

Argnu Stockyard



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Encyclopedia description

Due to strict animal protection laws under Albion jurisdiction, the number of cattle permitted on a single Argnu Paradise biosphere is heavily restricted. To alleviate this restriction, up to four (sometimes more) Argnu Paradise platforms are joined to form a large breeding complex, known as an Argnu Stockyard.

Builder ship
Construction Vessel AL
Construction Vessel HL

Production modules

Module	Count	Wares	Method	Avg. output/h
Argnu Paradise	4	Meat	Albion	1,920

Production balance

Total production and consumption of fully built station including efficiency, secondary resources and specialists. Where present, the per hour stats for intermediate wares show the difference between production and consumption.

Type	Ware	Change/h	Credits/h
Primary resource	Wheat	-6,720	-94,080
Primary resource	Energy Cells	-2,880	-14,400
Primary resource	Water	-6,720	-80,640
Product	Meat	11,212	549,427
	Total Price		360,307

Storage

Storage	Volume
Bulk	1,600,000
Energy	320,000
Liquid	1,600,000

Weapons

Turret	Count	Range	DPS
Plasma/MA Turret	30	7,040	3,680
HIT/MA Turret	102	3,570	1,400
V Launcher	2	4,800	1,714

HIVI/MA Turret	2	8,000	12,000
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Shield	Count	Capacity
Force Field Projector Mk1	19	50,000
Force Field Projector Mk2	13	100,000
Force Field Projector Mk3	7	150,000

URV capacity: 160

Build plan

Stage	Name	PE%	EC	RMP	FR	BO	FP	HM	PM	VL	Price	Price with upgrades
A1	Argnu Paradise	9	648	264	53	105	10	27	10	1	3,045,622	6,558,456
A2	Argnu Paradise	8	253	106	21	81	7	17	5		1,291,035	3,164,582
A3	Defence		440	218	44		3	8	2		2,350,732	3,153,468
B1	Argnu Paradise	7	250	109	23	94	6	21	4		1,389,874	3,163,706
B2	Argnu Paradise	8	253	106	21	81	7	17	5		1,291,035	3,164,582
C1	Storage		237	96	19						1,024,355	1,024,355
D1	Defence		440	218	44		3	8	2		2,350,732	3,153,468
E1	Radar		564	200	40		3	4	2	1	2,146,660	3,074,368
	Total		3,085	1,317	265	361	39	102	30	2	14,890,045	26,456,985



PE - Product Efficiency
 EC - Energy Cells
 RMP - Reinforced Metal Plating
 FR - Fusion Reactors
 BO - Bio-Optic Wiring
 FP - Force Field Projector
 HM - HIT/MA Turret
 PM - Plasma/MA Turret
 VL - V Launcher

Known instances in galaxy

System	Sector	Zone	Name	Faction
Albion	Lookout Alpha	Even Temper	WF Argnu Stockyard	Wholesome Foods
Albion	Far Out	Exhaustless Mines	WF Argnu Stockyard	Wholesome Foods
Home of Light	West Gate	District 01	TER Argnu Stockyard	Terracorp
Home of Light	Terracorp Headquarters	Serra's End	TER Argnu Stockyard	Terracorp