

Armada 1 Phoenix Facility

The Phonix Facility exclusively produces the [ship class bearing the same name](#). Whenever you see this yard, you can be sure your opponent plans on blowing massive strikes. This makes this yard a prime target. On the other hand the cost of these ships is equally impressive as their fire power and they take quite some time to finish. Don't give your opponent the chance to deploy such a ship. It's best to destroy the [constructor](#) while it is building the yard, or at least the yard before it finishes the first Phoenix.



Statistical Values

Faction	Romulan
Dilithium Cost	2000 (13.3/s)
Build Time	150 s
Crew Cost	300 (2/s)
Supply Cost	20 (8/min)
Shield Energy	2000
Shield Restoration Rate	1.7/s
Weapon System	none
Effective Damage Rate	0
Scanning Range	700
Special Weapon	none

Resource Drain When Used

Ship	Icon	Dilithium	Supply	Crew
Phoenix		10/s	1/min	0.2/s

[[Star Trek: Armada](#)] [[Game Play](#)] [[Technical Support](#)]

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

[[Back to the Games Database](#)]

From: <https://mwohlauer.d-n-s.name/wiki/> - mwohlauer.d-n-s.name / www.mobile-infanterie.de

Permanent link: https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:games:star_trek_armada_1:phoenix_facility&rev=1648758938

Last update: 2022-03-31-20-35

