

Armada 1 Destroyer

The game *Star Trek: Armada* has four kinds of ships, that can be considered a destroyer:

Depiction	Name
	Interceptor
	Defiant
	B'rel
	Shrike
	Damar Class
	Jem'Hadar Destroyer
	Son'a Destroyer

Together with the [scouts](#) they are the fastest ships of the game. They have limited offensive and defensive capabilities which makes them mostly useful for hit and run attacks. Especially in the early game they are preferably used for [harassment](#) tactics. But in larger numbers these ships are can still be very much lethal, even in the late game. Destroyers are available right from the start at the [tier 1 yards](#).

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Last update: **2022-04-17-15-41**

