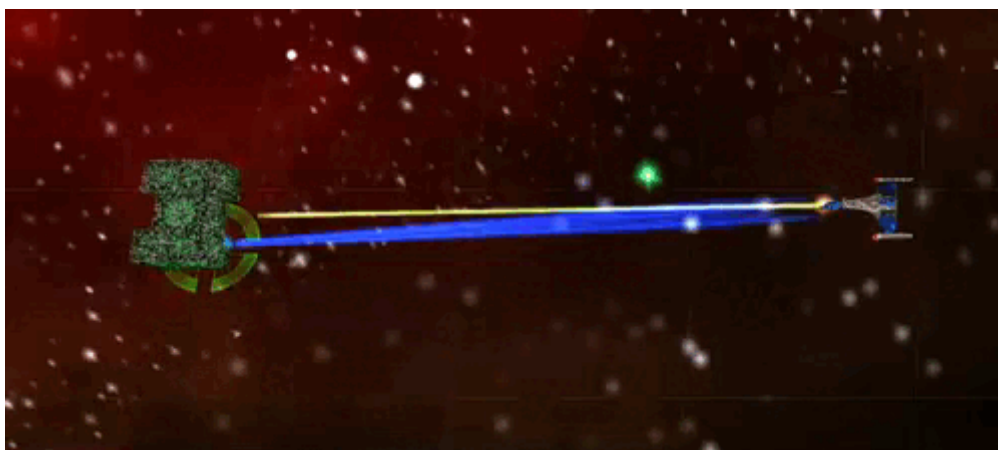


Armada 1 Auto-Assimilator

The Auto-Assimilator of the game [Star Trek: Armada](#) drains the target ship of it's crew, by adding it to the inflicting ship or the player's crew pool. The attacking ship will at the same time continue to fire onto that ship, unless ordered to attack another one of set to green alert or positioned out of firing range. The Auto-Assimilator will continue to drain crew even when the casting ship's crew is full. The crew gain will then not simply expire but the gained crew will be added to the main crew pool. The Auto-Assimilator will only stop for one of the following four reasons:

- The weapons is turned off, either manually or by a deactivated weapons system.
- The crew of the target ship runs out.
- The special weapon energy runs out.
- The distance between Assimilator and target exceeds the range of the Auto-Assimilator.

It is researched at the [Modification Center](#). The Auto-Assimilator looks like this:



The Auto-Assimilator can be used up to 25 seconds. It will take 5 crew per second from the targeted ship, so the energy-crew-conversion is 8:1.

An active [Corbomite Reflector](#) has no effect on this special weapon. Neither does the [Shield Remodulation](#). An active [Phase Cloak](#), however does prevent from using it.

Property	Value
Starting Range	300
Maximum Range	400
Build Time	100 s
Supply Cost	10 (6/min)
Dilithium Cost	500 (5.0/s)
Special Energy Cost	40/s

There is a sound bug in *Star Trek: Armada* that let's the noise of the Auto-Assimilator continue indefinitely. In order to get rid of that sound simply open the main menu for a moment, and return to the match. It will be gone.

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