

# Armada 1 Artillery

The game *Star Trek: Armada* has two kinds of ships, that can be considered an artillery ship:

Depiction	Name
	<a href="#">Steamrunner</a>
	<a href="#">Raptor</a>

They don't have any conventional weapons for short-range offensive or defensive. They solely rely on their [special weapons](#) and their long-range artillery photon torpedo. It's range of 1000 is just about the scanning range of [sensor stations](#). So these ships are most effective in conjunction with some spotter unit, preferably a [scout unit](#). Their damage rate of 16/s is not particularly high, but as there is no immediate danger of returned fire by other kinds of ships and stations (out of range) these ships can simply besiege an enemy base. Just make sure to complement them with other units, as they are slowly moving and their shield energy is really low. This makes them easy targets if undefended. The Raptors in particular have one advantage with that regard: Hit and run attacks are made a bit easier due to their [cloaking device](#).

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