



Frostpunk solar container

<div class="df_qntext">What is a resource depot in Frostpunk?

Extends our storage capacity for a chosen resource: Coal,Wood,Steel,Raw Food or Food Rations. Resource Depot is one of the Buildingsin Frostpunk. Resource Depots increase storage capacity of all resources apart from Steam Cores and Prosthetics. Only one type of resource may be stored in each depot.

<div class="df_qntext">How do you get resources in Frostpunk?

The various Resources are one of the Game Mechanics in Frostpunk. Coal,Wood,Steel,and in The Refugees,Steam Cores,can be gathered from piles on the ground at the start of the game.

<div class="df_qntext">How to get infinite resources in Frostpunk 2?

You can check if you meet all the requirements to upgrade the station by hovering over the 'Upgrade Settlement' option. Increasing your infinite supply per week is highly recommended for the longer survival of the colony. That is everything you need to know about how to get infinite resources in Frostpunk 2.

<div class="df_qntext">What is Frostpunk wiki?

Frostpunk Wiki is recruiting! Frostpunk Wiki is a community projectrun entirely by volunteers to provide information for the game. We are looking for users to help edit the wiki and help to keep it up-to-date. You don't need to be an admin or have any special permissions there's no need to wait. Jump right in and start editing.

<div class="df_qntext">What buildings are in Frostpunk?

The various Buildings in Frostpunk. The Generator StockpilesExecution Platform Seedling Ark (Scenario: The Arks) Army Warehouse (Scenario: On the Edge) Shipwreck (Endless Mode: The Rifts) Abandoned Colony (Endless Mode: The Rifts) Destroyed Steam Core Transport Coal Pile Wood Crates Steel...

<div class="df_qntext">What is a stockpile in Frostpunk?

The Stockpiles is one of the most important Buildings of the City in Frostpunk,and one of the two buildings you start with. Stockpiles is available from the start,however it cannot be built or moved. The Stockpiles is a storage shedwith which your city starts with,allowing you to store the...

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fandom Stockpiles - Official Frostpunk WikiStockpiles is available from the start, however it cannot be built or moved. The Stockpiles is a storage shed with which your city starts with, allowing you to store the vital



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supplies and resources your city ...

But that's not to say that feeling isn't there in frostpunk 1 either. The closest scenario to frostpunk 2 is refugees, where you have competing factions and you have to manage lords and laymen, and it can ...

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