

Armada 1 Anti-Matter Mines

The Anti Matter Mines of [Star Trek: Armada](#) are inspired by the mines used in the *Star Trek: Deep Space Nine* show and are very similar to those. They also are laid by [Defiant class ships](#) and approach nearby enemy ships. The main difference to the show is, that they are not cloaked at all. In-game this means, once you use the special weapon, a mine is ejected from the ship. If an opponent's ship is nearby or getting to close, the mine will begin acquiring a target. If there are more than one to choose from, the selection is random. (It is *not* necessarily the closest one.) Once impacting on the ship, it will deal some damage to it. It is researched at the [Research Facility](#). This looks as shown here:



Anti-Matter Mines will also target cloaked ships, making them decloak on impact.

Property	Value
Starting Range	250
Build Time	40 s
Supply Cost	10 (15/min)
Dilithium Cost	200 (5.0/s)
Special Energy Cost	500
Duration	30 seconds
Cooldown	1 s

If a targeted ship manages to outrun the mine, the mine will vanish on its own after a while. So casting them a lot to lay a mine field does usually not pay off, as the mines do not stay long enough. In combat on the other hand they can be quite useful. An active [Corbomite Reflector](#) has no effect on this special weapon. The [Shield Remodulation](#) and [Phase Cloak](#) on the other hand, do protect from it.

The Anti-Matter Mines are also used by the [campaign ship Avenger](#). The 5000 special energy will give it the means to use Anti-Matter Mines up to 10 times in a row.

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