

Armada 1 Gemini Effect

The *Gemini Effect* is a special weapon of the game [Star Trek: Armada](#). It is cast onto a specific ship and effectively clones it. The copy will remain for a while, actually dealing damage and receiving damage (can also be destroyed). The only difference between the clone and the original is, that the clone will have no special weapon energy, so it will not cast any special abilities. It is researched at the [Science Station](#). The *Gemini Effect* in action looks like this:



Stats

Property	Value
Range	300
Build Time	140 s
Supply Cost	10 (4.3/min)
Dilithium Cost	550 (3.9 1/s)
Special Energy Cost	600
Duration	30 s

This special weapon can only be cast onto friendly ships.

The *Gemini Effect* is also available for the [campaign ship Premonition](#), except for the mission it appears in for the first time, [Premonitions](#). In that mission the *Premonition* as no special weapons of any kind.

The effect is also named *Manheim Effect* in the files (e.g. *XManheim.tga* or *gbmanheim00.tga*), although the user interface always ever talks about the *Gemini Effect* instead. The SOD model for the optical effect of the *Gemini Effect* being applied onto a ship even has a typo in it: *Wmanhiem.SOD*.

Money for Nothing

This special weapon can be misused by recycling the clones of the ships the *Gemini Effect* was used on to gain additional dilithium. Used on tier one units (everything built by [Starbases](#) and [Tier 1 Yards](#)) there is enough time for the special weapon effect to not wear off until the unit is deconstructed. In order to gain the formerly (for the original) invested Dilithium this requires working quickly and doing it in the vicinity of the entrance of an unoccupied yard. Basically it allows the player to generate

Dilithium from nothing.

Free Phoenix

Similarly to the [Money for Nothing](#) concept you can achieve using [Phoenixes](#) for free. Just clone a Phoenix, withdraw the original and send the copy into battle. It can be used, as the [Rift Creator](#) does not need any special weapon energy. If you reach your target within the 30 seconds time interval, it basically gives you Phoenixes for free. This does not apply to the Jach'eng's [Shockwave](#) as it needs special weapon energy, which is not cloned along with the ship.

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