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Operation Plan

Zombie Attack

Situation:

A group of Zombies have begun migrating from Los Alamos toward Santa Fe. At this time there is no known cure for Zombies.

Intel:

- Zombies eat humans
- Zombies are commonly found in groups
- Zombies are slow. The fastest one can speed-stumble, but they generally can't move as fast as a human jogger.
- Zombies are uncoordinated
- Zombies can use basic tools (rocks, knives)
- Zombies hate fire
- Either zombies don't like light, or they try to scare/confuse humans by putting out lights

Epidemic Intel:

- Being bitten from a zombie causes eventual death
- The dead can turn into zombies in a matter of minutes
- Anyone who dies in an area near zombies will turn into a zombie
- Cremating the recently dead will stop them from rising again. It is also recommended to burn killed zombies

Killing a Zombie

-Zombies can be killed by a bullet or sharp blow to the head
Fire may also kill a zombie, but it is unclear as to how effective this is.

PLAN

This plan is designed for early implementation and would be amended should state, federal or other officials be brought into the mix. This document is a fluid one which should be amended as situations dictate.

All exits and entry ways into the county of Santa Fe would be sealed off by order of the Sheriff. This would be done in order to limit contamination into and out of the county. The New Mexico National Guard and New Mexico State Police would be requested to assist with road blocks. Check points

would be set up on all routes into and out of the county to prevent Zombies from leaving or entering the containment area.

The Sheriff's Office along with the Santa Fe City Police would be tasked with the mission of hunting down and destroying the Zombies.

Recall

All commissioned Deputies including all retired and former police officers, County Corrections staff and all fire and EMS personnel will be called to duty. Former and retired military personnel who are without a felony record shall also be asked to voluntarily report to the Base of Operations. The retired and former officers will be deputized as Special Deputies under authority granted to the sheriff in New Mexico State Statutes Section 4-41-10. Once Deputies have reported for duty they will not be allowed to leave. The Sheriff will become the overall commander. Deputies and Special Deputies, fire, and EMS and county corrections staff may bring their immediate families to the secure area of the base of operations or to any evacuation site for safekeeping. This will allow them to go to work with the understanding that their families are safe. Red Cross will be asked to set up a station at the base of operations to insure the families, officers and command staff at the base of operations has provisions. Large tents will be requested from National Guard to provide additional shelter.

The following locations will be protected under armed guard.

Christus St. Vincent Regional Medical Center
Santa Fe County Adult Detention Center (within base of operations)
Santa Fe County Juvenile Detention Center
New Mexico State Penitentiary
City and County Fire Stations
City of Santa Fe Police Department
City and County government fuel stations
Designated evacuation centers
Sams Club (for possible provisions)

(additional ammunition will be taken from local retailers and a log will be kept for later reimbursement)

Evacuation Centers

Evacuation centers will be set up at the following locations where elderly, and those unable to shelter in their homes will go. Paramedics will be assigned to evacuation centers. Red Cross and National Guard will be asked to assist at evacuation centers.

City of Santa Fe Community Convention Center
Santa Fe High School
Capital High School

City buses and bus drivers will be utilized to transport evacuees from areas such as nursing homes, elderly residential communities and other areas where evacuation is deemed necessary.

Base of Operations

-The area around the Public safety complex will become the base of operations. The area is completely fenced with chain link. All gates will be closed and secured; the gate on the East side will be the only entrance/exit. Guards will be posted at the entrance to prevent unauthorized entrance. Guards will also maintain a log of also personnel entering and leaving.

- Lights will be placed on the perimeter fence. Backup generators will be made available to power the lights in case of power loss.
- Walking Patrols will be established to maintain the perimeter. Patrols will remain inside the fenced area.
- The Fire Department will establish an area outside the perimeter to build fires for the destruction of the zombies.
- The Regional Emergency Communications Center will be the main means of communication.
- The Red Cross, and National Guard under armed guard will supply food and water to the base of operations.

Eradication

- Zombie Hunter teams will be developed. The teams will consist of 1 Leader and 4 Members. At no time will the teams leave the base under staffed.
- All team members will carry rifles and handguns.
- Teams will remain in communication with the RECC at all times
- Teams will respond to all sightings of Zombies
- Zombies will be destroyed on sight (Head shots are the only means of killing zombies)
- Extra care should be employed to ensure those destroyed are actually zombies
- Zombie bodies will be turned over to the Fire Department for destruction
- If a team member becomes infected the Team leader will protect the other members of the team. This may require the infected member be destroyed. The body of the infected member will be destroyed
- If the Team Leader is lost the next ranking member by rank first and seniority second will take over as leader and report back to the base of operations
- At no time will a zombie be allowed to breach the perimeter of the base of operations.

Media

Media personnel will be left to fend for themselves. A Public Information officer will be assigned to provide information to any surviving media.