

Armada 1 Transwarp Gate

The Transwarp Gate is the special weapon of the building with the same name of the game [Star Trek: Armada](#). It is similar to a [Worm Hole](#) in, that units of any kind can traverse it in both directions and should not be confused with the similar [Transwarp Drive](#). The Transwarp Gate is cast, having a limited life span. The use of it looks like this:



One side of the Transwarp Gate will always be at the location of the corresponding building. The other can be chosen rather freely on the map, just as long as it has already been explored at some point. A (probably unwanted by the game designers) side-effect of the use of the Transwarp Gate on a section of the map with a building placed is, that it lifts the build restriction (yellow grid), once turned off. This allows for buildings to be packed a lot closer to one another (but not with overlapping models). This special weapon is not researched, like usually, but automatically comes with a build Transwarp Gate station. The cost is accordingly for each gate being built.

Property	Value
Faction	Borg
Dilithium Cost	5000 (13.3/s)
Build Time	375 s
Crew Cost	300 (0.8/s)
Supply Cost	20 (3.2/min)
Shield Energy	3000
Shield Restoration Rate	2.5/s
Special Energy Cost	1000 + 75/s
Range	100'000
Duration	max. 53 s
Effective Damage Rate	0
Scanning Range	700

When this weapon is used, *all* involved players will be notified of the event.

There is strong evidence, that using the Transwarp Gate is causing game crashes after a few times of using. This does not require to happen at the same time as the gate is being activated or in use. It can happen at any time after using it. Using it is also suspected to cause de-syncs. The validity of the latter rumor could not be ruled out, yet, nor could it be systematically confirmed. The rumor of the other [Super Weapons](#) being used causing crashes could not be confirmed, even after clearing entire 8 player maps only using the super weapons

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