

Armada 1 Game Play

Star Trek: Armada is a [real time strategy](#) game, that can be played either as part of a [single-player campaign](#), a single-player custom match in form of the so-called *Instant Action* or in classic [multi-player](#) with two to eight human players. As such it has many strategic and tactical aspects. It is controlled by keyboard and mouse. Its setting in the *Star Trek* universe brings many aspects with it, that are well known for *Star Trek* fans.

Game Elements

There are a lot of different game elements and aspects. See the following articles on these details:

- [Game Interface](#)
- [Maps](#)
- [Map Objects](#)
- [Factions](#)
- [Stations](#)
- [Units](#)
- [Special Weapons](#)
- [Economy](#)
- [Setting Up Matches](#)
- [Obscure Game Mechanics](#)

Game Complexity

Although the game features only four very similar factions with regard to [tech tree](#) and [ship](#) properties, still these differences make playing effectively not a simple matter. It already begins with the differentiation in two factions with cloaks and two without, the underlying [mechanics of detector units](#) and the discovery of opponent's maneuvers. Then there is the deviation of factions with and without [artillery ships](#). To make matters more interesting, all stations and ships can be captured, including the [construction ships](#). This allows for combinations that can be very powerful, e.g. [Nebula Class starships](#) with their [Federation Repair Team](#) in combination with the [Shadow class vessel](#) with its [Energy Shield Converter](#). This allows to quickly restore entire fleets and base positions after a strong but repelled attack. Or take the combination of [Transwarp Gate \(Borg\)](#) and [Phoenix class \(Romulan\)](#). Once this combination is achieved, the opposing team is pretty much done.

But also the differences of the ships of each faction can lead to certain counter unit mechanics, e.g. the [Sovereign class ship's Corbomite Reflector](#) vs. the [Akira class' Chain Reaction Pulsar](#): The Pulsar gets reflected multiple times at the attacking Akira unit, inflicting a lot more damage at the attacker than at the attacked. Similarly works the combination Sovereign vs. [Negh'Var](#): The [Ion Cannon](#) attack will be fully reflected to the Negh'var. The Shadow Class ability [Holo-Emitter](#) can also leave an attacking fleet devastated as especially the more powerful units will damage friendly units a lot. But also smaller units can have surprisingly big effects. E.g. a single [Bird of Prey](#) can slow down ships by using [Gravity Mines](#) while being cloaked. This can make hit and run attacks impossible, when placing the BoP on strategically important positions, waiting under cloak for their deployment.

But hit and run attacks still can be facilitated for example with groups of [Interceptors](#), which can engage a target and once opposing reinforcements arrive, simply [Transwarp jump](#) back to the home base. So mostly the special weapons and factions differences bring a certain depth to the combat, even when the units may look very similar at first glance.

Also the different factions bring certain traits with them. Such as, the Borg are very powerful offensive-wise, regenerate the fastest, their ships are the most expensive in all categories (*lots* of crew, Dilithium and time) and the special weapons are not as powerful as for example the Romulans. Which in contrast are the weakest species boarding-party-wise, but have strong special weapons and almost all ships possess a [cloak](#). They are also the only faction, that has a cloakable [scout](#) with [detector capabilities](#). [Klingons](#) on the other hand are strong offensive-wise, cheap in ship cost, but lack powerful/versatile special weapons and regenerate slowly. Their boarding parties are the second strongest of the game and once a Klingon ship drops to red crew state, it begins firing *faster*, instead of slower (like the other factions). [Federation](#) is very strong defense wise, has decent special weapons but no cloaking capabilities. Their boarding parties are the second weakest but the ships regenerate well.

On the other hand, the game lacks any deeper differentiation of the units, e.g. there is no distinction such as units with and without armor, heavy and light units or general upgrade systems. Only the special weapons, the speed, damage and health values are actually important.

Singleplayer Campaign

There is a story driven [single-player campaign](#) available, which consists of four groups of missions. Each group provides four missions for a specific faction. The Omega group gives another four missions where you play different factions. It is not necessary to play the other factions in order to start a particular faction. The Omega missions on the other hand are unlocked *only by the last Borg* mission.

To get an impression of the singleplayer campaign, have a look at the [Web links](#).

Cheats

Cheats are accessible only in the single player campaign. When pressing Enter, the chat console opens (just like it would in multiplayer). When entering one of the following text snippets, the corresponding effect is triggered:

Cheat Code	Effect
avoidance	Accelerates crew gain
canofwhoopass	Improved ship AI, ships are more independent with movement and special weapons
kobayashimaru_lost	Looses mission instantly.
kobayashimaru	Instantly finishes mission successfully.
showmethemoney	Adds 2000 Dilithium to the player's resources.

Fun Facts

- Very often, there is the possibility to steal enemy [construction ships](#). This can be very beneficial. The apex is the combination of the three/four final buildings, the [Transwarp Gate](#), the weapons of mass destruction of Klingons and Romulans and the [Temporal Research](#) station. Freezing the area, opening a Transwarp Gate and sending in a [Phoenix](#) or an [Jah'eng ship](#) leaves the enemy defenseless while striking a massive blow.
- In some missions there is a rather easy way to reach the map goal or achieving certain tasks, like not going around the long way with the [mining freighters](#) intended for the Ferengi but sending them right through the [Metreon Gas Nebula](#).
- On the very last mission the player is supposed to destroy the Omega containment facility. It is however sufficient to get its shields down, e.g. with the Federation's [Nebula class' Shield Disruptor](#). On the other hand it is not possible to capture the station. You can bring down the stations number of crew to one (e.g. using [Psychonic Blast](#) of the Romulan [Shadow class](#) multiple times) but once you kill the last crewman, the game simply resets the crew number to ten.

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Last update: **2022-04-06-21-16**

