

3

Rebuilding Mother Base

Sections

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Overview

After the destruction of Mother Base seven years ago players are tasked with rebuilding what once was one of the most powerful private military forces in the word. This chapter of the textbook goes over the major functions of Mother Base and what can be done to make it better than the original base (Wikipedia Contributors, 2025).

In game the base stores the players resources and lets them craft weaponry and items that can used in the field. It is one of the cornerstones of the game that has automated functions, but quite a few abilities the game doesn't fully explain.



Figure 1: Picture of Mother Base (Plissken., 2023)

1 SOURCING SOLDERS

You cannot have a private military force without troops to fill the ranks. Thankfully, *Metal Gear Solid V* offers a limited set of options in growing your numbers. One is just passively where a small number of troops get inspired to join. The other two are more involved requiring player input to increase Mother Base's numbers.

1.1 PLAYER CAPTURING SOLDERS

The most active form of increasing Mother Base's numbers is via capturing enemy soldiers. The method of which players do this is by physically carrying unconscious soldiers out of the mission area, throwing them on a helicopter and leaving, or by Fulton Recovery, which is the most common method.

Fulton Recovery is a real method of extraction used in the military. It involves high rising balloons that have hooking points on the harness people lock into and on the balloon itself. The balloon is tracked with GPS for a plane to fly by yanking the harness person along with it to then be dropped off at a safe location (Wikipedia Contributors, 2025).

In game, Fulton recovery has a similar backstory and is how the player can capture enemy troops to be rehabilitated by Revolver Ocelot (Mother Base's third in command). When embarking on a mission, players have access to a limited number of balloons depending on what level the R&D department has upgraded to (Reed, 2020). It is for the best to exhaust most if not all the balloons to maximize troop accumulation. The Binoculars do get a function later in the game where you can scan soldiers to see their skill and decide if they are worth capturing (Caihead, 2015). But players are encouraged to go hog wild with captures until then.

1.2 TASK FORCE MISSIONS

The secondary method can be more costly and put combat troops at risk of death or capture. Right next to the missions for players is a menu for sending your troops to the field to do their own missions. All of them are automatically done as time continues with the player running the game. There are missions that focus on capturing A, S, S+, and S++ rank soldiers for any branch of your choosing (IGN Contributors, 2025). However, his method isn't recommended till at least chapter 2 of the story.

2 MANAGING MOTHER BASE

Now that you know how to get more troops for the base, let's go back to the games approach. What the game does is tell players how they are now under the faction's name of Diamond Dogs and then shows in the first few hours of the game a light tutorial on how the base works.

What the game doesn't tell players is that the automatic soldier allocation function can be modified so that combat troops be sent to any of the different branches (if their skills are good enough), be sent to defense of Mother Base and its FOBs, or towards the task force that goes on missions. Players will have to micromanage every now and then to make sure Mother Base is functioning in the most efficient way (IGN Contributors, 2025).

2.1 PRIORITY BRANCHES



Figure 2: Solder Menu as it appears in game (Caihead, 2015)

Efficiency starts with branch allocation. There is the Combat, Defense, R&D, Base Development, Support, Intel, and Medical Branches for staff. Out of that selection the one that should the focus in filling first is the R&D department then Medical, Base

Development, Support, Intel, Combat, and Security. To do so open the idroid (≡ | Start), then move down to staff management. Entering that allows you to press the autosort button (Press right stick) (Caihead, 2015).

Other branches can be modified with manual viewing; there is a sort function accessed with the right trigger on controllers (RT | R2) and players can then sort by a soldier's strongest military ability then players can move them where they see fit (IGN Contributors, 2025). There is a limit to how many troops can fill a branch's platform that can only be upgraded later in the game. Micromanaging is unfortunately, a necessary evil throughout the entirety of *Metal Gear Solid V*.

2.2 TROUBLESOME TRAITS

Unfortunately, not every soldier is a winner. Some of the troops that players accumulate in game have negative traits that cause issues with other positive staff. Troublesome traits are a very limited part of the overall game but should be avoided. All staff members with either of the three-need fired whenever you do your check ins at Mother Base.

The three traits are called Troublesome Harasser, Unsanitary, and Violent (Wikipedia Contributors, 2025). All three can have an up to 10% chance of sending up to three staff members to the infirmary or recovery (Caihead, 2015). Despite their usefulness at times, no player should ever have a staff member with Troublesome traits as they hurt the overall performance of the base and ones enjoyment with the game.

3 R&D WORK

Before returning to the field after reading this chapter, now may be a good time to check the R&D Tab. R&D stands for Research and Development and is where all a player's upgrades, camos, items, and weapons get created.

3.1 RUN DOWN OF R&D

If you want a new tranquilizer pistol, that will take thirty minutes, new camo another thirty. Second level upgrades can be either thirty minutes at the start but get increasingly more time consuming and costly to make. The reason why it is recommended to put all of the focus on building the R&D branch is because it lowers the time, cost, and opens up more crafting recipes. It is always a good idea to have research going 24/7 as three can be done simultaneously with no issues.

3.2 ONLINE CRAFTING

There are golden highlighted timestamps on some items, these are considered the online items. All dlc items and late game items take on the online time expansions. Not only are they much more expensive, but they also take a week to do in worst cases and a day in the best cases. Being online items each will be done regardless of the game running and will complete in real time. It is recommended that players use at least one of the three R&D tokens to make an online item as its just passive even if you aren't playing *MGSV* a ton.

3.3 RESOURCES FOR R&D

Research isn't free, as you can expect with the real-world suffering from the same issue. GMP (the in-game currency) is used in every single R&D project, but specific materials will be required depending on an item's level and what type of item it is.

The list of materials includes: Fuel Resources, Biological Material, Common Medals, Minor Metals, Blueprints, and/or various flowers (GamesRadar, 2015). Guns require a mix of most of these materials at some point and are often the most complicated to get all the required materials. Medicines and camos are the cheapest of the bunch with the rest being in the middle of these two extremes.

Resources can be found in missions when on the field in little containers that will be marked by the Intel team later in the game (Metal Gear Wiki Contributors, 2025). In the early game it is expected that players can find materials around bases that they sneak into and must blindly search for them. Late game has them marked on the map with a good Intel team, but players have the option to upgrade the Fulton Recovery balloons to be able to take full shipping crates of materials (IGN Contributors, 2025).

Like with sourcing soldiers, players have the option to send their troops to do missions to capture materials with many guaranteeing at least one highly sought after material at any given time. Fuel is the most used and is slightly less common than the other type so sending your troops on a mission to get Fuel Resources is the best option throughout the entire game (GamesRadar, 2015).

4 DISPATCH MISSIONS

Sending troops has been loosely talked about in this chapter. We've covered that they can be sent to capture troops and resources, but there are still more to the options available from this amazing opportunity.

4.1 WEAKING ENEMIES

One of the most important gameplay aspects of Dispatch Missions is supply destroy missions. When the player takes down bases and enemies, they learn what are the preferred methods of takedown (IGN Contributors, 2025). If the player hits headshots consistently then the enemies will be reinforced with helmets, or if the player prefers to sleeping gas the enemy gets reinforced with gas masks. There is no method to circumvent this mechanic with player action alone, that is where the Dispatch Missions come in. Exclusively in the tab of missions that track in game time are the disruption mission series of operations (Metal Gear Wiki Contributors, 2025).

Disruption missions will require a small team of Combat Staff who will destroy all a given supply from the mission description. This softens up the enemy for the player to have an easier go at taking them down (IGN Contributors, 2025). Story and side missions do sometimes force the enemy to be reinforced with armor and will not be affected by the change, but that tends to be very late game missions (Reed, 2020). If a mission doesn't have a flag for it, then they can lose the option to use counteractive gear

for the player if the player sends out troops on a Dispatch Mission.

4.2 PREVIOUS EXAMPLE EXPANDED

These missions are a powerful mechanic that can also be used to gain resources, troops, and special items passively using the online timer function that runs off real-world time (Metal Gear Wiki Contributors, 2025).

Late game resource missions take a few days but will give at least enough materials to upgrade even the highest-level items (GamesRadar, 2015). A resource mission should always be run by the player whenever they are checking their Dispatch Mission options.

Late game soldier capture tends to be costly with a twenty percent chance of your troops to get injured or die when doing the mission (Reed, 2020). Since the chance of total failure is low it is recommended that the lowest possible rank of teams should be sent on these missions (A is the most common low rank team that can take part).

5 FOBs

The final mechanic of running the new Mother Base is FOBs, Forward Operating Bases as they are known in layman's terms. FOBs were an online addition to the base game allowing for players to extend the capabilities and capacities of Mother Base. The standalone game only allows each branch to be upgraded a total of five times with a cap of about 300 initially (IGN Contributors, 2025).

5.1 IMPORTANCE OF FOBs

FOBs are important for truly passive material gains, passive GMP (in game money), extra room for troops, and breaking past the level cap for the branches (Reed, 2020). FOBs are the cornerstone of the endgame of *MGSV*, and where the online functions take hold.

This feature was an afterthought in the game, but it works as well as it can for being added so late in development (Wikipedia Contributors, 2025). From a marketing standpoint this mechanic is to try to get the players to spend their money on coins to be able to buy these valuable properties out in the ocean.

5.2 MULTIPLAYER VERSES

Multiplayer is not a normal function within the main game, that is what the online installation is for. Multiplayer in the context of the base game works like a *Clash of Clans* style raid mode (Reed, 2020). Any player can raid any other players base, taking a fraction of their saved materials. In 2025 this is nothing to worry about as the player count is exceptionally low. On top of that raiding is skewed towards the defending forces who also get passively rewarded for failed attempts. On top of this NPC attacks happen quite often which will randomly roll to decide if they win or lose, losing much of the time (Reed, 2020).

Improving defense is possible to make the NPC checks fail more often so that players can only reap the rewards of doing nothing with raiding. R&D will list weapons, items, and camos as being functional as online defense tools that are added to the pool of

defense items that can be handed out from the FOB menus (GamesRadar, 2015). There is also FOB specific items like laser grids, tranquilizer gas traps, decoys, drones, night/thermal vision goggles, and many more useful tools (Reed, 2020).

5.3 COIN USAGE AND FOBs

Players that have purchased this game more than likely buy the *Metal Gear Solid V: the Phantom Pain Definitive Edition* which includes all DLC and a handful of coins (Valve Corporation, 2025). If you as a player wish to never have to engage with Konami's microtransactions, there are dire FOBs that should be the highest priority for any new player looking to play this game.

Indian is the best FOB your coins can buy; it provides fuel resources passively and is the most expensive because of that (O918, 2022). Do not be fooled by its same cost brothers for they are nowhere near as powerful as Indian Ocean is for the game.

If you have money to throw at this game for whatever reason Mid Atlantic provides fantastic secondary passives (O918, 2022). The last slots are completely up to the player as they are not nearly as useful as the ones already discussed.

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