

Armada 1 Shield Inversion Beam

The Shield Inversion Beam is a special weapon of [Star Trek: Armada](#), that drains opposing ship's shield energy and adds it to the inflicting ship. It essentially steals shield energy. Once it is cast onto an opposing ship, it continues until either turned off by the player, the target runs out of shield energy or the casting ship runs out of special weapon energy. It is researched at the [Covert-Ops Facility](#). While draining a ship, the casting ship can continue to attack another ship with conventional weapons simultaneously (but only one target at a time). It looks like this:



Property	Value
Range	300
Build Time	128 s
Supply Cost	10 (4.7/min)
Dilithium Cost	640 (5.0/s)
Special Energy Cost	100/s

The shield drain is 50 per second. So it lasts 10 seconds at most, taking 500 shields from the target at best.

An active [Corbomite Reflector](#) has no effect on this special weapon. The [Shield Remodulation](#) prevents shield damage from it, but the attacker will still gain additional shield energy. This weapon cannot attack a ship currently using a [Phase Cloak](#).

This special weapon is also used by the [campaign ship Sela's Warbird](#).

There is a bug in *Star Trek: Armada*, that has the effect of not turning off this special weapon, even when not draining any ships any more. This means, the special energy is being wasted while not having any other effect.

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