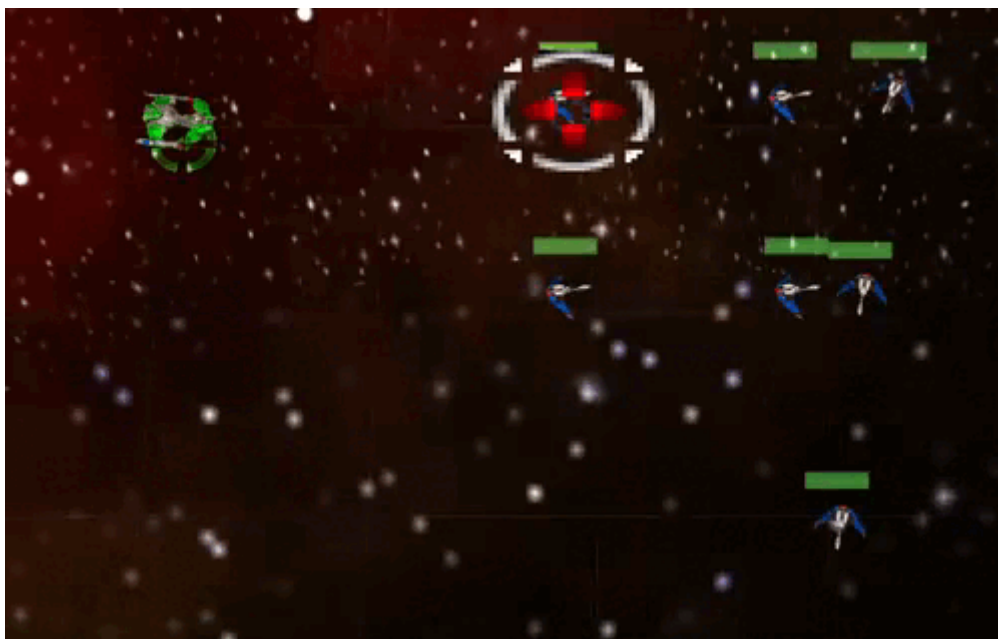


Armada 1 Energy Dissipator

The Energy Dissipator special weapon of the game [Star Trek: Armada](#) does exactly what the name suggests, draining the targeted ships of their special weapon energy. It is researched at the [Gre'thor Armory](#). When used, it automatically picks four targets of the surrounding opposing ships. Their special energy is being drained steadily (not all at once). It looks like this:



Property	Value
Range	400
Build Time	140 s
Supply Cost	10 (4.3/min)
Dilithium Cost	650 (4.6/s)

The Energy Dissipator also targets cloaked ships, decloaking them on impact. It is referred to in the source files as *Micro Organisms*, which probably also explains the button image used for it.

An active [Corbomite Reflector](#) has no effect on this special weapon. Neither does the [Shield Remodulation](#). The [Phase Cloak](#) will protect against it.

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

[[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:energy_dissipator

Last update: **2023-12-05-15-15**

