

Raider Compounds

Raider Compounds are entities spread throughout the map as NPC analogies to the player's own compound.

They have the same basic layout as the player's compound, manned by survivors and featuring homemade structures. Like player compounds, they have storage and production buildings that can be looted, security buildings for rallying the defenders, and traps to deter invaders. All of these aspects scale with the level of the compound's location, so as the player progresses, they will begin encountering better defended, better equipped, and more profitable survivor compounds on the map.

They do not count as PvP, meaning the player can attack them without having to disable their protection. They also differ from normal raiding by featuring lootable equipment lockers, which can be searched for a chance of finding weapons and gear among other things. They have neither alliance banners, nor F.U.E.L. Generators, but they can still be used to collect war points (by scavenging containers), and they may contain fuel in their searchable item containers.

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