

Armada 1 Myotronic Inhibitor

The Myotronic Inhibitor is a special weapon of the game [Star Trek: Armada](#). It deactivates up to four opposing ship's weapon systems in the vicinity for a short time. The selection of actual targets is random. It is researched at the [Covert-Ops Facility](#). It looks like this:



The Myotronic Inhibitor also targets cloaked ships, making them decloak on impact.

Property	Value
Range	400
Build Time	72 s
Supply Cost	10 (8.3/s)
Dilithium Cost	360 (5.0/s)
Special Energy Cost	1000

As the ship will always have at most 900 special energy after cloaking, it cannot be used while under cloak.

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. A [Shield Remodulation](#) will have no protective effect on it. The [Phase Cloak](#), however does.

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

[[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:myotronic_inhibitor&rev=1648757771

Last update: **2022-03-31-20-16**

