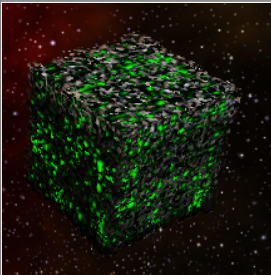


Armada 1 Hero Ships

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 (2.8/min)	1500	2000	20.00	Energy Beam X3, Energy Torpedo Launcher X3	34.7	1000	10	Holding Beam	no
Federation		Galaxy	800 (10/s)	80	7 (5.3/min)	600 (7.5/s)	700	3.5/s	Phaser Array X2, Quantum Torpedo Launcher	26.6/s	1000	10/s	-	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 (10/s)	20	3 (9/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 (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

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 (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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