A WORLD TURNED UPSIDE-DOWN

Some ramblings from an eyewitness to the collapse of Western Civilization

by an anonymous Strelo/k/
Dedicated to the anons of /k/ and /wrol/ — godspeed, brothers.

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Author's note: I apologize for the rambling and poorly-(self)edited nature of this booklet. I never originally planned to write it - it started out as a mere packing list and list of handy tips with different pieces written at different times, and grew and grew as over time as I continued to witness our society going from bad to worse.

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Glossary of Terms

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Chapter 1 - The Collapse

In one of the more memorable film scenes from *the Matrix*, Morpheus pauses before offering Neo the red pill and says to him;

"You're here because you know something. What you know, you can’t explain, but you feel it. You've felt it your entire life—that there’s something wrong with the world. You don’t know what it is, but it's there, like a splinter in your mind, driving you mad."

Based on the fact you are reading this, I assume you have this feeling too, that *something* is wrong with the world you live in, and it bothers you. As John Mosby puts it in the introduction to his excellent book *Forging The Hero*, "shit just ain't right" - very few if any of our institutions work the way we know they ought. They are grossly inefficient, pathetically incompetent or have strayed so far from their initial purposes they have forgotten their true mission. There are a number of reasons for this.

The first is of course that entities decay over time. The initial founder or founders are replaced by individuals lacking in those ineffable qualities, because the traits and abilities necessary to create a successful operation or entity are different than the traits and abilities selected for when climbing a corporate or organizational ladder. Founders tend to be somewhat awkward introverts who are highly driven, but CEO's tend to be more of a smart but average guy who gets along with most people and knows how to organize a party.

In America and Europe, institutional decay has also veered politically due to the left’s "long march through the institutions" - leftists discarded pure meritocracy to turn every possible entity into patronage programs, rewarding members of their coalition with comfortable positions in order to gain greater power. This did no serious harm when decision-marginal positions such as the labor force unionized, but not when the entire organization is in the same position.

For example, the maintenance department of the Washington DC metro resembles a Democrat Party electoral soirée more than anything else- passengers’ lives have been put at risk, and trains almost derailed, due to their "tick the box" attitude regarding maintenance. Anyone who served in the US military can testify the same attitudes have taken over training, with more time spent on sexual harassment awareness training each year than at the firing range. Similar attitudes and outcomes can be seen in African nations, where business or political positions are a reward for being a member of the right tribe or family rather than owed to individual ability and skill.

There is also a cultural element- the days of pioneers and explorers are long gone, the last corners of the world have been mapped out. If you watch a documentary on the scientists stationed in Antarctica, it resembles a reddit forum for quirky upper-class losers with fancy degrees. Medicine, NASA, the State Department, more... they are staffed with the nerdy section of the upper middle class, now reaching middle age and middle management.

The education system first, and the bureaucratic system after, spent decades beating this crowd of well-certified NPCs in suits into always following the rules and deferring to authority to solve all problems or disputes. *Things like risk-taking, adventurism, vitality and good judgement are very masculine behaviors. Schooling systematically destroys those traits, creating adults frightened by deviations from the status quo and with a constant desperate need for someone to tell them what expert opinion says.*

People are primed to look for certain signs indicating collapse, despite them not being remotely close to the way things actually happen. This is partly due to depictions in media, and may partly be due to intentional miseducation, in order to make the real collapse seem less obvious to you.

You will find that you rapidly adapt to the new normal- you may have less than you used to, but you put on a brave face and ignore the problems that weren't there a decade or two ago. You
reinterpret as your own decision something forced upon you by economic or social conditions. You can't rationalize something, so you don't acknowledge it happens. You reinterpret it as a voluntary, even fashionable, return to simplicity. You're punished or mocked if you speak out, so you learn to stay silent and compliant instead.

It seems as if roughly every 1500 years or so, civilization forms a powerful, cosmopolitan and interlinked globalized world-system, and then it collapses. The first we know of was the Late Bronze Age Collapse*, the second, smaller one, was the fall of the Roman Empire (whose knock-on effects hit as far as China), and it seems that unfortunately, the third shall be ours. (*see: https://www.youtube.com/watch?v=bRcu-ysocX4)

After the fall of Rome much of its former Empire became damn near uninhabited – essentially no cities, only low-intensity agriculture and wide swaths of former agricultural land reverted to forest. Technological levels collapsed to well below pre-Roman levels. The intent of this book is to help you, dear reader, create fertile soil in which to plant the seed of the next great civilization, while helping you with some knowledge to avoid the worst effects of the collapse as best you can.

I assume dear reader, that you live in the USA. Regardless, don't worry - wherever you live the same base principles will apply, though some aspects may be easier or harder depending on your local laws, conditions, and customs. Which brings me onto our next point: Collapsing civilizations have several symptoms in common:

> breakdown of the rule of law
> the tribalization of social elements
> collapse of the main ethnic group's birth-rate
> normalization/acceptance of sexual dysfunctions including homosexuality and transgenderism
> mass migration of non-native groups into the central areas of the host civilization
> self-deprecation of the dominant ethnicity and its traditions
> anti-violence becoming an end unto itself

I feel I must emphasise that these are not causes of the collapse- they are merely symptoms.

With a little intelligence, you should be able to see these effects in the world around you. As an example of the first, one can see that he USA isn't a nation of laws anymore. It's rules are arbitrarily concocted, applied and disregarded based on whatever flavor of the month the media circus is peddling, alternating between unnecessary brutality on the one hand and limp-wristed anti-violence on the other. Everywhere in the West, elite civility is collapsing, and our rulers are playing with tactics that bring us closer to civil war. in many places in the American hegemony the elite are maneuvering to start arresting each other, everywhere political events are deviating further and further from established precedent and established legality.

As an example of the second, just look at the riots and violence whenever a black citizen is killed at the hands of US police, and the deathly silence when the same happens to a white person. One leads to rioting and public outrage (with government doing little or nothing to stop it), the other one to... nothing at all, and even crackdowns on the handful that complain. The same with the mutual distrust and hyperbolic hatred between political groups, and so on and so forth.... anyway, you can see such things for yourself.

If you wish to see more examples regarding similar trends in the past, I would hint that you read a very short book by Sir John Glubb called "The Fate of Empires and the Search for Survival", which you should easily find online - it contains a plethora of historical examples.

"But what can I do" you ask? Well, you cannot halt the collapse at this point; Cultural Marxism has broken western society apart into many disunited competing groups, and at best you could hasten it or slightly slow it. But you and your family CAN survive, with just a little forethought.
As an aside I want to point out that, quite ironically for all its major faults, having already survived one social collapse and being focused on their national interest and largely being economically self-sufficient, Russia may actually withstand the fall of what I could call the Anglo-centric world economic Empire (hereafter, ACWE) better than anyone else.

As you may also realize if you choose to study the mentioned books and links, the causes of collapse are internal to ACWE and its economic system, events like the present mass migrations into western nations (the heart of ACWE), though they should certainly be resisted, are but symptoms and in some aspects, they are even accelerating the collapse by fraying the bonds that allowed world-spanning societies of such disparate peoples in the first place.

During the first collapse noted above, the Bronze age Collapse which is sometimes called the Greek Dark Ages, the very art of writing was lost - it only survived in Egypt due to hieroglyphics being used by the priestly caste for religious inscriptions, and due to Egypt's pyrrhic victory over the invading migrants, the ones they called the "Sea Peoples". During the second collapse mentioned, writing in the western world survived only due to the Christian monasteries preserving what books they could find from earlier times, and much was lost. Nowadays, with most of our knowledge being stored electronically, we risk losing even more, and there are fewer powerful religious groups to preserve and keep safe the light of knowledge - islam certainly won't be doing it with anything that fails to turn a profit.

In an interconnected world, the ripples from an event in one location can rapidly go around the globe- this also holds true for disasters. A drought or earthquake in one nation can have knock-on effects all out of proportion if they occur in a key location. Imagine, for example, what might happen to the internet if Silicon Valley happened to be the epicentre for an high-magnitude earthquake. This type of collapse is known as a Systems Collapse.

The features of a Systems Collapse are:
1) collapse of the central administrative organization
2) disappearance of the traditional elite class
3) collapse of the centralized economy
4) settlement shifts and population decline

Note that these are usually not sequential.

Believe it or not, #2 already happened - the traditional elite class was eliminated in most of the world and replaced by ACWE's current leadership between the 1700's and 1900, and is now mostly composed of elected officials or the nepotistically uplifted members of ethnic power clans, this phase was finalised in continental Europe in the decade after World War one. We are lurching ever closer to #3 with every financial crisis, and to #1 at every instance of major social unrest. We are also currently seeing #4 take place in Western, ethnic-European majority countries.

In regards to no.4 - as military historian Van Creveld's research indicates, when the immigrant population of a country reaches ~30%, war inevitably follows, with a death toll matching the amount of migrants that entered.

(https://www.unauthorized.tv/programs/voxiversity-001-immigration-and-war-b24206)

This book will focus on the worst-case-scenario end of the scale: a slow and gradual TEOTWAWKI type collapse taking years or decades, and resulting in the USA and EU fragmenting, with subsequent loss of the rule of law, extended periods of civil disorder and chaos, and massive social unrest, all gradually worsening almost imperceptibly, but without any sort of sudden shock that would enable one to say "this here, is where things started going to shit". Should I be wrong and the collapse be less severe or complete than expected, then good: over-preparing generally has better survival outcomes than under-preparing.
In the future we will be seeing more cases of non-state actors (like ISIS, BLM, organized drug/crime cartels, communist groups, etc.) making war on behalf of racial/ethnic/tribal, religious or cultural causes, rather than traditional country X vs. country Y conflicts. People from places where disorders based on those causes exist leave their shit-holes, but not their grievances and attitudes - they move to orderly "advanced" nations bringing their causes with them, finding enemies in their new environment, and turning them into the same shit-holes they hated enough to leave in the first place. This also happens with disaffected people from failing areas - just look at the actions of UK and California expats in the areas they move to. When the USA (or really, any western nation) inevitably breaks up along social/ethnic lines later this century, imagine Yugoslavia or Lebanon all over again, only much fatter and bloodier. One of the keys to survival will be to have a strong enough in-group identity to withstand the group identity of these non-state actors; either you build a strong tribe/community that holds together, or you will go under when the marauders come to your area and dish out violence.
Chapter 2 - The Goal is to Not Die

Remember the classic story about the grasshopper and the ant? In the spring and summer months, the grasshopper sung and danced, enjoying the warm sunshine. However, the ant was hard at work gathering and storing food for the long, dark winter ahead. The grasshopper mocked the ant and its preparations - why not kick back and relax when there is such an abundance of food? But the ant ignores the carefree grasshopper and sticks to its hard work. Fast-forward to winter, and the once-carefree grasshopper is now cold and starving. The ant however is warm and well-fed in its nest, feasting on the food stores it prepared during a time of plenty.

The moral of the story - Be prepared. The winter is almost here.

How are you to carve out your own path towards the future, when you've been trained from birth to be no more than an observer, a consumer, a swine eating the slop poured out for you? When everything you know - or thought you knew - is being destroyed before your eyes? Your culture is being perverted, your nations subverted, and our perception of reality itself is being warped through the media's nonstop gaslighting. In a world where you can't trust governments, the police, or even your own countrymen to take your side, you are the only man you can rely upon.

In theory, surviving our civilization's inevitable collapse is simple- get yourself away from other people and be self-sufficient. There is plenty of information available on the matter these days. It's fairly clear that deprived of their industrial backbone, most of our cities, suburbs, and in some cases even nations would not support a fraction of their current population densities - and would become horrid death traps. Living off-grid should shield you from all but the very worst apocalyptic events. After all even if all-out nuclear war came, it is not the end of the world, but merely the end of our present civilization.

+++ Under no circumstances whatsoever let yourself become a refugee under government control in some camp. People herded like this have statistically shown the lowest survival rates in every single conflict, disaster, or crisis since the dawn of time. +++

The first rule of survival is; if you find yourself in a panic, sit down and do nothing until the panic subsides. Rule number 2 is; refer to rule one. Preparing for crisis situations is not about having lots of "stuff"- it requires mental preparation to resist the bad times that come to us all.

Failing to plan, is planning to fail. Reconnoitre your area now and prepare rough plans for the defense of your neighborhood or town against marauders. Reconnoitre and jot down which parks and yards could be ploughed up and used for food production. The same again for warehouses that might hold food and for buildings that could house friends and family fleeing the disaster.

Step one, naturally, is to home cache additional food and consumables. The home cache is a supply of food and tools in your house (or other home) that permits you to live off stocked goods for a determined amount of time if all outside support ends. If the grid goes down, communications are jammed or dead, the water is cut off, and fuel sources are gone, our standard of living is built on a soap bubble, and this cache will delay the worst for you and your family.

No need to purchase special foods for this, ordinary long-life products like canned food, bags of rice, etc. will work well, as long as the foods are fairly low-acidity. Consider your home cache to simply be a back-up pantry in an odd place. Be sure to include some hygiene products such toilet paper, baby wipes, ladies' sanitary products, etc. If you're on a tight budget or living paycheck to
paycheck, I urge you to look up Susan Gregersen's book, "Poverty Prepping: How to Stock Up for Tomorrow When You Can't Afford to Eat Today" to start you breaking out of that vicious cycle.

Preparedness supplies are easy - just buy a few extra things each time you go to the store for your normal groceries. Stock up on your normal commodities: Salt, Sugar, Flour, Coffee, Tea, spices your usual things that you buy weekly. Just buy an extra tin or bag occasionally whenever they go on special. If you have a freezer, keep it well stocked, again buy extras of normal things you usually buy when you see they are discounted.

If you have the space, take it a step further and learn how to salt meat and fish and bottle or can veggies, it's not that difficult. You can find plans online for a dehydrators too. Do half of that, and before you know it, you'll have 6 months to a year's worth of food. And no one will be aware you are doing it. If you like history, start looking into how people preserved food before electricity (1700's).

If you don't have a basement or other underground structure in your preferred location, consider building one. If you are renting, then I suggest having your home cache set up so you can easily move it into your bathroom at a moment's notice. Why the bathroom? Because partly due to their smaller size, the fact many do not have windows and the presence of pipes in the walls, bathrooms are considered to be the strongest above-ground room in most houses.

For other items you should probably get to ensure you and your family's continued well-being, see Chapter 5 - Selecting Personal Equipment.

*** Additional Prepper Paragraph(s) Needed Here, maybe? [half-a page worth max] ***

Avoid breaking small laws now- this avoids drawing attention if/when you need to break big ones later on. Whenever possible, LEAVE YOUR PHONE AT HOME. As people during the 2020 riots in the USA discovered, during disturbances the authorities collect phone metadata to create a backlog of actionable arrests they will work off over time. As the collapse worsens, power and communication grid failures will mean this will be increasingly more difficult for them to do, but you must protect yourself while it is still a potential issue.

In the same vein, get on good terms NOW with the movers and shakers of your community. Attend council meetings, chat up the local sheriff, volunteer for the local civic clubs, attend public town hall meetings, etc. **Avoid being overtly partisan when talking politics** - get their viewpoints before explaining your own (regardless of the political party involved) and avoid sounding like a conspiracy theorist - best to emphasize local self-determination with something like "both sides are pretty useless, we should just do things for ourselves and for our community".

Many political militants (on the right AND left) believe that when government collapses, they will seize power. This is not so - any remotely sensible leaders will take the sensible first step of sending their local militia to wipe them out. The trouble, of course, is in ensuring you have sensible leaders. The antifa types I use as an example below are unlikely to actually seize power themselves, but are easily manoeuvred by the left-leaning to take on a brownshirt role for someone who knows what they are doing, just as has happened time and time again through history, such as in Russia with Lenin, China with Mao, Cambodia with Pol Pot, etc...

Look at antifa - they aren't actually that well-armed, but they are radical and they are organized thanks to their neoliberal puppetmasters, the US right is only armed thanks to the neoliberal establishment crushing organisation via propaganda and state violence. In a post-SHTF situation, antifa types will rock up to town hall meetings set up to decide what to do, and will simply out-shout everyone sensible and push them aside, by stepping into the political vacuum by being organized and politically active.

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Meanwhile, if you're just sitting there polishing your AR, you'll become one of the voiceless servile laborers under the dictatorial "leadership" of their puppetmasters, and any resistance when they come to take your guns and supplies will become propaganda to justify their actions, eg:

"Comrades, watch as we punish this eeeevil fasheest terrorist who dared to resist the will of the community by refusing to hand in his babykilling guns for the greater good! Why, he hurt one of our gentle and loving antifa volunteers when we politely asked him to turn it in by kicking his door down at 3am. He even had food that he had kept hidden during this crisis, clearly he is an enemy of the People! Anyone who disagrees clearly sides with nahtzeees!".....

Radical types such as antifa will be the ones with the personal & political connections to provide the local community with a stable form of government that can provide supplies and food while protecting from outside forces, meaning people who don't give a shit about their idiotic ideology will join them simply because it means their kids get fed. (During the Russian Civil War, most of the people who joined the Red Army had no idea what Communism even was, they simply wanted to eat and avoid dying.) They have sympathetic people embedded in government right now, you probably don't. So make those connections, and make them now.

You don't need hundreds of people who are politically on-side, a literal handful of right-minded folks with good connections built-up over time may well be enough to prod your town to good choices when disaster strikes and it becomes obvious help will never come. If you are there at the center of things during minor local crises giving out level-headed advice, you will be looked to for advice and guidance when bigger disasters happen. Presence is key - you must show sensible leadership and enough compassion to be accepted now, in order to make the hard decisions later.

Read the book "MAGS: the People part of Prepping" by C. Hogwood for some more ideas.

When it comes to emergency preparedness, it is important to prepare for the less severe yet more realistic situations that are likely to strike you and your location at any time - it's certainly more entertaining to speculate about a Chinese invasion or insurgency against a government suddenly turning totalitarian, it's far more realistic to seriously evaluate the consequences of sudden loss of employment, natural disaster such as flooding or landslides, the spread of a new pandemic, or even just the gradual and increasing disruption of access to water, food, energy, transportation and public safety due to the gradual societal collapse most of us can see creeping up all around. It is also important that a single localized event cannot take from you all that you have prepared.

Imagine having your SHTF supplies securely stored in your house, but you're forced to bail out in a hurry with your family when the house catches fire in the middle of the night. Suddenly, all your supplies have gone up in smoke! Instead of having multiple, redundant caches in various locations (oh, you didn't have a cache of supplies in a cheap storage unit on the edge of town, or laid up with friends or family at their farm, anon? Oops, too bad.) which may enable your family to go on living sort-of normally until the insurance pays out so you can rebuild, you are suddenly bereft not only of your home, but all your moveable property and your emergency stockpile as well.

What if a major chemical plant on the edge of your city exploded, and citizens were told to evacuate because it was now leaking toxic chemicals all over? Sure, you could take your bug-out bags, and drive off to your Aunt Sally's just outside the danger area, but now you've left some of your best supplies at home where they could be looted while you're away, or perhaps they're unreachable at your bug-out cabin a hundred miles away (why don't you live there?).

Consider that there is strength in numbers- better to have a dozen or so families bugging out (or in) together and working together to provide food and security post-SHTF than one family or worse, an individual, trying to stay alive with no help at all. Perhaps the team could rendezvous at the home of one of the members, which could then be used as a base of operations.
Dispersion of your supplies and equipment is extremely important - learn to cache. A sealed plastic 44-gal drum, carefully packed with sealed, airtight bags of dried rice and beans (and a few waterproofed bags of ammo, etc.) and buried in a known but secret location (or rather, several such barrels in multiple locations) enables retrieval even if marauding bandits force a family or team member to reveal the location of one such cache under duress.

Spare weapons also should be cached, preferably a primary cache of rifles sealed in a bag filled with oil or grease, with a single full load-out of ammunition in a cheap set of webbing (a great use for ALICE gear or those cheap Chinese chest rigs, actually) the whole lot vacuum-sealed into an airtight bag placed into a box or other waterproof container and buried. The same but using cosmoline (or at least, heavy marine grease) for secondary caches. If you manage to get out of Dodge with all your equipment during SHTF and don't need these weapons for yourself, they can be handed out to new members of your group as it grows in size. The reason I don't recommend using cosmoline for your primary weapon cache is because you might need the cached weapon(s) operational immediately after retrieval.

A crucial planning aspect for guys like you is to select gather-up locations or waypoints (in military parlance, a form-up point or FUP) with team members and your families once SHTF or disaster hits. It sounds easy, but the process and procedures need to be finalized, shared, learned, and, yes, practiced occasionally by all parties. Communication is critical when preparing to survive any type of disaster event.

Consider Rick Rescorla - he was the security chief for the firm of Morgan Stanley in the Twin Towers during the terrorist attacks on 9/11. For years prior to the attacks, Rescorla insisted on conducting regular evacuation drills for employees, despite the management disliking the drills because they disrupted the workday. When the attacks occurred, nearly 3000 Morgan Stanley employees began evacuating in an orderly fashion. Rick’s insistence on practicing evacuation procedures saved all but thirteen employees from a horrible death.

Part of the considerations for FUPs is understanding that there's different types, the main difference being distance from your primary residence. However, other situations may also factor in - e.g. adults at different work sites during the day, children at one or more schools, and even kids away from home at college or their own workplaces.

These alternative situations must be planned for so everyone concerned rallies to the same FUP when it becomes necessary. Plans must be made for who and how communicates to the others that the plan is being activated. As with most disaster reactions, nothing is easy, and many a spanner ends up jammed in the works, hence the need for practice runs.

Firstly you must identify an FUP relatively close to home. A number of events could cause you to evacuate, but the level of seriousness dictates how far to travel to meet up. If your people can't meet at a designated primary residence to bug in or lock down temporarily, then the first FUP needs to be relatively close to home. This could be a corner grocery store, gas station, or convenience store. The plan must detail how everyone gets there and each person's role.

The next location is further away, such as a place at the edge of your town or city you can get to while avoiding high-congestion roads. Consider sites like shopping malls, a business park, area police station, or other well-known locations. Finally you must map distant gathering points up to 100 miles or so from your residence(s), for severe incidents like a hurricane with time to evacuate to a safer zone. Each FUP needs an "open" date/time reference and a "closed" date/time reference. E.g. FUP1 is open from 15 minutes after the first warning of a SHTF event until 24 hours after the first warning. If someone misses that time window, they must proceed to FUP 2.

Again, think this through. Pick safe spots. Know what you need to take. Calculate travel times for both best- and worst-case scenarios. Work out how to communicate the plan. Provide maps,
addresses, contact numbers, text numbers, and supply lists. At some point practice a gather up scenario to see what works or fails. Make sure you can do it without relying on GPS.

Should your team have selected to "bug-in" before SHTF in an urban location, your team must be big enough to maintain a 24/7 watch over your perimeter, meaning it should number at least 10 adults, and this also assumes you have access to say, solar-powered CCTV cameras with video feed to a central location, and you've prepared your base to minimize access points.

In any case, every mature person (note: not "adult"- better a sensible teenager than a childish 40yo.) should go armed at all times to respond at a moment's notice if someone attempts to infiltrate your retreat, which needs to be as low-profile as possible. Infiltration in all cases should be met with overwhelming lethal force if the rule of law has broken down, so that surviving attackers cannot return with more people whom they've enticed to help attack you with tales of your vast food supplies, etc.

**If you're not willing to fight for your rights, you don't deserve to have them.**

It's perfectly ok to be afraid. It's not ok to give up. The way to be less afraid is to prepare. Get off your computer and go outside. Teach yourself to dig a concealed firing position in the woods where things like a SWAT team and vehicles are worth fuck-all. Plan your responses to various scenarios, and practice them. Find the nastiest, most inaccessible place within 5 miles of your house and learn the fastest way to get there. Learn to live there for a whole weekend with only what you can bring in a backpack in the worst weather possible; the fucking BOY SCOUTS had a merit badge for knowing every inch of land in a 5 mile radius from your house, and fat fucks today can't even do half of what children were once capable of. If you live in the city, learn to disappear. Establish nearby points that you can escape to that are out of sight and from which you can plan your next move. If the authorities decide to make an example of you the police aren't planning anything past your house. If you can even be arsed to stop masturbating to your own despair long enough to think of a quiet, out-of-the-way alley that you think you'd be able to get to before they get to your apartment, you're already a step ahead of them.

Above all, connect with other like-minded individuals and prepare yourselves - start small and be a founder. Take the initiative to take back your sovereignty.
Here’s the above advice in a fictional generalized scenario;

You previously made plans to head for your bug-out location at your buddy Frank's farm due to constant reports of increasing rioting and violence in your city, but the day before departure, police go door-to-door "temporarily" confiscating firearms from citizens in the name of "public safety" after the start of the Event (whatever might be the cause).

You’re not going to have a shoot-out with the police with your wife and kids there (are you?), because even though the police’s circle of control keeps shrinking, you are still inside it and know they have a habit of shooting people at the least sign of resistance, and then shooting some more, so you hand over the shotgun and pistol you have in your home quietly and without causing a fuss or drawing attention, even asking for a receipt and advice on when you might be able to collect them again, something you are well aware will never happen.

Afterwards, you quickly ring your work to let them know you’re not coming in next week because you “caught the flu”, then you turn off your cellphone, wrap it in two layers of foil and drop it in a drawer to maintain OPSEC before loading up your car with everyone’s bug-out bags and extra spare food. You top up the fuel tank from a jerry can you keep stored in the garage and you sit an extra one in the boot as well.

As you pass the last gas station on the edge of town, you notice that rioters are turning cars away based on the driver’s race, so you stop briefly on a side street and use a virgin burner cellphone for the first time, to send coded warnings to the rest of the team about the confiscations and escalating violence, urging them to get to the primary bug-out location at Frank's farm (e.g.- "Just checking to see if we're still on for Grandma's birthday party next week?" = get out of town right now, stop for nothing, meet up at Frank's.). You also had a couple of spare smartphones with no chip in (and that also have never been used) full of apps and reference ebooks, which had been carefully stored to protect them against EMP, etc.

On your drive to Frank, you stop by a nondescript patch of woodland, go for a walk with a shovel, and return with a three-foot long piece of 8in PVC pipe sealed at both ends. Inside are two ARs, two cheap sets of webbing, two pistols, and enough magazines and rounds to hopefully arrive safely at your destination. You also replace the number plates on your car with some you got from an old wrecker's yard, so that the CCTV camera's that seem to be popping up on roads all over these days can’t confirm that it's really you travelling.

When you get to the farm a couple of hours later, you see you're not the first to arrive- three other team members and their families arrived earlier, with similar stories to yours.

Together, you prepare the barn so that it can be used to live in, and bury additional caches of spare supplies, weapons and ammunition in the woods a few miles from Frank's farm, as well as preparing a roster to supervise the CCTVs that keep watch on the farm's perimeter. . . .

Now, most of that scenario could have been used in exactly the same way if you had to leave your house because of flooding, fire, etc. etc.
Chapter 3 - Choosing A Survival Location

INTRODUCTION

If you grew up in a small town and moved away, you really should seriously consider moving back to the area, or at least keep a holiday/bugout home there and visit regularly to maintain bonds with the locals, including your relatives. There is no way in hell that you will survive for long as a lone wolf.

Remember that every urban dweller will attempt to exit the cities once the situation deteriorates sufficiently, and that as the saying goes "civilization is three missed meals from anarchy at all times" - you must expect the idiot masses to exfil through major travel arteries, and for the smaller "feeder" cities to be swamped by desperate, violent and helpless (and basically useless) refugees - the sort you couldn't even offer to pay in food for digging some crops into the ground, because they'd stab you first.

The actual location of the town or village is more important than what is built on your land there currently - even if the house on the land you choose needs significant work, or if you must use some sort of temporary housing such as an RV, tent, or the liveable portion of an already standing structure such as a barn, that is still better than a mansion in a vulnerable location such as a city.

When living ceases being easy, society's dregs will become predatory earlier and to a greater degree than the working- and middle-class ethnic Europeans who had a stake in the system. Consider that many of them just sat around without doing anything but sucking at the teats of society. How many were a part of the problem? How many actively contribute to the instability with crime, political tribalism and street violence?

Societies in harsh environments with scarce resources and societies in collapse tend to care a lot about ethics but also devolve into tribalism with a very, very different set of ethics applied to the in-group and the out-group. Consider: a zombie apocalypse won't happen because of some weird virus - it will happen because there's no other sources of food, and the zombies will be well-armed, as smart as you, and working as a team to hunt you down and cut off and eat pieces of you. Every time food got scarce humans turned on each other and created weird religions about it, it's not an exception it's a rule. Most people will choose not to die. Think to yourself: "under such conditions where would it be safe for my family and I to live, permanently?"

REAL ESTATE - LOCATION, LOCATION, LOCATION.

A small rural town or village, suitably selected for remoteness and limited access would make a fine bastion of civilization for you and other like-minded inhabitants to shelter from the fall of the rotting corpse of globalized "western" civilization, especially if the inhabitants deliberately cultivate a separate identity from the mainstream national population starting before TEOTWAWKI hits. Eventually after a generation or more, your descendants will achieve a point where you can "reboot" and form a new nation, eventually spreading out from your location.

In North and South America, your best chances of doing that are by moving to as remote a rural location as possible. In Europe, you should try moving to an offshore island if at all possible, otherwise by selecting a suitable village in a hard-to-get-to valley where you can cut off road access for an extended period. Isolation improves your safety, and will help create separation of identity, on which more later. Proximity to mass movement corridors like highways or mountain passes bring attention to homes and towns, eg. in Yugoslavia these suffered repeated looting and violence by soldiers from both sides.

Everyone that has successfully moved off-grid as you must do, did so in steps. The specifics were naturally different, but all of them addressed a few things before they made their move. Step one
in your plan to survive must be to find a town or village that you and like-minded individuals can move to, with the intent of building a self-reliant community.

Any location you select to bug in or bug out to must have the following, in order of importance:

- Low population density, low ethnic diversity, and low crime rate,
- a reliable, secure, year-round supply of clean drinkable water,
- land of sufficient expanse and quality to be able to achieve food self-reliance
- limited access and ability to further limit it e.g. by blocking roads, to ensure physical security
- a reasonably temperate climate, enabling one to grow everything but luxury foods locally
- enough of a sense of community to withstand marauders and external pressure

High mountain areas are unsuitable for several reasons- altitude means a short growing season forcing locals to import most food. Winters are long and cold, leading to high prices and low availability of fuels, including wood. Desert and arid areas are just as bad - lack of water will doom any area with significant populations. This same lack prevents food self-sufficiency.

In the USA, Northern California, Oregon and Washington state were long touted as survivalist havens- mild climate ensures long growing seasons and means one can even sleep outdoors much of the year. But these otherwise excellent areas would soon be swamped with urban refugees. The climate and modern road net ensures that millions of Californian urbanites would soon swarm there like a horde of locusts, consuming everything they can and destroying everything they can't.

A good book on selecting the location (with a somewhat different and more individualistic take on it) is "Prepper's Survival Retreats" by Charley Hogwood (ISBN 978-1-61243-749-1).

SETTLING IN TO YOUR DIGS

Once you find a suitable location, and purchase some property there, you will need a trade or business you can perform in that location. Some roles, such as medical personnel, mechanics, etc., will be welcome everywhere. Others will find it harder to be gainfully employed in an isolated village (there is not much call for say, a stockbroker in a town whose economy is centred around farming), so you must select a trade you can perform in the place you selected. The last thing to completely break down will probably be postal and delivery services, so if you have a mail-order business, perhaps run via an online store, that would be perfect - as long as you have stock to sell you'll still be in good shape. This might be a good backup to running a local business, though unlikely to be enough on its own.

To further prepare for the collapse, you and your fellow settlers must prepare. You can expect a return to an average level of technology similar to the late 1800's once the electricity finally goes out and the limited supplies of spare parts run empty. Do so by building up yourself and your town to prepare for a self-sufficient existence beforehand. Once the gasoline and diesel run out, alternative energy systems will have to be constructed or adapted to supply power to critical buildings and homes. Machine tools can be run by steam power, mills by water and wind, and so on and so forth. Why not simply prepare so that all you have to do is whip a tarpaulin off such equipment that you laid aside beforehand?

Let's say you are the town mechanic, well then- as funds permit, buy equipment that expands your abilities - a welding machine to fix farming equipment, a diesel generator to keep it going even if you have to run it off cooking oil, some blacksmithing gear to build new basic parts, lathes and grinders to turn them into more advanced parts, etc. Each purchase should expand your abilities, and reduce your need for external help and support. Second-hand equipment, built in earlier times, is often far more reliable and durable than items made in the last 40 years or so, and cheaper too.

Whatever your role in the community, applying similar principles will not only enable your business to grow, it will ensure that the state of the rest of the world will be less important to your chances of success. Other local metalworking shops and businesses should also have machine
tools of type and kind sufficient to manufacture basically everything that might be needed to restart civilization. The same goes for carpenters, etc.

Other considerations for your town once you are settled in, will be to ensure it is stocked with an ample library of hard-copy reference materials on any and all useful technical and non-technical subjects. Older books are especially good, as they came from a time people were more self reliant and actually made things with their hands. Do not allow your local public library to discard their older books when they acquire newer ones without first having some members of your group go through and retain in storage anything that contains any type of potentially useful information. Old encyclopaedias from before WW2 are especially valuable in this regard.

Another good target for the long-term will be the ability to print and bind books the old-fashioned way without electricity so that you can copy and disseminate information you already have. It may be wise to invest in and refurbish an older hand-printing press or a binding machine for that purpose. A good run-down of the kinds of information to seek out and learn, and useful guidelines on the kinds of books to seek out and stockpile, can be found within Lewis Dartnell's 2014 book, "The Knowledge: How to Rebuild our World from Scratch" - rather an appropriate title considering our goals, don't you think?

You should further ensure your town or village has excellent medical facilities of all kinds including the ability to perform surgical procedures. Your local hospital or clinic needs to be well-equipped and funded so that locals can be treated there when SHTF and not need to rely on outside help which may by that point, no longer exist. The last thing you want is your people to die because of diseases and injuries that could have been cured with access to modern medical treatment - you will already have a high enough death toll after SHTF from natural causes and violence, and a local medical clinic that is kept well-stocked and staffed is a guard against such things. It may even be a source of income for the town if people begin taking their injured there for care, however be sure to carefully ration medication in such cases. An important aside is that once it becomes obvious that things will not return to the "old normal", your medical staff needs to take on young and willing people as apprentices, so their knowledge does not end up dying with them- much of modern medical knowledge is the type of thing that cannot be learned from reading manuals, but must be picked up from an already-skilled practitioner. However I recommend getting the book "Where There is No Doctor - A Village Health Care Handbook".

In similar vein, it might be appropriate to ensure that once your people have significant control over the local Sheriff's department, you lay aside funds for arms and vehicles to resist attack of the town by large armed groups, such as fragments of the military who abandoned their posts but not their weapons. An armoured vehicle or two laid aside in a warehouse under the technical ownership of the Sheriff's department, and a few (or ideally a dozen) belt-fed machine-guns similarly sitting in the police armory, are good insurance against the worst-case scenarios after SHTF if your town can afford the purchase. Certainly, such purchases would massively bolster the effectiveness of a post-TEOTWAWKI citizen militia of the town's people.

THE BONDS THAT BIND US
From an individual standpoint, you could probably do worse than connecting with your immediate peers in your area and making sure you've got each other's backs in the event of a crisis, but that only goes so far. It's relatively ineffectual unless every community and clique does it, and it would probably require a near-mythical Black Swan event to make everyone commit to action.

Remember that as society's collapse slowly worsens, the police won't be there to protect you from anything, but by golly, they'll be there to arrest you when you defend yourself or try to do anything actually sensible for yourself. As evidence- the 2020 riots in the USA, where police stood by as rioters and looters pillaged stores and set fire to them, yet still found the time to swoop in and arrest store owners who attempted to defend their businesses against the looters.
Self-sufficiency is a laudable goal, and yet self-sufficiency as an individual is pointless and unattainable. While you can grow your own food, weave your own wool to make your own clothes, or forge your own steel, you're not simultaneously also going to be harvesting your own salt, making your own toothpaste, building your own house, etc. etc. It's not viable to stretch your skills that thin. You really need to network with neighbors, people you can exchange supplies with and whose skills complement yours and each others'. Maybe half of being a successful farmer/off-grid homesteader, is to have a network of people around you whom you can depend on to cover your back when things go wrong, and vice versa. Having 12 kids and a wife to lighten the workload goes a long way also. As the saying goes: it takes a village, and you my friend, will need to build yourself a tribe.

In a post-TEOTWAWKI context, terrain is not just some piece of dirt, though it may be tactically important due to for example your crops growing on it. Your terrain will be human terrain - your tribe, basically - the people who however much they may personally dislike you, will have your back when shit goes bad and the bullets fly.

No one who lives off-grid exists entirely on what they can raise and grow. Even the most self-sufficient supplement what they can produce by interacting with the local economy. Consider imitating religious groups such as the Mormons, the Amish, or the ____________, and form a community with a team or group that shares your moral code somewhere, alternatively, look up the concept of Intentional Neighbors.

You will need to emulate and internalise tribal attitudes if you wish to survive the collapse of your country's centralized government and the globalized economy. These are the things you need to be considering now if you want to rely less on government and less on globalized fiat currency, which would also hide your earnings better from the tax man.

Tribal groups deliberately separate themselves from mainstream society, even if only partially, to preserve their in-group identity. Other, non-religious groups that do the same include Gypsies, Jews, etc. - in each case they deliberately give preference to their own group of people and where possible, exclude other groups, even going so far as to isolate themselves from the mainstream culture of the place they live in, each to a greater or lesser degree.

For examples, leftists in the USA and Europe don’t truly believe in freedom for everyone, even though they claim that. They believe in freedom for everyone in their group. The same goes for blacks in the USA - they care very much about blacks, even individuals they don't know and might even personally hate, but when a black person is arrested for a crime they actually did, they unquestioningly rise up to defend them no matter what. That is tribalism in action.

The best and simplest way to start cultivating a separate identity is to limit or reduce access to television and the internet - no need to go as far as the Amish, but certainly avoid leaving your kids in front of the TV every evening to have Hollywood's mental filth forced into their minds. If and when your children ask questions about what they might see, frame your answers to emphasise that your ways are different, and better. Be a people of doers, not watchers.

Find ways to link your present with the past, even if the links are fictional. Cultivate a healthy founding myth, perhaps the town already has one that you can expand and even embellish on a little. Look at the founding myth of the USA itself- brave men resisting British injustice, or what the LDS has done with the mythos of their John Smith, or even look at ancient ones such as the founding mythos of Rome or other nations. Instil pride in your town's tribal identity, encourage children to grow up to imitate your tribe's hero-figures, to be larger than life.

When the time comes (probably after the collapse makes copyright law irrelevant) rewrite history books to give emphasis to aspects that will benefit your tribe, discarding the poisonous guilt-instilling trappings of postmodernism. You should already have rejected or edited any history
book that clashes with your tribal identity and morals by that point— for example, rejecting anything that generates "white guilt" or similar things if you're of European background, etc.

Basically, get together, form a community in an isolated small town, get the locals on-side, and isolate as much as possible while playing the poor dumb peasants whenever the government's jackbooted thugs roll around to loot. John Mosby's book, "Forging The Hero" goes into far more detail about to actively build tribe, with plenty of historical examples to follow.

**WHEN THE PENNY DROPS**

Following the collapse of every civilization, when governments fail, or are too weak to control outlying areas, warlords have sprung up to take over those lawless regions, and to fend off neighboring warlords who wanted control over more land. After the fall of the Roman Empire, men little better than bandit chieftains established their rule over leaderless populations too weak to effectively protect themselves.

Warlords will not just be inevitable, but in many cases necessary to keep peace and order. They will arise from the local people, often elected on their own merits. They must be administrators, judges, tacticians and sincere protectors of the citizens. This is why I emphasize the need to be a local and accepted member of the community. Ancient Rome used to formally appoint a man to lead the nation in times of war or crisis with near-total power, calling this position the __________. You will need a similar role for your town after SHTF, but ensure to select a man who will not want to continue in the position for long. Perhaps the chief of police may be an appropriate choice.****

Politicians have no goal in life but to gain and hold a place at the public trough by appealing to the lowest common denominators in their constituency - the kind that believes the world owes them a living. A politician could never eliminate a societal parasite on whom he would later depend upon for votes, thus any existing elected official should be written off as a choice for warlord.

Post-collapse, austerity would be a fact of life for some time, so the local the local societal parasites would have to be removed. This would entail rounding up all the habitual criminals, pimps, whores, sex offenders, long-term able-bodied welfare recipients, winos and drug addicts, etc. and either putting them to forced labor, or if necessary, their permanent elimination.
Chapter 4 - Long-Term Post-Collapse Survival

As guidelines on organizing things, remember these words always:

- Whatever you subsidize, you get more of, and whatever you tax, you get less of.
- The one you borrow from, owns you.

"The attempt made in recent decades by secularist thinkers to disengage the moral principles of western civilization from their scripturally based religious context, in the assurance that they could live a life of their own as "humanistic" ethics, has resulted in our "cut flower culture." Cut flowers retain their original beauty and fragrance, but only so long as they retain the vitality that they have drawn from their now-severed roots; after that is exhausted, they wither and die. So with freedom, brotherhood, justice, and personal dignity — the values that form the moral foundation of our civilization. Without the life-giving power of the faith out of which they have sprung, they possess neither meaning nor vitality." - William Herberg in "Judaism and Modern Man" (b. June 30, 1901 – d. March 26, 1977)

To understand how we can get ourselves out of the current mess, we must comprehend how we got into it, that we may better extricate ourselves and avoid the same pitfalls the next time around. A major point of our situation is the corruption of social values, and that is not limited to religion.

Every society has dominating values, and values don’t exist in a vacuum. They grew out of geographically based queries and traditions and such like. The conglomeration of these traditions is national religion. The only thing that can keep a society moving forward is the contrast between its present self-image as opposed to what it believes it should look like, continually bolstered with more imaginative dreams based on proportionally increasing resources. What is the full aggregation of said teleology and hopes and dreams? The zeitgeist of the time. What is the full aggregation of every zeitgeist? Consistent and strong ideas. What is the full aggregation of such ideas? A national set of self-propagating values. To the individual, religion may be either hope or foolishness, but to the group, it is identity.

A few centuries ago Europe finally achieved a highly successful social technology for peace on earth, for avoiding excessively destructive wars. That social technology which was lost during the twentieth century was: Cuius regio, eius religio, the Peace of Westphalia. Interpreting “religio” at its broadest, that means every country is entitled to its own ways, and that the current ruler should be respected even if he is not following our ways. The Treaty of Westphalia aimed for a world of sovereign and independent nations who protect their citizens, respect their neighbors, and honor the differences that make each country special and unique. The Treaty of Westphalia was systematically weakened from 1900 onwards, and finally destroyed with the founding of the UN.

Both "World Wars" were one conflict with a 20-year armistice between the two parts - the war of the established oligarchic empire against the emerging new ones, with the same incessant propaganda about the villainy of the latter. What religion is dominant within ACWE? Certainly not Christianity, for it is openly mocked. Not even Islam (yet), but rather the oligarchy's oikophobic secular religion of postmodernism, which replaced secularism in the 1940's. Oikophobia is “the felt need to denigrate the customs, culture and institutions that are identifiably 'ours.'” - see if you can find examples of that around you.

Postmodernism is the religion of ACWE, synthesized from over a century of its propaganda and rammed down our throats to control us "for our own good". Globalism is but the newest form of predatory colonialism, bringing "enlightenment" to every culture whether they want it or not. The original progressive God complex - we elites have all the answers and you must accept them. When ACWE's elites call someone a “dictator” or their government a "regime" that means they are plotting to delegitimize, overthrow, and probably kill them, hardly a peaceful act.

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19
The unknown person who shared this on 4chan got it broadly correct, in that the foundation myth for the postmodern world is the holocaust, which has been grievously destructive to the cultural and social order for the nations under the thrall of ACWE;

In ACWE, things such as single motherhood, low-IQ individuals and the lazy have been subsidized at taxpayer expense for decades. Things such as productivity, childbirth, and civic-mindedness are taxed. This has led us to have an abundance of the former, and too little of the latter. Moral relativity creates a downward spiral. Sexual freedom and child killing isn't new, nobody here is an original thinker. Rome had this idea, Babylon had this idea, Sodom had this idea, Assyria had this idea, Persia had this idea. Sexual freedom goes hand in hand with the destruction of a civilization. But, who cares, right? Morals are just relative, so let murder run rampant. (see: https://ethikapolitika.org/2014/08/19/civilizations-sex/ [http://archive.vn/ow8S6])

Within ACWE, the political Right has constantly sacrificed their own in order to appease Leftist faux-outrage, but when it's the other way around the Left orders the Right to be silent. "Conservatives" in the west have conserved nothing, because they are too frightened to be willing to fight for anything. They parrot the idiotic mantra "we need to be better than them," and pat themselves on the back for their "principles" while their own countries burn around them.

To a degree, extreme individualism as seen in libertarianism is also to blame as it has caused them to adopt an attitude of not caring about society- who cares about society when it's all about the individual? Libertarianism is classical liberalism, the cerebral offspring of an English Puritan subsect known as the Levelers, who opposed hierarchy such as aristocracy, Kings, and Bishops, but supported private property (in the sense of the means of production), supported natural inequality, opposed socialism and what we now call communism. The Levelers opposed them for a mixture of religious (God ordained private property and capitalism in the fall) and economic reasons (price controls and debasing currency have bad results, thus wrecking the market doesn't work).
The issue with Leveller/Classic-Liberal/Libertarian theories is that if everyone is equal before the law you have to give everyone the vote, and then someone comes along and says “Vote for me - I'll kill all these guys that use big words and you can have their stuff”. The libertarians/classic liberals were unable to realize the problem of keeping low trust peoples away or under control, because of their Christian universalism.

The USA is the present political and military head of ACWE, just as the UK was until 1945. It's military performance parallels the Ottoman Empire in the 18th century (and the UK in the 20th) - a gigantic Empire with a huge state-of-the-art military still winning the majority of battles, but starting to lose battles it really shouldn't lose at all considering its power, and with its internal organization showing its age and bogged down by corruption. Meanwhile the foundation of the future world is happening elsewhere - this is also the main reason WW2 killed the British Empire after the Japanese proved they could militarily defeat the UK in the Far East.

**MOM! THE MEATLOAF!**

Our planet can maintain a maximum of perhaps a billion hunter-gatherers on all the continents. The fact that starvation is an omnipresent problem means that humans have only ever been at peak population. About four billion people are possible with crop rotation, dung for fertilizer, tilling, irrigation and agriculture. Seven or so billion with advanced chemistry to create bulk fertilizers and pesticides. About nine to ten billion with genetic engineering and all of modern science. Basically all predictions say we will peak at about 10 billion before the population starts to decline in the year 2150 or so, this may mean mass famine in less developed areas if demand outstrips supply before then, and everywhere if SHTF at any point. This ignores the possibility that we invent a newer, better way to produce bulk food first.

But what about a vegetarian diet, you ask? That relies on nutritionally-fortified processed foods often sourced from a global footprint. This is clearly unsustainable post-SHTF, and is unhealthy even now in the case of children - there have been numerous child abuse charges laid and even a few deaths due to vegans forcing such diets onto their offspring. In the long-term, total human veganism would require cutting down of all forests and the destruction of all ecosystems, because a mixed diet has a lower geospatial footprint, no matter what its proponents claim.

The most important take-away from this is that you will NOT be able to depend on hunting to supply food in the first few years after SHTF, and that you WILL have to defend your food supply, both crops and livestock. In addition to storing heirloom seeds now and pre-planning to grow crops in the surrounding areas, it is an excellent idea to create edible gardens now, so that the 99% of people who don't know what to look for would walk right through one without realizing the plants within are food at all. One of the best books for this is "The Edible Ornamental Garden" by John E. Bryan and Coralie Castle (101 Productions, 1974, 192p).

You're not going to be eating MREs for months on end post-SHTF either, unless of course you really hate your colon and like to shit out rocks. Save MREs for infiltration ops and emergencies, and use rice, dried beans, canned goods, hunted small game, etc. as your usual daily foodstuffs.

Your main source of meat protein after SHTF won't be beef- cattle will be too valuable as a source of milk and cheese for that because it will be near impossible to continue with modern high-intensity agriculture, they will probably need to be guarded anyhow as they graze. Your protein will mostly come from rabbits, the occasional chicken (that are more useful for their eggs), and a pig or two for your winter meat. Again, don't expect to hunt for meat - the deer will be hunted to almost extinction after the first year by hungry people, just as they were during the US Civil War by both armies, and deer populations will take decades to recover.
*** more stuff on food supplies needed here
ROADBLOCKS AND LOCAL DEFENSE

During the final years of our present civilization, those who intend to survive must be able to make quick, local decisions. Remember that as I said in chapter two:

"If you are there [...] during minor local crises giving out level-headed advice, you will be looked to [...] make hard decisions later."

Regardless of your town's officials' present attitude towards roadblocks, they will be set up after the first wave of refugees hits. Most local politicians will be unprepared and will impose ineffective total roadblocks, causing the swarm of refugees to build up until they escalate the violence to uncontrollable levels, which will doom your town. A less palatable but more effective solution might be to collapse bridges or bury roads with a landslide to cut off access, and to then cover that approach with sharpshooters if they persist in approaching regardless.

However, remaining access points will require checkpoints to be set up for screening in locations where travellers will come across them without warning. Similar locations are used by police as speed traps today.

These should be operated along the lines of military checkpoints similar to those the US military set up around its bases in Iraq and elsewhere. They must be impenetrable, but as official and businesslike as possible. Individuals manning these checkpoints must wear uniforms and identifying markings to establish an air of authority and responsibility- many otherwise good and worthwhile people will be distrustful of roadblocks of any kind.

Refugees who simply want a chance for a new life will welcome signs of stable authority. Uniformed officers manning a proper way station will provide this- checkpoint staff should wear BDUs of a plain blue, gray, or green, with nametags and a visible armband bearing the Civil Defense logo. At the very least, proper clothing and a Civil Defense armband should be worn.

There should also be at least one uniformed police officer at each checkpoint, and it would be a good idea for a woman to be present as well - this will be a comforting sight to refugees who would otherwise fear being shot or robbed. Weapons must remain holstered or out of sight, and checkpoint operators must be clean-shaven and well-presented for as long as the supply of razors lasts. This encourages the well-intentioned to cooperate by presenting a professional air.

Unambiguous signs should be placed at the checkpoint, looking something like this:

CHECKPOINT

LOWER YOUR WEAPONS,
KEEP HANDS VISIBLE.

RELOCATION CENTER
STOP AND REGISTER HERE
+ FIRST AID +
WATER & FOOD

It is critical that roadblocks not be misused. Personal property, regardless of nature or origin (even if it was looted), must never be confiscated from any refugee, whether they are allowed to settle in town or encouraged to move on. Only if they are an obvious predator and gained their goods through obvious violence should their property be confiscated and used for the town's good. Persons whose goods are confiscated due to gaining them through violent crime need to be rapidly tried and yes, executed lest they return to get their revenge, imagine if they returned with a whole gang of marauders!
It may be appropriate to offer persons who don't intend to settle but have bulk quantities of tradeable goods an opportunity to barter them under supervision in an area set aside for the purpose, a kind of scavver's market. Perhaps a refugee will appear with a carload of salvaged medication - this would be a boon for your town's doctor.

The roadblocks at entrances around town serve to screen refugees to determine who should be absorbed into the population and who should be given water and a sandwich and told to move along. Many will only wish to pass through on their way elsewhere, and these should be encouraged and suitably assisted to do so if safe.

Excluding obvious criminals and similar dangerous types among the refugees, the majority would be ill-prepared and financially ruined but otherwise basically decent people. On the other hand, dangerous individuals should be quietly be taken aside and hanged ASAP. Individuals who attempt to evade and escape your roadblocks will likely be the kind of person who is the most dangerous type to your infant society, usually members of marauding gangs or career criminals. If they turn and try to escape immediately on seeing the checkpoint, they should not be allowed to survive, so establish a hidden blocking force to catch anyone who does so.

Those with practical skills and those willing to do physical labor should be welcomed. There would be many displaced individuals which your town would do well to accept. Properly applied, this policy would not only protect your town from marauders, but may help rebuild civilization. In this way people like nurses, doctors, engineers, architects, chemists, scientists, etc., could be persuaded to settle in your town.

Skilled people such as machinists, tool and die makers, chemists, plumbers and all kinds of skilled laborers will be needed in abundance. Local skilled workers will rapidly be swamped by the demand for their skills in face of the risk of the town infrastructure going to pieces.

**Such people should be allowed entry only on the understanding they will not be allowed a voice in any political decisions for a specified yet extended number of years, say, twenty at the very least. Better yet, the children of the refugees who are born in your town will one day have a say, lest your town's decisions be influenced in a way that is harmful to you.**

Nearly every town is surrounded by large farms and rangeland. Present farming practices would be non-viable after a collapse, and even bulk food shipment as is done today will become impossible without easy access to oil-based fuels and safe long-distance transportation.

Refugees will be necessary to provide the hand labor that will be in great demand once the heavy farm machinery starts to break down. Farms would reorganise around smaller plots of a few acres each farmed by a family, the owners remaining as technical owners of the land but recompensed by being entitled to perhaps a tenth of the resident refugee/farmers produce or some other kind of agreement.

The town itself will need to focus on cottage industries to manufacture everything from boots to buckles, and all skills will be in high demand. Few small towns will have the skilled workers to keep civilization going when long-distance trade grinds to a halt.

While 10,000 people in your small town of might seem crowded right now, that population would over time easily grow to double or even triple, a necessity if you want your tribe to eventually reboot civilization. Properly dispersed over unused land, citizens and refugees will create a city-state where every pair of hands and every mind will be gainfully employed.

Of course, not everyone will be a welcome addition to your town, but many will be a source of skills and knowledge the locals will not be able to supply.
Refugees absorbed by your community will also be a source of material supply to the town - without cheap and abundant fuel, vehicles would become sources of iron and steel for blacksmithing, being systematically stripped of their wiring, electrical components such as alternators, glass, sheet metal, etc., all of it useful for making other things. People will revert to travelling on foot, by bicycle, cart and horse.

**Defend Your Town The Easy Way**

As stated elsewhere, you should read up on WW2 street-fighting tactics and look for online copies of the old British Home Guard manuals for ideas. Also useful is "FM-90-10-1 Infantrymans Guide to Combat in Built Up Areas", though the language is aimed more for officers than the man on the ground. The Yugoslav civil wars provide a plethora of material for post-SHTF defense which you would do well to study and take notes from, for future use. I strongly advise researching Sweden's cold-war "total defense" concept, and imitating it on a smaller scale. Be well aware that without any means to really identify anyone, fratricide is a constant issue.

When you win a battle, don't become too optimistic. When you lose one, do not be too disappointed. When you lose (and you will) learn from the experience and find out what caused you to lose, so you are able to do better the next time.

For the tribal guerrilla as you shall be, there is no shame in running from a more powerful foe in order to ambush them as they pursue. At the slightest sign of enemy presence, troops in the advance should halt and set up to ambush anyone approaching. Never ambush from only one direction- this gives enemies a clear direction to assault and fire towards. Rather, always open up on enemies from at least two and even three sides, forcing them to split their forces under fire and make mistakes that will cost them the fight.

Whether you are a raiding tribal warrior, a guerrilla fighter, a militiaman, or a post SHTF survivalist, you have only two basic combat actions: the raid and the ambush. Practice them until they flow naturally, and your defenses against them, and you will survive when others won't. *(see: [https://invidio.us/watch?v=rYfhBxCckXo](https://invidio.us/watch?v=rYfhBxCckXo))*

Buildings on the edge of your town, or on farms, will need more protection work than buildings in the middle of town. Conceal your fortifications. Deceit is the best path to security. Learn the Russian concept of "masirovska" and apply it. Likewise; a secret is not secret if someone else knows about it. If you live in a solid, double-brick home, the strength of the structure will make it a desirable target, so disguise the outside eg. with what looks like shitty plaster or sideboards. Plant hedges over berms and covered trenches, plaster over concrete, build bunkers concealed into the corners of warehouses, and so on. The difference between this and military concealment, is that military concealment rarely needs to last for years.

If you build your bugout home, consider designing it for fire resistance by choosing non-flammable materials such as double-brick construction or cinder blocks, build it to resist collapse with metal-framed roofs, have sturdy tables to create safe areas even if the roof collapses, and design concealed hiding holes in cupboards, and under stairs and floors. An underground cellar with an additional hidden external entrance that can't be buried will save your life from almost anything that can be thrown or shot your way. Your home's front door is a natural kill-zone, instead of wasting effort fortifying the door, block up any doorways leading out of the hall and sandbag a pillbox at the opposite end facing the front door- anyone who breaks in will end up stuck in a hallway with a pillbox at one end, and be forced to move down the hallway past your pillbox to enter the rest of the house. Remember always to have a covered, secure escape route to leave the area immediately after causing the enemy casualties.
You need to be prepared to barricade roads on the edge of town, and to improve natural and artificial obstacles to movement. After SHTF, an infiltration by an enemy party intent on doing damage could strike at the heart of your preparations and stores, setting your work back by decades. Even the early Romans had issues with this in their earliest years, being saved on one occasion thanks to the noise of their geese, who had been disturbed by an enemy raiding party!

Walls canalize enemy personnel in urban areas. Hallways and alleys with strong walls should have lateral doorways blocked off forcing the enemy to assault directly into fortified positions at the far end of the hall to proceed. In attempting to do so, they will take mass casualties. Should positions become untenable, friendly troops should withdraw at right-angles to the enemy axis of advance, leaving the enemy to assault further friendly locations arranged as defense in depth. This will minimize friendly casualties, and maximize enemy ones. Entry hallways in apartment blocks are especially suited to such methods.

Unfortunately, most houses in the USA are built of little more than a wood frame covered with plaster and plastic siding, or similarly weak materials. Removing the plaster from the inside will enable you to line the exposed hollows of the frame with bags of gravel or sand, and then these bags can be held in place by replacing the plaster with plywood sheets nailed in place. This method reduces but does not eliminate the risk that the wall's interior will catch fire. Alternatively, walls can be lined with sandbags or boxes of dirt or gravel (either inside or outside), however this leaves a risk of fire. Carpet should be soaked in borax or dirt to reduce fire risk. If your home is built on a concrete slab, you can drill a hole through this under your safe room and build an underground bunker/storage space that way. If you can tunnel under an adjacent building with a cement slab you can quickly build a large and effective bunker. Should you hit any pipes or other underground structures, the best solution is to dig under or around, not to cut through them.

Generally speaking, tunneling is your friend- a tunnel joining multiple buildings enables people to move between them safely even if enemies with artillery fire on your town. If your house is on stilts dig a trench under your house with reinforced walls, leading from an escape hatch in the floor of your most secure room (usually your main bedroom) to the perimeter for escape and use the excavated dirt to fill sandbags. Use the sandbags to build walls along the edges of the house, and along the sides of your trench. Roof the trench with more sandbags if possible. This way you will have a safe way to escape even if raiders come and attack your home with heavy equipment. To tunnel easily, first dig down, and then dig across. It is a good idea to put two right-angle bends, one sideways along it, and the other upwards at the exit. This prevents explosions being funneled down into your tunnel, and disguises the source of the tunnel, making it more defensible. Tunnel mouths need to have grenade sumps and sumps that will control liquid - both water and any flammable fuel that an enemy might pour into the tunnel if they discover it. Imitate the VietCong in this- their tunnel complexes were marvels of defensive engineering.

Every time an attacking enemy crosses a street, he should be targeted by your marksmen, and his progress slowed by ankle-high tripwires, barricades, and booby-traps. Front and rear yards on the edge of town should have the fences strengthened with sandbags or where possible, rebuilt from concrete, cinderblocks and brick. Each yard should become a kill-zone for any enemy that enters it, with windows and doors leading off them boarded up or sealed to entry with bars or mesh.

Take example from the Japanese defense of Iwo Jima - let the enemy's force fall uselessly on decoys, while your men harry them from hidden firing positions at close range. Dummy positions encourage the enemy to waste ammo, time and effort in attacking them - something as simple as a twelve-inch-deep pit with the bottom lined with dark material appears to be a shoulder-deep trench to observers at a distance, especially when you sit mannequins upright in them. Or, a mound of dirt can look like a bunker by burying cinder blocks on one side and darkening the bottom of the holes so they look like firing ports.

Inside each house should be a fortified room (usually built into the main bedroom), with sandbag-lined walls, an underground strongpoint/bunker with firing loops possibly dug under the floor or
built beneath the overhead protection of a sandbagged table or bed, and with hard-wired communications to the town's central defense HQ - this will most likely be set up in the Police station after SHTF. If/when enemy infiltrators attack your home, you would retreat to this room and hold the enemy off (if necessary install a firing hole into the door) while your town's quick reaction force (QRF) comes to your aid. Pick-ups converted into technicals would be ideal for this use, held in standby at the defense HQ.

If every time raiders attempt to enter a home they take severe casualties, they will become discouraged and decide it's best to look elsewhere. To encourage this, it is good practice to wound the enemy by shooting them in the upper right of the torso (or in the pelvis if they are wearing armor). This is a roughly 6x6in square area, and a man (or woman) shot in this area becomes incapable of firing a weapon from that shoulder and needs medical treatment. Since 90% of people are right-handed, practicing this ensures that you will be able to put 90% of people attempting to raid your home out of action, and demoralize their buddies as you do so. If you were to kill them, it may have the effect of angering the rest of their buddies, who may decide to turn up the violence against you - but wounding them not only takes one person out of action, it also takes at least two more who are needed to carry them away and treat them.

Remember always that room clearing is a law enforcement tactic, not a military one - it relies on having both the element of surprise and severely outnumbering and outgunning whoever's inside. These assumptions don't hold in military action - you rarely, if ever, are going to have the element of surprise to the degree swat teams do when they're raiding a house in the middle of the night on people that don't have the slightest clue anybody is coming for them. It simply DOES NOT WORK in other contexts - you CANNOT get inside an opponent's OODA loop, and using dynamic room entry DOUBLES the time-to-fire for the person(s) entering the room: https://www.invidio.us/watch?v=GgcfAppgk0ps

Learn how to use limited entry CQB tactics instead, they're something that can be used even by a person working alone, as demonstrated here by Former Green Beret Mike Glover: https://www.invidio.us/watch?v=BIz_DhJH7eg

No seriously, people pay hundreds to learn what he covers in this video in just 30min.

An UHMWPE panel an inch or more thick, or a Lumagard AG-5 panel, will stop a bullets up to 5.56mm or 7.62mm as long as they aren't AP rounds. These can be used where bulk or weight considerations prevent using sandbags or boxes of gravel to stop bullets, such as over windows or over car doors. This should be concealed under a layer of plywood or other material to disguise and protect the panels.

Houses and other buildings used as strong-points on the edge of your town's area of control should be fortified, and trenches, covered trenches or tunnels leading out to outposts (fighting bunkers) added much like the Japanese used on Iwo Jima and other islands they defended - see the diagram. The fortified house takes the place of the pillbox, the individual dugouts become one- or two-man fighting positions, mainly firing to the sides, enabling flanking fire on approaching enemies.

Be sure to camouflage the positions so your foes don't expect to be fired on as they sneak up. Trenches should be at least 30 yards long (27m) but usually no more than 60yd (55m), they don't
need to zigzag as in the diagram as long as they are fully covered. The only visible part of the
dugouts are the well-camouflaged firing slots, only 4-5in high and a foot or two wide. Careful
landscaping disguises the whole thing.

Don't forget to **protect your water supplies**- no matter how good the pipes are, they can easily be
broken under abnormal conditions, which will be the new normal if SHTF. Garden hoses can be
used to supply water if pipes are damaged.

*** more stuff on defense needed here

If you are forced to attack an enemy attempting to muscle in on your town, the most important
thing will be to have prepared and trained beforehand, as improvisation often fails. You must
become skilled at short-range infiltration the way the Vietcong were, learn to move silently and
unseen through woods and streets by day or night as the American natives did, and to patiently
deceive the enemy regarding your target and intentions. Skills such as the ability to sneak in at
night past sentries and barbed wire needs to be practiced and learned, as do more traditional
military skills like fire and manoeuvre.

Low-tech weapons such as a machine-gun or explosives can be combined with tactical deception
to effect the enemy to your liking. Sun Tzu's "The Art of War", and "The 36 Stratagems", must be
integral reference books for your planning.

When on the offence, your primary targets should be enemy economic infrastructure such as their
power generation plants, water sources and economic hubs such as banks. Of secondary, but still
significant importance, should be the enemy's political and security infrastructure such as their
military, police and courts, and of course, the individuals who staff them.

Don't forget that leftists have gone after families of people they don't like, usually by doxxing
their workplaces and leading to people getting fired. Similarly, after SHTF, you must hunt down
and eliminate the families and friends of those who oppose you, not merely the enemies
themselves. If your town is locked in a post-TEOTWAWKI struggle for survival with the
neighboring town, their mayor's family becomes a perfectly legitimate target under such
circumstances, and their deaths will provide a poignant reminder regarding why it was a terrible
idea for them to attack your town in the first place.

Treat surrendered enemies mercifully, and use the occasion for propaganda to show how merciful
and magnanimous you are in victory. Perhaps let defeated foes join your cause as satellite states in
the way Rome did, after a suitable ceremony. On the other hand, be brutal to them before they
give up- leave them in no doubt that continuing to fight against you will cause their extermination.

**MONEY MONEY MONEY**

"If Congress can employ money indefinitely, for the general welfare, and are the sole and
supreme judges of the general welfare, they may take the care of religion into their own hands;
they may appoint teachers in every state, county, and parish, and pay them out of the public
treasury; they may take into their own hands the education of children, the establishing in like
manner schools throughout the union; they may assume the provision of the poor.... Were the
power of Congress to be established in the latitude contended for, it would subvert the very
foundations, and transmute the very nature of the limited government established by the people of
America.” - James Madison
It is difficult to separate economics and politics, because each one shapes the other in ways that are pervasive yet subtle.

Powerful centralized banking organizations (and their allies in governments) have been the root cause of most, if not all, the various problems that western societies face today—debts that cannot possibly be paid off, expensive wars no-one wants, cultural shifts normalizing perversion, and more, all can ultimately be traced back to their choices. Those who control the money nearly always have the final say in what happens to a country, by deciding and influencing who succeeds and who fails. What influence would they hold without that strangle-hold on your money? None, and they know it.

The global network of privately owned central banks and their system of managed wealth redistribution through the mechanism of inflation, credit, money supply, and the price of money, comes to mind. Not to mention the secondary partnership those banks have with various governments to further confiscate and redistribute wealth through deficit spending, debt to finance it, and taxation to pay for it (the interest at least), whereby the central banks are the largest purchasers earning the largest share of perpetual interest payments, with governments paying their debts from the sweat of the citizen's brows.

The idea of punishing the “rich” through taxation and redistribution is an obvious sham, since the above-mentioned network is controlled by the richest of the rich to benefit the owners of shares in the private central banks in a positive and negative feedback loop designed to make everyone else pay them a portion of every monetary transaction indefinitely. And always remember that Communism is GREAT for bankers - the central banks loan money to the communist government, then the communist government steals people's labor to pay off the debt. Wall Street funded the Bolshevik revolution after all.

The way exists to remove the central bankers' power, a way learned out long ago: a debt-free currency. While not an easy task, doing so would remove the roots of the poison tree. However, this is a way fraught with risk- why do you think so many people have been assassinated or have had attempts made on their lives in history once they tried to free their nations of the international bankers? Abraham Lincoln was one such person, as were Andrew Jackson and John F. Kennedy. Research on what they did to combat the US national debt. Even Hitler is a case- Britain was hostile to him for refusing to pay Germany's debts with gold right from 1933, not the ex-post-facto justification of aggression in 1939 or the Jewish holocaust later.

Basically all the owners of central banks and their helpers now own private islands with their own militarised security forces. Now that they've looted everything of value from your countries, they almost don't need the police, except to apply civil asset forfeiture, just as banks foreclosed on people during the GFC - including people who owed the banks nothing!

In future years you can expect to see bankrupt cities, states, and even nations removing crimes from criminal courts to place them under civil courts with the government as applicant. You have no right to an attorney in civil court, meaning offenders will be dealt with faster and not paying fines becomes contempt of court, meaning instant jail. Those fines typically have fees which accrue while in jail, so as soon as you're finally let out, you can be placed back in jail. This tactic is already used in family courts in the US, milking fathers for their income in support of single mothers, who breed and produce more offspring to feed into the monster- a vicious cycle.

This is the price of trust and alliances with usury, you will be refused assistance at your most desperate hour. The only loyalty you should have is to your own people. One can only escape the slavery of this system by transcending it and forcing governments to compete for one’s citizenship(s) via tax forgiveness, while concurrently hedging all fiat currency holdings (which should be kept to a minimum). Those who are doing so are living the Libertarian dream in our authoritarian world.

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Now, how to avoid this when setting up your post-SHTF city-state? Consider—what is money worth? No, really—what is a dollar worth, in and of itself? A dollar note is made of perhaps a cent’s worth of paper, with a few cents more worth of ink and security features. The value of a dollar is not in the thing itself, it is in its ability to facilitate trade, as a medium of exchange. Once you understand that, the options open up.

Naturally, our existing currency will continue to be used after the collapse (for a few years at least) but eventually, you will begin to see shortages of money not least of which due to the skyrocketing prices for most goods that will still be available. You would do well to read of the Wörgl experiment, in the town of the same name in Austria during the Great Depression, or similar events in history where there was a shortage of currency and the local government provided it (almost always with the result that central banks demanded that this be stopped, as it cut into their profits). While desirable, it is not actually necessary that this be backed by gold, silver, or whatever, as long as it is accepted for the paying of taxes by the issuing authority.

A major reason for the industrial revolution was Britain's high labor costs and easy availability of credit for investments in the 1700's. This spurred industry to automate tasks so that less labor would be needed. Despite many inventions used in the industrial revolution having actually been created in China hundreds of years earlier, the lower local cost of wages and lower availability of credit meant that no industrial revolution took place there. To ensure a second industrial revolution despite the reduced availability of post-collapse natural resources, you must ensure a similar combination of circumstances. However this brings us to another set of problems—usury and central banking.

Allowing usury (interest)-interest, no matter how low a rate, will inevitably destroy the value of money if it is at all permitted, just as it has throughout history. The value of one US dollar was 1/20th of an avoirdupois ounce of gold until 1933, but the seeds of ruin were planted in 1913 with the founding of the private bank known as the Federal Reserve. Since that time, the purchasing power of the US dollar has plummeted, with a US dollar in 2013 buying you what 5 cents could have bought you in 1913 - a loss of 95% of its purchasing power.

Central banks are the cause of this problem by loaning out unbacked money. Let's say I am a bank and you come to me for a loan. I loan you money, and note down the details. The issue is that the money did not exist before I loaned it to you, yet you have to pay it back with real money that you earn through hard work. It is even more obvious today when such things are done on computer. A few keystrokes, and I have put a million dollars in your account that did not previously exist, and boosted inflation as well.

Certainly, a government bank could also cause such issues, but at least government banks must realise that in doing so it will only cripple itself, whereas the internationalized central banks have no such qualms- once they have sucked dry a nation's lifeblood with inflation, they can then provide bailouts from the World Bank (that they also own)... for a price.

One of my major points of contempt for marxism is that this issue went completely ignored by Marx, no doubt due to being related to the biggest players in international banking at the time.

For the financial well-being of your fledgling nation, it is far, far better to completely forbid all loans on interest, and only allow profit to come from fees (example: you loan someone Ξ100.00, and charge an additional Ξ50.00 as a fee. The borrower pays back a total of Ξ150.00, with no interest rate ever being needed.)

As an example of the attitudes to be cultivated, for Benjamin Franklin, the attainment of wealth was of little value unless it allowed the wealthy to serve a higher public purpose. Franklin had an instrumentalist view of property and saw material gain as a means to an end. Moreover, Franklin believed that with citizenship came responsibility to improve living conditions and promote opportunities for gainful employment.
Now, how to encourage this when setting up your post-SHTF city-state? One way is to allow ourselves to be inspired by feudalism. This may require a little history lesson, as sadly people with little information about the Middle Ages project the characteristics of totalitarian Renaissance states upon medieval feudalism, a viewpoint exacerbated by Hollywood's ahistorical portrayal of history. The entire notion of absolutism is un-feudal, a fraudulent media-driven attitude towards the era that even tv tropes mocks, calling the portrayal "the dung ages".

Rather, in contrast to absolute monarchy based on the “divine right of kings,” feudalism rejected centralization and authoritarian rule. Evolved in an age when the speed of communication was restricted by the speed of a horse or sailing ship, and literacy was limited to a small elite, it was a highly decentralized system. Feudalism depended on the local administration of justice and taxation, protecting borders and fostering economic growth. It was a system that consciously devolved power downwards rather than concentrating it in distant, difficult to reach capitals.

It also recognized the value of collective decision-making and checks on royal power. Obviously, this is not the same thing as “democracy”, but it was far less arbitrary and far more legalistic than many people today realize. Kings and lords had obligations to their subjects. They owed them good governance which entailed not just defense but also the administration of justice, i.e. maintenance of “law and order.” A king who failed to deliver good governance could legitimately be challenged by his barons for breach of contract.

A major criticism that came up again and again in English history for example, was the failure of a king to consult his barons, i.e. to prefer his “favorites” (who were often men of lower birth) to his “natural” advisors, i.e. the great/barons of the realm. This epitomizes the contractual nature of feudal oaths: while barons pledged to advise the king, in return he pledged to consult his barons. This obligation on the part of the king to consult with his barons was the basis of Parliament in England, the High Court in the Christian Kingdom of Jerusalem, and the Curia Regis in France, among others.

In short, medieval kings needed to take into account the advice and interests of their tenants-in-chief, but they were also expected to ensure “good governance” for the lowliest in the land as well, even for serfs. Under feudalism, each level of society owed allegiance to those above, AND those below. Only the merchant class was (partially) outside this system, which is what eventually caused its downfall.

In the same way, the small percentage of people who were employed in the medieval era, were not wage laborers in the way a factory worker today is, to be discarded or hired- that is a product of the industrial revolution. A craftsman such as a carpenter in the medieval era was expected to be loyal and obedient to his employer, and the employer was expected to protect and help the craftsman even should he become unable to work. This was the foundation of the guild system, where both employer and employee cooperate to create a mutually-beneficial outcome for both.

You will not be able to build your new civilization on wage labor as presently, since wage labor is both economically and socially toxic, for it results in employees whose aim is to get as much money for as little work as possible.

Rather, we should emulate Franklin's attitude, and demand that those with wealth use it for the betterment of the less fortunate, not by handouts and wasteful government-coerced "social programs", but through associations and public works eg. the construction of an aqueduct that not only provides water to the town, but also provides employment during its construction and leads to unskilled laborers gaining a useful trade.
In a similar manner, you must find ways to ensure that the employer-employee interaction is not limited to a mere exchange of labor for money, but becomes a mutually-binding agreement with the implicit and explicit purpose to strengthen tribal and social bonds.
"Dying societies accumulate laws like dying men accumulate remedies.” - Nicolás Gómez Dávila

According to anthropology, tribes are exclusivist social groups linked by bonds of kinship, tradition, and mutual responsibilities that unite for common purposes, such as marriages, trade, and warfare. Tribes are built on three intricately-linked pillars: Trust, Loyalty, and Identity.

Tribes must be recognizable to their citizens as a product of their exclusivity- you cannot simply all dress alike and call yourselves a tribe. The military does that but they are not a tribe, the police likewise. A better example of a tribe is a criminal gang. To be a member, one has to demonstrate they share the gang's values and morals (eg. no snitching, one must show and defend respect, defend the gang's turf from competing gangs), they are exclusive (eg. to enter, one must pass and survive a hazardous initiation ritual- in some cases, one is not a full member until after being witnessed in the act of killing an enemy of the gang by an existing member).

It is your shared and lived cultural and moral values (your foundational ethics) that provide your tribe's guidelines to living, and which create the place for a person among the tribe's other members, who likewise recognize and adhere to the shared cultural values and customs.

Written laws are rarely to be found in tight-knit communities and tribes. Native Americans rarely had any laws, usually there was but one fundamental, unwritten law: "do not harm the tribe". Sleep with another man's wife? Harms the tribe. Take someone else's food? Harms the tribe. Being excessively selfish? Harms the tribe. As long as a member was loyal to the tribe, and followed its basic customs, they were otherwise free to do as they liked. Once we understand this, the honor- (or in the present parlance "respect")- based behavior of criminal gangs can also be seen to be tribal in its nature.

Such straightforward simplicity is also seen in what is perhaps the oldest surviving set of written laws, the Biblical Ten Commandments. From "thou shalt not murder" onwards, they are little more than the basic unwritten rules of tribal life set in stone. Even the staunchest atheist would have to admit that ignoring the theistic elements, the majority of them are useful rules for a society. How different from our own world, where there is a regulation for almost every waking action we perform!

Generally, written laws became necessary only when a tribe received an influx of immigrant persons who lacked the shared bonds and traditions of the tribe, forcing the tribe to write down it's unwritten rules. One can see this in the biblical story of Moses during the desert wanderings in the story of the Ten Commandments- having left Egyptian rule, the Hebrews brought with them slaves and wives, likely even whole families, who did not share the traditions and customs, enraged Moses to break the first set of tablets and re-write new ones (I will gloss over the fact that the whole story is archaeologically impossible).

The USA and EU show us the disadvantages of formal written law- the unfortunate habit of politicians and judges to ignore any innate sense of justice and fairness to create "interpretations" of laws that ignores and often clashes violently with the mores and customs of society, all too often in pursuit of partisan agendas and disguised under the banners of "free trade" and "human rights".

We see the weakened and impotent remnants of tribal customs and laws today in the codified form of local by-laws and rules, including in things such as unions, guilds and fraternities.

Groups such as yours, that are trying to intentionally create a tribe to survive the collapse of ACWE, may need to actively create a small set of mutually accepted written laws defining your basic shared customs and values to get the ball rolling, and to form a basis of your tribal custom and tradition. These must be based in the actual morals and values that the members hold.
These should identify how collective decisions are to be made, as well as the basics of acceptable and unacceptable behavior. They need to clearly explain the obligations of tribal membership, and how to differentiate between someone who is a tribal kin-member, and who is a stranger or is cast out. This is a separate matter to religion, but works similarly to Catholic dogma - the points are not a matter to be debated, either you abide by them or you are simply not a member of the tribe, period.

Even in tribes with a shared religious focus, specific details of how that faith is practiced between families may be different enough to cause issues unless an agreed-on and standard form of observation is applied.

Like the early Romans, your tribal laws may need to specify what specific events are tribally recognized and celebrated - many of their early ceremonies were identity-affirming rituals that strengthened their identity, such as the Roman tradition of a returning general being awarded with a triumph, a symbolic march at the head of his army through the center of Rome, wearing a crown of laurel leaves and ending in a ritual ceremonial sacrifice at the temples.

The attempt by you and any other founders to hammer out the foundational ethics of your tribe may turn out to be quite a heart-warming bonding experience, worthy of a corny Hollywood movie, or it may turn out to be a catastrophic event, luridly demonstrating the incompatibility of the various cultural and moral values of the would-be founders. Nevertheless, better to do so as early as possible before disaster strikes, rather than trying to hash out such things after the collapse while raiders are trying to kick down the door.
A suggested possibility:
“Freedom means responsibility - that is why most men dread it.” - George Bernard Shaw

Even in groups as small as 4, there is always one wannabe "lone wolf" willing to sacrifice the community's good for their own benefit, especially if the decision is implemented via a secret vote (((hey, does that sound familiar?))) - this is why a shared, explicit value system is so important: consider very, very carefully the individuals and families you are letting into your community as members.

The "progressive" modern way to implement policy is to immediately make laws at the highest possible levels after deciding the desired outcome is a good idea. The older, conservative way would be to have small pilot projects over an extended period of time in multiple areas and slowly scale them up only once they proved successful and the risks properly understood. This manner of performing small-scale trial runs of new political ideas was the entire reason for the multilayered design of the US political system - it is essentially the scientific method applied to political decisions. Sadly, this does not make politicians powerful and the elites rich, now does it?

This next part will probably earn me some flak, but hear me out. Since representative democracy doesn't exactly have a history of working out so well for the represented in the long term, I suggest imitating a modified version of the Pashtun concept of a jirga, or council, as the most direct form of functional democracy possible. A description of how one works follows, then I include an explanation of how to apply it to your group:

"the jirga ... takes its roots from Athenian democracy, although some scholars argue that it predates it. The participants arrange themselves in a circle, and everyone has the right to speak. There is no one presiding, in accordance with the principle that no one is superior [to any other] in the eyes of Pashtunwali [the Pashtun code of conduct]. The decision is based on a majority consensus. Those who defy the decision of the jirga open themselves up to officially sanctioned arson and murder. It is significant that the jirga does not allow representation: it is a direct rather than a representative democracy. It is also crucial that the jirga reserves the right to abnegate any agreement previously entered into, making treaty-based state-legal relations with the Pashtuns impossible. Lastly, only those who follow Pashtunwali can participate in a jirga; all outsiders are automatically excluded. This should give you some idea of why Pashtunwali presents an intractable problem for any empire that wants to dominate the Pashtuns."
- from Dmitry Orlov's excellent book The Five Stages of Collapse (emphasis added)

Notice the three most critical points for our purposes:

1 - the jirga does not allow representation: it is a direct ... democracy.
You cannot elect someone to speak for you or use a secret vote - you can only speak for yourself, while present at the time. Thus you don't end up with a congress that is supposed to work for you, but actually only works for itself.

2 - the jirga reserves the right to abnegate any agreement previously entered into
Previous decisions can be erased by the group by forming a new consensus decision - you cannot be bound by old decisions, treaties, etc. once they become harmful to your group.

3 - only those who follow Pashtunwali can participate ... outsiders are automatically excluded.
You cannot end up with a situation where individuals who do not follow your moral and ethical code make the decisions for those who do. The usual things /pol/ whines about are impossible, because no matter how talented "da j00z" may be, they cannot take over control of institutions they are automatically excluded from. Think of it as conditional citizenship- fail to constantly act as a good citizen, and you stop being a citizen at all.

Now let's talk about how such a thing could be incorporated into your team.
1 - This one is pretty simple, and you should see why: similarly to Pashtunwali, decisions that affect the group should be made by all group members, equally sitting together in council. If it affects you, you should be allowed to speak up and must then accept the decision. It is best if there is no official leader to bully others into compliance- you don't need a president, you don't need representatives, you don't need a Congress or taxes- you only need yourself. The importance is to reach a compromise tolerated by the whole group, not simply to vote on which idiot leads- it is completely ok to disagree, but the group must reach a decision that is accepted by all members, and it is ok if the decision is only a temporary one. The other option is to opt for representation, and inevitably end up with the laughable abortion of justice that the US government displays. Instead, under this system, if you disagree with the decision, fine go your own way- but you are no longer included and are outlawed (in the ancient Anglo-Saxon sense) from the council, and anyone can harm you with impunity, so good luck out there.

2 - "the right to abnegate any agreement previously entered into"- so, let's say that last year, your team/tribe/council agreed the river X would form the boundary between your group and the town of Bumfuck, and that you agreed you would do all your trading in Bumfuck, and that you agreed you would do all your trading in Bumfuck as long as you paid no taxes. However, Bumfuck has allied with Shitsville and is now demanding you pay taxes to trade there. You hold a council, and hey presto, screw that agreement, all your trading will now happen in Dicksburg instead, Bumfuck's rival. Or let's say that post SHTF, the fragments of three states join together and declare themselves the New United States of America (NUSA) - since it was a good deal at the time, your group agrees to become citizens as the NUSA declared there would never, ever, ever be an income tax or gun control. Only they implement both later anyway because their Senate and House voted on it with a 51% majority, LOL. Oops, your council holds a meeting and decides to go Ghengis Khan on NUSA's lying ass.

3 - This one should also be pretty simple, but here's an example anyhow: let's say you have a member, let's call him Joe, who for whatever reason breaches your moral/ethical code by, let's say, cheating other members out of money (in a way that would been prohibitively expensive to sue over even pre-SHTF). You assemble the council, have the victims and Joe speak, and determine that Joe breached your agreed-on moral code, and hey presto, he's now no longer allowed to take part in any decision- including the next one, the one that decides his fate. See how this reinforces in-group bonds and loyalty? See how the Pashtuns resisted all invaders for the last two millennia? The optional goat sex requires choosing the "islam" package (not recommended - it only has 1 star reviews).

Remember what I said above: "fail to constantly act as a good citizen, and you stop being one" - imagine how this simplifies crime and punishment;

Today in the USA, let's say Tyrone goes out to rob a store and in doing so he kills the clerk. If Tyrone gets identified as the perpetrator, and if the police decide that catching him justifies the expense, and if he is caught, and if the DA decides to prosecute, and if there is no plea bargain, and finally, if he is actually found guilty after an expensive trial at taxpayer expense, then maybe justice is done, at least until Tyrone gets released early for good behavior and does it all over again.

Under conditional citizenship, the process is much simpler - citizens from the town or neighborhood where the crime happened hold a council and let Tyrone speak, as well as any witnesses and families involved. Tyrone's guilt and punishment are decided - perhaps he must pay a blood-fee to the clerk's family, perhaps he must pay by indentured servitude for a fixed period, perhaps he is declared to be outside the law's protection and given an hour to run for his life - whatever the council decides is final, with no further appeals, and the decision is not bound by precedent, though it may use precedent as a guideline if it wishes.

Could this suit your law & order needs? That is for you to decide- I suggest you discuss it.
Chapter 5 - Selecting Personal Equipment

One very important point is to own firearms - anything is better than nothing. Firearms are perhaps the greatest equalizer ever invented. With a firearm, a petite 100lb woman can fight off a 300lb linebacker - without one, even the strongest man is but a serf, surviving on the whims of those who are armed and call themselves his masters.

If you cannot be armed and provide for your own security, then you will labor for those who provide it for you. Your country's former police and military will end up as the ruling class and a new feudal system will arise, with you as the lowly serf and them lording over you.

This may be difficult in your country - certainly there are many countries where firearm ownership is difficult, and even a few where it is completely illegal. In such cases you may need to find a way to procure an illegal weapon, study how to obtain them from the military or police, or even make a crude example of your own. Notice that being arrested for this may lead to lengthy and severe punishment, but it is something that you must at least consider. Notice that I am not suggesting you go out and do this now; I am merely pointing out that it may become a reasonable measure in the case of societal collapse.

If you cannot own a firearm, then one possible alternative before complete collapse is to own a powerful crossbow. Why a crossbow and not a bow? Because a crossbow can be carried loaded and ready to fire by anyone with a few minutes of basic instruction, whereas a bow cannot, and requires months or even years of practise. One can also manufacture a powerful crossbow with a little mechanical skill, using spring steel such as a leaf spring from a junked car.

Notice there's no shotguns on the list of suggested firearms - tyrants will grudgingly tolerate plebs like us owning things like shotguns because they're useless for overthrowing tyrants. If you decide to get one anyhow, I suggest a 12-gauge pump rated for steel shot with a 3in chamber - this enhances durability and lets you scavenge 3in ammo, but only stockpile 2.75in ammo. After SHTF, don't use it for outdoor defense or even to hunt food with (even for birds use slingshots, traps such as the versatile 330 conibear, air-rifles, or the .22).

If you have kids, get each of them a BB gun or airgun when they reach an age where you consider them to be responsible enough, and teach them to use and respect it as if it were a full-size weapon. This will not only teach them responsible firearms behavior, but means that after SHTF the kids can help with food gathering by hunting small game with it.

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Every Man Should Have A Rifle
Henry Lawson, 1907

So I sit and write and ponder, while the house is deaf and dumb,
Seeing visions "over yonder" of the war I know must come.
In the corner — not a vision — but a sign for coming days
Stand a box of ammunition and a rifle in green baize.
And in this, the living present, let the word go through the land,
Every tradesman, clerk and peasant should have these two things at hand.
No — no ranting song is needed, and no meeting, flag or fuss —
In the future, still unheeded, shall the spirit come to us!
Without feathers, drum or riot on the day that is to be,
We shall march down, very quiet, to our stations by the sea.
While the bitter parties stifle every voice that warns of war,
Every man should own a rifle and have cartridges in store!

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SUGGESTIONS FOR INDIVIDUAL GEAR

Notes:
► Items marked with an asterisk (*) should be carried in your backpack.
► Optional items are marked with a hash symbol (#).
► Items marked with a caret (^) must be carried in greater amounts than specified if you want.
► Items marked with a plus (+) are critical items. They must be in good condition, properly fitted, and sturdy. Wear these on your body or in your webbing. Failure to possess a critical item may result in harm, illness, injury or death to the individual and endanger the team. A member not possessing a critical item, or who loses it, should be suitably punished by the team.
► "Team" in this document means a like-minded post-TEOTWAWKI group of 5+ people.

Please note that the colors Black and Blue should NOT be considered subdued!

Examples of subdued colors include: Khaki, Brown, Tan, Green, Gray, Sand, or variations. Camo patterns are desirable, but not vital. Avoid vivid colors (e.g. red, yellow, orange, purple, bright green, etc.). If your knives etc, have brightly-colored handles, dye or paint them a subdued color!

Jeans should only be considered acceptable if your AO is urban! (Area of Operations)

WARNING: wearing full camo immediately identifies you as a combatant or threat to any hostiles.

ARMAMENT:

Recommended SHTF firearms in suggested order of purchase:

> 1 - a .22LR rifle in the action of your choice (not a single shot) - scope optional.
   (a threaded muzzle to fit a suppressor after SHTF would be a good idea)

> 2 - a full-size pistol in a common caliber, such as 9mm or .45 (no rare/meme calibers) & holster.

> 3a - a sturdy scoped bolt-action rifle in .308 or a similar common full-power caliber.
   (something like a .308 Ruger Gunsite Scout stainless would be superb if camo-painted.)

AND/OR

> 3b - an AR-15 in 5.56mm or AK in 7.62x39mm (whatever you can get in your area), with lots
   of spare magazines. (AR's with a .223 Wylde chamber spec are ideal btw.)

> 4 - a smaller backup pistol, in the same caliber (and from the same manufacturer) as the first.

> 5 - more of any of the above (especially 3a & 3b) to be used by family members, etc.

NB: your rifles should be camo-painted. They are field tools, not safe queens.

A compact carbine sharing ammo with your pistol, or a fuddish-looking lever action in a reasonably common caliber (such as .30-30) might also be suitable in a pinch, or if you need to keep a lower profile during events. Remember their ammo may be hard to scavenge after SHTF, so these should be additionaly to the basics above, not instead of.

Having multiple magazines (at least 10) for each weapon is VERY strongly recommended, as is a large stockpile of the ammo types you'll need. Weapon standardization is also very good - better to limit yourself to a few types (eg: two bolt-actions of the same model and six ARs, with everyone using the same pistol) rather than 8 different rifle types each needing unique parts, magazines, and calibers. Avoid over-penetration in home defense - use hollowpoints.

Put a light on any firearm you use to defend your home to ensure you know what you shoot at 1am.

While operating the following firearms and munitions are suggested for carry:

- Your rifle in a common caliber (such as 5.56x45, 7.62x39 or 7.62x51mm), with sling,
- with a minimum of 4^ loaded magazines for the rifle in your webbing, plus,
- a minimum 180^ rds of additional rifle ammo (bagged, boxed or in mags) in pack^*
- Optionally, your pistol#, with two or three mags for the pistol (no more), and;
- ammo in your pack to fully refill the pistol magazines you are carrying once. ^##

* * *
PERSONAL EQUIPMENT:

NB: Ensure gear is durable as well as lightweight - you may not be able to easily replace it!

- A sturdy backpack made of synthetic material, 30L to 45L capacity, in dull/subdued colors (or spray-painted), a model with a waist-belt is recommended, able to fit more pouches externally if possible. Where possible, it is better to use a "grey man" approach by using a heavy-duty non-military backpack and throw on a camouflaged water-resistant cover once you hit the woods. (NB: this is your daily-use bag, not your duffle/large pack to arrive at the AO.) Read section on pack selection below!

- Webbing set (personal preference, but a belt rig is recommended for dismounted use)
- 2x water-bottles (4 recommended^) with pouches to fit on webbing and/or pack.
- Camelback (or equivalent, wide filler cap recommended)
- Fixed blade knife (or knife-bayonet to fit your rifle) - MUST BE SHARPENED.
- Personal first aid kit including at least: two wound dressings and bandages
- Water purifying tablets and/or passive water filter (ideally have both).
- Sleeping bag* (NO DOWN-FILLED BAGS) rated to suit your environment and/or a poncho liner * and/or a wool blanket *
- Mosquito Net or "bug nest" (for sleeping - to maximise rest and prevent disease) *
- Triple-redundant fire-starting methods (eg: a lighter, a ferro-cerium rod, and matches)
- Large metal mug to eat from and a metal spoon or utensil set to eat with
- Eye protection- either ballistic sunglasses or workman's safety glasses (suggest having one set tinted for day use, and another with clear lenses for night use, to avoid eye injuries.)
- Compact, powerful LED flashlight or headlamp (with a red or blue/green filter!!)
- Spare batteries for flashlight (the more the better)
- Personal anti-mosquito head net (depends on your AO, but recommended) #
- Minimum of 30yd/m of rope or cordage (e. g. : 550 cord/para-cord)
- tarp or military poncho* (and 4^ elasticized bungee straps to make a shelter)
- Bivvy Bag (only in addition to your tarp/poncho, never instead of) #*
- Sleeping Mat (closed cell foam or the self-inflating ‘therm-a-rest’ style)
- Cleaning kit and lubricants for weapon/s*
- Compact camping stove and fuel canister *# (recommended)
- Toiletry set*
- Folding shovel, entrenching tool, or other portable digging tool *#
- Compact but large towel (full-size microfiber type is recommended)*
- An umbrella that folds down fairly small, spray-painted to match AO. * (yes, really!)
- Toilet paper and baby wipes (lots)
- A large duffel or sustainment pack to carry and cache equipment not used daily.

Your toiletry set should include:
Shaving gear (as compact as possible), a travel mirror, tooth-brush & tooth-paste, floss, soap, a nail trimmer, tweezers, foot powder, and blister/foot-care items.
Also throw in some toilet paper tablets for emergencies in your gear.

^ * #
CLOTHING:
Note: In cold climates stick to wool or synthetics, in hot climates light cotton or linen are better.

- Undershirts, 3^ (sets not being worn in ziploc bags, with excess air squeezed out*)
- + Socks, 8^ (sets not being worn in ziploc bags, with excess air squeezed out*, 1 in webbing)
- Underwear, 4^# (sets not being worn in ziploc bags, excess air squeezed out*)
- + Shirt & trouser sets, 2^ (subdued colors, sets not being worn in Ziploc bags, with excess air squeezed out*) Note: if a member chooses to wear jeans in the field (you're a dumbass if you do), they must be dyed or painted to a suitably subdued shade.

- + Boots (durable hiking, military, or work type) (with a set of spare laces in your bag)
- Spare insoles for the boots *# (recommended)
- + Hat (‘boonie’ hat type recommended, baseball or patrol style is less ideal but ok)
- + Heavy-duty trouser belt (‘riggers’ type suggested) (no, NOT the one from your webbing)
- + Cold weather jacket (recommend with liner)* and/or: Fleece or wool jumper, to wear under your outerwear when cold (eg: during fall/winter or on desert nights) *#
- + Waterproof wet-weather shell jacket (Gore-Tex/eVent type material) in subdued colors (inside ziploc bag, with excess air squeezed out*) (alternatively; a spare poncho)
- Wet-weather trousers # (Gore-Tex/eVent type material) in subdued colors (in ziploc bag, excess air squeezed out*) and/or gaiters.
- Gloves # (to protect your hands – strongly recommended)
- Helmet & body armor # (if available) (with camo cover and elastic foliage strap on helmet)
- ‘Thermal’ under-pants*#
- Shower flip-flops or (better) Teva-type sandals*# (sandals are also good for stream crossings)
- Scarf or neck gaiter (subdued) #
- Balaclava or beanie (subdued) #
- Ear plugs or other hearing protection #^ (very strongly recommended, especially active noise reduction earmuffs like sordin or peltors).

CLOTHING NOTES: if you can't get your team to standardize on some sort of actual uniform as such, then I recommend sticking to mostly drab natural tones where possible and using a distinctive patch or armband to identify your group for LOAC purposes if applicable - wearing uniforms will allow you to present as a trained security force, and may enable you to gain official status with post-SHTF authorities by presenting a "quiet professional" attitude. Better to wear a camo top and drab pants than the reverse. Carry a set of civilian clothes, preferably in grey or neutral tones, for urban operations.

Wet fleece retains warmth much better than quilted synthetic insulation, and drains faster than wool. Wet down is totally useless. Use waterproofing spray on your outer shell clothing items, and the outside of things like your bivvy. Bring spare socks and change socks at least daily - if your feet are miserable, you'll be miserable. It may be an idea to glue your insoles into your boots if they tend to move around when your boots get wet.
**CONSUMABLES TO BRING ON INITIAL ARRIVAL AT YOUR AO:**
- + 48hrs^ of pure drinking water (90oz/3L is the absolute minimum recommended)
- 48hrs^ of food (suggest canned foods, a bread loaf and a small quantity of snack or Clif bars) (For use until resupplied) alternatively, dried peas, beans and/or rice in resealable containers.
- Spare fuel for camping stove (if used)*#
- Heavyweight large bin bags for waterproofing your bag contents (alternatively, dry-bags)

**TEAM EQUIPMENT (split this stuff between team members, and cache if needed):**
- + Group First Aid Kit *
- + At least two folding shovel/entrenching tool per team* (with sharpened edges)
- + At least two graduated compasses (preferably in mils and degrees, Silva-style suggested)
- + Maps of your AO and of the surrounding areas, laminated and carried in waterproof cases.
- A compact GPS device as a backup system # (keep switched OFF when not checking grid.)
- A spotting scope or good binoculars, and a camera # (for reconnaissance)
- additional water purification filters and tablets, as well as insect repellent and bug spray
- A frying-pan (good) or a wok (better) *
- Cooking pot for group meals (excellent for turning wildlife into hot tasty stew) *
- Folding bow saw and/or smaller folding saw(s) *
- At least one large chopping knife (8in+) or machete to cut down saplings for camp tasks and wood collection (a larger ax is safer to handle than a hatchet, FYI) *
- A jar of mixed spices, Tabasco sauce or similar, and plenty of salt (important!)*
- Scourers and detergent in a sealed screw-top bottle, and all-purpose laundry soap (in holder)*
- some kind of way to recharge batteries, such as a portable solar panel
- Notebooks and pens
- Sewing/repair kit including a ‘speedy stitcher’ sewing awl (if available) and "shoe goo".
- Whistles and portable radios for communications.
- wire cutter tool, small pry bar, and lockpicks
- knife sharpening device(s)
- Heavy-gauge metal wire, spare paracord or similar, large zip-ties, and duct tape.
- Nails and screws and the tools to use them.
- heavy-duty "contractor" rubbish bags
- camouflage net or hunting blind fabric (check for camouflage effect in IR spectrum)
- animal traps, snares, fishing gear, and other food-gathering and preparation equipment
  
One additional (preferably waterproofed) bag or container is suggested to be brought by each person during deployment to your AO, to be cached in a hidden and secure location until needed. This is to store gear which is not needed during the deployment season, but which will be needed should the situation continue longer than expected (eg: you headed innawoods in summer because SHTF happened, but you find yourself still there when winter arrives).

I suggest caching at least 10,000 rounds of .22 ammunition, in lots of 1000 or so, and similar amounts of ammo for your other rifles as well. It does not need to be purchased in a single go, and can be bought and cached a little at a time as your funds allow. Cache ammunition should in such a way that it will have long-term protection and remain dry and waterproof. You would also have other ammunition on-hand, both for the .22 and the other rifles, for practice, hunting, etc. use.
Pack selection for TEOTWAWKI:  
Whether you call it a bag, pack, or ruck, it does not carry your gear- it only holds your things- you carry them. This part is not for the ruck full of supplies and backup equipment that you will leave at your base camp, bunker, or home, but for your everyday Assault/24hr/72hr pack you will carry basically every single day, post-SHTF. The two are not and will not be the same thing.

Technically, a person in reasonable physical condition (whatever that means) can carry up to ~30% of their body weight, in theory. However, the only way to get in condition to carry such loads over long distances is . . . . to carry heavy loads over long distances regularly (duhh).

Yes, yes, you’re not geriatric (yet) but be honest with yourself- you're not some hyper-fit 19-year-old green beret halfway up an Afghan mountainside with a fuckton of heavy fire support on call either. You need to keep it light so you can run like hell in case you bump into the guys who do have heavy fire support on call. Carrying 30% of your bodyweight will end up with you in agony or worse, breaking your neck, shoulders and spine, with feet covered in blisters, and your mind so fogged up you'd stroll right into the most obvious trap or ambush. So how to avoid that?

The solution is twofold: 1) training, and 2) travel light.

Training - Start with a light pack of small capacity, (around 30 liters/1800 cubic in. is good), and load it with no more than 10 lbs/5 kg of kit. Unless you have super-ultralight gear, you’ll find that a water bottle, a packed lunch, a sweater and rain jacket/poncho, phone, a set of spare socks and underpants, and your usual EDC shit will quickly add up. Go /out/ or even just around your town and cover some ground. Walk. Even if you’re a runner, don't run yet- that will come later. Vary your route, up and down hills, on trails and sidewalks. Walk. Increase the weight little by little. Walk. Do some of this at least two-three times a week. Remember to always keep your head up and looking around, to maintain your situational awareness.

Don’t push hard too early or you will injure yourself and set your training back by weeks. After a couple of weeks, pick up the pace, but still pay attention to your body- if you’re already a runner, you’ll find that with extra conditioning, you can also run with a properly-fitted pack. Slowly start increasing the weight, distance, and speed - but only one at a time!

When you can still remain alert while you carry ~20 lbs (10kg) and proceed at 5 mph (8 km/h) for a couple of hours on reasonably level ground, you’re better conditioned than 95% of civilians. Do the same with 30 pounds over broken ground, and you’re in the top 1% of civilians and at least as fit and conditioned as an average grunt. Always listen to your body- if you start to get sore, ease back on the weight, distance, and/or speed for a few weeks.

Even if carrying a “bug-out bag” on foot to a secure location, or escaping a disaster on foot, is unlikely to ever happen to you - train - after a while you’ll know exactly how much weight and how large a pack you can carry while still being able to move well and stay alert, and will be able to equip yourself accordingly. Your fitness will also improve and that too, will help you survive.

Travel Light - Even if you are a well-conditioned endurance athlete or sneeki-breeki SF operator, (or if you actually do the suggested training) it is best to carry the most compact and lightest load possible that includes your critical gear (which should still be of durable construction). The specific pack capacity you choose will depend on your environment, your physical size and condition, and your projected mission.

You will have no trouble finding a decent pack that’s comfortable to carry if you're an average-sized person and don't overload it with shit. If you are larger than average (yes, that includes the fatties as well as the faggots ahem.. bodybuilders) it may be more difficult to find a comfortable
Comfort does matter: walking 10 miles with a loaded pack that doesn’t fit will provide a life lesson you will never forget. When buying one, ask if there are weights to simulate a load, and to test it load it up and then run on the spot, jump and move your body as if climbing or negotiating a steep hill. Top-loading packs are usually lighter, simpler and more reliable, and be aware that the so-called "water-resistant" zippers are especially prone to breakage, so avoid them.

In 99% of environments, a sturdy but lightweight 30 to 50 liter (1800-3200 cu. in.) pack will hold enough gear to allow for extended survival in comfort when using lightweight modern equipment, even when you're away from your base-camp. Your empty pack will be one of the heaviest items of your gear as percentage of weight. It’s easier to cut weight from heavy items than it is from small items. Going lighter also means going faster and farther.

A nondescript 30ish-liter pack is about the size of a schoolbag or computer backpack and thus provides a low-profile gray man appearance, enabling you to insert by simply walking through city streets or using public transportation while wearing civilian clothes. It will also enable you to move about in public and maneuver through crowds without bumping into people and drawing unwanted attention that way. If you can't sit your pack on your lap or between your legs on a bus or train - it’s too big.

Smaller bags aren't just lighter and easier to carry, they’re also easier to move with through close or difficult terrain and allow for better balance and situational awareness while you do so. Unlike people in the military, you are allowed to think for yourself, and are unlikely to be carrying a 50lb four-foot-long missile tube, or thousands of rounds of HMG ammo. Be sensible, and leave the backbreaking loads either in a vehicle or cached.

Arctic areas or high mountains where bulky clothing and shelter gear is needed may be exceptions but otherwise for combat, personal survival and travel, even for very long periods, you simply don't need a 90-liter pack stuffed with 80+lbs. (40+kg) of crap. Other exceptions might be if you're setting up your initial base-camp deep inside some wilderness where there are no trails, or if you’re carrying gear for others. In either instance, you’ll need to be in top physical condition, or just use a light vehicle, handcart or travois to take the gear to your chosen location for drop-off.

Brightly-colored packs will draw some attention, but this is one instance where a black or blue color is acceptable, even a dull red if it blends in with whatever the hippies and college kids are carrying around your area, but remember to bring a camouflage cover for use in the boonies. It's easy to improvise one, otherwise buy a cheap one online. They're never waterproof.

Remember to check the quality of material and stitching, and that it’s a good thing if it doesn't look too military - you want to be inconspicuous while training and while getting out of dodge.

You don't want to overload yourself like the poor fucker in the image here. Unlike him, you don't have a dumbass LT ordering you to permanently bust your knees carrying 90lbs of dumb shit. So only take what you actually need.
Example of what your thought process should be when selecting gear:

The gear setup used is ultimately determined by the operational environment and Mission. Max has really clarified for me the differences in loadout between mounted and dismounted operations for SUT. What I think is also in need of greater exploration is the differences between mounted and dismounted in an environment more advantageous to concealment, like during a bugout or prior to full scale social chaos. Max has touched on this issue in "Contact", "Patriot Dawn" and even this article.

Personally I’ve put together two separate kits for pre and post collapse situations. After testing I found I was unable to flex my military gear setup into a concealed role, especially when dismounted. If for instance I had to go on foot during a bugout, prior to full on chaos, the use of plate armor and a battle rifle would make me stick out like a sore thumb and draw unwanted attention in a non-rural environment. Ideally one would try to bugout mounted and with all of their gear. But shit happens and the foot-mobile may be what’s available, like following an EMP. In such a situation I’m certain that weight of equipment and concealment would be a top priority, being the grey man while moving through a declining world as efficiently as possible. The ramifications upon my kit for such a situation besides wearing civy’s are:

• Non-Military looking backpack of a small to moderate size, (1800 cubic inches)
• Small plain shoulder bag that carries sustainment items, (Basic survival gear, rations, water and Ammo)
• Folding 9mm carbine that shares mags and ammo with pistol
• A careful choosing of all other items to reduce weight and bulk
• Soft body armor

With such modifications I can look like just some guy fleeing the area. The most notable loss however is the reductions in armor and battle rifle fire power. But in the operational environment that this kit addresses the most common threats will still be low velocity rounds. Anyone carrying a rifle will likely be government forces and those who aren’t will be drawing the attention of government forces. This gives one an increased chance for avoidance. While a 9mm carbine is by no means equivalent to a battle rifle, when loaded with +P, the increased barrel length does give 357 mag type velocities. Regardless, such a weapon grants credible accuracy up to 100yds to facilitate a break in contact, a far cry better than just a pistol. This kit is not ideal by any means but it prevents glaring holes in equipment, is low profile, and provides an OK platform to improve one’s situation. Besides can re-equip in the future at one of those many caches we should be making right?
Choosing LBE and why body armor isn't that great:

When choosing LBE, first you need to consider what you are going to be doing. If you are going to be operating vehicle-mounted or going to frequently get in and out of one, use a chest rig. Depending on the threat level, you may need body armor - a chest rig can be attached directly to your armor by adding some fastex clips to the armor, and stowing the shoulder straps of the chest rig elsewhere (eg. in your pack). Vests may also be an option, but some models may cause issues with heat retention, so be aware of that. However if you're operating dismounted, an old-school belt rig set up similar to the British Army's system and worn low on your hips is the best and most time-tested method- "It just works".

When using a British-style belt rig, your pack can sit on top of the "shelf" formed by the rear pouches of your belt webbing, and while it sits there, the top should not sit significantly higher than the bottom of your neck. This transfers the majority of the weight from shoulders to hips, and removes the need for a big waist belt on the pack, which you will need with other types of rigs.

A belt rig can also be used with body armor if you select thin shoulder straps similar to Blue Force Gear's low-profile suspenders. It is a good idea to use a water bladder on a pouch in the back of your LBE - you can tuck it under the top flap of your pack when carrying a pack if it gets in the way of the pack.

Any major manufacturer is likely to provide decent equipment, however avoid Blackhawk and Condor as their gear is at best suitable for airsoft. 5.11 may make great clothing, but their gear is not. London Bridge, Crye Precision, First Spear, TYR Tactical, Blue Force Gear, Eagle Marine, SORD, and Tactical Tailor are all good companies to buy gear from in the USA, even though it can be expensive. If you don't care about color matching your gear, look for Black Friday specials or Clearance items, perhaps around tax time. Always check the stitching and materials.

To test whatever you end up using, fill it full of your equipment and go for a 1km run, then low-crawl for 50-100m, then move anything that got in the way or snagged to where it won't. As long as your gear is made of modern materials, its camouflage can be improved with a little spray-paint to match your local area's colors, and if needed some tufts of suitably colored cloth or netting can be used to further break up your outline around your shoulders.
You will have noticed a certain hostility dislike for body armor in this document. This due mostly to the weight of armor, which (apart from destroying your joints and spine) removes your ability to move tactically for any length of time as it causes fatigue, no matter how fit you are.

What's that you say? "Do more PT?" - ok, sure, but the lightest plates still add 20lbs, and what if your knees are already fucked from the military? How is Afghanistan going btw, last I heard the USA is pulling out and the Taliban are still there? Remember that back in 1776, lightly-equipped, fast-moving colonials used the asymmetric guerrilla warfare tactics they'd learned fighting the native tribes to defeat the heavily-equipped British regular infantry, who were further slowed by their heavy supply wagon trains.

Armor weight also means you're more likely to be hit, there are studies that show that armor weight over a certain percentage of body mass all but guarantees you will end up shot in combat! On the other hand, good use of cover and concealment negates the effectiveness even of accurate fire when dug-in, something not much practiced now.

Once you've worn plates for a living, it's not something you look forward to doing. In other words, if you can fulfil your mission without them, do it. You won't be wearing plates while farming or day-to-day after SHTF, but you can farm with a rifle slung on your back or within arm's reach, and you can always throw armor on if you raid a warehouse for canned goods or when a horde of zombies is approaching your village.

Look at how SF do things - they only go full kit when they kick in doors. Out and about they keep it simple and low profile. I know of Tier 1 operators who went on raids without wearing body armor, because it was not needed for their specific task on that mission. This was thanks to not having overbearing risk-averse leaders as found in regular units. Before you ask, no, I was never SF/SOF myself though I met plenty of them, and that's all you need to know.

If you're wearing armor on a task then you shouldn't need to carry a pack. Just because the military does it doesn't mean it's smart, or that you should do it too. Cache packs when you're moving fairly short distances and can return.

Your M.O. should basically be something like- set up a home base at the start of the SHTF scenario, whether you're bugging in or bugging out doesn't matter. In this home base is where you will drop off the main part of your kit, especially the various heavy items not in constant use, such as cast-iron cookware and your long-term shelter setup. From there, infiltrate to where you're planning to scavenge, raid or ambush, carrying only your loadout and daypacks. On reaching the area, set up your covert patrol base/cache site where you drop off any sustainment gear. Perform your mission. Return to the patrol base, collect the gear you cached and head home.

Plates don't magically prevent you from getting shot or dying, proper cover and maneuver do, not a relatively small piece of ceramic/steel. Save the armor for urban or vehicle ops, not innawoods. If you run low on ammo, break contact and come back with explosives, or think asymmetrically and avoid getting into a direct fight in the first place.

Weight saps speed, and the slower you are, the more likely you are to be caught/killed or worse! This is one reason I suggest people use body armor only in urban or vehicle-mounted situations- an E-tool weighs less and protects you more. Think about it.
Other Equipment:
Bring (and use) an unscented soap like ivory. It's cheap, keeps forever and can be used as catfish bait for fishing. Remember scents can be detected by animals (both 2- & 4-footed). At least once a week, wash your clothing with minimal soap and plenty of water. Even if no soap is available, washing removes the sweat, dirt, and gritty particles that degrade the material's performance and damage the fibers. Take advantage of modern fabrics and materials like Gore-Tex to make life easier. Additionally, using silicone waterproofing spray on outer clothes, boots, packs and sleeping bags is strongly recommended.

Selecting it:
Give a good deal of thought to selecting the right equipment. If you are even slightly unsure of an item you have not used, test it in an overnight backyard camp environment or perhaps in your local woods before venturing further with it. Ensure that any military surplus items you buy are new or in excellent condition, otherwise stick to top-end civilian outdoor products.

While you may be planning to bug-out to the wilderness, you will likely have to start from an urban location, cross through an urban location at some point during your escape, or you may even have to re-enter an urban location for example to forage for supplies. Therefore it is important that your dress and equipment can be tailored with the situation to make you appear to be just another civilian nobody trying to get by.

I recommend watching this short video by a former Green Beret who lays out his items for an "ultralight bug-out bag" which weighs a mere 18lbs. (~8kg):
https://www.invidio.us/watch?v=5EJQQPKHtJw
I also recommend watching this rather long 45min video for more info on equipment ideas:
https://www.invidio.us/watch?v=x7nq7UqsJv4

You should scrutinize each and every single item you pack and pick the lightest available gear that still fits your intended use and need for durability to minimize total weight. Backpackers, especially ultralight backpackers, have a lot of useful tips on reducing the weight of equipment.

Lighter stuff means you can use more of your weight budget for ammo, water, etc. While not everything backpackers do will apply to your situation, and much of their gear is far too flimsy for our purposes, do some research, copy whatever you find relevant to your needs, and your knees and feet will thank you.

For this reason, avoid carrying a tent unless you are in the arctic or high mountains, and use a tarp or poncho instead. This also provides you with better situational awareness of your surroundings. If bugs are an issue use a mosquito net and in the jungle, use a lightweight hammock.

One item where the lightest option is not the best would be your sleeping bag- while down-filled sleeping bags are the lightest, and squash down to the most compact size, they have a major issue for our needs: if down gets wet even a little bit, all its insulating properties vanish. Therefore, your sleeping bag should ALWAYS be synthetic-filled. DO NOT USE GOOSE DOWN SLEEPING BAGS. If (when) it gets wet, you will freeze. You freeze, you die. Your loss. Clothing can also be part of your sleep/shelter system- by wearing some of your clothing at night, you can use a lighter sleeping bag, and don’t have to change into cold clothes in the morning. If you can't avoid your day clothes getting soaked, be sure to carry a dry set of “sleep” clothes.

If you are using your mosquito net, take it and loosely put it inside the largest plastic trash bag you can find, then spray a whole can of permethrin or any long-lasting surface spray insecticide into the bag. Close and tie off the opening, shake the whole thing around for ~10 min, and leave in there to dry for a week or so. After that, keep your net inside a plastic bag to avoid losing the insecticide coating during storage. When the mosquito net gets used, you'll be amazed at how
many dead mosquitoes and other nasties you'll find dead on the ground around it in the morning. The coating will last for many months of use if you keep it reasonably dry - just don't lick the net!

**Look after your feet:**
Footwear is one item where pinching pennies can literally kill you when SHTF - civilian hiking boots are almost always far superior to military boots, that's why SF guys wear them. Note that lightweight boots make it easier and less tiring to walk in them all day long (if you don't believe me, see “Energy Cost of Backpacking in Heavy Boots” by S. J. Legg and A. Mahanty, published in Ergonomics, Vol. 29, Issue 3, 1986, pages 433–438).

“Waterproof” footwear will eventually fail, since water can enter through the top whether it splashes in when you step through puddles, or by running down your legs in the rain, therefore ensure that the boots you choose are quick-drying once they do get wet. As a rule of thumb, your shoes should ideally last ~500 miles of hard walking. To extend their life, fortify their most common blowout points before use with shoe glue (not superglue!) or additional stitching, based on past shoes' wear-&-tear. If the boots aren't comfy out of the box, or weigh over 4lb, try again.

Learn to recognize the warning signs of blisters, and pre-empt them. Keep your toenails short and rounded, and keep your feet clean, warm, and dry. Wash your socks daily (you don't even need to use soap if you're on the move) and rotate between them at least once a day, leaving the previous set to hang and dry on the outside of your pack. When you stop for meals, take your socks and boots off, turn the socks inside out, and let them dry for a couple of minutes. Use foot powder or talcum powder to keep feet dry. At night, put on a separate set of clean, dry, sleep socks. When your feet get wet, such as by crossing a stream, stop and dry them ASAP - your mission (and survival) will fail if you end up a casualty from infection.

**Carrying it:**
Ensure things like food and medicine are broken down and divided amongst the team, so that if one bag is lost, it doesn't turn a problem into a catastrophe. When packing kit always distribute the weight evenly. Remember someone besides an adult male (eg: your wife or kids) may be forced to start travelling without you. This includes cross-loading equipment and supplies within your team. Don't overload one guy because "he can take it" - eg; if you're lucky enough to salvage an M240, then EVERY team member should carry at least a 100-200 round belt for it during operations, in addition to the 600(+) the gunner carries.

**Water:**
Your urine is the best indicator of how dehydrated you are, and your thirst the best indicator of your need to drink (when it's warm, at least). Water in your camelback or bottle isn't doing you any good if you're dehydrated, so drink it! You should be passing clear urine twice daily, it should not be yellow. Drink more water and when you stop, eat foods with some salt so you actually feel the thirst and don't become hyponatremic. Even when water is abundant, always carry at least 2L (64oz) in two or more bottles because it gives you more options. Drink one liter with dinner, and the other during the morning to hydrate, in addition to any you drink during the day when thirsty.

Water purification tablets come in two versions: chlorine and iodine. Iodine takes about 45min, tastes strange, and isn't effective against Cryptosporidium. Chlorine dioxide is, but is slower taking up to 4 hours. Stock up and cache them, and also any filters your other systems use.

Boiling water is one of the few ways to kill cryptosporidium (the other is chlorine dioxide such as in Aquamira, which takes 4 hours to kill it) but this leaves the water tasting flat and stale. To fix this, after boiling, half-fill a bottle with the boiled water and shake the crap out of it. You can also
improve the flavour by leaving a fruity herbal teabag in the cold water for a short while so it gains a very weak taste. You can even reuse the teabag several times.

**Tactical Training:**
Don't buy gear to post pics of it on instagram, buy it to use it. You need to put it through its paces. The absolute worst time to be doing a gear shakeout and figuring out what works and what doesn't is when your life is depending on it. Go to the range and shoot in the prone with it. Put it on and get some miles of running and hiking done while wearing it. Put a pack on over it. Get in a vehicle wearing it. Run an obstacle course. There's a lot of things that look cool but are functionally terrible and the only way you'll know is by doing. It will do you no good if the first time you put it on is when SHTF, and you tear a muscle because the load sits unevenly, or your lower back goes out because you weren't used to the weight. How awesome will it be to find out you can't holster your pistol on your belt with your vest set up the way it is, or your rifle catches on a pouch every time you move, or if every time you bend over you lose half your shit? Testing gear in training is a MUST.

Cold War or WW2 training videos like some of the old US or UK ones that you can find on youtube are a good place to start for the hands-on how-to of tactics, since military manuals rarely show you how to actually patrol and behave in the field. Gather your team, watch and discuss what you saw, then practice it together with rifles (with the bolts removed!) or even simple planks to use as "guns". Have one or two guys play OPFOR, and use a "if I can hold aim for three seconds, bang-bang you're dead" method. This lets you flexibly try what actually works for you rather than be limited to military doctrine written for armies with tons of artillery and air support.

On youtube look up ex-military guys like Brent0331 - he's an ex-crayon eater who actually goes into some tactical stuff that might be useful to you, such as setting and reacting to an ambush. Channel is here: https://www.youtube.com/channel/UCI1a1FOUwxh5pOsGOZw37Cg
Gearfag Equipment Selection 101

This infographic addresses the two most common questions in every gearfag thread: "What do I need," and, "Should I get a plate carrier or rig and if so what brand?"

There are always variables but regardless of mission, enemy, terrain, and budget your gear should have:
- Water
- Basic Medical Supplies
- Spare Ammunition

Everything else is optional and should be treated as a luxury and always remember that even if you have the greatest equipment on the market that it is nothing without the skills to back it up as well as the willpower to gain and maintain those skills.

Water

As someone who lives near a popular mountain and extensive hiking trail I can attest that dehydration is both relatively easy to avoid and fall victim to. You spend all the money in the world on the best hiking shoes, the best backpack, the best fleece from the right brand, and you set out on the trail and make it a mile before you collapse in delerium in the middle of the summer because you didn’t pack any water. Even worse are the cases where the hiker packed a 500ml bottle; just enough to get them deep into the boonies before they realized how fucked they are.

An additional important factor to remember is that the only water you are guaranteed is the water that is on your person right now. Never presume you will have access to the liters upon liters of water in your vehicle, home, OP, FOB, etc as it is very easy to find yourself in a situation where you are cut off from these extensive supplies long enough that without a good water carrier your condition will begin to rapidly deteriorate.

Camelbak is far and away the most popular hydration system on the market. There are other options such as Platatac, old fashioned canteens, or just dropping as many water bottles in your pack as you can.
Basic Medical Supplies

A basic Individual First Aid Kit (IFAK) consists of a tourniquet (such as a SOF-T), pressure bandage (such as an Israeli bandage, you good goy), gauze, medical gloves, and having attended a formal course instructing you in their use (not just youtube videos).

As you become more and more skilled in first aid and life saving skills you may find yourself falling in on medical shears, IV starter kits, dedicated needles for tension pneumothorax, etc. Simply remember one thing:

**MORE IMPORTANT THAN HAVING THESE THINGS IS BEING TRAINED IN THEIR USE!**

Controversies: No doubt there are people butthurt upon reading that I even suggest tourniquets or confused that I am not recommending their favorite hemostatic gauze for baby's first IFAK. It is your individual responsibility to stay up to date on combat casualty care. This is not an infograph to dispell tourniquet myths perpetuated by morons nor explain the productive and contrary effects of Quikclot. If you are serious about this shit you will research these things extensively on your own and attend formal medical training.

![Image of Basic Medical Supplies]

Spare Ammunition

There is no hard and fast rule on how much ammunition you need aside from ensuring that you do not run out of it. My only recommendation is that you start low and then build up. Mil fans like to stick with 6+1 primary mags as this is considered a basic combat load. You might even find yourself agreeing that 6+1 is exactly what you want as well; however, all I ask is that you start low (2+1 or 3+1) so that you don’t waste money on pouches you realize you don’t want and so you can adjust to the weight.

Secondary mags need far less attention than your primary. 1+1 or 2+1; that’s it. If you think you need more secondary mags than that just shut the fuck up, throw two of them away, and put on another primary mag or two because that primary is likely to do all of your people or paper killing. This doesn’t mean you should never practice transition drills or that your pistol you’ve invested so much of your ego in is useless because I said your secondary is less important than your primary. It just means you need to give your primary the attention it deserves, which is significant.

**Rig or Plate Carrier?**

Do you want or need body armor? Can you handle the extra weight of body armor? If yes to both consider a plate carrier. If not don’t burden yourself with the extra price and weight. If you’re looking to buy this stuff because it’s cool to you and you never intend to use it aside from attempting to impress people on the internet that’s fine but note that this information is specifically targeted towards people interested in using their gear and training with their gear to maintain a high level of competency.

**Brands**

SKD-TAC, Platatac, LBT (lucky for 50% off sales on US holidays and particularly Cyber Monday), Beez, Banshee, Mayflower, and ITS Tactical stand out in terms of rigs, plate carriers, and pouches.

Gear is a buy-once-cry-once situation, do not try to go cheap on a product you should fully intend to use as hard as you possibly fucking can and entrust your life with.
Gearfag Training 102

This infographic will address placement of gear and training with your plate carrier or rig. This is a very large topic with a significant amount of variations but I will do my best to address as many as I can.

Placement

Ammunition and medical supplies take preference in terms of placement, followed by hydration, followed by everything else.

Front - Common items affixed to the front of a kit include spare ammunition, secondary weapons, admin pouches, grenades, and communications. Ensure that you can still achieve a good supportive prone position and that you can low crawl at least 100 meters without losing or rendering inoperable any equipment. Don’t be that fucking asshole who hot mike’s every single time he drops into the prone on his operator as fuck push-to-talk.

Support Side - Common items affixed to the support side of a kit include many items previously mentioned as well as hydration in the form of water bottles or canteens. It is also one of the most if not the most common location to place medical supplies in the form of an IFAK. I personally like to have my IFAK bumped as far forward on my support side so that I can also access it with both hands if necessary.

Dominant Side - Common items affixed to the dominant side of a kit include many items previously mentioned; however, if a secondary weapon such as a pistol is worn it is advisable for the wearer to ensure they can easily and quickly access this weapon as well as reholster it without serious interference from additional pouches. This may mean moving or removing excess items or lowering the secondary weapon with either a drop-down/duty holster or a drop leg holster. If choosing or forced to wear a drop leg please consult Rob Pincus’ “Proper Adjustment of Drop Leg Holster” and Panteao Productions “Travis Haley Pro-Tip: Drop Rig Holsters” on youtube. As a measurement of time I would say it should take no more than 2 seconds to draw and discharge your secondary weapon. If you can’t achieve this you need to practice with your draw more or to move any interference out of the way.

Rear - If mounted in a vehicle it is advised to keep the rear of your kit clear of any attachments or attach only thin ones such as a hydration bladder. Ensure that the drinking tube of your hydration bladder will not be rendered inoperable by low crawling. Unless your radio is huge I would highly suggest not mounting it on the rear of your rig where you cannot easily adjust it. If dismounted and carrying a pack/ruck it is in your best interest to train while wearing it so you can practice moving to cover/engaging with it on you. It makes no sense to train with nothing on your back when in actuality you fully intend to wear a pack/ruck into the field.
Movement and Accessibility Drills

Now that you’ve got everything placed it’s time to give it a basic test. Begin by putting all your gear on.

In the standing position practice getting a quick and consistent sight picture, reloading your primary within 5 seconds, transitioning to your secondary within 2 seconds, all of the above while moving forwards, backwards, left, right, and diagonally. Practice leaning out from behind cover (unpracticed individuals often lose balance when leaning), moving around the confines of a home, sprinting short distances (if you have anything that’s very loose you’ll notice it here and should do your best to tighten it down), and entering and exiting vehicles.

Before conducting drills in the kneeling position practice dropping down to a knee repeatedly until this is a smooth process. Don’t let the excess weight drive you down so fast you go and bust your kneecap. Alternate which knee you drop down to as terrain may force you to take your non-preferred knee. Practice reloading your primary within 5 seconds, transitioning to your secondary within 2 seconds, accessing your IFAK, leaning side-to-side and above cover, dropping into a prone position, and returning to a standing position in order to sprint a short distance.

Before conducting drills in the prone position practice dropping down until this is a smooth process. Don’t let the excess weight cause you to knock the wind out of yourself or slow your ability to engage. For anyone wearing headgear such as a helmet if you have not properly set this up your sight picture may be interfered with in the prone. Practice reloading your primary within 5 seconds and transitioning to your secondary within 2 seconds; this may seem difficult if you must roll over on your side to gain access which is exactly why you need to put in the practice. Practice accessing your IFAK and snapping up to a standing position in order to sprint a short distance. Go and low crawl at least 100 meters, if anything falls off your kit or breaks you need to rearrange your equipment.

Finally, you should at least familiarize yourself with doing the above actions with your primary weapon shouldered on your support side. If you must peek around a corner on your support side or your dominant hand is injured the experience of using your other limb for any of these tasks should not be alien to you.

You do not need to be a true ambidextrous shooter; however, the first time you try drawing your secondary weapon with your support hand should not be when you are gravely injured and an enemy is rapidly advancing upon you.

Live Fire

When you’re sure that simple movement drills won’t undo you or your kit it’s time for you to hit the range. Practice some of the above listed basic skills while effectively engaging targets. Buy a shot timer so that you can see how fast you are performing. Practice these skills in conjunction with other gearfags and see who can get the best time as well as the most accurate hits; being fast isn’t all there is to shooting.
Chapter 6 - Tips And Tricks (in no particular order):

7. Ammunition suggestions are MINIMUMS. If defending yourself against a larger or more skilled group, your team could use over 1000 rounds in as little as 5 or 10 minutes! Stock up now, as well as basic spare parts and a few spare mags, and cache it in safe locations in your expected AO. Don't expect to transport ammo & supplies with anything more than raw manpower in a severe (grid-down) scenario. OTOH, no need to constantly carry 1000 rounds on you - cache it! Save ammo by using snares or a slingshot to kill game for protein wherever possible.

14. Regarding your "Bug Out Bag"; it should be a personal project reflecting your personal needs. Good equipment at good prices can be had at camping stores, surplus stores, gun shows and even better deals can be had by mail order or online on places such as amazon, ebay or the actual product manufacturers, if you inform yourself first. It is a terrible idea to buy some cutesy pre-packaged "survival kit/bag" dump it in a closet and forget it until "the big day" comes - it will be full of mostly junk, and most of what you paid for it was mark-up. Instead, assemble your own based on needs and skills, test it out by camping and hiking and then adjust the contents accordingly- more important than having something, is knowing what to do with it.

15. Your rifle, boots, and webbing should ALWAYS be within your arm's reach (or at least that of one of your buddies such as when you search a captive).

17. If sleep mats are too expensive where you live, look for cheap yoga mats made of closed cell foam - these can often be dyed or painted a subdued color and used the same way. Or ask at any supermarket for a couple of large cardboard boxes such as the ones nappies come in. You can tell them you're using them to move house - they're almost always happy to get rid of them for free.

18. Groundsheets, if used at your long-term base, are best made of a material like heavy shade mesh so any water that lands on it will go straight through, rather than nylon fabric which will let water pool and flow into your shelter.

19. For your purposes as a semi-militia-like group, trekking poles will be essentially useless, since it removes the ability to hold your weapon. The need for them will be reduced by packing light and travelling at a slower speed where necessary. If crossing streams they might come in useful, but are easily improvized by cutting some stout, straight branches.

20. Fat is absorbed more slowly by the body than sugar. This means you feel fuller for longer, and the energy it provides also lasts longer. Fatty food is also more dense than sweet food, meaning it takes up less space and weight in your pack for the same caloric value.

23. The old adage goes, the more you know, the less you take. With first aid, the opposite is true- you can take more if you know how to use it. Only take things that you have been professionally trained to use, so get out there and take a first aid course or two - youtube videos are not training!

24. Consider bringing bear spray if you're in the USA or Canada. This is of course useful against bears and saves ammunition, but can also be used to prevent urban youth enrichment in a genuine SHTF emergency.

31. Motor vehicles are excellent for long-distance overt movement, but depending on the AO, consider the use of pack animals (horses, mules, etc.) for short-distance covert movement of supplies. Animals, like humans, don't make much noise, and in a rural environment will blend
right in. To this day there are armies whose mountain units use pack mules, not to mention that the Green Berets used them during Operation Anaconda.

32. Your choice of radio should be made on the basis of battery use/life and availability, not radio weight. Modern radios are already very light. Look into AM Citizens Band as it's almost unused these days, as well as Single Sideband (SSB) transceivers, for post-SHTF information gathering and transmission. Follow the strelo/k/ guide to radios for more detailed info.

34. Team leaders & scouts should carry a magazine or two loaded only with tracer to designate targets if possible. Mark the magazine with colored tape to avoid confusing it with the rest. Get your team to practice Rhodesian ("Drake") shooting - ricochets can kill, but overs are just wasted.

35. Divide your group into permanent teams of three to five men, preferably by getting them to group themselves once the members know each other. Don't be afraid to give the teams specific and clearly-laid out tasks, whether it's a recon/observation mission or an infiltration/ambush.

36. Learn the technical solutions that the US military applied to its conflicts in Iraq and Afghanistan, and think of low-tech ways to counter them. You are unlikely to be fighting the US government post-SHTF (if ever), but regional post-collapse actors will likely use similar methods.

37. You will not gain fire superiority by yourself with any sort of rifle unless you're a character in a Hollywood movie, ever. Aside from barrel heat and speed, you will lose any "superiority" gained every time you reload and if you're up against multiple threats you'd be exposing yourself to anyone you aren't currently suppressing. Superiority is gained with automatic weapons, preferably belt fed, supplemented by accurate rifle fire to take advantage of that suppression. Semiautomatic fire alone is best suited for well-aimed shots and you should plan for that by making yourself lighter, faster and more maneuverable. A lot of people, military and otherwise, start out with a dozen magazines, etc. but as we actually use gear in the field, we all come to the same conclusion- less on you is better. If you are ever in a prolonged firefight and need all that ammo, you'll find you will have time to pull mags from your pack. Mags on your vest and belt are usually for running and gunning and the thing about that is that you need to be able to actually run and move fast. No one successfully wobbles and guns. Speed and accuracy are key and you'll find you lose both as you increase your load out. Stick to no more than around 8 magazines in your webbing, and if you're not expecting immediate combat, as few as 3 is fine.

38. If you can afford it, any non-IR-emitting night vision gear will be worth its weight in platinum, no matter how old or limited it is. Even if it one day wears out, while it lasts it gives you a game-changing advantage against marauders.

39. The great depression and people who are currently homeless hold a treasure trove of information on post-shtf survival. SHTF is not just a solar coronal mass ejection or a breakdown in government or whatever, it's also things like another depression/recession that wipes out your job and savings, or a massive storm that wipes out the electrical supply and blocks roads in mid-winter, it could even be something like China's accidental 2019 bioweapon release (the coronavirus outbreak) turning from an epidemic to a full-blown pandemic. Remember- if you can survive the first 72h of an immediate crisis, your chances of making it alive increase dramatically.
40. Set yourself two dates each year (eg. in fall and spring) to go over the contents of your kit and make sure that everything is still good to go. Things do go wrong and batteries leak, seals fail, etc. During these two dates, verify all expiration dates to ensure everything has at least some time left before going bad- eg. medicines often last up to 20 years past the expiry date, however some medicines become toxic after the date marked. Learn which does which, and store appropriately.

41. The biggest advantage humans have is the use of tools. Inevitably, someone will ask if they can borrow your knife. When asked why they don’t carry their own knife, they inevitably answer something like "I don’t need one." Your response should be: "Then you don't need to borrow mine, either!"

42. A useful way to stop the noise of a large knife rattling inside it’s sheath is to cut up a plastic juice or milk bottle forming a strip of it into a liner that can be inserted into the sheath. The liner serves to take up space and hold the blade securely- with a little test and fit, you will be able to determine the correct size, and a few drops of suitable glue on the outer surface of the liner will hold it in place inside the loose sheath. Just don't glue your knife to the sheath- give the knife a coating of vaseline if it must stay in the sheath to hold the liner in place as the glue bonds.

43. You should definitely buy at least one portable radio that can access shortwave frequencies. The biggest lesson to be learned today is how quickly and easily news media can be silenced whenever government sees fit. The great thing about foreign broadcasts, particularly from those in countries not on friendly terms with the USA (eg. Cuba’s Radio Havana), is that their news about what happens in the US and other countries have a different slant than -and sometimes entirely contradicts- news broadcasts by US networks. Unfortunately the foreign broadcasts are often correct, because no one would listen to a news station that constantly lies (unless they're a fan of CNN, heh). Foreign broadcasters may delight in revealing details the US.gov would rather keep quiet - details that may be critical to your own well-being and survival. In the event of a major catastrophe, who thinks the official line will be anything other than: “Stay calm plebs, we have everything under control”? A metal garbage or paint can with sides and bottom lined with cardboard will protect electronics like your shortwave radio from events like an EMP or CME.

44. You can make a sort of "synthetic fatwood" by melting paraffin wax or Vaseline and soaking strips of dry balsa wood or dry compressed cardboard in it for awhile while the liquid is hot.

45. Fire superiority isn't determined by how many rifles/guns you have. It is determined by sending accurate rounds downrange, at every threat, nonstop, while accurately eliminating the suppressed threats that are firing back at you. You will not do that alone, with one rifle, regardless of how many magazines you have or how good a shot you are. You should definitely train and train under stress to take shots between 50 and 200 yards (timed obstacle course shoots if you can set up such a training range, perhaps take part in 3-gun matches or even pay for proper tactical training). Do it in full kit and you'll see the wisdom in cutting back on gear and weight.

48. Remember to bring spare eyeglasses in your current prescription if you need them - the semi-blind are at a huge disadvantage in SHTF. Use a hard case to prevent them being damaged. If you're broke AF, you can still replace your old glasses with new ones every three to five years on most insurance plans, and the old ones should go into your BOB/SHTF kit as backups.

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51. Forming your bases or overnight hides in a Y or X shape (rather than a circle, triangle or square) forces enemy infiltrators to walk into an L- or V-shaped ambush, regardless of approach.

52. Always, always, ALWAYS carry a bottle of Loperamide aka Imodium to field with you. The biggest historical killer of soldiers before WW2 was not being shot/stabbed, it was disease, usually dysentery, cholera, typhoid, etc. all of which cause diarrhea. Diarrhea takes just three days to kill you by dehydration. Having said that, the best medicine is prevention - wash your hands, be disciplined when making cat holes, and prepare food & water properly. Just because your last 10 canteens from the river were fine don't mean the next one will be too. Just because you wipe your ass and don't wash your hands at home doesn't mean you can do that innawoods. Same goes for anything your buddy touches with his hands. **Wash your hands - don't shit yourself to death.**

55. If you own a smock or parka, consider getting a cloth sleeve sewn into the back to hold a hydration bladder. Consider getting armpit zips sewn in as well.
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