# MCS#210 "Cheat Sheet"





# **Urban Survival: Shelter Tips**

with Jeff Anderson for www.ModernCombatAndSurvival.com

### **Finding Shelter In Urban Areas**

Rural survival areas can be self-sustaining, but they have a different set of resources available compared to urban living spaces.

- Urban survival is very misunderstood.
- If you don't live in an urban area, you may think you don't need urban survival skills, but you really do.
- Urban survival is NOT a zombie fantasy. You never know when you might be in an urban area, or be passing through one, when disaster happens.

### 1. Stay "Home"

Surviving in place at your home or wherever you're staying is your first option.

- You'll generally know the geographic area very well if you're surviving in place.
- While you can "dig in," no home is truly a fortress. All are vulnerable to attack to varying degrees. Beware overconfidence.
- When your home location becomes untenable due to hostile action or environmental danger, you may need to bug out.

## 2. Your Vehicle

Your vehicle is ready-made, secure shelter.

- It is very likely mobile (barring break-down)
- It is small and easier to heat and conceal.
- There's not much storage space, though.
- Vehicles are attractive targets for those searching for resources.

# 3. Abandoned Buildings

These may be more tactically advantageous than your "home" location.

- There might be supplies available here.
- Make sure the structure is intact and not hazardous to your safety.
- Schools, libraries, and churches make good options. Convenience stores may have supplies but will be common targets.
- Make sure they're really abandoned and be aware they might attract looters.

#### **4. Parking Garages**

The offer high-ground perspective, or can.

- · They're made of concrete and very strong.
- Feature multiple entries/exits; may have and can accommodate large vehicles.
- They might be high-traffic areas, though, and can be magnets for looters.

# **5. Subways and Tunnels**

Many people don't even know these exist.

- Check maintenance rooms for tech, supplies.
- Many cities have abandoned subways.
- There may be dangerous electrical supplies and frequent locked, sturdy barriers in place.
- · A tunnel is a ready-made "fatal funnel."

#### **6. Parks And Graveyards**

There's not a lot to loot in these locations.

- These often have water access and cover.
- They're wide open and not easy to hide in, so your positioning really matters.

Prepare. Train. Survive.