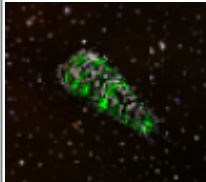


Armada 1 Scout

The game *Star Trek: Armada* has four kinds of ships, that can be considered a [scout](#):

Depiction	Name
	Detector
	Venture
	NuQ'Duj
	Talon

Together with the [destroyers](#) they are the fastest ships of the game. They require only small amounts of resources but are generally really weak as actual attacking or defending units. Their large scanning range of 800 is only second to [sensor stations](#) but still a bit larger than station's scanning range of 700. So a carefully used scout can spot any station other than a scanning station without being seen by it. Together with the researchable [Tachyon Detection Grid](#) they are the ideal scouting ship.

Depending on the used [Techtree](#) the ship may already come with the *Tachyon Detection Grid* from the beginning. Scouts are available right from the start at the [tier 1 yards](#).

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