

# Armada 1 Federation Starbase

The Starbase provides an income of new crew and allows for expanding the supply limit. It's shield energy is considerable, but the damage output is comparable with that of a [Torpedo Turret](#).



## Statistical Values

<b>Faction</b>	<a href="#">Federation</a>
<b>Dilithium Cost</b>	2000
<b>Build Time</b>	100 s
<b>Crew Cost</b>	800-1500
<b>Supply Gain</b>	20 (12/min)
<b>Shield Energy</b>	6000
<b>Shield Restoration Rate</b>	5/s
<b>Weapon System</b>	8 Starbase Pulse Cannons
<b>Effective Damage Rate</b>	35.6 - 42.7/s
<b>Scanning Range</b>	700

# Production Capabilities

Item	Icon	Dilithium	Supply	Crew
Construction Ship		10/s	2.4/min	10/s
Dilithium Freighter		10/s	0	2.5/s
Officers Quarters Upgrade		10/s	-24/min	0.4/s

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