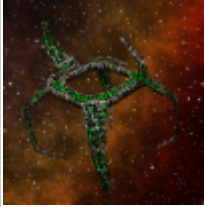


Armada 1 Tier 2 Yards

The shipyards of tech level 2 of the game *Star Trek: Armada* produce the important assets for a player's military. They produce [casters](#) and [battleships](#). The former are only useful after building a corresponding [tier 2 research station](#) of that faction. Depending on the used [techtree](#) neither may be available.

Depiction	Name
	Adv. Assembly Matrix
	Federation Advanced Shipyard
	Imperial Shipyard
	Romulan Advanced Shipyard
	Dominion 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_2_yard

Last update: **2022-05-01-09-00**

