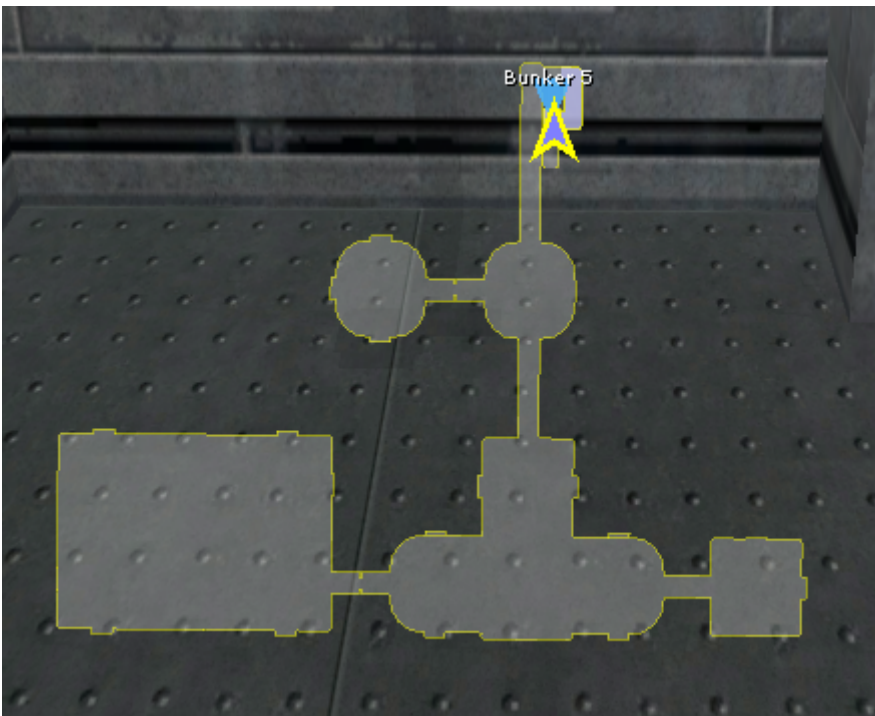
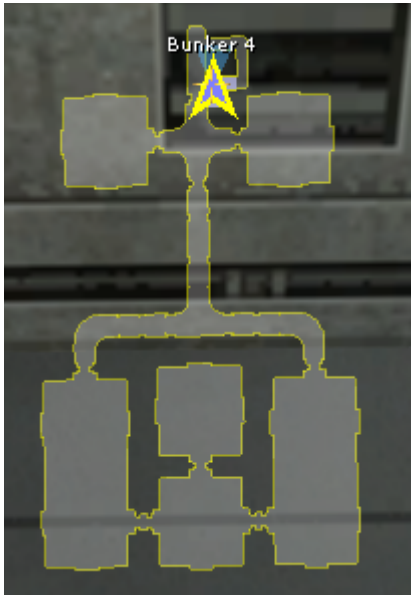


Bunker Structures

- Added **5x Bunker Houses** to the player structures that **Structure Traders** can craft.
- Each bunker will take up **4 Lots** and cost **35 credits per hour** in maintenance fees.
- Bunkers have a base item limit of **2,000**.
- Bunkers will take about the same amount of resources as a Large House.
- Each bunker has a unique interior design. Only one of the bunkers (Bunker 4) has a different exterior design as well, otherwise they all have the grey block exterior look.
- Player Bunkers now have the correct maintenance of **30 credits / hour**.
- Player Bunkers now have their signs showing (only default sign is available).
- Player Bunkers are now considered **guild halls** so you can withdraw maintenance and use them as a guild hall.





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