

Solar panels are generally not worth the cost on a starbase. If your economy is great in every other way then monthly trades of alloy"s can ride you over on energy credits until you can build them up. Generally the best sources of energy credits are generator districts, space based mining, and trade.

In practice, Solar Panels fulfill a completely different role from Trade Hubs. In the late-game they are strictly inferior to Anchorages, and they are primarily used as early-game productivity tools that do not require pops to work in jobs.

Solar panels are devices used to convert light from the sun into usable electrical power. Though they produce relatively little power per panel, their benefit of maintenance-less operation makes them an appealing option for factories or for ships and constructs that cannot rely on fuel rods .

So the diagram above shows you that with 20 star fortresses over your limit (all filled with solar panels) you will generate an extra 500EC - 1000EC depending on bonuses. This concludes the best strategy: Always stay over limit.

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Energy per Starbase is much stronger than the Silo that does nothing unless you're afking on a resource. Also, the energy suggestion was just a weak throwaway offer I would happily take any other resource generation like unity, science, etc etc

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You cant reasonably compare trade hubs to solar panels, because they are doing very different things, yet slar panel are stable source of energy, while trade hubs are high risk high reward module, very specific, and strategically placed, can ...

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