

Armada 1 Auto-Assimilator

The Auto-Assimilator of the game [Star Trek: Armada](#) drains the target ship of it's crew, by adding it to the inflicting ship. The attacking ship will at the same time continue to fire onto that ship, unless ordered to attack another one of set to green alert. The Auto-Assimilator will continue to drain crew even when the casting ship's crew is full. It will only stop if the weapons is turned off or the crew of the target ship runs out. It is researched at the [Modification Center](#). The Auto-Assimilator looks like this:



The Auto-Assimilator can be used up to 25 seconds. It will take 5 crew per second from the targeted ship, so the energy-crew-conversion is 8:1.

An active [Corbomite Reflector](#) has no effect on this special weapon. Neither does the [Shield Remodulation](#). An active [Phase Cloak](#), however does prevent from using it.

Property	Value
Starting Range	300
Maximum Range	400
Build Time	100 s
Supply Cost	10 (6/min)
Dilithium Cost	500 (5.0/s)
Special Energy Cost	40/s

There is a sound bug in *Star Trek: Armada* that let's the noise of the Auto-Assimilator continue indefinitely. In order to get rid of that sound simply open the main menu for a moment, and return to the match. It will be gone.

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:auto-assimilator&rev=1648755764

Last update: **2022-03-31-19-42**

