

# Armada 1 Sensor Jammer

The Sensor Jammer is a special weapon of the game [Star Trek: Armada](#) which temporarily deactivates the sensor system of opposing ships within the radius of its effect. This is the same effect a [Mutara Nebula](#) has on sensors. It cannot be countered. It will wear off by itself. It is researched at the [Covert-Ops Facility](#). The Sensor Jammer looks like this, when used:



| Property            | Value        |
|---------------------|--------------|
| Range               | 500          |
| Build Time          | 64 s         |
| Supply Cost         | 10 (9.4/min) |
| Dilithium Cost      | 320 (5.0/s)  |
| Special Energy Cost | 800          |
| Duration            | 20 s         |

The Sensor Jammer can be used while under cloak, provided the special energy is still enough for use. The using unit will then decloak. Cloaked ships affected by this weapon will decloak as well. An active [Corbomite Reflector](#) has no effect on this special weapon. Neither does the [Shield Remodulation](#). The [Phase Cloak](#), however does protect from it.

[ [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:sensor\\_jammer](https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:star_trek_armada_1:sensor_jammer)

Last update: **2022-04-01-17-57**

