

How do I find a specific station of avorion?

There you can find fast, at which stations the respective trade good are sold or bought. If you are searching for a particular station of Avorion, you can enter a search word in the search on the top of the site. In case that the searching is unsuccessful, all stations will be shown.

Should a faction spawn a solar power plant?

No idea: the best thing to go for is for "holes" in existing production chains, but factions tend to spawn with way not enough basic/lowlevel stations (The Bixxutqo, for exemple, have one solar power plant for 10+ energy-using stations, and 4-5 farms... withno water collectors.

Can a solar power plant supply a plasma cell factory?

For every time trader come and go, my solar power plant has a chance of supplying the sheep ranch, which has a chance of supplying bio gas to the plasma cell factory, which has a chance of supplying my power unit factory (instead of the one twenty sectors away, or a random trading post, etc.).

Solar Cells; Transformers; Solar Power Plant: ... If you are searching for a particular station of Avorion, you can enter a search word in the search on the top of the site. In case that the searching is unsuccessful, all stations will be shown. Otherwise all stations, which match the search word, will be shown. ...

This factory produces microchips and is considered an advanced factory. Cost to produce: 5,580,000 credits
This factory produces the following resources per cycle: These factories require the following resources to complete a cycle: It needs 896 production capacity to achieve minimum cycle duration of 15 second. Any extra production capacity is wasted. This ...

Solar Power Plant: No No Corn 18 1 28 Corn Farm: No No Oxygen 10 1 80 Gas Collector: No No Water 12 1 20 Water Collector, Ice Mine: No No Profitability [] Factory Type Credits per cycle Optimal production Type 1 1,151 credits ... Avorion Wiki is a FANDOM Games Community. View Mobile Site

The wiki lists solar plants as earning 200 credits a cycle, with the only reference to cycle I could find putting that at 15 seconds. This works out to $60 \times 60 / 15 \times 200 = 48,000$ credits an hour Subtract crew costs out of that and you are running on fumes pretty quickly, plus you have to pick up and sell all the modules yourself taking away from ...

I've been reading up on player made stations, particularly I've seen recommendations to build water/solar plants mostly out of rock to have small crew. With the ...

This station produces solar cells. It is considered a basic factory. While quite profitable, solar cells are used very sparsely throughout the galaxy. They may be occasionally ...

This station produces various ammunitions, which are used in the production of turrets that utilize projectiles. There are three types of Ammunition factory in the galaxy, and for all intents and purposes, type 1 and 2 are identical. The following factories require this product during the manufacturing process: Gun Factory - Ammunition The following turrets require this ...

Solar Power Plant: Wheat 50 1 23 No No Wheat Farm: Fruit 10 0.5 56 No No Fruit Farm: Spices 6 0.3 268 No No Spice Farm: Wine 7 0.5 182 No No Wine Factory: Profitability [] This station's profitability is an average of 1,810 credits per cycle. ... Avorion Wiki is a FANDOM Games Community.

4 Solar Power Plant (L) Low-tech Factories [] 2 Oil Refinery (S) 2 Plastic Manufacturer (S) 3 Steel Factory (M) Scrap Metal; Advanced Factories [] 14 Microchip Factory (XL, XL, L) ... Avorion Wiki is a FANDOM Games ...

This station grows wheat, which has a large number of uses, ranging from alcohol, feed, or carbon extraction. Goods produced at this station is used in the following applications: Wheat Brewery, Carbon Extractor, Cattle Ranch, Distillery, Fish Farm, Food Bar Factory, Food Factory, Luxury Food Factory, Sheep Ranch Oxygen Cattle Ranch, Chemicals Factory, Fish ...

Solar Power Plant: Water 30 1 20 No No Ice Mine, Water Collector: Garbage [] The following resources are a byproduct of the manufacturing process and therefore not included in the calculation of the profitability: ... Avorion Wiki is a ...

An Oil Refinery converts Raw Oil to Oil. Raw Oil is produced by Oil Rig. The following stations use this product during the manufacturing process: Oil Fuel Factory, Paint Manufacturer, Plastic Manufacturer, Rubber Factory. Cost to produce: 6.150.000 credits. This factory produces the following resources per cycle: This factory requires the following ...

This factory produces Solar Panels, which are used in the production of Satellites. The following stations requires this product during the manufacturing process: Satellite Factory Cost to produce: 11,815,500 credits. This factory produces the following resources per cycle: This factory requires the following resources to complete a cycle: This station's profitability is an ...

Current table of all trade goods of Avorion and the possibilities for selling and buying them at stations with sorting by name, credits and volume - trade list ... Solar Power Plant; Turret Factory; Ammunition Factory; Ammunition S Factory; Antigrav Unit Factory; ... Power Unit Factory; Solar Panel Factory; Teleporter Factory; Turbines: 2,231 ...

Solar Power Plant: Oil 1 1 490 No No Oil Refinery: Nitrogen 1 1 40 No No Gas Collector: Fluorine 1 1 250 No Yes Gas Collector: Garbage [] This station produces an indirect byproduct as a result of the process: Name Quantity ... Avorion Wiki is a FANDOM Games Community. View Mobile Site

Fixed solar power plant - it actually produces 25 energy cells per cycle. Also I did some internal system updates. If that caused any issue please contact me. 24. ... Avofactory Database updated to Avorion 0.32. Updated database and Mod manager to Avorion 0.32, also included the new factory attribute "factory_size" to all vanilla factories. If ...

Here is a list of all of the trade and manufactory items in game, where to find them, and what facilities want to purchase them. This is a great list for space truckers and fleet management as well as finding mission items and stuff for ...

Solar Power Plant. Carbon Extractor. Carbon Extractor. Carbon Extractor. Carbon Extractor. Electro Magnet Factory. Energy Inverter Factory. Servo Factory. Steel Tube ...

Solar Power Plant. Carbon Extractor. Carbon Extractor. Carbon Extractor. Carbon Extractor. Electro Magnet Factory. Energy Inverter Factory. Servo Factory. Steel Tube Factory. Rubber Factory. Conductor Factory. Transformator Factory. Plastic Manufacturer. ...

136 rowsMar 11, 2019In this table (trade list) are listed all trade goods of Avorion with their associated stations, where them can be sold or bought. Furthermore it is shown the value of ...

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