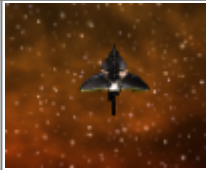
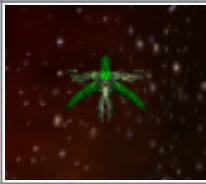


Armada 1 Sensor Stations

The sensor stations of the game *Star Trek: Armada* are the eyes of the player. Their scanning range of 1000 is the highest in the entire game. When enhanced with a [Tachyon Detection Grid](#) they can even uncover [cloaked](#) ships. This makes them the ideal surveillance tool. Their shields are with a value of 1000 not too low, but they won't hold out long against an attacker. Their only drawback is their lack of an offensive system.

Depiction	Name
	Detection Array
	Federation Sensor Array
	Sensor Array
	Spy Satellite

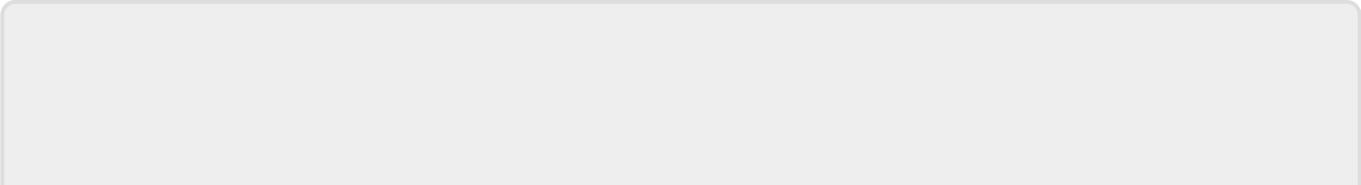
See Also

- [Optimal Sensor Placement](#)

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

[[Units](#)] [[Hero Ships](#)] [[Campaign Ships](#)] [[Ship Types](#)] [[Stations](#)] [[Station Types](#)] [[Special Weapons](#)] [[Factions](#)] [[Modding](#)]

[[Back to the Games Database](#)]



From:

<https://mwohlauer.d-n-s.name/wiki/> - **mwohlauer.d-n-s.name /**
www.mobile-infanterie.de

Permanent link:

https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:games:star_trek_armada_1:sensor_stations



Last update: **2022-08-11-21-07**