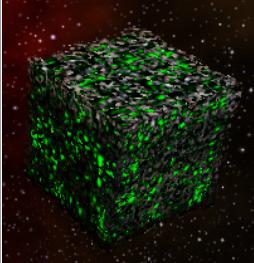


Armada 1 Hero Ships

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:

| 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 | Cloak |
|------------|---|-------------------|-----------|------------|-----------------|------|---------|----------------------|---|-------------|------------|----------------------|---------------------------------------|-------|
| Borg |  | Locutus' Cube | 1200 | 150 | 7 (2.8/min) | 1500 | 2000 | 20.00 | Energy Beam X3, Energy Torpedo Launcher X3 | 34.7 | 1000 | 10 | Holding Beam | no |
| Federation |  | Galaxy | 800 | 80 | 7 (5.3/min) | 600 | 700 | 3.5 | Phaser Array X2, Quantum Torpedo Launcher | 26.6 | 1000 | 10- | | no |
| Federation |  | Enterprise-D | 500 | 100 | 7 (4.2/min) | 1500 | 1000 | 3.75 | Phaser Array X2, Quantum Torpedo Launcher | 26.6 | 1000 | 10- | | no |
| Federation |  | Enterprise-E | 0 | 80 | 7 (5.3/min) | 750 | 1500 | 7.5 | Phaser Array X2, Quantum Torpedo Launcher | 26.6 | 1000 | 10 | Corbomite Reflector | no |
| Federation |  | Avenger | 200 | 20 | 3 (9/min) | 100 | 700 | 3.5 | Pulse Phaser X2 | 2.8 | 5000 | 50 | Anti-Matter Mines | yes |
| Federation |  | Premonition | 1000 | 500 | 7 (0.84/min) | 400 | 2000 | 15 | Phaser Array X2, Quantum Torpedo Launcher | 26.6 | 5000 | 50 | Gemini Effect / Temporal Stasis Field | no |
| Klingon |  | Martok's Negh'Var | 800 | 80 | 7 (5.3/min) | 500 | 1500 | 7.5 | Phaser Array X1, Photon Torpedo Launcher X3 | 26.6 | 1000 | 10 | Ion Cannon / Cloak | yes |
| Klingon |  | Toral's Negh'Var | 800 | 80 | 7 (5.3/min) | 400 | 675 | 3.4 | Phaser X2, Photon Torpedo Launcher X3 | 16.2 | 1000 | 10 | Ion Cannon | no |
| Klingon |  | Prison Barge | 630 | 63 | 5 (4.8/min) | 270 | 400 | 0.9- | | 0 | 1000 | 10- | | no |
| Romulan |  | Sela's Warbird | 1000 | 80 | 7 (5.3/min) | 400 | 1500 | 7.5 | Phaser Array X2, Photon Torpedo X2 | 26.6 | 1000 | 15 | Shield Inversion Beam / Cloak | yes |

These ships are in general very powerful in comparison to their ordinary counter part, that can be produced during the singleplayer or multiplayer. Very often they also have **special weapons** available right away or even more features such as a **cloak**, where the ordinary ships of their kind do not have it.

Although they are (usually) not constructable (they are part of a single player campaign script), they can be used in **mods** and do have construction properties, such as dilithium cost or build time.

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Last update: **2022-04-06-21-13**

