

# 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 |

| 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                     |
|--------------|-------------------------------------------------------------------------------------|----------------------|------------|------------|-------------|-------------|---------|----------------------|---------------------------|---------------|------------|----------------------|-------------------|---------------------------------------|
| 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. The [Ferengi Marauder](#) can be part of a multi-player match, if turned on during match setup. The Ferengi will tow disabled or vacated ships from the map.

[ [Star Trek: Armada](#) ] [ [Game Play](#) ] [ [Technical Support](#) ]

[ [Units](#) ] [ [Hero Ships](#) ] [ [Campaign Ships](#) ] [ [Ship Types](#) ] [ [Stations](#) ] [ [Station Types](#) ] [ [Special Weapons](#) ] [ [Factions](#) ]

---

[ [Back to the Games Database](#) ]

From:

<https://mwohlauer.d-n-s.name/wiki/> - [mwohlauer.d-n-s.name](https://mwohlauer.d-n-s.name/) / [www.mobile-infanterie.de](https://www.mobile-infanterie.de)

Permanent link:

[https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:games:star\\_trek\\_armada\\_1:campaign\\_ships&rev=1650207049](https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:games:star_trek_armada_1:campaign_ships&rev=1650207049)

Last update: **2022-04-17-14-50**

