



# Bolivia stellaris solar panels

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.

Filling up starbases with solar panels are really good now! After a few techs each one gives about 10 energy. They compete with anchorages, but they can really power up your economy.

Finally you need to consider the ROI, you are paying some 2250 Alloys to build up a starfortress and fit it with 6 solar panels. If that nets you 55 EC/month, then you got your investment covered in just 13 years + build time, so ~20 years ...

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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 .

I can't seem to find a non-gestalt (only machine intelligence) that can build solar panels on space stations (seems to be replaced with trade hubs for everyone else). Stellaris v2.2.4 DLC

Looking on the wiki along with many, many posts online, it states that Solar Panel Networks give 3 energy, however, unless I'm misreading it, on my game it says that it gives 6. The only mods I have is one which only increases leader levels, and one gives said levels a ...

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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 ...

Solar panels are only an option for gestalt empires. If you capture a starbase from a gestalt empire that already had solar panels, they should remain in place, but non-gestalts can't build new ones.

Energy per Starbase is much stronger than the Silo that does nothing unless you're afking on a resource. Also,



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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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Web: <https://cuddably.co.za/contact-us/>

Email: [energystorage2000@gmail.com](mailto:energystorage2000@gmail.com)

WhatsApp: 8613816583346

