

# Armada 1 Shockwave Station

The Shockwave Station exclusively produces the [Jach'eng class](#). Whenever you see this yard, you can be sure your opponent plans on blowing massive strikes. This makes this yard a prime target. On the other hand the cost of these ships is equally impressive as their fire power and they take quite some time to finish. Don't give your opponent the chance to deploy such a ship. It's best to destroy the [constructor](#) while it is building the yard, or at least the yard before it finishes the first Jach'eng.



## Statistical Values

<b>Faction</b>	<a href="#">Klingon</a>
<b>Dilithium Cost</b>	2000 (13.3/s)
<b>Build Time</b>	150 s
<b>Crew Cost</b>	300 (2/s)
<b>Supply Cost</b>	20 (8/min)
<b>Shield Energy</b>	2000
<b>Shield Restoration Rate</b>	1.7/s
<b>Weapon System</b>	none
<b>Effective Damage Rate</b>	0
<b>Scanning Range</b>	700
<b>Special Weapon</b>	none

## Resource Drain When Used

Ship	Icon	Dilithium	Supply	Crew
<a href="#">Jach'eng</a>		10/s	0.9/min	0.1/s

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