

# Armada 1 Shrike

The *Shrike* type ship of the game Star Trek Armada is the Romulan's [destroyer](#). It is build by the [Shipyard](#). It can be enhanced with a [Romulan Spy](#) tracking opponents ships or getting an overview of an opponents structures and positions. The cloaking device allows it to get past opposing ships and defenses easily. Its main function are hit and run attacks but above all reconnaissance. This ship supplements the troops of Romulans very well, supporting a more information driven warfare. The exceptionally high special energy rate of 15 helps that a lot.



<b>Faction</b>	<a href="#">Romulans</a>
<b>Role</b>	<a href="#">Destroyer</a>
<b>Build Time</b>	24 s
<b>Dilithium Cost</b>	200 (8.3/s)
<b>Supply Cost</b>	3 (7.5/min)
<b>Crew Cost</b>	80 (3.3/s)
<b>Shields</b>	135
<b>Shield Recharge Rate</b>	0.68/s
<b>Conventional Weapon Systems</b>	Plasma Cannon X2
<b>Effective Damage Rate</b>	5.6 - 8/s
<b>Max Special Weapon Energy</b>	1000
<b>Special Weapon Energy Recharge Rate</b>	15/s
<b>Special Abilities</b>	<a href="#">Romulan Spy</a>
<b>Speed</b>	100
<b>Scanning Range</b>	500
<b>Possesses Cloak</b>	yes

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