

# Armada 1 Shockwave

The Shockwave is a special weapon of the game [Star Trek: Armada](#). It is one of the two weapons of mass destruction, as it inflicts devastating amounts of damage on a large area of the map. It is pointed into a direction and from there, propagates in a roughly 45° angle to each side of that direction. Everything in its path will receive massive amounts of damage, including the firing ship itself (which is destroyed alongside). The effect will wear off after a certain distance of the source. It looks like this:



This special weapon is not researched in the conventional system but automatically comes with each [Jach'eng](#) ship. The resource cost is accordingly that of such a ship.

| Property                   | Value       |
|----------------------------|-------------|
| <b>Starting Range</b>      | 500         |
| <b>Effect Range</b>        | 800         |
| <b>Damage</b>              | 2000        |
| <b>Build Time</b>          | 350         |
| <b>Supply Cost</b>         | 5 (0.9/min) |
| <b>Dilithium Cost</b>      | 3500 (10/s) |
| <b>Special Energy Cost</b> | 1000        |

When this weapon is used, *all* involved players will be notified of the event. An active [Corbomite Reflector](#) has no effect on this special weapon. The [Shield Remodulation](#) prevents from damage being dealt, but does not stop the deactivation of the propulsion system. The net-effect is essentially the same as with the [Repulsion Wave](#). The [Phase Cloak](#) makes a ship invincible against the Shockwave. As the latter does have a bit longer duration than its animation, to early decloaking can be a problem.

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