

# Armada 1 Caster

The game *Star Trek: Armada* has four kinds of ships, that can be considered a [caster](#):

Depiction	Name
	<a href="#">Diamond</a>
	<a href="#">Nebula</a>
	<a href="#">Fek'Ihr</a>
	<a href="#">Shadow</a>

These ships are generally slowly moving, have low shield energy and very limited firepower. However, their four [special\\_weapons](#) make them very dangerous/useful, nevertheless.

They are rather expensive in comparison to other ships and are especially good at supplementing other units or negating an opponent's offensive capabilities. As such they require often more [Micro Management](#) than other units.

Depending on the used [Techtree](#) the ship may not be available at all, may require research to be done for each special weapon or may come fully equipped, once produced.

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