

Armada 1 Tier 1 Yards

The shipyards of tech level 1 of the game *Star Trek: Armada* are the backbone of a player's military. They produce [scouts](#), [destroyers](#) and [cruisers](#). The latter may only be available after building a [tier 1 research station](#) of that faction (depending on the used [techtree](#)).

Depiction	Name
	Assembly Matrix
	Federation Shipyard
	Klingon Shipyard
	Romulan Shipyard

[[Star Trek: Armada](#)] [[Game Play](#)] [[Technical Support](#)] [[Trivia](#)]

[[Units](#)] [[Hero Ships](#)] [[Campaign Ships](#)] [[Ship Types](#)] [[Stations](#)] [[Station Types](#)] [[Special Weapons](#)] [[Factions](#)] [[Modding](#)]

[[Back to the Games Database](#)]

From:

<https://www.mobile-infanterie.de/wiki/> - [mwohlauer.d-n-s.name](#) / www.mobile-infanterie.de

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:star_trek_armada_1:tier_1_yard&rev=1648836281

Last update: **2022-04-01-18-04**

