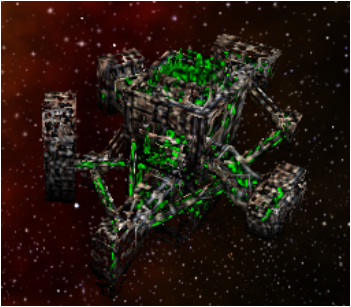

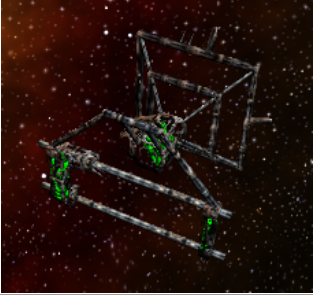
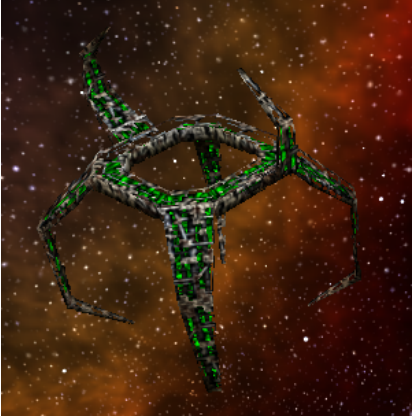
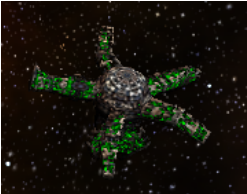
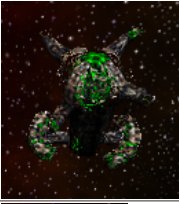


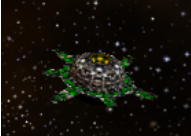


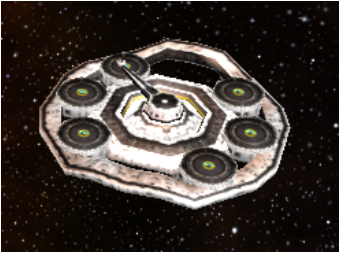
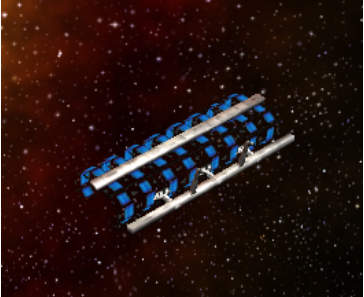




















Star Trek: Armada Stations









All ships in *Star Trek: Armada* are produced by some sort of station. In general, the stations of the different factions are pretty much the same. They may differ in stats but their roles are exactly the same. Only the buildings for the **super weapons** differ in their functionality. For example, all sensor stations come with a **Tachyon Detection Grid** (might have to be researched first), all torpedo stations only fire torpedoes, all mining stations have the same processing speed, etc..

| Faction | Depiction | Name | Dilithium | Time | Supply | Crew | Shields | Shield Rate | Weapon | Effective Damage Rate |
|---------|-------------------------------------------------------------------------------------|----------------------|-----------|------|---------------|------|---------|-------------|-----------------------|-----------------------|
| Borg |  | Nexus | 2000 | 100 | 0 | 800 | 6000 | 5 | Starbase Pulse Cannon | 35.6 - 42.7 |
| Borg |  | Processing Node | 1000 | 50 | 4 (4.8/min) | 250 | 2400 | 2 | - | 0 |
| Borg |  | Assembly Matrix | 1200 | 60 | 5 (5/min) | 500 | 2000 | 1.66 | - | 0 |
| Borg |  | Adv. Assembly Matrix | 2000 | 100 | 5 (3/min) | 500 | 2500 | 2.08 | - | 0 |
| Borg |  | Modification Center | 1300 | 65 | 20 (18.5/min) | 300 | 3000 | 2.5 | - | 0 |

| Faction | Depiction | Name | Dilithium | Time | Supply | Crew | Shields | Shield Rate | Weapon | Effective Damage Rate |
|------------|-------------------------------------------------------------------------------------|-----------------|-----------|------|---------------|------|---------|-------------|-----------------------|-----------------------|
| Borg |  | Technology Node | 900 | 90 | 20 (13.3/min) | 200 | 3000 | 2.5 | - | 0 |
| Borg |  | Detection Array | 250 | 25 | 2 (4.8/min) | 0 | 1200 | 1 | - | 0 |
| Borg |  | Energy Cannon | 250 | 25 | 2 (4.8/min) | 0 | 1000 | 0.83 | Turret Pulse Cannon | 20 - 24 |
| Borg |  | Torpedo Turret | 450 | 45 | 2 (2.7/min) | 0 | 1000 | 0.83 | Photon Torpedo | 26.1 - 42.7 |
| Borg |  | Transwarp Gate | 5000 | 375 | 20 (3.2/min) | 300 | 3000 | 2.5 | Transwarp Gate | 0 |
| Federation |  | Starbase | 2000 | 100 | 0 | 800 | 6000 | 5 | Starbase Pulse Cannon | 35.6 - 42.7 |
| Federation |  | Mining Station | 1000 | 50 | 4 (4.8/min) | 250 | 2400 | 2 | - | 0 |
| Federation |  | Shipyards | 2000 | 60 | 5 (5/min) | 500 | 2000 | 1.66 | - | 0 |

| Faction | Depiction | Name | Dilithium | Time | Supply | Crew | Shields | Shield Rate | Weapon | Effective Damage Rate |
|------------|-------------------------------------------------------------------------------------|--------------------|-----------|------|---------------|------|---------|-------------|-----------------------|-----------------------|
| Federation |  | Advanced Shipyards | 2000 | 100 | 5 (3/min) | 500 | 2500 | 2.08 | - | 0 |
| Federation |  | Research Facility | 1300 | 65 | 20 (18.5/min) | 300 | 3000 | 2.5 | - | 0 |
| Federation |  | Science Station | 900 | 90 | 20 (13.3/min) | 200 | 3000 | 2.5 | - | 0 |
| Federation |  | Sensor Array | 250 | 25 | 2 (4.8/min) | 0 | 1200 | 1 | - | 0 |
| Federation |  | Pulse Cannon | 250 | 25 | 2 (4.8/min) | 0 | 1000 | 0.83 | Turret Pulse Cannon | 15.4 - 26.0 |
| Federation |  | Torpedo Turret | 450 | 45 | 2 (2.7/min) | 0 | 1000 | 0.83 | Photon Torpedo | 26.1 - 42.7 |
| Federation |  | Temporal Research | 5000 | 375 | 20 (3.2/min) | 300 | 3000 | 2.5 | Temporal Stasis Field | 0 |
| Klingon |  | Starbase | 2000 | 100 | 0 | 800 | 6000 | 5 | Starbase Pulse Cannon | 35.6 - 42.7 |
| Klingon |  | Dilithium Refinery | 1000 | 50 | 4 (4.8/min) | 250 | 2400 | 2 | - | 0 |

| Faction | Depiction | Name | Dilithium | Time | Supply | Crew | Shields | Shield Rate | Weapon | Effective Damage Rate |
|---------|-------------------------------------------------------------------------------------|-------------------|-----------|------|---------------|------|---------|-------------|-----------------------|-----------------------|
| Klingon |  | Shipyard | 1200 | 60 | 5 (5/min) | 500 | 2000 | 1.66 | - | 0 |
| Klingon |  | Imperial Shipyard | 2000 | 100 | 5 (3/min) | 500 | 2500 | 2.08 | - | 0 |
| Klingon |  | Weapons Center | 1300 | 65 | 20 (18.5/min) | 300 | 3000 | 2.5 | - | 0 |
| Klingon |  | Gre'thor Armory | 900 | 90 | 20 (13.3/min) | 200 | 3000 | 2.5 | - | 0 |
| Klingon |  | Sensor Array | 250 | 25 | 2 (4.8/min) | 0 | 1200 | 1 | - | 0 |
| Klingon |  | Disruptor Cannon | 250 | 25 | 2 (4.8/min) | 0 | 1000 | 0.83 | Turret Pulse Cannon | 22 - 26 |
| Klingon |  | Torpedo Turret | 450 | 45 | 2 (2.7/min) | 0 | 1000 | 0.83 | Photon Torpedo | 26.1 - 42.7 |
| Klingon |  | Shockwave Station | 2000 | 150 | 20 (8/min) | 300 | 2000 | 1.66 | - | 0 |
| Romulan |  | Starbase | 2000 | 100 | 0 | 800 | 6000 | 5 | Starbase Pulse Cannon | 35.6 - 42.7 |

| Faction | Depiction | Name | Dilithium | Time | Supply | Crew | Shields | Shield Rate | Weapon | Effective Damage Rate |
|---------|-------------------------------------------------------------------------------------|---------------------|-----------|------|---------------|------|---------|-------------|---------------------|-----------------------|
| Romulan |  | Mining Facility | 1000 | 50 | 4 (4.8/min) | 250 | 2400 | 2 | - | 0 |
| Romulan |  | Shipyard | 1200 | 60 | 5 (5/min) | 500 | 2000 | 1.66 | - | 0 |
| Romulan |  | Advanced Shipyard | 2000 | 100 | 5 (3/min) | 500 | 2500 | 2.08 | - | 0 |
| Romulan |  | Covert-Ops Facility | 1040 | 52 | 20 (23.1/min) | 300 | 3000 | 2.5 | - | 0 |
| Romulan |  | Tal Shiar Facility | 720 | 72 | 20 (16.7/min) | 200 | 3000 | 2.5 | - | 0 |
| Romulan |  | Spy Satellite | 250 | 25 | 2 (4.8/min) | 0 | 1200 | 1 | - | 0 |
| Romulan |  | Plasma Cannon | 250 | 25 | 2 (4.8/min) | 0 | 1000 | 0.83 | Turret Pulse Cannon | 22 - 26 |
| Romulan |  | Torpedo Turret | 450 | 45 | 2 (2.7/min) | 0 | 1000 | 0.83 | Photon Torpedo | 26.1 - 42.7 |
| Romulan |  | Phoenix Facility | 2000 | 150 | 20 (8/min) | 300 | 2000 | 1.66 | - | 0 |

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

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

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

From: <https://mwohlauer.d-n-s.name/wiki/> - **mwohlauer.d-n-s.name / www.mobile-infanterie.de**

Permanent link: https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:games:star_trek_armada_1:stations&rev=1649279653

Last update: **2022-04-06-21-14**

