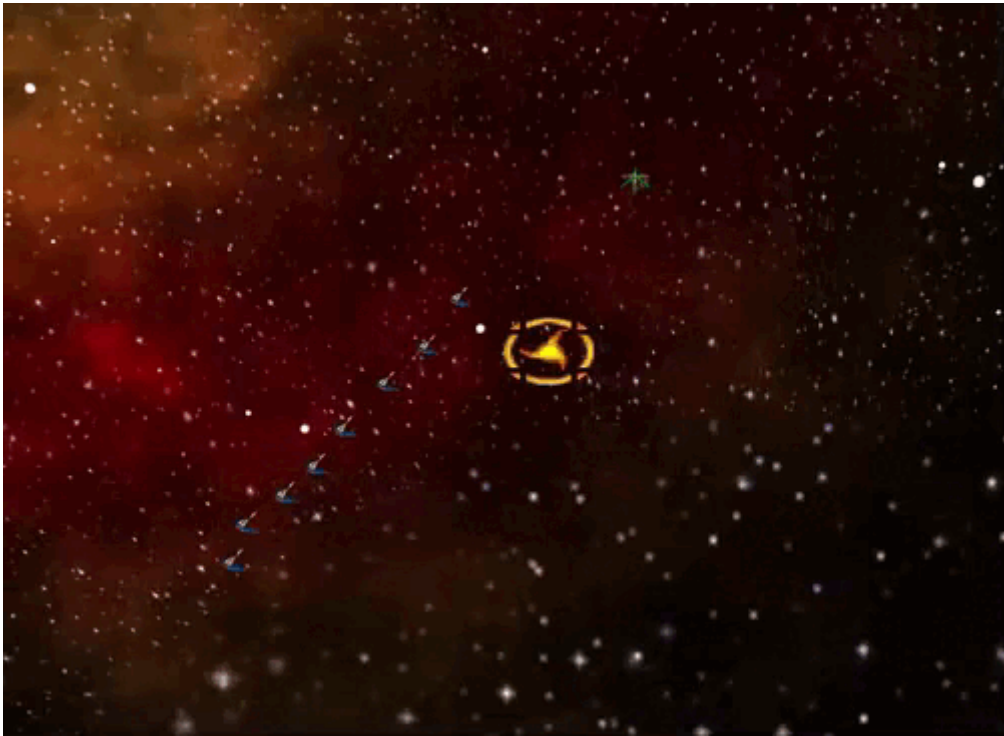


# Armada 1 Temporal Stasis Field

The Temporal Stasis Field is an idea taken from the TV show *Star Trek: The Next Generation*. This [Star Trek: Armada](#) special weapon freezes a section of the map for a short while. It only affects opposing ships. One side-effect of it for an affected player's unit groups is, that the units are not longer selected, when using the unit group key. Once the effect wears off, the units will re-appear on the control group. This special weapon is not part of normal units but of the [Temporal Research](#) station of the Federation faction. The stasis field looks like this:



This special weapon is not researched in the conventional system but comes automatically with each Temporal Research station. The resource cost is accordingly that of one Temporal Research station.

| Property            | Value      |
|---------------------|------------|
| Casting Range       | 99'999     |
| Effect Range        | 400        |
| Build Time          | 300        |
| Supply Cost         | 20 (4/min) |
| Dilithium Cost      | 5000       |
| Special Energy Cost | 5000       |
| Duration            | 45 s       |

An active [Corbomite Reflector](#) has no effect on this special weapon. Neither does the [Shield Remodulation](#). When this weapon is used, *all* involved players will be notified of the event. The Temporal Stasis Field is the only Weapon that is effective against [Shadow class ships](#), while they are using their [Phase Cloak](#).

The [campaign ship Premonition](#) also has this special weapon.

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