

# Armada 1 Trivia

There are a number of interesting facts, goofs and other notable things about *Star Trek: Armada*. Here's a selection.

## Captain Picard is a Commander

When you look carefully at the faction selection in the [single-player campaign](#), Picard has only three pips on his collar. This makes him a Commander, not a Captain. The game makes no mention of that, but (as would be expected) states that Picard is still a Captain.

## Worf is a Commander

Again, on the faction selection screen in the single-player campaign, Worf also has three pips on his collar. By the in-universe time Armada plays, he actually is only Lieutenant Commander.

## Persisting Cube

On the faction selection screen in the single-player campaign, the Borg Cube seen next to Locutus is the only ship that is permanently visible. The ships of the other characters are not visible unless you hover the mouse pointer over the portray/selector.

## Loading Screen is Rendered

When starting a new match the loading screen shows the *Star Trek: Armada* logo, which is not simply a raster graphic being displayed but an actual 3D model (stored in the *stalogo.SOD* file) before a special background (*MbgIkol.SOD*).



Depending on your set resolution the logo can therefore be very sharp and clean.

## Colored Armada Logo

The above fact also explains why there is sometimes a different color for the logo. There is of course also a light source and you see basically the reflections of its light from the surface of the logo. E.g. after playing mission [Extermination](#) you will notice in the next loading screen, that the logo has a pinkish coloring. The game apparently keeps the light source from the last played game instead of always placing a new one. A in the case of mission *Extermination* it's of a pinkish color. Other such cases do exist, e.g. with a more greenish color.



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