







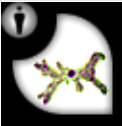







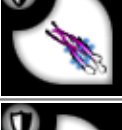






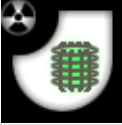



Star Trek: Armada Special Weapons

One of the main aspects behind the faction differences in [Star Trek: Armada](#) are the special weapons of the available units. Most ships and some stations have conventional weapons (phasers, pulse phasers, puls cannons and torpedoes) which are considered to be ordinary weapons. But every ship has a special ability, that can be offensive, defensive or supportive. By default, these special weapons have to be researched, before being able to use them. They give their respective units certain advantages and roles. Usually they are used with one of the first five F-keys, depending on the used slot of the special weapon. Some are a passive ability, that you cannot activate in the conventional sense. Here is a list of the used special weapons for normal units:

	Special Weapon	Faction	Effect	Build Time	Supply Cost	Dilithium Cost	Source
	Cloak	Romulan/Klingon	Makes a ship or station invisible for ordinary sensors	-	-	-	-
	Anti-Matter Mines	Federation	Auto targets one opposing ship and damages it.	40 s	10 (15/min)	200 (5.0/s)	Research Facility
	Auto-Assimilator	Borg	Crew stealing	100 s	10 (6/min)	500 (5.0/s)	Modification Center
	Chain Reaction Pulsar	Federation	Damages up to five targets one after another	80 s	10 (7.5/min)	400 (5.0/s)	Research Facility
	Commando Team	Klingon	Sends over one burst of crew to an opposing ship.	80 s	10 (7.5/min)	400 (5.0/s)	Weapons Center
	Computer Override	Borg	Controls one of the opponents ships.	140 s	10 (4.3/min)	700 (5.0/s)	Technology Node
	Corbomite Reflector	Federation	Reflects all attacker's fire at themselves.	160 s	10 (3.8/min)	800 (5.0/s)	Research Facility
	Death Chant	Klingon	Increases surrounding friendly ships firing rate	140 s	10 (4.3/min)	650 (4.6/s)	Gre'thor Armory
	Energy Dissipator	Klingon	Drains an opposing ship's special weapon energy	140 s	10 (4.3/min)	650 (4.6/s)	Gre'thor Armory
	Energy Shield Converter	Romulan	Increases a friendly ship's shields.	140 s	10 (4.3/min)	525 (3.8/s)	Tal Shiar Facility

	Special Weapon	Faction	Effect	Build Time	Supply Cost	Dilithium Cost	Source
	Federation Repair Team	Federation	Repairs all sub systems and restores shields up to 50%.	140 s	10 (4.3/min)	550 (3.9/s)	Science Station
	Gemini Effect	Federation	Copies a friendly ship	140 s	10 (4.37/min)	550 (3.9/s)	Science Station
	Gravity Mines	Klingon	Slows opposing ships down	36 s	10 (16.7/min)	180 (5.0/s)	Weapons Center
	Holding Beam	Borg	Burst beam-over/annexion	240 s	10 (2.5/min)	1200 (5.0/s)	Modification Center
	Holo-Emitter	Romulan	Makes opposing units attack one another	140 s	10 (4.3/min)	525 (3.8/s)	Tal Shiar Facility
	Ion Cannon	Klingon	Shoots one powerful torpedo at an opposing structure.	144 s	10 (4.2/min)	720 (5.0/s)	Weapons Center
	Ion Storm	Klingon	Creates a temporary red nebula, damaging everything enclosed.	140 s	10 (4.3/min)	650 (4.6/s)	Gre'thor Armory
	Mining Beam	all	Harvests Dilithium from a Dilithium Moon	0	0	0	-
	Myotronic Inhibitor	Romulan	Disables up to four opposing ships weapon systems.	72 s	10 (8.3/min)	360 (5.0/s)	Covert-Ops Facility
	Nanites	Borg	AI's special weapons are down/players's interface disrupted	140 s	10 (4.3/min)	700 (5.0/s)	Technology Node
	Phase Cloak	Romulan	Cloaks the ship and allows it to pass structures unhindered .	140 s	10 (4.3/min)	525 (3.8/s)	Tal Shiar Facility
	Point Defence Laser	Federation	Destroys surrounding opposing torpedoes	140 s	10 (4.3/min)	550 (3.9/s)	Science Station
	Polaron Torpedo	Klingon	Disables a random sub system of an opposing ship.	72 s	10 (8.3/min)	360 (5.0/s)	Weapons Center
	Psychonic Blast	Romulan	Removes half of an opponent's ships crew.	140 s	10 (4.3/min)	525 (3.8/s)	Tal Shiar Facility

	Special Weapon	Faction	Effect	Build Time	Supply Cost	Dilithium Cost	Source
	Regeneration	Borg	Fast self healing	100 s	10 (6/min)	500 (5.0/s)	Modification Center
	Repulsion Wave	Klingon	Disables the engines of the targeted opposing ship and pushes it away.	140 s	10 (4.3/min)	650 (4.6/s)	Gre'thor Armory
	Rift Creator	Romulan	Destroys surrounding opposing structures	0	0	0	-
	Romulan Spy	Romulan	Tracks a ships scanning range or an opposing player's whole line of sight	32 s	10 (18.8/min)	160 (5.0/s)	Covert-Ops Facility
	Self-Destruct	all	Destroys the own ship.	0	0	0	-
	Sensor Jammer	Romulan	Disables the sensors of oppsing ship's in the vicinity.	64 s	10 (9.4/min)	320 (5.0/s)	Covert-Ops Facility
	Shield Disruptor	Federation	Lowers the shields of up to four opposing ships.	140 s	10 (4.3/min)	550 (3.9/s)	Science Station
	Shield Inversion Beam	Romulan	Steals an opposing ship's shield energy.	128 s	10 (4.7/min)	640 (5.0/s)	Covert-Ops Facility
	Shield Remodulation	Borg	Invincibility for one other friendly ship.	140 s	10 (4.3/min)	700 (5.0/s)	Technology Node
	Shockwave	Klingon	Puts out a wave that destroys all structures in its wake.	0	0	0	-
	Tachyon Detection Grid	Borg	Detector/cloak uncovering	24 s	10 (25/min)	120 (5.0/s)	Modification Center
	Tachyon Detection Grid	Federation	Detector/cloak uncovering	20 s	10 (30/min)	100 (5.0/s)	Research Facility
	Tachyon Detection Grid	Klingon	Detector/cloak uncovering	20 s	10 (30/min)	100 (5.0/s)	Weapons Center
	Tachyon Detection Grid	Romulan	Detector/cloak uncovering	16 s	10 (37.5/min)	80 (5.0/s)	Covert-Ops Facility
	Temporal Stasis Field	Federation	Freezes time for opposing ships in the targeted area.	0	0	0	-

	Special Weapon	Faction	Effect	Build Time	Supply Cost	Dilithium Cost	Source
	Tractor Beam	all	Drags ships with damaged or inactive propulsion systems.	0	0	0	-
	Transwarp Drive	Borg	Instant transfer of unit on the map	50 s	10 (12/min)	250 (5.0/s)	Modification Center
	Transwarp Gate	Borg	Instantly transfers a unit across the map.	0	0	0	-
	Ultritium Burst	Borg	Deals heavy damage to up to 5 targets.	140 s	10 (4.3/min)	700 (5.0/s)	Technology Node
	Warp Core Overload	Federation	Disables up to four opposing ships engines.	80 s	10 (7.5/min)	400 (5.0/s)	Research Facility

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