

Armada 1 Psychic Blast

The Psychic Blast is a special weapon of the game [Star Trek: Armada](#) which reduces the target's crew to 50% of its current value. It is researched at the [Tal Shiar Facility](#). It looks like this:



Property	Value
Range	400
Build Time	140 s
Supply Cost	10 (4.3/min)
Dilithium Cost	525 (3.8/s)
Special Energy Cost	400

An active [Corbomite Reflector](#) has no effect on this special weapon. Neither does the [Shield Remodulation](#). Psychic Blast cannot target a ship using its [Phase Cloak](#).

[[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:psychonic_blast&rev=1648757770

Last update: **2022-03-31-20-16**

