



CASTELLAMARESE WAR AGENDA ITEM:

Rivalries Causing Unrest within New York's Mafia Circles

**Under Secretary General:
Erdem Demirci**

**Academic Assistant:
Deniz Eral Kaygusuz**

**NERİMAN EROL YILMAZ SOCIAL SCIENCES HIGHSCHOOL
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1. Welcoming Letter

1.1. Letter from the Secretary General

Most Esteemed Participants of Neriman Erol Yılmaz Social Sciences High School Model United Nations Conference, on behalf of myself and of other members of the Executive Team,

My name is Yasemin Raithel, I am a senior graduating from Private Açı Science College. It is my great honor and pleasure to be serving as the Secretary-General of this fabulous conference. Model United Nations conferences are not just a place where diplomatic views are discussed; they are events that provide you with the ability to fully express yourself in critical situations, giving speeches in a confident way in multi-person committees, bringing solutions to problems from the perspective of countries, and many other skills like these. That's why these conferences are like an open door for you to improve yourself. Step out of your comfort zone and don't miss this opportunity. I have no doubt that your experience will be the best you have had in a long time.

Both our academic and organisation teams have dedicated limitless hours and put so much work to deliver to the whole Antalya Model United Nations Society one of the most incredible MUN experience you have seen to this day. Last but not least, let this be a new beginning, as befits the motto of the conference: The Dawn of the Moon. Lastly, I would like to leave a quote with hopes of a marvellous conference;
“Men become builders by building and lyreplayers by playing the lyre; so too we become just by doing just acts, temperate by doing temperate acts, brave by doing brave acts.”

-Aristotle
Sincerely,
Yasemin RAITHEL
Secretary-General of NEYMUN'25

1.2. Letter from the Under Secretary General

Dear participants of Neriman Erol Yılmaz Social Sciences High School Model United Nations Conference, it is my honour and absolute pleasure to welcome you to our Joint Crisis committee. First of all, our main goal in the idea of this committee and in the process of preparing the study guide was to make this committee a fun and memorable experience that will leave a mark on the lives of the delegates who choose this committee and will always remain in the back of their minds, so remember to have fun while writing your directives or discussing strategies with each other and be careful to be respectful to both your fellow academy members and each other. Regardless of your prior MUN experience, English Level, or current procedural knowledge, you will be able to succeed and develop due to the structure of Joint Crisis Committees. For this reason, don't be scared to try new things, engage with others, or get in touch with us. We'll do everything we can to make this committee a memorable event, so relax and enjoy yourself when it starts!

Erdem Demirci
Under Secretary General

1.3. Letter from the Academic Assistant

Esteemed delegates of Neriman Erol Yılmaz Social Sciences High School Model United Nations Conference,

As the academic assistant of this committee, I am excited to take part in this committee and I welcome you to our committee and this prestigious conference with pleasure. We are eager for the opportunity of working with every one of you and I hope this will be an immersive and fun experience for all of you.

As you know, in this committee you will relive the streets of 1930s New York where power is gained with whispered alliances, betrayals, backdoor deals and bribes, in the shoes of the biggest and most ruthless members of the Mafia. Your moves will shape the criminal world's evolution. You will determine how your legacy as a gangster is remembered, with respect or fear. Your quick adaptation to the changing climate in the streets and behind the scenes will bring you your reputation and here, reputation is everything.

Lastly, I would like to thank my Under-Secretary General for seeing me fit for this role and giving me the chance to be a part of this conference and I would also like to thank the Executive team for making this experience possible. I believe this conference will be a valuable and memorable experience.

Best regards,

Deniz Eral Kaygusuz
Academic Assistant

2. Introduction to the committee

Even if you have been in a Joint Crisis Committee before, we kindly request that you scan over the following procedural passages to refresh your memory, or if you have not, please try to comprehend the required procedural material prior to the committee so that you can feel at ease and enjoy it once it begins. On paper, it is definitely impossible to understand all the mentioned topics and procedures of the committee; hence, do not hesitate to contact us if you have any questions. This section will cover and provide all the theoretical information delegates are going to need for the committee; anything else can only be learned through experience.

2.1. What is a JCC

Very briefly, a Joint Crisis Committee (JCC) is a type of committee in which two cabinets usually battle each other, and during these battles, updates or crises will arrive based on one's directives. Surely, depending on the

conference, there can be more than 2 cabinets (like a WW2 committee with 6-7 cabinets), but in our case, it is the KMT Cabinet versus the CPC, and only one side will come out victorious. The winning condition is usually defeating the opposing side; however, there may be exceptions, which will be addressed later. Furthermore, in a JCC, one will not represent a country, but a person from that era, a character, or a god. Here are the definitions of the terms mentioned above: i) Directive: Directives are the main materials of Joint Crisis Committees; they are what distinguish a JCC from the General Assembly. As the name implies, the term "directive" refers to an order or instruction. On the committee, any realistic and feasible action can be taken by writing directives. Consequently, it is guaranteed that the majority of the time spent on the committee will be devoted to writing directives (Triumphs are attained through concrete actions, rather than mere speeches or campaigns.) Unlike the GA procedure, it is unnecessary to encourage, suggest, or demonstrate any ideas to make it happen; only a decent directive is required. There are several types of directives depending on what one wants to do, and they will be discussed in the latter section. To summarize, directives are written when one wishes to accomplish or do something. Writing a directive allows one to take any realistic action, therefore instead of long discussions and talking sessions to execute your ideas and progress in the committee, directives will be written.

i) Updates

1- Updates are the outcomes of directives, which are either granted or rejected based on how precisely one wrote and phrased the directive. The Crisis Team evaluates whether they are adequate or not; every conference with crisis committees includes a Crisis Team that reads and inspects directives.

2- Updates can also come as a result of a new occurrence in your cabinet. For example, if the other cabinet launches a successful attack on one of your cities and captures it, an update will come. If the directive only concerns your cabinet, such as building a new military base in your country, then the update will only come to your cabinet, but if it is a conflict that both sides participate in, then the update will come to both cabinets.

3- The update doesn't necessarily have to be the result of a directive; for instance, if you are in the Hundred Years' Wars committee during the 14th century, then the Crisis Team may bring a plague update that will infect the

majority of soldiers. Hereupon, it can be understood that the update may also be a crisis.

ii) Crisis

Crises emerge when one submits an insufficient directive, the other cabinet successfully affects you in a negative way, or temporal crises occur depending on the Crisis Teams' wishes. To clarify:

1- In order for a sufficient directive to be written, there are a few rules and necessities that must be followed; failing this, an inevitable crisis will occur based on what was wanted to be done in the directive.

2- If a cabinet were to create a virus and spread it to the other cabinet's people, the update would be a crisis that must be handled promptly. It does not necessarily have to be a virus or a plague; anything that affects one or one's cabinet negatively can be a crisis.

3- Finally, depending on how the committees' actions progress, a periodic crisis like a plague or a political disagreement may arise and affect a cabinet adversely.

2.2. Directive Types and How to Write Them

In a Joint Crisis Committee, there are six types of papers that can be submitted. Each type has its own purpose, advantages, and disadvantages. Unless it is a top secret directive, directives should be given to the chair, who will then send them to the crisis team via admins.

i) Personal Directive

Personal directives are written when an action is within your character's authority or is possible due to their abilities. Now take a look at

how to write a Personal Directive: Firstly, there is a format for writing directives; thus, one has to write who is sending the directive and to whom

(from, to). After that, which cabinet is sending the directive, then the real-world time and the current date of the committee. Lastly, the type of your directive and the headline of it. And that's it; this is all the format one needs to know to write a directive. The only thing left is the content of the directive, and the method by which one writes it is fairly straightforward; it is written by addressing the WH questions, which are what, why, when, who, where, and, most importantly, how. Write down the action you want to take by answering the WH questions, then detailing and explaining it as much as possible to ensure that your plan is as comprehensive as possible. Also, the use of the future tense is critical, try to use it whenever possible. Here is how a directive looks on paper:

From: Menelaus Personal Directive
1192BC May 3 To: Related Authorities Capturing Tiryns Time: 12.34 (Spartan Cabinet)

Date:

What: I will capture Tiryns with my 5,000 agoge men stationed on the Tiryns frontline. My soldiers will kill and destroy any enemy forces they come across, as well as any enemy military bases. Women and children in the city will not be murdered unless they attack the soldiers.

Why: Tiryns plays a crucial role in the war, and it must be captured in order to cut the enemy's supply lines.

When: Soldiers will charge at 02.00 a.m. to catch the enemy off guard. Who: I will be operating this attack, and if I fall during the war, my right-hand man, Analus, will take over. 5,000 agoge soldiers will assault the enemy under his command.

Where: 2,500 of my soldiers will charge from the southeast frontline, and the other 2,500 will charge from the west to capture Tiryns. How*: To reduce noise, the 5,000 agoge soldiers will be divided into 50 groups, with 100

soldiers per group. Soldiers will check and control their weapons before charging. Each group will have a commander, and the commanders will be the best warriors among their groups. They will be well-armed with their hoplons, xiphos, and dorus (Spartan agoge soldiers' shields, spearheads, and small swords). Each group will apply the doctrine properly to face the fewest casualties. If needed, 3 soldiers from each group will bring supplies to their own group from the frontlines, and these 3 soldiers will be picked randomly from the commanders. They will take the safest route and avoid the enemy. Our men will take the safe paths suggested by our spies. They will pray, remember how brave they are, and then honour their nation and gods by demolishing the enemy. They will not disobey their commander's orders and apply the doctrine as they say. To avoid being affected by attrition, our soldiers will study their geographical situation as well as the enemy's to use it in their favour. They will not be wearing inappropriate armour and clothing, only those that will fit the current climate. Any careless mistakes shall not be forgiven and the commanders of the groups will eliminate the soldiers who made the mistake such as sleeping on a night's watch. If by any chance a soldier catches a disease that may spread he will be killed if there are no precautions that can be taken in order to heal him without letting it spread. If the siege and the road take unusually long to take and pass they will shave properly to prevent any lice growing, mating and distracting the soldiers. Soldiers will use an offensive phalanx formation when I order them to charge, and they will slaughter each enemy troop they face. They will use the offensive formation until they face a larger enemy force to quickly capture as many critical areas as possible. If they face a larger enemy force, to be exact, 1.5 times larger than them, they will quickly change to a defensive phalanx formation and wait for recruitment while defending themselves. Their priority will be killing the enemy rather than cutting supply lines. In mountain areas, they will use the highlands in their favour and quickly oppress the enemy to finish them. Once they reach the city, their priority will be killing the cabinet members of Tiryns. If possible, they will defenestrate them to entertain themselves. Meaning of mercy will disappear from their minds and any offers made by the enemy will be rejected for they have disrespected our Nation. After the military bases and the city are captured, soldiers will go to the possible conflict areas to recruit other soldiers. Even though we've sent spies before, our soldiers will be vigilant for any kind of trap. Their main objective is to capture the city, and for that purpose, they will sacrifice themselves without hesitation.

Once one gets used to it, it is quite simple and straightforward to write. While it lacks details and additional information, the directive nicely illustrates its format. As one keeps writing and contributing to their cabinet's goals, in no time one will witness that the directives one has written have already surpassed that one above. And to write such a directive, here are a few tips and tricks: - For every action that is written in the directive, it has to answer all the WH questions. - The longer and more detailed, the better. - Drawing your war doctrine, charging plan, or strategy may significantly increase the directive's preciseness and effectiveness. The success rate of the directive will grow in proportion to how clear your action and directive are. - Do not use abbreviations such as "etc."; instead, detail the directive explicitly. - WH questions are not necessarily broken into paragraphs (one can write the directive like a book), but if you are a beginner, doing so will dramatically improve the quality of your directive, hence, I strongly recommend it. - In JCCs, one should not try to impose their ideas or policies on others but rather to achieve a specific goal, such as destroying the other cabinet; therefore, do not be hesitant to ask for help from other cabinet members or your chair, you are all in this together. - If you are positive that there is no impostor in the cabinet, directives should be written separately because it will be much faster. If you need the authority of another cabinet member, simply ask that person to add their name to the "from:" section. That way, eight people will be working on eight different tasks, and it will save quite a lot of time. - Precise information, like troop counts, is critical; do not forget to write them down. - If needed, fake names can be used for strategic persons in the directives, like Cokus, the Naval Commander.

ii) Joint Directive

Directives written by more than one individual are considered joint directives. Joint directives are written when one can only achieve the purpose of the directive by utilising the authority of other cabinet members. Consider the scenario where one is a commander responsible for capturing Warsaw. Recognising the insurmountable challenge of achieving this objective without air superiority, a collaborative effort can be initiated by writing a joint directive with the Air Force general. In this case, the "from" field of the directive would include the commander's name alongside the name of the air

force general, and instead of a personal directive, you write Joint Directive at the top of the directive. Everything else is the same.

iii) Committee Directive

A committee directive is written when one wishes to use everyone's authority or when one is about to deliver their final directive (in most cases). Delegates frequently ask, "How are we meant to write a committee directive with the other cabinet?" However, this concern stems from a widespread misunderstanding. The committee directive is essentially formulated collaboratively within the confines of your cabinet, with the members of your cabinet. Although it is formally referred to as a "Committee Directive," its essence remains akin to that of a cabinet directive. So, simply writing Committee Directive in the "from:" part will do. iv) Intelligence Directive: Intelligence directives are written when one wants to acquire the necessary information about their country/cabinet/character. The format is exactly the same, except for the "WH Questions" part. For example:

From: Winston Churchill Intelligence Directive Date: 1942
May 3 To: Crisis Team Our Troop Counts Time: 16.21 (The Great Britain
Cabinet)

How many troops does our country have? Do we possess any nuclear weapons? How many of our military factories are assigned to manufacture infantry weapons, and what kind of weapons are they producing?

When one wants to acquire a piece of information, one must write "To: Crisis Team" but when one wants to take action, one must write "To: Related Authorities". The reason behind this is that the crisis team is not the people who will cause the action to happen; hence, "Related Authorities" must be written.

v) Top Secret

Top Secret directives are those that your chair is not allowed to read. Top secret directives are directly handed to the admin. They are written precisely the same, but one must fold the paper and write "TOP SECRET" on the back side of it. The major reason for writing a Top Secret Directive is treason, a diabolical strategy to crash one's own cabinet or switch sides. For instance, if a person secretly kills his cabinet members and becomes dictator, the winning condition changes and only that person wins, whereas the cabinet loses. But I do not recommend writing Top Secret Directives unless you're planning on writing a brilliant 10-page directive, because failing to do so will backfire much worse. If one fails to accomplish their nefarious plan and gets busted, one will earn their cabinet's distrust and may die and be given an insignificant character. Additionally, updates to the Top Secret Directives are only sent to the person who sent them unless they directly affect other cabinet members.

vi) Press Release (Declaration): Press Releases are written when one wants to make a declaration, a speech, or a notice. When one writes a press release, depending on the era of the committee, the other cabinet members may hear it or not. In our case, there are no printers, social media, or newspapers, so it is very unlikely to hear other cabinets' press releases. The format is once again exactly the same, except for the "WH Questions" part. For example:

From: Erwin Smith

Press Release

Date: 845 July 23 To: Related Authorities Hying Up the Soldiers Time: 18.17
(Wall Maria Cabinet)

Everything that you thought had meaning: every hope, dream, or moment of happiness. None of it matters as you lie bleeding out on the battlefield. None of it changes what a speeding rock does to a body, we all die. But does that mean our lives are meaningless? Does that mean that there was no point in our being born? Would you say that of our slain comrades? What about their lives? Were they meaningless?... They were not! Their memory serves as an example to us all! The courageous fallen! The anguished fallen! Their lives have meaning because we, the living, refuse to forget them! And as we ride to certain death, we trust our successors to do the same for us! Because my soldiers do not buckle or yield when faced with the cruelty of this world! My

soldiers push forward! My soldiers scream out! My soldiers RAAAAAGE!

A Press Release like that might be written before a conflict to increase the motivation and morale of soldiers, or it could be written in any way one wishes, depending on their goal. Since one is addressing your people rather than the Crisis Team, the language can be informal. Plus, press releases can prevent crises, especially those related to the public; they can be used for propaganda, making promises, or spreading misinformation. This is a different form of press release that could be submitted:

From: Rollo Declamation Date: 802 August 28 To: Related Authorities
Standing our Ground Time: 10.27 (Frankish Kingdom Cabinet) All of my life and all of your lives have come to this point. There is nowhere else to be but here. Nowhere else to live or die but here. To be here now is the *only* thing that matters. So, gather yourselves. Gather all of your strength, all of your sweetness into an iron ball. For we will attack again and again until we reach and overcome their king or die in the attempt! We will attack! Attack! Attack! Blow the horns! Beat the drums! And have courage! For there will be no turning back. Only victory! Or death!

Based on one's creativity, press releases may vary just like directives and can be used for almost any purpose.

2.3. Procedure of the Committee

i) Roll call

When your character's name is called out during a roll call, you can respond with "I", "present", or simply by raising your placard.

ii) Tour de Table

Tour de Table is an introduction, similar to the opening speech. Following the roll call, it can be done at the beginning or end of the sessions,

depending on the chair's initiative. Delegates are expected to briefly introduce themselves and voice their goals or vision for their cabinet.

iii) Semi-moderated Caucus

Unlike moderated caucuses, delegates in a semi-moderated caucus are allowed to speak without the chair's permission, as long as they do not interrupt other cabinet members and treat each other with respect.

iv) Unmoderated Caucus

In an unmoderated caucus, delegates are free to draft any kind of paper they want to achieve their goals, and support others. The majority of the cabinet's time should be spent on unmoderated caucuses rather than semi-moderated.

Unlike the General Assembly Committees, at a Joint Crisis Committee, the sessions proceed with Semi-Moderated caucuses and Unmoderated caucuses. The reason for that is to have a more smooth experience. Since the participants of a Joint Crisis Committee have already had a few experiences with how committees and MUN conferences proceed, semi and unmoderated caucuses are to advance the efficiency of debates, thus making crucial and quick decisions. It was mentioned earlier, but directives are the primary reason that a JCC's procedure is so unique. So later on with the sessions based on your chair's initiative you need not take one or two semi-moderated caucuses before an unmoderated caucus to write directives, directly voting for an unmoderated caucus before moderated will be allowed to continue writing directives. On a Joint Crisis Committee, after the roll call and Tour de Table, delegates take semi-moderated caucuses to discuss future actions, strategies and plans. After determining their move, delegates write down the designated act to put into practice. There isn't a General Speakers' List, resolution paper, or opening speech.

3. Background and Context of the Castellammarese War

3.1. Historical Overview

i) Rise of the Italian-American Crime

In the first two decades of the 20th century, Italian gangs in New York were small and unorganized. They operated from mostly Italian immigrated neighbourhoods like East Harlem, Brooklyn and Little Italy. These early groups gained their power from local influence in those neighbourhoods and made their money mostly from protection rackets and gambling. They had limited manpower, no coordination whatsoever and no reach outside those areas or New York. They didn't resemble the strong, all reaching Mafia image in our minds and depicted in popular culture today at all. That structure would come later.

What changed everything was the Prohibition. With the 18th Amendment banning the production, transport and sale of liquor, a massive black market was created because the supply was gone but the demand was still there with no legal way to get supply. This gave the criminal world a huge opportunity. In the 1920s, The Italian-American Mafia went all out on bootlegging, smuggling liquor, opening and protecting speakeasies. Their profits grew a lot from the early days, as well as their power. They started buying the police to prevent them speaking about their smuggling operations and to keep their illegal bars open. They also began expanding their crew. For the first time, Italian crime groups started building real influence across New York and beyond. This was a start to Mafia operations getting big in the States.

But if we leave behind the profits, there were problems with these organizations. Large ones too. A generational divide began to split the mafia and conflicts started between families. On one side there were the old Sicilian bosses, who liked to run things with tradition, called "Mustache Petes". They refused to work with any non-Italian and they were strict about Italian customs. On the other side, there were the "Young Turks", younger Italian-American gangsters that were more focused on business than values and tradition. They were always willing to expand and modernize the Mafia to

a organized business. The older generation held on to tradition but the younger ones wanted control.

Tension built between these groups for years, but it reached a breaking point when Sicilian Don Vito Ferro sent Maranzano from Castellammare to New York to expand his control to the States. Maranzano's arrival messed up the balance of power at the time and Masseria, who was the bigger boss at the time, didn't like this at all so this triggered a full rivalry between them. Their personal opinions about how to run things and the conflict of tradition against change pushed the Mafia to conflict.

ii) The Role of Prohibition on the Mob Activities

The Prohibition began in 1920 and lasted until 1933. It was one of the most important factors in the rise of organized crime in the United States. The 18th Amendment and the Volstead Act banned the legal production, sale, and transport of alcohol. But alcohol remained in high demand. The result was a huge illegal market with no regulation and high profits. For the Mafia, this became a turning point.

Before Prohibition, most Italian-American gangs were limited to local, small time rackets like protection or loan sharking. They didn't have the structure, funding or manpower to compete with other criminal groups or political groups or even law enforcement. But the racket of bootlegging changed that. The money was fast, large and consistent. Families began organizing smuggling routes across states. They ran illegal breweries, made deals with corrupt warehouse owners to store and distribute the liquors, and opened and protected speakeasies across the city. They started forming their own distribution networks with trucks, drivers and armed crews because the demand was so high, which caused the Mafia to become more and more organized. Every part of the supply chain from ports to street bars were controlled.

Prohibition didn't just give them money, it gave them more members and power. That power was used to buy police, pay off judges, and fix local elections so the new officials would be those that wouldn't get all up in their

business. Because of the distribution and the bars, they started to operate even more territorially than before and entire city blocks started to become the property of some families. Because they gained so many new profits and members, a bigger hierarchy was needed too. They started to assign territories, establish rules, and give ranks.



3.2. The Origin of the Conflicts Between the Families

The Castellammarese War was not just a gang rivalry. It was a power struggle between two crime giants with different origins, different values, and different visions for the future of the Mafia. Each leader built his faction based on those views. Each one pulled in allies, soldiers, and crews who would reshape the American underworld.

Giuseppe “Joe the Boss” Masseria came from Sicily. He immigrated to the United States in 1903 when he was seventeen, running from an arrest back home. When he arrived, he was poor, unknown, and with nothing to lose. Like many early Mafiosi before him who immigrated too, he settled in the East Side, where street life was filled with crime. Masseria started working under the Morello crime family, one of the oldest Mafia operations in New York,

based out of East Harlem. His talent was violence. He was known for brutality, and he used violence to get noticed by bosses. He quickly became an enforcer for the Morellos, known for always collecting debts on time and his silencing threats. As the Morello family weakened due to arrests of important persons and internal struggles, Masseria used the opportunity to rise. He eventually took control of all of their operations and began expanding them across Harlem, Manhattan, and into the Bronx.

Masseria's views were shaped by the streets. He did not believe in tradition for the sake of it, he wanted to rule the way that benefited him the most and brought more profit, though still he had some old values like ethnic prejudices, his main focus was power. He valued quick results from his men, obedience, and personal loyalty. His focus was profit. He wanted a criminal empire rooted

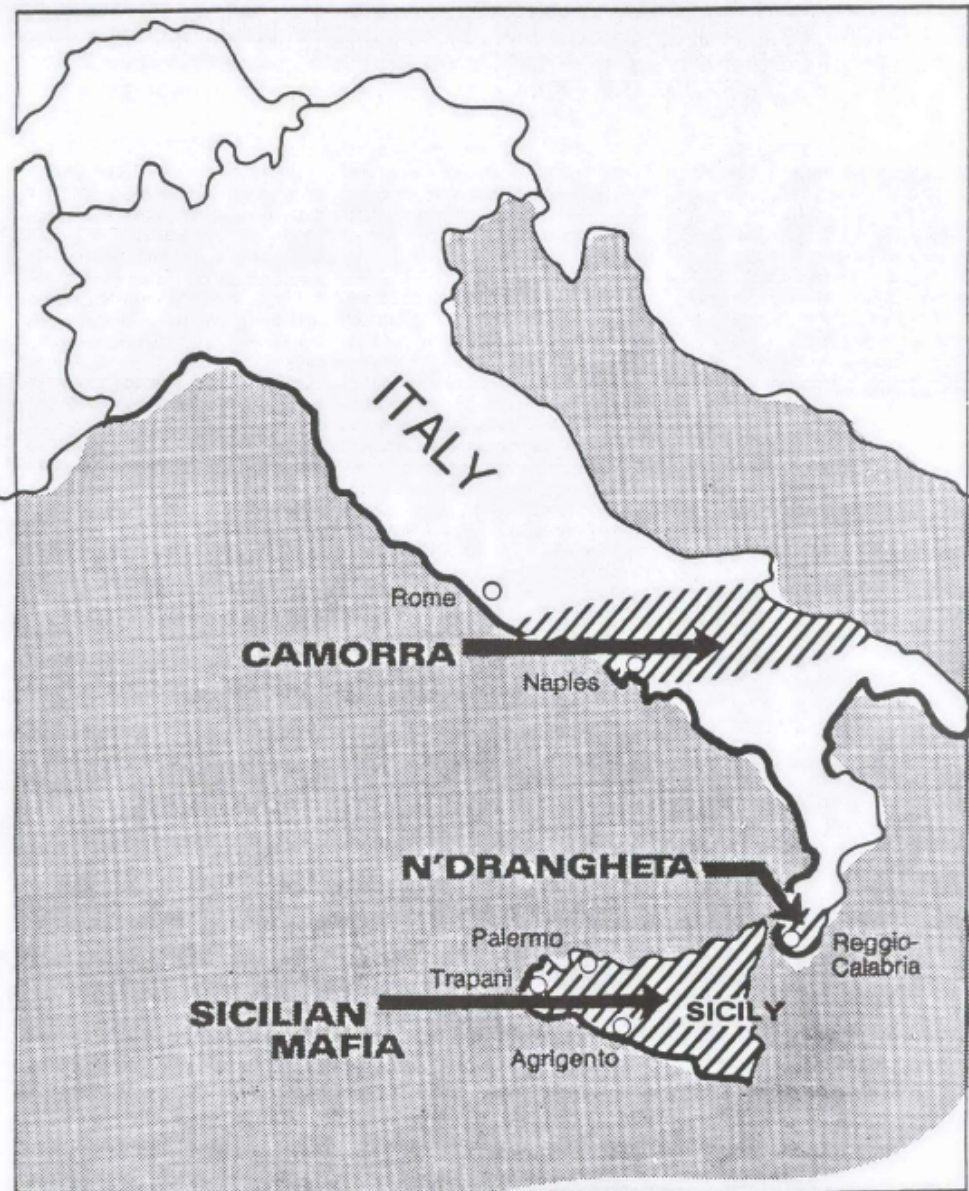
in money, territory, and fear. His supporters were often people who benefited directly from his protection, influence, or money. This included tough enforcers, corrupt businessmen, smaller capos and other mafia bosses who had no future without backing from someone strong. He treated the crime scene as a battlefield, and he ruled it like a warlord.

Masseria's inner circle reflected his views. One of his closest allies was Al Mineo, the boss of what would later become the Gambino family. Joe Catania was his personal bodyguard and trusted hitman. Charles "Lucky" Luciano, at the time still rising, worked closely with Masseria and handled many of his negotiations and business. Masseria also had backing from Dominick Petrilli and early connections to Tommy Gagliano and Tommy Lucchese, who seemed loyal to him at first. These alliances gave him power and reach, but many of his men were more focused on survival under his rule than loyalty. As the war dragged on, several of them began to look for safer futures elsewhere and that weakened his rule.

Salvatore Maranzano had a completely different background. He came from Castellammare del Golfo, a town in Sicily known for producing many early Mafia figures. Unlike Masseria, who grew up into power in New York, Maranzano spent most of his life in Sicily and was shaped by the traditional Mafia there. He worked under Don Vito Ferro, one of the most powerful Dons in Western Sicily. Ferro saw the situation in America as disorganized and dangerous. To him, Masseria was a gangster without discipline or respect for

the old ways. In the 1920s, Ferro sent Maranzano to the United States to restore order and extend Sicilian influence. Maranzano set up a real estate front in Brooklyn and began building a criminal network that stayed loyal to Sicilian customs, codes, and hierarchy.

ORIGINS of SICILIAN MAFIA GROUPS



February 1987 / 3

Maranzano believed the Mafia needed structure. He saw himself not as a street boss, but as a general. He wanted a unified network of Italian gangs organized

by rank and discipline. He studied Roman history and used it as a model for building his version of the Mafia. Soldiers and capos reported up a chain, all answering to him. He believed this order would prevent unnecessary violence and betrayal. But he also demanded total control. Maranzano wanted to become capo di tutti i capi, the boss of all bosses, wanted to always have the final say. He tried to bring other families under his rule, but this created resistance from those who had their own power.

Maranzano's faction was made up mostly of Castellammarese-born gangsters and Sicilian traditionalists. His strongest ally was Joseph Bonanno, who would later go on to lead his own family for over three decades. Other major figures included Stefano Magaddino from Buffalo, who gave Maranzano support outside of New York, and Joe Aiello from Chicago, who was a longtime rival of Al Capone. These men backed Maranzano not just for profit but for shared values. They saw the war as a way to remove a dangerous, chaotic force and replace it with order and tradition.

Unlike Masseria's more mixed group, Maranzano's side was built on shared causes. Most came from the same town or region. They spoke the same dialect. They followed the same codes and tradition, believed in the same religion, eat the same, slept the same. Their loyalty was rooted in heritage and respect. They saw themselves as the future of the Mafia in America, not just because of power, but because of legacy.

The rivalry between Masseria and Maranzano was not random. It was a direct product of everything that had built up in the American Mafia by the 1930s. Money from Prohibition, competition over territory, generational conflict, and foreign influence all collided in this power struggle. Masseria represented chaos and ambition. Maranzano represented order and restoration. Each brought allies, killers, and bosses to their side. Each wanted the future of the Mafia to match their image.

The result was this war.

4. How the Mafia Operated

4.1. Omertà (Mafia's Code of Silence)

The core of Mafia culture was the Omertà, a code of silence that every member had to follow. From the start, members were taught that talking to the police, outsiders, or other families was the worst kind of betrayal. Speaking about family business or breaking the silence was considered unforgivable. The punishment for this was almost always death. The reason for such a severe consequence was simple: the Mafia had to maintain its secrecy. It wasn't just a rule. The Omertà was the Mafia's biggest shield. Once a member understood that speaking meant certain death, they knew the stakes. The Mafia's greatest strength was its ability to stay silent. No matter how many raids, arrests, or investigations occurred, the members would never talk, because bails can be paid, cops can be bribed but no one would save them from their fate at the hands of the bosses if they spoke. The Mafia erased those who spoke, setting an example to all members.

The Mafia didn't just depend on fear. It was a system of trust built on loyalty, where silence was not just a shield but the key to its operation. Members knew that the code was what allowed them to grow their power and influence. Speaking wasn't just an act of disloyalty to the boss and disrespect to the family, it was a direct threat to the entire Mafia. No one was above the Omertà.

4.2. Business Between Families

One of the key ways that the Mafia operated was that they were very territorial like the Mafia image we know today and the American gangs that we know today. Every Mafia family had its own territory. This could be a neighborhood, a block, a set of businesses, or even a specific racket like gambling or loansharking could be a specific family's territory. These lines weren't officially written anywhere, but everyone knew where they were. The rule was simple. Do not interfere in another family's business. Do not touch their people. Do not make money on their turf without permission. Do not even ask questions about their operations unless you are invited to the table to talk about it.

This rule was the most important because it kept order. When families were operating side by side in a city like New York, things could get out of control. Without borders, every small disagreement would become a war. The rule kept

things personal. If you had a problem with a guy from another family, you brought it up to your boss, who then took it to their boss. If you wanted to do your work in someone else's area, you needed to ask and give a cut. Anything else was seen as disrespect, and disrespect often ended in a bullet to the head.

Still, some disagreements happened. A soldier might harass a business that already paid tribute to another crew. A boss might steal a contract from a rival. Sometimes even a casual conversation with a business in another family's territory was enough to raise suspicions. Most of the time, these things were handled quietly. The bosses would sit down, talk it out, maybe give or take compensation, maybe give a warning. But if it was repeated, there would be a problem. This is how wars started between families.

Some interfering was not a mistake. It was a strategy. A family might push into another's turf to test how weak they were. If the other side didn't respond, it showed they had lost control. That was often the beginning of a takeover. Others used unaffiliated criminals to do the dirty work, or underlings in another gang so they could deny their involvement while still causing damage.

During times of peace, this rule was followed closely. But in times of war, like this conflict, the lines blurred. Families were switching sides. Alliances shifted

weekly. In that environment, the idea of territory became harder to define. Crews that once worked together began raiding each other's operations. Trust broke down. Neutral families were pressured to pick a side, and any move that seemed like interference became a potential trigger for blood spilling.

4.3. Respect, Loyalty and Earning

There were a few essential things in the mafia world: Respect; loyalty and money. And every member from a low level soldier to a high ranking boss was expected to *earn* for their family by bringing in income and respect. They brought income through rackets like bootlegging, loansharking, smuggling, etc. and later on, narcotics which divided the families on the topic. The more you earned, the more respect you gained. But earning wasn't just about making money, it was about showing loyalty and value to the family. One of their most common rackets was *protection*. They offered "protection" to businesses and politicians which meant the Mafia would keep criminals and trouble away from them, as long as they paid regularly and the word spread of

their “services” on the street, and if the business refused, the Mafia became the threat themselves. This system was so popular because it simultaneously created income while reinforcing fear and control in the neighborhoods. Above all, tribute was key. Low ranking members kicked up a good chunk of what they earned to their uppers, who then passed some up to the boss. This wasn’t optional, it was the Mafia’s version of taxes, and failing to pay meant failing to earn for the family, which meant disrespect to the family. Tribute kept the hierarchy running and reminded everyone who held the power.

At the end, money wasn’t just profit, it was the thing that kept ranks stable and measured trust.

Though, earning through dealing narcotics was a thing the families were divided on. It was a high risk and very high profit racket, but it brought too much federal attention along with the ethical part of it, since it is literally poisoning the people of their own community which was disrespected. Some bosses like Vito Genovese and Carmine Galante pushed hard into the cocaine and heroine business while Lucky Luciano and Paul Castellano were hardly against it, at least on the surface.

When the Commission was established, it eventually banned drug dealing fearing that it would draw too much heat from the feds and destroy the respect to the Mafia. Still, many members dealt under the table. To them, money spoke louder than the bosses’ rules, and most other families turned their heads if money kept coming in, but some enforced the rule heavily, punishing their men who got tangled up in the drug business. Still, narcotics dealing was a big earner but a big danger.

4.4. Ranks of the Mafia

The Mafia operated through a hierarchy. This kept power organized and brought discipline, and made it easier to manage operations across different cities. Every member had a defined role. Everyone knew who they answered to, and what was expected of them.

At the top there was the Boss. He was the head of the family, the authority. He didn’t get involved in street level work. His job was to lead the family, settle disputes, approve hits, and protect the family's name, his profit and respect.

All decisions were passed to him first. You couldn't just kill a man or run up on another gang whenever you want, and if you do, the boss might've wanted to have a "word". The punishments of doing things on your own account were harsh but it kept order.

Under the boss was the Underboss. He acted as second to the boss, often managing the daily running of the family. If something happened to the boss, the underboss usually stepped in. He also helped enforce discipline within the family and kept the ranks doing their jobs.

Beside them was the Consigliere, an who was expected to stay neutral in family politics and was an advisor. The consigliere gave advice, helped solve conflicts and sometimes represented the family during negotiations . He didn't control soldiers but had a large influence.

Below them were the Capos Each capo ran a crew of around 10 to 20 Soldiers. A capo was like a middle manager. He collected money, enforced orders to his soldiers and kept the street level dealings and operations running. If one of his men stepped out of line, it was he who will be responsible.

Soldiers were the base of the Mafia. They did the actual street work like collecting debts, running rackets, protecting territory, enforcing orders. A soldier had to earn for the family show loyalty, and never speak when it's not his turn. Some earned respect and got up the ranks.

Another very important part of the Mafia business were their associates. The Mafia had huge networks of police to politicians to killers to street level hustlers. Connections allowed the Mafia to damage their rivals sneakily and to get out of sticky situations. Though some families and bosses who valued old traditional Mafia values were against to non-Italian associates and looked with disrespect at those who had many non-Italian allies.

5. Important Events of the Castellammarese War

The most important events in the Castellammarese War were some of the assassinations from both sides. They showed the true mindset and intention behind those bosses' activities and the conflict was filled with a lot of them since during the conflict business was in the second priority as inside the Mafia with these assassinations, bosses were trying to guard their own power and respect and eliminate traitors to them while showing dominance to their rivals.

5.1. Major Betrayals, Assassinations and Power Shifts

The Murder of Gaetano Reina

Reina was a Bronx-based Mafia boss whose murder on February 26, 1930 many believed to be the first mark of the war. Masseria's excuse of this murder was that he got many men telling him that they heard Reina had switched to Maranzano's side. It was unclear if he was actually a traitor though. In reality, Masseria had him killed not just out of fear but to protect his hidden alliances with Tommy Gagliano, Tommy Lucchese, and Dominick Petrilli. These men were secretly working under him, and Reina "was suspected of leaning toward Maranzano". Since Masseria didn't require any proof or reason for the murder, he had it done immediately. He had him killed while he was leaving his apartment in 1930. By eliminating Reina, Masseria aimed to silence a potential leak and protect his control. Instead, the move turned Reina's faction against him. After that, Reina's family threw their whole support under Maranzano's side, giving him powerful allies. It also revealed how vulnerable Masseria's position really was and his fear. Maranzano shot back with killings of Giuseppe Morello and Joseph Pinzolo, Masseria's trusted enforcers, which Pinzolo was Reina's replacement. This went on left and right with more murders for a while which caused the business to slow down as Masseria shifted his focus on hits. Luciano and Genovese were really upset about this, telling Masseria these murders are pointless and they should focus on their smuggling and bootlegging. They believed all the rivalry were pointless and they needed to focus on business, and their ideas mattered because Luciano was the symbolic leader of the "Young Turks", the more progressive young mafioso generation so he had quite the influence. Long before the conflict, Luciano were working with Siegel and Lansky who were Jewish gangsters and Luciano's childhood friends, also offering Masseria to work with them and Irish gangs as associates

as it would bring so much profit but he declined. All these made him start to seem dangerous in Masseria's eyes, but Luciano and Genovese already started secretly talking with Maranzano, seeing the Mafia under Masseria had no future.

The Assassination of Vito Bonventre

Bonventre was a high-ranking Castellammarese with deep influence among Sicilian gangs. Masseria saw him as a threat to his authority and a key figure strengthening Maranzano's support base. The murder in July 1930 was a move planned to slow the growing of the opposing side. But it had the opposite effect. Bonventre's murder united the Castellammarese men under Maranzano even more because it showed Masseria was willing to put his business in second place and focus on rivalry and murders again. It was a sign that Masseria was starting to panic and losing grip. The killing backfired by making the conflict personal for many Sicilian mobsters, as they too started to believe Masseria's leadership was going nowhere.

Masseria Forcing Nicolo Schiro to Step Down

Schiro led a neutral faction and stayed silent during the early times of the conflicts. But Masseria didn't trust him. His respect for Castellammarese traditions made him a rival to him. In a show of dominance, Masseria forced him to pay \$10,000 and pushed him to resign. This wasn't just a move to show power. It was a warning to others that he won't tolerate neutrals which showed the most important thing to Masseria now was not expanding his criminal empire or earning for the Mafia and his men but comparing power to Maranzano and his affiliates. Masseria was trying to force everyone to take a side. But again, the outcome helped Maranzano. With Schiro out, many Sicilian gangsters lost their neutral cover and joined Maranzano's ranks. Masseria's strategy caused more separation and cost him potential allies.

The Deaths of Joe Catania and Al Mineo

Joe Catania was one of Masseria's most trusted enforcers, a man involved in his personal security. His death in 1930 was done to send a direct message that Maranzano's faction could touch someone close to the top. The murder caused

fear in Masseria's inner circle. Soon after, Al Mineo, a loyal boss aligned with Masseria, was also shot dead. These killings had two effects. First, they weakened Masseria's core leadership. Second, they shattered morale. Because even his closest men weren't safe, many of his men and other allies started questioning if Masseria could protect them. It destroyed the loyalty in his men.

Gagliano and Lucchese's Betrayal

These two men had been playing both sides and helping both bosses. Publicly, they served Masseria. Behind the scenes, they were already working with Maranzano the same as Luciano and Genovese. They did support, shared information, and quietly worked to undermine Masseria's orders and make his men turn on him. Why did they do it? Because they saw an obvious thing to them. Masseria's style of leadership was outdated and only good for the near future. He ruled with fear, didn't adapt to everything around him, and ignored strategy. Gagliano and Lucchese aligned with Maranzano because they wanted to survive and secure influence in a Mafia after the conflicts. Their betrayal was one of the final cracks in the Masseria side. Masseria lost soldiers and close men that were his planners.

Luciano's Murder of Masseria

Luciano came from under Masseria but didn't really respect him. He saw Masseria's approach as backwards and wasteful, he thought it was very outdated. Luciano wanted a modern Mafia with more associates, less useless tradition that made everything harder, fewer useless killings to show power, like what Masseria was doing in the recent months. Even though Masseria didn't rely on tradition, he was still a very backwards minded man with a tight ruling. Luciano had realized long before, with Masseria's tight leadership, the Mafia had no room to grow their power, their rule and their profit. Realizing it was finally time to act as Masseria's side was the weakest it had been, Luciano

went to Maranzano with a deal. The Castellammarese conflict was killing profit and getting in the way of business for the families too, and Luciano came to Maranzano *with an offer that he couldn't refuse*; he offered to get rid of Masseria if Maranzano was willing to end the war. On April 15, 1931, Luciano invited Masseria to lunch. While Luciano stepped out to the bathroom, a hit team arrived and gunned Masseria down. This murder was the end of the old Mafia. Luciano eliminated the man holding the Mafia back from progress. He didn't act out of loyalty to Maranzano but for the new era and his own ambitions.



The Assassination of Maranzano

After winning the war, Maranzano declared himself "Capo di Tutti i Capi" (The Boss of All Bosses), which showed the mafia was back to the hands of one all ruling man who put his idea of personal power and loyalty before the earnings and growth of the Mafia. He had given the appearance of change before but in reality, he was no different than Masseria. He demanded blind loyalty, he was loyal to old guard Sicilian codes, and created a hit list. Luciano was at the top of it. From the conflict, he knew Luciano's ideas, he knew he was a man that can plan and act and he had quite a bit of a following to his

name so he wasn't scared to act. This made Luciano the most dangerous threat to his absolute leadership. Maranzano feared him, but he underestimated how fast Luciano would act. Luciano understood that true change for the Mafia meant clearing out all of the old hierarchy completely. On September 10, 1931, Luciano sent Jewish hitmen by his most trusted associates who happened to be Lansky and Siegel, disguised as federal agents to Maranzano's office. They stabbed and shot him in the place. This was the end to the traditional Mafia. It also broke the ethnic wall for the mafia. For the first time, non Italians were used in a hit, showing that Luciano's ideas for running the mob scene had no place for outdated traditions. Maranzano's death wasn't just about power. It was about making space for a new Mafia. Luciano's move was not only a personal survival tactic. It was a complete restructuring of how power worked in the Mafia. By eliminating Maranzano and removing the title of boss of all bosses, and cleansing all of the old hierarchy from the Mafia, he opened the door for a collective leadership model. The Commission was his idea. Luciano established The Commission in 1931 and completely changed who held the power. The Commission gave equal power to the families over total issues but they were most powerful each in their own territory, like autonomous states. The Commission, in reality, was built to prevent another Masseria or Maranzano from rising. It brought the bosses of the major families together and made them equal at the table. Disputes would now be handled through discussion, not pointless murders left and right which destroyed their businesses for long whiles. Families would respect boundaries and maintain their own control in their regions, but decisions on major issues would pass through the Commission. Luciano knew that constant wars were bad for business. He knew that tradition without flexibility would kill the Mafia in the modern world, and the future generations of mafia needed a base to build on. By involving Jewish and Irish syndicates in certain rackets, and by choosing profit over pride, he secured more deals, more protection, and more influence than either Masseria or Maranzano ever had.

5.2. Role of the Law Enforcement

Law enforcement during the time was heavily corrupted. Police forces were not just turning their heads at the sight of the activities of the mafia but were often working to the interest of the families. Bribes were the most common method to control the police, second was fear. The mafia in their territory had more power than the police. Officers were paid and threatened to ignore their

rackets and delay their investigations. This wasn't limited to low-rank officers only, even captains and commissioners were on the pay of the Mafia and to the Mafia this relationship with the police made it easier to run their rackets and control their districts. The bribing part was easy to them because they had rackets that brought in cash daily and plenty. Some officers even believed cooperating with one family could help keep the peace and reduce violence. In return for money or favors, officers offered protection, covered up murders, or sabotaged rival families during investigations.

The legal system was also very vulnerable (though it rarely even got to that stage). The judges could be influenced the same way, mostly out of fear of being threatened with their family or some other way of threatening.

Still, law enforcement wasn't completely passive towards the Mafia. Independent detectives, feds, or honest officers sometimes pushed forward with their operations. They launched surprise raids, followed trails of their purchases and gathered testimonies when possible. Some of these actions disrupted Mafia operations, caused tension between families, or exposed internal info. However, these victories were rare and kind of useless most of the time. Mostly, efforts failed because the Mafia had already built its defenses within the system meant to stop them.

In the end, law enforcement was fragmented and unreliable. While some individuals tried to challenge the Mafia, the structure had already been compromised from inside. The mob did not fear the police but the police feared the mob. In many neighborhoods, it had become the law.

5.3. The Role of the Media and Public Perception

During the Castellammarese War, Mafia violence in New York could no longer be hidden from public view. As more gang-related murders occurred in broad daylight and victims turned up, the press began reporting on these events with increasing interest from the public. Newspapers across the city ran stories about turf wars, assassinations, and the strange silence that followed each murder. Reporters often lacked access to real sources, since gangsters refused to speak and law enforcement had little evidence to offer. This lack of clarity helped create a mysterious aura around the Mafia. Rather than being seen as just another group of criminals, they were viewed as a secret society operating with its own rules, power structure, and justice system.

This shaped the Mafia's early public image. Even without knowing the full story, the press portrayed these men as powerful figures who were more organized and disciplined than common street thugs. The public were fascinated by their suits, their language, their loyalty, and their violence. Law enforcement's failures to bring many cases to trial only strengthened this image. The silence caused by the Omertà made people believe these men were truly untouchable. That image stuck for generations since the Mafia was starting to be not only the topic of streets but also topics of movies and books and other media.

As the years passed, the events of the Castellammarese War became part of the legend. These were the stories that built the foundations for later films, novels, and documentaries. The release of *The Godfather* novel in 1969 and its film in 1972 brought the Mafia into global pop culture. The film romanticized their sense of honor, tradition, and family loyalty, even while showing their violence. It was based loosely on real people like Luciano and Maranzano, but it blurred the line between fact and myth. For many viewers, this was the first time they saw organized crime portrayed not just as criminal, but as powerful and even noble.

Over time, however, that image began to change. By the 1970s and 1980s, drug trafficking had become one of the Mafia's most profitable rackets. Some bosses, like Vito Genovese, pushed hard into narcotics despite early objections from others on the Commission. Many high-ranking figures believed drugs were dishonorable, that selling heroin or cocaine would bring too much heat and damage the reputation of Cosa Nostra. But the money was too big. Slowly, the old codes were ignored, and drug deals became central to Mafia operations.

This shift damaged the Mafia's image. They were no longer just bootleggers or gamblers. They became linked to addiction, street violence, and corruption. With federal operations, big names' trials exposed the working system of the families. The honor-based mythology that had been built in the early years started to fall apart. But not everywhere.

Despite the damage to their reputation, the image of the Mafia still held power, especially in poor and unstable regions. In places like the Brazilian favelas, South African townships, and certain urban neighborhoods in the United States, the Mafia remained admired. People struggling with poverty and state failure saw them not just as criminals, but as men who rose to power through

loyalty, strategy, and strength. Their stories were perfect for those who lived in places where traditional power structures had failed. For many, the Mafia became a symbol of control in a world of chaos.

This cultural impact lasted longer than the actual power of the families. Even as the Mafia declined in the 1990s and 2000s due to FBI crackdowns and new crime networks, their influence on global culture remained. Music videos, films, and even fashion trends continued to borrow from the Mafia aesthetic. The legacy of the Castellammarese War, and the criminal empire it helped shape became part of the world's imagination.

5.4. Key Outcomes

i) New York's Five Families and the Rise of the Commission

After the Castellammarese War ended in 1931, Salvatore Maranzano reorganized the Italian-American Mafia in New York. He wanted to bring order to a chaotic criminal underworld that had been shaken by years of violence and he wanted to be the emperor of this empire. To do this, he divided the city into five major crime families. Each family had its own boss, underboss, consigliere, captains, and soldiers. These were the Luciano, Mangano, Gagliano, Profaci, and Bonanno families. Their names came from their leaders or would be known by them later. These were not small gangs anymore. They were structured, disciplined, and powerful.

Why did Maranzano create this system? He believed that structure was the only way to stop internal bloodshed. He modeled it on the ancient Roman military hierarchy. The families could control their territories, run their rackets, and operate independently. But all of them were still below Maranzano. He kept the final say. He called himself the boss of all bosses. He had the power to overrule any family, punish as he wanted and make the big decisions without needing agreement. On paper, there were five families. In practice, there was still one ruler.

The new structure made each family more effective. They had their own zones of influence. Each boss kept control over gambling, extortion, and union rackets in their own area. This reduced random violence and gave the Mafia

real political and economic reach. Corrupt officials, police officers, and business owners knew who they were dealing with. Communication lines were clear. Power became organized inside each family, but it also made them realize something else. Even with the new structure, they were still under one man's rule. That rule was starting to look a lot like what they had just fought against.

Luciano, who had supported Maranzano against Masseria, saw this very clearly. Maranzano had promised change. But he quickly filled the power vacuum with himself. He began demanding blind loyalty. He started making a list of rivals to eliminate. Luciano found himself at the top of that list. Maranzano knew Luciano was popular, forward thinking, and had many allies. That made him dangerous. But Luciano understood something deeper. The Five Families could work if no single man had complete control. The structure was useful. The absolute rule of one man was not.

After Maranzano's death, Luciano kept the Five Families intact. He knew they were the key to order. But he removed the position of boss of all bosses. Instead, he created the Commission. This was a board of bosses from the major families. Decisions were made collectively. No boss could act alone against another family. Conflict and agreements were brought to the table. This was a permanent solution to the problem that started the war in the first place, the unregulated ambition for power at the top.

Under this new structure, the Five Families grew stronger than ever. Each controlled its own network of unions, illegal businesses, and political connections. They cooperated when profits aligned. They kept violence low profile to avoid federal heat. They used their money and manpower to dominate legal businesses too, from shipping and trucking to construction and nightlife. Some pushed into narcotics even when it was banned by the Commission. The risk was high but the money was bigger. Every decision, every move, was shaped by the balance of power between the Five Families.

This transformation from Maranzano's hierarchy to Luciano's Commission is what allowed the Mafia to survive and expand. It gave each family room to grow while avoiding constant war. It made the Mafia into something larger than any one boss. The Five Families remained the core of organized crime in New York for decades. And it all started with Maranzano's attempt to bring order, and Luciano's move to finish what he started.



ii) The Permanent Divide of Tradition in the Mafia

After the Castellammarese War, the Mafia still wasn't fully unified. Even though Luciano's rise marked the end of the old guard, the divide between the traditionalists and reformists stayed. Maranzano's vision was based on old-world Sicilian principles; loyalty, honor, and respect for tradition. He wanted a Mafia rooted in those values. But Luciano's approach was different. He saw the Mafia as a business, one that needed to adapt to survive. He didn't care for the old codes as much as he cared about profit and power.

The traditionalists still held onto the old ways. They valued loyalty above all else. The Mafia, to them, wasn't just about money, it was about preserving the family and the sacred codes of silence, respect, and discipline. They believed that partnering with outsiders, especially non-Italians, would destroy the Mafia's integrity. To them, the more modern approaches, like expanding into narcotics and other profitable rackets, were dishonorable.

Then, there was the new generation of Mafia, led by Luciano. They were focused on growing the Mafia's empire, not just preserving it. They understood that being stuck in the past wasn't going to work. They started to

work with non-Italians and pushed into more dangerous businesses like drugs. They believed that the Mafia had to modernize, or it would be left behind.

The most significant point came with the rise of the drug trade. Some families, especially the traditionalists, refused to get involved in narcotics, seeing it as something beneath them. But others, like Luciano, saw it as a way to gain massive wealth and power. The split wasn't just about drugs, it was about the future of the Mafia. This divide created friction that lasted for decades. Even though Luciano's vision eventually became the dominant one, there was always tension between the two factions. Over time, the reformists won, but the battle for control of the Mafia's identity was ongoing. The old guard's influence didn't disappear overnight. This conflict would continue to shape the Mafia's direction for years to come.

6. Main Objective of the Committee

6.1. When will the committee start, and what will its ongoing process be?

Once all preparations are complete, including training sessions on committee procedures, directive writing, and a review of the rules, delegates will take full control of their assigned roles. From this point on, you will be responsible for making decisions, solving problems, and working with others to handle the challenges ahead. Success will depend on your ability to think creatively, analyze situations critically, and act with confidence. These three skills, creativity, critical thinking, and courage will be your greatest strengths in this committee.

This is not a typical debate. You will need to think fast, adapt to new situations, and make difficult decisions under pressure. You may need to form secret agreements, launch diplomatic or military actions, or create persuasive directives to gain the upper hand. The key is to stay focused, work as a team, and always be prepared for unexpected challenges.

Winning won't be easy, but with determination, smart planning, and strong teamwork, you can shape the outcome of the crisis. Stay sharp, take action, and remember: those who hesitate will fall behind.

6.2. How will your allocation and cabinet affect you?

Your allocation is your identity in this committee, you will have their name, location, strengths, skills and weaknesses. Each allocation has their own count of military, vehicles and firepower. delegates can come together and share their arsenal for a greater purpose.

Your allocation is your identity in this committee. You will take on their name, location, strengths, skills, and weaknesses. Everything you do will be based on the resources and abilities of your assigned role.

Each allocation has its own military forces, vehicles, and firepower, all of which play a crucial role in the committee's strategic decisions. However, no allocation stands alone. Delegates can collaborate, form alliances, and combine their arsenals to achieve greater goals. Whether through diplomacy, tactical coordination, or sheer force, teamwork can be the key to victory.

Use your resources wisely, assess your strengths and limitations, and work strategically with others to navigate the challenges ahead. The decisions you make will shape the course of the committee and possibly determine its ultimate outcome.

6.3. What are our expectations regarding your performance in the committee?

In war and battle, chaos is inevitable. Cities may erupt in violence, citizens may panic, and destruction will follow. Explosions, ambushes, injuries, and loss of life. The battlefield is unpredictable, and fear will spread.

But a true warrior stays focused. No matter how intense the conflict becomes, you are expected to adapt, strategize, and find a way to victory while minimizing damage and casualties. Every decision you make could determine the outcome of the war. Stay sharp, think ahead, and act with purpose. Because in the heat of battle, only those who can outthink and outmaneuver their opponents will prevail.

6.4. Essential sections of the procedure of the committee,

The Mafia world of the 1930's was built on respect. Respect towards the members of your family, your partners in business and even your rivals and we expect you to act the same way during the committee, so the use of profanity and serious insult *will not be tolerated*. Also due to the same reason, compliance to the dress code will also be paid attention to extraordinarily.

The 3 most important things you need to keep in mind in this committee is your relationship with the police and politicians along with other families, your and your families respect and your profits. Your relationship status with the police or other families will determine your fate in this committee such as if things get heated between you and the police you may cool it down with bribes to their uppers or when trying to attack or plot something behind another part of the Mafia or another family you must be cautious to do it in such a way that it must not be noticed that you and your men are not the ones behind it, such as using your associates or bribing officials to do a raid etc.

Your respect is key too as it determines whether your men are willing to do what you order them or in any negotiations with another boss or associates as a disrespected man it will be hard to gain associates or make your men do exactly as you ordered. For example some families are very strict about the dealing of narcotics and indulging in such operations may bring down the respect on your name. The word on the street matters as much as the word between the bosses.

With this committee, we will also have 2 new mechanics in the sessions. Firstly, every 3 sessions of the committee, a new boss will be chosen by voting and with the following procedure:

Votes to choose a boss will be anonymous, and the votes will count as 40% of the process. The remaining 60% will be composed of: 30% by the earnings and 30% by the respect that they gained. Considering all of this a boss will be chosen by the cabinets. As you know the boss must be well respected to command his men and well earning to conduct operations. Also the opinions of other bosses matter here as their families may not be so fond of the man trying to be boss so keeping some allies is crucial.

7. Impacts on the 20th Century and Today's Crime Scene

The Castellammarese War, which was through 1930 and 1931, became a very important moment in the history of organized crime. Its most lasting consequence was the creation of The Commission, which redid the structure of the American Mafia and influenced the entire criminal landscape both in the United States and worldwide. The changes made during and after the war paved the way for a more unified, stable, and expansive Mafia, ultimately influencing crime for generations to come.

At the heart of the post-war transformation was the establishment of The Commission in 1931, designed by Lucky Luciano after eliminating Maranzano. Luciano's vision for the Mafia was very different from the chaotic, violence filled time of the bosses of the old hierarchy. The Commission was a shift from a system where power was concentrated in a single man to a more organized, collective leadership. This created a base for governance, where disputes would be settled through negotiation rather than open warfare which the later generations of American Mafia and the crime scene worldwide built off from.

For the next generation of gangsters, this restructuring of the Mafia offered opportunity and less infighting, along with stable business. Instead of dealing with constant turf wars and shifts in leadership, Mafia families could now focus on rackets and profits in the long term and grow it bigger than ever before. The Commission encouraged cooperation, but also held families accountable for maintaining order within their territories. This system made the Mafia more professional, even if it was in illegal activities. Rackets such as bootlegging, gambling, extortion, and unions expanded and became nationwide in this new structure, with families working together to monopolize these industries. The focus on profits over personal beef allowed the Mafia to survive the Great Depression and thrive throughout the mid to late 20th century. Gangsters like Joe Bonanno, Vito Genovese, and Carlo Gambino rose to power within this new Mafia, ruling the Mafia world with a sense of purpose.

The impact of the Commission went far beyond America's borders. The ability to organize and structure Mafia activities had a global impact. As the Mafia

grew stronger in the U.S., its influence spread to other countries, particularly in Western Europe and Latin America. The Italian-American Mafia's model of governance was copied in other countries' organized crime syndicates. The Sicilian Mafia (Cosa Nostra) began to see a more unified front in Italy as well, and connections were formed between American Mafia families and European criminal organizations even more. This allowed for the global trafficking of goods such as heroin, arms, and human smuggling. The Commission's ability to bring together various ethnic groups in its operations also paved the way for future international cooperation between criminal organizations. The Mafia began to work not just within the confines of city limits, but on a continental scale, drawing upon resources, connections, and manpower from all corners of the globe.

In the United States, With the Commission transforming them from localized small powers to running international racketeering operations, one of the most significant and profitable developments was the rise of narcotics trafficking, particularly heroin. As the demand for drugs increased in the 1940s and 1950s, the Mafia jumped on the opportunity, using routes like the French Connection to import heroin into the U.S. and distribute it across major cities.

However, the growing drug trade wasn't without its consequences. Initially, some Mafia families were hesitant to get involved in the narcotics racket. Some families saw drug dealing as beneath the Mafia's "honorable" code. They were wary of attracting unwanted attention and law enforcement scrutiny. Why did these families oppose it? Drug dealing was seen as a risky business, one that could draw government action and tarnish the Mafia's image but also those who were against it thought it was very dishonorable poisoning the people of their own regions where they came from . But the immense profitability of the heroin trade could not be ignored. By the late 1940s, even families traditionally conservative and connected to tradition had to adapt, recognizing that the potential rewards were too great to pass up.

What happened when they turned their heads? As the profits from the drug trade grew, families abandoned their initial reservations. The Luciano family, among others, capitalized on the expanding drug networks. This shift led to increased competition between families for control over import routes, markets, and distribution networks. With the income of cash came more violence as families vied for dominance, increasing the danger for those involved.

How did this affect law enforcement? The rise in drug trafficking led to greater attention from law enforcement agencies. With the DEA and FBI increasingly focusing on organized crime, the Mafia had to shift tactics. While some families thrived and made huge profits in this new world of illicit drugs, the overall increase in law enforcement raids and investigations made it harder for Mafia families to continue to operate without attracting attention. The heroin trade ultimately led to a war on drugs and even more violent operations to the Mafia, as betrayal and infighting became common again during this time too as families tried to protect their interests from the federals and rivals at the same time.

However, the Commission's influence started to dissolve in the 1970s and 1980s as law enforcement efforts became more coordinated and effective. The FBI, using wires to tap conversations of the Mafia's big heads, using informants and undercover operations, successfully began to dismantle major Mafia operations. The Mafia's traditional methods, its reliance on fear, loyalty, and silence, were no longer as effective in the face of modern investigative techniques. The era of highly centralized operations started to give way to smaller, more fragmented groups of criminals. As younger generations of gangsters moved away from the traditional structures, the Commission's power was replaced by a more fragmented criminal landscape. It was as if it all returned to the start of all these.

In the late 20th century, the Mafia faced further challenges, including the rise of modern gangs and international cartels that brought in way too big profits from drugs, human trafficking, and arms dealing in the international scale. New technologies, such as the internet, gave criminals new opportunities to launder money and conduct illicit activities, but also exposed their actions to greater surveillance and investigation from the law. Despite this, the Mafia retained significant influence over the underworld, though the traditional family structure became irrelevant in the face of the new world.

The impact of the Castellammarese War and the creation of The Commission still resonates in the criminal landscape of today. While the Mafia is no longer the all-powerful organization it once was, its historical influence can still be seen in the way most modern criminal organizations operate. Many of the major cartels, gangs, and syndicates across the globe copy from the Mafia's old structure in terms of organization, ruling and operation. The Mafia's legacy

continues to shape organized crime today, both in the United States and other countries.

In America today, criminal organizations have become more decentralized and diverse, but the Mafia's old-world tactics of control, bribery, and infiltration remain intact. Newer forms of crime, such as cybercrime, often follow a similar pattern of leadership, secrecy and silence, and control over illicit markets. While the Mafia itself may no longer dominate the criminal world as it once did, the structure during and after the Castellammarese War are still visible in today's global criminal world.

8. Conclusion

The Castellammarese War was a key event in the history of Mafia and crime. It had a large impact on not only the crime scene in American but the conflict and the actions of Luciano had an influence on many countries as a model for cooperation between criminal organizations and Luciano's connections and his disregard for useless tradition allowed him to have networks and associates all around the world so the Mafia's influence grew even larger. Many countries' underground scenes made Commission-like organizations to keep their business in order.

One other thing about the conflict that it was a symbolic and literal conflict of roots and tradition, along with power, as the conflict caused the Mafia to strip from traditional Italian values and be on a scale that it could never be before, modernizing the Mafia scene, taking it from the streets to nationwide operations and giving the mafia a big influence. As for the struggle for power in this conflict, it showed the foundation for the next generation for the American Mafia how to thrive in the crime scene even though the methods and scene changed. It taught them to prioritize alliances, profit and adopting to the current scene was the way to grow.

Also to not to forget, since after the Castellammarese War, the Mafia also started becoming a topic in popular culture and media, a strong Mafia image was forever burned into the minds of multiple generations and this only grew the influence of the Mafia even more.

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Extra Links

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<https://www.youtube.com/watch?v=gmbvFpijb88>

<https://www.youtube.com/watch?v=JJ4l3MnbPvg>

<https://www.youtube.com/watch?v=qVph2qG9DCw&t=476s>

(a short but informative video that can be your introduction to the topic)