

Armada 1 Romulan 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	Romulan
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

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

Item	Icon	Dilithium	Supply	Crew
Dilithium Freigher		10/s	0	2.5/s
Officers Quarters Upgrade		10/s	-24/min	0.4/s



The Officers Quarters upgrade increases supply by 20. It is depicted as one of six spike like objects around the Starbase (you can see two of them in upper right quarter of the above picture). The Starbase has space for up to six upgrades. As a new Starbase already upgrades supply by 20, one Starbase 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:romulan_starbase&rev=1680414489

Last update: **2023-04-02-05-48**

