

Armada 1 Warp Core Overload

Warp Core Overload is a special weapon of the game [Star Trek: Armada](#). It deactivates the propulsion system of up to four opposing ships in the vicinity. The targets are randomly chosen. It is researched at the [Research Facility](#). The effect looks like this:



This weapon also targets cloaked ships, decloaking them in the process.

Property	Value
Range	300
Build Time	80 s
Supply Cost	10 (7.5/min)
Dilithium Cost	400 (5.0/s)
Special Energy Cost	600
Duration	25 s

When trying to use this special weapon on a ship protected by a [Corbomite Reflector](#), the effect will be reflected back to the casting ship. The [Shield Remodulation](#) on the other hand has no effect. An active [Phase Cloak](#) will protect against the Warp Core Overload.

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