

Armada 1 Sovereign

The *Sovereign* type ship of the game Star Trek Armada is the Federation's [battleship](#). It is build by the [Advanced Shipyard](#). It can be enhanced with a [Corbomite Reflector](#) which reflects most kinds of opponents weapons fire back at them. Its damage rate of 26.6 - 33.5/s therefore is effectively supplemented by its opponents fire power. This battleship is a strong blockade breaker, if the opponents tries to wall himself in behind torpedo turrets. The best way of limiting the damage inflicted by a Sovereign with active Corbomite is to set one's own ships to yellow alert, preventing most of them from damaging themselves by firing at it. Static defenses against it should consist of pulse cannons, not torpedo turrets. Many special weapons are also reflected or having little effect on it, while being protected by Corbomite. This ship can inflict heavy damage if not dealt with carefully.



Faction	Federation
Role	Battleship
Build Time	80 s
Dilithium Cost	800 (10/s)
Supply Cost	7 (5.3/min)
Crew Cost	400 (5/s)
Shields	750
Shield Recharge Rate	3.75/s
Conventional Weapon Systems	Phaser Array X2, Quantum Torpedo Launcher
Effective Damage Rate	26.6 - 33.5/s
Max Special Weapon Energy	1000
Special Weapon Energy Recharge Rate	10/s
Special Abilities	Corbomite Reflector
Speed	80
Scanning Range	500
Possesses Cloak	no

From:

<https://www.mobile-infanterie.de/wiki/> - mwohlauer.d-n-s.name / www.mobile-infanterie.de

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:star_trek_armada_1:sovereign&rev=1648754921

Last update: 2022-03-31-19-28

