

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 rived 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!



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

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