

Armada 1 Fek'Ihr

The *Fek'Ihr* type ship of the game Star Trek Armada is named after the Klingon version of the devil. It is the Klingons [caster](#). It is build by the [Imperial Shipyard](#). As a caster it is a slowly moving ship, with only light armaments and low shield energy. It is however very useful for it's [special weapons](#). While the [Death Chant](#) is meant to augment the offensive capabilities of surrounding ships, the [Energy Dissipator](#) is an excellent counter to other casters and ships with strong special weapons, as it drains their special energy weapon. The [Ion Storm](#) is kind of an [artillery ability](#), dealing big amounts of damage from a distance (but also affecting friendlies, if not used carefully). Its range of 700 is just not that huge, though. The [Repulsion Wave](#) is a last resort for defense, pushing away the targeted ship. This caster may not be as impressive as its counterparts of the other factions (especially considering its rather high price of 1300 dilitihum), but it is nevertheless an asset.



Faction	Klingon
Role	Caster
Build Time	130 s
Dilithium Cost	1300 (10/s)
Supply Cost	10 (4.6/min)
Crew Cost	270 (2.1/s)
Shields	180
Shield Recharge Rate	0.9/s
Conventional Weapon Systems	Phaser X1, Photon Torpedo Launcher X1
Effective Damage Rate	5.1 - 6/s
Max Special Weapon Energy	1000
Special Weapon Energy Recharge Rate	10/s
Special Abilities	Death Chant , Repulsion Wave , Ion Storm , Energy Dissipator
Speed	50
Scanning Range	500
Possesses Cloak	no

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