

# 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.



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

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