**Farms**

Though these farms are small, the crops grown is are surprisingly tasty and nutritious.

**Houses**

Spacious houses fit for a few families.

**Generators**

Though this area is run-down, surprisingly enough these generators still work.

**Turrets**

Ranged weapons built from scrap materials. Great for taking down bulkier intruders – or aliens.

**Wall**

A simple brick-and-mortar wall. As your settlement’s first line of defense, it is surprisingly sturdy against intruders, particularly hungry animals hoping to raid the food supply.

**Energy Barrier**

A barrier constructed of energy particles that can absorb energy blasts. Very effective at staving off alien weaponry.