

# Armada 1 Detector Mechanics

## Concept

Like other [RTS](#) titles, [Star Trek: Armada](#) has detector game mechanics. Some units can make themselves invisible by means of a [Cloak](#). This means, the unit is invisible for normal sensors until the Cloaking Device is turned off. As such an ability would be game-breaking without a counter measurement (a player would have to just not decloak and the match could never end), the game also provides for detector units and stations. Both use the [Tachyon Detection Grid](#), which allows so see cloaked units. Ordinary stations and ships will not be able to see cloaked ships, which in turn allows cloaked ships to start surprise attacks.

## Representation

The optical difference between cloaked and uncloaked units of this is shown here:



On the left hand side you see an uncloaked [Vor'cha](#) unit. On the right it is shown with its Cloaking Device active. The cloaked ships are a bit brighter and slightly transparently depicted than normally.

## Armada Specific Mechanics

Cloaked ships will not automatically fire their conventional weapons. Otherwise their cloak would be rather useless. If you successfully order a cloaked unit to fire on a target, it will automatically decloak. An active Cloaking Device also shuts down the shield generator subsystem. Therefore cloaked ships are very vulnerable against beam-ins and damage dealers. This is the main drawback of the cloaking mechanics. An attacked cloaked ship will automatically decloak as well. Many [special weapons](#) do allow for forcing a decloak, e.g. the [Sensor Jammer](#), but not all of them do. Some of them can even be used without turning off ones own Cloaking Device (e.g. [Gravity Mines](#)).

When playing with the [tech tree No Special Weapons](#), the description is actually not entirely accurate.

Technically speaking, the [cloak](#) is also a [special weapon](#), as well as its counter, the [Tachyon Detection Grid](#). But both are very much in use. The detector units and stations all automatically use the detection grid and all ships capable of conventional cloaking can do so.

[ [Star Trek: Armada](#) ] [ [Star Trek: Armada Special Weapons](#) ]

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