

TORONTO MODEL UNITED NATIONS PRESENTS



# 1930 NEW YORK UNDERWORLD

Welcome to New York, a city where the streets are paved not with gold, but with corruption, betrayal, and the unquenchable pursuit of power.

BACKGROUND GUIDE

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## Director's Letter

Dear Delegates,

Welcome to the **1930 New York Underworld**, a city where the streets are paved not with gold, but with corruption, betrayal, and the unquenchable pursuit of power. Where every gamble you make is a card between survival and oblivion... ready for the deal? But before we submerge ourselves into the murky waters of mafia, on behalf of the entire committee team—Jordin, Isabel, and Angie—I'd like to extend my gratitudes for your choice. This will not be an ordinary laid back committee, but rather a gambling den of intricate alliances, grudges, and moral compromises, where your every move will be scrutinized, and every word you speak has the difference between red and black on this roulette of crime.

Afterall, the world of 1930s New York is a place of contrasts: one where the very air is saturated with the aura of both ambition and fear. From the dark alleys of Five Points to the skyscraper offices of deadass lying business tycoons, power is brokered in whispers and silenced in blood. As delegates, you aren't merely participants to a game; you deadass are the game, constantly traversing the delicate balance between tradition and revolution, loyalty and self-interest, all while you steer your factions through the looming Castellammarese War and the shrouded political machinations of those waiting in the dark.

To win in this committee needs more than just facts; it demands that you immerse yourselves in the culture of the underworld. To think like criminals, speak like politicians, and act with the ruthlessness of those with nothing left to lose. Survival does hinge on merely double-action revolvers (not that you shouldn't ask Crisis for one in committee), but requires fickle strategies, manipulation, and the all-constant questioning of who you can trust... or rather who you cannot.

As the great city of New York trods upon the brink of chaos, I encourage you to seize the opportunity to claim a name in history: as a hero, a villain, or something a bit more complex. Whether a seasoned delegate or a first-time competitor, expect a committee that will stretch your intellect and moral compass to its most absurd bounds.

May the most cunning rise in glory.

Yours Insincerely,

**Victor Jiang**

**Director, 1930 New York Underworld Crisis Committee**

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## Disclaimers

1. This committee will enter topics of that may make some delegates uncomfortable, which may include: blood, murder, general violence, drugs, and torture. The crisis team will do our best to not emphasize these elements of the committee more than necessary. If any individual feels uncomfortable during a committee session due to one of these topics, they will be permitted to leave for the duration of that topic without penalty.
2. This background guide is at best a good starting point. While heavy research is not needed to succeed in this committee, the staffing team is always looking out for the delegates who most coherently express their character while exploiting the innovative parameters of the game.



That said, let's get started.

## Topic A: Castellammarese War

### Introduction

It's the winter of early 1930, and New York's underworld is unironically going to explode. The simmering tension between the Masseria and Maranzano factions has reached its boiling point. A bitter rivalry over territory and power is now on the verge of an all-out war—one that will completely reshape American mafia.

At the heart of the conflict is Gaetano Reina's assassination—a calculated hit by Masseria's men, entirely fracturing the balance of power. Reina's followers, seeking vengeance, rally behind Maranzano, leading to a violent escalation that pits the "Mustache Petes"—Masseria's traditionalist faction—against the more progressive "Young Turks" of Maranzano.

Yet what that also means is that this conflict is not just about who controls which corner of the city. It is the embodiment of the American Mafia's struggle over the soul of organized crime itself: the old guard's emphasis on loyalty, tradition, and hierarchy, versus a new generation's hunger for progress, expansion, and greater control. With allies and enemies shifting at godspeed, the lines between friend and foe blur, and delegates will find themselves entangled in the complex web of allegiances, betrayals, and power struggles.

As the entire city holds its breath, the question is: which side of goons will claim victory, and what will New York's criminal future look like when the guns are finally withdrawn?

### The Masseria vs. Maranzano Conflict

At the heart of the Castellammarese War is a lowkey kind of violent struggle for dominance between two plump men, Joe Masseria and Salvatore Maranzano.

Joe Masseria, born in 1886 in Sicily, rose through the ranks of the New York Mafia in the 1920s. Known as "Joe the Boss," Masseria represented the "Mustache Pete" tradition—old-school Sicilian Mafia values of loyalty and hierarchy. His faction consisted mainly of Sicilian immigrants, and he maintained his power through shooting people and having connections to Tammany Hall, effectively shielded his operations from law enforcement.

However, Masseria's rigid adherence to tradition led to conflict with the younger generation of mobsters, including Lucky Luciano and Vito Genovese, who sought greater flexibility and alliances with non-Sicilian groups.

Salvatore Maranzano, also born in Sicily in 1886, arrived in the U.S. in 1920. Unlike Masseria, Maranzano was actually a thinker who wanted to reshape the Mafia into a more organized, hierarchical structure. Inspired by the Roman Empire, he sought to become the "boss of all bosses," with control over Mafia families nationwide because he got bored of New York. His approach was more diplomatic, building alliances with figures like Meyer Lansky and Ben Siegel, who were eager to expand into new areas like gambling and narcotics. Call him 'Little Caesar' in session for +1 style points.

As a result, Maranzano's ambitions put him directly at odds with Masseria, whose old-school methods were increasingly out of step with the changing underworld. Delegates must navigate this difficult chasm of power—what is the future of the Mafia? Which side will they take? Will they fight for the old, the new, or the one who isn't balding (neither)?

### **Old Mafia vs. New Mafia: The Mustache Petes and Young Turks**

As hinted, the conflict between the Mustache Petes—old-world Mafiosi like Joe Masseria and Vincent Mangano—and the Young Turks—figures like Luciano, Costello, and Genovese—is not merely a style squabble, but a stark philosophical divide.

The Mustache Petes, steeped in the traditions of Sicily, see themselves as the rightful stewards of the Mafia. Their way of life is rooted in centuries-old customs: loyalty, secrecy, and an almost feudal structure of power. They dominate through an unquestioned belief in authority and disdain outsiders like bums. But this old guard is increasingly out of step with the economic and social realities of 1920s America. Their reliance on personal loyalty, intimidation, and coercion risks stagnation, and pissing off plenty of good talent.

In contrast, the Young Turks are ruthless in their pragmatism. Luciano and his contemporaries see the Mafia not as a brotherhood built on tradition, but as a business—a fluid, evolving structure that must adapt to the realities of a rapidly changing world. They are willing to ally with outsiders, understanding that, in the modern world, power is not simply about quick jabs—it is about the ability to organize, adapt, and exploit opportunity.

This division raises an important question: Is the Mafia, at its core, a family business—one founded on tradition and loyalty? Or is it an evolving enterprise, one that must continuously evolve and adapt to not get cooked?

## **Power Struggles and Resolution Strategies**

In the world of organized crime, power is fragile, and conflict is inevitable. As Masseria and Maranzano clash, they expose the raw dynamics of power: domination, betrayal, and the constant need to secure alliances—alliances which, in this world, are often as fleeting as they are strategic.

The question is: how does one maintain power amidst the chaos? Negotiation, manipulation, decisive action, and lightweight pistols are all tools at a mobster's disposal. However, the ability to resolve conflict is just as crucial as the ability to escalate it. A war of attrition may exhaust both sides, but it's those with the capacity to negotiate alliances, broker deals, or exploit vulnerabilities who will AK their squad to victory.

Luciano and Costello, for example, are not just powerful because of their ability to *fight*—they are adept at navigating the political intricacies of organized crime, forging deals with outsiders and leveraging the influence of powerful allies like James Hines and Owney Madden. It is that web of influence, and the ability to make the right move at the right time, that matters on these dark streets.

Delegates must determine how they plan to navigate their own power struggles—through force, negotiation, or subtle manipulation. For one, reach out to crisis about non-canonical characters. Buchalter will keep shooting, Moretti extorting, and Gagliano running his gang absent what is going on within other parts of the city... unless they are invited to take a swig—I mean swing, too.

## **Adapting in the Shadows**

In the realm of organized crime, nothing is ever boring. Alliances shift with the tides, and loyalty is often a matter of opportunity rather than principle. This is the world of underhanded moves and, pulling 'quick ones', and making sure you are shooting your man while they are down.

For figures like Dutch Schultz and Jack Diamond, the ability to operate in the shadows, to make quick deals with the right people, and to exploit the vulnerabilities of both friends and foes alike is an essential skill. The war is not just a fight over territory—it is a struggle over the control of information, the manipulation of alliances, and the elimination of perceived threats before they can solidify their power. Seriously, what strategy will you use to acquire knowledge of other's moves in this committee? Crisis is waiting bro.

The shifting nature of these alliances means that, while loyalty may appear solid, nothing is

ever truly certain. As Luciano and his allies understand, the Mafia is a complex chessboard, and a sudden change in loyalty can dramatically alter the balance of power. To survive, delegates must constantly adapt—understanding the ever-changing landscape of crime and ensuring that their character's plans are both strategic and banger ideas..

### Questions to Consider

1. What is loyalty in the Mafia? Is it a principle, or merely a tool for maintaining power? How does your specific character define loyalty, and to whom are they truly loyal in the shifting allegiances of this war?
2. Can the Mafia survive in a modern world? The old ways of the Mustache Petes are increasingly out of place in a rapidly changing society. How can the Mafia evolve to remain relevant? Is tradition the key to survival... or is it a liability?
3. How does one resolve conflict in the Mafia? Is brute force enough to maintain power, or do the ability to negotiate and outmaneuver opponents through political strategy and deals define the true leaders?
4. What risks are worth taking in the pursuit of power? How far will you go to secure your position—will you make bold alliances, or will you trust in your ability to handle conflict through sheer force? When does power become too costly to maintain?



## **Topic B: Trust and Betrayal**

### **Introduction**

The Mafia's world thrives on a delicate balance of loyalty and treachery, where allegiances are formed and crash out with chilling precision. As the Castellammarese War intensifies, alliances become both a weapon and a vulnerability, with someone coming to kick you while you AFK a looming threat. For mob bosses like Joe Masseria and Salvatore Maranzano, the need for external support grows as their struggling (for dominance) unfolds. Masseria, the hardline traditionalist, and Maranzano, the ambitious reformer, will seek to secure any advantage, most prominently by rizzing up outside actors—be they politicians, hitmen, or rival gangsters—to slide them some cheats.

Figures like Lucky Luciano and Meyer Lansky for instance, with their deep ties to the city's political and financial networks, understand that alliances are more than just strategic—they're vital to survival. But in a world where power is won by manipulation, the true question is not simply who you align with, but how long they will remain loyal and what they expect in return.

The landscape is further complicated by wildcards like Owney Madden, the Irish gangster whose ties to Tammany Hall and the underworld run deep, or Dutch Schultz, whose ruthlessness and business savvy make him an insane player. Can these external forces be trusted? What is the tipping point of actor incentives before they start shooting the other way?

For the delegates, the task is clear: navigate a treacherous world of shifting allegiances where loyalty is constantly tested. Betrayal could come from the most unexpected places, and every alliance demands a price—sometimes more than anyone is willing to pay.

### **Hitmen, Politicians, and Other Gangs: Who Can Be Trusted?**

Trust in the Mafia world is a currency that has no fixed value, and in the fight for control, external actors often become key players. Men like Dutch Schultz, with his cold, calculating ambition, and Owney Madden, with his brutal Irish gang connections, stand ready to offer their services—but goddamn that interest is steep? Such figureheads are adept at playing multilateral, using their influence in the city's clubs, labor unions, and law enforcement to smash their opponents and secure their game. But the question remains: do they serve the Mafia, or do they simply see it as a stepping stone to smash more people?

Then, there's the world of politicians like James Hines, whose Tammany Hall network holds

sway over the political machinery of New York. Hines may prove invaluable to the right faction, helping to manage the city's legal landscape, but how far can sneaky slippery political snakes be trusted? They aren't known to keep promises, so will Hines betray you in exchange for the next best offer? Or when the police raid comes, will you be left behind bars or set free?

And let's not forget the power that men like Frank Costello wield behind the scenes. His ability to align with Irish crime bosses like Jack Diamond and juggle relationships with law enforcement makes him an indispensable asset—but also a potential threat. If Costello is playing the game to win, is he truly loyal to the Sicilian Mafia, or does he see the rising tide of the Jewish and Irish factions as a way to smash some more people and steal their wealth?

As we delve deeper into these alliances, delegates must ask themselves: Who stands to gain from aligning with the Mafia? And, as importantly, what price are they willing to pay?

### **Corruption and Manipulation of External Resources**

The Mafia's reach extends beyond its own criminal ranks, tapping into the resources of the political system, law enforcement, dudes like Al Capone, and crisis. Leaders like Salvatore Maranzano, with his desire to establish himself as the new "Boss of Bosses," got the plays by bribing and manipulating officials to sway the direction of the war in their favour.

Maranzano may rely on external resources like political influence or connections to the labor unions under men like Albert Anastasia to shore up his power base. But those resources come with a cost—alliances forged through corruption may very well implode when those involved begin to turn against each other to collect some extra trophies.

Even Meyer Lansky, the accountant of the underworld, is no stranger to exploiting the system for his advantage. His gambling empire and connections to figures like Benjamin "Bugsy" Siegel and Lucky Luciano allow him to manipulate external forces to provide the financial backing needed for expansion. Yet can Lansky truly control the web of bribes, or will those who take his money eventually come for his head?

At the same time, the relentless expansion of operations by men like Dutch Schultz, who is deeply embedded in the city's criminal networks, reflects the dangerous gamble that comes with leveraging outside resources. For Schultz, corruption isn't just a tool—it's literally all he does. But when corruption becomes systemic, as seen with Jack Diamond's volatile alliances and constant territorial disputes, the risk of exposure grows exponentially. If these power structures collapse, the ramifications will be felt throughout the Mafia, and someone lowkey going to be dead, broke, or both.

## **The Risk of Leaked Information: Blackmail, Evidence, and Consequences**

In the world of organized crime, information is power, but it's also highly dangerous. A single leak—whether through a mole inside the organization, an external political spy, or even a slip up from spilling drinks at the bar—can unravel everything. The internal struggle between Masseria's old-school Mustache Petes and the more modern, forward-thinking factions of Luciano, Lansky, and Costello pokes at the precarious balance that leaders must maintain. When betrayal becomes an option for any member of the inner circle, who knows what might end up coming out. It might not even be true!

The prospect of blackmail is further potent when men like Vito Genovese and Vincent Coll are involved. Genovese, for example, is a sucker for leveraging dirty secrets or past transgressions to smash rivals. And when the FBI or city authorities close in, anyone—whether a top boss like Joe Masseria or a lesser lieutenant like Harry Maione—can become the smashed.

For those like Meyer Lansky or Frank Costello, who thrive on keeping secrets and playing both sides of the law, the risk of a mole betrayal lingers in the air. The stakes rise when evidence of their operations—whether in the form of financial records or surveillance tapes—is exposed. Hines going to clutch up? Or will the weight of the evidence kick them into a corner they can't crawl out of?

## **The Mole Hunt: How the Committee Will Uncover the Traitors**

When the balance of power is so fragile, uncovering a mole within the ranks can be a matter of winning the committee and getting massively trolled. Men like Lucky Luciano and Vito Genovese are already showing signs of potential maneuvering behind the scenes, and as the war heats up, anyone—even trusted lieutenants like Joe Adonis or Albert Anastasia—could be tempted to sell out their allies for personal gain.

Meyer Lansky, ever the calculating strategist, knows how to play the long game and will not hesitate to use every resource available to expose a traitor—be it through covert surveillance, interrogation, or psychological manipulation. Similarly, Benjamin “Bugsy” Siegel would stop at nothing to unironically eat the traitor whole.

The key, however, may not be just finding the mole and turning them in. A mole who is discovered has few chips to bargain with, and the entrustment of their secret could yield a high payout in the form of information, or perhaps a favour.

In fact, as a reward for conscientious reading of this document, here is some critical information from your committee staff regarding this pivotal aspect of the game: there will be 3 moles randomly assigned in this committee via email, regardless of the character's real or historical allegiances. The role of a mole will override any other individual objective: to make the committee as much about themselves as possible from uncovering the criminal activities of their contemporaries to the public. If you are a mole, good luck. If you are not, find the 3 of them before they find out what you are doing.

### **Questions to Consider**

1. Who is truly trustworthy? What defines trust? How can you ensure it can't be broken; but even if it can, how should you preemptively deal with that?
2. How far will you go to manipulate external resources for your advantage? Political connections, law enforcement, and business deals all offer tremendous potential, but someone might smash you with a molotov while you're sleeping.
3. How do you secure your sensitive information while uncovering others? Leaked information, blackmail, or an insider working against might deadass be GG.
4. What is your strategy for uncovering a traitor? With the possibility of internal betrayal looming large, how will you investigate potential moles within your ranks? What do you do once you catch them?
5. What does your character need to achieve to win this committee? Win the war? Get rich? Just be super popular in the criminal underworld? What needs to be done to achieve this and who is most likely to help you reach this aim?

## Character Guide



### 1. **Lucky Luciano**

Born on November 24, 1897, in Sicily Italy, Charles “Lucky” Luciano became one of the highest-ranking New York gangsters of his time. As a teenager, Luciano was involved in the Five Points Gang, where he would first meet Vito Genovese and Frank Costello and begin a lucrative bootlegging business. He was notorious for escaping sentences, being arrested and charged 25 times between 1916 and 1936 with no jail time served. He served as a lieutenant under Joe Masseria, arranged Gaetano Reina’s murder, and was a versatile, progressive-minded mobster willing to work wherever there was money.

### 2. **Meyer Lansky**

Born in 1902, in Grodno (modern-day Belarus), Lansky immigrated to the States as a kid, later building one of the biggest gambling empires in American history and known as “mobs accountant.” Living in the lower East Side of New York, Lanksy became friends with Benjamin “Bugsy” Seigel and formed connections with other prominent members such as Lucky. By the 1920s Lansky was involved in the mafia, focusing his efforts on illegal gambling. Renowned for his mathematical skills Lansky expanded his operations to Miami, Las Vegas and Cuba.

### 3. **Vincent Coll**

Notorious mob hitman, Vincent “Mad Dog” Coll was infamous for ruthlessness. He was born July 20, 1908, before emigrating to the US with his family. By his teenage years, he had been expelled from multiple reform schools and joined The Gophers gang. He would come to work for Dutch Schultz’s mob as an armed guard for his bootlegging schemes before upgrading to assassin, registering his first kills by 19. He was in and out of prison nearly a dozen times by the time was 22, more and more frequently acting of his own accord behind Schultz’s back. After Schultz declined to be an equal partner, Coll began forming his own gang. By 1930, he was engaged in an all-out shooting war that left corpses on the street that law enforcement couldn’t be sure belonged to this war or Castellammarese.

#### **4. Joe Masseria**

Joe Masseria, also known as Giuseppe “Joe the Boss” was born in 1886 in Menfi Italy. He immigrated from Sicily and rose through the ranks. By 1920, he was one of the most powerful mafia bosses of the century who would later become the head of the Genovese family, one of the five most dominant families of the era. Masseria was most notably involved in the Castellammarese war in which his faction was mainly composed of Sicilian mobsters from the south of Italy. Masseria’s leadership style was known for being more ‘old fashioned’ and had a strenuous relationship with the younger generation i.e. Lucky Luciano, and Vito Genovese. The younger generation was more open to working with non-Italians such as Meyer Lansky.

#### **5. Salvatore Maranzano**

The youngest of 12 Sicilian children, Salvatore Maranzano initially trained to become a priest before becoming involved with the mafia. He had a deep fascination with Julius Caesar and the Roman empire, earning him the nickname ‘Little Caesar’ from his underworld counterparts. After immigrating to the United States in the 1920s, he set up a legitimate real estate business while using it as a cover for his bootlegging, drug distribution, and prostitution operations. By 1930, having one of the largest criminal empires in New York, Maranzano would declare war on Masseria in an attempt to overthrow the criminal order and establish himself as the new “boss of all bosses.”

#### **6. Benjamin Siegel**

‘Handsome and charismatic,’ Benjamin “Bugsy” Siegel became one of America’s first celebrity gangsters. A New York native and childhood friend of Al Capone born in 1906, Siegel held significant influence both within the Jewish mob and Italian-American mafia. He founded Murder Inc, acted as both a hitman and an enforcer in gangs, and also ran a bootlegging hustle all the while. Siegel enjoyed flaunting his wealth with flashy clothes, and expensive properties, and enjoyed his time in the nightlife as a reputed womanizer, although eventually marrying in 1929. He was known to act with a bold fearlessness—as

Lansky's brother once said, "While we tried to figure out what the best move was, Bugsy was already shooting."

### **7. Frank Costello**

A key figure in the Italian mafia, Frank Costello, born in 1891, was known for his influence, diplomacy, and bootlegging business with Luciano & Genovese. Since joining the New York City gangs as a boy, he helped shape the mafia by using his business sense and connections to expand his power. He married in 1918 and would soon meet Luciano, forming a growing partnership despite distrust from the other mostly 'old-school mafiosi.' The gang would become involved in robbery, theft, extortion, gambling, and narcotics before eventually coming to work under Masseria. Costello would also become close associates with Irish crime bosses Dwyer and Madden and soon run their rum-running operations. After Dwyer was imprisoned, the tension between a top Dywer lieutenant, Charles Higgins would push Costello into a Madden-Costello-Madden alliance, also dealing with opposing gangsters like Diamond and Coll.

### **8. Dutch Schultz**

Dutch Schultz is known for his cold, calculating nature and ruthless ambition. As a bootlegger, he is as ambitious as he is ruthless, with a knack for sidestepping the law while maintaining his operations smoothly. Schultz is business-oriented, expecting efficiency and tolerating no mistakes from his men. Though outwardly reserved, he tends to opt for extreme, brutal measures, becoming exceedingly violent when provoked. His relationships were based more on power dynamics than genuine loyalty and camaraderie. With authorities beginning to close in, Schultz remains confident, relying on his influence, wealth, and partnership with Joey Noe to keep him protected, all while keeping his emotions tightly controlled.

### **9. Jack Diamond**

Jack "Legs" Diamond is known for his quick wit, cunning nature, and ability to slip away from enemies, earning him his infamous nickname. A charismatic yet dangerous figure, Diamond runs his operations with a mix of boldness and ruthlessness, frequently conducting business through the Hotsy Totsy Club. Diamond's conflict with Dutch Schultz runs deep, stemming from territorial disputes and clashing ambitions. While Schultz operates with cold calculation, Diamond is more flamboyant and daring. Diamond's relationships are transactional, built on power rather than loyalty, and his reputation for double-crossing makes him both respected and feared within organized crime.

### **10. Joey Noe**

Joey Noe is a clever operator within the Genovese crime family, balancing a calculating demeanour with a ruthless touch. As Dutch Schultz's right-hand man, he is practical and ambitious. Noe often mediates during Schultz's explosive outbursts and works tirelessly to ensure operations run smoothly amidst rising tensions with rival Italian gangs, including the Morello and Reina families. The primary threat, Joe Masseria, views Noe's increase in power as a threat. Noe is also entangled in a bitter feud with Jack "Legs" Diamond, whose reckless ambitions threaten to undermine their empire. Noe is determined to eliminate these threats and maintain control and stability within the landscape of organized crime.

### **11. Mae West**

Mae West was a sensual film actress known for her witty humour, seductive personality, and languid postures. She was born August 17, 1893 in Brooklyn, New York. She was a performer on the national vaudeville circuit and made her Broadway debut as a singer and acrobatic dancer in the revue. She once earned an eight-day jail sentence for "corrupting the morals of youth." West used her feminine charms to sway a particular criminal to finance her career. The notorious man she chose was Owney Madden, the leader of the infamous Gopher gang. Madden had a thing for sassy showgirls, which West used to her advantage, convincing him to provide the funds for her Broadway drama. The show became a hit for her.

### **12. Vito Genovese**

Born November 21 1897, Vito Genovese was an Italian American mobster, as well as a childhood friend of Luciano. Only completing the American equivalent of 5th grade, he became involved in crime through petty theft and running gang errands before working for Masseria. During that time, he would run an infamous bootlegging operation alongside Luciano and Costello. He understood underworld workings, and spent little prison time despite being caught with firearms and counterfeit money. He is the alleged murderer of Reina, sparking the beginning of the Castellammarese War.

### **13. James Hines**

James Joseph Hines was a politician of the Democratic Party and one of the most powerful leaders of Tammany Hall. Born December 18 1876, he worked as a caretaker for residents in the city's 11th assembly district. This gained him the support to win election primaries in his district while continuing his political dominance through the 1920s and 30s. He wielded considerable influence over political appointments and law enforcement, which he used to take bribes and maintain close ties with prominent mobsters like Dutch Schultz and Lucky Luciano. Aside from politics, he spent time as a lieutenant in the forces during World War 1, married, and had 3 kids.

#### **14. Albert Anastasia**

The leader of 6 Brooklyn labour union chapters of the International Longshoremen's Association, Albert Anastasia went by a number of nicknames. "The Earthquake," "The One Man Army," "Mad Hatter," and "Lord Executioner," were what many called the 1902 born Italian-American mobster, hitman, and crime boss. Co-founder of Murder Inc as well as founder of the modern American Mafia, he controlled New York's waterfront areas for most of his career; conveniently how he escaped to America in the first place after deserting his work aboard a freighter. He was convicted of murder in 1921, although, through a legal technicality and the odd disappearance of 4 witnesses, he was able to win the retrial. Anastasia would ally himself with Masseria, Adonis, Luciano, Genovese, and Costello.

#### **15. Vincent Mangano**

Vincent Mangano left his mark through cunning strategies and underworld power players. Born on March 28th, 1888 in Palermo, Sicily. Brother of Phillip Mangano, the Consigliere of the Gambino crime family. Mangano came to New York City and joined the American Mafia. He used the International Longshoremen's Association's mob ties to control the Brooklyn waterfront and become a powerful boss. He was considered to be a "Mustache Pete" for his old-fashioned ways, which often led to arguments with his rebellious underboss. Known as "the Executioner", Mangano was the Head of the Mangano crime family.

#### **16. Owney Madden**

Nicknamed "The Killer," Owney Madden was an ambitious Irish American gangster who ran over 20 New York clubs, amassing a lucrative fortune in the process. Born December 18 1891 and left as an orphan, he would become leader of the Gopher Gang before moving into bigger game, garnering a brutal reputation within organized crime. His experience on the city streets led him to high proficiency with blackjacks, brass knuckles, baseball bats, pipes, and knives. However, he would end up serving a sentence from 1915 to 1923, leading to most of his gang dissolving while Madden was in prison. This led him to begin purchasing clubs, which would be aided by connections to City Hall and other influential gangsters.

#### **17. Harry Maione**

Born on October 7, 1908 in New York, Harry Maione was given the nickname "Happy" because of the eternal scowl plastered across his face. Maione was head of Ocean Hill Hooligans, an Italian street gang. At this time, his underling was Frank Abbandando. This gang led to the creation of Brooklyn Inc, the forerunner to Murder Inc, formed by Maione, Abbandando, Reles, and Goldstein. Maione also had a son named Albert Maione, who then became an associate of the Gambino family. As a New York mobster, he served as a contract hitman and acted as the Italian liaison to the jewish members for Murder Inc.

#### **18. Joe Adonis**

He was a notable Italian mobster born in 1902 in Montemarano, Italy and a prominent member of the Genovese family. He was a key figure particularly in the 1920s and 30s, working closely with members such as Lucky Luciano and Frank Costello. Initially, he was involved in smaller street gangs and worked alongside Frankie in Brooklyn. However, his rise to power stemmed from him meeting Luciano, allowing him to expand his operations. Adonis was involved in bootlegging, gambling and racketeering and played a crucial role in maintaining Lucky's empire.

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