

TSTU

Station

Mining Segment – AlexChurchill		(total cost over default 325)	
S5 docking bay	Cheap	(200 q 25% = 50)	-150
S2 docking bay	Isolated	(100 q 50% = 50)	-50
Armour	(bolt-on)	(100)	+0
Bunks	Outdated, High-Class	(100 q 150% = 150)	+50
Mining area	Cheap, Robust	(100 q 150% = 50)	+50
Scanners	Automated, Massive, Isolated, Quirky – Level 8	(850 q 50% = 425)	+425
(Some spent in central already)		Remaining:	0

Mining Segment – TheInquisitor		(total cost over default 400)	
S5 docking bay	Stealth+5	(200 q 125% = 250)	+50
S2 docking bay	Stealth+5	(100 q 125% = 125)	+25
Armour	(bolt-on)	(100)	+0
Cabins		(100 q 150% = 150)	+50
Mining area	Outdated	(100 q 50% = 50)	-50
Research lab	Automated, Robust, Quirky, Massive, Isolated – Level 5	(500 q 65%) = 325)	+325
		Remaining:	100

Mining Segment – MoonShadow		(total cost over default 325)	
S5 docking bay	Defensive	(200 q 150% = 300)	+100
S2 docking bay	Outdated, disguised, hidden, stealth+5, secret	(100 q 150% = 150)	+50
Armour	(bolt-on) Redundant	(100 q 150% = 150)	+50
Bunks	Spacious	(100 q 200% = 200)	+100
Mining area	Dangerous	(100 q 25% = 25)	-75
Storage	Disguised, Hidden, secret, stealth+5	(50 q 200% = 100)	+100
Empty (0)		Remaining:	175

Central Segment		(total cost over default 175)	
(n+1) Power		(600 q 140% = 840)	+0
(n+1) Life Support		(600 q 140% = 840)	+0
Pirate Command	Hidden, stealth+4	(100 q 145% = 145)	+0
Cargo	Hidden, stealth+4	(50 q 145% = 330)	+0
Leisure	Quirky	(100 q 75% = 75)	+75
Computing	Redundant, Isolated	(100 q 100% = 100)	+100
4x empty		(0 q 100% = 0)	+0