

# Armada 1 Federation Pulse Cannon

The Pulse Cannon is a pulse firing defense system. Its damage output varies. Especially it's lower limit is low in comparison to the pulse stations of the other factions.



## Statistical Values

<b>Faction</b>	<a href="#">Federation</a>
<b>Dilithium Cost</b>	250 (10/s)
<b>Build Time</b>	25 s
<b>Crew Cost</b>	0
<b>Supply Cost</b>	2 (4.8/min)
<b>Shield Energy</b>	1000
<b>Shield Restoration Rate</b>	0.8/s
<b>Weapon System</b>	Turret Pulse Cannon
<b>Effective Damage Rate</b>	15.4/s - 26.0/s
<b>Scanning Range</b>	700

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Last update: **2022-04-02-12-10**

