

# Armada 1 Shield Remodulation

## Basic Concept

Shield Remodulation is a special weapon of the game [Star Trek: Armada](#) that basically makes the targeted invincible against damage dealt (for a short period of time). It is researched at the [Technology Node](#). It looks like this:



This weapon can only be used on friendly units or stations.

| Property            | Value        |
|---------------------|--------------|
| Range               | 300          |
| Build Time          | 140 s        |
| Supply Cost         | 10 (4.3/min) |
| Dilithium Cost      | 700 (5.0/s)  |
| Special Energy Cost | 600          |
| Duration            | 20 s         |

Although the effect lets damage dealt by anything be zero for the targeted ship or structure, it does *not* make the target invincible against other kinds of effects dealt by special weapons.

## Special Weapons that are not Affected by Shield Remodulation

The Shield Remodulation does not protect from the following special weapons:

- [Auto-Assimilator](#)
- [Computer Override](#)
- [Energy Dissipator](#)
- [Gravity Mines](#)
- [Holding Beam](#)
- [Holo-Emitter](#)
- [Myotronic Inhibitor](#)
- [Nanites](#)
- [Polaron Torpedo](#)
- [Psychonic Blast](#)
- [Repulsion Wave](#)
- [Romulan Spy](#)
- [Sensor Jammer](#)
- [Temporal Stasis Field](#)
- [Warp Core Overload](#)

## Special Weapons Ineffective Against Shield Remodulation

- [Anti-Matter Mines](#)
- [Commando Team](#)
- [Ion Cannon](#)
- [Ion Storm](#)
- [Rift Creator](#)
- [Ultritium Burst](#)

## Special Weapons Partially Ineffective Against Shield Remodulation

| Special Weapon                        | Residual Effect   |
|---------------------------------------|---|
| <a href="#">Chain Reaction Pulsar</a> | The projectiles does not deal any damage to the protected ship or station, but it will continue to bounce to other targets, if not already the last one.  |
| <a href="#">Corbomite Reflector</a>   | The weapons fire of the Shield Remodulation protected ship will still bounce off of the Corbomite protected ship, but the damage reflected back is not dealt.   |
| <a href="#">Shield Inversion Beam</a> | While the protected ship does not lose any shield energy, the attacking ship will still gain additional shield energy.  |
| <a href="#">Shield Disruptor</a>      | In principle works, but as long as the Shield Remodulation is effective, no Damage can be dealt anyways. As the Shield Remodulation lasts 20 seconds and the Shield Disruptor only 16, casting the Remodulation after the Disruptor the latter will be cancelled out. |
| <a href="#">Shockwave</a>             | The main effect (massive damage) is averted by the Shield Remodulation but it will not protect from the disruption of the propulsion system. This makes the Shockwave effectively act like the <a href="#">Repulsion Wave</a> .                                       |

## Effect of Nebulae on Ships Protected by Shield Remodulation

Of all existing nebulae, the Shield Remodulation only protects against the effects of the [Metreon Gas Nebula](#). All other Nebulae have their usual effect, even on a protected ship.

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