

Armada 1 Ultritium Burst

The Ultritium Burst is a special weapon of the game [Star Trek: Armada](#). It inflicts heavy damage on up to five opposing units or stations in range simultaneously. If a target gets destroyed while the effect is still on-going, another one will be chosen. It is researched at the [Technology Node](#). The targets are chosen randomly. It looks like this:



Property	Value
Range	300
Build Time	140 s
Supply Cost	10 (4.3/min)
Dilithium Cost	700 (5.0/s)
Special Energy Cost	800
Duration	5 s

The Ultritium Burst also targets cloaked ships, decloaking them in the process. Usually that also means inflicting heavy damage, as the shields of a cloaked ship are down. It deals 180 and 220 damage per second and target.

An active [Corbomite Reflector](#) has no effect on this special weapon. The [Shield Remodulation](#) or using a [Phase Cloak](#) on the other hand do prevent it from dealing any damage.

[[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:ultritium_burst&rev=1648757771

Last update: **2022-03-31-20-16**

