

Star Trek - Armada 2

Downloads

- [Star Trek - Armada 2 - Patch Project 1.2.5](#)
- [Star Trek: Armada II: Fleet Operations \(Mod\)](#)
- [Game Manual](#)
- [Armada 2 Demo](#)

Info

Multiplayer Information



- Internet play: via [VPN](#)
- LAN play: yes
- Lobby search: yes
- Direct IP: no
- Play via [GameRanger](#): yes
- [Coop](#): yes
- Singleplayer campaign: yes
- Hotseat: no

The game was developed by [Mad Doc Software](#), released by [Activision](#) on 16.11.2001. After some disputes with Paramount (represented by Viacom) Activision returned the license for Star Trek games in general. For this reason, Armada 2 and the other [Star Trek Games](#) from Activision will no longer be distributed. Therefore the game is not available at [GOG](#) or other retailers. Therefore, only the second-hand trade remains, e.g. via [eBay](#) or [Amazon Market Place](#). The ISO image still can be found on the net.

Minimum System Requirements

In General

- 300 MHz Pentium II or Athlon® processor
- Windows 95/98/Me/2000
- 64 MB RAM
- 1,3 GB uncompressed hard disk space for game files, plus another 100 MB for the Windows swap file
- DirectX® 8.0a (included) or higher
- 100% DirectX-8.0a compatible 16 bit soundcard
- 100% DirectX-8.0a compatible 8 MB graphics card
- 100% Windows 95/98/Me/2000 compatible mouse or trackball

- 100% Windows 95/98/Me/2000 compatible keyboard
- 100% Windows 95/98/Me/2000 compatibles 4x CD-ROM drive (constant transfer rate 600 K/Sec.)

For Multiplayer

- 450 MHz Pentium II or Athlon processor
- 128 MB RAM
- Game play via internet (TCP/IP) and LAN (TCP/IP) is supported
- Playing via internet requires a 100% Windows 95/98/Me/2000 compatible 28,8-Kbps (or faster) modem
- Game play via LAN (and of via fast internet connection via DSL or cabel modems) requires a 100% Windows 95/98/Me/2000 compatible network card.
- Supported chip sets for Windows 95/98/Me/2000

Installation

As always: Install, patch and if necessary copy crack over. The crack for version 1.1 also works with version 1.2.5, because the community patch does not change the original binary. The Mod Fleet Ops doesn't work with the cracked binary. The current version (3.2.7) crashes with it. So, for Fleet Ops you need the original CD again. Under Win 7 you have to activate the XP compatibility mode, otherwise the game crashes. With the 1.2.5er patch however only a corresponding notification appears, but it goes on without problems.

Known Problems

Although the game let's you set higher resolutions than 1280×960, the only available hiher resolution 1600×1200 is known to additionally squeeze the image vertically (by adding black bars on top and bottom), so that it looks even more stretched than 4:3 resolutions on 16:9 screens normally do. So actually the highest usable resolution (at least under Windows 10 2004) is 1280×960. This limitation does not apply for [Fleet Ops](#)

Gameplay

Essentially, Armada 2 is like [Armada 1](#), but with some innovations regarding the tactical part. The two most important innovations are Warp (most ships can be moved very fast to free areas of the map, but not near planets), Planets as population source and metal source and new resource machanics: Metal and Latinum can be mined, the latter from corresponding nebulae. Latinum is needed for research items and can be converted into dilithium or metal via the trading station. The trading stations create additional Latinum when merchant ships pass between them. In addition, research is no longer limited to special weapons and abilities. All five ship systems can also be upgraded (propulsion, shields, weapons, sensors, life support).

Mod Fleet Operations

This mod requires the original binary, either from CD or pre-installed. The game is installed as a standalone, so it doesn't change an existing Armada 2 installation. As mentioned above, the original CD is needed to play the game again, because the cracked binary crashes the mod. The concept of Fleet Ops is very similar to Armada 2. The warp has been removed, but there are metal and dilithium moons. Only the Borg have a different gameplay than the other races and the original. Instead of the Tachyon ability, which uncovers cloaked ships immediately, there is now a kind of ping, which shows the positions on the whole map. The sensor stations capable of discovering cloaked ships do this in regular intervals instead of continuously. But the most obvious difference is in the available units, sounds and graphics that are used. Compared to the original Fleet Ops is much less playful. But very lovingly designed. Especially the new race Dominion is an enrichment. But the Cardassians and species 8472 have been removed.

Fleet Ops can be played via [VPN](#) but also with direct IP. The ports required for NAT forwarding are (TCP & UDP respectively): 2302 - 2400, 6073, 3040, 3056, 3057, 6500, 6667, 13139, 16499, 29701.

Related Games

- [Star Trek - Armada 1](#)
- [Star Trek - Armada 3](#)
- [Star Trek Games](#)

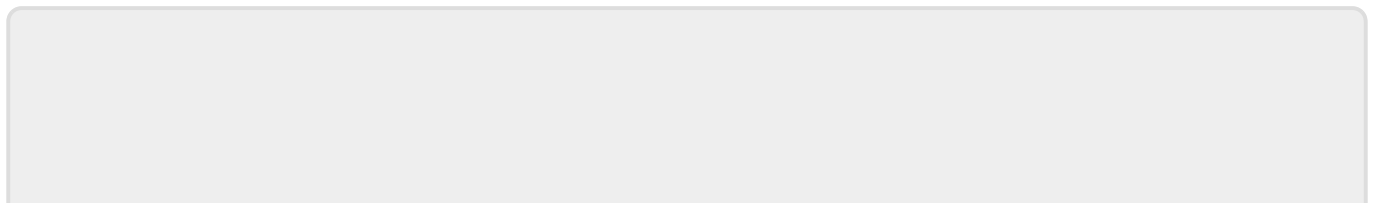
Weblinks

- [Star Trek Armada Discord](#)
- [Mod Fleet Ops](#)
- [Information about the installation of Armada 2](#)
- [Former Strategyplanet page](#)
- <http://armadafiles.com/>, website a lot of files surrounding [Armada 1](#) and 2.

See also

- [Star Trek games](#),
- [Star Trek - Armada 1](#),
- [Star Trek - Armada 3](#)

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