

# Armada 1 Super Weapons

The game *Star Trek: Armada* has four kinds of super weapons, two of which consist only of a [station](#) and two that consist of [tier 3 yards](#) and corresponding [units](#):

Depiction	Name	Produces
	<a href="#">Transwarp Gate</a>	-
	<a href="#">Temporal Research</a>	-
	<a href="#">Shockwave Station</a>	<a href="#">Jach'eng</a>
	<a href="#">Phoenix Facility</a>	<a href="#">Phoenix</a>

The super weapon is the most powerful assets in each faction's arsenal. All four of them are particularly well suited to break through enemy defense lines. While the [Jach'eng](#) and the [Phoenix](#) directly deal massive amounts of damage to their surroundings (and are destroyed in the process), the [Temporal Stasis Field](#) »only« freezes all units and facilities within a certain radius (leaving them completely defenseless until the effect wears off) and the [Transwarp Gate](#) facilitates instant transport of arbitrary units to any point on the map. These weapons are very expensive and using them is always announced to all players participating. Mind the [Phoenix Bug](#) when playing against AI controlled Romulan opponents.

There are claims, that all super weapons cause the game to crash when being used. At least systematically, that's not reproducible for three of them. While the [Transwarp Gate](#) indeed seems to cause game crashes, the other could be used many times during a single match without any crash. The de-sync problem is also said to be caused (among other things) by using the super weapons. This could not be reproduced systematically.

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