SHTF-List: Bug-Out Retreat

Bug-Out Retreat Definition: A migration to a pre-determined, pre-stocked clan fortification against exposure, thirst, hunger, injury, illness & human enemies

1. EXPOSURE
    a.   ___ vs. Cold: Wood stove, axe, fuel, winter clothes
    b.   ___ vs. Drought: Burn lines, metal roof,
    c.   ___ vs. Pests: Rodents, insects, molds, mildews, bio's
    d.   ___ vs. Night: Gen & fuel, solar LED, candles, lamps

2. WATER
    a.   ___ Renewal: Rain, pond, stream, hand pump etc
    b.   ___ Purification: bleach, filters, solar w/ tin etc…
    c.   ___ Irrigation options

3. FOOD
    a.   ___ Shelf store for wave 1st duration
    b.   ___ Farm produce seed bank 2nd duration,
    c.   ___ Crop yield, cellar, canning, drying, pesticides
    d.   ___ Sustenance gathering, hunting for 3rd duration
    e.   ___ Livestock: Cattle, goats, pigs, chickens 4th durat.

4. DEFENSE
    a.   ___ Chains of command, designated clan members
    b.   ___ Weapons for terrain, threats and obstacles
    c.   ___ Flank lines, open areas, skirmish lines, posts
    d.   ___ Bullet proof brick, sandbags, stacked wood lines
    e.   ___ Low profile shelters, decoys, ambush angles,
    f.   ___ Guard dogs, communication lines, contingents

5. POST TRAUMA AWARENESS
    a. ___ Like- minded clan and like faith alliance
    b. ___ Identify at-risk and self-harm early
    c. ___ Attend to traumatized, frail and young first
    e. ___ Pets, music, games, classes, books

6. MEDICAL
    a.   ___ Custom clan scripts / transport ready
    b.   ___ Hoard infection, dehydration, fever reducers
    c.   ___ 1st aid books, trauma supply, insulin
    d.   ___ Bad water meds, anti-viral, anti-biotic etc...