

THE ZOMBIE COMBAT MANUAL

A GUIDE TO FIGHTING THE LIVING DEAD

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ILLUSTRATIONS BY Y. N. HELLER

Figure 1

Undead Rates of Speed Relative to Condition






UNDEAD CONDITION	AVERAGE PACE
 <p data-bbox="748 426 837 478">Upright, no damage</p>	23 minutes/mile
 <p data-bbox="748 726 833 779">Upright, slight limp</p>	25 minutes/mile
 <p data-bbox="748 1031 837 1083">Upright, severe limp</p>	30 minutes/mile
 <p data-bbox="748 1293 870 1346">Crawling, one leg missing</p>	45 minutes/mile
 <p data-bbox="748 1591 886 1644">Crawling, both legs missing</p>	60 minutes/mile

Figure 2

Primary and Secondary Targets on Undead Skull

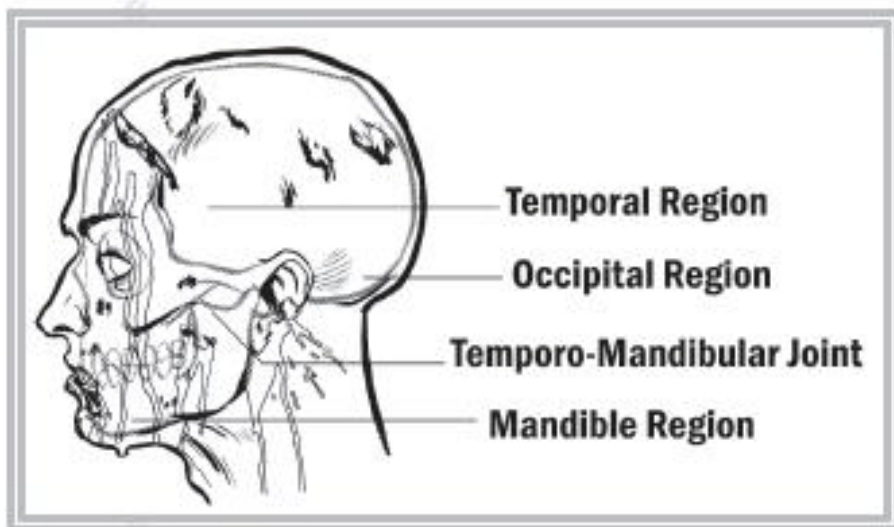
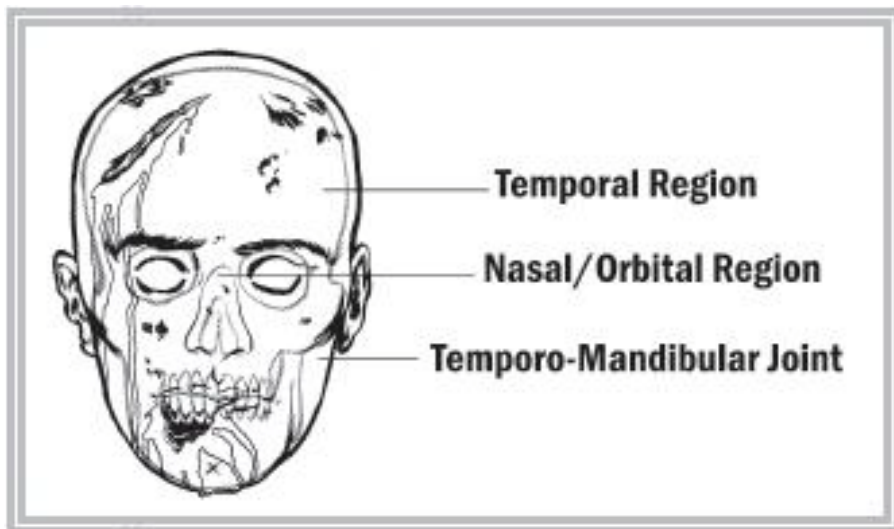


Figure 3

The Ectocombatant

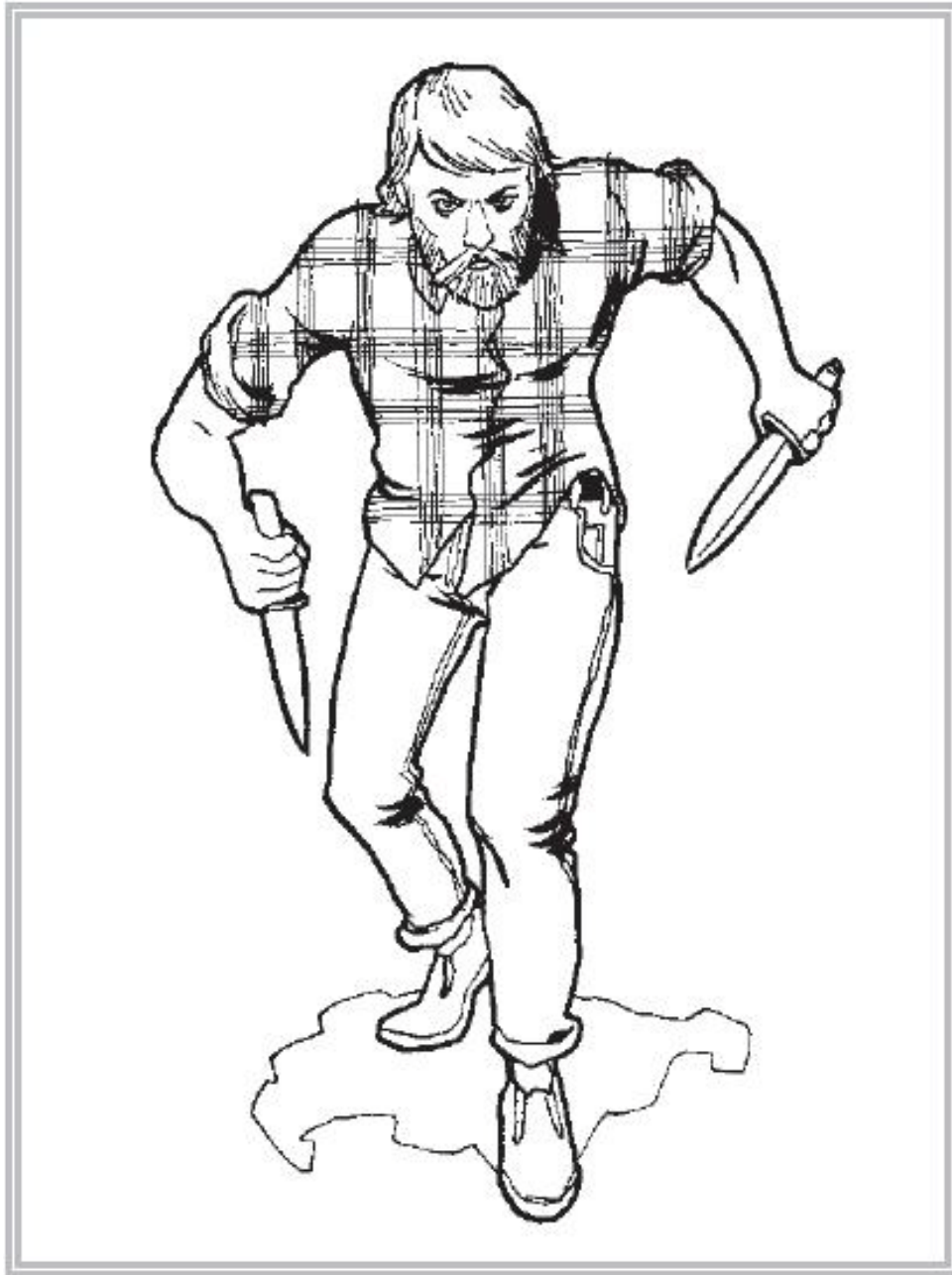


Figure 4

The Mesocombatant

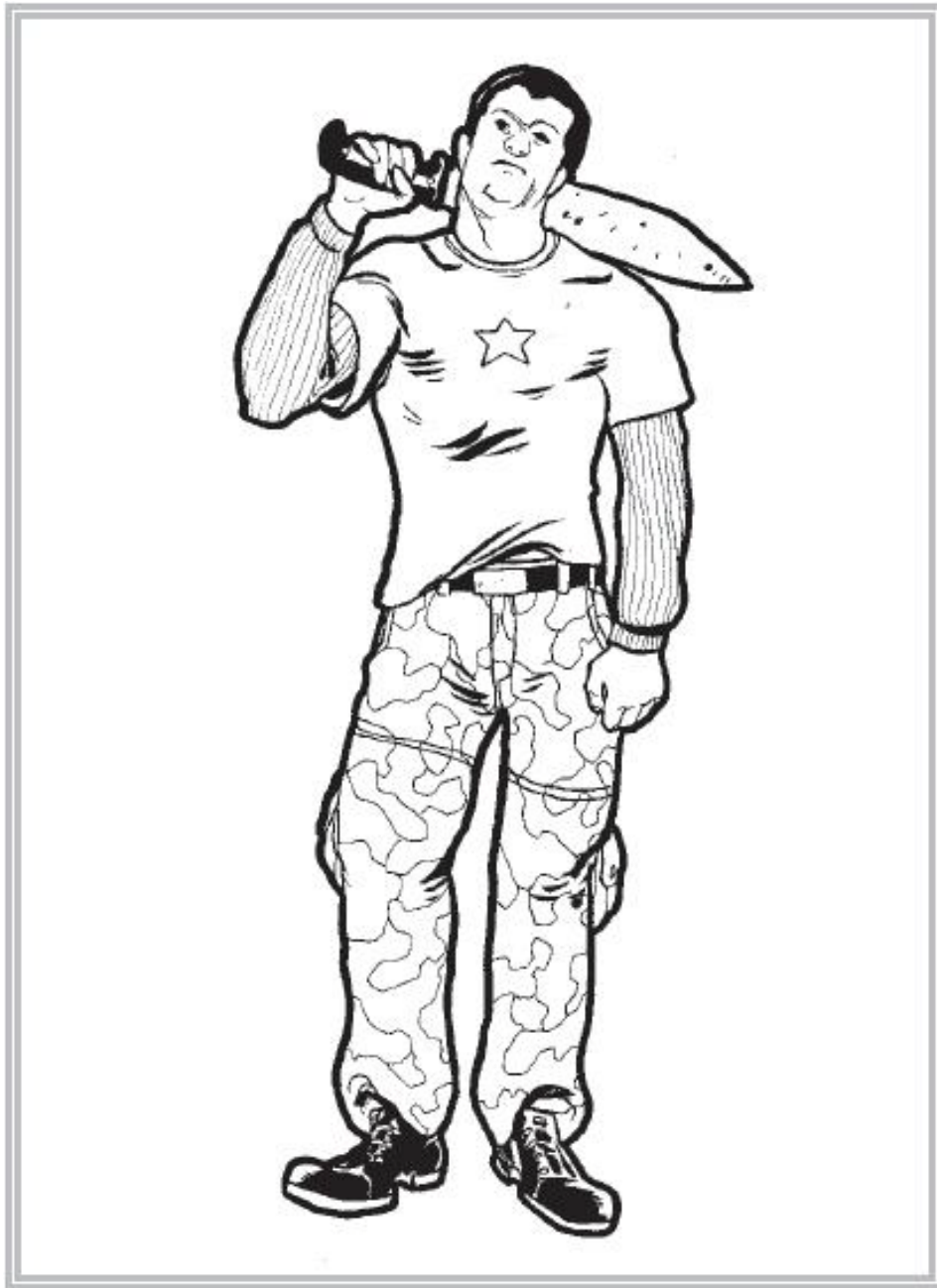


Figure 5

The Endocombatant

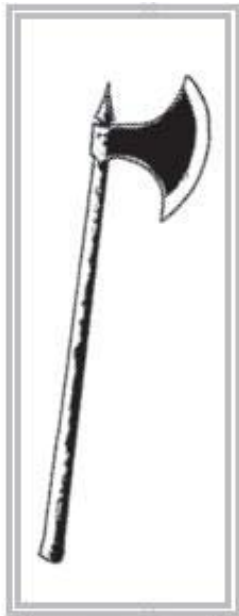


Figure 6

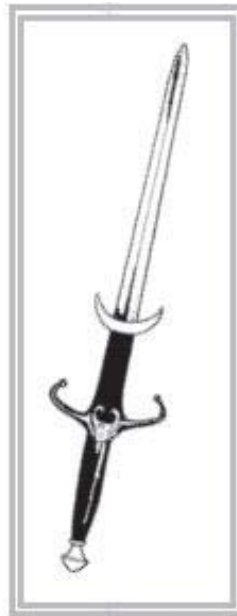
Long-Range Weapons



SPEAR



VIKING AXE



ZWEIHÄNDER



NAGINATA

Figure 7

Medium-Range/Melee Weapons



MACE



KUKRI



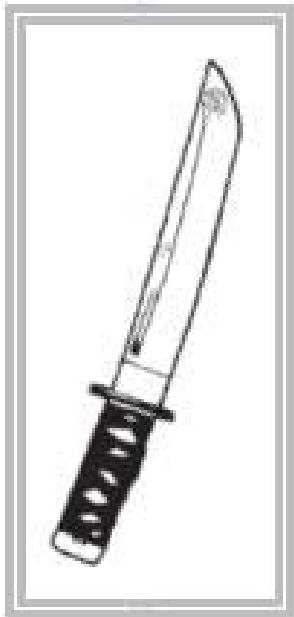
EXPANDABLE BATON



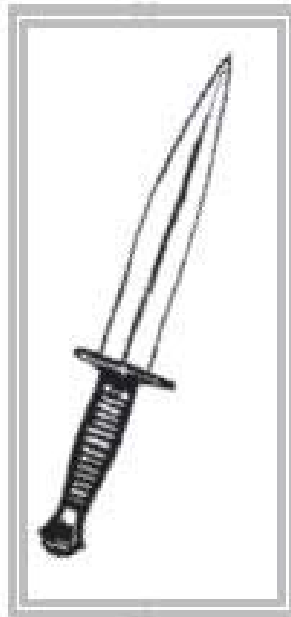
TOMAHAWK

Figure 8

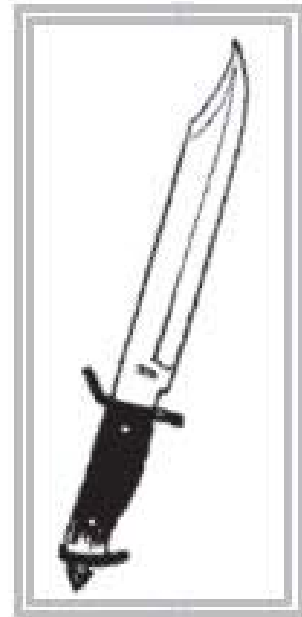
Close-Quarters Weapons: Blade Variations



Tanto



Stiletto



Bowie

Figure 9

The Cross-Draw Position



Figure 10

Improvised Weapons: The Farm



LANDSCAPING SHOVEL



MACHETE



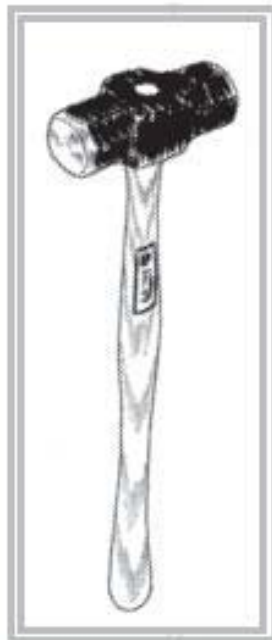
PITCHFORK

Figure 11

Improvised Weapons: The Garage



SIDEWALK SCRAPER



SLEDGEHAMMER



CROWBAR

Figure 12

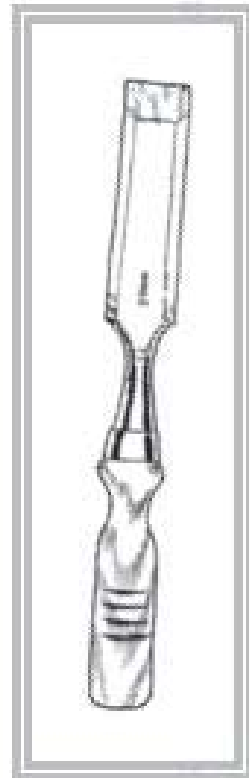
Improvised Weapons: The Toolbox



SCREWDRIVER



CLAW HAMMER



CHISEL

Figure 13

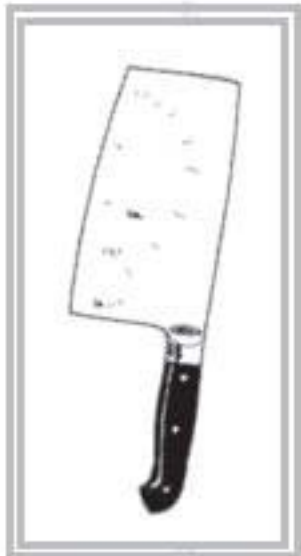
Improvised Weapons: The Kitchen



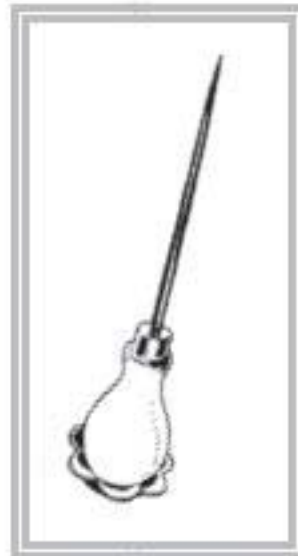
CHEF'S KNIFE



FRYING PAN



CLEAVER



ICE PICK

Figure 14

Improvised Weapons: The Stadium



BASEBALL BAT

Figure 15

Child Transport Systems



Stroller



Sling



Mobility Carriers

Figure 16

The Bane Spike

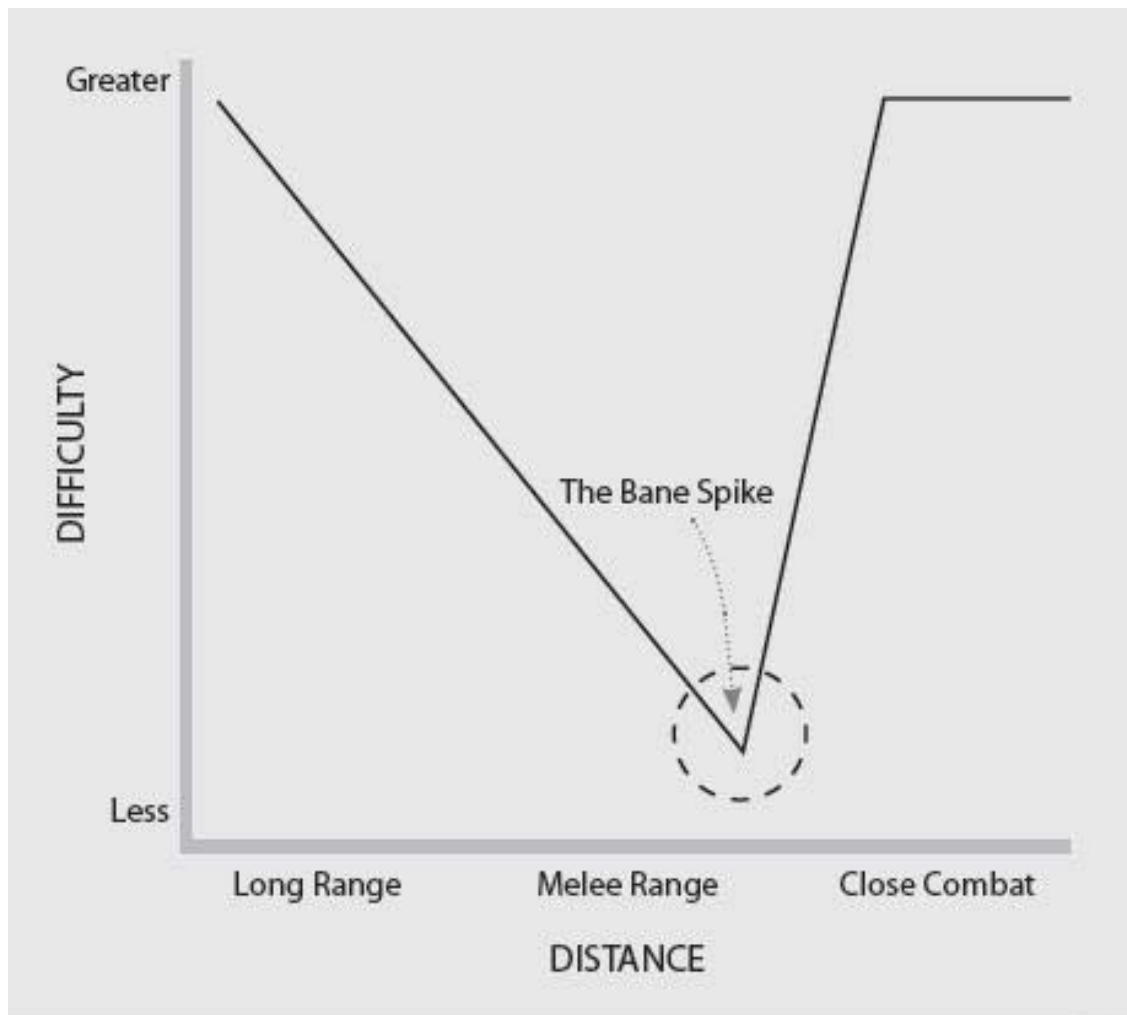


Figure 17

THE BLINDSIDE

1. Hold your weapon near the middle and end of the shaft with both hands.



2. Raise your weapon and pivot at the waist.



3. Strike the side of the skull in the region above the ear.



4. Follow through on your swing.

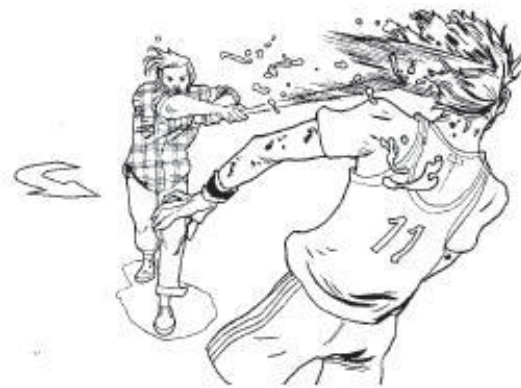


Figure 18

THE SKULLCAPPER

1. Hold your weapon near the middle and end of the shaft.



2. Aim for the bridge of the nose.



3. Thrust forward aggressively, driving the blade through the skull.



4. Retract your weapon to ensure that it does not get stuck within the skull cavity. A powerful enough thrust can shear the top of a ghouls head clean off.

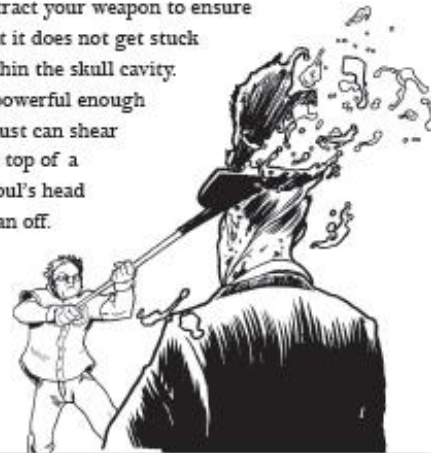


Figure 19

THE MUSASHI

1. Raise your weapon and pivot at the waist.



2. Strike the side of the neck, following through on your swing.



3. Repeat until the head is separated from the torso.

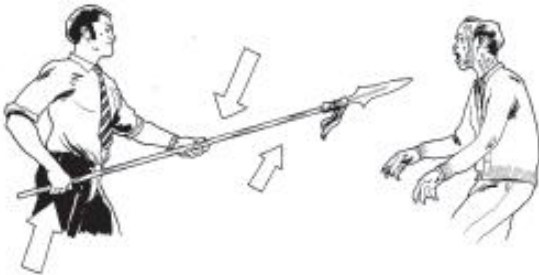


4. Finish with a neutralizing blow to the severed head.



Figure 20

1. Hold your weapon near the middle and end of the shaft.



2. Aim the sharpened point of your weapon at the base of the ghoul's throat.



THE KABOB

3. Raise the point until it is under the chin, just inside the mandible.

4. Drive the weapon through the jaw and upward into the braincase.



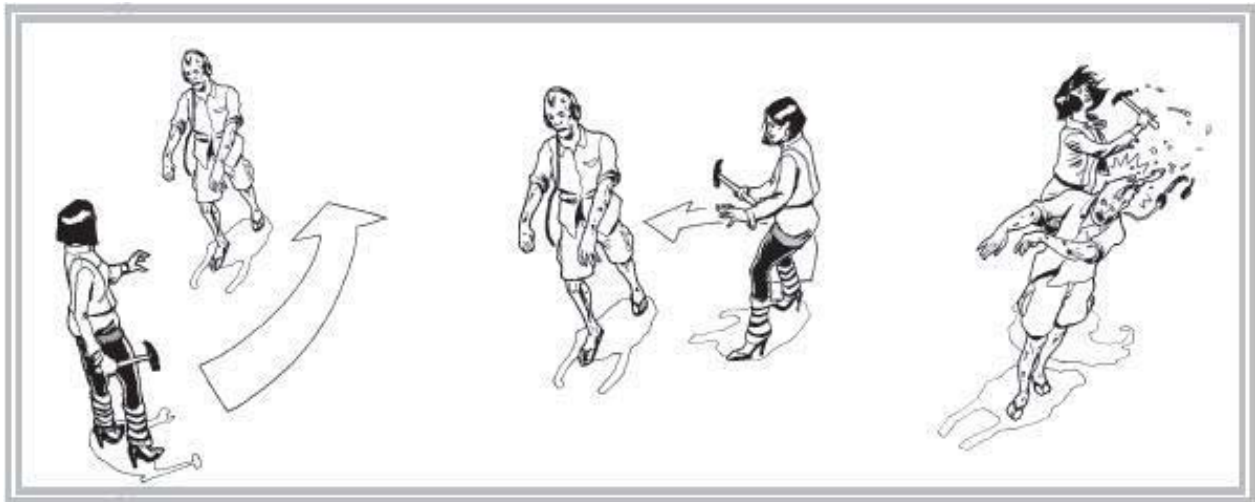
Figure 21



The Fatal Funnel

Figure 22

The StraCirs Technique



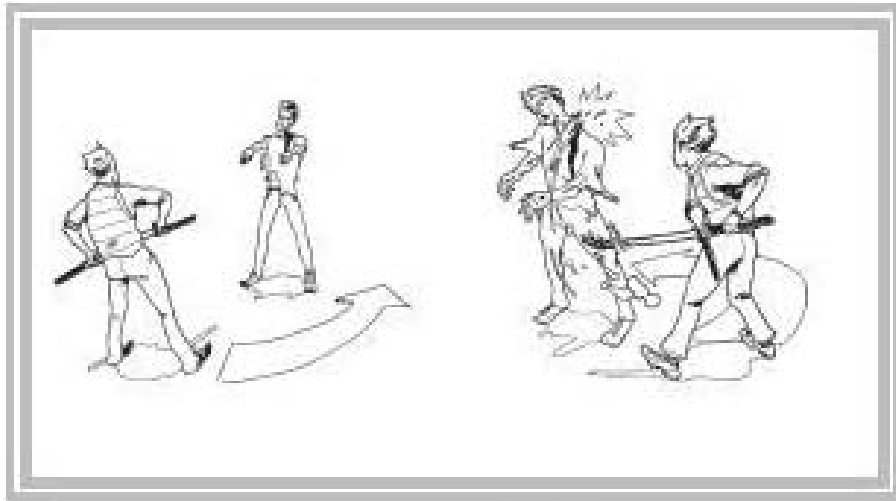
1. Strafe

2. Circle

3. Strike

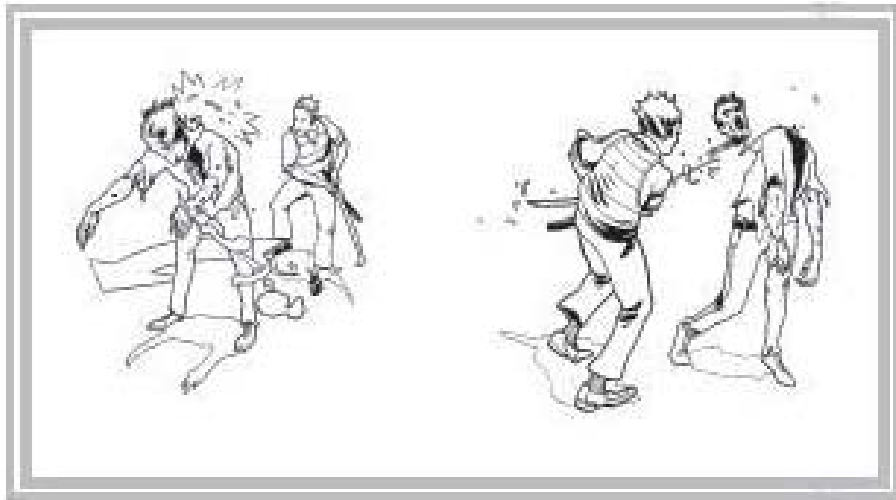
Figure 23

The Lumberjack



1. Circlestrafe

2. Strike



3. Repeat

4. Finish

Figure 24

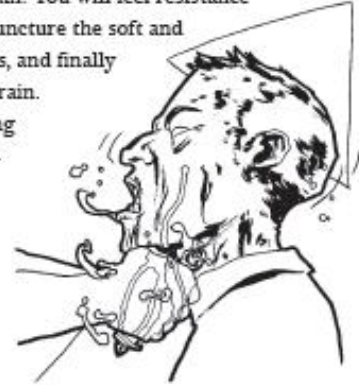
MIDDLE CRANIAL FOSSA (MCF) ATTACK

1. Draw your weapon from its sheath (ideally mounted on your chest in the cross-draw position).

2. Position the weapon so the point rests directly under the ghoul's chin.



3. Drive the weapon straight up through the jaw into the brain. You will feel resistance once you puncture the soft and hard palates, and finally reach the brain. Keep driving the weapon upward.



4. Forcefully retract your weapon to avoid catching it in the skull cavity.

5. Push the zombie away so its carcass does not fall on your body.

Figure 25

1. Draw your weapon and position it outside the ear cavity.



2. Forcefully thrust the weapon into the ear canal upward toward the brain, driving the weapon to its hilt.



THE Q-TIP

3. Twist the weapon, which aids in weapon extraction.

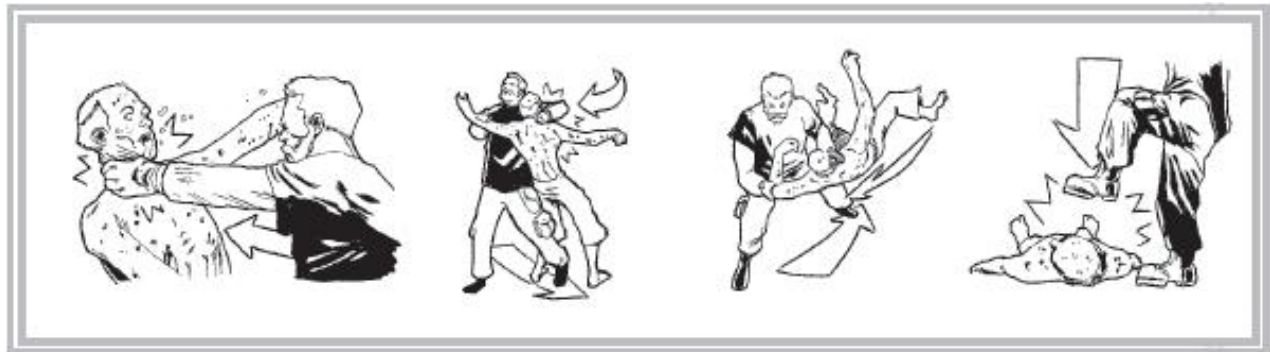


4. Extract your weapon vigorously and push the body away.



Figure 26

Outside Sweep and Stomp (OSS)



1.

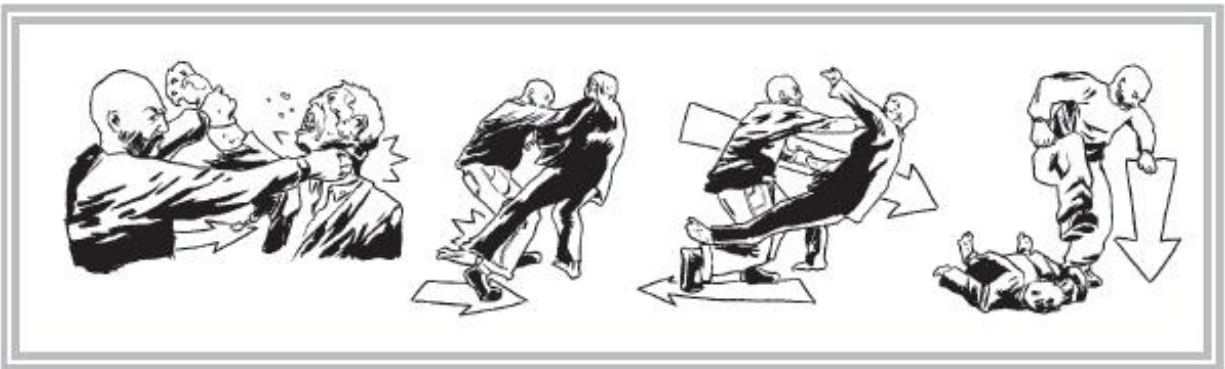
2.

3.

4.

Figure 27

Inside Sweep and Stomp (ISS)



1.

2.

3.

4.