

Armada 1 Shadow

The *Shadow* type ship of the game Star Trek Armada is the Romulans [caster](#). It is build by the [Advanced Shipyard](#). Like all casters it is slow, low on shields and weapons power but its special weapons make more than up for it. The [Psychonic Blast](#) rigs havoc on any unit's or structure's crew complement, by reducing it to half of the current value. This is particularly devastating to [Borg Cubes](#), which are already expensive crew-wise. The [Energy Shield Converter](#) allows for fast restoration of friendly's shield energy, which is especially useful on stations like Starbases or defense turrets. The [Holo-Emitter](#) can be an enormous risk to groups of opposing ships, that are on red alert (which is usually the case). Once this hits, the opponent's ships will begin attacking on another while at the same time not being accessible with group number keys.

And if things get to hot for the Shadow it may easily withdraw unharmed by using its [Phase Cloak](#). This particular special weapon looks less impressive than it really is. While advertised only as a cloak, that allows to pass solid objects, one very important side effect is that the ship will become mostly impervious to outside effects. That includes effects from nebulae, special and conventional weapons, as well as beam-ins. There are actually only two things that will have an effect on a Shadow traveling under Phase Cloak. Coming to close to a [Black Hole](#) will destroy the ship instantly and it can be frozen in time by the [Temporal Stasis Field](#). Luckily for the opponent the Phase Cloak is not permanently in effect.

When encountering an opposing Shadow, be on your guard with your ships (yellow alert may be advised). As it is the least expensive caster (1050 Dilithium) and built the fastest (105 s) as well as having the least expensive research items, it is a must-have for a Romulan player. Guard it well, as its shields are among the weakest.



Faction	Romulans
Role	Caster
Build Time	105 s
Dilithium Cost	1050 (10/s)
Supply Cost	10 (5.7/min)
Crew Cost	300 (2.9/s)

Shields	180
Shield Recharge Rate	0.9/s
Conventional Weapon Systems	Phaser Array X1, Photon Torpedo X1
Effective Damage Rate	5.1 - 6/s
Max Special Weapon Energy	1000
Special Weapon Energy Recharge Rate	15/s
Special Abilities	Holo-Emitter , Psychonic Blast , Energy Shield Converter , Phase Cloak
Speed	50
Scanning Range	500
Possesses Cloak	no conventional cloak but Phase Cloak

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