

Armada 1 Campaign Ships

The [singleplayer campaign](#) of the game *Star Trek: Armada* features several ships, that are not part of the multiplayer, which may also serve a hero (or villain) role. They may not be available for the standard multiplayer but on custom maps and with mods these ships may very well be used for multiplayer:

Faction	Depiction	Unit Name	Dilithium	Build Time	Supply	Crew	Shields	Shield Build Up Rate	Weapon Systems	Damage Rate	Max Energy	Energy Build Up Rate	Special Abilities	Campaign Missions
Breen		Breen War Ship	800 (10/s)	80 s	7 (5.3/min)	400 (5/s)	500	2.5/s	Phaser Array X2, Quantum Torpedo Launcher	24.6 - 35.9/s	1000	10/s	Shield Disruptor	Assimilation
Cardassian		Damar Class	300 (5.5/s)	55 s	3 (3.3/min)	80 (1.5/s)	120	0.65/s	Phasers	9.6 - 11.3/s	1000	10/s	Energy Dissipator	Call to Power
Cardassian		Galor Class	800 (10/s)	80 s	7 (5.3/min)	400 (5/s)	500	2.5/s	Phasers, Photon Torpedoes	24.7 - 35.9/s	1000	10/s	Warp Core Overload	Call to Power
Dominion		Jem'Hadar Destroyer	200 (10/s)	20 s	3 (9/min)	90 (4.5/s)	80	0.4/s	Phasers	9.6 - 11.3/s	1000	10/s	Polaron Torpedo	Premonitions, Vendetta, Resurrection

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Domionion		Jem'Hadar Battleship	800 (10/s)	80 s	7 (5.3/min)	400 (5/s)	750	3.75/s	Phasers, Photon Torpedoes	24.7 - 35.9/s	1000	10/s	Shield Disruptor	Resurrection, Assimilation
Ferengi		Ferengi Marauder	800 (10/s)	80 s	7 (5.3/min)	200 (2.5/s)	700	3.5/s	Phasers, Photon Torpedoes	5.4 - 7.6/s	0	0/s	Tractor Beam	Vendetta, Call to Power, Assimilation
Son'a		Son'a Battleship	800 (10/s)	80 s	7 (5.3/min)	400 (5/s)	600	3.0/s	Phasers, Photon Torpedoes	24.7 - 35.9/s	0	0/s	-	Paradise Revisited
Son'a		Son'a Destroyer	200 (10/s)	20 s	3 (9/min)	90 (4.5/s)	120	0.6/s	Pulse Phasers	4 - 9/s	0	0/s	-	Paradise Revisited, Vendetta
Species 9341		Entity	10 (2/s)	5 s	0	0	400	2.0/s	-	0	500	200/s	Psychonic Blast	Extermination

Non of these ships do possess a [cloak](#). They are (usually) not constructable (they are part of the single player campaign map) but they can be used in [mods](#) and custom maps. They do have construction properties, such as Dilithium cost or build time. Some of them only appear in one single mission. Others are recurring.

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Last update: **2022-04-17-14-45**

