

Armada 1 Sovereign

The *Sovereign* type ship of the game Star Trek Armada is the Federation's **battleship**. It is build by the **Advanced Shipyard**. It can be enhanced with a **Corbomite Reflector** which reflects most kinds of opponents weapons fire back at them. Its damage rate of 26.6 - 33.5/s therefore is effectively supplemented by its opponents fire power. This battleship is a strong blockade breaker, if the opponents tries to wall himself in behind torpedo turrets. The best way of limiting the damage inflicted by a Sovereign with active Corbomite is to set one's own ships to yellow alert, preventing most of them from damaging themselves by firing at it. Static defenses against it should consist of pulse cannons, not torpedo turrets. Many special weapons are also reflected or having little effect on it, while being protected by Corbomite. This ship can inflict heavy damage if not dealt with carefully.



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| Faction | Federation |
| Role | Battleship |
| Build Time | 80 s |
| Dilithium Cost | 800 (10/s) |
| Supply Cost | 7 (5.3/min) |
| Crew Cost | 400 (5/s) |
| Shields | 750 |
| Shield Recharge Rate | 3.75/s |
| Conventional Weapon Systems | Phaser Array X2, Quantum Torpedo Launcher |
| Effective Damage Rate | 26.6 - 33.5/s |
| Max Special Weapon Energy | 1000 |
| Special Weapon Energy Recharge Rate | 10/s |
| Special Abilities | Corbomite Reflector |
| Speed | 80 |
| Scanning Range | 500 |
| Possesses Cloak | no |

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