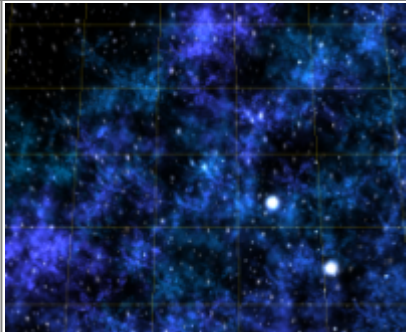
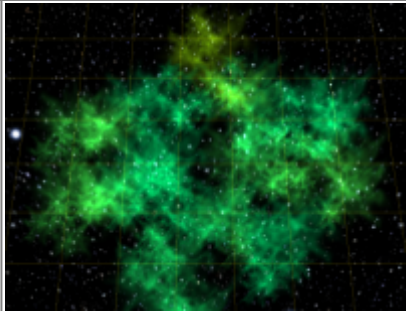
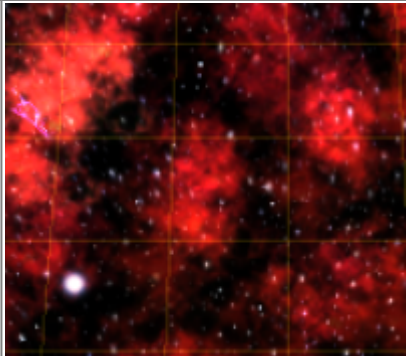
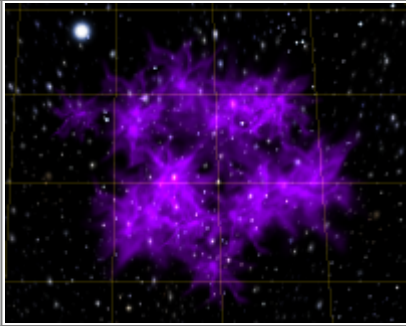


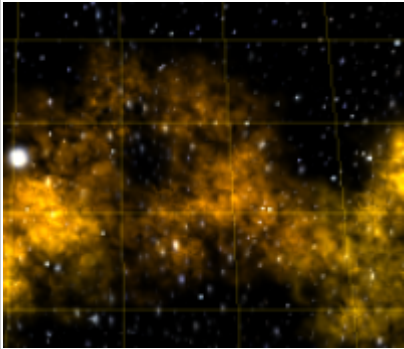
Armada 1 Map Objects

Many objects on maps of the game *Star Trek: Armada* have considerable influence on the player's [units](#) and [stations](#). Here is a description of the most important objects.

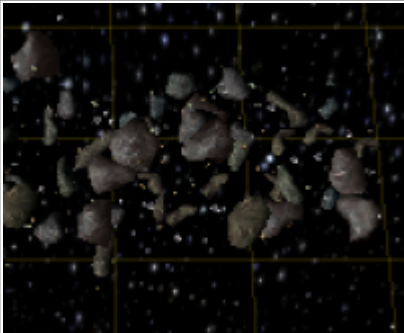
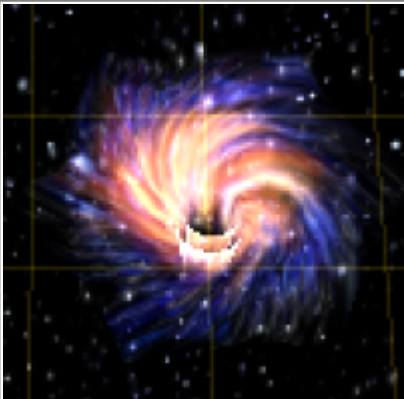
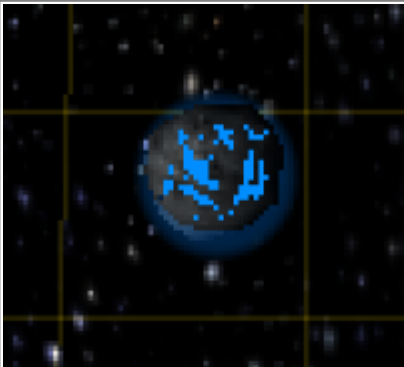
Nebulae

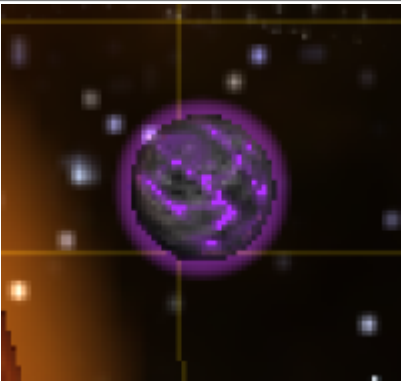

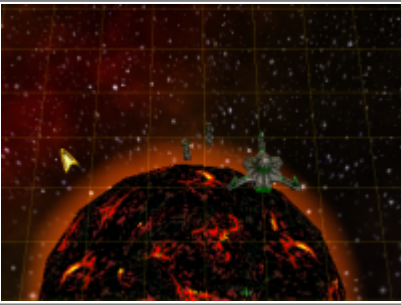
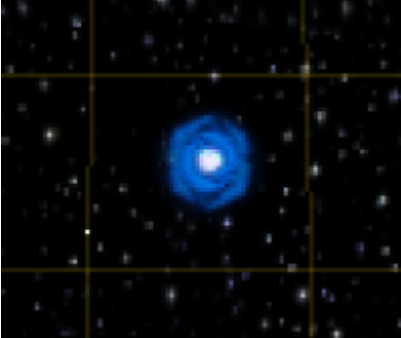
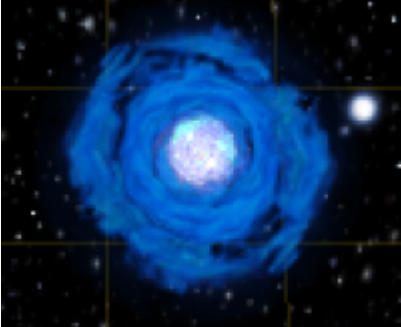
There are five different nebulae with different effects on your ships. All of them slow your ships down, however the intensity depends on their type.

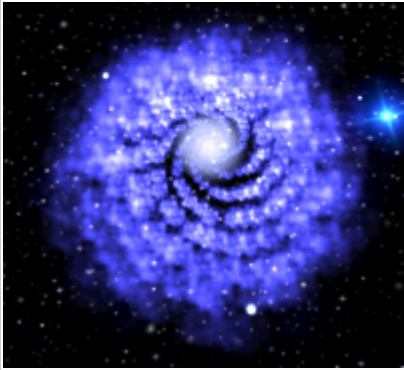
Depiction	Name	Effect
	Cerulean Nebula	Shields and weapon systems are inactive, units inside are hidden from outside scans, Slowdown is by 30%.
	Metaphasic Nebula	Increases shield energy, repairs ships systems. Slows down ships by 10%.
	Metreon Gas Nebula	Decreases shields, damages ships systems after there failure until total destruction of the unit. Slows ships down by 40%.
	Mutara Nebula	Renders sensors and shields inoperative, hides units inside from outside scans. Slows down ships by 20%.

Depiction	Name	Effect
	Radioactive Nebula	Deactivates life support systems, so the crew slowly dies, until the ship is empty. Slows ships down by 30%.

Other Map Objects

Depiction	Name	Effect
	Asteroid field	Blocks the way, can only be overcome with worm holes, Phase Cloaks or Transwarp Gates . There are two variations of it, the stationary and the mobile version. The mobile version has asteroid belts moving on fixed paths, often with small gaps to have a chance of getting through.
	Black hole	Ships without active propulsion systems (damaged, deactivated by special weapon, empty ship) which are too close to their gravity wells are sucked in and destroyed. Ships with active Phase Cloak can get destroyed if they get too close to it.
	Dilithium moon	Primary source of dilithium, besides captured and own ships. Starting amount of dilithium is 20.000 units.

Depiction	Name	Effect
	Infinite dilithium moon	Same as dilithium moon but holding infinite resources.
	Ferengi	Not actually map objects, but in multiplayer not part of a real faction. When a ship is adrift (no crew, damaged/deactivated propulsion) the Ferengi will attempt to steal the ship (salvage). If they succeed in getting to the border of the map, the ship is lost. Note: The Ferengi Marauders in multi-player that are spawned by the game itself are a lot more sturdy than the single-player Marauders (1500 vs. 700 shields).
	Planets	Planets are depicted by big planet like graphics in the background of the game grid. Star bases placed in their vicinity increase crew faster than usual. If this is the case can be seen by a blue instead of green representation when placing a new star base on the map.
	Wormhole closed	This is the closed depiction of a worm hole. There is always a pair of worm holes, never one alone. One side is connected to the other side of each pair. Allows ships to travel to the second one, when sent into the first. During a short period of time while traveling through a worm hole, ships cannot be commanded.
	Wormhole opened	This representation is used, while a ship is traveling through the worm hole pair. The depiction is the same on both ends.

Depiction	Name	Effect
	Temporal Gate	This a rift in time, that similar to a Wormhole, has two ends. This object is actually only used in cinematics of the single-player campaign . As such it is placed on the maps, but not visible during normal game play. It can, however be used in custom maps, where it can be visible the entire time. When used like this, it behaves like a normal Wormhole.

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