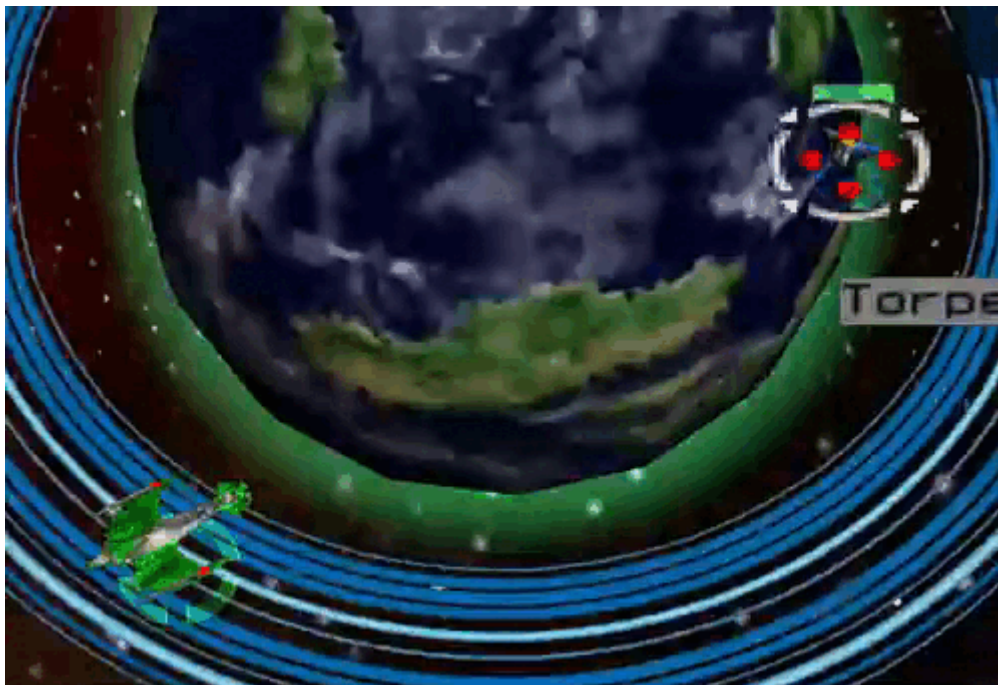


Armada 1 Ion Cannon

The Ion Cannon is a special weapon of the game [Star Trek: Armada](#). It inflicts a lot of damage when impacting an opposing ship. It is researched at the [Weapons Center](#). It looks like this:



Property	Value
Range	300
Build Time	144 s
Supply Cost	10 (4.2/min)
Dilithium Cost	720 (5.0/s)
Cool-Down	20 s
Damage	480 - 520

The Ion Cannon is also used by the [campaign ships](#) *Martok's Negh'Var* and *Toral's Negh'Var*. When trying to use this special weapon on a ship protected by a [Corbomite Reflector](#), the damage will be reflected back to the casting ship. The [Shield Remodulation](#) on the other hand, protects from it, as well as an active [Phase Cloak](#).

The [Mother Entity](#) is also equipped with a derivative of the Ion Cannon, named *Plasma Ball*. The Plasma Ball is not considered to be a special weapon but standard equipment of the Mother Entity. It inflicts the same damage and costs the same amount of special weapon energy but is never used as the Mother Entity has up to 500 energy and one shot of the Plasma Ball requires 600 energy. It is therefore useless to the Mother Entity (definition bug).

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