

# Armada 1 Trivia

There are a number of interesting facts, goofs and other notable things about *Star Trek: Armada*. Here's a selection.

## Captain Picard is a Commander

When you look carefully at the faction selection in the [single-player campaign](#), Picard has only three pips on his collar. This makes him a Commander, not a Captain. The game makes no mention of that, but (as would be expected) states that Picard is still a Captain.

## Worf is a Commander

Again, on the faction selection screen in the single-player campaign, Worf also has three pips on his collar. By the in-universe time Armada plays, he actually is only Lieutenant Commander.

## Demming is Operations

Usually in the *Star Trek* universe captains of the TNG and later era are wearing red uniforms to indicate their command role, while yellow/gold is meant for operations or security. Captain Demming wears a yellow/gold uniform, which may be due to the original captain not being around any more after extensive battle with the Borg.

## Persisting Cube

On the faction selection screen in the single-player campaign, the Borg Cube seen next to Locutus is the only ship that is permanently visible. The ships of the other characters are not visible unless you hover the mouse pointer over the portray/selector.

## Loading Screen is Rendered

When starting a new match the loading screen shows the *Star Trek: Armada* logo, which is not simply a raster graphic being displayed but an actual 3D model (stored in the *stalogo.SOD* file) before a special background (*MbgIkol.SOD*).



Depending on your set resolution the logo can therefore be very sharp and clean.

## Colored Armada Logo

The above fact also explains why there is sometimes a different color for the logo. There is of course also a light source and you see basically the reflections of its light from the surface of the logo. E.g. after playing mission [Extermination](#) you will notice in the next loading screen, that the logo has a pinkish coloring. The game apparently keeps the light source from the last played game instead of always placing a new one. As in the case of mission *Extermination* it's of a pinkish color. Other such cases do exist, e.g. with a more greenish color.



## Intra-Model Movement

During the opening cinematic you can observe the Defiant fly between the upper and lower decks of a

Warbird. Such intra-model movement is not supported by the game.

## Cardassian Dialogue

The game comes with file *animations\Cardie.bik* clearly showing a Cardassian addressing someone. This might be a leftover of the mission [Call to Power](#) or something similar.

## Non-Trek Person Video

Video sequence *animations\Gowron.bik* shows a person that basically only moves its mouth while a voiceover of Michael Dorn (portraying Worf) is played. It is not quite clear, who the person is, but Gowron has no part in this video. It is likely but not proven, that the person shown was part of the development team of *Star Trek: Armada*.

## The Borg Are Everywhere

Even though certain factions never encounter the Borg in the campaign, all ships and stations appearing in the campaign have Borg meshes, in case they get controlled by a Borg faction. This even includes the [Ferengi](#). There are two notable exceptions, that kind of make sense: The [Mother Entity](#) and the [Entity](#). Both are of [Species 9341 faction](#) and as such are biological units, that cannot be assimilated. But this is basically due to a technicality: Both have no crew and therefore cannot be overtaken by the beam-in mechanics. Given crew in an ODF redefinition would allow for that as well.

## See Also

- [Obscure Game Mechanics](#)

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

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

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Last update: **2025-04-22-08-28**

