

How efficient is a riftbreaker?

[Updated] Riftbreaker: Power Source Comparison and Building Cost per Energy Provided, Level 1 to 3 Buildings. Recalculated Solar Panels to 54.17% efficiency since they only operate from 8:00-21:00. Added Resource Efficiency and Space Efficiency Thanks to everyone for giving feedback on the previous post.

What is the best power source in the riftbreaker?

The Fusion Powerplant is easily the best power source in The Riftbreaker. Unless there's a hidden one further up the tech tree I haven't seen yet. Other energy sources struggle to keep up with powering your base and the Rift Station simultaneously. However, it's not impossible if you take advantage of upgraded versions of each building.

Can you use supercharged plasma in the riftbreaker?

Supercharged Plasma can also be used for the Heavy Artillery Tower. Learning how to get Supercharged Plasma in The Riftbreaker can be a tiny bit more complicated than Super Coolant. This is because it involves at least two buildings and potentially a third if you use that instead. First, you'll need to build an Ionizer or Fusion Powerplant.

I need to use energy connectors to transport energy from geothermal plants that are very far away from my base. Don't try to power your main base with geothermals across the map if you can't protect the power lines.

Energy Store Lv1 is 10,000 energy, so I think that means it supports 3.3 solar panels during downtime (assuming it's storing the leftover 9.2 energy/s). So technically, Solar Costs 15 more carbonium to build and 30% more space, is that right?

All you need to do for this objective is store 1 million energy so you'll need a lot of Energy Storage buildings. Depending on how much you've researched, you can upgrade them to store more. Otherwise, be prepared to take up a lot of space building storage.

Last idea: Check your base's power consumption. It's possible it's just using up the 500k power. This one is hard to guess because it really depends on your stage in the game and how massive your base is. I think I had like 8m storage on my base by the time I was ending my first campaign (though to be fair, I didn't really need that much).

Also, if you build an energy storage or two, they hold a LOT of extra power, especially at L3. Turrets can just be powered off of that, and slowly charge over the time between waves. And even later in the game, I'm not really bothering with mines any more.

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and are therefore great for outposts. While some players prefer wind, i guess its quite smart to mix them up. Energy Storage is needed anyway Gas: seemed to be the best overall energy source from my point of view and are totally worth to upgrade

Check the left side of the first research tab. 1-2 columns in there is energy storage upgrades. Get to tier 2 or 3 on energy storage building then place / upgrade a bunch of them. 25 tier 3, 50 tier ...

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Check the left side of the first research tab. 1-2 columns in there is energy storage upgrades. Get to tier 2 or 3 on energy storage building then place / upgrade a bunch of them. 25 tier 3, 50 tier 2, or 100 tier 1 = 1 million.

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