

# Armada 1 Shield Disruptor

The Shield Disruptor is a special weapon of the game [Star Trek: Armada](#) that temporarily deactivates the shield generators of up to four randomly chosen opposing units or buildings in the vicinity. During the effect the shields of the affected targets are down, making them very vulnerable. But once the effect wears off, the shields are restored to their former strength. It is researched at the [Science Station](#). The Shield Disruptor being used looks like this:



Property	Value
Range	400
Build Time	140 s
Supply Cost	10 (4.3/min)
Dilithium Cost	550 (3.9/s)
Special Energy Cost	800
Duration	16 s

The Shield Disruptor also targets cloaked ships, decloaking them on impact.

An active [Corbomite Reflector](#) has no effect on this special weapon. The [Shield Remodulation](#) does not protect from the effect if it lasts shorter than the Shield Disruptor. So if the Shield Disruptor is used late after Shield Remodulation has been cast, there will be a time frame, where the ship is protected. Once the protection wears out, the Shield Disruptor takes full effect. As the Shield Disruptor lasts shorter (16 seconds) than the Remodulation (20 seconds), the latter can cancel the former out. A ship using a [Phase Cloak](#) will not be targeted by the Shield Disruptor.

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Last update: 2022-03-31-19-45

