

# ZOMBIE ATTACK FIELD MANUAL

DECLASSIFIED

**BY PAOLO ANINAG**

# INTRODUCTION



This is the declassified US ARMY field manual for combating Class 3 viral zombie outbreaks.

Written by Paolo Aninag, the Sole survivor of the University of Houston Incident, this manual provides the basic knowledge of zombie survival to Army personell.

## **This Manual Includes:**

1. Commandments
2. How to Kill a Zombie
3. Infection Symptoms
4. Bestiary: Types of Zombies
5. Gear and Weapons

# COMMANDMENTS



These rules are **IMPERATIVE** and should not be ignored when trying to survive a zombie outbreak.

1. **NEVER** tend to a bite victim.
2. **NEVER** use an unarmored vehicle like a car to escape.
3. Shoot them in the head. It's their only weak spot.
4. Don't be attached to a loved one. If a friend gets bitten, there is no room for emotions; eliminate the threat.
5. **SURVIVE!!**

# HOW TO KILL A ZOMBIE



## Instructions

1. **Head:** The only way to kill a zombie. You must remove the head or destroy the brain to stop all bodily functions.
2. **Torso and Arms:** They can't feel pain so they will not even flinch if you shoot them there.
3. **Legs:** You can slow them down if you completely blow off the legs with a shotgun. However, this still won't hinder a zombie. They can crawl their legless bodies towards you with their arms.

# INFECTION SYMPTOMS

These are the infection symptoms after being bitten by a zombie. The following instructions are credited from Max Brooks's "Zombie Survival Guide". A trusted source for Zombie Science.

1. Hour 1- Pain and discoloration of the infected area. Immediate clotting of the wound.
2. Hour 5- Fever between 99 °F. and 103 °F. Chills, slight dementia, vomiting, and acute pain in the joints.
3. Hour 8- Numbing of extremities and infected area, increased fever from 103 °F to 106 °F. Increased dementia and loss of muscular coordination.
4. Hour 11- Paralysis in the lower body, overall numbness, and slowed heart rate.
5. Hour 16- Coma.
6. Hour 20- Cardiac arrest and cessation of brain activity.
7. Hour 23- Reanimation.

# BESTIARY

## List of the types of zombies encountered on the field.



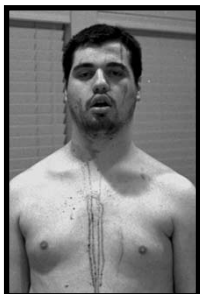
### Class 1 (Average Zombie)

Your average slow walking zombie. You can outrun these retards. Shoot only when threatened or up close. Otherwise, don't waste your ammo.



### Class 2 (Runners)

This class of zombie is very dangerous because of their ability to run after its meal. If you see one, shoot on site. Running speed depends on the zombie's physical fitness.

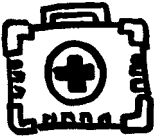


### Class 3 (Juggernauts)

Avoid whenever possible. Nothing can stop these fast running, hulking, monstrosities. Immune to all rounds except for a high powered round to the head.

# GEAR AND WEAPONS

## List of Gear and Weapons Essential for survival.



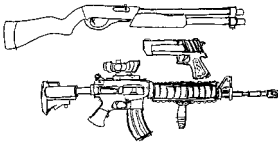
### Medical Kit

Safety First, helps out when someone suffers a non-zombie type wound. Remember, DON'T tend a bite victim. The virus is incurable. Always shoot a zombie victim.



### Communication Gear

Always have your comm. equipment with you at all times. This keeps your unit in touch with other units or survivors and help formulate an escape plan.



### Weapons

**Shotgun:** Used for crowd control and close encounters.

**Assault Rifle:** Long range Precision Attacks.

**Pistol:** For close encounters and last resorts.

# ABOUT THE AUTHOR



## **1st Lt. Paolo Aninag**

The sole survivor of the University of Houston Zombie Massacre. The Bio Engineering student survived the ordeal but killed all of his friends and classmates in the process. He later joined the army and formed a HAZMAT special forces team specifically trained to combat a zombie outbreak. With the help of world's best zombie author and scientist, Max Brooks, he helped create this simple field manual that is currently used by today's military. After the Zombie War, he declassified this manual for use by the general public.