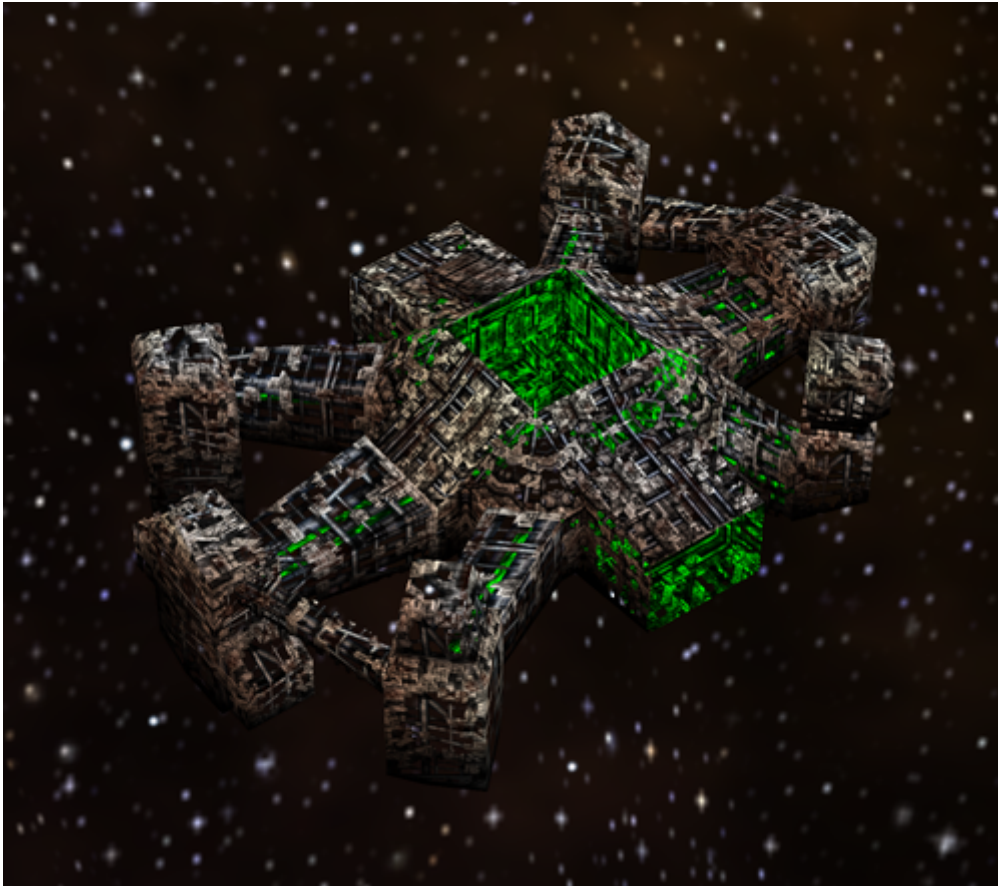


# Armada 1 Processing Node

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                  |

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