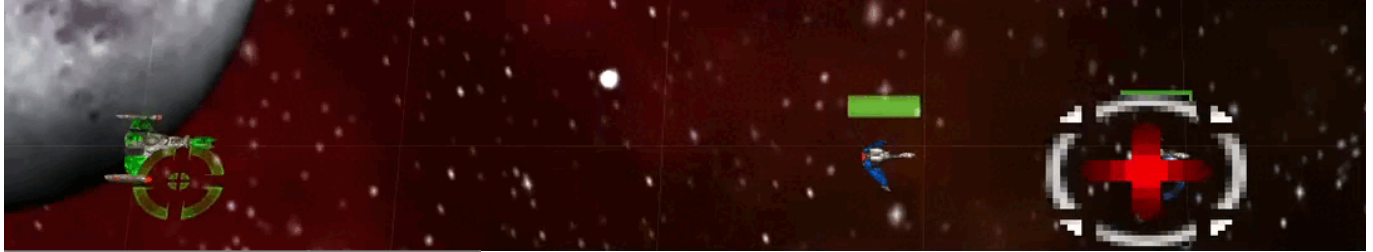


# Armada 1 Polaron Torpedo

The Polaron Torpedo is a special weapon of the game [Star Trek: Armada](#). It is researched at the [Weapons Center](#). It deactivates one of the target's systems randomly.



Property	Value
<b>Range</b>	300
<b>Build Time</b>	72 s
<b>Supply Cost</b>	10 (8.3/min)
<b>Dilithium Cost</b>	360 (5.0/s)
<b>Special Energy Cost</b>	800

When trying to use this special weapon on a ship protected by a [Corbomite Reflector](#), the effect will be reflected back to the casting ship. The [Shield Remodulation](#) does not protect from it. The [Phase Cloak](#) does.

Be aware: In version 1.1 of *Star Trek: Armada* the Polaron Torpedo does select the same target for all ships of the group, if used simultaneously (all ships in the same control group). So the selection of the system may be random, but the same for all involved ships. If you select the attacking ships one by one and use the Polaron Torpedo, multiple systems may be affected. In version 1.2 it is not necessary to do that. The distribution of systems is random for every single torpedo.

## Poleron vs. Polaron

Although the weapon is labeled *Poleron Torpedo* in various files, it is labeled *Polaron Torpedo* in-game and will be named as such in this Wiki.

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