

SURVIVING THE ZOMBIE OUTBREAK THE OFFICIAL ZOMBIE SURVIVAL FIELD MANUAL

A DANGEROUS PATHOGEN KNOWN AS THE "VRYKOLAS-ROMEROS VIRUS" (VRV) BEGAN INFECTING HUMANS THROUGHOUT EASTERN PENNSYLVANIA APPROXIMATELY SIX WEEKS PRIOR TO THE PRINTING OF THIS BOOK. THE VRV IS UNLIKE ANY VIRUS HUMANKIND HAS EVER SEEN BEFORE. IT KILLS ITS HOST QUICKLY AND WITHIN MOMENTS REANIMATES THE CORPSE AS A "WALKING DEAD" CREATURE THAT IS COMPELLED TO BITE HUMANS AND SPREAD THE VIRUS. THESE ABOMINATIONS ARE NOW KNOWN AS "ZOMBIES."

SINCE THE APPEARANCE OF THE VRV, WORLDWIDE CHAOS HAS ENSUED. THE POWER GRID IS DOWN, SUPPLIES ARE FINITE, AND ZOMBIES ARE ROAMING THE LANDSCAPE. GOVERNMENT EXPERTS ARE DETERMINED TO FIND A CURE FOR THE VRV, BUT UNTIL THEY DO YOU MUST TRY TO SURVIVE ON YOUR OWN UNDER DESPERATE CIRCUMSTANCES.

THIS OFFICIAL ZOMBIE SURVIVAL FIELD MANUAL CONTAINS VITAL INFORMATION TO HELP YOU STAY ALIVE IN THIS UNPRECEDENTED, HOSTILE ENVIRONMENT.

ESSENTIAL ADVICE INCLUDES:

- LOCATING SAFE ZONES
- ASSEMBLING A SURVIVAL KIT
- CHOOSING WEAPONS
- ELECTING A LEADER
- SECURING A BUILDING
- FINDING SUPPLIES
- COMMUNICATING WITH SURVIVORS
- DEALING WITH CARRIERS OF THE VIRUS
- TRAVELING THROUGH DANGER ZONES
- RE-KILLING ZOMBIES
- PLANNING A MISSION
- AND MUCH MORE...

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NOTICE

While every effort has been made to create a complete and accurate field guide, some inconsistencies, redundancies, and typographical errors may have occurred during the production of this book.

Always judge a situation by what you see on the ground.

Let common sense be your guide.

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INTRODUCTION WHAT HAPPENED?



Your government is working hard to find a cure for the VRV.

I-I A BRIEF HISTORY

At the time of this writing, it has been 41 days since VRV was first discovered—a day commonly referred to as “Z-Day.” At this point, VRV is known to have spread throughout the world. The “Carrier nature” is responsible for dramatically increasing the spread of VRV. Carriers are people who have been infected with VRV but do not develop Zombie traits. Carriers can spread VRV through the transfer of bodily fluids. To make matters worse, Carriers are often unaware of their condition. This has resulted in Carriers unwittingly spreading VRV.

It is imperative that an understanding of the Carrier nature be disseminated to all survivors.

Your government is currently headquartered in an underground facility. Our top scientists are hard at work. Test subjects are easy to find. Either a cure will be found, or Zombies will be eliminated.

See **CHAPTER 2: CARRIER NATURE.**



The act of kissing can transmit the VRV from unknowing Carriers.

INTRODUCTION WHAT HAPPENED?

I-II THE WILL TO LIVE

Nothing is more important to your survival than your will to live. The will to live is demonstrated by never giving up. Humankind has overcome many desperate circumstances in the past and will again. We can generate strength from the following:

- Responsibility to family and friends
- Respect for the dead or fallen
- Desire to lead loved ones (or humanity as a whole) to a better future.
- Faith in religion

I-III KNOWLEDGE: YOUR GREATEST ASSET

An open mind and a willingness to learn will help you survive, even thrive, in this challenging environment.

LEARN FROM THIS BOOK

Read and re-read this book. Teach skills you have learned to others. The act of teaching will ground the skill in you.

LEARN DIRECTLY FROM OTHERS

Compare your experiences with those of other survivors. Look for commonalities that confirm trends, and examine differences. Share any skills you have, and encourage others to share the skills they have, as well. Some people are receptive to learning from others—especially if it involves thwarting or eliminating Zombies. Some are not receptive. Do not try to force your views on those who are unreceptive.

CHAPTER 1 THE VIRUS

The VRV is transmitted by infected blood and any other bodily fluid—most frequently through the bite of a Zombie. If a Zombie bites you and breaks the skin, you have approximately 90 seconds to diagnose yourself. If you begin to sweat profusely, feel nauseous, and shake uncontrollably, you have been infected and will soon become a Zombie. If you are bitten and do not go through these stages, you are most likely a Carrier of the disease.

1-1 IF YOU FEEL NAUSEOUS

You are infected. Approximately 90 seconds after infection you will regurgitate a large amount of blood and die. Survivors should stay clear of any infected victims until after the victim has vomited and died.

1-2 DEATH TO REANIMATION INTERVAL

Victims of VRV will remain deceased for a brief time before reanimating as a Zombie. The more body mass, the longer it will take, but a good general rule of thumb is one minute. If it takes longer, consider that bonus time.

CHAPTER 1 THE VIRUS

Body Type	Approx. Time Until Reanimation
Infant	45 seconds
Child	1 minute
Adolescent/Teen	1 minute
Adult (thin)	1 minute
Adult (average)	90 seconds
Adult (overweight)	2 or more minutes



A saw can be used to sever the head of a fallen teammate.

If the remaining survivors have the proper tools or weapons, adequate time, and enough will, they should immediately sever the corpse's head or completely destroy its brain to prevent the corpse from reanimating into a Zombie. Children and sensitive survivors should not be allowed to witness this difficult (and often gruesome) act. This is the reality you live in; do your best to accept it.

1-3 REANIMATION

If the corpse's head is not severed or its brain is not destroyed, the virus will take control of the body and reanimate it. The eyes of the host will open, and the body will "jump to life." At this stage, the host is considered to be a Zombie. Zombies are not human beings and should not be treated as such.

1-4 SUICIDE & CONSENSUAL RE-KILLING

The act of suicide in response to being bitten is a viable and noble option. This reduces the number of Zombies and eliminates the psychological trauma of having a loved

CHAPTER 1 THE VIRUS

one or friend encounter you as a lethal threat. If you are incapable of taking your own life, a designated team member can perform this service for you and society.

Consider the following:

- Live with an eye toward this possible outcome, leaving nothing unsaid. Do not wait until you are faced with suicide to tell loved ones how you feel about them. You might not have time to do it later.
- Suicides and consensual re-killings are best performed with a firearm. Most other methods are either not effective or take too long.
- If an impact or bladed weapon must be used, wait until the victim has died before destroying the brain or severing the spine.
- Whenever possible, the act of suicide should be conducted away from children and loved ones.
- When suicide or consensual re-killing is not possible, the person who has been bitten should run as far away from the group as possible before dying and reanimating.

1-5 RIGOR MORTIS

Immediately following reanimation, a Zombie is in its most dangerous phase because the effects of rigor mortis have not yet begun. Currently Zombies are known to have three distinct stages of development: Fresh, Rigored, and PMZ.

CHAPTER 1 THE VIRUS

STAGE 1: FRESH ZOMBIE (3 HOURS)

The speed and agility of a “fresh” Zombie are equal to those of a normal human being. Rigor mortis, a stiffening of the muscles, usually starts to take place approximately three hours after reanimation.

STAGE 2: RIGORED ZOMBIE (3 DAYS)

Zombies experiencing rigor mortis move with a very “jerky” gait. Their legs stiffen, and they struggle against it. At full rigor, a Zombie may be writhing on the ground, but it will still have the ability to bite effectively.

Full rigor occurs approximately 12 hours after the initial reanimation. Rigor mortis dissipates over a period of approximately three days, at which point decomposition begins.

STAGE 3: PMZ (INDEFINITELY)

When rigor mortis has fully resolved, a Zombie will be able to move and run again but not as fast as a fresh Zombie. This condition is known as a Post Mortis Zombie, or PMZ. PMZs walk or run awkwardly, depending on the condition of the host prior to infection. It should be noted that a Zombie’s blood at this stage has coagulated and therefore has a highly decreased “splatter effect.”

Limbs can be removed from Zombies with no effect on their motivation or animation. Government tests have confirmed this trait. Even with its legs removed, a Zombie will use its arms to crawl toward potential victims with gusto.

CHAPTER 1 THE VIRUS



Zombies are interested in humans. These mannequins attracted the attention of a Zombie that attacked them continuously for several days.

[Photo courtesy Erick Ingersoll]

CHAPTER 1 THE VIRUS



Zombies feel no pain and are not slowed down by most injuries. This Zombie was bludgeoned with a bat and still was not impeded from spreading the disease.

[Photo found in camera]

CHAPTER 5 OTHER WEAPONRY

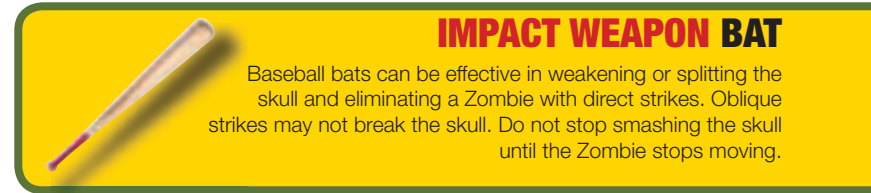
Weapons are the key to self defense in this new harsh environment. Weapons come in many shapes and sizes and are limited only by your imagination. In addition to firearms, there are three types of effective weapons: impact, blade, and stake. Impact weapons work by bludgeoning, blade by cutting, and stake by penetrating.

5-1 IMPACT WEAPONS

Every Zombie eliminator should be armed with an impact weapon suited to his or her size and strength. Impact weapons are key elements in your arsenal because they are easy to find or make, and they require no ammunition. They are silent, so they will not attract more Zombies. However, using an impact weapon requires significant strength and skill, and the user must be relatively close to the target. Other considerations include:

- **Impact weapons can fling Zombie fluids.** You must wear protective clothing, a face mask, and safety glasses when bludgeoning Zombies. Bystanders should also wear protective gear or stand far enough away so they do not get contaminated.
- **A weapon's weight can be detrimental.** A weapon that is too heavy will be unwieldy and slow you down—

CHAPTER 5 OTHER WEAPONRY



very undesirable traits when rapid, repeated strikes are required.

- **Impact weapons can be enhanced with small projections, such as bolts, nails, or screws.** These projections will help focus the impact and shatter and crack the skull. Once the skull is cracked, it will be much easier to destroy the brain. Zombie hunters should take care, however, when using long spikes on their impact weapons. Long projections may get “hung up,” or stuck, in the skull. This can be especially dangerous if the weapon is attached to the Zombie hunter by a wrist strap.
- **A wrist strap is recommended if the weapon is in no danger of “hanging up.”** If feasible, attach some kind of wrist strap to the end of the weapon to prevent you from dropping it during combat.
- **Baseball bats are ideal impact weapons.** Baseball



CHAPTER 5 OTHER WEAPONRY

bats are readily available and come in a broad range of sizes and weights to suit any Zombie hunter. A small aluminum bat can be wielded with one hand if necessary and can deliver a crushing blow. Other effective weapons include axe or pick handles, hammers of sufficient size, riot batons, crow bars, and plumbing pipes.



Replica swords are not built to be effective in actual use. Do NOT attempt to use them.

5-2 BLADE WEAPONS

Blade or edged weapons can be effective for eliminating Zombies, but they require skill to use and carry a risk of self injury. If you do not have confidence with a weapon of this nature, use an impact weapon instead. Bladed weapons come in two basic varieties: heavy bladed and light bladed.

HEAVY BLADED

A heavy-bladed weapon, such as an axe, has the capability to crack a skull due to its sheer mass. When using this type of weapon, aim to crack the skull using a downward stroke on the very top of the skull.

CHAPTER 5 OTHER WEAPONRY



BLADE WEAPON MACHETE

Machetes can be very effective for severing a Zombie's spinal cord at the neck. Do not stop hacking at the neck until the Zombie collapses.

LIGHT BLADED

A common light-bladed weapon is a machete. Light-bladed weapons generally do not have the capability to crush the skull and destroy the proper amount of brain matter and, therefore, are not effective in direct assaults on the skull. They are better suited to severing the spine by attacking the area between the first and third cervical vertebrae (in the neck).

Consider the following:

- **Blade weapons should not be thonged or “dummy corded.”** Edged weapons are prone to getting stuck, or hanging up, in your target. Ensure you can easily let go and free yourself from the offending Zombie.
- **If your weapon hangs up in the brain case of a Zombie, wrench down sharply.** This should free the weapon. Do NOT attempt to free it by pulling directly backward; doing so will draw the Zombie closer to you, increasing the risk of a bite. Do not hesitate to abandon a stuck weapon; you may be able to retrieve it later.
- **When sharpening your weapon, resist the temptation to create a “razor’s edge.”** It is possible to have a weapon that is too sharp, leaving the edge

CHAPTER 5 OTHER WEAPONRY



Edged weapons can hang up. This Zombie survived when the axe got hung up in its clavicle and shoulder joint and could not be retrieved. The survivor who tried to eliminate this Zombie was most likely bitten and infected by the VRV.

[Photo found in camera]

CHAPTER 5 OTHER WEAPONRY



Even chain saws can be ineffective for eliminating Zombies. This picture shows a fresh Zombie that was cut in half with a chain saw. Though the Zombie had no legs, it could still move and represented a threat.

[Photo courtesy "Saundra's Soldiers"]

CHAPTER 8

HOME DEFENSE

Making your home base safe—and creating your base of operations within it—will greatly increase your chances of surviving the Zombie apocalypse. There are three levels of home defense: locked, blinded, and barricaded. The model for this chapter is a two-story home with a basement.

8-1 FIRST LEVEL OF DEFENSE

The most important thing to consider when establishing a home base is not to attract (more) Zombies. Avoid attracting Zombies by keeping out of sight at all times. Crawling is the easiest way to prevent detection and should allow access to the entire house. Darkness affords even more freedom. Close and lock all doors and windows in your home, including doors inside the home.

Remove any visible pictures or posters that feature images of humans. Zombies are attracted to images of humans.

When your home is locked, do your best to defend it properly. Take your time and consider the best place in the building to use as a base of operations.

8-2 ESTABLISH BASE OF OPERATIONS (BOO)

Your BOO is the safest place in your home base. It should

CHAPTER 8

HOME DEFENSE

be a room or area that can be isolated from Zombies if a breach occurs. Ideal qualities include:

- **Two Exits**

Both exits do not need to lead off the premises; for example, one could be a door that leads to the kitchen. One exit should, however, lead to the outside of the home.

- **Obscured Windows**

Windows located at ground level (basement windows) or well above eye level (second story) afford visual reconnaissance while maintaining anonymity. A second story BOO has reconnaissance advantages but requires a proper exit plan to make it safely to the ground outside.

- **Insulation**

Staying warm through the winter will be a test for many. A basement is often an ideal choice due to the natural insulation.

- **Access to Tools and a Work Area**

Garages can be ideal.

Once your base of operations is established, take a rest. In general, the longer you remain out of sight, the greater the chance that any Zombies outside will become distracted away from your home by other events.

While staying out of sight, stock your BOO with weapons and enough water and food to last two days. Once this is accomplished, consider additional weapon options. Take your time. When you are properly rested and have fully

CHAPTER 8 HOME DEFENSE

considered weaponry, begin the second level of defense. See **CHAPTER 16: EXIT STRATEGY** for more information on making elevated exits.

8-3 BLIND WINDOWS

Your first home improvement task is to blind every window in the building. Blinded windows greatly reduce your chances of being seen. Before blinding each window, cautiously look outside to determine if there are any Zombies lurking.

If you see a Zombie outside your window, do NOT attempt to blind the window. Abandon the plan temporarily; do your best to relax and calm yourself, and then try a different window.

Blind windows with existing curtains, mini blinds, or shutters first. If a window does not have an opaque covering, blind it with towels or blankets, quietly holding them in place with thumbtacks or by tying them to nearby fixtures. Avoid using a hammer and nails to blind the windows. Do your best to blind the entire house, covering each window and door only when you are certain you will not be detected by Zombies.

Be aware that blinds do not work at night if you happen to stand between a light source and the blinded window. You will create moving shadows, a primary draw for Zombies.

Once you successfully blinded all the windows without

CHAPTER 8 HOME DEFENSE

SURVIVAL ITEM HAMMER

Hammers are necessary for quickly barricading a window. They can also be employed as a weapon and can effectively crack the skull and destroy the brain with repeated strikes.



Zombie detection, you have made your home “blinded clean,” which is ideal. If your area is teeming with Zombie activity, you are finished with your home improvements until the Zombie density thins out. If your area has less than one or two Zombies in sight, consider construction of the third level of defense: barricades.

8-4 BARRICADES

Barricading your home base provides a defense that you can rely upon given unexpected circumstances and is recommended. Barricades are beneficial in many ways:

- Increase your peace of mind.
- Increase your ability to safely give refuge to other survivors in exchange for information or to barter goods.
- Provide more options for exit strategies when going on missions for supplies.

When considering a strategy for barricades, base your decisions on allowing for more avenues of exit and shutting down unnecessary rooms. Rooms that are not adjacent to an exit can be sealed off (or used as a quarantine room if you expect to receive refugees). Make sure to remove all valuable supplies from the rooms before sealing them off.

CHAPTER 8 HOME DEFENSE



Most windows shatter easily. This Zombie banged its head repeatedly on this window until it broke. Blind your windows. Zombies will lose interest if they cannot see a human target.

[Photo courtesy Julie Luongo]

CHAPTER 8 HOME DEFENSE



Mark areas where Zombies have been contained. Spray paint is a quick and effective marking tool.

[Photo courtesy James Scott]

CHAPTER 14 TEAMWORK

When going on a mission, it is best to go with at least one other person. Group members share responsibility and can carry out tactics not possible by only one person.

The team members must work together effectively and cohesively to ensure not only their survival but also the survival of the entire group. A leader helps make a group more effective. Men and women are equally capable of fulfilling leadership roles.

14-1 CHOOSING A LEADER

For a group to be effective, it needs a leader. Sometimes choosing a leader is easy; other times it may be more difficult. Successful leaders share certain traits that make them effective. Everyone in the group should be aware of these desirable traits before electing the leader:

- Ability to control emotions
- Ability to communicate effectively
- Adaptability
- Extraversion
- Impartiality
- Intelligence
- Self-confidence

After everyone is aware of these traits, a vote should be

CHAPTER 14 TEAMWORK

taken to elect a leader (if one is not evident). A tie can be decided by a coin toss. Everyone in the group must accept the leader, even if they did not vote for him or her. If someone is unwilling to accept the leader who has been chosen by the majority, that person must not be allowed to go on missions with the team.

If your mission group has more than four people, a secondary leader should be chosen by the group. This should be done by a vote in the same way the leader was selected.

14-2 LEADER RESPONSIBILITIES

The lives of group members depend on the leader's abilities. Leaders have the following additional responsibilities:

- Maintaining the morale of the group
- Keeping focused on the big picture
- Defining proper goals for the group
- Assigning proper tasks for group members
- Looking for ideas that move the group toward its goals
- Making quick decisions and communicating them clearly in stressful situations

CONTROLLING EMOTIONS

A survival group's emotions will generally follow the mood of their leader. Recognizing and controlling emotions is essential for leaders; it is a skill that can be developed. Recognize your emotions and accept them for what they are. Emotional intelligence—the ability to recognize and manage moods and emotions in one's self as well as other

CHAPTER 14 TEAMWORK

people—is an exemplary survival trait. The more members of the group who have this capability, the better the group will be able to function.

14-3 INDIVIDUAL RESPONSIBILITIES

Each member of a team is personally responsible for:

- **Purpose:** Knowing the goals of the team.
- **Priorities:** Knowing the importance of each goal as it relates to other goals.
- **Roles:** Knowing what his/her role is within the group.
- **Communication:** Exchanging information to keep the group informed.
- **Consideration:** Respectfully considering ideas from other members.
- **Resolving conflict:** Dealing with conflict openly and honestly.
- **Understanding the balance of contributions:** Accepting that not everyone will put forth the same effort at all times.
- **Success:** Recognizing when the team has achieved success.
- **Fitness:** Staying fit.

See **CHAPTER 12: SURVIVAL HABITS** for more information on fitness.

14-4 TEAM ROLES

Specific roles give members of the team a sense of purpose and something to focus on. Each role is assigned by the leader based on the particular member's skill set. Some common roles include:

CHAPTER 14 TEAMWORK

- **Medic:** A person involved in the medical field—especially with emergency or first-response experience, such as an emergency medical technician, a paramedic, or a military member trained in battlefield first-aid.
- **Mechanic:** A craftsman who has the ability to diagnose and repair machinery.
- **Cook:** One who's skilled in making appetizing food out of sparse or unpredictable ingredients.
- **Fitness trainer:** One who is knowledgeable about physical fitness and has the skills motivate others.
- **Caretaker:** A compassionate person who's skilled in general care and comfort (for children, the sick, and the elderly).
- **Fabricator:** A craftsman with a creative mind and the ability to fabricate devices and solutions using the materials at hand.
- **Survivalist/Hunter:** A person trained in wilderness survival who can navigate, construct shelters, hunt, gather water, and prepare food in a wilderness setting.
- **Sniper:** A trained marksman who shoots targets from concealed positions or distances exceeding the capabilities of ordinary personnel.
- **Gunner/Shooter:** A person who's proficient with firearms.
- **Communicator:** One who's responsible for creating a sign kit for the mission. Knowledge of sign language or Morse code is ideal.
- **Archer:** Someone expert in the use of a bow and arrow.
- **Brawler:** A person of strength, capable of destroying or separating a skull with a blade or impact weapon.
- **Runner:** One who is naturally athletic and can run fast.
- **Carrier:** A carrier of the VRV.

CHAPTER 20 ZOMBIE HUNTING

Eradication of the Zombie menace is a service to the community if it is performed properly. There are currently two accepted methods: Luring and Hunting. Consider your neighbors when performing this noble duty. Do not draw Zombies toward survivors that do not agree with your plans. Reserve bullets for Zombies.

Ammunition and firepower are your greatest assets. If you do not have enough ammunition to clear the surrounding area, your plan may fail. Plan missions around excess.



Twine can be used to create trip obstacles. Trip wires can also alert you of Zombies approaching your area.

20-1 BASE CAMPS

Launch eradication missions from a base camp. Base camps provide a secure position away from your home base to plan, rest, and maintain your equipment. They can be located in remote areas, abandoned neighborhoods, or any place you and your neighbors have agreed to seize the responsibility for a Zombie-free future. Your base camp should be stocked with

CHAPTER 20 ZOMBIE HUNTING

enough supplies to last at least one week. A base camp in a tall building with good visibility is ideal.



Coffee percolators like this one make it easy to brew fresh coffee over an open fire or camp stove.

WOODLAND BASE CAMPS

Woodland base camps are exposed to attack, but they can be useful for launching missions. Woodland terrain offers several advantages:

- It's often devoid of Zombies.
- It's difficult for Zombies to navigate.
- It's often close to hot spots.
- It provides for camouflage.

When setting up a woodland base camp, consider the following:

- Elevated terrain is an advantage.
- Natural obstacles provide protection against Zombies.
- Trip wires should be set up to provide early warnings.
- Have an exit strategy with at least two options.

See **APPENDIX B: EARLY WARNING** for more information on setting up trip wires and traps that sound alarms.

20-2 LURING

It is possible to lure Zombies to a location where they can be destroyed with relative ease. Zombies can be successfully lured using:

CHAPTER 20 ZOMBIE HUNTING

- Vehicles
- Humans
- Distractions
- Discharges from a firearm (consider your ammunition supply)

Good locations for Zombie eradication include:

- Stadiums
- Fenced-in yards
- Fields
- Deserted neighborhoods
- Dead ends
- Swimming pools
- Parking lots
- Alleyways

See **APPENDIX A: DISTRACTIONS** for more information on what Zombies respond to.

PIED PIPER

This technique uses a fast, fit team member (the Piper) who is intimately familiar with the area to lure Zombies out of hiding along a known route. Teammates must maintain constant visual contact and have a plan in place to assist the Piper if trouble occurs.



Recordings of human voices are very effective at drawing Zombies.



Bicycles can be effectively put to use by the pied piper.

CHAPTER 20 ZOMBIE HUNTING

The Piper leads the Zombies to a pre-planned area for eradication. This could be a dead end, a fenced-in yard or even your barricaded base camp. There must always be an exit strategy in place for the Piper. At night, the Piper can carry a glow stick to enhance his or her attraction.



Bullhorns can be used to call Zombies into large holding areas and are found at many stadiums.

DAMSEL IN DISTRESS

This advanced luring method suspends a team member (the Damsel) over an enclosure to lure Zombies into a trap where they can be eradicated. (The Damsel should be volunteer who is lightweight and brave.) The Damsel is secured by a rope harness and suspended by makeshift pulley system, such as a rope draped over a

stout tree limb. Be certain that the harness, rope, and tree are strong and secure and that there is an exit strategy for the Damsel before employing this dangerous but effective technique.

There is a report that a motivated band of eradicators in the Baltimore area used this method to eliminate more than 5,000 Zombies in an Olympic-sized swimming pool.

KILL IT WITH FIRE

Combine diesel fuel or oil with a fenced swimming pool, and you'll have an efficient means for mass eradication. This tactic is known as having a "pool party."

CHAPTER 20 ZOMBIE HUNTING

Fenced areas have been reported to be problematic for burning Zombies as it is difficult to contain the fire. Eventually the fence weakens and blazing Zombies wander off, starting other fires.

Isolated cement or cinder block buildings also work well as corrals. Consider the following:

- Waste motor oil is an excellent fuel source.
- Ignite the fuel with a flaming arrow or Molotov cocktail.
- Fuel may not ignite or burn well if there are too many Zombies. Do not overfill your corral.
- Adding fuel after the corral is filled with Zombies may result in a more successful burn.
- Those in the immediate area are advised to use respirators to ward off noxious smoke and vapors.



Lanterns can be used to lure Zombies.

LURING AT NIGHT

There is no specific advantage to luring Zombies at night. Zombies do not give off a heat signature to use with thermal-imaging sights. Starlight scopes are effective but not as effective as any scope on a bright sunny day. However, at night you'll have a new range of potential distraction techniques: lights. There have been reports of enterprising

Zombie hunters improvising spotlights from motorcycle and car headlights and using them like deer spotters, blinding Zombies with bright lights. Lights can be powered by battery or generator.

CHAPTER 20 ZOMBIE HUNTING

See **APPENDIX A: DISTRACTIONS** for more information on techniques for luring Zombies at night.

20-3 HUNTING

PATROLLING

Patrolling by vehicle is most effective in rural areas with low Zombie concentrations. Slow, methodical vehicle patrols with a driver and at least one gunner are ideal. Each member of the patrol should have a firearm and know how to get back to the secure location in case of a breakdown. Designate rally points along the way.

MUTUAL KILL ZONE (MKZ)

An MKZ requires two teams that work together. The teams establish elevated shooting positions opposite each other at either end of an open space. (Town or city streets are ideal for this method.) The noise from each team's shooting lures Zombies into view for the other team. Keep the firing range under 100 yards to maximize effective hits. Cease shooting an hour or two before your planned exit to allow the Zombie density to taper off to a manageable level.

RING AROUND THE ROSIE

This method is suitable only for the fittest and most motivated teams operating independently. Over the course of many missions, establish a circular route with elevated shooting positions along the way. As your team eliminates Zombies, other Zombies will accumulate at the base of your position. Use your route to then circle around and engage these collected Zombies. Select shooting

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positions for effective coverage in areas where Zombies gather. Use mouse holes to move through adjacent buildings, and use bridging techniques to overcome wide spans. Multiple entry and exit points allow the most flexibility in planning. Enhance the shooting positions with range cards.

20-4 WINTERTIME

The winter season will present new opportunities for Zombie eradication. Take advantage of periods when the temperature is well below freezing, when Zombies freeze. Frozen Zombies are not dangerous and can be moved into pens. It is possible to saw off their heads during this state, but it takes some time without a chainsaw. You must sever the spine between the first and third cervical vertebrae to effectively kill a Zombie. Otherwise, you may be confronted by a biting head upon thawing. If there is only one Zombie to be eliminated, this may be fine, but if you have many Zombies to eradicate, it is advisable to load them into trucks and place them in fenced or locked areas, where they can be eliminated at a later time.

Summary

Zombie eradication is a service to your community. If you are able bodied and have the means, it is considered your duty as an American citizen. Be considerate of your fellow survivors when eradicating Zombies. Always consider what lays beyond your target. A bright future awaits those who responsibly hasten the restoration of society.

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Burning Zombies can be an effective method of eradication. Make sure that the fire can be contained. This Zombie spread a fire from one building to another, destroying much of Kutztown, Pennsylvania.

[Photo courtesy Mr. Schüdenhofferstein]