

Armada 1 Klingon Starbase

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

Faction	Klingon
Dilithium Cost	2000
Build Time	100 s
Crew Cost	800-1500
Supply Gain	20 (12/min)
Shield Energy	6000
Shield Restoration Rate	5/s
Weapon System	8 Starbase Pulse Cannons
Effective Damage Rate	35.6 - 42.7/s
Scanning Range	700

Production Capabilities

Ship	Icon	Dilithium	Supply	Crew
Construction Ship		10/s	2.4/min	10/s

Ship	Icon	Dilithium	Supply	Crew
Dilithium Freighter		10/s	0	2.5/s
Officers Barracks Upgrade		10/s	-24/min	0.4/s



The Officers Barracks upgrade increases supply by 20. It is depicted as one of six know like objects on the lower section of the Starbase (you can see two of them in lower quarter of the above picture). The Starbase has space for up to six upgrades. As a new Starbase already upgrades supply by 20, one Starvase can increase supply by up to 140.

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

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

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

From:

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

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:star_trek_armada_1:klingon_starbase&rev=1680414346

Last update: **2023-04-02-05-45**

