

Armada 1 Regeneration

The special weapon Regeneration of the game [Star Trek: Armada](#) repairs the ship it is used by fast while using up special weapon energy. It can only do so, if the weapon system of the ship has not yet been deactivated or damaged. It is researched at the [Modification Center](#). It repairs systems and shields which looks like this:



It restores 30 shield/second. This converts 1'000 special energy into 100% of a [Sphere's](#) shield strength.

Property	Value
Build Time	100 s
Supply Cost	10 (6/min)
Dilithium Cost	500 (5.0/s)
Special Energy Cost	80/s

There is a sound bug in Star Trek: Armada, that let's the sound effect of the Regeneration special weapon continue indefinitely. To get rid of it simply open the menu for a moment (CTRL + x).

[[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://www.mobile-infanterie.de/wiki/> - **mwohlauer.d-n-s.name** / **www.mobile-infanterie.de**

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:star_trek_armada_1:regeneration

Last update: **2022-04-01-17-57**

