

Armada 1 Premonition

The *Premonition* ship of the game *Star Trek: Armada* is one of the Federations [hero ships](#). Is is usually only available 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.



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

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

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

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