

Armada 1 Premonition

The *Premonition* ship of the game *Star Trek: Armada* is one of the Federations [hero ships](#). It is usually only available in the single-player missions [Premonitions](#), [The Twilight Hour](#) and [A Line in the Sand](#), where it cannot be constructed. It is a totally unique ship. It also represents the character of Captain Demming in the campaign. It may be available on custom maps and in mods.

Similarly to the [Jach'eng](#) and the [Phoenix](#), the Premonition basically works the same as the [Temporal Research](#) station, a [super weapon](#). It could as such be considered one itself.



The bridge of the Premonition is only ever shown on the screens of the Enterprise-E when communicating with it. It looks very similar to that of the TV show's Defiant bridge.



Faction	Federation
Role	Hero ship
Build Time	500 s
Dilithium Cost	1000 (2/s)
Supply Cost	7 (0.84/min)
Crew Cost	400 (0.8/s)
Shields	2000
Shield Recharge Rate	15/s
Conventional Weapon Systems	Phaser Array X2, Quantum Torpedo Launcher
Effective Damage Rate	26.6/s
Max Special Weapon Energy	5000
Special Weapon Energy Recharge Rate	50/s
Special Abilities	Gemini Effect / Temporal Stasis Field
Speed	80
Scanning Range	500
Possesses Cloak	no

Note: There are essentially **two** different *Premonition* ships in the game. The very first mission uses a different model (*Fprem.sod*) which is riddled with holes, indicating its bad history. Interestingly, the corresponding ODF (*fprem.odf*) contains all the same settings as the other *Premonition* (in fact *fpremnew.odf* only includes the *fprem.odf*, so definition-wise they are identical). So the special weapons must be removed by the script of the first mission.

[[Units](#)] [[Hero Ships](#)] [[Campaign Ships](#)] [[Ship Types](#)] [[Stations](#)] [[Station Types](#)] [[Special Weapons](#)] [[Factions](#)] [[Modding](#)]

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