

KNF - 7



FIELD MANUAL

Wasteland Workshop 004

Shelter



KNF7Workshop004

BUILDING A LEAN-TO

A QUICK FIX FOR THE KNF-7 TRAVELER

When the sun dips low and time's tight, a lean-to's your ticket out of a pickle. This sturdy slant keeps the rain off, the critters at bay — perfect for a night in Sector 9's rugged wilds.

How To:

1. Find a stout branch or pipe (3-4 feet long) and prop against a tree or boulder at a 45-degree angle.
2. Lean smaller sticks (1-2 feet) against it like ribs on a frame, spacing them 6 inches apart.
3. Cover with leaves, bark, tattered posters (those "Support Our Troops!" ads work swell), Add plastic sheeting from abandoned greenhouses—waterprooof ahd rad-resistant.
4. Anchor with rocks or wire to hold against the wind.

Tips:

- ▷ Angle it against the wind—those storms are meaner than a wet cat!
- ▷ Test the frame before settling in; a collapse is a tumble you don't need.
- ▷ Keep a tarp handy for extra cover.



Note:
"A lean-to's your
first stand
against the
wastes—
build it
quick,
build it
smart!"



BUILDING A DEBRIS HUT

A COZY COCOON FOR THE WEARY

Need a snug retreat in the KNF-7 night? The debris hut traps warmth and hides you from prying eyes-ideal for the cold ridges of Sector 18.

How To:

1. Set up an A-frame with two sturdy supports (trees or poles) and a ridgepole (4-5 feet long) across the top.
2. Lean sticks against the ridgepole at a steep angle, forming a triangular frame.
3. Pile on layers of leaves, grass, or glowing moss (Sector 9's eastern wastes) - pack tight for insulation.
4. Add a final layer of bark or cloth to seal it against rain.



Tips:

- Pack the debris snug-loose piles invite critters, and an uninvited boarder is no picnic.
- Use glowing moss for light; it's a boon in the dark!

Note:

"A debris hut's
your warm
embrace-
make it
thick, and
sleep
sound!"



BUILDING AN URBAN BUNKER

RECLAIMING THE PAST IN STYLE

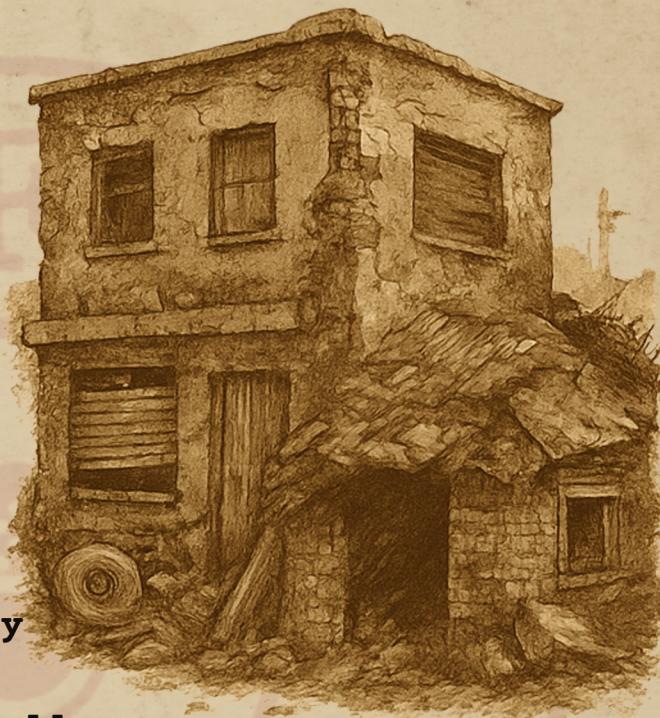
Found a sturdy ruin? Turn it into an urban bunker to weather the wastes-perfect for Sector 11's Settlement Echo survivors.

How To:

1. Pick a room with solid walls and a ceiling that's not ready to quit.
2. Board up windows and doors with lumber or tin scraps, overlapping for strength.
3. Reinforce with heavy items-car doors or concrete blocks-especially against scavengers.
4. Add a hidden hatch or tunnel for an escape route.

Tips:

- Check the framework-a collapsing roof is a pressing worry!
- Camouflage with dirt to dodge scavengers' eyes.



Note:

"An urban bunker's your castle-shore it up, and hold the line!"



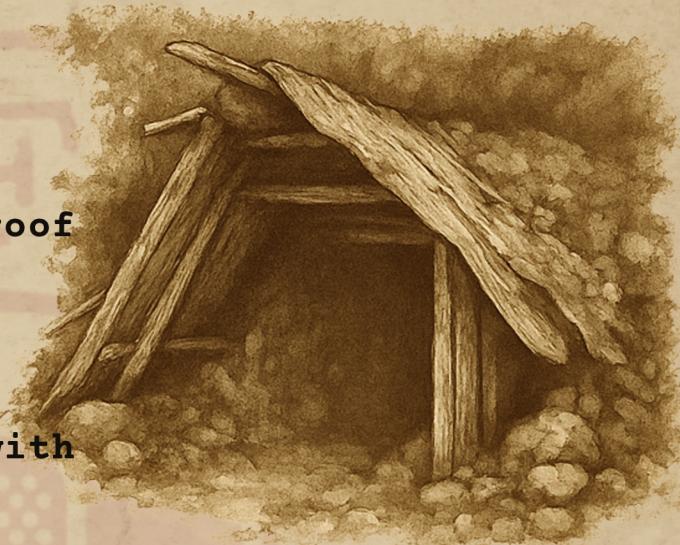
BUILDING A SUBTERRANEAN DEN

A SAFE HAVEN BELOW

When the surface turns sour, dig in with a subterranean den-tailor-made for Sector 9's burrowing worm territory.

How To:

1. Dig a hole 4-5 feet deep and wide enough to lie in
2. Shore up walls and roof with lumber or tin, sloping the roof for drainage.
3. Cover air entrance with a tarp or sheet metal, camouflaged with dirt
4. Carve air holes with mesh covers to avoid choking.



Tips:

Watch for burrowing worms—they'll chew through weak spots faster than a misstep!

Note:

"A den below keeps you safe—dig deep, and breathe easy!"



Tips:

- ▷ Keep ventilation clear; air's your lifeline.

Tips: Keep ventilation clear; air's your lifeline.

BUILDING A TREEHOUSE

A VISTA ABOVE THE FRAY

Fancy a view? A treehouse lifts you above the chaos—great for Sector 6's Silo heights.

How To:

1. Find a sturdy tree with strong branches and build a platform with planks and rope.
2. Add walls and a roof using tin or bark, securing with nails or vines.
3. Tie it down with extra rope to withstand 2025 storms.
4. Include a rope ladder or hatch for access.

Tips:

- Test the branches—a fall is a branch of trouble!



Note:

A treehouse is your high ground—build high, and stay safe!



A NOTE FROM POPS

Your shelter ain't just sticks and tin,
it's your lifeline. Pick high ground
so you don't get washed away.
Get whatever's close at hand. Bark,
scrap wood, hell, even old tires'll do.
Keep that roof sealed tight-acid
rain'll tear the life right outta you.
Build it to last and
leave yourself a
way out-just in
case the wasteland
comes knockin."

