

# Armada 1 Self-Destruct

The Self-Destruct special weapon of [Star Trek: Armada 1](#) does exactly what its name says. It destroys the ship on which it is activated, giving the player five seconds to reconsider (press the button again). After that it explodes, damaging other ships in the vicinity.

Property	Value
<b>Range</b>	300
<b>Build Time</b>	0
<b>Supply Cost</b>	0
<b>Dilithium Cost</b>	0
<b>Special Energy Cost</b>	0

An active [Corbomite Reflector](#) has no effect on this special weapon. A [Phase Cloak](#) protects against damage dealt by it.

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