

# Armada 1 Steamrunner

The *Steamrunner* type ship of the game Star Trek Armada is the Federation's [artillery ship](#). It is build by the [Shipyard](#). It can be enhanced with [Warp Core Overload](#) to disable opposing ships propulsion. It is rather slow and fragile but if unchallenged, can deal a lot of damage (up to 16/s) without any danger from returned fire. It allows for long range attacks and defense. In combination with a [scout ship](#) its range is only rivaled by that of the Romulan [Raptor](#). Its only defense is its special weapon, however its main weapon may still deal a lot of damage. The rate depends on the size of the ship, as smaller ships may be missed by it. This ship is not meant to be used unescorted. Be careful to not inflict friendly fire with it!



<b>Faction</b>	<a href="#">Federation</a>
<b>Role</b>	<a href="#">Artillery</a>
<b>Build Time</b>	45 s
<b>Dilithium Cost</b>	400 (8.9/s)
<b>Supply Cost</b>	5 (6.7/min)
<b>Crew Cost</b>	250 (5.6/s)
<b>Shields</b>	120
<b>Shield Recharge Rate</b>	0.6s
<b>Conventional Weapon Systems</b>	Tri-Cobalt Torpedo
<b>Effective Damage Rate</b>	12.8 - 16/s
<b>Max Special Weapon Energy</b>	1000
<b>Special Weapon Energy Recharge Rate</b>	10/s
<b>Special Abilities</b>	<a href="#">Warp Core Overload</a>
<b>Speed</b>	50
<b>Scanning Range</b>	500
<b>Possesses Cloak</b>	no

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