

**ALE
BULLETIN
TO ALL
FUR FARM
RAIDERS**

By now I'm sure you've all read the Final Nail and know of a bunch of fur farms in your area with animals eager to be liberated. Due to the recent continent-wide barrage against the animal torturers, you should expect security to be tightened. If you the would-be raiders, here are some tips:

1. Guard dogs may be an option but they probably won't be near the cages. Security guards may be hired. Cameras may be placed at some of the larger fur farms. Still undeterred? Read on. Always survey the area before-hand, possibly on a different night than the raid.

2. Tools: thick gloves (unfortunately leather is the only real option); common-brand shoes which will be thrown away later; flashlight with red cover over light, red attracts less attention and does not blind you or take away your night-vision (the red cover can be made of red grocery bags and tape if need be); razor/knife to cut nets around each shed, bolt cutters for fences and locks etc.; small wrecking bar; walkie-talkies, perhaps if this is a team effort. Carry no ID or key sets or change. Individual keys, like the key to your getaway van, can be carried as long as they don't rustle. Emergency money bills should be carried.

3. Fur farms that imprison mink and fox hold between a hundred and a hundred thousand animals. They are made up of long sheds side-by-side with open sides. Inside are row upon row of cages about three feet off the ground. The sheds are always aligned north to south to make for even light distribution and proper pelt development. Sometimes there will a wall surrounding all the sheds, sometimes each shed is individually enclosed in a net or fencing.

4. After a survey of the area decide on an escape route for your animals away from the roads. Then decide on escape routes for yourself in case you wake the neighbors. You may wish to place a member of your troupe as "watch-dog."

5. Gloves at all times, NO fingerprints. Do all the setup work first. Cut the bottom of the nets or fence around each shed. Open up sections of the fence around the perimeter, only a few will do.

6. Start at the shed farthest from the farmhouse. You'll figure out how to open the cages. Start opening at one end and work your way down. Don't worry about the animals, they'll find their way out. After your finished the first row of cages, go onto the next. Some of the animals will fight or play. You can separate them or leave them alone. The noise can be unnerving, though. You'll notice sounds from the mink that they didn't make in their cages. The animals will coo as they run along when before all you've heard were hisses and shrieks in the cages.

7. After you have finished the last row of cages in the shed closest to the farmhouse go back and check on the other cages. If breeding cards are on top of the cages, you can take them. It will be an amusing scene of mayhem. Animals will be jumping out of cages and running about everywhere. They will be frolicking and darting through the exits you created beforehand. You can leave when all the cages are open -- the animals will find their own way out.

8. But your party may be disrupted early. If the farmer is awakened by you he will probably come running with a flashlight. Immediately leave quietly. He may know what is going on and call his neighbors and police before coming out to try and surprise you. CAREFUL!

9. At the very least, the priceless breeding info will be lost forever. And chances are the "lost" animals will not be insurable either. Each animal saved is about \$35(US) kick in the ass to the fur farmer. Multiply this by 1000 or 10,000 and we're talking major eco-tage.

10. Be careful if fur farm raids have occurred in your area. Be extra careful if you hit the same farm twice.

Now get out there and have fun!