

Armada 1 Ship Types

The game *Star Trek: Armada* has a number of ships that do serve different roles resp. are of a specific type. Here is an overview of the most important distinctions of ship types:

Type	Role/Task
Scout	Mean for reconnaissance, weak offensive and defensive capabilities.
Destroyer	Small but fast attack vessel, low offensive and defensive capabilities.
Cruiser	Attack vessel of medium strength.
Battleship	The (almost) most powerful ships in the game.
Super Weapon	The most powerful but also most expensive ships. They deal massive amounts of damage, but can do so only once.
Caster	Weak conventional ship properties but four powerful Special Weapons , meant to support other ships.
Constructor	Ships that construct all stations of the game.
Freighter	Resource harvesters
Hero Ships	No specific role for the multiplayer but in single player serving as strong hero units.
Artillery	Ships with long range but no short range weapons. Slow and fragile.
Assault Ship	Ships meant for taking over opponent's ships and stations.

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