Traps

Traps are the one of the essential requirement to protect your base from invaders, because everyone tried to loot your base in this wilderness area to survive.

Code Lock

Code lock which are used to lock your door which only opens on certain code which is fixed by the base builder , he can also give his/her allies permits to get through the locked doors.

Wooden Fence

A small fence which is used to take cover and fight while someone trying to raid you, remember enemy can also take cover of it.

Spike Trap

Spike traps are so small and hidenly placed in the grass , whenever any invader foot on it , he/she will get damage and get slowed down .

Wooden Barricade

A wooden barricade stops invader to raid directly and give a good amount of damage to them , it also give time to the base owner to prepare for defend it base.

Iron Barricade

A Iron barricade stops invader to raid directly and give a huge amount of damage to them , it is very durable and it will also give time to the base owner to prepare for defend it base.

Claymore Mine

A hidden mine who emits a ray , and whenever any person (invader as well as house owner) crosses it and destruct the path of ray the clay more mine get blasted and give a enormous amount of damage to the nearby people.

Shotgun Turret

A shotgun turret is a automatic turrets which fires to enemy whenever they saw them, it fires a shotgun bullet with quite less accuracy and rate of firing , but it is so beneficial to defend your base

Rifle Turret

A rifle turret is a automatic high rate of fire defense turret which fire 7.06 ammo to the invader , it has a high range as compared to shotgun turret and also have high accuracy.

Wooden Ladder

A wooden ladder is used to climb at any base , so that you can get out of some typical situations or to raid someone from top.