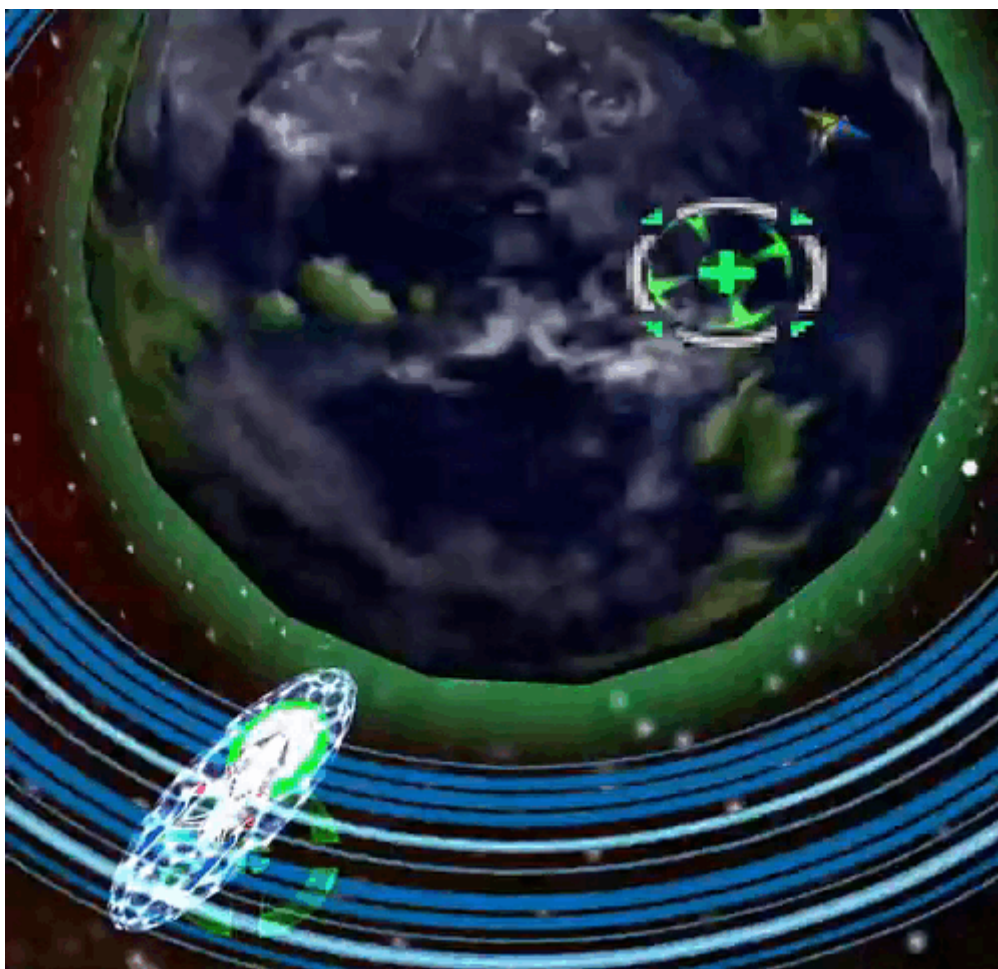


Armada 1 Corbomite Reflector

The Corbomite Reflector is a special weapon inspired by an episode of Star Trek. Captain Kirk bluffed a Romulan opponent of having this piece of technology at his disposal, which supposedly reflects all incoming fire to the attacker. In [Star Trek: Armada](#) this actually is (for the most part) the case. Once activated, most of the incoming fire is reflected. It is researched at the [Research Facility](#). The active Corbomite Reflector looks like this:



The [Sovereign ship](#) is not receiving any damage from the torpedo turret until the energy runs out and the ability is turned of again.

Property	Value
Build Time	160 s
Supply Cost	10 (3.4/min)
Dilithium Cost	800 (5.0/s)
Special Energy Cost	60/s

The manual states the following about the Corbomite Reflector:

Sovereign-class vessels have since been modified to accommodate a Reflector, which enables it to redirect enemy fire back at its opponents.

The manual does however, not make it clear, *which* weapons are actually affected by it. The reflector does not do so with all kinds of weapon fire. For example, all pulse weapons of the game, including turret stations, [scouts](#) and some of the destroyers, are not reflected at all. However all kinds of torpedoes are reflected, inflicting no damage to protected Sovereigns. So when attacking Sovereign class ships it might actually be better to use some destroyers, which are only equipped with pulse weapons (at least until the energy runs out on the Sovereigns). On the other hand, if a player walls himself in behind torpedo platforms, two to three well used Sovereigns may rig havoc on those defenses. Some special weapons are not meant to be used on opposing units, but on friendlies, so they are not affected. Here's a comprehensive list of weapons tested and their effects:

Weapons That do not Have Any Effect On a Sovereign Under Corbomite

- The [Borg Computer Override](#) is technically reflected back at the casting [Diamond](#) ship, but as you already control it, there's no net-effect.
- [Klingon Commando Teams](#) are reflected but no crew is reduced, so essentially having no effect.

Weapons That the Corbomite Has No Effect On

Effective Conventional Weapons

- All kinds of pulse cannon stations,
- pulse weapons of all [scout ships](#), [Shrikes](#) and [Birds of Prey](#) and
- artillery torpedoes of the [Steamrunner](#) and [Raptor class](#).

Effective Special Weapons

- [Romulan Spy](#),
- [Anti-Matter Mines](#),
- [Gravity Mines](#),
- [Sensor Jammer](#),
- [Auto-Assimilator](#),
- [Shield Disruptor](#),
- [Holo-Emitter](#),
- [Psychonic Blast](#),
- [Nanites](#),
- [Ultritium Burst](#),
- [Repulsion Wave](#),
- [Energy Dissipator](#),
- [Holding Beam](#),
- [Shield Inversion Beam](#),
- [Shockwave](#),
- [Rift Creator](#) and
- [Temporal Stasis Field](#).

Weapons That Are Reflected at the Attacker by Corbomite

Ineffective Conventional Weapons

- All Kinds of torpedos and beam phasers.

Reflected Special Weapons

- [Polaron Torpedo](#),
- [Chain Reaction Pulsar](#),
- [Warp Core Overload](#).
- [Myotronic Inhibitor](#) and
- [Ion Cannon](#).

The [Shield Remodulation](#) does protect from any reflected damage. The Corbomite Reflector is also used for the [campaign ship Enterprise-E](#).

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