

# Armada 1 Federation Construction Ship

The *Construction Ship* type of the game Star Trek Armada is the Federations work horse. It is build by the [Starbase](#). As such it has pretty much the same stats as any other constructor, aside from the traits given by its crew's faction. The [Tractor Beam](#) can be used to tow damaged or vacated ships. All buildings of the Federation are built with the Construction Ship. It is sturdy but unarmed and slow, making it an easy target, if not escorted or covered by any defense.



<b>Faction</b>	<a href="#">Federation</a>
<b>Role</b>	<a href="#">Constructor</a>
<b>Build Time</b>	50 s
<b>Dilithium Cost</b>	500 (10/s)
<b>Supply Cost</b>	2 (2.4/min)
<b>Crew Cost</b>	500 (10/s)
<b>Shields</b>	700
<b>Shield Recharge Rate</b>	3.5/s
<b>Conventional Weapon Systems</b>	none
<b>Effective Damage Rate</b>	0
<b>Max Special Weapon Energy</b>	0
<b>Special Weapon Energy Recharge Rate</b>	0
<b>Special Abilities</b>	<a href="#">Tractor Beam</a>
<b>Speed</b>	50
<b>Scanning Range</b>	500
<b>Possesses Cloak</b>	no

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