

Armada 1 Nebula

The *Nebula* type ship of the game Star Trek Armada is the Federation's [caster](#), built by the [Advanced Shipyard](#). As such it is slowly moving, has little fire power and low shield energy. It makes up for these shortcomings with its four special weapons. The [Shield Disruptor](#) is particularly dangerous, as it effectively reduces opponents ships health to almost zero for a short time. The [Point Defence Laser](#) and [Federation Repair Team](#) are more of a supportive function. The latter can be very valuable for restoring defenses after repelling an attack. [Gemini Effect](#) may allow for rouse-like tactics of information gathering. When you see this ship being deployed, don't underestimate it one bit! It may be expensive but it is worth its money.



Faction	Federation
Role	Caster
Build Time	110 s
Dilithium Cost	1100 (10/s)
Supply Cost	10 (5.5/min)
Crew Cost	300 (2.7/s)
Shields	200
Shield Recharge Rate	1/s
Conventional Weapon Systems	Phaser Array X1, Photon Torpedo Launcher
Effective Damage Rate	5.1 - 6/s
Max Special Weapon Energy	1000
Special Weapon Energy Recharge Rate	10/s
Special Abilities	Shield Disruptor, Gemini Effect, Point Defence Laser, Federation Repair Team
Speed	50
Scanning Range	500
Possesses Cloak	no

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