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Kenshi base locations 2020

Kenshi > General Discussions > Topic Details On All Flat Base Locations? I've set up a base in the border zone. That flat plate on the east side of the map, next to Skinner's roaming. It's a good place, but I like to send the scouts to hub or squin just click on the map and just let it be until they get there. The speed outruns all enemies, but the problem is that the area is so mountainous that it disrupts the heck out of the AI road and just stops running or running back and forth. I checked the apartment in Orkan's Pride, but there's no copper deposits. Any suggestions? Note: This can only be used to report spam, advertising, and problematic posts (harassment, fighting, or rude). From the no-good wanderer to the leader of a thriving empire, the journey to Kenshi will be truly epic... if you can survive long enough to start building a settlement that is worth it. If you want to setup your business and start your own community, you need a good starting place. It's too easy to starve, run out of water, or be slaughtered by migratory enemies. Not quite sure where to set the base? We'll show you the 5 best general locations, and then we'll look at a number of other options in future playbacks. What to look for in a good base location Before getting into specific areas of the map using it as a base, you need to keep in mind these four main things you need when choosing a potential location. High fertility for growth and access to resources - stone, copper, iron, meat animals and water are key. Usually there is no single site will be 100% of everything, but the more you have in one place, the better. Proximity to cities or caravans sales areas funnel enemies when attacked, or the ability to build walls and cover open sections to artificially create choke points You want a large, open space that has loads of flat sections to make the building easier Note that individual resource amounts in these best Kenshi base locations can vary from playthroughs as they are generated differently, so you may find that you need to move slightly from the exact locations below. The key is to pay attention to the biome type of the area and then check the research map values to see how much of each resource is located in the prospective base location. Eastern Plateau It is easily one of the best places for a new player to go to the Wandering Trader character at the beginning. To find this place, head east to the ruined sacred outpost and northeast of the Waystation. You get a large flat area here with lots of stone, iron, and copper along with good wind speed if you want to build wind generators. From this position, its easy to go to the Waystation or ruined sacred outpost of kits and materials, and caravans pass by as the road Fog IslandsIt is one of several enemies to deal with, but it is worth the trade down. This place is Obedience and east of Munk. There's plenty of copper and iron and good opportunities to grow things, but lower access to water is the main drawback, so build some wells. Be sure to protect or wall off two of the three entrances to the area so you don't get overwhelmed. GreenbeachA east of our first plateau listed above, this place with Greenbeach to the east and west Waystation is an easily defensible plateau that rises directly above the river. Best of all, there's only one way up, so you don't have to worry about building a bunch of walls and creating chokes as you automatically get one. As for resources, this is probably the single best place in the game as you get iron, stone, copper, and extremely high fertility in a dry region. ShemSoutheast is the Waystation, an area usually lower in stone resource, but with high water and fertility. The best part is that it is centrally located and can easily reach all other biomes quickly. There is a special construction strategy that can be really useful here. Try to build the walls in a large semicircle around a lake, then put the gates on the edge of the lake, where the water meets the dirt. If you place towers above the gates, you effectively force intruders to move slowly through the water and mow them before entering your base. Forget base - Go Live In Stoa! It's another way to play it essentially forgoing the base (at least until you've spent a lot of time in tech and crafting). Instead of launching your own base, just use Stoa as a base for operations until you can afford to buy a building in the city. This allows for the immediate proximity of shops and the security of life in the existing settlement, while still allowing you to craft and send the war party to get into trouble and search for loot. Other Kenshi Base Locations While these are our top 5 base spots, there are other places that work well depending on your game style and whether you go with skeletons or humans. In particular, these are other possible spots worth checking out if you don't like our top picks: The river between Clownsteady and Waystation: Usually lacking iron, but all the other important resources in close proximity to the south of the green valley of Bann's Pride: This area of the Holy Nation area is a great flat place for building, tight and easy access to bonedogs and river raptors for food and both wheat and cactus grow well there. The High Bonefields north of Catun: In the middle of this section you can easily wall off high fertility and stone, and you won't be bothered by any of the large fractions what's the best Kenshi base building location? Let us know your favorite location in the comments below, you can take a look at the other Kenshi tutorials here: I'm currently based in the swamp, but I'm getting a sense all of these people turn up and just wipe out my peaceful farmers and the Hounds always turn up asking for money. Anyone knows like hidden gem type base locations that have decent access to resources and interesting places. Page 2 20 comments

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