

# Armada 1 Chain Reaction Pulsar

The Chain Reaction Pulsar is a special weapon of the game [Star Trek: Armada](#). It is cast randomly on an opposing ship in the vicinity of the caster. It inflicts some damage on impact. After that it will continue to attack other opposing ships, but max. five ships. For each consecutive ship the damage is increased. It is researched at the [Research Facility](#). It looks like that:



The Chain Reaction Pulsar will also target cloaked ships, making them decloak on impact.

Property	Value
<b>Range</b>	300
<b>Maximum Range</b>	400
<b>Build Time</b>	80 s
<b>Supply Cost</b>	10 (7.5/min)
<b>Dilithium Cost</b>	400 (5.0/s)
<b>Special Energy Cost</b>	800

The 800 special energy cost means, it can only be used one time and then the special energy will have to recharge at least 600 for another use of it. The Pulsar will look for first targets within the maximum radius and after that, within a range of 300. Each hit will deal 25 more damage than the last one, starting with 5 to 15 for the first one.

When trying to use this special weapon on a ship protected by a [Corbomite Reflector](#), the damage will be reflected back to the casting ship multiple times. The [Shield Remodulation](#) does protect from the damage dealt however, it will not prevent the projectile from jumping to its next target. Using the [Phase Cloak](#) will make the projectile ignore the cloaked ship altogether.

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Last update: **2022-03-31-19-44**

