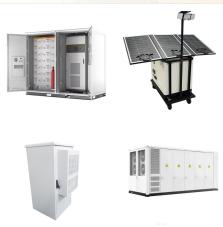


Max number of outposts: The current maximum possible amount of outposts is seven. a level 3 Command Center provides four outposts, and the Network Signal Booster modification provides two additional outposts. Can you get 8 outposts in State of Decay 2? The contractor will need to have the "Hacking" quirk skill for players to get an extra outpost slot.



There are 3 ways to get base wide power: build a Solar Array (large slot + Knowledge of Electricity) claim a power station as an outpost (daily fuel cost) beat the builder legacy. Then select the builder boon at the beginning of your next game. Which will provide power and water to your base 24/7.



For State of Decay and State of Decay 3 content visit r/StateofDecay and r/StateofDecay3! Food outpost level 2: 1100 influence and 5 materials to produce 4 food Garden level 3: a small base slot, 53 materials, 15 boxes of seeds, knowledge of both gardening and agriculture, access to water and a recurring cost of 1 seed for the boost yields





Landmark Outposts are special Outposts, introduced with Update 25. As their name suggests Landmark Outposts are unique locations which can be claimed as Outposts. Each map has its own and all of them are different. Once claimed they offer you three different strategies. Some of them offer a choice of three distinct benefits, while others offer a single benefit, but allow you ???



Utilities is one of the eight Community Skills that a survivor can have in the main game. It can be provided by one of the survivor's Traits, learnt from a Power/Water Outpost, or can be taught to them with a Utilities Textbook. Utilities unlocks Hydroponics, and boosts power and water duration. It provides the following bonuses: Utilities and its specializations can be improved at ???



Outposts are structures that improve home site security and provide a relatively safe spot for characters to evade zombie hordes and resupply. Each home site has a maximum number of 2-8 slots for outposts. Generally, the bigger the base, the more outposts it can support. A single Outpost reduces the player's daily consumption for that particular resource by 3, but increases ???





For State of Decay and State of Decay 3 content visit r/StateofDecay and r/StateofDecay3! Members Online ??? BUckENbooz91. ADMIN MOD Why build a Solar Array if you have a Utility Room at this base? Question Share Add a Comment. Sort by: Best. Open comment sort options Water and power require two fuel outposts to fully supply.

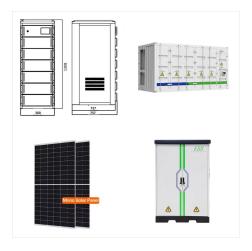


Power outposts take up outpost slots but require 2 fuel per day. Honest opinion just stick to buying a power outpost. If you have a still you can make your own fuel that requires 3 food to make. 3 food equals 2 fuel. Now this is another talk about food production and that will lead to other facilities to talk about.



This outpost simply provides you with community wide power and a morale boost. The 3 different options are just how you pay for that power. You can hire nearby enclaves to manage the facility for 100 influence per day. You can have 2 of your own community members manage the facility for a -2 labor per day or you can upkeep it for 50 parts per day.





Fuel outpost gives fuel and teaches mechanics. Safe house outpost gives 2 beds. Radio outpost teaches computers and a passive 20% cooldown on radio actions. Artillery outpost gives radio call in for artillery. Water or power outpost gives ???



Um in State of Decay 2 einen Power Outpost (Strom-Aussenposten) zu erobern/in Besitz zu nehmen, ben?tigen Sie gen?gend Influence (Einfluss) und zumindest einen freien Outpost Slot (Aussenposten-Platz) in Ihrer Basis. Um genau zu sein, ben?tigen Sie 2000 Influence, was ungef?hr dem Preis einer ordentlichen Heimatbasis im Spiel entspricht.



For State of Decay and State of Decay 3 content visit r/StateofDecay and r/StateofDecay3! Outposts (Water Tower and Generator station) These are costly but will provide water/power to your whole base no matter where it is and do not take up a facility slot. If you have a survivor with electronics you can build a Solar Array which doesn

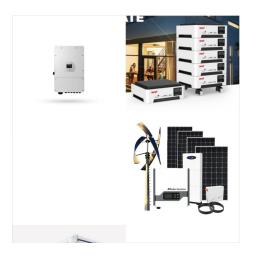




Here is how to get power in State of Decay 2! How to Get Power. To obtain power, you have a few options. You can construct a facility, such as a Generator, which requires time and resources. Alternatively, you can take over a Power Outpost, which provides base-wide electricity. Alternatively: Construct a Generator or Solar Array



+2 Outpost Slot Signal Antenna An impressive array of tabletop games to keep us entertained for countless hours. Unlocks Facility Action: Play Board Games (+15 Morale for 15 minutes for everyone) State of Decay 2 Wiki is a FANDOM Games Community. View Mobile Site



State of Decay Subreddit Community So when you take the value of the outpost version vs base generating version, seems power and water may be the only ones that are the same while base versions compared to outposts can save/generate more resources as well as provide other benefits (although I'm aware I'd lost some benefits from the





Fuel outpost gives fuel and teaches mechanics. Safe house outpost gives 2 beds. Radio outpost teaches computers and a passive 20% cooldown on radio actions. Artillery outpost gives radio call in for artillery. Water or power outpost gives either water or power at the cost of fuel and a ???



1 Med and 1 Fuel shoud be baseline to support car repair and clinic facility. Ammo at least one too, because you need to make ammo, and ammo rucksacks dont grow on trees. depending on the community member count and difficulty 2 Food outposts when you have a IvI 3 farm or hydroponics running. material can be dampend by one facility, but at least one outpost ???







Facilities are the building blocks of your home site. Each facility will either allow you to produce needed supplies (items or resources) or provide other benefits such as allowing your survivors to recover from injuries, fatigue, or infection. Many facilities also have a maintenance/daily upkeep cost or require certain resources to fully function. Every base has built-in facilities and empty



Outpost provides resources, beds or simple safe zone of where you claim it. Outpost resource only comes twice a day but if you have odd number of POSITIVE resources, the half day rationing will give you less. And like @worm\_master stated above, resources gets balance out so double check your base setup (default key B) and check left hand side HUD to ???