

# Armada 1 Weapons Center

The Weapons Center provides the [special weapons](#) research for the [Klingon](#) conventional ships, the [NuQ'Duj](#), [B'rel](#), [Vor'cha](#), [SuQ'jagh](#) and [Negh'Var](#). The [Ion Cannon](#) is only available, once the [Imperial Shipyard](#) is built. It is strongly recommended for augmenting your fleet. This station is not available when no special weapons are active for the match.



## Statistical Values

<b>Faction</b>	<a href="#">Klingon</a>
<b>Dilithium Cost</b>	1300 (20/s)
<b>Build Time</b>	65 s
<b>Crew Cost</b>	300 (4.6/s)
<b>Supply Cost</b>	20 (18.5/min)
<b>Shield Energy</b>	3000
<b>Shield Restoration Rate</b>	2.5/s
<b>Weapon System</b>	none
<b>Effective Damage Rate</b>	0
<b>Scanning Range</b>	700
<b>Special Weapon</b>	none

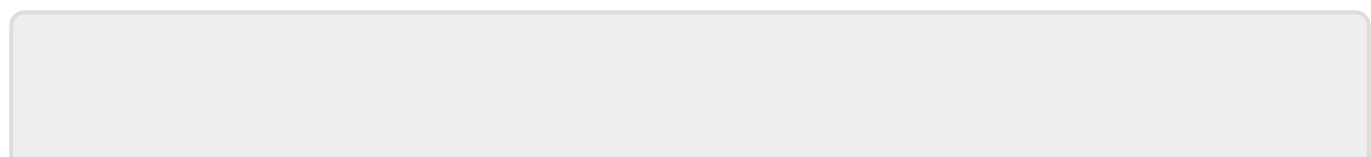
## Resource Drain When Used

Research Item	Icon	Dilithium	Supply
<a href="#">Tachyon Detection Grid</a>		5/s	4.2/min
<a href="#">Gravity Mines</a>		5/s	16.7/min
<a href="#">Polaron Torpedo</a>		5/s	8.3/min
<a href="#">Commando Team</a>		5/s	7.5/min
<a href="#">Ion Cannon</a>		5/s	4.2/min

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