

Cloaking Device

This device does exactly what its name implies, it makes your ship invisible for certain amount of time (*note: for fighters it is thirty seconds*). Your ship still physically exists!, but is not visible and is not shown on the [scanner](#)! After the device has been used, it needs 600 seconds to cool down. **Purpose for this device is to offer a tactical advantage, but can't assure invulnerability!** You should also know a few more details about this device:

- Assembling of the device requires three special "unequipped" parts (Cloaking Device Reflector, Cloaking Device Crystal and Cloaking Device Components) and approx 120M [credits](#) (but will take only 100M) on your character (ship). *Hint: these special parts weren't developed by humans and can't be found in human controlled Crossfire Universe Sectors.*
- Each device part costs 50M [credits](#).
- **Assembling is done AUTOMATICALLY** if the conditions above are met and you dock to a base and undock!
- Once assembled, the device becomes an integral part of your actual ship and **CAN'T BE REMOVED OR TRANSFERRED!!!** If you sell your ship or buy another one, you will loose the [cloaking device](#).
- For use of the [cloaking device](#) you need to have onboard of your ship enough of [red crystals](#). These are store as an ammunition (max 50), and each needs one unit of cargo space!
 - **activation of cloaking is done via ingame console, list of commands: [here](#).**
- [Red Crystals](#) can be obtained mainly** from mining in red asteroid fields. All those fields (*five in total*) aren't in human controlled Crossfire Universe Sectors.
- Any ship that is equipped with a [cloaking device](#) does use the "uncloak effect" each time when you undock from a base/planet, leave a jump gate/hole, and when another player comes into your ships [scanner](#) range (he will see uncloak effect). This effect doesn't use any of the [red crystals](#) in your ship ammunition.

Changes done in CF mod version 2.0:

- All [Red Crystals](#) from mod version 1.9 which was used for [cloaking device](#) are now OBSOLETE!
- New [Red Crystals](#) are on ships stored as an ammunition (*note: therefore you will not lose them with ship destruction!*) and each ship can carry max 50 [red crystals](#)! Each Red Crystal will also take 1 from your ship's cargo-space. Amount of [Crystals](#) needed for one-time cloak depends about ships class (ex.: VHF need 10, BS 25) and there is different also length of cloak effect ... BSs have the longest cloak duration.
- ** with introduction of the clan stations, there exist also another way how to obtain [red crystals](#). Clan stations can build special module (added as last) which allows production of [red crystals](#). They can be then purchased as an ammunition.