

Armada 1 Holo-Emitter

The *Holo-Emitter* is a special weapon of the game [Star Trek: Armada](#). It temporarily turns all opposing ships in the vicinity to friendly ships, target wise. That means, when casting this special weapon opponents cannot control the affected ships. They will begin firing on one another. But opposing ships will consider them targets, still. So while an opposing unit or station is on red alert, such an affected ship will be fired upon. If the player sets the surrounding units to yellow alert, they will not fire on the affected ships. While only lasting a rather short time, this cast can rig havoc on large groups of affected ships, because if they are on red alert, they will begin immediately to fire on one another. Only if the player switches them to yellow alert, he might have a chance of stopping the unfolding destruction. This is however specifically difficult, if these units are not selected at the moment. One side-effect of the *Holo-Emitter* is that the affected ships cannot be selected by control groups. So for an unprepared opponent this can be a serious blow. It is researched at the [Tal Shiar Facility](#). The *Holo-Emitter's* effect looks like this:



The *Holo-Emitter* also affects cloaked ships. But it does not decloak them, which makes it ineffective when the ships are not being decloaked before the effect wears off. In this case you will not get any indication of the *Holo-Emitter* having an effect.

Property	Value
Range	400
Build Time	140 s
Supply Cost	10 (4.3/min)
Dilithium Cost	525 (3.8/s)
Special Energy Cost	1000

An active [Corbomite Reflector](#) has no effect on this special weapon. Neither does the [Shield Remodulation](#). The [Phase Cloak](#) does protect from it entirely (in contrast to the conventional cloak).

There are claims out there, that during an active *Holo-Emitter* effect, the affected ships were able to beam-in onto the casting [Shadow](#) class vessel. This could not be reproduced in version 1.2 of the game.

Another yet untested one is that the effect cast onto a ship that is currently in count-down for [Self-Destruct](#) has a big chance of crashing the game.

What has been observed, is a redirected effect of the [Fek'Ihr's Death Chant](#): When a *Fek'Ihr* casts *Death Chant* while it is under the effect of *Holo-Emitter*, its boost is not applied to the allied ships of that *Fek'Ihr*, but **onto the opposing ships** in its vicinity. Important: This only happens, when an AI player controls the *Fek'Ihr*. As a human you cannot reproduce this phenomenon (alone), as a human player cannot use *Death Chant* while affected by *Holo-Emitter*. The AI on the other hand can cast *Death Chant* anyway, with the described effect.

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