

State of Decay 2

Guides, base locations, and wicked tips from the staff to get yourself started and not to get bitten by zeds. Are you ready to survive?

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Base locations

All base locations listed based on map names.

Cascade Hills - Base locations

Cascade Hills base locations

Corner Office

The **Corner Office** is a good choice to check out first. It's in the middle of the map, so it's equally distant from pretty much everywhere, and it starts off with the following: chic eatery kitchen, garden lvl 2, overlook, workshop lvl 2, sheltered beds and two parking spaces. It also has one large open slot, and two small outdoor slots, and it can be expanded with two outposts. It covers three floors of a building, and a small yard. It takes five survivors and 1000 Influence to claim this base. This building is the diamond when it comes to new players in the game.

Church on The Hill

The **Church on The Hill** is equally central, and seems equally large, albeit with a much different layout. It consists of the following: a bell tower, four parking spaces, and two sets of pews, both of which are clearable. You also get one large open slot, one small indoor slot, and two small outdoor slots. Not a lot, considering it takes 1000 Influence and five survivors. Its time to praise the lord on this base locations from being spared by the outbreak.

Loch & Keogh Self Storage.

Looking for some storage to get your belongings to save.. and the rest of your community?

Another interesting one is the **Loch & Keogh Self Storage**. You'll find it in the northwestern corner of the map. It's a storage facility with lots of open space and several small buildings. The facilities it has are: elaborate storage, two sets of sheltered beds, secret distillery, three parking spaces, watchtower, abandoned locker (clearable). You can connect it with two outposts, and

expand it across one large slot, one small indoor slot and two small outdoor slots. You're gonna need 1500 Influence and six survivors to claim it.

Bridge fort

One of the other bases that could prove interesting is **Bridge Fort**. It's located in the south of the map, and slightly to the east, where the road going from west to east crosses the river. The facility houses one sheltered bed slot, one outer bed, three parking spaces, and two watchposts, one west, one east. It also has three open slots: one large, one small indoor, and one small outdoor. You need 500 Influence and four people to claim it.

Container fort

Container Fort is yet another potential home site for you, located in the far southwest corner of the map. This base doesn't have much to offer when you get there, but it does allow for a lot of customization. As far as existing facilities go, it offers one firesafe storage 3, one workshop 3, and three parking places. In open slots, there's two large slots and five small outdoor slots. It's kinda expensive to claim, since it requires 3500 Influence and eight survivors. This is arguably the best base in Cascade Hills.

Mohr & Mohr Distributing

Last, but far from least, there's the base called **Mohr & Mohr Distributing** site. It's a warehouse located in the northeast of the map, at the side of the larger road leading northeast. It takes 1500 Influence and six survivors to claim, and it's well-worth the trouble. It offers one set of sheltered beds, one set of sheltered beds 2, a machine shop, four parking spaces, one huge fuel storage, and one backup generator; plus, you get two large slots, one small indoor slot, and two small outdoor slots.

Drucker County - Base locations

Drucker County

Vogel House,

The starter home in Drucker County is called Vogel House, which is appropriately enough a large house surrounded by a walled-off estate. It's location is in the north of the map. As far as facilities go, it offers one master bedroom, one chef's kitchen, one double bunk room, one trash (clearable), and two parking spaces. There are also two small outdoor slots open. It's not much, but it'll do as a start since it requires zero influence and a single survivor to claim.

Barricaded Strip Mall

When you get to Drucker County, you'll probably want to claim the Barricaded Strip Mall. It's in the middle of the northern part of the map. It starts off with an urgent care facility, three bedrooms, three parking spots and three large outdoor slots. You can also attach two outposts to it. Plus, there's a Tae-Kwon-Do gym, a high-end kitchen, etc. All of this comes at a high price: 3500 Influence and eight survivors.

Knight's Family Drive-In

Then there's the Knight's Family Drive-In, in the far east of the area. It has four parking spaces, an infirmary, an auto shop, a generator, a gate tower, and even a drive-in theater you can fix up and use to boost your community's morale. It also has several small expansion slots – one indoor, three outdoor, as well as one large slot. You'll need 1500 Influence and six survivors to claim it.

Mike's Concrete

Mike's Concrete is another good one, and it's in the city in the bay, right in the middle of the map. It has two sheltered bed facilities, a machine shop, four parking spaces, a huge fuel storage and a backup generator. It's highly customizable, starting off with two large slots, two small outdoors slots and one small indoor slot. It might be the best base in Drucker County. Especially because it's not horribly expensive; it requires 1500 Influence and six survivors.

Cabin Park Motel

One more home base you might want to check out is Cabin Park Motel. You can find it in the south of the map, on the west bank of the large lake. You'll need one thousand Influence and five survivors to claim it. It's a fairly decent median in terms of what it has to offer. Existing facilities include one set of sheltered beds 2, one heavy trash (clearable), one country kitchen, one old well, two parking spaces, and one clearable seating area. Also, there's two large open slots and one small indoor slot.

Wally's Bar & Grill

Next up, we have Wally's Bar & Grill. It's in the center of the map, and a little to the east. The place is fairly cheap; you need 500 Influence and four survivors. However, it doesn't really offer much in return. You'll get one bar and grill, two parking spaces, and two seating areas (clearable). As for open slots, there's one large slot and two small outdoor slots.

Wheelhouse Truck Stop

The last stop you can find in Drucker County is the Wheelhouse Truck Stop, in the far west of the map. It'll take 1000 Influence and five survivors. It has both upsides and downsides. It offers four

parking spaces, a huge fuel storage, a restaurant kitchen, and an auto shop. On the downside, there's only one large open slot, just one set of outdoor beds, and two clearable seating areas.

Meagher Valley - Base locations

Whitney Field

One of the more interesting home bases that you can capture is called Whitney Field. It's in the far south of the map, not far from the road that leads from east to west. The base offers three large slots and two small outdoor slots, as well as various different existing facilities. These include one set of sheltered beds 2, four parking spaces, fortified bleachers, two sets of outdoor beds, and more. It's arguably the best base in Meagher Valley.

Mazzara Farm

Next up, we have Mazzara Farm. It costs 1000 Influence and five survivors, and it's arguably the second-best in Meagher Valley. You can find it in the dead center of the map, on the east bank of the river. It will grant you one country kitchen, one well house, one crewhouse, one grain silo storage, and two parking spaces. It also offers two large slots, one small indoor slot, and two outdoor ones.

Rural Police Station

The Rural Police Station is an interesting base. It's in the northeast corner of the map. It has its fair share of open slots: two large, two small outdoor, and one small indoor. It also offers four parking spaces, a police armory, one set of doorless cells, one secure lockers, and one checkpoint. It's a potentially interesting trade-off. To claim it, you'll need 1000 Influence and five survivors.

Squelones Brewing Company

Another potentially interesting home base is the Squelones Brewing Company. It's in the center-east of the map, next to the large road leading south, and you can claim it for 1500 Influence and six survivors. The best stuff it offers are a water tank and several open slots: one large, three small indoor, and two small outdoor. It also includes a tasting room, three parking spaces, one primary still, one craft still, and one keg cooperage, which is clearable.

Camp Kalenqua.

Meagher Valley is also the home of Camp Kalenqua. It's north of the large lake, and it takes 1000 Influence and five survivors to claim. It has quite a bit to offer, and is a pretty decent choice overall. It has two large open slots and two small indoor ones. Then, there's the existing facilities: one heavy trash (clearable), one cafeteria kitchen, one old well, two parking spaces, one bunkhouse, and one clearable seating area.

Country Church.

Lastly, there's the Country Church. It's in the west of the map. It's on the side of the road leading from north to south, just north of the large S bend. It's cheap; you only need four survivors and 500 Influence. Appropriately enough, it doesn't offer much. You get one large open slot, and one small outdoor slot. There's also three parking spaces, one set of rear pews and one set of front pews (both clearable), a community food bank, and a watchpost

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Providence Ridge - Base locations

Firetower Fortress

This cozy, fortified base is built around a firewatch tower and features its own survey point, 4 built-in beds, and an Infirmary. It's designed to be a great starting base for new players, with just enough room to explore customization before you're ready to move to a better home.

Lundergaard Lumbermill

This huge base is the first home site *State of Decay 2* to include five large facility slots. This creates massive flexibility for players choosing to explore different base-building strategies. For just 3500 influence, this puppy can be yours.

Prescott Fire Station

This large base offers a suite of unique built-in facilities unlike any other base:

- A fully upgraded Workshop that reduces the parts cost for everything you build or repair.
- A Fighting Gym that also teaches the Medicine skill and upgrades to provide passive injury recovery.
- A Scout Tower allowing you to have 3 no-ammo-cost guards and offering a radio command to scout nearby territory.
- A fully upgraded Firehouse Kitchen that includes food storage.
- A Utility Room that provides both power and water to the entire base.
- All facilities need to be repaired upon claiming home site.
- Additionally, the perimeter wall features four gates and no climbable walls. Zombies must open closed gates by force to enter, providing time to deal with them.

This base location cost 3500 influence. Will you be the next owner?

Rusty Rosie's

This medium-size base comes equipped with a secret distillery in the Kitchen, an Auto Shop that teaches the Mechanics skill, and built-in Fuel Storage that doubles as a Watch Tower. Reports indicate that a strange supply drop landed here a long time ago, but has never been opened. This base is great for the mid-game experience, as its central location allows easy travel throughout Providence Ridge and all that for just a whopping 1000 influence.