

Survivalist: Demzerker (Demolitionist + Berzerker) by Majidel

So far, I only got one combo for survivalists figured out and in progress, and that is Berserker + Demolitionist (Demzerker). I haven't reached that full potential but looking at the level 20 and 25 skills I can see the combo going well. If you are pro with Demolitionist and/or berserker, probably this combo can work for you.

What is needed to be done:

- **I have only tried this on hard difficulty so I'm not sure how great this could work on suicidal or Hell on Earth. I will try soon enough.**

Update: As of 7/17/2020 this was tested on a 6man hard/10 wave public match and it worked really well.

Skill Tree:

- **Heavy Weapons Training (high reload speed for Demo weapons)**
- **Melee Expert (75% more melee damage and 25% more speed when melee is deployed)**
- **Ammo Vest (If you want healing grenades to stay in the battle longer and more ammo) or Weapon Harness (+5 weight capacity and Molotov ground fire to build damage)**
- **Make Things Go Boom (40% explosive resistance and range)**
- **Lockdown (Any weapon stuns all zeds)**

Weapon Choices:

Berserker:

- Knife (for beginning rounds and just weak zeds)
 - I suggest sticking to your knife for the first 3-4 rounds (If you didn't start with the crovel at random). It can do enough damage and cutting to get you going for the first few rounds and again saves money. That way around round 2 to 3, you can just buy a demo weapon and save for a melee later. If you are smart with your money and know what to spend specifically on, you can have about 1100 by round 3.
- Crovel or Katana

- Upgrade for better performance
- slices through regulars pretty well, you wouldn't want any melee too heavy as you are only using melee for the small zeds, not tanks mostly. So save the capacity for your demo weapons. This rule can be broken a bit if using Weapon Harness for more capacity or playing co-op. And speaking of co-op.
- Hemoclobber
 - This weapon + Ammo Vest Skill makes demzerker into a small time field medic as well. With its secondary fire ability of a heal blast, it can heal you and teammates while poisoning nearby zeds. The poisoning that can make tank zeds panic ignoring players for a little.
 - The 700 upgrade 1 can make a real difference when going melee and doing the full 1500 upgrade makes it great for smashing zeds like nothing, saving demo ammo even better for large hordes.

Demolitionist: With your melee speed, try to train the zeds into a group to shoot one multi kill grenade to conserve ammo when needed. If you need to shoot an explosive near you, that's why you will have the Make Things Go Boom Skill for explosive resistance. So keep your distance using demo weapons.

- Grenade Pistol(Beginning rounds)
 - I only suggest getting this if you are just getting started with this combo, and not so much of a *melee expert*. If you can do basic berserking, then you won't need to spend on this.
- Seal Squeal (Mid-End rounds)
 - Seal Squeal is great when dealing with Tank zeds, especially if surrounded by a group of smaller zeds. I have had many times when 4-5 Quarter Pounders spawned in and used 4-out-of-5 of the clip, spreading the stickies to the floor or other zeds, when detonating all at once it usually kills 2-3 out of the 4-5. Please remember not to use the full clip, you can't detonate when reloading and the slow reload speed (even with heavy weapons training) can be very punishing. I would say using this on solo runs mainly since your team can help take out tank zeds.
- Grenade Launcher (probably all rounds, not including boss wave).
 - The Grenade Launcher in my opinion is the best choice. With Heavy Weapons training, even in ZED Time, your reload speed is great which can save you when being chased by enraged tank zeds or when large groups are getting too close. This is also great on co-op since you can basically just weaken groups of zeds so your team and you can finish them off quicker. It's cheap and when upgraded can do some serious damage.
- M16 M203 Assault Rifle

- I haven't really tried this out yet but as i think about it, it can be good for when being chased by tank zeds. Say a scrake is enraged and close. Use the bullets to stun him a bit and land some headshots. Take out melee, run and get to a good distance and grenade launch him with the m16 attachment. Same with fleshpounds when enraged, use bullets to headshot as they are resistant to explosives when charging at you with their clubs rolling.
- Other weapons (testing required/no further opinion)

Gameplay:

- Small and Medium Zeds are for melee since they aren't too much trouble if you know how to move around and parry. Husk can be a danger when they try to suicide so take out the pistol and headshot him, same with bloats to avoid acid bile. Sirens with a strong melee can just be heavy attacked to head to shut them up, just make sure there aren't too many other zeds around because one siren out of nowhere can just end your game real quick with her sonic attack.
- When Tank Zeds (Flesh/Quarterpounders and Scrakes) and at times a large group of Zeds appear, use demo weapons to keep them at bay and clear out the smaller zeds. Parry with melee if tank zeds get too close. (if you can pull it out in time or if its even effective)
- Melee Expert giving the 25% speed boost with melee deployed gives a great escape advantage if things get too crazy.
- With 40% Explosive resistance, you have a few chances to survive explosive damage right upfront if zeds get too close. Of course though try to keep distance when necessary.

Boss Wave:

I have gone against Hans, Abomination and King Fleshpound on solo with this loadout, and though i should probably test the bosses with co-op, i think it's better to say that sadly this loadout is not good going against boss waves. I could be wrong, but to lay it out, you aren't that resistant to all damage attacks like a berserker and you don't have the full potential of a demolitionist. To attempt meleeing the boss can or will be suicide and to run and use demo, you might as well just had picked demolition perk for the boss round. Simply, I think you should switch perks or tactics when going to the boss wave, you won't be too much help for the team either. But I don't know, I could be wrong, I was thinking that RPG-7 could be great for a boss, but like said, you won't be as great as a high level demolitionist.

I conclude that this combo is just a zed wave tactic, good for all before the boss wave.

My Friend has his own combo figured and I will soon make a document on his behalf so stay tuned for more KF2 stuff from me, maj.