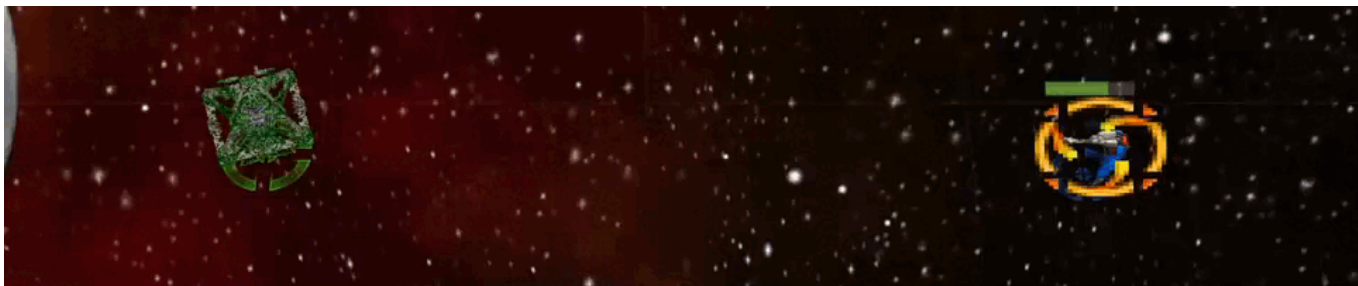


# Armada 1 Computer Override

The Computer Override special weapon of the game [Star Trek: Armada](#) basically takes control of an opposing ship for a short while. It is researched at the [Technology Node](#). It looks like this:



Property	Value
<b>Range</b>	300
<b>Build Time</b>	140 s
<b>Supply Cost</b>	10 (4.3/min)
<b>Dilithium Cost</b>	700 (5.0/s)
<b>Special Energy Cost</b>	400
<b>Duration</b>	20 s

A side effect of the Computer Override is the temporal removal of the affected unit from any control group it is assigned to. This will revert, once the effect of the Computer Override wears off.

When used on a ship protected by a [Corbomite Reflector](#) or using a [Phase Cloak](#), the Computer Override has no effect. The [Shield Remodulation](#) on the other hand, does not work against it. When using this weapon to take control of a neutral Ferengi ship in multiplayer, the Marauder will explode.

If you use the Computer Override on the very last ship of your opponent, then you win, just as if the opponent had nothing left (so the fact that the weapon's effect is only temporary apparently is neglected by the game).

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