



Building Guide

Player Edition

How to build an NPC-defended raid base that keeps fighting back, from a new draft to submitting it for review.

THE IDEA

Why a defender base is different

Traps can slow raiders down, but they do not come back after you beat them. In a defender base, the base keeps fighting back. When a defender goes down it respawns from its bed or sleeping bag, follows its route back through the doors, and returns to the fight. It keeps coming back until its bed is destroyed.

THE THREE BASE TYPES

Choose how your base defends itself

Defender base. NPC defenders keep coming back when they die. They respawn and keep defending until their bed or sleeping bag is destroyed. The deeper you hide the spawn inside the base, the harder it is for raiders to clear the defenders for good, so there is lots of room to be creative.

Trap base. Closer to a classic trap base, protected mainly by traps. You can still add defenders, but in this type they do not respawn. Many existing trap bases work with Primal Raid Engine (on our server we use bases from Sir Apes Raids and nearly all work fine; not sponsored).

Locked Loot. More like a puzzle. The loot is hidden behind walls and doors with no clear straight path, so raiders have to search, break, and figure out where it is.

Every player-built base can be unique, so your server is not stuck using the same raid bases as everyone else.

BEFORE YOU BUILD

Get the base ready, then set your keys

Build the base first. Place everything that belongs in it before you capture: your loot boxes, your traps and turrets, and the Tool Cupboard. When you capture, the plugin saves the base exactly as it is at that moment and finds the loot containers already inside. If you change the base after capturing, those changes are not saved unless you capture again.

Good to know

- You do not need to power turrets or add weapons or ammo. Ammo is added automatically.
- Everything is locked automatically, you do not place locks yourself. While building, put a lock on the TC and the outer doors so nobody enters before you finish. Those locks are replaced automatically.
- When the base is prepared, the boxes and the TC fill with loot automatically.

Your three keys

Press **F1** to open the console, type each line and press Enter. You can use any keys; this guide uses P, K and L.

```
bind p pre.build.place
```

Action Key 1, mark positions

```
bind k pre.build.markdoor
```

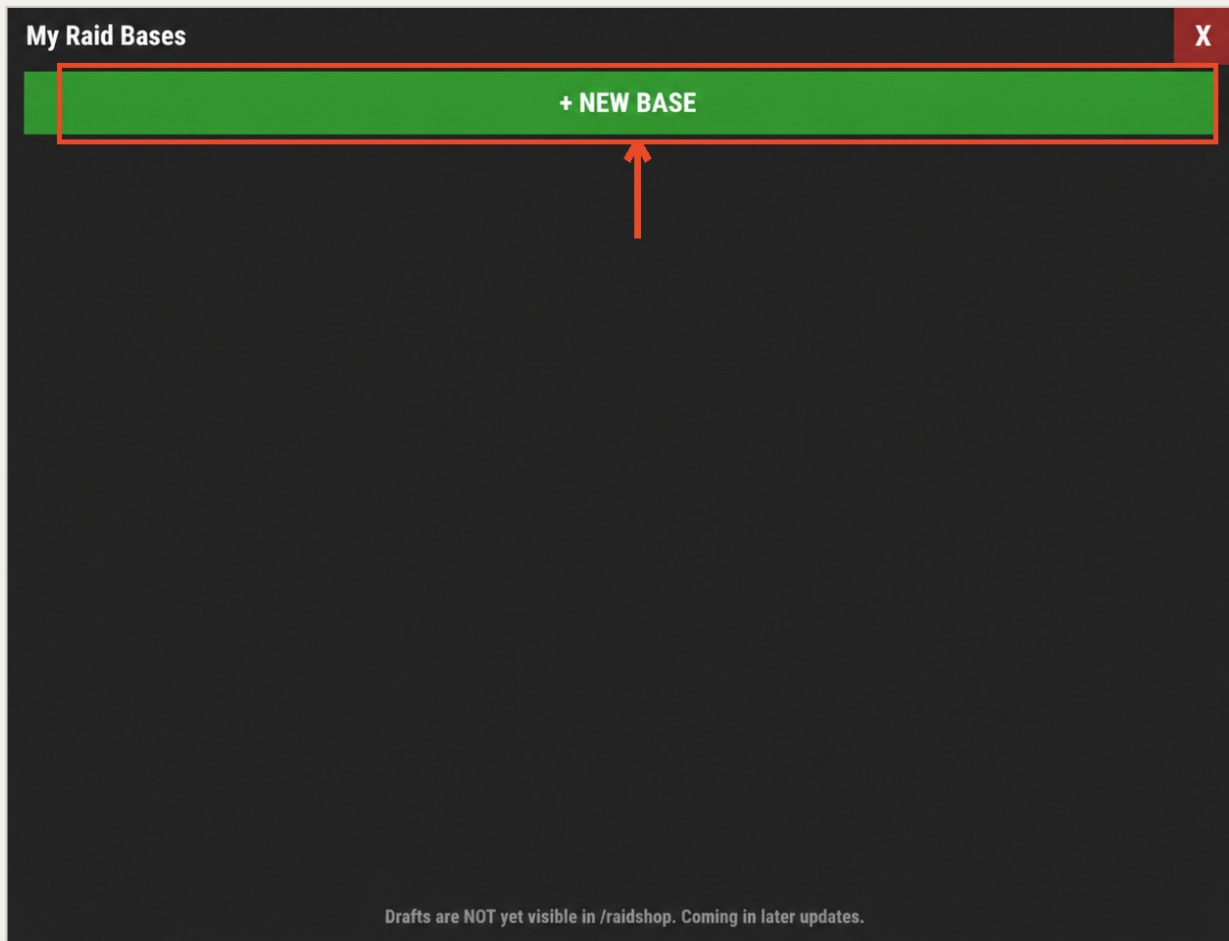
Action Key 2, mark doors

```
bind l buildraid
```

Open the build menu (you open it several times)

Step 1 - Open the build menu

Press **L** (or type /buildraid) to open the My Raid Bases menu. Click **+ NEW BASE** to start.



Step 2 - Name it, choose the type, then bind your base

Give the base a **name** and choose the **type** (Defender for respawning NPCs). You can add a short **description** that tells raiders what to expect, for example: "no boom needed, bring tools and fire arrows". Then stand within 5 m of your Tool Cupboard and click **BIND TO MY BASE**.

My Raid Bases / Untitled

X

Status: Draft

Base name:

Untitled

Difficulty:

Easy

Medium

Hard

Expert

Nightmare

Raid type:

Defender

Trap Base

Locked Loot

Description (optional):

Base setup • Base location:
Not bound. Stand within 5 m of your TC and click Bind →

BIND TO MY BASE

Captured base:
Bind a TC first (above) before capturing the base.

Points — Defenders 0 Static Guards 0 Beds 0 Loot 0 (auto) Waypoints 0 Doors 0

Placement mode — pick one, the menu closes, then walk/aim and press your Action Button 1 • (example bind: bind p pre.build.place) • Loot is

Defender

Static Guard

Bed

Routes — place a Defender point first (mode Defender), then open it to record a route.
(A route is the walk-in path for a defender — you need the defender post placed before you can record it.)

Ready for review: NO — set a name, bind the base TC, capture the base, ≥1 loot point, ≥1 defender point

Loot is auto-discovered at capture. Mark the rest: /buildraid mark defender|bed|waypoint|door • unmark to remove • showpoints (power user: /buildraid

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Step 3 - Capture the base

Stand within 8 m of your TC, look at a wall, and click **CAPTURE BASE**. This saves the base exactly as it is now, including your loot boxes and traps. Change the base later and you must capture again.

My Raid Bases / Untitled

X

Status: Draft

Base name:
Untitled

Difficulty:

Easy

Medium

Hard

Expert

Nightmare

Raid type:

Defender

Trap Base

Locked Loot

Description (optional):

Base setup • Base location:
Bound to TC (-476, 9.6, 785.6) • just now

RE-BIND

UNBIND

Captured base:
No base captured. Stand within 8 m of your TC, look at a wall, click Capture →

CAPTURE BASE

Points — Defenders 0 Static Guards 0 Beds 0 Loot 0 (auto) Waypoints 0 Doors 0

Placement mode — pick one, the menu closes, then walk/aim and press your Action Button 1 • (example bind: bind p pre.build.place) • Loot is

Defender

Static Guard

Bed

Routes — place a Defender point first (mode Defender), then open it to record a route.
(A route is the walk-in path for a defender — you need the defender post placed before you can record it.)

Ready for review: NO — set a name, capture the base, ≥1 loot point, ≥1 defender point

Loot is auto-discovered at capture. Mark the rest: /buildraid mark defender|bed|waypoint|door • unmark to remove • showpoints (power user: /buildraid

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Step 4 - Place the defender

Pick the placement mode **Defender**. The menu closes. Stand where you want the NPC to defend from and press **Action Key 1 (P)**.

My Raid Bases / Untitled

X

Status: Draft

Base name:
Untitled

Difficulty:
Easy Medium Hard Expert Nightmare

Raid type:
Defender Trap Base Locked Loot

Description (optional):

Base setup · Base location:
Bound to TC (-476, 9.6, 785.6) · just now RE-BIND UNBIND

Captured base:
Captured 11 entities · just now RE-CAPTURE

Points — Defenders 0 Static Guards 0 Beds 0 Loot 1 (auto) Waypoints 0 Doors 0

Placement mode — pick one, the menu closes, then walk/aim and press your Action Button 1 · (example bind: bind p pre.build.place) · Loot is
Defender Static Guard Bed

Routes — place a Defender point first (mode Defender), then open it to record a route.
(A route is the walk-in path for a defender — you need the defender post placed before you can record it.)

Ready for review: NO — set a name, ≥1 defender point

Loot is auto-discovered at capture. Mark the rest: /buildraid mark defender|bed|waypoint|door · unmark to remove · showpoints (power user: /buildraid)

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Step 5 - Mark the bed (the respawn anchor)

Pick the placement mode **Bed**, look at the bed or sleeping bag, and press **Action Key 1**. The bed is the respawn anchor: the defender keeps coming back until this bed is destroyed.

My Raid Bases / Untitled

X

Status: Draft

Base name:
Untitled

Difficulty:

Easy

Medium

Hard

Expert

Nightmare

Raid type:

Defender

Trap Base

Locked Loot

Description (optional):

Base setup · Base location:
Bound to TC (-476, 9.6, 785.6) · 1 min ago
Captured base:
Captured 11 entities · 1 min ago

RE-BIND

UNBIND

RE-CAPTURE

Points — Defenders 1 Static Guards 0 Beds 1 Loot 1 (auto) Waypoints 0 Doors 0

Placement mode — pick one, the menu closes, then walk/aim and press your Action Button 1 · (example bind: bind p pre.build.place) · Loot is

Defender

Static Guard

Bed

Routes — click Open ► to edit a defender's route & doors:
Bed/respawn: assigned AFTER promote (all default to the first bed). Per defender on the live profile: /pre link defender <profileid> <defid> <bedid>, then /pre validate.
def_1: NO ROUTE — open to record

Open ►

Ready for review: NO — set a name

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Primal Earth Plugins

Step 6 - Open the defender

Click the blue **Open** next to your defender to edit its route and its doors.

My Raid Bases / Untitled

X

Status: Draft

Base name:
Untitled

Difficulty:
Easy Medium Hard Expert Nightmare

Raid type:
Defender Trap Base Locked Loot

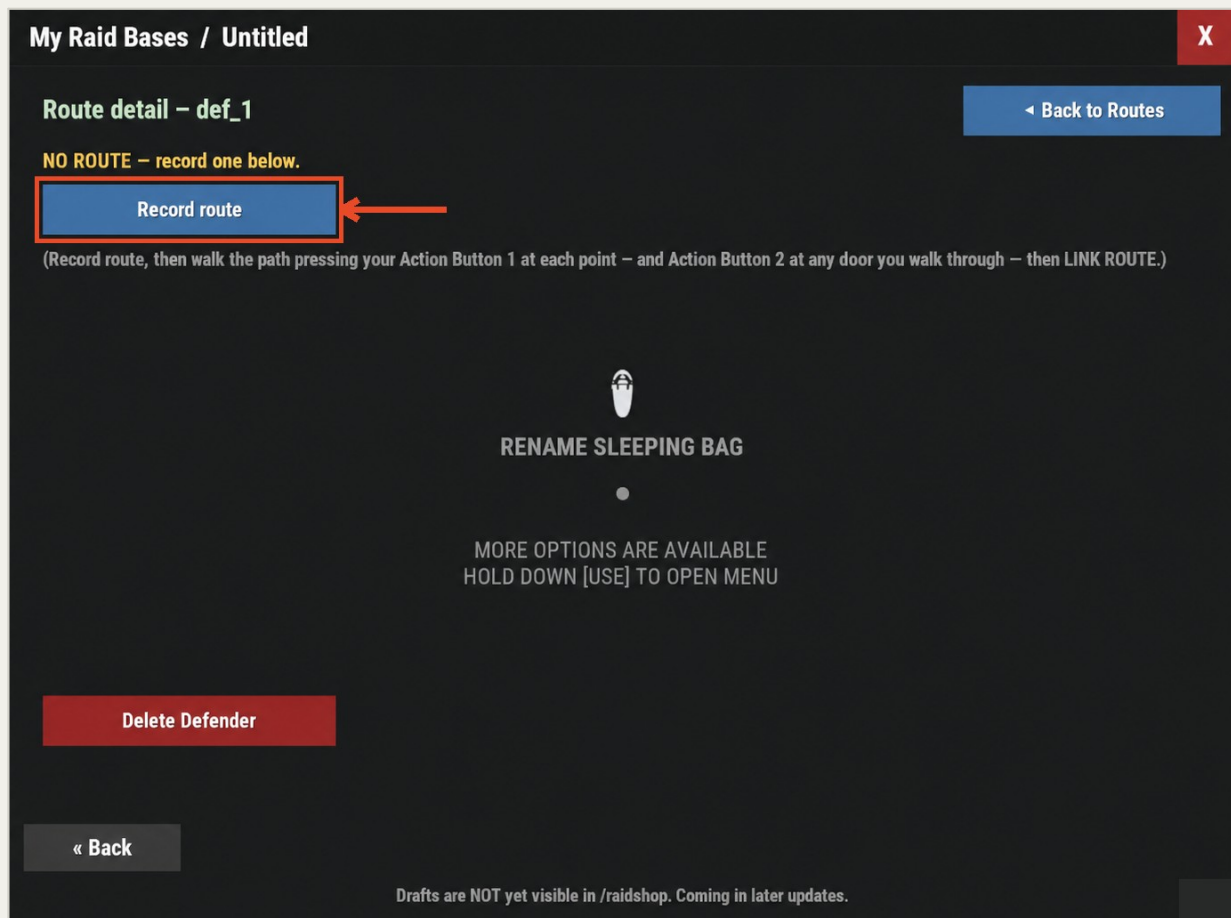
Description (optional):

Base setup • Base location:
Bound to TC (-476, 9.6, 785.6) • 1 min ago
Captured base:
Captured 11 entities • less than a minute ago
Points — Defenders 1 Static Guards 0 Beds 0 Loot 1 (auto) Waypoints 0 Doors 0
Placement mode — pick one, the menu closes, then walk/aim and press your Action Button 1 • (example bind: bind p pre.build.place) • Loot is
► Defender Static Guard Bed
Routes — click Open ► to edit a defender's route & doors:
Bed/respawn: assigned AFTER promote (all default to the first bed). Per defender on the live profile: /pre link defender <profileId> <defId> <bedId>, then **re validate**.
def_1: NO ROUTE — open to record
Ready for review: NO — set a name
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Step 7 - Start recording the route

Click the blue **Record route**. The route tells the NPC how to move from its spawn to its defend spot.



Step 8 - Walk the route, then link it

Start **next to the bed** and press **Action Key 1** to mark the first position. This first mark is the spawn point. Walk your path and press Action Key 1 at each spot. At a door, look straight at it and press **Action Key 2**, then open it, walk through, and press Action Key 1 for the next spot. Keep every section a **straight line**: the NPC walks in straight lines and will not go around anything in its way, only through marked doors. Mark each turn as a new straight section. When the path is done, click **LINK ROUTE**.

My Raid Bases / Untitled

X

Status: Draft

Base name:
Untitled

Difficulty:
Easy Medium Hard Expert Nightmare

Raid type:
Defender Trap Base Locked Loot

Description (optional):

Base setup • Base location:
Bound to TC (-476, 9.6, 785.6) • 2 min ago

RE-BIND

UNBIND

Captured base:
Captured 11 entities • 2 min ago

RE-CAPTURE

Points – Defenders 1 Static Guards 0 Beds 1 Loot 1 (auto) Waypoints 4 Doors 1

Placement mode – pick one, the menu closes, then walk/aim and press your Action Button 1 • (example bind: bind p pre.build.place) • Loot is

Defender Static Guard Bed

• Recording route: def_1 – 4 point(s) placed. Walk + press Action Button 1, then:

LINK ROUTE

CANCEL

Ready for review: NO – set a name, wire the 1 door(s) your route crosses (Open/Close/Open/Pass)

Loot is auto-discovered at capture. Mark the rest: /buildraid mark defender|bed|waypoint|door • unmark to remove • showpoints (power user: /buildraid)

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Step 9 - Wire the door

The menu shows the door on your route still needs an action. Click **Open** next to the defender to set it.

My Raid Bases / Untitled

X

Status: Draft

Base name:
Untitled

Difficulty:
Easy Medium Hard Expert Nightmare

Raid type:
Defender Trap Base Locked Loot

Description (optional):

Base setup · Base location:
Bound to TC (-476, 9.6, 785.6) · 3 min ago
Captured base:
Captured 11 entities · 2 min ago

RE-BIND UNBIND

RE-CAPTURE

Points – Defenders 1 Static Guards 0 Beds 1 Loot 1 (auto) Waypoints 4 Doors 1

Placement mode – pick one, the menu closes, then walk/aim and press your Action Button 1 · (example bind: bind p pre.build.place) · Loot is
Defender Static Guard Bed

Routes – click Open ► to edit a defender's route & doors:
Bed/respawn: assigned AFTER promote (all default to the first bed). Per defender on the live profile: /pre link defender <profileid> <defid> <bedid>, then /pre validate
def_1: route ✓ · 4 wp · ⚠ 1 door(s) need wiring

Open ►

Ready for review: NO – set a name, wire the 1 door(s) your route crosses (OpenClose/Open/Pass)

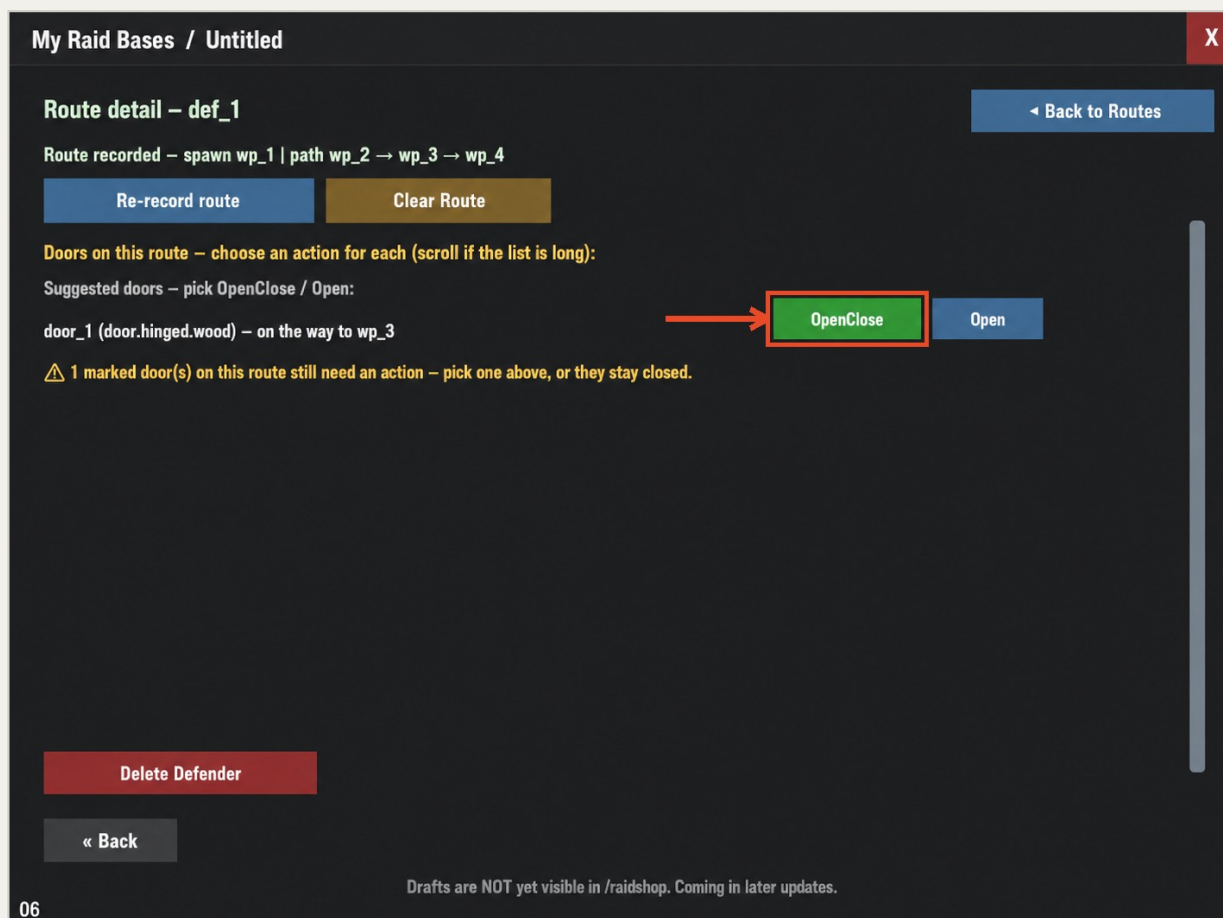
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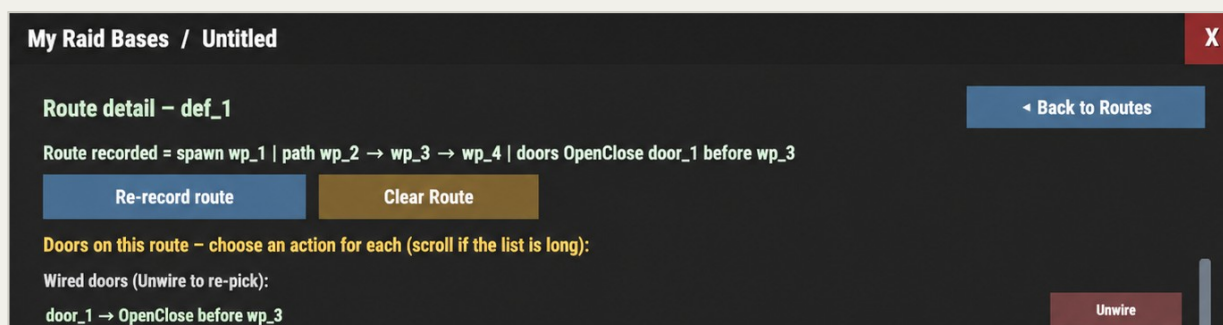
Step 10 - Choose the door action

For each door choose **OpenClose** (the defender opens the door and closes it behind them, the usual choice) or **Open** (opens and leaves it open, handy as a trap so raiders think it is safe). Set an action for every door on the route.



Step 11 - Door wired

The door now shows as wired. Your defender, its route and its doors are ready.



Step 12 - Add more defenders (repeat)

Once the first defender's route is linked, just repeat for the next one: pick **Defender** mode and place it, mark a **bed** or sleeping bag for it, then record and link its **route** and wire its doors. Add as many defenders as you like. A base can have up to **8 beds or sleeping bags**, and several defenders can share the same bed. The more defenders you add, and the deeper you hide their beds, the harder your base is to clear.

Step 13 - You must name the base

Everything is done, but the base is still called "Untitled". While it has no name it says **Ready for review: NO** and you can only **Save Draft**. You cannot submit it yet.

Do not skip this: no name means Save Draft only. Add a name and the Submit for Review button appears.

My Raid Bases / Untitled

Status: Draft

Base name:
Untitled

Difficulty:

Easy

Medium

Hard

Expert

Nightmare

Raid type:

Defender

Trap Base

Locked Loot

Description (optional):

Base setup · Base location:
Bound to TC (-476, 9.6, 785.6) · 5 min ago

RE-BIND

UNBIND

Captured base:
Captured 11 entities · 5 min ago

RE-CAPTURE

Points — Defenders 1 Static Guards 0 Beds 1 Loot 1 (auto) Waypoints 4 Doors 1
Placement mode — pick one, the menu closes, then walk/aim and press your Action Button 1 · (example bind: bind p pre.build.place) · Loot is

Defender

Static Guard

Bed

Routes — click Open ▶ to edit a defender's route & doors:
Bed/respawn: assigned AFTER promote (all default to the first bed). Per defender on the live profile: /pre link defender <profileId> <defId> <bedId>, then /pre validate.
def_1: route ✓ · 4 wp · 1 door(s) wired

Open ▶

Ready for review: NO — set a name

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Step 14 - Name it, then submit for review

Type a name in the **Base name** box. Now it says **Ready for review: YES** and the **SUBMIT FOR REVIEW** button appears. Click it to send your base to the admin.

My Raid Bases / name

X

Status: Draft

Base name:
name

Difficulty:
Easy Medium Hard Expert Nightmare

Raid type:
Defender Trap Base Locked Loot

Description (optional):

Base setup · Base location:
Bound to TC (-476, 9.6, 785.6) · 6 min ago RE-BIND UNBIND

Captured base:
Captured 11 entities · 5 min ago RE-CAPTURE

Points — Defenders 1 Static Guards 0 Beds 1 Loot 1 (auto) Waypoints 4 Doors 1
Placement mode — pick one, the menu closes, then walk/aim and press your Action Button 1 · (example bind: bind p pre.build.place) · Loot is
Defender Static Guard Bed

Routes — click Open > to edit a defender's route & doors:
Bed/respawn: assigned AFTER promote (all default to the first bed). Per defender on the live profile: /pre link defender <profileid> <deflod>, then /pre validate.
def_1: route ✓ · 4 wp · 1 door(s) wired Open >

Ready for review: YES

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SUBMIT FOR REVIEW

Delete Draft

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Step 15 - After you submit

The base is now **Pending review**. The admin can accept it and add it to the raid rotation, or send it back with notes. Players use `/raidshop` to see and buy the raids (the admin sets the currency). When a base is bought it spawns, and its defenders keep coming back until the bed is destroyed.

My Raid Bases / name X

Status: Pending review

Submitted just now – awaiting an admin decision.

Name: name

Difficulty: Easy Type: Defender

Captured base: 11 entities ('pre/draft_072_pablo.json')

Points: Defenders 1 Beds 1 Loot 1

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MORE FROM PRIMAL EARTH

Help, updates and where to find us

Have a question, or want to show off a base you built? Come say hi. You can also download this guide and see everything on our website.

Discord discord.gg/MMkQhb8HUA

Website primalearth.org

Join our Rust server

Come raid on the Primal Earth server. In game, press **F1** and connect:

```
client.connect
```

```
194.69.160.15:28103
```