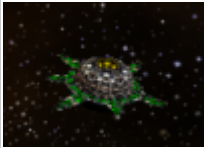


Armada 1 Torpedo Defense Stations

The torpedo defense stations are the more advanced defense platforms of the game *Star Trek: Armada*. They deal more damage than the [Pulse Defense Stations](#) but also cost 80% more dilithium. Their biggest weakness is their total failure to damage a ship protected by a [Corbomite Reflector](#). The fired torpedoes are simply reflected back at the station, making even large defense lines of torpedo stations basically useless while effectively destroying themselves. Only after the Corbomite Reflector wears off do the stations fulfill their purpose. Aside from this they are a powerful defense system, with a destructive potential comparable to that of an entire [starbases](#). They are just not as sturdy as a starbase.

Depiction	Name
	Borg Torpedo Turret
	Federation Torpedo Turret
	Klingon Torpedo Turret
	Romulan Torpedo Turret

[[Star Trek: Armada](#)] [[Game Play](#)] [[Technical Support](#)] [[Trivia](#)]

[[Units](#)] [[Hero Ships](#)] [[Campaign Ships](#)] [[Ship Types](#)] [[Stations](#)] [[Station Types](#)] [[Special Weapons](#)] [[Factions](#)] [[Modding](#)]

[[Back to the Games Database](#)]

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:torpedo_defense&rev=1648845435

Last update: **2022-04-01-20-37**

