

ZOMBIE SURVIVAL KIT

YOUR GUIDE TO THE APOCALYPSE

First Aid (1):

- Medium-sized medical kit (heavier weight)
- Small first aid kit (light weight)

Tech. Gear (1):

- Two-way radio with headphones
- Small flashlight
- Hand-held radio with earpiece
- Night vision goggles
- 2 rechargeable electric lamps
- Solar-powered radio

Emergency Equip. (1):

- 10 signal flares
- Small signaling mirror
- Zippo emergency fire starter
- Waterproof matches
- Paracord survival bracelet

Weaponry (2):

- Crowbar
- Steel baseball bat
- Ax
- Hand hatchet
- Explosive device
- Crossbow
- Shotgun
- Rifle
- Katana Sword
- Wakizashi Sword
- Knife
- Machete

Tools (2):

- Bolt cutter
- Tool kit
- Swiss Army Knife

- Compact entrenching tool
- Grappling hook
- Professional Bump Key set (18 keys)
- Handsaw

Misc. Equipment (2):

- Duct tape
- Binoculars
- Rope
- Magazines
- Pens
- Playing cards
- Dry bags
- Lab equipment

Camping Equipment (2):

- Compass
- Waterproof watch
- Backpack
- Sleeping bag
- Carabiner
- Fish hooks and fishing line
- Headlamp

Shelter (1):

- 2-person tent (lighter weight)
- 5-person tent (heavier weight)

Resource-Related (3):

- Rations for one day for all group members
- Cistern
- Meat thermometer
- Utensils (2 sets)
- Personal Mess kit
- 3 gallons of portable water
- Purification Hand-pump
- Portable electric stove
- Water bottle

- 2 Iodine tablets
- Lifestraw personal water filter
- Lifesaver water bottle
- 2 Replacement filters
- 6 canned food items

Clothing (2):

- Hiking or combat boots (for two people)
- Two pairs of socks
- Two extra shirts
- One jacket
- Two pairs of long pants
- Hat
- Gloves
- Kevlar Gloves
- Poncho
- Upper body armor (2)
- Sewing and repair kit

Energy (1):

- 20 gal. of gasoline
- Bicycle-powered electric generator
- Extra batteries (2)
- Solar panels (2)

Vehicles (1):

- All-terrain SUV
- Sedan
- Truck
- Bus
- Armored car
- Motorcycle
- Horse (1)
- Bikes (2)

Extra motor-vehicle equipment (1):

- Tire patching gear
- Air pump
- Extra fuel (for 30 miles)
- Jumper Cables
- Tire jack