

# 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



The Officers Quarters upgrade increases supply by 20. It is depicted as one of 60° sector like objects on the lower section of the Starbase (you can see two of them at the lower part of the above picture). The Starbase has space for up to six upgrades. As a new Nexus already upgrades supply by 20, one Nexus can increase supply by up to 140.

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