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LIVING IN AN UNDEAD WORLD

What if the unthinkable happened? If zombie hordes grew large enough to dominate the entire planet? This would be a Class 4 or doomsday outbreak, in which humanity is driven to the brink of extinction. Improbable? Yes. Impossible? No. Governments of any type are nothing more than a collection of human beings—human beings as fearful, shortsighted, arrogant, closed-minded, and generally incompetent as the rest of us. Why would they be willing to recognize and deal with an attack of walking, bloodthirsty corpses when most of humanity isn't? Of course, one could argue that logic such as this might stand up in the face of a Class 1 or even Class 2 outbreak, but the threat posed by even a few hundred zombies would surely be enough to galvanize our leaders into action. How could they not? How could those in power, especially in such a modern, enlightened age as ours, ignore the spread of a deadly disease until it reached plague proportions? Just look at the world governments' response to the AIDS epidemic, and you will have your answer. But what if the "authorities" did recognize the threat for what it is—and were unable to control it? Massive economic recession, world war, civil unrest, or natural disasters could easily distract government resources from a rapidly growing outbreak. Even in perfect conditions, containing anything larger than a Class 2 outbreak is extremely difficult. Imagine trying to quarantine

a large city like Chicago or Los Angeles. Of the millions attempting to escape, how many of those would already be bitten, spreading the infection far beyond the quarantined area?

But wouldn't the vast oceans that make up the majority of our planet save us? Wouldn't those in Europe, Africa, Asia, and Australia be safe from a festering outbreak in North America? Perhaps. This is assuming all borders are sealed, all air traffic has ceased, and every world government is aware of and working to stop the outbreak. Even so, with the undead ranks already in the tens of millions, is it possible to stop every aircraft with an infected passenger, every ship with an infected crewman? Is it possible to patrol every inch of coastline to watch for a waterborne ghoul? At this point, sadly, the answer is no. Time is on the side of the undead. With each day, their ranks will swell, making containment and extermination more and more difficult. Unlike its human counterparts, an army of zombies is completely independent of support. It will not require food, ammunition, or medical attention. It will not suffer from low morale, battle fatigue, or poor leadership. It will not succumb to panic, desertion, or out-and-out mutiny. Like the virus that gave it life, this undead force will continue to grow, spreading across the body of this planet until there is nothing left to devour. Where would you go? What would you do?

THE UNDEAD WORLD

When the living dead triumph, the world degenerates into utter chaos. All social order evaporates. Those in power, along with their families and associates, hole up in bunkers and secure areas around the country. Secure in these shelters, originally built for the Cold War, they survive. Perhaps they continue the façade of a government command structure. Perhaps the technology is available to communicate with other agencies or even other protected world leaders. For all practical purposes, however, they are nothing more than a government-in-exile. With the total collapse of law and order, small bands of individuals



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bandits, and common thugs want and indulging in what at the end of any civilization as it sounds, orgies of people believing that this day is their last spring up all around the nation.

What police and military forces are left serve as protection for the government in hiding, desert in an attempt to save their families, or degenerate into bandits themselves. A total collapse in communication and transportation sweeps the globe. Isolated cities become open battlegrounds, with scattered groups of citizens fighting to defend barricaded areas from both ghouls and human renegades. Neglected machines eventually break down or, in some cases, blow up. Reactor meltdowns and other industrial accidents are common, polluting the landscape with toxic chemical by-products. The countryside flourishes with zombies. With cities picked clean of humans, the undead fan out in search of prey. Country homes and suburban neighborhoods are torn to shreds as citizens flee, attempt to stand and fight, or wait helplessly for the slouching multitudes to engulf them. The carnage is not limited to humans: The air is thick with the shrieks of farm animals trapped in pens, or even family pets trying bravely to protect their masters.

As time passes, the fires die, the explosions cease, the screams fade. Fortified areas begin to run low on supplies, forcing the occupants to face their undead attackers during foraging missions, evacuations, or battles driven by desperate insanity. Casualties will continue to mount as many well-protected and well-supplied but weak-willed humans take their own lives out of sheer despair.

The looters previously mentioned fare no better than any other human. These modern-day barbarians became such because of their disrespect for law, their hatred of organization, their choice of destruction over creation. Their nihilistic, parasitic existence feeds off the riches of others instead of producing their own. This mentality prevents them from settling down and building a new life. They are always on the run, fighting off the undead no matter where they stop. Even if they succeed in fending off this external threat, their need for

anarchy eventually leads them to turn on each other. Many of these societies will be held together by the strong personality of a chieftain. Once he or she is gone, there will be nothing to hold the group together. A disbanded gang of thugs, wandering aimlessly through hostile ground, cannot survive forever. After several years, little will be left of these ruthless human predators.

It is difficult to say what will happen to the remnants of government. This will depend greatly on which country we are talking about, what resources it had before the crisis, and what type of government it was. A society living for ideals such as democracy or religious fundamentalism stands a greater chance of survival. These survivors will not need to depend on the personal magnetism (or intimidation) of a single individual. Some Third World dictator might hold his minions together only as long as he survives. As with the barbarian gangs, his demise, or even a simple display of weakness, could spell the end for the entire "government."

But no matter what happens to the surviving humans, there will always be the walking dead. With glazed eyes and gawking mouths, their putrid forms will cover the earth, hunting all living things within their grasp. Some species of animals will undoubtedly face extinction. Others who are able to escape this fate may find ways to adapt and even thrive in a radically changed ecosystem.

This post-apocalyptic world will appear as a devastated landscape: burned-out cities, silent roads, crumbling homes, abandoned ships rusting offshore, gnawed and bleached bones scattered over a world now ruled by machines of walking dead flesh. Fortunately, you will not see this, because before it happens, you will be nowhere near!

STARTING OVER

In "On the Defense," you learned how to prepare a space for what could be a long siege until rescue. In "On the Run," you learned how to travel for what could be great distances until reaching safety. Now

scenario. In this scenario, you must be able to escape an civilization, find a remote, uninhabited corner of our planet (there are more than you think), and rebuild your life from scratch. Imagine a group of shipwrecked survivors on an island, or a human colony on a new planet. This must be your mind-set to survive. No one is coming for you, no rescue planned. There are no friendly forces to run to, no battle lines to hide behind. The old life is gone forever! The new one, in terms of both quality and duration, will be entirely up to you. As horrifying as this prospect sounds, remember that humans have been adapting and rebuilding since the beginning of our history. Even today, when society appears to have softened us beyond redemption, the will to survive is deep within our genes. Ironically, in a worst-case scenario, your greatest challenge will be dealing with day-to-day life and not the living dead. In fact, if your survival strategy works perfectly, you may never even see a zombie. Your goal is to create a safe little microcosm of the world, equipped with everything you will need to not only survive but maintain a modicum of civilization.

And when is the best time to start? Immediately! An all-out war might never happen. It might be years away. But what if it's soon? What if a Class 1 outbreak has already begun and is going unchecked? What if a Class 2 or even Class 3 outbreak has begun in a totalitarian country where the press is highly censored? If so, an all-out war could be months away. In all probability, this is not the case. But is it any reason not to be prepared? Unlike stocking up for a siege, preparing to recreate a tiny corner of civilization takes a tremendous amount of time. The more you have, the better off you will be. Does this mean you should give up your entire life and do nothing but prepare for the end of the world? Of course not. This text was prepared to coincide with the average citizen's conventional lifestyle. Minimum preparation, however, should take no less than 1,500 hours. Even if spread over the course of several years, this is a formidable amount of time. If you believe you can accomplish everything by "cramming" at the eleventh

hour, by all means, don't lift a finger now. But you may think twice about beginning to build your ark once it has already started raining.

GENERAL RULES:

- 1. ASSEMBLE A GROUP:** As detailed in previous chapters, collective response is always preferable to an individual attempt. A group will extend your financial resources, allowing for the purchase of a greater amount of land and equipment. As with a siege, a greater variety of skills will also be available. Unlike a siege, in which you will be lucky with whatever talents you find, preparing for a worst-case scenario allows the time to train members of your party in whatever skills are required. For example, how many blacksmiths do you know? How many doctors can find medicines in the wild? How many real urban dwellers know anything about farming? Specialization also allows for quicker preparation (a team scouts potential land while another acquires equipment, etc.). During the crisis, one or several members of your group could be sent ahead to the designated safe zone to prepare it if the situation gets worse. Of course, there are potential dangers. Unlike the relatively short sieges of protected areas, this long-term survival may lead to social problems unknown in modern society. People who believe help is eventually coming are much more likely to remain loyal than those who know the future is what they make it. Discontent, mutiny, even bloodshed are always a possibility. As is the mantra of this manual, be prepared! Take several classes on leadership and group dynamics. Books and lectures on basic human psychology are always a must. This knowledge will be instrumental in choosing your members and governing them later. To reiterate earlier statements, making a group of individuals cooperate over a long period of time is the hardest task on earth. However, when successful, this group will be capable of anything.



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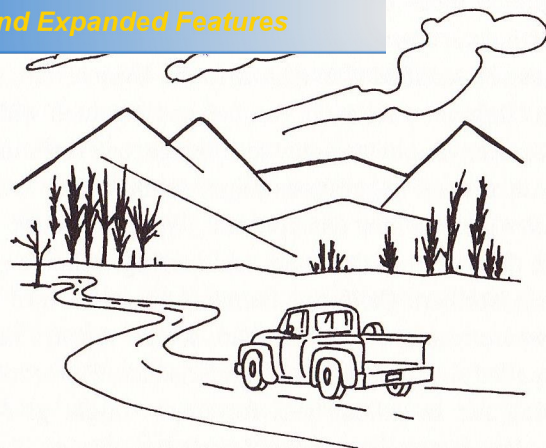
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you will be starting from scratch. If you were in this position now, you would discover, accumulate, and exchange. Your great advantage over the first sentient apes will be thousands of years of experience right at your fingertips. Even if you were to find yourself in some desolate, hostile environment with no tools whatsoever, the knowledge stored in your brain would still put you light-years ahead of the most well-equipped Neanderthal. In addition to general survival manuals, you should also add works on other worst-case scenarios. Many books have been published concerning wilderness survival in a nuclear war. Make sure these are as up-to-date as possible. Stories of true-life survival will also be a great help. Accounts of shipwrecks, plane crashes, even early European colonists will contain a treasure trove of dos and don'ts. Learn about our ancestors and how they adapted to their environment. Fictional accounts, as long as they are based in fact, may also be helpful, such as *The Life and Adventures of Robinson Crusoe*. Absorbing all these stories, both true and fictional, will help you realize you are not the first to attempt such an endeavor. Knowing that "it's been done" should be a calming influence as you embark upon your new life.

- 3. WEAN YOURSELF OFF LUXURY ITEMS:** Most of us dream of a simpler yet more nutritious diet. "I'm cutting down on coffee," "I need to have less sugar," "I'm trying to eat more leafy greens" are phrases we either speak or hear frequently in everyday life. Living through a Class 4 outbreak would leave you with little choice. Even in ideal conditions, it would be impossible to grow or produce every food and chemical you now enjoy. To go from so much to zero overnight would be a significant shock to your system. Instead, begin to cut down on the foods and luxury items you will not have in your new home. Obviously, you will need to know what this new environment is and what you will be able to produce there. Even without going down a long list now, common sense

will dictate exactly what you can and cannot live without. For example, as much as you love them, tobacco and alcohol are not part of human physiology. Cravings for vitamins, minerals, and sugar can be satisfied with natural foods. Even certain medications such as light pain relievers can be supplemented with skills like acupuncture, various massage techniques, or even simple meditation. All of these suggestions might sound a little too foreign or "crunchy granola" for our practical, Western society. Remember though that many of these diet and healing techniques originated not with Northern California burnouts but with Third World societies where resources were and are scarce. Always keep in mind how spoiled Americans are in comparison to the rest of the planet. Studying the so-called "less fortunate" might give you some insight into how to handle problems with simpler, if not as comfortable, means.

- 4. REMAIN VIGILANT:** Implementing plans for a Class 4 outbreak should begin during the early stages of a Class 1. At the first sign of an outbreak (bizarre homicides, missing persons, unusual diseases, contradictory press, government involvement), contact all members of your group. Begin discussing your plans for evacuation. Make sure none of the laws have changed concerning travel, permits, equipment licenses, etc. If the outbreak expands to Class 2, prepare to move. Catalog and pack all your gear. Send a scouting party ahead to prepare the safe zone. Begin the first stage of your alibi. (If it's a funeral of a loved one, let it drop now that the loved one is ill.) Be ready to leave at a moment's notice. Once the outbreak expands to Class 3, get out!
- 5. TO THE ENDS OF THE EARTH!:** You may be tempted to remain in your home or your newly constructed defensive zombie fortress permanently instead of heading for the wilderness. This is not recommended. Even if you lived in some sort of compound that is well-stocked and well-protected, with the means of pro-



ducing food and water for decades to come, the chances of survival would be marginal. Urban zones will, in the immediate future, become the center of vicious combat between the living and the dead. Even if your fortress survived these street battles, it would eventually fall victim to extreme military measures, such as saturation bombing. As discussed previously in “On the Defense,” urban centers are the most likely areas for industrial accidents, large fires, and so on. Simply put: Stay in the city, and you stand little or no chance for survival. Suburban and even settled country areas will fare no better. As the numbers of living dead increase, they will almost certainly find your dwelling. A siege that begins with dozens of zombies will turn into hundreds, thousands, then hundreds of thousands in a short time. Once they find you, they will never leave. If anything, their moans, the collective shriek of several thousand zombies, will alert others hundreds of miles away. Theoretically, you could find yourself besieged by more than a million zombies.

Of course, it may not come to that. If your fortress is in the Midwest, Great Plains, or even Rocky Mountains, the chances of a

million-zombie siege are small (though not impossible!). In these places, however, there is a greater possibility of bandits. We will not know exactly what these brigands of the future will look like—whether they will travel on motorcycles or horses, carrying swords or military firepower. What is certain is that they will always be on the lookout for loot. As time goes by, this might mean women. Later it could mean children for slavery or new warriors. And, as if the threat of zombies were not bad enough, these ruffians could eventually look to their fellow humans as a last-ditch source of food. If they discover your compound, they will attack. Even if you repel an assault, one survivor is enough to put your fortress on the map forever. Until these gangs eventually self-destruct, you will always be their target. So when you run, it must be far away from all civilization. Not just far enough where the only thing you see is a road. There must be *no* road, no power or telephone lines—nothing! It must be on the fringes of the globe, a place uninhabited by humans. It must be far enough away to make zombie migration difficult, make a bandit raid impractical, and make the risk of industrial fallout or military strikes insignificant. Short of flying to another planet or colonizing the bottom of the ocean, it must be as far as you can get from the centers of humanity.

6. KNOW YOUR LOCATION: When it comes time to flee, don’t just pack up the Jeep, head north, and hope you find some nice safe nook in the Yukon. When planning to escape the living dead, *especially* in an uninhabited part of the world, you must know *exactly* where you are going. Spend time studying the most up-to-date maps. Older maps may not have roads, pipelines, outposts, or other structures listed. When choosing your location, make sure the following questions are answered:

- A. Is it remote—at least several hundred miles from any civilization?
- B. Does it have a source of fresh water for not only you but any

Remember that you will require
including drinking, washing,

- C. Does it have the capacity to produce food? Is the soil good enough for growing? What about animal grazing or fishing? Will foraging produce enough *consistent* sustenance without being depleted?
- D. Does it have any natural defenses? Is it atop a high peak or surrounded by cliffs or rivers? During an attack by the living dead or human bandits, will the terrain aid you or your enemy?
- E. What are its natural resources? Are there building materials such as wood, stone, or metal? What about fuel such as coal, oil, peat, or again, wood? How much building material would you need to bring with you in order to construct a compound? How much of the local flora has medicinal properties?

All these questions must be answered before you even begin to consider a permanent refuge. Building materials and natural defenses are negotiable. Food, water, and extreme distance are *not!* Without any of those three essential elements, you seriously compromise your long-term survival. When choosing your new home, make a list of at least five possible places. Visit them all, preferably in their harshest season. Camp at least a full week with primitive gear and zero outside contact. Only then should you make your decision about which is best suited to your needs.

7. **BECOME AN EXPERT:** Research your potential new home thoroughly. Read every book, every article, every sentence written about it. Examine every map and photograph. The type of terrain you choose will have its own specific survival manuals. Purchase and study them all. In addition, study the accounts of earlier, indigenous peoples who lived in similar environments. Again, visit the site many times, and during every season. Spend at least several weeks there, exploring and camping in every sector. Get to

know each tree and rock; every sand dune or ice floe. Calculate the most efficient source of food production (farming, fishing, hunting, gathering) and how many humans the land can support with this method. The answer will be vital in choosing the size of your group. If legally possible, purchase the land. This will allow you (resources permitting) to begin construction of an actual dwelling. It may not be your permanent domicile, but it should at least be something that can shelter you during construction of your future compound. If small and functional, it should serve as a storage shed for pre-stocked supplies. If large and comfortable, it could serve as a second home or vacation getaway. Many people during the Cold War built vacation homes that also served as potential escapes from nuclear holocaust. Familiarize yourself with the nearest local population. If they speak a different language, learn it, as well as local customs and personal history. Their knowledge and expertise should complement your book-learned education on the environment. *Never* tell the locals why you are there. (More on that later.)

8. **PLAN YOUR ROUTE:** Follow the rules relating to this section in "On the Run." Then multiply them by a hundred. Not only will you face the dangers of closed roads and natural barriers, but you will be crossing a landscape crawling with zombies, bandits, and all the chaotic elements of an imploding society. And all this is before a state of emergency is declared! Once that happens, all your previous problems will pale next to the threat of your own military. Unlike simply fleeing a zombie-infested zone, you will not have the luxury of choosing from a variety of possible destinations. There can only be one, and you will have to reach it to survive. As has been stated many times before: *Advance planning can never be taken for granted!* It should even be a factor in choosing your location. For example, a remote oasis in the middle of the Sahara Desert sounds great, but how will you get there if the airlines stop flying? Even an island several miles off the coast could

ve a boat. All the lessons
o. What it does not cover
say, you buy a piece of

land in the wilds of Siberia, and the airlines are still flying—but
Russia has closed its borders? This does not mean you shouldn't
choose a place in Siberia, but make sure you've set up the means
(legal or otherwise) to enter the country.

9. PLANS B-C-D-E!: What if your first means of transportation
doesn't work? What if the road or waterway is blocked? What if
you discover that your safe haven has been overrun by zombies,
bandits, the military, or other refugees? What if a thousand more
things go wrong? Have backup plans. Map out potential hazards
in your path and develop individual, tailor-made ways to counter
them. Alternate vehicles, routes, even a backup safe area that,
while it may not be as ideal or prepared as the first, will at least
keep you alive long enough to think up a new strategy.

10. LIST YOUR GEAR, BE READY TO SHOP: Any competent
disaster-survival manual should catalog everything you will need
to begin a new life. Always maintain three detailed and up-to-date
lists: 1. What you absolutely need to survive. 2. Equipment to help
build and expand your dwelling and surroundings. 3. If not all the
comforts of home, at least a close approximation. If finances per-
mit, purchase all your items immediately. If not, know where to
purchase them. Check prices and locations frequently. Keep track
of suppliers that have moved and locate substitutes for those that
have gone out of business. Always have at least two backup
options in case your primary supplier runs out of stock. Make sure
the suppliers are within several hours' driving distance at most. Do
not depend on catalogs or on-line purchases. So-called "express"
freight is unreliable enough in normal circumstances. What would
it be like in an emergency? Keep all this information with your list.
Adjust it accordingly. Always have a cash reserve for the bare



essentials (the total amount will depend on the prices of your
gear). Even before the situation spirals out of control, checks and
credit cards will not compare to the comfort of paper money.

11. CONSTRUCT DEFENSES: Nothing is more important than
those structures that aid in your protection. Once you have estab-
lished your group in a quiet corner of the wilderness, begin for-
tifying it immediately. You never know when the odd zombie
will stumble into your camp, attracting others with its moans.
Formulate detailed plans for your defense. The layout should be
scouted and building materials either purchased or designated
from the terrain. Everything, including building materials, tools,
and supplies, should already be in place by the time you arrive, so
there is nothing left to do but build. Remember: Your defenses
must protect you not only from zombies but from bandits as well.
Also remember that those human attackers will, at least in the
beginning, possess firearms and perhaps explosives. If they suc-
ceed in breaching your defenses, always have a fallback position
prepared. This secondary defense could be a fortified house, a
cave, or even another wall. Keep it maintained and ready for
action. A strong fallback position could be the turning point in an
otherwise hopeless battle.

12. PLAN AN ESCAPE ROUTE: What if during an attack, your
defenses are breached? Make sure everyone knows the escape

or her own. Ensure that
acked and ready at all
times. Designate a rally point for your meeting group, a place to
reassemble if scattered during an attack. Deserting your new
“home” will not be psychologically or emotionally simple, espe-
cially after all the time and energy you have spent building it.
People around the world who live in precarious situations will tell
you how hard this can be. As attached as you may become to this
place you now call home, it will always be better to cut and run
than die defending it. An alternate location should also be chosen
well before you land in your new home. It should be far enough
away that zombies or raiders cannot track you from one place to
another. It should also be close enough that an overland trek is pos-
sible under the harshest conditions (you never know when you
might have to abandon your first base). Again, it must be chosen
before the outbreak. Scouting for a new home or anything else
after an outbreak won’t be easy (see following section).

13. **BE ON GUARD:** Once you are settled in, defenses built, dwellings erected, crops planted, labor divided, by no means should you ever truly relax. Lookouts should be posted at all times. Keep them camouflaged and equipped with a reliable way to alert the others. Make sure the means of alarm will not alert the attackers as well. Designate a secure perimeter outside your fixed defenses. Keep that perimeter patrolled both day and night. People venturing outside the compound should never do so alone, and never unarmed. Those within camp should always be within several seconds of the weapons locker, ready for battle in case of attack.
14. **REMAIN CONCEALED:** Although the topography of your location should minimize the chances of discovery, you never know when a zombie or raider will venture close to your camp. Make sure no lights can be seen at night. Make sure the smoke

from your fires is extinguished before daybreak. If the area’s natural elements do not already camouflage your compound, do so artificially. Practice “noise discipline” at all hours of the day and night. Yell only when necessary. Insulate your communal buildings so that music, conversation, and other sounds will not escape. During new construction and day-to-day maintenance, post additional scouts at the outer limit of the potential noise range. Remember that the slightest sound may be carried on the wind and can betray your position. Always determine which way the wind is blowing, either in the direction of possible inhabitants (the direction you came from) or across a known safe area (a large body of water, deep desert, etc.). If your power source is noisy (e.g., a fossil-fuel generator), make sure it is insulated and used sparingly. Such a constant state of heightened vigilance will be difficult at first. As time goes by, it will become second nature. Life was lived in this fashion for centuries from medieval Europe to the steppes of central Asia. Most of humanity’s history has been the story of small islands of order in an ocean of chaos, people scratching to survive with the constant threat of invasion always hanging above their heads. If they could survive in this manner for countless generations, then, with a little practice, so can you.

15. **REMAIN ISOLATED:** Do *not* give in to curiosity under *any circumstances*. Even an expert scout, highly trained in the art of stealth, can accidentally lead armies of undead back to the compound. If your scout is captured and tortured by brigands, the bandits may learn of your location. Beyond the more dramatic threat of zombies or bandits, there is always the risk of your scout contracting some conventional disease and infecting the rest of the population (with few medicines at your disposal, an epidemic of any kind could be devastating). Staying put does not mean staying ignorant of the outside world. Dynamo- or solar-powered radios are a perfectly safe means of gathering information. But listen only! Transmitting will reveal your position to anyone with even

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 had idea to keep all trans-
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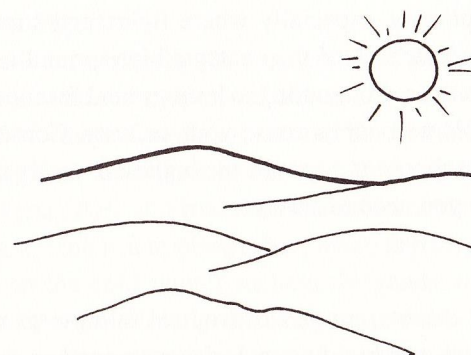
moment's weakness could doom your entire existence. Your leadership training will be the best instruction on how to handle such a delicate matter.

TERRAIN TYPES

Examine a map of the world and find the best land and mildest climate. Overlay it with the densest population, and you will see a perfect match-up. Early humans knew what to look for when they began to build communities: moderate weather, fertile soil, plentiful fresh water, and a bounty of natural resources. These prime spots became the first centers of humanity, expanding outward into the modern population centers we know today. It is this way of thinking, this perfectly logical thought process, that you will have to completely abandon when choosing your new home. Back to the map. Say you find a place that looks immediately attractive. Chances are that several million people will be thinking the same thing when their time comes to flee. Combat this thinking with the slogan "harsher is safer," and to be as safe as possible, you will have to find the harshest, most extreme places on Earth. You will have to find an area that looks so unattractive, so inhospitable, that the last thing you would ever want to do is call it home. The following list of environments is provided to aid you in making an informed choice. Supplementary texts will give you more detailed information concerning their exact weather patterns, available food, water, natural resources, and so on. What this section demonstrates is how they relate to all the factors associated with an undead world.

1. DESERT

Second only to the polar regions, this is one of the harshest and, therefore, safest environments in the world. Despite what we see in movies,



deserts are rarely oceans of sand. Rocks can easily be broken and shaped for building comfortable homes and, more important, defensive walls. The more remote your camp is, the greater chance it will have of avoiding raiders. These renegade scavengers will not be interested in riding across any deep desert where they know no major outposts exist. What would be the point? Even if some tried, the intense heat and lack of water would probably kill them off before they even reached your camp. Zombies, on the other hand, would not suffer from this problem. Heat and thirst are not part of the equation. The dry air would retard their already-slowed decomposition. If the chosen desert is situated between populated areas, such as those in the American Southwest, there will be a very real chance of some discovering your compound. Unless you build your fortification on top of a hill or large rock formation, the flat terrain will increase the need for artificial defenses.

2. MOUNTAINS

Depending on their location and elevation, this environment offers excellent defense against the living dead. The steeper the slope, the harder it will be for them to climb. If the mountain in question has no roads or wide paths, human bandits might also be deterred. Although high elevation allows a better view of the surrounding countryside, it also makes camouflage more difficult. Visual-concealment measures