part of and which crew invited them to the swagger starting with the mate to the left of the BEY.

If a mate isn't part of a pirate crew, they should leave the swagger. If a mate claims the invite came from a crew not represented at the swagger, then they should leave the swagger. If a mate claims an invite from a crew

How do Pirates Organize?

Pirates, both historically and in this modern reworking of the concept, organize along **crews**. A crew is a group of usually 5-9 people who have built relationships based on shared work and socializing. Pirates believe all real affinity develops from work and socialization as opposed to meetings and ideological debates. Pirate crews should be tight and small enough to come to mutual decisions without the need of either a facilitator or a formal process.

Pirate crews have always defended their autonomy rejecting larger organizations, federations and coalitions that seek to limit their autonomy. All power resides in the egalitarian crew. Many crews may become involved in a single mutiny but they always defend their crew's independence. This coordination of crews is named after the traditional pirate term: a **swagger**. A swagger is not a decision making body, nor is it a place to develop tactics, messages, work out politics or organizing. A swagger meets to share resources, information and to work out a mutual coded communication system. It is in fact a minimalist version of Kropotkin's "Mutual Aid".

What are Some Pirate Tactics?

Open revolt against lawful authority is risky business and pirates acknowledge and revel in this. Pirates may be called adventurers by other somber Leftist groups but we strongly feel actions should be both exciting as well as tactical and we do not hide from the term adventurer any more than we shrink from the term swashbuckler.

Pirate crews expect no quarter from their enemies. Historically mutineers of every country realized that if their mutiny failed dire consequences could be expected and the same holds true for modern day pirate activists. People engaged in civil disobedience are often surprised and shocked by the "uncivil" response of lawful authority to their activities and protests. Pirates seek to protect themselves and those who share the cause of revolt while knowing the State and Capitalists will do what they can to get those in revolt to yield.

Radical Defense

Historically, pirates were famous (or infamous depending on who was writing) for their offering "asylum" for those that joined their cause against authority. This tactic was much feared by those in authority and was most successful with the oppressed classes who sought to engage in a truly egalitarian solidarity against their oppressors. The only hope pirates had in recruiting people to the cause of the mutiny was to offer at least some defense against the authority's promised violent retaliation. In order to make this a possibility modern pirate crews rely on the concept **Radical Defense**. Pirates understand radical defense as moving beyond simple self-protection and extend its borders to those in solidarity with the revolt.

Obviously, the first aspect of radical defense is self-defense. This would include such characteristics as deception, mobility and pre-planning. Pirates believe tight autonomous crews are the best protection on the street while providing some defense against State infiltration. In addition pirates support the use of shields, protective clothing and materials. Pirates accept the fact that no matter how defensive our posture may be, the State and its media lapdogs will re-interpret our gear

SWAGGER GUIDELINES



What the hell is a SWAGGER?

Swagger is a traditional pirate term coming from the root *swag*, which means both shared loot and pledges of mutual defense. This was an important concept during the "Golden Age" of piracy in the Caribbean. In essence a swagger is the minimalist version of Kropotkin's concept of "Mutual Aid".

How is a SWAGGER different from a Spokes Council Meeting?

The swagger is very different in organization and motivation from a traditional Spokes Council Meeting (Spokes).

The first difference is that it is not a traditional consensus based model like a spokes is. There are no decisions made during a swagger. There is no discussion (of tactics) or development of tactics during a swagger. A swagger is NOT a place to "plug in" to an action or a place to find out what is going to happen during an action.

Pirates believe in the primacy of the crew as the organizational unit that should determine all of their tactics and decisions. The swagger should never compromise the sovereign autonomy of a pirate crew.

consensus and often have a variety of roles including a "spokes" person who interfaces with other organizations and affinity groups. The main difference between pirate crews and AGs is the latter's reliance on meetings and formal process consensus to arrive at decisions. Crews should be a size that facilitators, process and spokes are not needed. A cell is usually a closed group (similar in many aspects to a crew or AG) that is focused on political or direct action work. Cells seldom emphasize socializing as a primary component. Pirate crews believe real affinity is not simply a result of shared political views but also an ability to socialize with other crewmembers.

Other Pirate Pamphlets and Literature

Sacking the City: An Everyday Guide to Pirate Living
These are hard to come by, but so far we've seen **Sacking San Francisco**, **Sacking Vancouver** and **Sacking Miami**.

Captain Mayhem's Outline on Anti-Crowd Control-
Articles on mass demonstrations, the 'guided riot' and police procedures.

Culture of Theft- Basic pirate philosophy on trainhopping, dumpster diving and squatting.

Pirates and Mutineers- Pirate bibliography and history of Mutiny.

Bluster: Pirate Carousing Past and Present- Description of informal pirate gatherings, pirate parade and actions (less structured than the swagger system).

and actions as dangerous and violent. This being understood, pirates' primary concern when it comes to gear is that it offers the maximum protection. Light, disposable shields and helmets are ideal pirate regalia. Coms and walkie-talkies with the coded "cant" will help pirates communicate and aid each other.

The second aspect of radical defense is extending our protection beyond the borders of the body. It is as important to protect the infrastructure of the revolt as much as the bodies of the mutineers. Crews may seek to defend places like convergence centers, imcs, equipment, housing, food, medics, etc. in the belief that the infrastructure is a key component in weakening authority's power and ensuring a successful revolt.

The third aspect of radical defense is seeding the concepts to those outside pirate and anarchist communities. Pirates believe that radical defense, like medical, legal, housing, media and food, are crucial components to any successful large and small-scale action. Pirates believe radical defense should be taught in a similar way legal, civil disobedience and media trainings are taught. That is from a practical, nuts & bolts perspective, not an ideological point of view. The final aspect of radical self-defense is how to provide the materials for revolt. We accept the historical practice of "sacking".

While this pamphlet is concerned mainly with organizing around demonstrations, pirates thrive in everyday life as well. Pirate tactics can be used effectively for widespread decentralized actions. We might divide up a city for a wheatpasting campaign or dumpster diving: maps and other materials will help ensure that a particular area gets effectively covered. Pirates sometimes band together in discovering and making available abandoned buildings for housing. Other types of night-work (graffiti, targeted property destruction, looting, etc) are well suited for the pirate model.

What Do Pirates think about Diversity of Tactics (e.g. property damage)?

Pirate crews historically have used property destruction as an effective tool against the state and capitalists. Obviously in a culture that values things over humans and profits over people destruction of property strikes a real blow to capitalists and the state. Historically, sacking a ship or town was one of the most effective ways for pirates to re-supply their efforts and in turn weaken the power of the State. We need not worry about our "image" or tailor our actions (and limit them) for the media. We fully support individuals using a wide array of tactics that non-symbolically strike at the heart of the Capitalist Nation State that we are in revolt against.

How do I become a Pirate?

There are no membership dues, affiliations, initiations or other similar hoops to jump through to "become" a pirate. Just as in the past, it is impossible to be a pirate in isolation. A true pirate is part of an egalitarian crew fighting the powers of both the State and the Capitalists. If you are interested in becoming a pirate there is a lot of work ahead. You must get a crew and start working and socializing together. Pirates believe that notions of affinity should not be limited to political goals or ideologies. Street action should be a product of the work and bonds which groups have already formed in their local communities. In order to prepare for pirate action, collect supplies, determine targets and guard your autonomy from all oppressors. Ideally, each crew should have a strong plan of action before meeting with other crews. It would be also beneficial, due to the dangers involved in pirating, to start practicing radical defense and gathering/producing protective gear.

The Primacy of the "Crew": An Organizing Guide for Pirates -

The primary organizing unit for pirates is the **crew** (as it has been historically). The crew is similar to other organizing principles like the "affinity group" or the "cell" but differs in substantial ways. The crew holds all autonomy, and thus all decisions.

What are the Characteristics of a Pirate Crew?

A crew² is made up of between approximately 5-10 activists. They are a tight group where everyone knows each other and there are relationships established through work and socialization. The term crew means "a body of people working together at tasks". A crew is more than simply a group of friends or co-workers. They are folks that you can trust to work with, watch your back and also hang out with. Those are the two main criteria for deciding who your crew should be. There may be differentiated roles in a crew but all members of the crew are equal. There are no hierarchies and no formal decision making body. If you need a facilitator to come to decisions than you are not a crew.

What is the difference between a Crew and Affinity Groups or Cells?

Affinity groups (AG) and cells have been standard concepts in organizing among activists in the Left (and the Right). There has been much written about what an affinity group is and isn't (much less has been written of late about cells). Affinity groups are small clusters of folks who organize themselves by affinity for an action. They make decisions based on