

# 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 you cannot control affected ships, but opposing ships will consider them targets. So 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).

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