

Armada 1 Research Facility

The Research Facility provides the [special weapons](#) research for the [Federation](#)'s conventional ships, the [Venture](#), [Defiant](#), [Akira](#), [Steamrunner](#) and [Sovereign](#). The [Corbomite Reflector](#) is only available, once the [Advanced 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

Faction	Federation
Dilithium Cost	1300 (20/s)
Build Time	65 s
Crew Cost	300 (4.6/s)
Supply Cost	20 (18.5/min)
Shield Energy	3000
Shield Restoration Rate	2.5/s
Weapon System	none
Effective Damage Rate	0
Scanning Range	700
Special Weapon	none

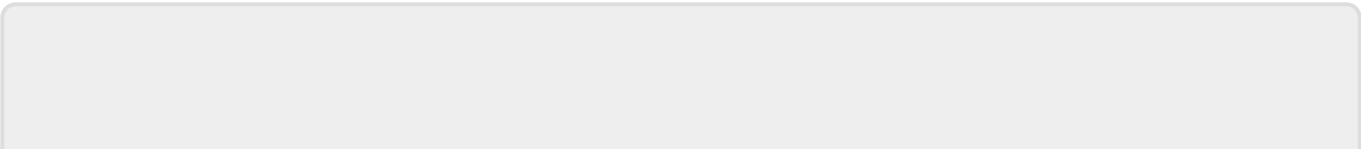
Resource Drain When Used

Research Item	Icon	Dilithium	Supply
Tachyon Detection Grid		5/s	30/min
Anti-Matter Mines		5/s	15/min
Chain Reaction Pulsar		5/s	7.5/min
Warp Core Overload		5/s	7.5/min
Corbomite Reflector		5/s	3.8/min

[[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:research_facility&rev=1648757768

Last update: **2022-03-31-20-16**

