

# Armada 1 Processing Node

The Processing Node is the target station for [Dilithium Collectors](#). After gathering Dilithium from a [Dilithium Moon](#) the Dilithium is transported back to the Processing Node. It is a vital part of the economy of any [Borg](#) player. The least number of Freighters required to achieve maximum output is three. Depending on the relative position of station and moon it may require more freighters.



## Statistical Values

<b>Faction</b>	<a href="#">Borg</a>
<b>Dilithium Cost</b>	1000 (20/s)
<b>Build Time</b>	50 s
<b>Crew Cost</b>	150 - 250 (5/s)
<b>Supply Cost</b>	4 (4.8/min)
<b>Shield Energy</b>	2400
<b>Shield Restoration Rate</b>	2.0/s
<b>Weapon System</b>	none
<b>Effective Damage Rate</b>	0
<b>Scanning Range</b>	700

[ [Star Trek: Armada](#) ] [ [Game Play](#) ] [ [Technical Support](#) ]

[ [Units](#) ] [ [Hero Ships](#) ] [ [Campaign Ships](#) ] [ [Ship Types](#) ] [ [Stations](#) ] [ [Station Types](#) ] [ [Special Weapons](#) ] [ [Factions](#) ] [ [Modding](#) ]

[ [Back to the Games Database](#) ]

From: <https://mwohlauer.d-n-s.name/wiki/> - [mwohlauer.d-n-s.name](https://mwohlauer.d-n-s.name) / [www.mobile-infanterie.de](http://www.mobile-infanterie.de)

Permanent link: [https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:games:star\\_trek\\_armada\\_1:processing\\_node&rev=1648758938](https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:games:star_trek_armada_1:processing_node&rev=1648758938)

Last update: 2022-03-31-20-35

