

EMERGENCY FIELD MANUAL



ZOMBIEX

VERSION 0.15 --- 2026-1-15

TL:DR

- To look in your backpack, take it in your hands or put it on the ground.
- To eat or drink, remove the cover from your mouth.
- Avoid zombies by sneaking. Stay out of sight, zombies want to, can and will scratch you.
- Can't tell the time? If you have a watch, turn it on first.
- Need more headlight? Press and hold [L] when driving around.
- You have a car key but cannot start your car? Try holding your key in your hand before starting.

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CONNECTION INFO

136.243.79.58:3247

DZSA : ZombieX

1.0 DOCUMENT INTENTION

THIS DOCUMENT IS INTENDED TO PROVIDE SOME GUIDELINES FOR GENERAL EMERGENCY BEHAVIOR IN AND AROUND BANOV / ZOMBIEX.

IF ANY ACTUAL REAL-LIFE BANOV EXISTS AND SOME WEIRD PLAGUE IS RAVAGING THEIR LANDS, THEN THIS DOCUMENT SHOULD NOT BE USED. EVER.

2.0 EXPECTED BEHAVIOUR

THERE WILL BE NO POLICING GOVERNMENT IN PLACE DURING THE COURSE OF THE VIRUS.

WHEN VICTIMS ARE MADE, THE VICTIM IS ALLOWED TO APPEAL TO THE LOCAL ADMINISTRATOR FOR PROSECUTION OF THE PERPETRATOR FOR AN UNLAWFUL CRIME, IF SO PROVEN. EVIDENCE IS EXPECTED TO BE HANDED OVER TO THE ADMINISTRATOR.
BLABLABLA..

ALL MURDERS ARE RECORDED AND YOUR REPUTATION WILL DETERIORATE. IN THE ULTIMATE SHOW-DOWN YOU MIGHT BE HUNTED DUE TO SAID REPUTATION. WANTED BOARDS WILL BE UPDATED REGULARLY.

ZOMBIEX THRIVES ON TEAMWORK AND COMMITMENT.

A PLAYER TOWN CAN BE ESTABLISHED AND TRADING IS PREFERRED. BUILDINGS CAN BE PLACED ANYWHERE. INVADING HOMES CAN BE DONE, BUT WILL DAMAGE REPUTATION OVERALL.

3.0 TREATMENTS

COMMON COLD

YOU WILL SNEEZE AND HAVE A RUNNING NOSE. STAY WARM, TAKE VITAMINS AND TETRACYCLINE. AVOID INFECTING OTHERS BY WEARING A FACE MASK.

CHOLERA

YOU WILL FEEL FEVER AND MIGHT VOMIT. TREAT THIS WITH VITAMINS AND TETRACYCLINE. AVOID CHOLERA BY DRINKING CLEAN WATER.

INFLUENZA

YOU WILL BE COUGHING WHILE FEELING HOT. TAKE MORE MULTIVITAMINS AND / OR TETRACYCLINE. STAY WARM. AVOID INFLUENZA BY KEEPING IN TOUCH WITH THE VITAMINS.

SALMONELLA

SALMONELLA CAUSES VOMITING. TAKE IN THE CASE OF SALMONELLA CHARCOAL TABLETS AND MULTI VITAMINS. COOKED MEALS WILL PREVENT SALMONELLA. KEEP YOUR CLOTHES CLEAN AT ALL TIME AND WASH YOUR HANDS WHEN DIRTY.

INFECTED WOUNDS

KEEP WOUNDS CLEAN, HAVE ALCOHOLIC TINCTURE READY TO TREAT OPEN WOUNDS AS SOON AS POSSIBLE AS THESE MIGHT CAUSE THE Z VIRUS IF LEFT UNTREATED.

POISONING

HEAVY METAL POISONING IS CAUSED BY CONSUMING UNTREATED SNOW OR DRINKING WATER FROM HOT SPRINGS. USING A FILTERING BOTTLE BEFORE DRINKING OR CONSUMING CHELATING TABLETS AFTER YOU GET POISONED WILL HELP YOU.

4.0 **FOOD & CONSUMABLES**

NATURE WILL PROVIDE ENOUGH FOOD IN ORDER TO STAY ALIVE IN THE BANOV REGION. FOOD CAN ALSO BE CANNED AND STORED IF YOU HAVE THE EQUIPMENT. THERE ARE FRIDGES YOU CAN POWER UP AND FRESH FOOD CAN BE MAINTAINED AS LONG AS THERE IS A STEADY POWER SUPPLY. SEE FOOD PRESERVATION IN THE MANUAL SECTION.

PLANTED PLANTS WILL ROT OVER TIME, BUT NOT THAT FAST.

5.0 **STAMINA & WEIGHT ISSUES**

UNLIKE IN VIDEO GAMES, YOU WILL NOT BE ABLE TO RUN CONTINUOUSLY. WEIGHT WILL WEAR YOU DOWN AND LONG RUNS WILL MAKE YOU TIRED. MAKE SURE YOU BRING ENOUGH ENERGY FOOD AND DRINKS WITH YOU BUT DO NOT LET THEM WEAR YOU DOWN.

CARRYING MORE AND MORE ITEMS WILL MAKE YOU LOSE THE POWER TO RUN. IF YOU CARRY TOO MUCH, YOU WILL BUCKLE THROUGH YOUR KNEES AND YOU WON'T BE ABLE TO MOVE AT ALL.

TAKE BREAKS AND REST FROM TIME TO TIME BECAUSE YOU WILL GET TIRED. A MORE DETAILED EXPLANATION ON OF THE MOD CONTROLLING THIS IS IN SECTION 5.

6.0 **TRANSPORTATION**

PUBLIC TRANSPORT WILL BE SUSPENDED DURING THE PANDEMIC.

ALTERNATIVELY SURVIVORS ROAMING THE LAND MIGHT:

- PICK UP PARTS FOR ASSEMBLY AND / OR REPAIR CARS LEFT AROUND,
- TOOLS LIKE CAR JACKS AND ENGINE OIL CAN BE LEFT BEHIND TO AID THE PEOPLE LOOKING FOR A VEHICLE.

THERE ARE ENOUGH VEHICLES AVAILABE, HOWEVER IF CAR THIEVES ARE ROMAING THE LAND, MAKE SURE YOU HAVE A KEY AND A SPARE KEY AT HAND.

MAKE SURE YOU PUMP THE CORRECT FUEL IF YOU DRIVE A VEHICLE.

7.0 **FIND SHELTER AND HELP**

SEEK SHELTER WHERE YOU CAN, AVOID DIRECT ZOMBIE CONFRONTATIONS UNLESS YOU ARE WELL TO DO SO. BEING INDOORS WILL ALSO KEEP YOU WARM WHEN THE WEATHER IS BAD. MAKE CONTACT WTH OTHER SURVIVORS AND DO NOT BE AFRAID TO ASK FOR ASSISTANCE.

TO KEEP YOUR SANITY, TRAVEL IN GROUPS OR FIND TEMPORARY COMPANY. STAYING WARM AND SHELTERED WILL KEEP YOU FROM LOSING YOUR MIND WHICH CAN BECOME A REAL ISSUE.

8.0 **SUPPLEMENT**

STREAMERS ARE WELCOME. FEEL FREE TO TRANSMIT THE GAMEPLAY OVER WHATEVER MEDIUM YOU WISH TO USE. THERE ARE ZOMBIEX SPECIFIC STREAMING IMAGES AVAILABLE.

FEEL FREE TO ADVERTISE. IF YOU LIKE THE SERVER GIVE IT A THUMBS UP ANYWHERE YOU SEE FIT. GET YOUR FRIENDS INVOLVED, MAKE IT A HAPPENING MAN!

I COULD PROVIDE A LIST WITH ALL THE MODS USED, BUT THIS CHANGES REGULARLY. PLEASE USE THE DZSA LAUNCHER TO HAVE A PEEK. THE MODS HAVE BEEN TWEAKED TO ZOMBIEX SPECIFICS.

THIS SERVER IS HOSTED BY A PROFESSIONAL GAME HOST SERVICE AND CONTRIBUTIONS ARE WELCOME BECAUSE RENTING A GOOD DAYZ SERVER IS NOT THAT CHEAP. FOLLOW [THIS LINK](#) TO DONATE DIRECTLY TO THE SERVER.

9.0 **GAMEPLAY FAQ**

1. HAVING TROUBLE EATING AND DRINKING? REMOVE THE COVER BLOCKING YOUR MOUTH. UNABLE TO DROP ITEMS IN YOUR BACKPACK? PUT YOUR PACK ON THE GROUND OR IN YOUR HANDS FOR EASY ACCESS.
2. CHECK YOUR GEAR REGULARLY.
3. PLAN A ROUTE BEFOREHAND. BE AWARE THAT ZOMBIES SPAWN ALL OVER THE MAP. NOT ONLY IN TOWNS.
4. BE WARY OF MILITARY BASES. DON'T GO IN UNDERPREPARED. ONE SINGLE SHOT CAN DRAW THE ATTENTION OF HORDES OF ZOMBIES AND SURVIVORS ALIKE.
5. THIS IS NOT AN EASY SERVER AND IT TAKES A LONG TIME TO GET SETTLED. IMAGINE SOMEONE SHOOTING YOU IN THE FACE WHEN YOU FINALLY MADE IT TO WHERE YOU WANTED TO BE... AGAIN, WORK TOGETHER UNLESS YOU HAVE SOME SERIOUS BEEF.
6. THE SERVER WILL RESTART TWICE A DAY AT 13:00 AND 01:00 CENTRAL EUROPEAN TIME. THE RESTART TAKES ABOUT 15 MINUTES.
7. WITHOUT PROPER ILLUMINATION, STAY OUT OF THE DARK. AT NIGHT EVEN MORE ZOMBIES COME OUT TO PLAY.
8. PHYSICS MATTER. RUNNING UPHILL WILL SLOW YOU DOWN, WALKING THROUGH A BUSH WILL SLOW YOU DOWN. CARRYING A HEAVY LOAD WILL SLOW YOU DOWN. RUNNING UPHILL WITH A HEAVY LOAD? FORGET ABOUT IT. KEEP AN EYE ON HOW MUCH YOU ARE CARRYING AT ALL TIMES.
9. THERE ARE FOUR CEMENT MIXERS IN THE GAME. TAKE NOTE OF WHERE YOU FOUND ONE.
10. DIAL YOUR TRANCEIVER TO FREQUENCY **91.3** FOR INCOMING TRANSMISSIONS.
11. DON'T FEED THE ALIENS.

MOD MANUALS

Car Maintenance _

When a car is not running, or not running properly, maintenance is required.

- Use a hydraulic car jack to perform tire repairs.
- Keep a box of engine oil at hand for engine maintenance.
- Keep an eye on the state of the vehicle in general.
- Keep fresh tires ready
- Screw the tires on tight before taking off
- Engine oil helps the engine

<https://steamcommunity.com/sharedfiles/filedetails/?id=3105330157>

<https://steamcommunity.com/sharedfiles/filedetails/?id=2049002856>



Base Building _

To be able to start building a base you can either combine some sticks with a rope to create some build kits. There is a list of items to make specifically for mods in the Beginner Craft Sheet below.

But wait, there is more! You can dig Underground Bases!

- Choose Location: Find a flat, hidden spot for your base entrance.
- Dig an Entrance: Use the shovel to dig a hole for the entrance.
- Attach 6 wooden logs, 99 nails, 40 planks.
- Drag a hatchet to hands and build level 1 underground hatch.



But wait, there is more! You can also use RAG Basebuilding by crafting kits straight from planks and nails. **Make sure though you do not mix up BBP and RAG with each other. RAG walls do not snap to BBP walls for example.**

No base? No problem! Craft a fortification kit to claim a house.

Whenever you manage to get a Raid Alarm reach out to FoofahX on Discord. He will invite you to the raid alarm channel so you can monitor your raid alarms.

<https://steamcommunity.com/sharedfiles/filedetails/?id=1710977250>

<https://steamcommunity.com/workshop/filedetails/?id=3029439021>

<https://steamcommunity.com/sharedfiles/filedetails/?id=3157695626>

<https://steamcommunity.com/sharedfiles/filedetails/?id=2670506982>

<https://steamcommunity.com/sharedfiles/filedetails/?id=3297571122>

Stamina and Movement _

There is a realistic stamina and movement element on ZombieX at play. When you run a lot, you will get tired. At some point you must have a rest and regain your strength or your legs will give way and you will faint, fall over and be left to the mercy of all the bad things around you.



When moving, bushes will slow you down. Running straight through a large piece of nature you will feel nature working against you. Running on grass, mud, anything not road will slow you down. Running uphill will slow you down – physics.

There are two bars in the lower left corner. The white one is for the weight you are carrying and the orange below that is for your stamina. Keep an eye on these. (personally I do not like having these indicators – so right now use them while they are still there)

<https://steamcommunity.com/sharedfiles/filedetails/?id=2990236173>

Food and Food Canning _

If your childhood's dream was opening a food market stall, here is your chance.

In any case there are enough food sources around, check for apples near trees if you are feeling hungry. If you have a can that needs to be opened, find a rock nearby and smash it. It will open.

There is also some nice alcohol to be found which you can keep cold in large fridges.



Sanity _

Your mind is as fragile as your body. Will you maintain your grip on reality... or descend into madness? To keep track of your sanity levels, and icon is placed bottom right corner and displays a brain and a percentage. The lower the percentage the closer to insanity.

Fire brings warmth and safety, other survivors keep you grounded in reality. Hold a teddy bear to STOP ALL SANITY DECAY. Lying prone helps you collect yourself and emergency medication for severe cases.



<https://steamcommunity.com/sharedfiles/filedetails/?id=3613898147>

CRAFT SHEET

1 Bark	+	1 Wooden Stick	=	1 Hand Drill Kit
16 Nails	+	8 Planks	=	1 Wooden Crate
4 Long Sticks	+	4 Tarp	=	1 Tarp Shelter

MMG Crafting				
10 Planks	+	Handsaw	=	Gun Rack Kit
45 Nails	+	Gun Rack Kit	=	Gun Rack
5 Planks	+	50 Nails	=	Wall Shelf
5 Planks	+	45 Nails	=	Old Table
10 Planks	+	40 Nails	=	Gun Wall Kit (wood)
5 Metal Plate	+	40 Nails	=	Gun Wall Kit (metal)
10 Planks	+	40 Nails	=	Supply Crate Kit
50 Nails	+	Supply Crate Kit	=	Supply Crate
5 Planks	+	1 Camo Net	=	Craftable Tent Kit

ZEN Crafting				
30 Nails	+	1 Sheet Metal	=	1 Tire Rack
60 Nails	+	5 Sheet Metal	=	1 Car Workbench

Craft Repair Tools				
1 Rope	+	1 Metal Hook	=	1 Sewing Kit
1 Rope	+	1 Bone Hook	=	1 Sewing Kit
1 Screwdriver	+	2 Tanned Leather	=	1 Leather Sewing Kit
1 Large Stone	+	Hammer	=	1 Sharpening Stone
1 Duct Tape	+	1 Epoxy Putty	=	1 Tire Repair Kit
10 Bones	+	1 Alcohol	=	1 Epoxy Putty
6 Rags	+	1 Lard	=	1 Gun Cleaning Kit
6 Rags	+	6 Rags	=	1 Rope
3 Rags	+	1 Epoxy Putty	=	1 Duct Tape
1 Screwdriver	+	1 Pliers	=	1 Electronic Repair Kit

Ammo Crafting				
1 Wooden Log	+	1 Handsaw4	=	2 Workbench Legs
4 Workbench Legs	+	10 Planks	=	1 Workbench
1 Handle	+	1 Mechanism	=	1 Lever Mechanism

CookZ				
1 Paper	+	1 Paper	=	1 Empty Box
1 Metal Sheet	+	1 Hacksaw	=	10 Empty Cans

RAG Base Items			
1 Metal Plate	+	1 Hacksaw	=
60 Small Metal Sheets			
1 Water Bottle	+	1 Pliers	=
10 Small Plastic Sheets			
RAG Base Building			
10 Nails	+	4 Planks	=
1 Base Building Kit			
Building Fortifications			
1 Rope	+	2 Sticks	=
1 Barricade Kit			

KEYBINDINGS

[B]	Clear hands + Grab / Clearbackpack
[L] <i>hold</i>	Activate high beam when driving
[O]	Give / Take an item from another player
[P]	Use / Remove earplugs
[T]	Extend / fold bipod
[U]	Skill progression tree
[Num +]	Dog Whistle
[Num /]	Dog command : Follow
[Num *]	Dog command : Patrol
[Num -]	Dog command : Stay
[Num 9]	Dog follow player emotes

Green as grass	Slightly Confused	Less Adequate	Dangerously Wizard-Level
			Competent
			Godlike



KNOWN ISSUES

1. CRAFTING ARMBANDS OUT OF CERTAIN FLAGS WILL NOT WORK.
2. LOADING A CARTRIDGE IN A TECH'S WEAPON MOD WEAPON DOESN'T ANIMATE ALTHOUGH IT IS ATTACHED. LOG OUT AND BACK IN AGAIN TO SEE THE MAGAZINE INSERTED. PUT THE MAG ON THE GROUND AND LOAD THE WEAPON FROM THERE.
3. PLACING MMG BOXES WITHOUT SEEING THEIR HOLOGRAMIC PREVIEW WILL MAKE THEM (MOST LIKELY) DISSAPPEAR.
4. THE CAR HIGH BEAM FUNCTION COLLIDES WITH NVG ACTIVATION. ASSIGN [N] TO YOUR NVG BY GOING TO [ESC] – OPTIONS – Controls (ignore the error message if get it) – CONFIGURE KEYBINDINGS – CHARACTER AND CHANGE THE KEYBINDING FOR **TOGGLE NVG GOGGLES**.
5. ZOMBIES CAN BE PULLED TO THE MIDDLE OF YOUR TRUCK PULLING IT TO SHREDS. BE VERY CAREFUL WHEN DRIVING THE M3S (OR IRL PRAGA V3S).
6. STAND ALONE SMELTER CANNOT BE PICKED UP. LET IT REST FOR A MINUTE OR TWO (IT NEEDS COOLING DOWN OR WARMING UP) BEFORE PICKING IT UP. IF YOU HAVE AN ISSUE, LET THE ADMIN KNOW.
7. SOME STORAGE OPTIONS WILL NOT FUNCTION, PLEASE BE CAREFUL WITH WOOD STORAGE OPTIONS. ADDING PLANKS MIGHT NOT RETAIN THE PLANKS.

LINKS

[Building Recipes | BaseBuildingPlus Wiki | Fandom](#)

[RaG BaseItems - Plain DayZ Tips&Tricks](#)

[RaG BaseBuilding - Plain DayZ Tips&Tricks](#)

NOTES