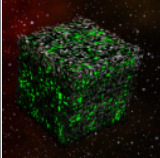
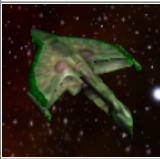


Armada 1 Hero Ships

The [singleplayer campaign](#) of the game *Star Trek: Armada* features several ships, that are not part of the multiplayer, which may also serve a hero (or villain) role. They may not be available for the standard multiplayer but on custom maps and with mods these ships may very well be used for multiplayer:

Faction	Depiction	Unit Name	Dilithium	Build Time	Supply	Crew	Shields	Shield Build Up Rate	Weapon Systems	Damage Rate	Max Energy	Energy Build Up Rate	Special Abilities	Cloak
Borg		Locutus' Cube	1200 (8/s)	150 s	7 (2.8/min)	1500 (10/s)	2000	20/s	Energy Beam X3, Energy Torpedo Launcher X3	32.2 - 46.9/s	1000	10/s	Holding Beam	no
Federation		Galaxy	800 (10/s)	80 s	7 (5.3/min)	600 (7.5/s)	700	3.5/s	Phaser Array X2, Quantum Torpedo Launcher	24.6 - 35.9/s	1000	10/s	-	no
Federation		Enterprise-D	500 (5/s)	100 s	7 (4.2/min)	1500 (15/s)	1000	3.75/s	Phaser Array X2, Quantum Torpedo Launcher	24.6 - 35.9/s	1000	10/s	-	no
Federation		Enterprise-E	0	80 s	7 (5.3/min)	750 (9.4/s)	1500	7.5/s	Phaser Array X2, Quantum Torpedo Launcher	24.6 - 35.9/s	1000	10/s	Corbomite Reflector	no
Federation		Avenger	200 (10/s)	20 s	3 (9/min)	100 (5/s)	700	3.5	Pulse Phaser X2	4.9 - 9.0/s	5000	50/s	Anti-Matter Mines	yes
Federation		Premonition	1000 (2/s)	500 s	7 (0.84/min)	400 (0.8/s)	2000	15/s	Phaser Array X2, Quantum Torpedo Launcher	24.6 - 35.9/s	5000	50/s	Gemini Effect / Temporal Stasis Field	no
Klingon		Martok's Negh'Var	800 (10/s)	80 s	7 (5.3/min)	500 (6.3/s)	1500	7.5/s	Phaser Array X1, Photon Torpedo Launcher X3	24.6 - 35.9/s	1000	10/s	Ion Cannon / Cloak	yes
Klingon		Toral's Negh'Var	800 (10/s)	80 s	7 (5.3/min)	400 (5/s)	675	3.4/s	Phaser X2, Photon Torpedo Launcher X3	24.6 - 35.9/s	1000	10/s	Ion Cannon	no
Klingon		Prison Barge	630 (10/s)	63 s	5 (4.8/min)	270 (4.3/s)	400	0.9/s	-	0	1000	10/s	-	no
Romulan		Sela's Warbird	1000 (12.5/s)	80 s	7 (5.3/min)	400 (5/s)	1500	7.5/s	Phaser Array X2, Photon Torpedo X2	24.6 - 35.9/s	1000	15/s	Shield Inversion Beam / Cloak	yes

These ships are in general very powerful in comparison to their ordinary counter part, that can be produced during the singleplayer or multiplayer. Very often they also have [special weapons](#) available right away or even more features such as a [cloak](#), where the ordinary ships of their kind do not have

it.

Although they are (usually) not constructable (they are part of a single player campaign script), they can be used in [mods](#) and do have construction properties, such as dilithium cost or build time.

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