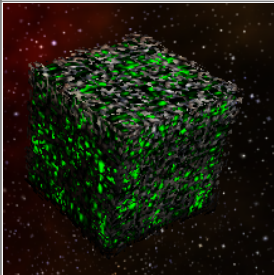


# Armada 1 Hero Ships

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. They may not be available for the standard multiplayer but on custom maps and with mods these ships may very well be used for multiplayer:

| 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        | $7 \frac{1}{(2.8/\text{min})}$  | 1500      | 2000    | 20.00                | Energy Beam X3, Energy Torpedo Launcher X3  | 34.7        | 1000       | 10                   | Holding Beam                          | no    |
| Federation |    | Galaxy            | 800        | 80         | $7 \frac{1}{(5.3/\text{min})}$  | 600       | 700     | 3.5                  | Phaser Array X2, Quantum Torpedo Launcher   | 26.6        | 1000       | 10                   | -                                     | no    |
| Federation |   | Enterprise-D      | 500        | 100        | $7 \frac{1}{(4.2/\text{min})}$  | 1500      | 1000    | 3.75                 | Phaser Array X2, Quantum Torpedo Launcher   | 26.6        | 1000       | 10                   | -                                     | no    |
| Federation |  | Enterprise-E      | 0          | 80         | $7 \frac{1}{(5.3/\text{min})}$  | 750       | 1500    | 7.5                  | Phaser Array X2, Quantum Torpedo Launcher   | 26.6        | 1000       | 10                   | Corbomite Reflector                   | no    |
| Federation |  | Avenger           | 200 (10/s) | 20         | $3 \frac{1}{(9/\text{min})}$    | 100 (5/s) | 700     | 3.5                  | Pulse Phaser X2                             | 2.8/s       | 5000       | 50/s                 | Anti-Matter Mines                     | yes   |
| Federation |  | Premonition       | 1000       | 500        | $7 \frac{1}{(0.84/\text{min})}$ | 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         | $7 \frac{1}{(5.3/\text{min})}$  | 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         | $7 \frac{1}{(5.3/\text{min})}$  | 400       | 675     | 3.4                  | Phaser X2, Photon Torpedo Launcher X3       | 16.2        | 1000       | 10                   | Ion Cannon                            | no    |
| Klingon    |  | Prison Barge      | 630        | 63         | $5 \frac{1}{(4.8/\text{min})}$  | 270       | 400     | 0.9                  | -                                           | 0           | 1000       | 10                   | -                                     | no    |

| 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 |
|---------|-----------------------------------------------------------------------------------|----------------|-----------|------------|----------------|------|---------|----------------------|------------------------------------|-------------|------------|----------------------|-------------------------------|-------|
| Romulan |  | Sela's Warbird | 1000      | 80         | 7<br>(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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