Armada 1 Freighter

General Properties

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

Depiction	Name
	Dilithium Collector
	Federation Dilithium Freighter
	Klingon Dilithium Freighter
	Romulan Dilithium Freighter

These ships mine the Dilithium from Dilithium Moons and transport it to the next mining station. As such they are vital for the economy of any player. That's why they are rather sturdy. They are however unarmed and slow (50/s), which makes them easy targets, nevertheless. You will need at least three of them to mine a moon most efficiently. Their Mining Beam is an integral part of the ship and is always available unless weapons systems are damaged/offline. They are built by either the Starbases or (implicitly) along with new mining stations. Although the freighters of each faction come with a particular mining station, all freighters can be used with all mining stations just as long as the station belongs to the same player as the freighter. The faction does not matter for compatibility.

Faction Transition Bug

The faction of a unit usually is determined by the constructor or station that produces it. Produced units or stations inherit the faction of whatever constructed them. In most games you will have only one faction at your disposal, unless you use the *Super Side* selection for the Starting Units in a multi-player match. But even then, normally the game will allow you only to crate new units with the above described faction inheritance mechanics in effect. Same goes for taking over (beam-in or using Holding Beam) units or stations. The faction of the beaming in unit or station will determine as which faction the taken-over unit or station will handle.

However, there exists a bug in the game where the freighter coming with a constructed mining

station consistently does **not** inherit the faction you constructed the mining station with. E.g. having stolen a Romulan Construction Ship when playing as Borg faction makes the Mining Facility constructed by it be manned by Borg faction. Which you would expect for the Romulan Dilithium Freighter as well. In reality the produced freighter coming with the mining facility will be of Romulan faction.

You can hear the Romulan faction's voice-over responses when ordering it around as well seeing it in the faction depiction of the unit and the missing Borg meshes on the unit:

On the right hand side you see the Romulan Dilithium Freighter, manned by Romulan faction. The faction indicator on the control panel in the lower left corner is clearly Romulan and there are no Borg meshes applied to the freighter.

On the left hand side you see the same kind of freighter, but this time depicted as manned by Borg faction. You can clearly see the Borg meshes here, as well as the Borg faction indicator on the control panel.

The left freighter clearly shows the Borg emblem and Borg meshes, while the right one clearly shows the Romulan emblem and no Borg meshes. (The voice over is also different, Borg and Romulan resp.)

However, they still **both** belong to the same player **at the same time**:

The game's normal mechanics allows for one player commanding different factions at the same time. The *Super Side* selection for the *Starting Units* of a match places the player with four different construction ships, each being of their own faction. So a player can have all four kinds of factions at the same time, while one unit of course only belongs to one faction at the same time. But usually it is not possible to cross faction boundaries by conventional means for the described inheritance mechanics.

The illustrated situation however, shows that you **can** have different factions even when you are not playing with *Super Side* settings. This effectively allows to **transition to another faction** even if you are usually not in a position to do that (unless *Super Side* is active). This is most likely a bug, not intended behavior.

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