P-725

1st Edition October 2009

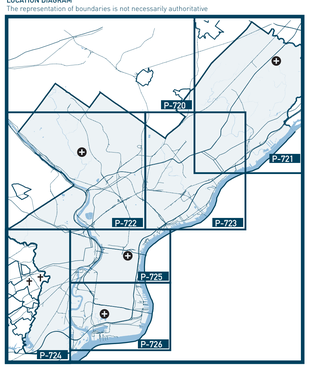
PHILADELPHIA

ZOMBIE EVASION, DEFENSE & WARFARE (ZEDWar) CHART

DO NOT WRITE ON THIS CHART

LOCATION DIAGRAM

The representation of boundaries is not necessarily authoritative



GLOBAL OUTBREAK DIVISION

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SCALE 1:250,000

0 STATUTE MILE 1

0 KILOMETER 1

CITY STATISTICS

PHL Population

as of July 2008:

1,447,395.

MALES: 672,510	(46.5%)
FEMALES: 774,885	(53.5%)
MEDIAN RESIDENT AGE:	34.2 YEARS
PENNSYLVANIA MEDIAN AGE:	38.0 YEARS

Center City

SECTOR P-725 SPECIFIC

RESIDENCE POPULATION

98,003.

WORKFORCE POPULATION

235,000.

INTRODUCTION.

Congratulations on your ability to survive the apparent decimation of the human race. This handy survival map will give you some helpful tools and tactics to ensure you make it through the next few days, and weeks, of re-establishing civilization. While we cannot account for all variables related to the scenario we presented, deferring from or flat out ignoring the advice contained within will in fact lead to immediate death with the last thought on your mind now being, "WE TOLD YOU SO."

This guide contains the following:

I. WHAT THE F&%# JUST HAPPENED?
» Possible Reasons for the Surrounding Chaos
» Know Your Foe

II. SELF-DEFENSE
» Hasty Weapons
» Melee Techniques

III. EVASION
» Movement: Yours vs. Theirs
» Escape Routes
» Rooftop Evasion
» Vehicles

IV. IMMEDIATE SHELTER
» Low-Rise Buildings, Upper Floors
» Hasty Barricades and Alarms
» Always Have an Escape Plan

V. FORAGING
» Water Purification and Collection
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VI. FIRST AID
» Infection Timeline
» Basic Wound Care

VII. MAP

VIII. PHILADELPHIA CITY STATS
» Population
» Expected Infection Rates

IX. IMMEDIATE ACTION PLAN
» Set Up a Safehouse
» Locate Other Survivors
» Tactical Preparations
» Intelligence Gathering
» Train for High-Risk Mission Objective

X. LONG-TERM ACTION PLAN
» Unite with Other ZEDWarrior Units
» Take Over Key Objective Highrises
» Begin Zombicide Offensive
» Begin Re-population
» Re-Establish Government

TACTICAL MOVEMENT
» RECCERTeam Movements
» RECCER Platoon Movements

URBAN COMBAT
» Building Clearing
» Avenues of Cover

Alternative Usages of this Guide

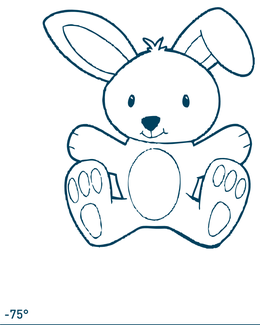
1. Flag ZED Garrison Identifier
2. Camouflage
3. Safezone Stencil
4. Waterproof Blankie
5. Parachute (not recommended)

NOTICE THIS CHART IS INTENDED FOR SURVIVAL SITUATIONS.
Refer to current editions of appropriate charts for tourist travel planning or operations

WHAT THE F%$# JUST HAPPENED?

Your current situation might be hard to grasp, however, staying calm and assessing your surroundings will go a long way in your survival. While you can only guess, as to how things have gotten so out of hand, this chart will lay out the most likely scenarios at hand. To put it straight, you are one of the few survivors of an apocalyptic decimation of the human race, mainly due to a zombie attack. In order to move forward, you must bring yourself to this conclusion, accept it, and be prepared to deal with it. Zeds, shamblers, zombies, the living dead, call them what you will, but from here on this chart will be referring to them as Reanimated Enemy Combatants, or RECs, so as to aid in the dissolution of thinking that these creatures were once human.

If you feel yourself start to lose control, simply stare at the bunny image below. His name is Chip. Talk to Chip. Laugh at Chip. Soon the surrounding circumstances will simply fade away. Once you have regained your senses, read on, and prepare for the fight of your life.



KNOW YOUR FOE.

During your initial observations, it is key to note the type of REC you are facing. Each has specific strengths, weaknesses, and attributes to note. All have the same disposal goal, to remove the BHU (see Basic Melee Techniques). To simplify, there are 6 main classifications of RECs, they are as follows:

PARANORMAL
The REC has become possessed by an other worldly force or energy. The resulting entity has an intense thirst for killing, not for dietary reasons, but what one can only assume as stemming from the pits of hell itself. The infected could in theory be saved via exorcism, but that would take time, and a lot of priests.

VIRAL
The REC has become ill due to the effects of an outside viral contaminant. This disease only infects the currently living. It can be airborne, waterborne, and/or bloodborne, so take caution. Transference is generally by rabid monkeys, crows, patient, or power crazed pharmaceutical companies looking to control the government and/or for prophetic ego. Infection is 100% contagious, and 100% lethal.

CHEMICAL
The REC is the result of exposure to radioactive or toxic material. This is usually due to human error in properly disposing of said "waste" and/or lab accident. The RECs generally feed as a primal instinct, and move in packs to the location of the food. Spread of the disease is limited to exposure of the initial contaminant.

VOODOO
The REC is generally possessed by a Voodoo Shaman. Essentially they submit all mental and physical ability to their masters who in turn use their new minions for self gain. If the Shaman is disposed of before releasing of the trance, the REC is left a mindless void unable to put together cognitive thought. They have been known to enjoy music, however.

PARASITE
The REC is under control of a parasitic organism. These parasites generally feed on the neurotoxins generated by the brain, therefore they resume control of the human host once attached. The good news is that there can only be as many RECs as there are parasites, so infection is contained. Removal of the organism, however, is 100% lethal to the host, and may result in contaminating another.

NATURAL EVOLUTION
The RECs have no real source of origin. Therefore one can assume that nature has evolved the body from human decay to the next step in the ladder. Their reanimated corpses now becoming a carrier for a pathogen used to advance other human bodies to this next evolutionary step. Ergo a human may "die" from a bite (in actuality excessive blood loss), but reanimate naturally due to the passing of this pathogen.

SELF DEFENSE.

It is imperative for the post-REC outbreak survivor to have, at the minimum, an understanding of basic melee techniques and hasty weapons. Do not rely on ballistic weapons without adequate ammunition stores and reloading procedures. The best weapon to defend yourself against a REC horde will be your clear, sound judgement coupled with a bludgeoning and/or bladed weapon. Refer to Fig 1-1 for standard melee weapons.
REMEMBER: IMPROVISE, ADAPT AND SURVIVE!

BASIC MELEE TECHNIQUES

Your objective is to quickly remove or crush the REC's Brain Housing Unit (BHU). Be ruthless, ferocious and quick in your attack. Follow through until all RECs preventing your passage are neutralized. Where there is no passage, make one!

GUARD POSITION
Feet are shoulder width apart, left hand placed on upper portion of weapon, right hand placed on lower portion of weapon. Knees slightly bent.

EXECUTING OVERHEAD SLASH
From guard position lift RECwhacker slightly above shoulders, quickly extend left hand while retracting right hand to bring striking end of weapon to REC. If using a bludgeoning weapon aim for Brain Housing Unit. If wielding a bladed weapon aim for the stem of the Brain Housing Unit. Quickly return to guard position. Release your battle cry, ZED Warrior- This growl can be an effective device for channeling aggression and alerting other ZED Warriors to your struggle.

EXECUTING HORIZONTAL SLASH
This is a variation to the Overhead Slash. Raise right hand along with lower edge of weapon to shoulder height. Then quickly extend left hand while retracting right hand. Aim for the BHU or BHU-connecting stem.

EXECUTING BUTT STROKE
This is an effective follow up attack to both slashes. Quickly extend your right hand and retract your left hand to strike your opponent with the non-striking (butt) end of your weapon.

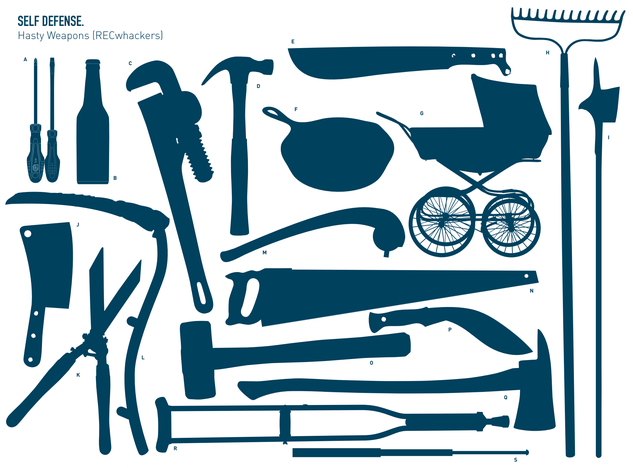
EXECUTING SMASH
Raise your RECWhacker above your head, with the left hand bring down the butt end of the weapon onto the front portion of the REC's BHU. For extra effectiveness, quickly follow the blow with an Overhead Slash.

EXECUTING JAB (most effective with a bladed weapon)
Lower your left hand and extend both your right and left hand quickly toward your enemy. Again, aim for the throat. Follow with a quick slash, or use the impaled zombie as a shield.

A Combination of these techniques will adequately protect you during a multiple REC attack. Continue to maneuver yourself to the outer side of a multiple REC attack. Even if you are by yourself, it is better to flank the enemy than be completely surrounded by them.
Attack, Flank, Attack, Flank!

SELF DEFENSE.

Hasty Weapons (RECwhackers)



A. SCREWDRIVERS Most effective when used to stab into the eye socket, the nasal cavity, the ear canal, the temple or the neck.
B. BOTTLES A crude improvised weapon, in the midst of a hand-to-hand fight, bottles can be shoved into a REC's mouth until it gets stuck and thereby buy you time to escape.
C. PIPE WRENCH If used correctly, it has the capability to break bone and crush the skull with generally less effort, making it an effective bludgeon.
D. HAMMER It is relatively light, rarely exceeding 6 pounds. This is very good when it comes to swinging it around all day.
E. MACHETE In addition to its exciting, combative abilities, the tool is also excellent at trail and brush clearing.
F. CAST IRON SKILLET If not maintained are breeding grounds for bacteria and fungus. So, if you ever use it on a REC, it is best that you not use it for cooking again. Also, they're pretty heavy. Note: Makes a delicious corn bread.
G. BABY CARRIAGE Good for pushing through large REC groups at high speeds. It won't do much damage, so have a more reliable weapon at the ready inside the carriage.
H. STEEL RAKE The solid steel head can be an effective bludgeon, and the wide flat end is good for pushing a REC back.
I. HALBERD with many of the long-handle melee weapons, this tool can easily cause the user to loose their balance and become exposed to a counter attack. The hook side of the blade can also be used, with intention to pierce not to sever.
J. MEAT CLEAVER It has good flesh chopping power. However, its short reach limits its use and the typical kitchen cleaver doesn't have nearly enough power to break bone. Meat cleavers are best left in the kitchen.
K. SHEARS Great for removing the head, but it requires a tremendous amount of force. Use to pin a REC to the wall, or on your rose garden, if it gets out of hand.
L. SCYTHE Using one of these as a weapon takes training and hard work. You may end up losing a limb or two or decapitating a group member if you are not careful.
M. INDIAN WAR CLUB Essentially a baseball bat, but with an end weight and a penetrating knob at the impact point.
N. SAW NOT RECOMMENDED. It's worse than the chainsaw. Only real use would be to sever the head or grasping limb of a stuck REC.
O. SLEDGEHAMMER With a good swing it is more than capable of crushing a skull, and as an added benefit, you don't have to worry about it getting stuck in the falling cadaver.
P. KUKRI Pick one of the big ones with a two-foot blade. Weighting toward the end gives a harder hit and its curve gives a longer cut.
Q. AXE. Its hefty blade and easily leveraged handle lend themselves to some truly devastating blows to the head and neck. Unlike many of the weapons on this list, however, you won't get a second try.
R. CRUTCH. As a survivor of the rise of the RECs, this thing can nevertheless be used as a bludgeon in a pinch. Do not use for long periods of time, as it will probably break.
S. ASP EXPANDABLE BATON May very well be THE impact weapon, as it is the lightest and most compact. It might not look like much but it can deliver bone crushing force with ease.

WICK

GASOLINE AND OIL MIXTURE

FIRST AID.

While REC evasion and defense is a priority, you shouldn't forget to tend to any injuries in your off time. Lingering ailments can seriously hinder your movement, and possible judgment. Also, the odds of you running into a doctor while gallivanting around the city scavenging for supplies are both slim and none. ***HOSPITALS SHOULD BE AVOIDED AT ALL COSTS.*** So it is imperative that you know how to treat the most common injuries.

SHOCK
You just survived the end of humanity as we know it. So go under the assumption that you are in shock. If you feel weak, nauseated or dizzy, lay on your belly, head downhill, face to the side so that if you pass out you won't drown in your own vomit.

SEVERE BLEEDING
Elevate and apply direct pressure to the wound. If you feel nauseated or dizzy, apply more pressure. Dress tightly, and start praying that the outbreak isn't viral or blood-based in nature. Treat for shock.

BITES
If you are bitten, or exchange bodily fluids with a REC in another manner, you have limited options. Dousing the bite with bleach, peroxide, or Windex has little to no effect. The following is an expected timeline of symptoms: Hour 1: Pain and discoloration around the infected area. Hour 4: Flu-like symptoms. Fever, chills, aching, hallucinations. Hour 10: Slowing heart rate, semi-paralysis of the lower extremities. Hour 16: Coma. Hour 22: Clinically dead. Hour 24: Reanimation.

SUCKING CHEST WOUND
Plug the gaping hole with your hand. Locate a piece of plastic or even part of this map to make an airtight dressing for said gaping hole. Exhale while holding your nose closed, and then place the plastic over the hole. Make sure it is air tight! Secure the dressing in place, and do not remove. Treat for shock.

A. Apply sealing material

B. Apply dressing over seal

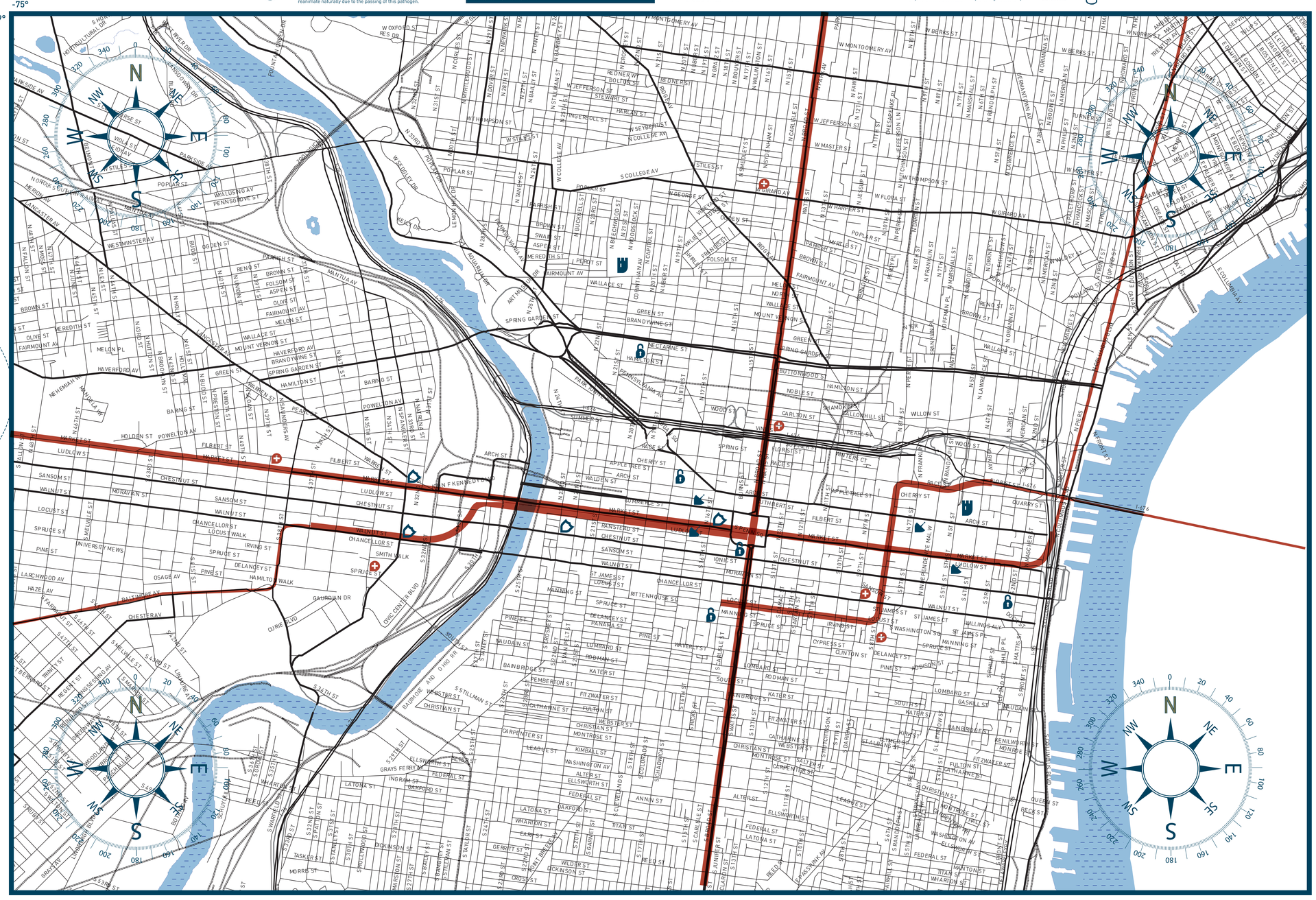
C. Tie slip-knot over wound

Save romantic moments for once a safehouse been established

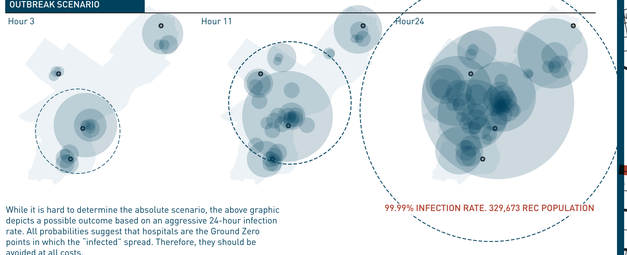
MAP KEY.

ROADWAYS
SUBWAYS
RAILWAYS
HIGHWAYS
WATERWAYS
HOSPITALS
ARMORIES
STRONGHOLDS
SAFEHOUSES
COMMUNICATION

39.951238°,-75.163651°



OUTBREAK SCENARIO



While it is hard to determine the absolute scenario, the above graphic depicts a possible outcome based on an aggressive 24-hour infection rate. All probabilities suggest that hospitals are the Ground Zero points in which the "infected" spread. Therefore, they should be avoided at all costs.

KEY SAFEHOUSES

THE LOFTS AT ARCH
1835 Arch St

KORMAN SUITES
2001 Hamilton St

RITZ CARLTON
10 Avenue of the Arts

DRAKE TOWER
1512 Spruce St

THE CUSTOMS HOUSE
200 Chestnut St

KEY STRONGHOLDS

EASTERN STATE PENITENTIARY
2124 Fairmount Ave

UNITED STATES MINT PHILADELPHIA
151 North Independence Mall E

ARMORIES

33RD STREET ARMORY
N 33rd & Market St

23RD STREET ARMORY
N 23rd & Chestnut St

UNIVERSITY OF PENNSYLVANIA MUSEUM OF ARCHAEOLOGY & ANTHROPOLOGY
3260 South St

ARMAMENT SERVICES INTERNATIONAL
1514 Market

COMMUNICATION

COMCAST CENTER
1701 JOHN F KENNEDY BLVD

LIBERTY 1
1700 Market St.

WHYY
Independence Mall West
150 N. 6th Street

CBS 3
1555 Hamilton Street

AVOIDANCES

THOMAS JEFFERSON HOSPITAL
11 S 11th Street

HAHNEMANN UNIVERSITY HOSPITAL
Broad & Vine

HOSPITAL OF THE UNIVERSITY OF PENNSYLVANIA
3400 Spruce Street

PENNSYLVANIA HOSPITAL
800 Spruce Street

PENN PRESBYTERIAN MEDICAL CENTER
51 N. 39th Street

THE CHILDREN'S HOSPITAL OF PHILADELPHIA
34th Street & Civic Center Blvd

SHRINERS HOSPITAL
3551 N. Broad St.

TEMPLE UNIVERSITY HOSPITAL
3401 N. Broad Street

WILLS EYE HOSPITAL
900 Walnut St.

ST JOSEPH HOSPITAL
1600 W Girard Ave.

All subways should be avoided unless absolutely necessary. Use as Emergency escape routes, and have a very mobile set of wheels if you decide to use these routes. Many access stairwells are closed and locked or can be easily closed.

Care should be taken to avoid buildings with immediate access to the aforementioned subway. These include, but are not limited to, City Hall, Market East, and The Gallery.

DO NOT run into an unknown building or structure without prior knowledge of its framework. Many of the larger skyscrapers require magnetic keys to even access secondary or front doors. This makes these building extremely secure prisons, to either keep RECs out, or the contained inside.

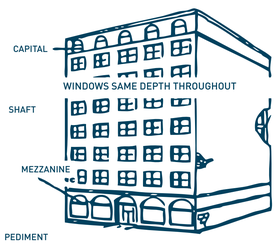
Avoid large chain stores at all costs.

IMMEDIATE ACTION PLAN

IF YOU HAVE SURVIVED A REC OUTBREAK LONG ENOUGH TO ENACT THE IMMEDIATE ACTION PLAN, CONGRATULATIONS! THIS PLAN IS THE FIRST STEP IN RECLAIMING PHILADELPHIA FROM THE REC HORDES.

1 SET UP SAFEHOUSE.

On your map are various positions that will give you an excellent defensive position while hordes still roam the city to feed. They are mid to high rise buildings and are built in a fashion that allows you to easily monitor avenues of approach with plenty of room for training other ZED Warriors in methods to clear your city of RECs. When you and other ZED Warriors have managed to claim your safehouse immediately begin fortifying your position. Remember, there are no safehouses only safer-houses.



THE SAFEHOUSE.

FORTIFY YOUR POSITION The more obstacles, junk, twists and turns that you set-up at the perimeter of your safehouse, the harder it becomes for REC's to navigate to the entrances of the building. If you are attacked by a large enough horde that they easily pass through the barriers, it is important that every entrance and window on the first few floors of the building is boarded and reinforced. Become accustomed to using rope ladders connected to a few windows or balconies on the 4th or 5th floor as your primary entrances and exits. Demolish or completely fill stairways on all but the highest levels of these buildings and replace them with ladders.

SET-UP ESCAPE ROUTES
If your position does come under a full scale horde invasion it is very important that you have escape routes that will give you quick access from the top floors to other buildings or avenues of retreat. It is recommended to setup zip lines from the top of your building to a variety of locations around your building. By each zip line there should be at least one handled rope for every ZED Warrior located on the premises. If you need to perform a hasty retreat, it is important for all ZEDWarriors to be able to quickly egress, regroup, and prepare for the next battle.

GATHER SUPPLIES AND EQUIPMENT Located on the ZEDWAR map are locations that will equip you with a variety of food, water and weapon foraging locations. You can never have enough water, food, weapons and ammo. Whenever possible increase your stores and make sure that you keep these in a variety of locations within and surrounding the main safehouse.

2 INCREASE YOUR FORCES.

One of the main objectives of your safe house is to gather survivors and provide them a place to rest, recover and prepare for the retaking of the city. Immediately after claiming a safe house post the ZEDWarrior flag, use paint to mark the perimeter and blaze the streets to lead survivors to the safehouse. If you do find that RECs recognize these markers you will be required to camouflage the location and must be proactive to find survivors. After you gather enough survivors and train them you will begin to retake the city.

3 BEGIN TACTICAL PREPARATIONS.

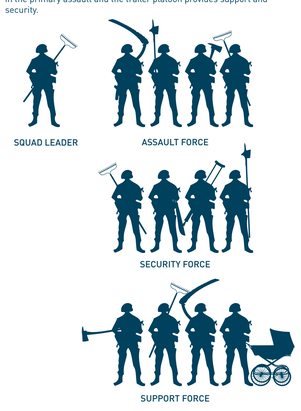
In order to organize and retake the city you must structure and train your ZEDWarriors as well gather intelligence and draw out a plan for taking over long-term key objectives.

DESIGNATE UNITS:

RECCERTEAM
(RE-ANIMATED ENEMY COMBATANT CAPTURING, ELIMINATION AND RESPONSE TEAM)
This is the fundamental unit of the ZEDForce. Each RECCERTeam has four members. Each member has a specific role in his unit and cross-trains to perform all roles. There is a RECCERTeam Leader, a Point RECCER, RECCER and Tail RECCER (Lead, Point, RECCER and Tail). The Lead is in charge as long as he remains alive, the Point traditionally is the first to encounter RECs and must have a keen sense of what lies around the corner, the RECCER should be your most robust REC destroyer and the Tail should be an excellent marksman. No ZEDWarrior should leave the safehouse without his RECCERTeam.

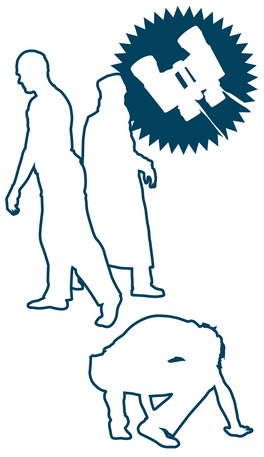
ZEDPLATOON
This is a unit that consists of three RECCER Teams and a ZEDPlatoon Commander. This is the smallest unit that should be used for offensive operations on hordes.

DIRECT ACTION ASSAULT GROUP
This is a unit, consisting of two ZEDPlatoons, that is used for precision raids, building reclamation and survivor rescue operations. Each platoon plays a specific role as the lead platoon or the trailer platoon during the operation. The lead platoon engages in the primary assault and the trailer platoon provides support and security.



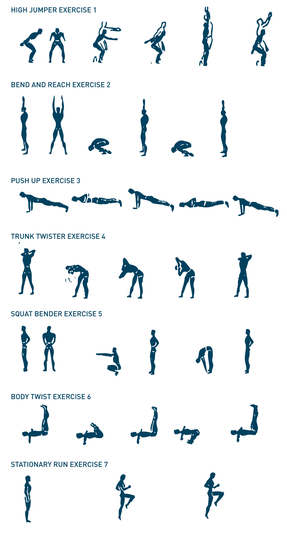
4 GATHER INTELLIGENCE.

Whenever there is an opportunity to observe REC movement and concentrations they must be documented for future use in the long term action plan. It is worthwhile to send RECCER TEAMS to key objectives in order to map out and gather information for operations. Make sure to mark out all supply stashes, and routes that have low REC concentration.



5 TRAINING.

It is important to prepare both physically and mentally for retaking the city from RECs. Uphold a strict daily training regiment that consists of exercising, tactical movement training, and melee techniques and weapons handling. Each unit must be a cohesive whole when employed in combat with the RECs..



LONG-TERM ACTION PLAN

AS THE IMMEDIATE ACTION PLAN INCREASES THE NUMBER OF ZEDWARRIORS, THE GLOBAL OUTBREAK DIVISION WILL BE READY TO TAKE SOME MORE KEY OBJECTIVES AND ENACT THE LONG-TERM ACTION PLAN WHICH AIMS TO COMPLETELY NEUTRALIZE REC PRESENCE WITHIN THE CITY.

1 UNITE WITH OTHER ZED-WARRIORS.

The first step in launching the Long-Term Action Plan is to locate and unite with the other safehouses and ZEDForce Units located around the city. Large numbers of trained ZEDWarriors will be necessary to recapture key objective buildings. You can assume that most large building complexes will be full of RECs who are trapped and wondering the passages of large skyscrapers with an insatiable appetite for human flesh.

Try to establish clear lines of communication.

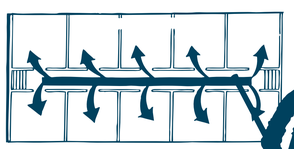
Move those unable to fight to a key stronghold.

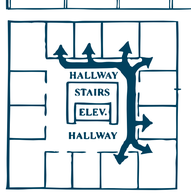
Travel on 2 wheels instead of 4 until streets are cleared.

Do not get greedy with food and water. In an urban environment there is plenty to go around. Unified teams will be able to acquire it much faster.

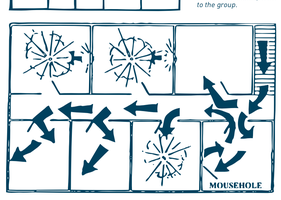
2 TAKE OVER KEY OBJECTIVE BUILDINGS.

ZEDForce Unit tactics in a large scale operation must be used in order to reclaim certain objective buildings that will provide a stronghold for survivors to continue training, living, reproducing and resettling. These key objectives might be difficult to take over, but they are easily fortifiable, have high points for observation, have adequate space for training and living, and are chosen for their locations, which provide a strategic advantage for launching a city wide REC purge.





Care should be taken when clearing a floor. This is no time to be hasty. Methodical eradication of any REC in each building generates morale and stability back to the group.



3 PHILADELPHIA RECPERG

(REC PURGE, ELIMINATE, REPOPULATE AND GOVERN).
Once these key objectives have been reclaimed, it is time for ZEDForce to unite and begin the systematic purge and elimination of all RECs in the city. Each day from here on will be consumed with daily missions to clear the streets of all RECs and make Philadelphia once again a habitable place for its living residents.

4 BEGIN RE-POPULATION.

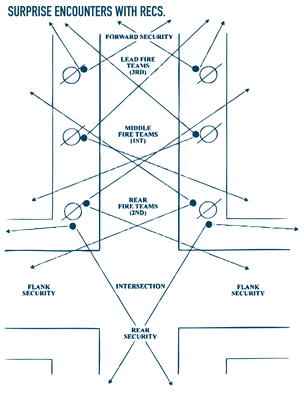
At this time, it becomes appropriate once more to begin thearduous, yet satisfying task, of repopulating the city. We are in it for the long-haul ladies and gents, enjoy the down time you have between REC elimination missions!

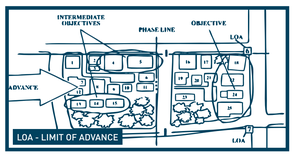
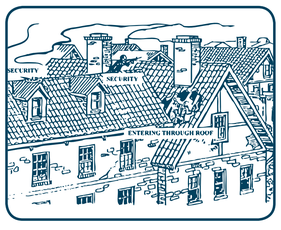
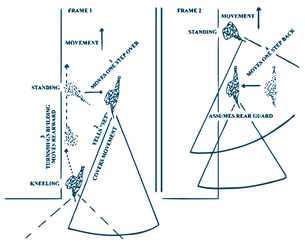
ATTENTION: If you are unsure of how to accomplish this task, refer to the Singular Exchange of Mutual Ideals Chart (SEXMI). Record 234Z67I of Operation Manual 112.

5 RE-ESTABLISH THE GOVERNMENT.

This is Philadelphia after all, let us once again declare our freedom and take another stab at establishing a functional government that sees to the rights of the individuals who have fought hard and diligently for the survival of the human species. Let us now consult with our PECO workers turned ZEDWarriors to re-awaken the sleeping infrastructure of the city. Fire up the grid, get the sewage processed and remember- RECs MAKE EXCELLENT FUEL! It is recommended to kill two birds with one stone, or should we say, kill the same bird twice, by disposing of REC remains by using them to power the grid.

THE FOLLOWING DIAGRAMS DEPICT METHODS THAT WILL ALLOW THE RECCER TEAM TO MOVE THROUGHOUT THE CITY IN A MANNER THAT MINIMIZES DETECTION BY HORDES AND SURPRISE ENCOUNTERS WITH RECS.





THESE DIAGRAMS DEPICT METHODS THAT WILL STREAMLINE DEFENSIVE AND OFFENSIVE MANEUVERS, AS WELL AS KEY OBJECTIVE TAKEOVERS AND REC PURGING OPERATIONS.