



Barbados stellaris solar panels

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I didn't say you shouldn't use them, I was just wondering why it takes research to do so. We use solar panels NOW. It's odd that the game starts you out with FTL and nuclear powerplants but not 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.

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You can't reasonably compare trade hubs to solar panels, because they are doing very different things, yet solar panels are a stable source of energy, while trade hubs are a high risk high reward module, very specific, and strategically placed, can ...

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On one hand we have people who don't like sectors because they want to manage all 100 billion colonies they have and on the other hand there are people who want automation on everything because they can't be bothered to go through their spaceports to check whether they have solar panels on them. But to answer the question.

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minerals a month before you employ super-inefficient miners.



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