

Buchholtz...the name is Karl Buchholtz

**A Zombie Killer Series
Zombie Shooters United**

www.ZombieShooterUnited.com

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Scenario:

Karl Buchholtz...that name is just more questions than it is answers and you're starting to wish you'd never met him. Three days ago Captain Soo-Z dispatched you and a rookie ZK partner on mission that took you forty miles into the Dead Zone to rally with a long range ZK recon patrol gathering intelligence on a raider groups operating north of there. The patrol "captured" a man claiming to have information of value to Live E-town. Though clearly part of a heinous raider group, the captive denounced his companions claiming he was coerced into cooperation with them. Since all of them were killed attempting to ambush the long range ZK patrol, there was nobody to confirm or deny his story. However, he chose to surrender rather than fight or flee, even though he was well armed and in a very good position to take out quite a few ZKs. Hard working ZKs appreciate that kind of professional courtesy. When he requested asylum in Live E-town, the patrol leader called it in and you were sent out to take him into custody.

You like fresh air as much as the next the guy, but an 80 mile round trip is a bit of a hike, especially with a rookie who you have to loan your shotgun because he doesn't even own a long gun of his own. You figured this captive must be special; and it turns out he is. When you finally met him, it's apparent why he wasn't executed on the spot. He says his name is Karl Buchholtz, but (despite his lack of a tuxedo) his manner and temperament screams James Bond. He is a capable and dangerous man. You wonder about his intentions.

The patrol leader tells you he's been nothing but helpful to them since his capture and even saved a ZK's life by killing an ankle biter with a sling he made from an old shirt. He seems more like a comrade in arms than a captive and when you take him into your custody you find yourself apologizing for having to handcuff him. He doesn't seem to mind. On the march he moves over the ground with the quiet ease of a hunter, and always knows when to speak and when to stay silent. He shows your rookie partner how to read a terrain map and use a compass. At times you get the impression he is leading you rather than the other way around, but his suggestions are saving you time on the march and you expect to get back to outpost early.

The first day's travel goes well, but then your luck takes wing leaving you alone like a drunk with no pants during a snowstorm. First you stumble into a herd of undead that wandered into the area and have to dump your rucksacks and rations to get away from them. Then your rookie partner stupidly falls down a ravine and breaks a few bones. (Karl comes to his aid, splints his arm and helps him walk.) Finally, a cold front moves in

with a merciless rainstorm putting you all in danger of dying of exposure if you don't find shelter.

As twilight begins to mask the terrain, you spot what looks like a large military tent, partially collapsed, just down the road near a clearing. You leave your partner and Karl to check it out. The tent and the immediate area are free of the undead and dry inside. Exhausted, the three of you slip silently inside, close the fly and light a lantern. It's been a rough day and everyone is tired wet and hungry. You find a can of corn and offer to share it with the rookie and Karl. Karl declines, instead pulling an MRE meal pack from his pants pocket. After you and the rookie finish the corn, he and Karl take seats in camp chairs near a table by the tent fly. Karl gives him some guidance on proper firearms maintenance. You give the rookie your pistol and tell him to clean yours too since he needs the practice. You order him to take first watch and lay down on a cot near the collapsed rear of the tent.

That was the last thing you recall before waking up to the sun's light poking its way through the gaps in the canvas. You are momentarily angry with the rookie for not waking you up for your watch when you feel him shaking your leg. When you look up, you don't see him at the foot of the cot. Casting your gaze to your still moving leg, you notice boney gray fingers working their way up your calf. "GREAT DAY IN THE MORNING!" you think to yourself as your hand moves to the empty pistol holster on your belt and the magnitude of your present peril comes into focus. Urgent questions swirl through your sleep clouded head. "What am I going to kill this thing with before it gets to second base? How many are outside? Can I shoot my way through them before I run out of ammo? Where's that stupid rookie? WHERE THE HECK IS KARL BUCHHOLTZ?!" Then a calm comes over you and you say out loud, "Well, it looks like it's time to get up and go to work."

The format of this match will be a different from recent matches. Shooters must select a time slot on the website or contact us to select their time slot if they are mailing their registration check in. Time slots are first come, first serve. REGISTER EARLY!!!! We will run shooters through individually, from start to finish, through back-to-back consecutive stages as we did in the Fear and Loathing In The Dead Zone match. To the shooter, it will seem like one long multi-gun stage

Total time per shooter should not exceed ten minutes but I am scheduling them at four per hour to be conservative. We need each shooter to be on site an hour before their scheduled shoot time and get geared up and ready to go. There are no individual stage descriptions because the course is intended to be a surprise, and how well shooters deal with those surprises and analyze the course for clues will effect their performance.

All shooters must check in on match day to confirm their time slot. Otherwise, we will skip you and go to the next available shooter to keep the match moving. You won't go to the end of the line, but we can't wait around for you to show up so be ready when it's your turn or expect to wait until the guy that was ready finishes.

Round count will be different this match and you may wish to bring extra for some target practice if the small trail above the Cowboy Range is available as it has been in the past. There will be no military or armor piercing or tracer ammo allowed in any caliber. For the match, please bring:

**25 rounds of 00 buckshot for you shotgun,
50 rounds for your pistol
30 rounds for your rifle.**

We are fielding improved rifle targets this match! After a lot of experimenting, we have a target that will be able to handle all reasonable calibers (no magnums). If you are in doubt, please ask. It is my intent to allow people to be able to use their hunting rifles and military surplus rifles that were previously too powerful. However, **ABSOLUTELY NO MILITARY SURPLUS OR MILITARY CONTRACT AMMO IS PERMITTED FOR RIFLE.** Some of it is armor piercing and some is wildly powerful as I discovered while testing. You can shoot your Moisin Nagant rifle, but buy a box of commercial ammo for it

Shooters who have completed their course of fire will be expected to assist with the target resetting and the recovery of the targets at the end of the match.

As usual, the course will have both a time limit and an ammunition limit. Overall winner will be the highest score, with ties decided in favor of the shortest time and then the least ammunition expended against up to 36 total zombie targets. Good marksmanship skills will take you a long way, but good observation/investigative skills can win you the match. Participants are encouraged to review the storyline background material just prior to the match.

Prizes will be awarded randomly as door prizes for all registered shooters lucky enough to have their names drawn. The drawing will be held at lunch break. Check the match prize table for the most up to date information. The number of prizes awarded is keyed to the number of participants in the match.

Participants will need to have all their weapons and ammo ready at the start of the course. Though they will not need to carry them through the whole course, a sling or scabbard might prove useful. For a \$10 fee you may purchase a ZK buddy ticket for a friend who can accompany you through the stages to pick up your magazines, carry your extra guns, take video, etc. However, they cannot serve as spotter or help you in anyway with your shooting. Wheeled carts may be used to stay organized topside, but you can't bring them with you on the course. In this case, you may wish to bring a chain or cable lock to secure the guns and ammo cans you are not using to the cart while you are firing the stages.

Parking will be around the entrance to the Cowboy Range. You are not permitted past the gate to the lower range until your turn to shoot.