





# 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
	<a href="#">Detection Array</a>
	<a href="#">Federation Sensor Array</a>
	<a href="#">Sensor Array</a>
	<a href="#">Spy Satellite</a>

## See Also

- [Optimal Sensor Placement](#)

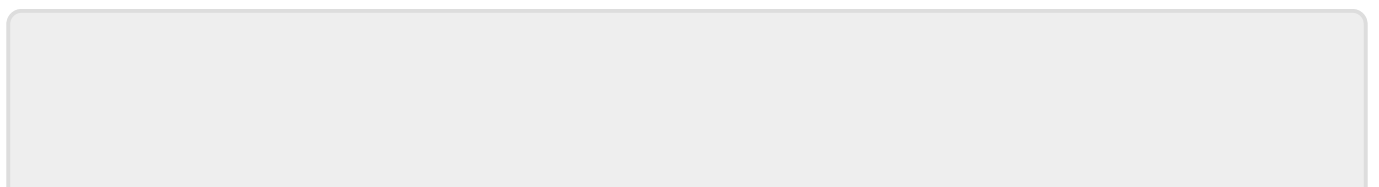
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