



State of Decay generators and solar power

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Crafting in SoD2 takes the form of a passive, ingredients-based, and logical system by which the player is clearly informed of the requirements in terms of ingredients, and presented with a...

What is the point of portable generators? After trial and error I managed to mod several of my workshops with gennys, but it doesn't seem to do anything at all. I really don't understand what ...

If you take electronics as your computer specialization, the solar generator facility mod becomes craftable at level 3 workshops. I have not verified it in game, but it is the answer that makes ...

So, from there it seems like even if the ongoing cost is expensive, your best bets are to use your outposts for water and power, and then fill in the last slots for things you can't easily create in your ...

Generators are one of several new facilities introduced in the DLC Lifeline. It provides electricity necessary to use advance functions in various facilities in the player's home site.

State of Decay 2 How to Get Power guide shows how to get electricity in your base with generator mod, how to build solar array, how to capture power outpost Like

Solar is great if not doing the boon. Utilities and electronics is certainly a must for me, probably #1 to have. Even if I don't need solar the skill allows for Hydroponics. I wish there was a ...

There are several different options for how to get power in State of Decay 2, including generators, a solar array, or a power outpost. They will all depend heavily on your current situation ...

The Solar Array is one of the three Utility Facilities. It provides Power to all of your facilities without any upkeep cost or noise. Accepts Universal Facility Mods. In-game description: Provides free, silent ...



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Build a Field Medic and Field Workshop. Right when the Workshop begins, you should be able to start building the Generator and Latrine. After the Generator is complete, research Solar Power...

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